SKIES of FIRE

THE BOARD GAME

VINCENZO FERRIERO

THE SETTING

"Those who control the sky, control their destiny."

Welcome to Aquila, the Empire of the Storm. Since the first airship flight some 200 years ago, airships have dominated the skies and changed the fate of history forever. From the Royal Guard admirals with their formidable fleets, to raiders of the Expanse, the sky is home to many heroes and villains. Come make your destiny by plowing the trade routes, seek out missions, and hunt the opposition.

THE GAME

""There are no sane gambles in the skies."

This is a game of chess; strategy is king up here. As captains, it's your job to bring your ship and crew to victory. Planning your steps in advance will prove useful to your mission. Recruit more crew to bolster your numbers and bring aboard special weapons and guns that can turn the tide of combat.

Don't forget to frequent the many bars, inns, and taverns to pick up jobs and nifty aerial maneuvers to try out in your next encounter. Remember, the fate of your ship and its crew lies squarely on your shoulders.

Good luck, Captain.

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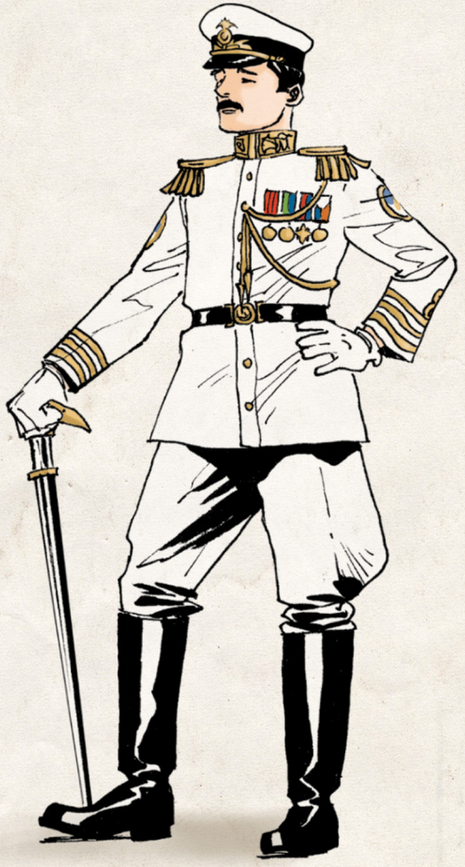
A thank you to those who could make this game possible.



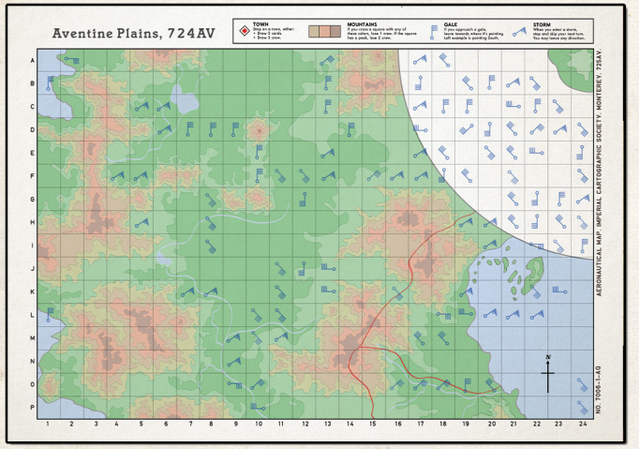
COMPONENTS

To play, Skies of Fire: The Board Game, you will need the following items. All, except the dice, are available in the Print & Play files.

(2) Dice

(72) Town Cards
(12) Mission Cards
(27) Upgrade Cards
(31) Order Cards
(2) Medal Cards

