MISSION GALAXY

TRDM 2020
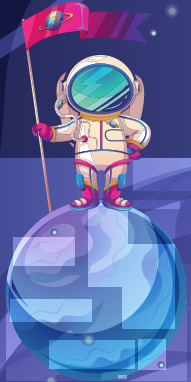
RULES

At the head of a spaceships fleet your objective is to save your Supreme Commander who has been kidnapped by the opposing team and bring him back to safety on your planet.

Length of a game
+ or - 30 min

Number of players
2 to 6 players
(5 player play is not possible)

ELEMENTS :
1 game board
48 tokens :
8 tokens x 6 colors
6 Commanders pawns
6 pawns

WHO START?
The youngest player is the first to start.

GOAL :
Free your commander and bring him back to your planet.
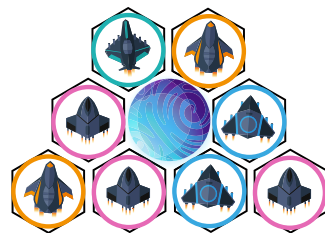
SET UP
Collect the 8 tokens of your color and your Commander pawn.
Put your commander on the enemy planet
(see positioning alongside).

Arrange your ships on the squares surrounding your planet, like this:

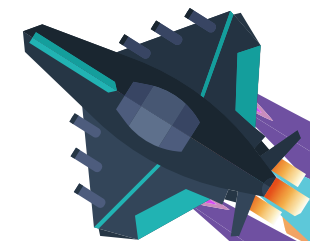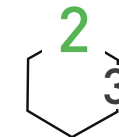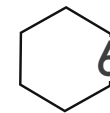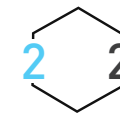You choose in which order lay out your ships, they only have to surround your planet.

== POSITIONING ==

2 players   **3 players**
4 players   **6 players**

3 players
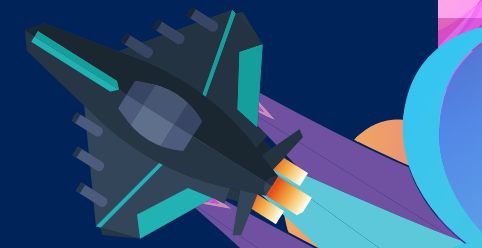1 vs 2 - 2 VS 3 - 3 VS 1
4 players
1 vs 4 - 2 VS 3
6 players
1 vs 4 - 2 VS 5 - 3 VS 6

PART 1

MOVES

MOVES
TWO CHOICES

One ship movement per turn. Movements are made in any direction,
you can go right or left diagonally, forward or backward, straight ahead or to the side.
For each movement you therefore have a maximum of six directions. To move your ships you have two possibilities, to choose from but not cumulative:

Move
Square by square

You can simply move a ship one square.
(Two spaces if you move the SPEEDY F1 ship / see Spaceships page). The box must be free.

