

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.



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.



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.