(1) Map Board



(5) Ship Mats*

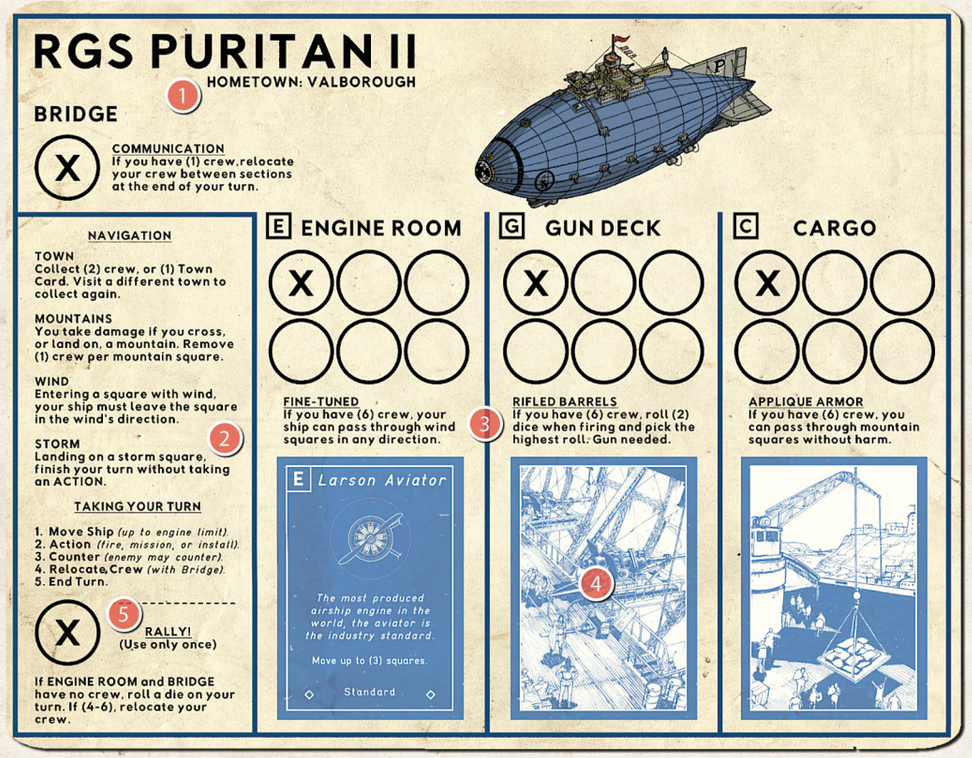
(5) Airship Figurines

(100) Colored Tokens
(25) Orange
(25) Blue
(25) Black
(25) Yellow

* The RGS Callisto is for the 3 vs 1 game mode.

SHIP MAT

Each player gets a Ship Mat, which represents their ship and crew.



1 HOMETOWN

Each ship has a Hometown. This is the starting location of the ship in a game.

2 NAVIGATION & TURNS

Information about the map and taking your turn. More details about these rules can be found under the MAP BOARD and GAMEPLAY chapters.

CREW TOKENS

Crew Tokens are the health of your ship. When a ship has no crew left, it's DESTROYED.

Filling up ship SECTIONS with crew can get you SPECIAL SKILLS. Move crew around each turn to maximize use of these skills.

3 SECTIONS & SPECIAL SKILLS

A ship has 4 SECTIONS that you can put your crew into: BRIDGE, ENGINE ROOM, GUN DECK, and CARGO. If a section is completely filled with crew, the section's SPECIAL SKILL becomes active.

BRIDGE - COMMUNICATION

If you have (1) crew,relocate your crew between sections at the end of your turn.

ENGINE ROOM - FINE-TUNED

If you have (6) crew, your ship can pass through wind squares in any direction.

GUN DECK - RIFLED BARRELS

If you have (6) crew, roll (2) dice when firing and pick the highest roll. Gun needed.

CARGO - APPLIQUE ARMOR

If you have (6) crew, you can pass through mountain squares without harm.

These can give you the edge, but be aware that bunching crew makes them more vulnerable to attack. Note, some ships have unique skills!

4 UPGRADE SLOTS

Slots for upgrades that you can get from the Town Card deck.

At the start of the game, the only thing a ship has is the LARSON AVIATOR engines, that allow a movement speed of (3) squares. You cannot attack an enemy withour the appropriate upgrades installed.

X NO CREW...

If a SECTION has no crew, that section's upgrades cannot be used.

Ex. No crew in the ENGINE ROOM, you cannot move. Empty GUN DECK, no attacks.

5 RALLY!

If you lose your crew in your ENGINE ROOM and BRIDGE, you may try to use Rally! before your next turn.

If Rally! fails, take no further action. You may try again on your next turn.

TOWN CARDS

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

MISSIONS

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

CARGO REQUIREMENT

Certain Missions require you to place the card in your CARGO slot. You must remove any other card in the CARGO slot when you do so.

UPGRADES

SECTIONS

There are (27) Upgrades. Cards can only be used in specific ship sections noted with **E** for ENGINE ROOM, **G** for GUN DECK, and **C** for CARGO.

UPGRADE IN TOWN

To add an upgrade, you must bring your ship to the specified town. Upgrading is an action, and you cannot fire or complete a mission at the same time.

ORDERS

COUNTERS

There are (31) Orders. (19) of these cards can be used directly to counter an enemy's attack by either limiting or negating damage taken.

SPECIAL ORDERS

The remaining (11) cards have special orders that allow you to see another player's hand, or move their ship, etc. When to use is noted on the cards.