OU
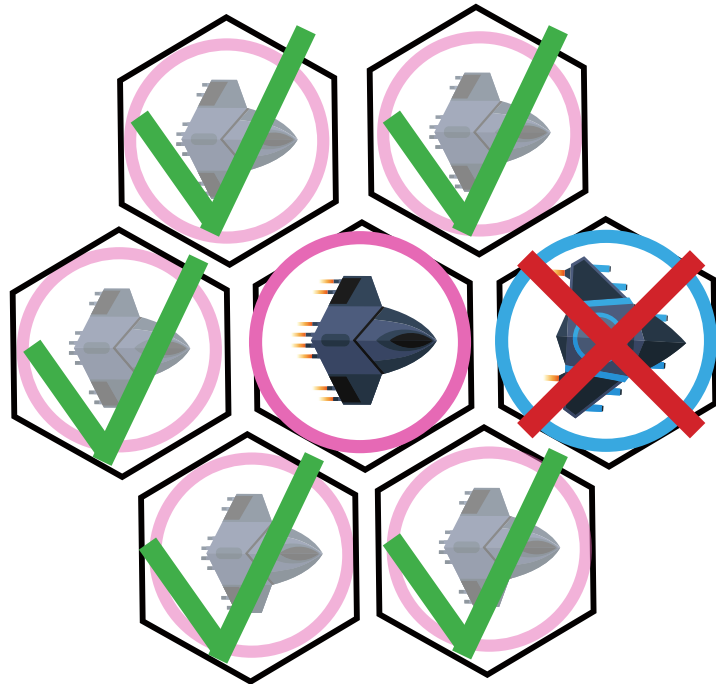
Move
Jump Over a token

You can move a ship by "jumping over" another ship. You can jump over friendly ships or enemy ships. You can use this method if you are stuck to the pivot ship or if there are empty spaces between you and the pivot ship (and after). You have to stay in the same direction.
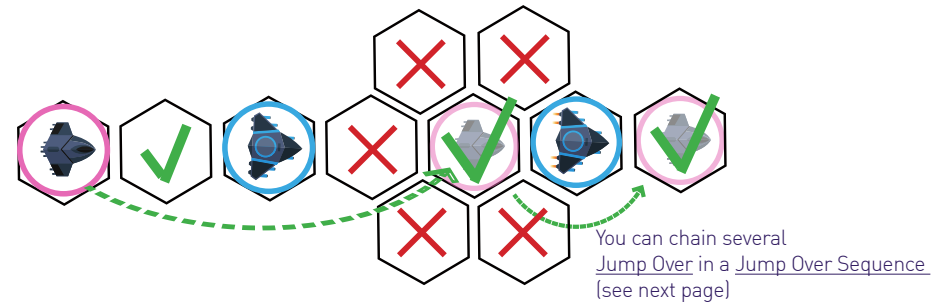
Example 1:
In this example the pink pawn jumps over the blue pawn that serves pivot pin:
There is no empty square between pink and blue. So there will not be an empty square after (there are no empty cell limits to jump).
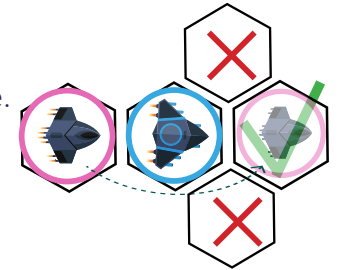
Example 2 :
In this example the pink pawn jumps over the blue pawn which serves as a pivot pin:

You can chain several Jump Over in a Jump Over Sequence (see next page)

In this example the pink pawn jumps over the blue pawn which serves as the pivot pawn. There is an empty square between pink and blue. So there will be an empty square afterwards (there are no empty cell limits to skip). Then he makes a Jump Over Sequence of pawn jumps and jumps new ones.

Jump Over Sequence

You can chain several consecutive Jump Over in a Jump Over Sequence to advance faster.
We have already seen fabulous crossings from one part of the galaxy to another thanks to this technique of movement.
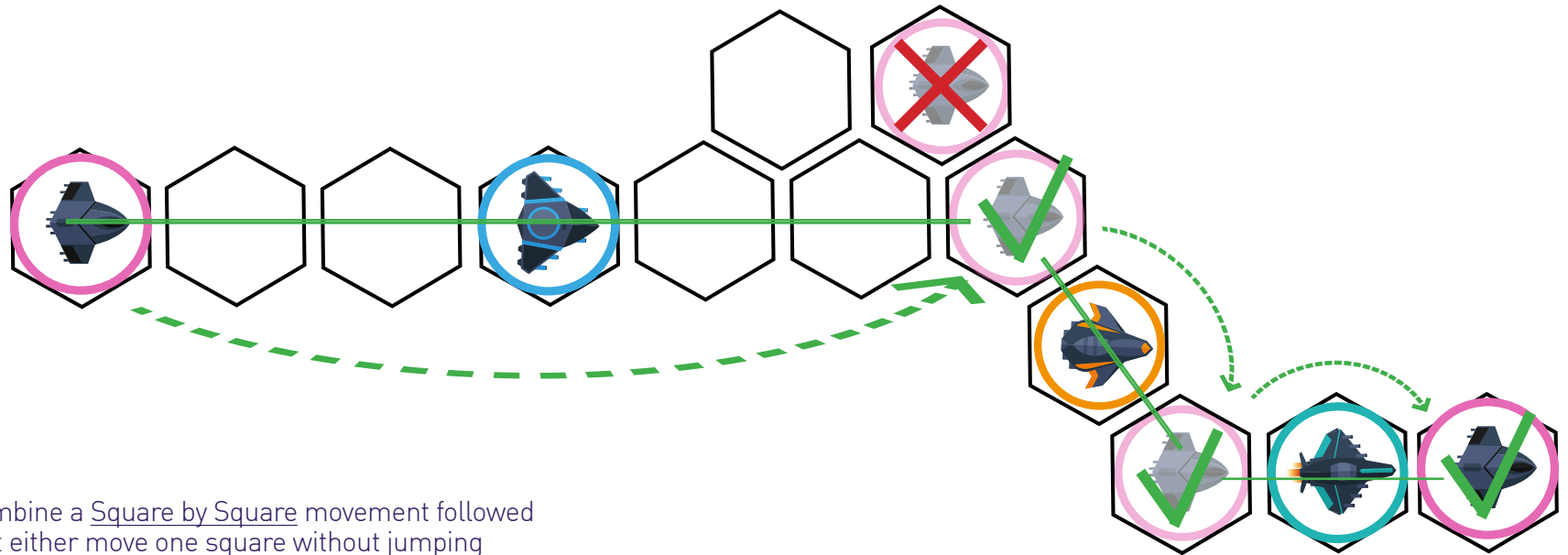
Warning : You cannot combine a Square by Square movement followed by a Jump Over. You must either move one square without jumping (move Square by Square), or chain one or more Jump Over in a row, but not both in a single turn.

