# THE ROGUE PILOTS - Variant to Rules for Solo Play

## OVERVIEW

This solo variant uses the base game's *The Rogue Galaxy - Rules for Solo Play*, with the following additions:

## GAME SETUP

The game is set up the same as a 2-player game using this expansion (*see pg. 3, be sure to keep the pilots and planets in two parallel rows*).

## HIRING PILOTS

When the Rogue Galaxy rolls the **same symbol twice in a row**, it hires the **leftmost Pilot Card** in the pilot row as long as it has the corresponding Advance Ship type available on its Hanger Mat. The second die of the matching pair is activated but its **action is not performed** by the Rogue Galaxy. The human player may still follow that action.










*Activates second "Move" Die*

*For example, 2 "Move a Ship" dice are rolled in a row by the Rogue Galaxy. The Rogue Galaxy activates the second "Move a Ship" die and hires the leftmost Overseer piloting the ship "Intrepid". The "Move a Ship" action is not performed by the Rogue Galaxy, but can be followed by the human player.*

The Rogue Galaxy will never use the pilot's ability, but it is still worth 1. Once the leftmost pilot is taken, the **3 remaining cards** in the row are shifted to fill in the open leftmost spot and a new card is drawn and placed in the now empty spot on the right.



*Shift cards left* *Add new card*

The Rogue Galaxy may only hire a maximum of 4 pilots, and it ignores hiring a pilot if the ship is not available on the Hanger Mat. In this case, the Rogue Galaxy performs the second die action instead.

## EXPLORATION CARDS

When the Rogue Galaxy **upgrades its empire level**, it also takes Exploration Cards. If there are any in the face-up row, it takes all of them. However, if there are none in the row, it secretly draws the top card from the Exploration Deck. These cards are placed in a **face down pile**, so you cannot look at them.



## END OF SOLO GAME

The Rogue Galaxy wins instantly if its empire token reaches the skull and crossbones space on the empire track. However, if either player reaches **21 victory points or more**, then you should compare the Exploration Badge totals as normal. In the solo game, no victory points are earned for *second highest totals*. The one with the most victory points wins.