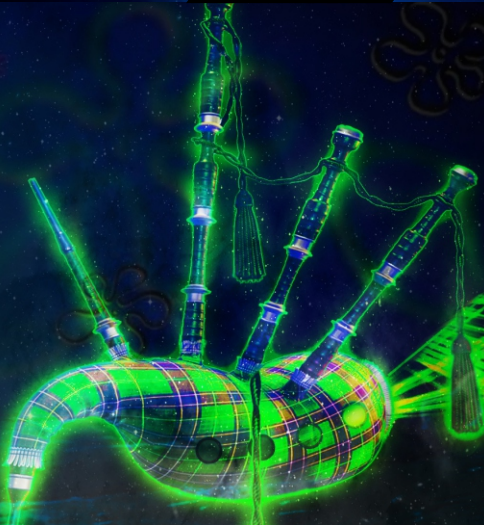# INTERGALACTIC ACE

Not long after the invention of the airplane, planes started being used to shoot down other aircraft. Pilots who shot down 5 or more enemy craft were given the coveted title of "Ace". Now, in the year 2311, technology has pushed these craft beyond the reaches of our galaxy and the enemies that they encounter hail from worlds far different from our own. The men and women who pilot these craft, however, remain largely unchanged through the centuries. You are one of these hotshot pilots and it is your goal to prove your worth by becoming the newest "Intergalactic Ace".

OBJECTIVE

Become an "Ace" by being the first pilot to rack up 5 Kills by winning Dogfights against Enemy Ship cards. Winning a Dogfight results in 1 Kill. Losing a Dogfight can mean damaging your ship or even losing a Kill.
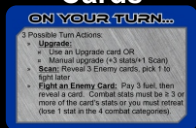
CONTENTS

6 Player Ships

30 Kill Tokens
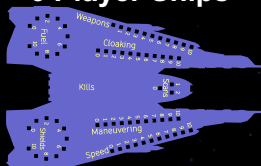
50 Stat Pegs

8 Starter Cards

16 Enemy Ships Cards

22 Upgrade Cards

4 Player Reference Cards

2 Six-Sided Dice

ON YOUR TURN...

3 Possible Turn Actions:
- **Upgrade:**
  - Use an Upgrade card OR
  - Manual upgrade (+3 stats/+1 Scan)
- **Scan:** Reveal 3 Enemy cards, pick 1 to fight later
- **Fight an Enemy Card:** Pay 3 fuel, then reveal a card. Combat stats must be 3 or more of the card's stats or you must retreat (lose 1 stat in the 4 combat categories).

GAME SETUP

Shuffle Upgrade Cards and Enemy Ships Cards separately and place each pile face-down to form draw piles in the middle of the table. When these cards are used throughout the game, discard them face-up next to the corresponding draw piles. When a draw pile becomes empty, shuffle the discard pile to replenish the draw pile.

Enemy Ships Discard

ENEMY SHIPS

UPGRADE

Upgrade Discard

Each player gets a Player Ship, 7 Stat Pegs and 5 Kill Tokens. The Stat Pegs all start in the "zero" hole for each category. The Kill Tokens are kept aside and will be added to the ship as the player gains Kills.

Each player is dealt a Starter Card at random and adds resources to their ship by moving their Stat Pegs to match the stats on the Starter Card. In a 5-6 player game, players are dealt 2 Upgrade Cards to start with in addition to their Starter Card. Once everyone has done their Starters and Upgrades, all Starter Cards (whether used or not) go back into the game box. Upgrade Cards are put in the Upgrade discard pile.

TAKING YOUR TURN

Roll to see who starts. Highest roll goes first. On each player's turn, they may do 1 and only 1 of 3 things:

1. Upgrade Their Ship
   (Boost your stats to prepare for dogfights)
2. Enter a Dogfight
   (Take your chances against an Enemy Ships Card to get 1 of the 5 kills needed to win)
3. Scan For Enemies
   (Reduce your risk in the next fight by picking your next opponent)

Once the player performs their action they discard whatever card they used (if any) other than saved Enemy Ships Cards (see "Scanning" section). This concludes their turn and play continues in clockwise order with the next player.

