Assault on Galactus Prime

Expansion Kit 1: The Empire Shoots Back

[1.0] Introduction

Assault on Galactus Prime Expansion Kit 1: The Empire Shoots Back broadens player options and decisions for a wilder gameplay experience. These Rules, which follow the sequence of the basic game's Rules, supersede the Rules for **Assault on Galactus Prime**. The instructions on the cards trump *all* Rules.

[2.0] Game Equipment

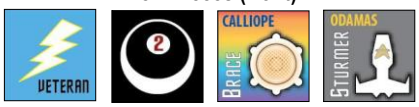
Component List:

- 40 Units and markers
- 20 Deck cards
- 1 Pilot Worlds mat extension
- 1 Rules sheet

The Pilot Worlds Mat Extension: The 4.25" x 11" mat of two new Pilot Worlds and **Galactus Prime** itself holds the unrecruited Pilots and Imperial Interference markers. Each world area notes the number (ratio) of qualified/total Pilots there and those Pilots' special abilities.



New Pieces (front)



Veteran Pilot marker | Unknown Imperial Interference | Calliope Pilot | Odamas Pilot

(back)



Ace Pilot marker | Imperial Interference marker | Unrecruited Calliope Pilot | Unrecruited Odamas Pilot

New Playing Pieces: There are 16 new **Calliope** Pilots (with 3 DNQs) and 9 from **Odamas** (with 7 DNQs). There are also 5 **Imperial Interference** markers and each player receives 5 **Pilot Skill** markers.



New Deck Cards: This Expansion Kit includes 5 sets of new cards that can be added to the game's other cards to vary the playing experience.

[3.0] Setting up the Game

Amend the set up instructions as follows:

1. Each player takes and sets aside, nearby, their 5 **Veteran/Ace** Pilot markers along with their 5 **Shield/ECM** markers.

2. Place the Expansion Kit Pilot Worlds mat extension adjacent to the standard game's Pilot World mat (thus "extending" it).

Place all the **Pilot** units and **Imperial Interference** markers, face-down so that they are **hidden**, on their respective planet boxes on the Pilot Worlds mat.



3. Sort out the cards and place them, in stacks, by card type. The Purchase Area still starts with face-up piles of the type-sorted cards: **1-value Crystal**, **2-value Crystal**, **Special Agent**, and **Presidential Favor**.

To these piles are added **ten** (of the **fourteen**, *including those from this Expansion Kit*) face-up piles of cards. The piles of cards *not* set up in the Purchase Area are out of the game. Players must agree which ten of the fourteen piles they will use (and this can vary from game to game).

***Alien Style* Option**: Play with all fourteen decks. While the game is balanced to play with all of the decks, certain cards will become more or less valuable when they are all out, and it could increase the game's playing time.

[7.0] Buying Cards

[7.3.1] Recruit: Players acquire **Imperial Interference** markers in exactly the same manner that they Recruit Pilots. Think of **Galactus Prime** as another Recruitment World in this regard, with a cost of **2 Recruit Points** per **Imperial Interference** marker "Recruited." There is still a Recruit limit of **once** per turn, no matter who or what you try to Recruit.



When purchased, you may **either**:



A) Take **1 Imperial Interference** marker from the pool of those available at **Galactus Prime**, examine it, and then keep it, face-down, in front of you (saving it for later use; you may examine freely once acquired); **OR**

B) Take **1** (unrevealed and unplayed) **Imperial Interference** marker away from your opponent's acquired stash and return it to **Galactus Prime** *(mixing it back in with any other markers there)*. In effect, you have thus "canceled it" in advance of your next Attack Run.

[8.0] The Attack Run & Imperial Interference

[8.9] Imperial Interference: In addition to spending **Fuel** Points to fire the Ion Cannon at your opponent's Attack Squadron while it is on an Attack Run, you can also hinder it by using your acquired **Imperial Interference** markers.

The use for each **Imperial Interference** marker type is explained below. They are played at any time during an Attack Run, as appropriate. After its use, an **Imperial Interference** marker is returned to its pool on **Galactus Prime** and mixed back in.



Flame Jets:



You may select any one **Caseus** (or **Calliope** Pilot flying a **Caseus** ship) and immediately return it to High Orbit. This pilot does **not** receive Veteran status (see 9.8).

Pursuit Fighters:



All of the Pilots about to enter a space **add one** (**+1**) to their Survival Die Rolls to enter that space (only).

Sabotage:



After the result of a die roll during an Attack Run is known, you may immediately **add two** (**+2**) to it, thus altering its outcome.

Shield Codes:



You may remove the Shield markers from up to two non-**Ryam** Pilots.

Signals Broken:

After moving all successful pilots forward, immediately move them all back one space.

[9.0] New Pilot Abilities

Each Pilot World produces Pilot units with their own Special Abilities as follows:

[9.6] Odamas Pilots: Most of the Pilots on this dreary world are hard to find (3 Recruit Points each) and do not qualify (DNQ), but the few who make it are the toughest Pilots in space. **Odamas** Pilots always receive an **Ace** marker when Recruited (see 9.8.2).







[9.7] Calliope Pilots: This lush nexus world has all sorts of Pilots to Recruit at its wild cantinas. These Pilots are very easy to find (1 Recruit Point) and many will qualify for duty, but some are better than others…



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Caseus Pilots: Several of these Pilots can be found at **Calliope**. These have no advantages or disadvantages. They're worth the 1 Recruit Point you paid for them, just as if you Recruited at **Caseus** itself.

Kybolt Pilots: Some of these Pilots are available at **Calliope** (where they can brag about their abilities). Like other **Kybolt** Pilots, they receive a minus one (-1) DRM when making Survival Rolls (see 8.3) and when returning to the **High Orbit** space after an unsuccessful Attack Run (see 8.8).

