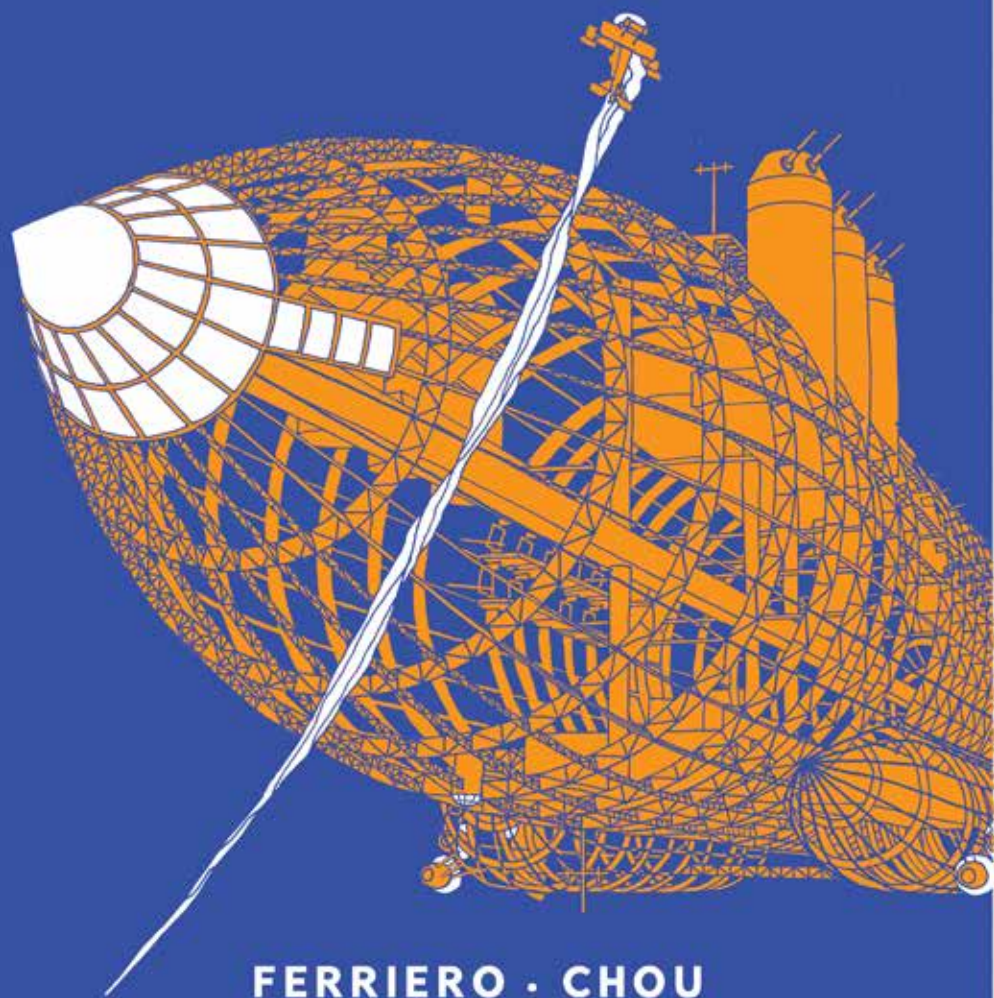


SKIES *of* FIRE

THE BOARD GAME



FERRIERO · CHOU



SKIES OF FIRE: THE BOARD GAME

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CREATED BY

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PLAYTESTERS

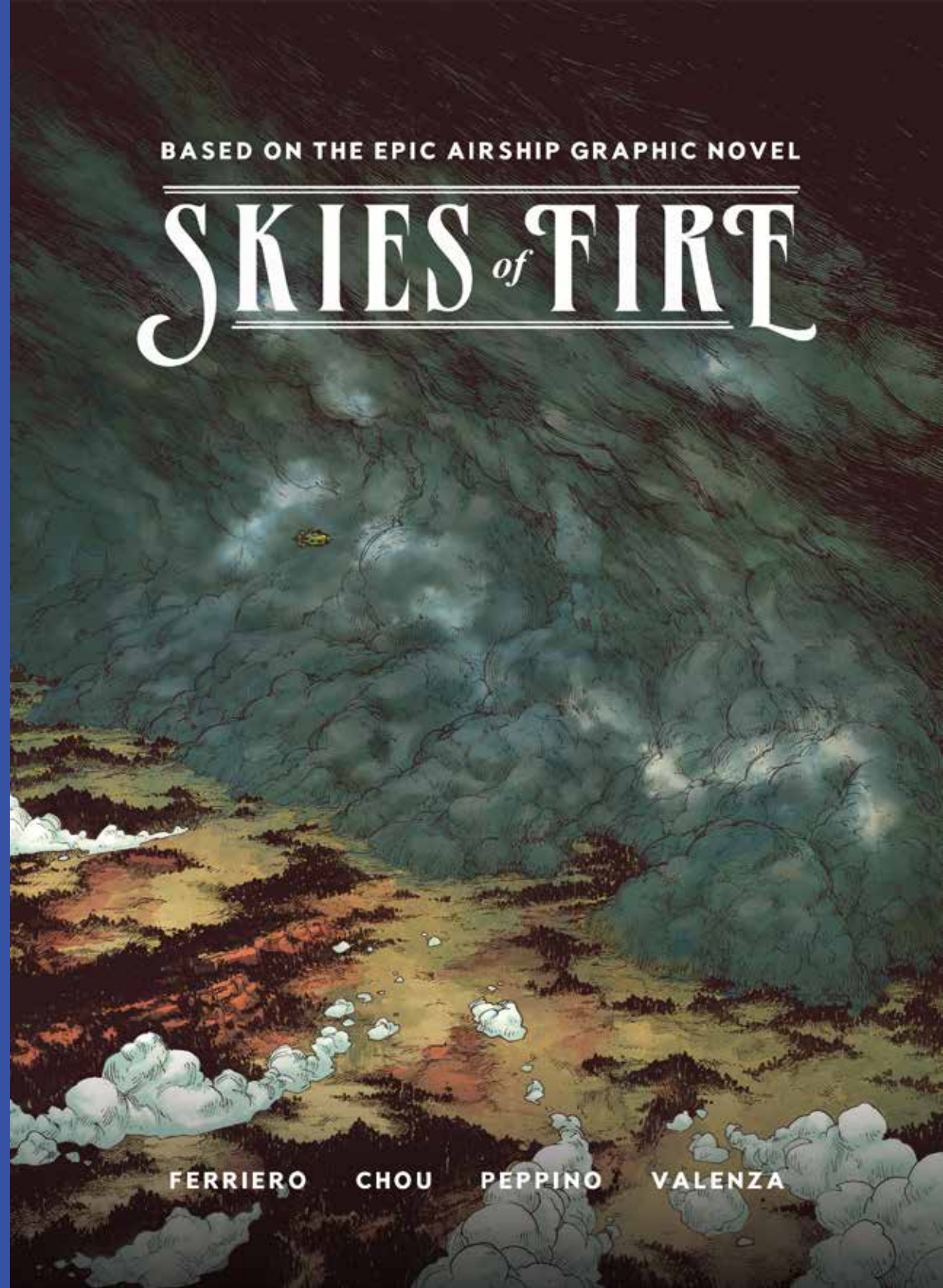
Beth (Brayneeah), Roadman Dan, The Gaming Glaswegian,

MYTHWORKS

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BASED ON THE EPIC AIRSHIP GRAPHIC NOVEL

SKIES *of* FIRE



FERRIERO CHOU PEPPINO VALENZA

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SETTING

Aquila, the Empire of the Storm, stands as a bastion of order on the edge of chaos, where its dominion meets the ever-churning Expanse - an endless storm swallowing the horizon. The skies above are a battlefield where colossal airships clash in thunderous broadsides and nimble fighters dance in aerial dogfights.

Whether you serve in the imperial fleet, carve your path as a daring merchant, or prey upon the unwary as a ruthless stormraider, the sky offers both glory and oblivion.

GAME

Skies of Fire: The Board Game is a **2-4 player** tabletop board game that charges players with the captancy of their own vessel, and sets them forth in the world to claim themselves the greatest captain of all time!

To earn this title, a player must be the first to earn **10 Victory Points**. Points can be given for missions completed, rivals destroyed, and most upgraded vessel. But, the going won't be easy, as there is one title, and many of you. Will you forge alliances, only to backstab your fellow captains in the end? Or, will you go it alone, stay low, and hope for the best?

Good luck, Captain.



COMPONENTS

To play, *Skies of Fire: The Board Game*, requires the following gaming pieces.