MEDALS

There are (2) Medals cards. These are to be taken out of the pile and awarded to the appropriate players at the end of a game. They give extra points if players achieve their goals.

E. ENGINES

You can have up to (2) Engine upgrades on your ship.

No Cards = Move (3) squares.
1 Card = Move (4) squares.
2 Cards = Move (5) squares.

G. GUNS

You can have up to (2) Gun upgrades on your ship.

No Cards = Fire (D6)
1 Card = Roll + extra die, or +1.
2 Cards = Roll + extra die, or +1.

* You cannot have two "extra die" upgrades at once.

C. CARGO

You can have only (1) upgrade card in CARGO. You can get weapons such as PLANES, TORPEDOES, BOMBS, and MINES to set traps or create a defensive wall. A mission might have you replace the card.

They can be used only once as an ACTION, and reset at towns.

MAP BOARD

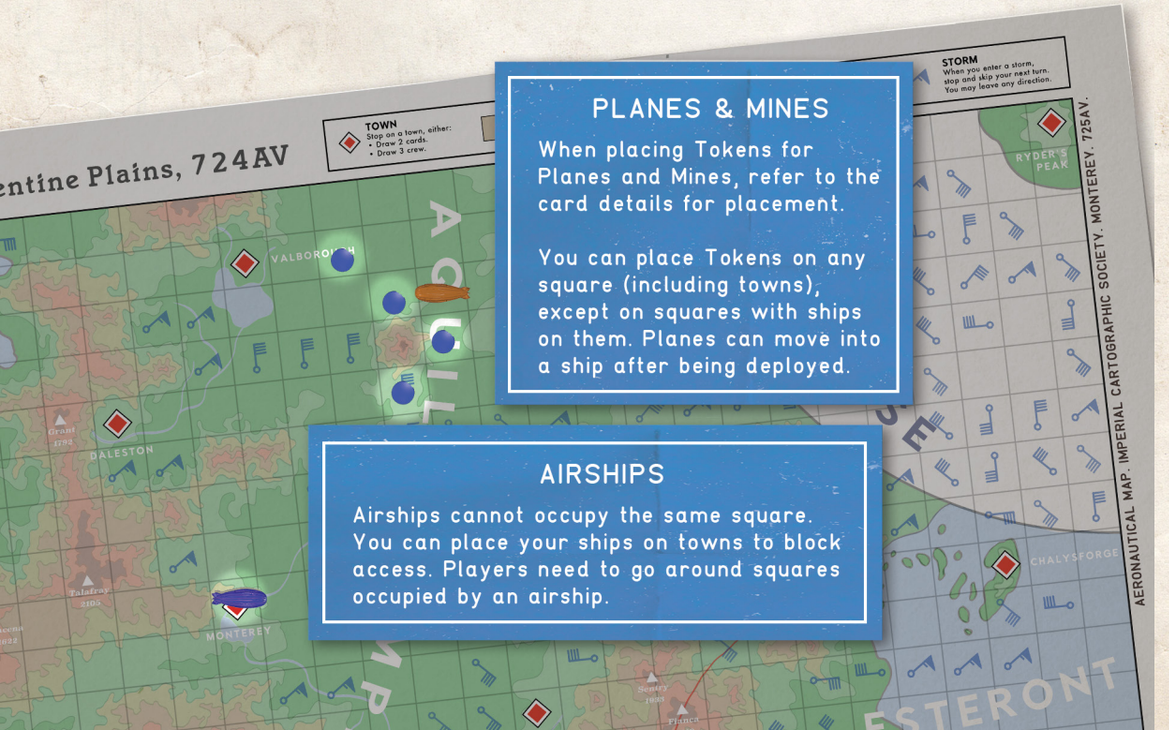
The Map Board is where players move their ships to visit towns, complete missions, and duel other airships for supremacy. There are 4 types of squares that players need to keep in mind.

TOWNS
Land on a Town to collect (3) Crew, or (2) Town Card. In order to repeat, you must collect from a different town on your next turn.

MOUNTAINS
If you cross, or land, on a mountain square and any of these colors, you lose (1) Crew. If the square has a peak, lose (2) Crew. The player decides from which SECTION of their ship 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. Set up the MAP BOAD and shuffle the TOWN CARD deck.

2. Let each player roll a die. The highest roller will be the first to pick a SHIP MAT with the FIGURINE and (25) CREW TOKENS of the appropriate color. Other players can then pick from the remaining ships clockwise from the highest roller.

3. The highest roller then deals out (7) TOWN CARDS to each and every player in a clockwise manner. Keep these cards secret throughout gameplay, until activated.