Santiffe Pilots: These Pilots certainly have reason to despise the Galactic Empire, but their antiquated ships make them vulnerable. They receive a plus one (+1) DRM when making Survival Rolls (see 8.3) and when returning to the **High Orbit** space after an unsuccessful Attack Run (see 8.8). *In other words, they are the opposite of **Kybolts**.*

Orrtveldt Pilots: These are some tough characters who like to relax on **Calliope** by engaging in cantina brawls, and they have very strong opinions about the use of Shields. The Pilot **Brace**, for example, ***always*** receives a **Shield** marker when Recruited, while her brother, **Dagger**, cannot *ever* receive a **Shield**.

Goortoopawll Pilots: Flying slower ships, **Goortoopawll** Pilots must follow where others lead. At **Calliope**, you may find **Pokey** there, who is brave enough, but is **always** the **last** Pilot in the Squadron to enter the next space during an Attack Run.

Hansa Pilots: The noble rivals to the current Imperial Dynasty, these few but brave Pilots train constantly for the day when they can ascend to power once again. You may find the hot-shot Hansa Pilot trainer, **Lieutenant Cole**, at **Calliope**, visiting family there. **Lt. Cole** ***always*** receives a **Veteran** marker (see 9.8.1) when Recruited.

[9.8] Veteran and Ace Pilots: Pilots have the potential to reach two higher ranks, **Veteran** followed by **Ace**.

Important: Veteran and **Ace** Pilots are **not** subject to the **Pilot Recall** card.

There are two methods for **Promoting** Pilots:

How Pilots are Promoted

- **The "Stung and Run" Method:** When your non-**Bhaalik** pilot *(clones do not get promotions)* is on an Attack Run and receives a Hit that removes its Shield marker, you may immediately return that Pilot to High Orbit *(no survival roll is necessary)* and place a **Veteran** marker on that Pilot. A Pilot that is already a **Veteran** does *not* improve from a Stung and Run promotion.
- **The "Survivor" Method:** When your non-**Bhaalik** pilot survives its return to High Orbit after completing an unsuccessful Attack Run, place a **Veteran** marker on that Pilot or, if it is already a **Veteran**, flip that marker over and promote that Pilot to an **Ace**. *This is the only way to promote a Pilot to Ace status. Good luck!*

[9.8.1] Veteran Pilots: A **Veteran** Pilot has **no special abilities**. It is merely halfway to becoming an **Ace** Pilot by using the Survivor Method (above).

[9.8.2] Ace Pilots: While you have at least one **Ace** Pilot in your Attack Squadron, all the die rolls to advance that Squadron to the next space (i.e., one for each Pilot) are rolled simultaneously.

Afterward, you must assign each of these die roll results to the specific Pilots of your choosing (one per Pilot). You also choose the order in which the Pilots advance to the next space, one at a time for each pilot, applying these dice roll results, Hits and Re-rolls as per usual *(see 8.0 in the basic Rules)*.

For Example: A Squadron with an Ace **Caseus** Pilot, a **Kybolt** Pilot and one **Bhaalik** Pilot is about to advance to the next space under fire. Their owner rolls three dice at once (one for each advancing Pilot), and the results are ⚀, ⚄ and ⚅.

Because an **Ace** Pilot is present, the player gets to advance these Pilots in any desired order and assign them their die rolls. The Ace **Caseus** Pilot advances first, and the player assigns it the ⚀ result (so it is safe). Then the **Kybolt** Pilot advances next, and is assigned the ⚄ result (which, with the **-1 DRM** for **Kybolt** Pilots, is reduced to a **3**, so that Pilot is also safe). Finally the poor **Bhaalik** Pilot advances last and is assigned the fateful ⚅ result and is thus destroyed.

[10.0] Card Explanations

Elaborations on the cards are here.

3 Crystal Value

These "**3**" cards contribute that amount of Crystal value to purchases made during your **Buy One Card** Phase.

Captured Freighter

Change: This works as before, but Fuel now has a **Maximum of 20.** When using this card or an **Imperial Fuel** Action, you show possession of more than 10 Fuel by flipping the **Fuel** marker over to its "**+10**" side (e.g., 12 Fuel is shown by placing the **Fuel** marker in its 2 space on its +10 side).

Cloaking Device

As a **Reaction**, you may use this card to negate an opponent's **Attack Action** card (i.e., it has no effect) as it is played; although negated, it *still* counts as one Action used. Discard both cards *immediately*.

Alternately, as an **Attack** Action, you may use this card to flip both of your opponent's **Recruit** and **Ion Cannon** markers to their "**-1**" sides. These penalties remain in effect until the completion of your opponent's *next* Attack Run.

Fuel Raid

Play this card as an **Attack Action** to flip both yours and your opponent's **Fuel** markers to their opposite side. This will either **add ten** (**+10**) Fuel or **subtract ten** (**-10**) Fuel for each player depending on their current status.

Imperial Technology

When played as an **Attack Action**, you're sending new Seeker Drones into the **Canyons** space to root out an opponent's Pilot hiding there. Roll one die and on a ⚃ or ⚄ (applying appropriate Pilot DRMs), that ship takes a Hit.

Alternately, you may play this card as an **Action** to draw **one additional** (**+1**) card into your hand at the end of your current turn *(thus, "building up" your hand for next turn)*.

Psionic Recruiter



When played as an **Action**, when you Recruit this turn (only), the first two **DNQ** Pilots that you draw cost **zero** (**0**) Recruit Points. They are "free" draws.

When played as an **Action**, draw two cards into your hand.

You are allowed to make one additional (+1) **Action** that turn.

You also receive **1** Crystal value during your Buy One Card Phase, **but only if** this card was played for this Action.

Game Credits
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