CARDS & DICE

(4) Airship Cards



(4) Officer Cards



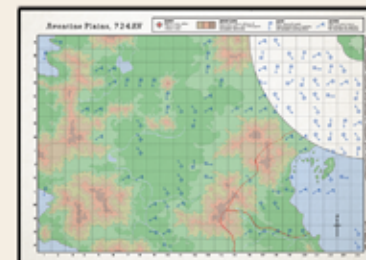
(70) Town Cards

- (12) Mission Cards
- (27) Upgrade Cards
- (31) Order Cards

(2) Medal Cards



MAP BOARD



ACCESSORIES

(4) Airships

- ### (84) Crew Tokens
- (21) Orange
 - (21) Blue
 - (21) Black
 - (21) Yellow



SHIP CARDS

Turn the **Ship Cards** on their back and have players roll **1d6** to see who picks first. Highest roll picks, with other players picking clockwise around the table.

The Ship Card provides players information on their vessel as well as acts as a node to add upgrades, officers, and mission cards.



Officer Cards
Above Ship Card



Engine Cards
On the left side



Ship Card
In Center



Gun Cards
On the right side

Cargo Cards
Below Ship Card



Mission Cards
Below Ship Card

1 HOMETOWN

Each ship has a Hometown. This is the location where you **start** and **respawn** after your ship is destroyed.

2 ENGINES

Each ship starts with the ability to move **3 squares**. Adding more engines increases squares a player can move on their turn.

3 GUNS

Each ship starts with the ability to fire rolling a **1d6** die. Adding guns can increase:

Firing Range

Add +1 to final die result.

Firing Accuracy

Roll x2 dice, pick highest result.

4 SPECIAL SKILLS

If the ship has upgrades that have **6 crew** in a particular section of the ship, it unlocks a special skill that can be used in game.

5 SHIP MAP

Each ship has a map of its four stations

Bridge (Officer Card)

Cargo Hold

Gun Deck

Engines

Once, at the end of one's turn, move as many crew from one station to any adjacent section.



CREW

The ship's crew is everything. They help make upgrades work and unlock special skills.

If a ship has zero crew, the ship is considered destroyed and must start again from the hometown with a full complement of crew.

Upgrades and mission cards cannot exceed a total above 6 crew in a station.

Crew are required to use upgrade card.

OFFICER & MEDAL CARDS

OFFICER CARDS

Once every player has a ship, lay out the **Officer Cards** facing up on the table. Allow players to read the cards and begin from the last person to pick a ship and go counter-clockwise around the table.

Officer cards provide advantages to crew gathering in towns, or movement throughout the ship. The card also acts as the ship's **Bridge**.



These cards require the full crew complement noted on the card for their skill to function.

MEDAL CARDS

There are (2) two medal cards that provide extra points for players with the **most upgrades** and also the **most kills** at the table. Keep these on the table, allowing players to grab them when they meet the goal during the game.

These are a good way for other players to understand who may be in the lead and pose a danger to everyone else.



TOWN CARDS

There are (70) Town Cards that come in three types:

MISSIONS



There are (12) **Missions** for players to finish. Some involve travelling, others destroying other vessels, and a treasure map or two. Simply follow the instructions on the card to complete.

Some missions require players to place the card in your **Cargo Hold**. Players must make sure cargo does not exceed the maximum of 6 crew.

Mission cards have different **victory point** values equivalent to the crew number noted on the card.

UPGRADES



There are (27) **Upgrades** that players can add to their ship. These must be in the appropriate station and have a maximum of 6 crew between all upgrades in said station.

Upgrades can be added in the appropriate town noted on the card, along with the crew noted on the card.

Upgrades only work if they have crew.

ORDERS



COUNTERS

There are (31) **Orders**. (22) of these cards can be used directly to counter an enemy's attack by either limiting or negating damage taken.

SPECIAL ORDERS

The remaining (9) cards have special orders that allow you to see another player's hand, or move their ship, etc. When you can use them are noted on the cards.

MAP BOARD

The Map Board is where players move their ships to visit towns, complete missions, and duel other airships for supremacy. There are 4 types of squares that players need to keep in mind.



TOWNS

Go to Town to collect **(3) Crew**, or **(2) Town Cards**, or **Upgrade your Ship**. In order to repeat, you must collect from a different town on your next available turn.



MOUNTAINS

If you cross, or land, on a mountain square and any of these colors, you lose **(1) Crew** per square. If the space is a peak, lose **(2) Crew**. The player decides from which station the damage is taken.