MISSION: Destroy yourself?

If a TOWN CARD is the destroy your ship mission (or a ship that is not currently in game). Show and return it to the deck and draw a new card. This applies throughout the game.

4. Each player must allocate (7) CREW TOKENS onto the Ship Mat. This is their starting health. Be sure that all Xs are covered in each section (including Rally!) before beginning the match.

5. Players finally place their ship figurines on their HOMETOWN.

6. Highest roller begins with their turn first. Once he's done, turns go clockwise around the board until victory is achieved.

GAMEPLAY

The Skies of Fire: Board Game is a 2 to 4 player game, between 30 minutes and 1 hour 30minutes long.

The game ends when **7 MISSIONS** are completed overall. Player with the most points, wins!

Players earn points by either:
- ***1 Point = Each Mission completed.***
- ***1 Point = Each enemy Airship destroyed.***
- ***2 Points = Cross of Military Virtue***
- ***3 Points for Aquilan Air Merit***

Having conversations, alliances, and reading out the town cards when used, or upgrading, is encouraged. Players keep taking turns until the 7 Missions are completed.

A **TURN** is defined with the following 4 phases:

1. MOVE SHIP

You MAY move your ship up to the maximum spaces its engines allow. This can be up to (3) with the LARSON engines. You can move in ANY DIRECTION, with direction changes along the way allowed.

Obey wind, storm and mountain squares. If crossing mountains, enemy planes, or mines; you MUST calculate the damage and deduct the correct amount of crew tokens.

2. ACTION

After moving, you can take (1) action. This can be:

- Adding an UPGRADE to your ship.
- Begin or complete a MISSION.
- Or FIRE with your guns (See next page).
- Deploy Mines, Planes, Bombs, or Torpedoes.

Note that when landing on a town, drawing (2) cards, or (3) crew does not count as an action and can be done so freely.

3. COUNTER

If the player you are attacking wants to stop/lessen the damage from an attack, they 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.

4. RELOCATE CREW TOKENS

If you have the BRIDGE filled, you MAY move as many crew tokens to and from SECTIONS as you deem necessary.

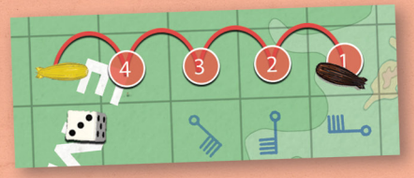
The turn ends and goes to the next person clockwise around the table.

USING GUNS

To FIRE on an enemy ship, you need at least (1) gun card on your Gun Deck.

1. Move your ship into firing range and state your intention:
   "I fire on your guns!"

2. Roll a die against the enemy ship to fire. Calculate the damage by taking the roll value, adding +1 if you have 2 cards, and subtracting the spaces away from the target ship.



Example:
- Enemy ship is (4) spaces away.
- "I fire on your guns!"
- 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 guns!"

DAMAGE BY PLANES, MINES, BOMBS, AND TORPEDOES

If a ship suffers damage, the player inflicting the damage picks (1) SECTION for the damage to affect.

DESTROYED

If your airship is destroyed in battle, you must:

1. Return your ship to its HOMETOWN.
2. Discard your hand and draw (7) Town Cards.
3. Add (7) Crew Tokens on your ship.

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

VICTORY

Once 7 Missions are completed in the game, the game ends and players must tally their score. The player with highest points wins!

Every (1) Mission Completed 1 POINT	Every (1) Ship Destroyed 1 POINT

Medals are only awarded if there are no one ties for them.

Aquilan Air Merit
Awarded to the player with the most crew at the end of the game.
3 POINTS

Cross of Military Virtue
Awarded to the player with the most airships destroyed.
2 POINTS

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.

HUNT FOR THE CALLISTO

This is an alternate game mode, where (3) players vye to win the game against (1) player flying in the RGS Callisto. The hunt is on!

The Callisto player can win the game by either:

- Destroying all other player ships.
- Or, destroying all towns (except for Ryder's Peak).

The other players can win the game by:

- Destroying the Callisto.

SET UP

- Remove MISSIONS from your Town Card deck.
- The Callisto player uses the appropriate Ship Mat – This has unique rules on Town Cards & Crew, Special Skills, etc.
- The Callisto player puts (20) CREW TOKENS on their ship.
- Other standard rules apply: (7) Town Cards in hand, (7) Crew Tokens to begin for other ships.
- The Callisto player takes the first turn.

DEFENDING TOWNS

Defending towns is vital for the (3) players as they are the source for more Crew Tokens and Town Cards. Players cannot upgrade their ship from a town that is destroyed.