These 3 turn options are explained in more detail on the next few pages

UPGRADES

If a player chooses to spend a turn upgrading their ship, they may do so in one of 2 ways:

- **Random Upgrade:** They can take a face-down Upgrade Card from the Upgrade stack. The player advances the Stat Peg in each category to correspond to the upgrade increase values on the card. Once this is done, the Upgrade Card goes into the Upgrade discard pile. If a stat category is completely full, then the upgrades in that category go to waste.

- **Manual Upgrade:** A player can choose to forgo a Random Upgrade and instead do a Manual Upgrade. In a Manual Upgrade, the player can add 1 resource to the "Scans" category or 3 upgrade resources to any other category(s) of their choosing (Weapons, Cloaking, Maneuvering, Speed, Fuel, and Shields). These 3 resources can be added all to 1 category or they can be split among 2 or 3 categories as desired.

Random Upgrade Cards will always provide more resources than a manual upgrade, but they may not be in the categories that the player wants the most.

DOGFIGHTS

If a player chooses to spend a turn fighting an Enemy Ships Card, they do so by first paying 3 Fuel units, then revealing the top card from the "Enemy Ships" deck to reveal their opponent (or fight a saved, scanned card instead). This card will show Weapons, Cloaking, Maneuvering, and Speed stats for the Enemy Ship. From now on, we will refer to these 4 categories as "Combat Stats." In order for a player to even engage this Enemy, the player's ship must first have stats ≥ the Enemy's Combat Stats on the card in at least 3 out of the 4 Combat Stat Categories. Otherwise, the player must issue a "Full Retreat," meaning that they lose 1 resource in each of the 4 Combat Stat categories on their own ship.

If the player is able to engage the enemy, they must do so (hotshot pilots never back down from a good fight). The player fights their enemy by rolling both 6-sided dice. The dice roll will result in 1 of 3 scenarios:

MANEUVERING -2

Stats Lost in Battle

GLURG CUBE

WEAPONS
CLOAKING
MANEUVERING
SPEED

<u>Kill</u>: Roll > Enemy Defense level: The player gets 1 "Kill" and adds a "Kill Token" to their ship.

<u>Tie</u>: Roll = Enemy Defense level: The fight is a tie and <u>nothing happens</u>. The player's turn is over.

Defeat: Roll < Enemy Defense level:
- **The player loses 5 Shield resources.**
- **The player loses 1 resource from each of the Combat Stat categories.**
- **If the player's Shields get down to zero, they lose one of their "kills" and remove a Kill Token from their ship.**

Whether the encounter with the enemy results in a Full Retreat, a Kill, a Tie, or a Defeat; the player will always lose 3 Fuel, because those 3 Fuel were paid before even flipping the card over. The Enemy Ships Card also gets discarded at the end of the player's turn regardless of the outcome.

Some enemies also make players lose stat resources in a specific category. Players do not lose these additional stats if they had to retreat, but if they engaged the enemy in any way (rolled the dice) they must lose the specified resources in addition to the regular results of the battle outcome. These stats are lost during the battle (not before or after). This means the stats are lost after combat stats are compared to determine if retreat is necessary and before kills are awarded.

6 **Defense**

6
5 **Combat**
4 **Stats**
2

For more information on Dogfights go to https://www.artofsteel.net/intergalacitic-ace and watch the video titled "Dogfights"

FIGHTING OTHER PLAYERS

In addition to the 13 standard Enemy Ships Cards in the Enemy Ships deck, there are 3 cards that allow you to fight another player. To explain how this works, we will call the player who flipped the card "Player 1" and the player who they are fighting "Player X". Player X's 4 combat stats are their actual combat stats as marked on their ship. Player X's Defense level is always 7. The 4 possible results from fighting another player are as follows:

> Full Retreat: Player 1's Combat Stats are not superior or equal in at least 3 of the 4 categories. The outcome is the same as any retreat: Player 1 loses a resource from each Combat Stat.

> Kill: Player 1 rolls higher than a 7 and gets to Steal a Kill from Player X if player X has any kills.

> Defeat: Player 1 rolls lower than a 7 and must Give a Kill to Player X if player 1 has any kills. Player 1 does not have to lose any resources other than the kill and the 3 Fuels already paid.