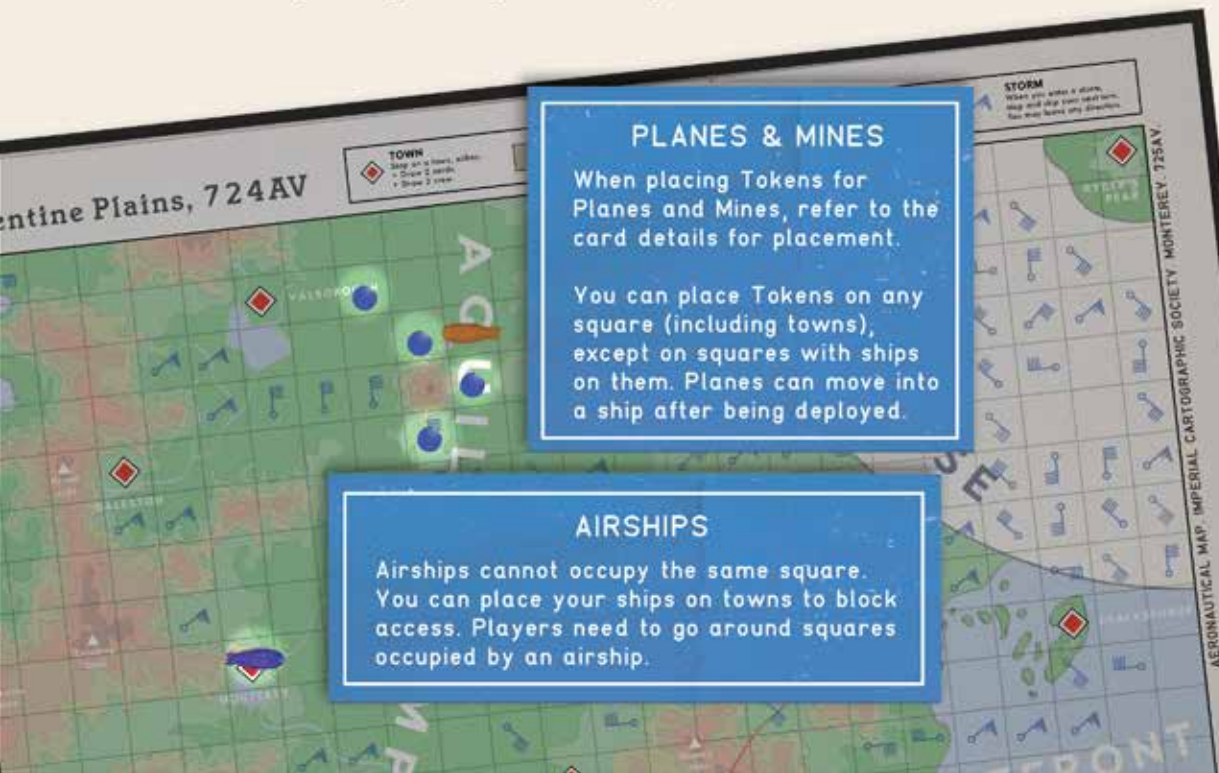
STORMS

If you land on a storm square, **stop and skip your next turn**. Leave in any direction.



WINDS

Enter a wind square, you must leave the square in the direction the wind is pointing, example on the right is south.



PLANES & MINES

When placing Tokens for Planes and Mines, refer to the card details for placement.

You can place Tokens on any square (including towns), except on squares with ships on them. Planes can move into a ship after being deployed.

AIRSHIPS

Airships cannot occupy the same square. You can place your ships on towns to block access. Players need to go around squares occupied by an airship.

SET UP

- 1 Players roll and pick a **Ship Card** while it's face down. Highest first then go clockwise until everyone has a ship.
- 2 Once the last player picks up a ship, present the **Officer Cards**, face up. The last player can pick up first and provide the appropriate tokens and airship. Ships should have the appropriate tokens on their officer card to begin with.
- 3 The highest roller then deals out **(7) Town Cards** to each player in a clockwise manner. Keep these cards secret throughout gameplay, until activated.
- 4 Players place their ship figurines on their Hometown.
- 5 Lowest roller begins with their turn first. Once they're done, turns go clockwise around the board until victory is achieved.

MISSION: Destroy Vessel

Remove any Destroy Vessel missions for ships that aren't active in the game. If a player draws their ship, return it to pile and redraw.