You don't have to jump, you can stop in a sequences if you decide, for a strategic choice.

Warning : The square hovered over must be empty. We can not Jump Over two ships at once.

Example : The pink pawn cannot jump two pawns at once.

Warning : the Jump Over movement must remain in the same line. But during a Jump Over Sequence it is possible to change general direction using a pivot pawn.

Example : In this example the pink ship can move on the square marked with green but not on the square marked with red (because a Jump Over is done in a straight line). The pink pawn jumps over the blue pawn then can do a Jump Over Sequence over the orange pawn and then over the green pawn.
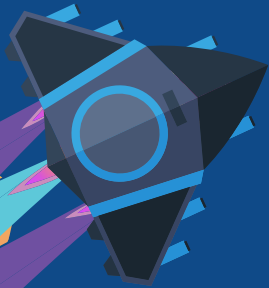It is possible to do as many Jumps Over as possible.

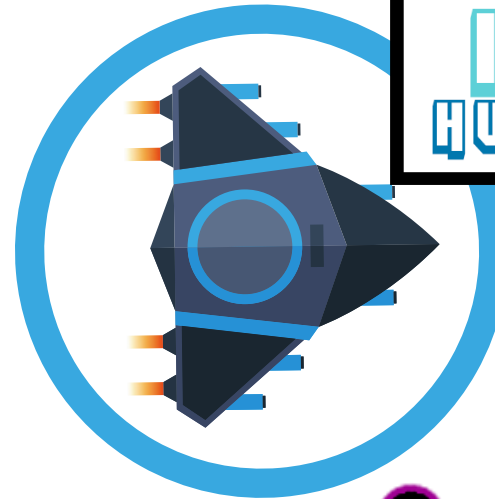**Warning :** One pawn per square maximum.
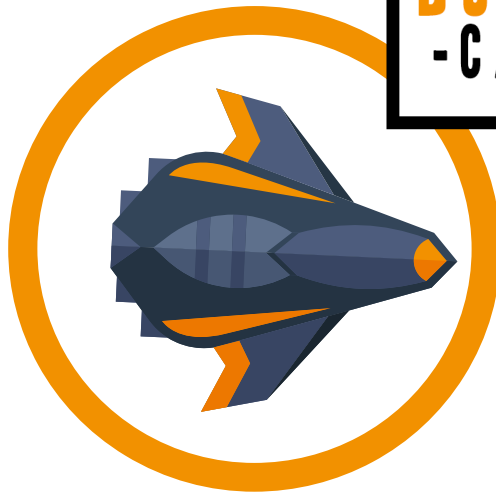
SPACESHIPS

== HOW THE PAWNS WORK ==

SPEEDY F1
This spaceship can move two squares (in any direction) if it moves square by square.
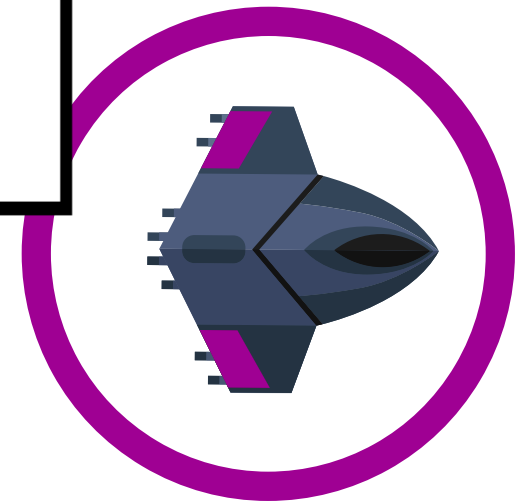**He can not carry the commander.**

ICE HUNTER
This spaceship can attack an enemy ship by falling on its square. The enemy ship is then destroyed and removed from the board.

BOUNTY CARGO
This spaceship does not fear attack of the ICE Hunter if and only if it carries the commander.