> Tie: Player 1 rolls a 7, resulting in a tie. Nobody gains or loses anything.

If only 1 player has any kills, then the player with no kills has nothing to lose. If neither of the 2 players has any kills, then the players fight for shields instead with the winner gaining all of their opponent's shields. In the result of a Kill, Tie, or Defeat; neither player loses any stats other than the 1 kill or the shields that they were fighting for.

SCANNING

A player may "Scan for Enemies" by spending a "Scan" (from their ship) to reveal the top 3 cards of the Enemy Ships deck without having to pay any Fuel. The player may then choose one of the cards to save to fight on a later turn. This player can still fight random cards from the Enemy Ships deck while they have a card saved. The cards that are not saved get discarded. If the player chooses to do so, they can use 2 Scans in the same turn to reveal the top 6 Enemy Ships Cards and pick one to save to fight later. If a player possesses 2 Scans, but only spends 1, the other Scan remains on their ship to be used later. One cannot Scan and Fight in the same turn.

Saves →
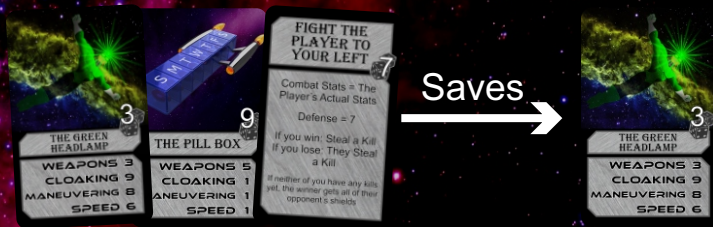
In the example above, Player 1 Scans to reveal the top 3 Enemy Cards from the Enemy Cards deck. Player 1 chooses to save "The Green Headlamp" to fight later because it has a low defense level of 3. The other 2 cards get discarded.

ENDING THE GAME

The game is over when a player becomes an "Intergalactic Ace" by gaining 5 kills and the round has ended (meaning that all players have received the same number of turns). If in the final round, more than one player becomes an Intergalactic Ace, the winner is whoever has the most remaining Fuel. If Ace players are also tied on Fuel, then the winner is whoever has the most remaining Shields. If players are still tied, they both win.

CARD STATS FOR NERDS

For those who like to do the mental math when deciding a strategy, here are some useful stats about the cards.

- All Starter Cards give you 15 resources. None of them give you Scans.
- A random Upgrade Card will give you 5.7 resources on average.
- All 7 resource types can be gained through these cards, but Scans are rare. Of the 22 cards in the Upgrade deck, only 4 give you Scan upgrades.
- Enemy Ships Cards have an average level of 5 in each of the 4 Combat Stat categories.
- Enemy Ships Cards have an average Defense level of 5.77.

OPTIONAL GAME VARIANTS

DO NOT READ THIS PAGE UNLESS YOU HAVE PLAYED THE GAME AT LEAST ONCE!

As with any game, you can implement whatever house rules you would like to use because I, the game designer, am not there to stop you. Here are some variations that I suggest trying.

- **Shields Up:** In Player-Vs-Player battles, "Player X" has a Defense value equal to their current "Shields" value rather than a default Defense of 7
- **Go to Warp:** A player may pay 3 extra Fuel at any time to increase their own dice roll by 1.
- **Fully Loaded:** In addition to a Starter Card, each player is also dealt 3 Upgrade Cards at the beginning of the game.
- **Change Your Luck:** When rolling, use 1 12-sided dice (D12) instead of 2 6-sided dice. In Player-Vs-Player battles, "Player X" rolls to determine their defense level, then "Player 1" rolls to fight them.
- **Boss Battles:** In order to engage an Enemy Ships Card (including "Fight A Player" cards), you must have superior or equal stats in all 4 Combat categories. If you roll a tie, lose 2 stats from your best Combat Stat category. If 2 or more are tied for best, lose 2 stats from each category tied for best.

You can play these variants in any combination you like or even play all of them at once. When playing "Boss Battles," I recommend playing "Fully Loaded" as well to speed things up.