DESTROYING TOWNS

To destroy a town, the Callisto player must go to the town square and FIRE. Example: "Fire on the town of Valborough!"

- If the roll is a (1-3), the attack is successful and the town is destroyed. The Callisto player places a spare Crew Token on the town to mark its destruction.

- If the attack is a failure, the Callisto must wait for their next turn to try again.

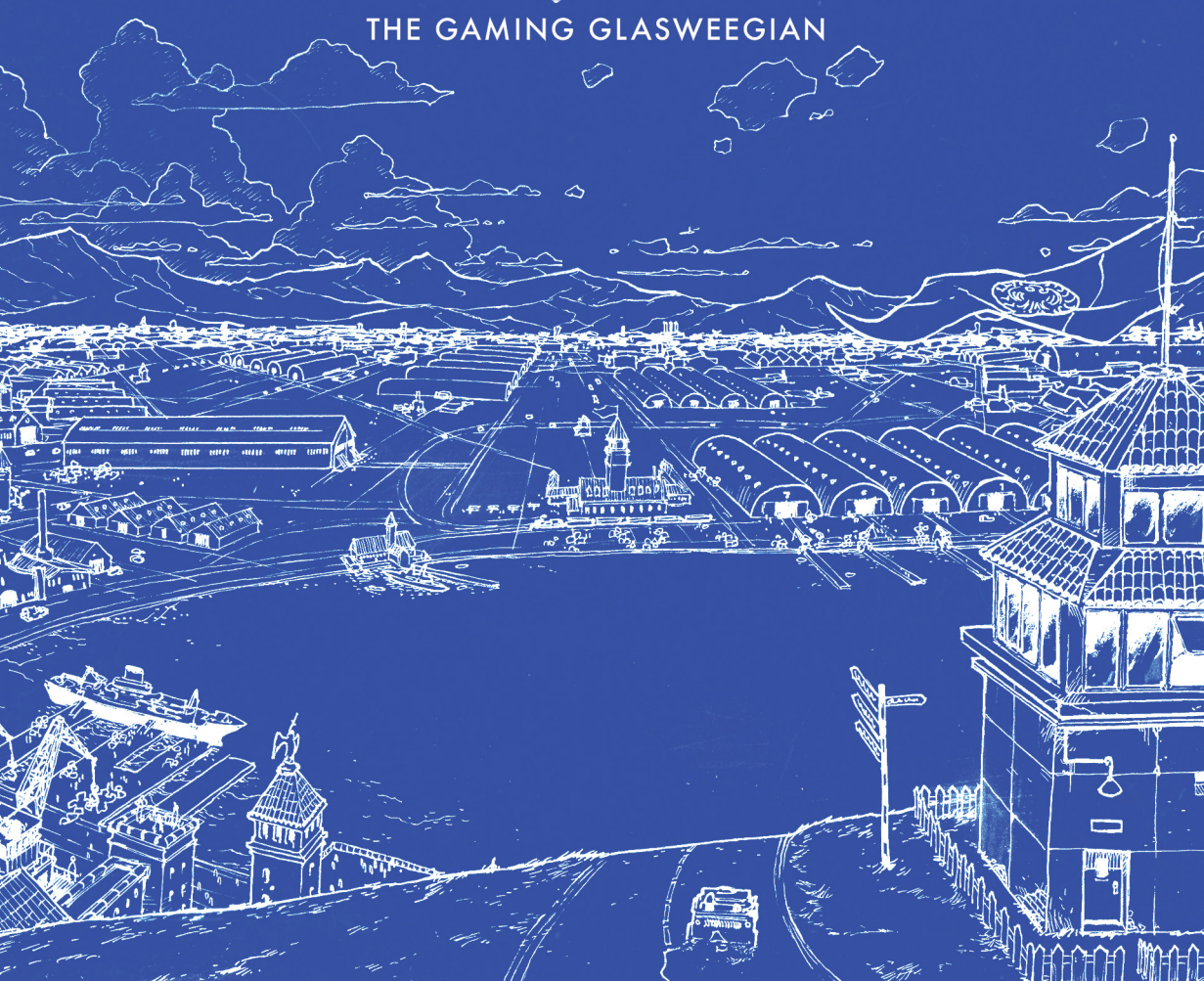
- DESTROYED TOWNS AND PLAYERS CANNOT BE REVERSED.

THANK YOU

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 been come into reality without the help of those below.

If you wish to have your name added, please do send us feedback at contact@myth.works. Your assistance is greatly appreciated. We salute you!

BETH (BRAYNEEAH)

ROADMAN DAN

THE GAMING GLASWEEGIAN