TIE UFO
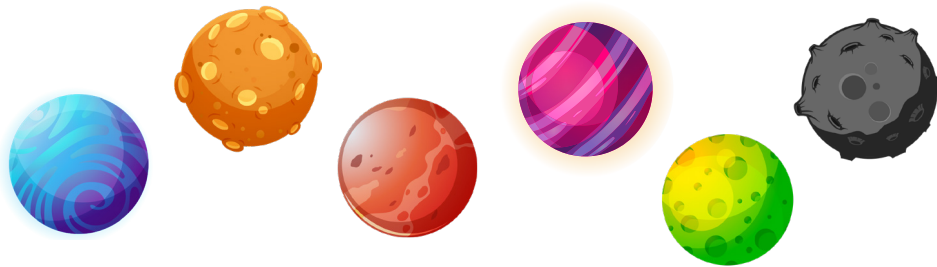This spaceship can use UFO square to move in Pawn Jump.
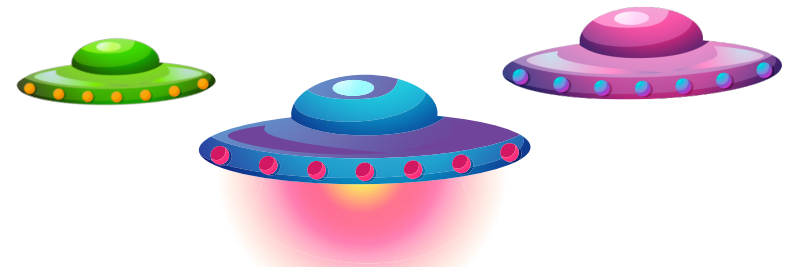
PART 3

SPECIAL SQUARE
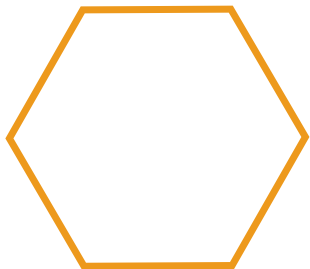
== SPECIAL SQUARE ==

Planets Square
You can land on an enemy planet to pick up your commander there.
You cannot attack or land on your planet
(unless it's to bring your commander back there).
Serves as a pivot pawn to jump over.

UFO squares :
It is forbidden to place a ship on this square.
Can be used as a pivot pawn when using
Jump Over to move with a Tie UFO ship only.

Orange Solar Attraction square
If you land on an orange square you can move
your ship to any empty orange square
(including in a Jump Over sequence).
You will not be able to continue your
moving after.
If you move the ICE Hunter you can attack
another ship also on an orange square.

== Attack on Commander's Transport ==
If your ship carrying your commander is attacked by
an ICE Hunter, your ship and removed from the board and your
commander is sent back to the enemy planet.

Red Solar Attraction square
If you land on a red square you can move
your ship to any empty red box
(including in a Jump Over sequence).
You will not be able to continue your
moving after.
If you move the ICE Hunter you can
attack another ship also on an orange square.
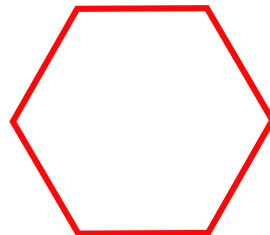
== HOW TO WIN?==

Land one of your ships on the enemy planet guarding your
commander, take him aboard your ship and return
on your planet. Avoid enemy hunters and land at
home, if you are the first you win. Well played!

PART 4

SPECIAL RULES

Do you want to play with special rules?
In this variant each team has a special power, a bonus to be used with strategy.

Space Wolf
Bonus

Space Wolf team pawns can stack on top of a case by dropping on it after a shift. 3 pawns on the same case at the same time. They can move at the same time and catch a new pawn in the process.
It's the top ship of the stack that brings is power. In the event of an attack on the square by an enemy ICE Hunter, the top ship of the stack is destroyed.
Taking a pawn out of the pack takes up one turn.

Space Cheetah
Bonus

The pawns of the Space Cheetah team can associate Square by Square movement and Jump Over movement. Once per turn.

Space Hacker
Bonus

The ICE Hunter ships of the Space Hackers team can take over an enemy ship by falling on it. The enemy ship is then sent to a space connected to the Space Hacker planet; then the enemy ship belongs to the Spaces Hacker.
Maximum 3 hacked ships.

Space Rooster
Bonus

The team's Orange Cargo ships can attack enemy ships. The Oranges Cargo are not indestructible even if they carry the Commander.

Space Robots
Bonus

In the event of destruction by an ICE Hunter enemy, the Space Robots team pawns can be rebuilt on a square connected to the planet of Space Robots. (Starting squares)
It takes one turn.

Ancient Astronauts
Bonus

Ice Hunters and Speed F1 of the Ancient Astronauts team can use UFO boxes to move Jump Over. (Orange Cargo ships cannot)

- 2 TO 6 PLAYERS -

At the head of a spaceships fleet your objective
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opposing team and bring him back to safety on your planet.

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