PLAYER HAND

A player can keep a maximum of (7) Town Cards in their hand. If your hand is full and you want to draw a new Town Card, discard a card from your hand back under the Town Card deck before drawing.

TAKING A TURN

A turn is defined with the following 4 phases:

1 RELOCATE CREW TOKENS

The player can decide to move their crew tokens from one section of the ship to another as their first task. This can help maximize the effectiveness of a move by unlocking a special skill in Engines, or moving crew onto the gun deck to increase cannon range.

2 MOVE SHIP

Players may move your ship up to the maximum spaces its engines allow, starting with 3 spaces before upgrades.

Ships must obey wind, storm, and mountain squares unless a special skill is active.

3 ACTION

After moving, players can take (1) of the following actions:

- **Upgrade** the ship while in town.
- Begin or complete a **Mission**.
- **Draw** (3) Crew Tokens, or (2) Town Cards from a town.
- **Fire** at a target with your guns.
- Deploy weapons like **Mines**, **Planes**, **Bombs**, or **Torpedoes**.

4 COUNTER

If the player attacks, the defending player may use (1) **Order** card right after the damage has been calculated if they have it in their hand. Counters cannot be countered.

Return used ORDER cards back under the Town Card deck.

The turn ends and goes to the next person clockwise around the table.

USING WEAPONS

GUNS

1. Player moves ship into firing range and states their intention.
2. They roll a die against the enemy ship. Calculate the damage by taking the roll value, adding any roll modifiers, and subtracting the spaces between from the target ship.
3. Once calculated, mention which **section and upgrade** you want the damage to hit.

EXAMPLE

Enemy ship is (3) spaces away. "I fire on your ship!"

Your fire roll is (3). You add (+1) due to having 1 gun card.

You do (4) damage. You subtract the damage by spaces, resulting in (1).

"I do 1 damage to your engines!"



TOKENS

Plane & mine tokens can **block** incoming fire and can also be **destroyed** if fired upon.

VICTORY & DESTRUCTION

VICTORY POINTS

The first player to reach **10 Victory Points** wins the game. Points can be earned with the following:

- 1 Point earned for every **kill**.
- Points awarded for completed **missions**.
- Aquilan Air Merit, Medal awarded to the **most upgraded** ship.
- Cross of Military Virtue, Awarded to the player with the **most kills**.

If two players tie for the same medal, no one receives the points.



SHIP DESTROYED

If a player's ship runs out of crew tokens, it's considered destroyed. Once destroyed, follow the steps to get back into the action on your next turn.

1. Hand one of their tokens to the player who destroyed them.
2. Returns airship to its **Hometown**.
3. **Discards** any unwanted cards and **draws** to have (7) cards.
4. Add a single upgrade if they have one in your hand.
5. Stock up upgrades and officer cards with **crew**.

Players are free to continue playing the game on your next turn.

HUNT FOR THE CALLISTO 3V1

It's been years since the RGS Callisto was lost in the never-ending storm. A footnote in the book of embarrassing failures of the Aquilan Empire, it would've been forgotten if it didn't return... to raid.

This game mode, challenges one player, a **raider** in command of the Callisto, to destroy the Aquilan Empire while the other three are **defenders**, try to stop them.

The raider can win by

- a) **Destroying all defending airships.**
- b) Or, **destroying all towns in the Aquilan Empire.**

The defenders can win the game by **destroying the Callisto**.

SET UP RULES

- Remove MISSION cards from the Town Card deck.
- The Raider must use the CALLISTO SHIP CARD and add all their upgrades, officer, and crew before starting, along with 7 cards in hand. They may look through the town deck.
- All defending players play the game as usual.
- The Callisto player takes the first turn.
- There are no respawns in this game mode.

ATTACKING & DEFENDING TOWNS

RAIDER

To attack, the Player must put the Callisto on the town they want to destroy and roll a **1d6**.

1-3 is a failure, player can try again next turn.

4-6 is a success. Mark the town destroyed with a spare token.

DEFENDER

Defending towns is vital for defending players as they are the source for **Crew Tokens** and **Town Cards**.

Players cannot upgrade their ship from a town that is destroyed. Work together to stop attacks.

THE WORLD OF SKIES OF FIRE

Making this game has been an amazing journey. From its earliest ideas, initial proof of concept designs, to playtests, and final tweaks and adjustments; it's been a project that wouldn't have come into reality without the help of those below.

A sincere thank you to each and every one of you who have made the Skies of Fire: Board Game possible. We salute you!





Mythworks