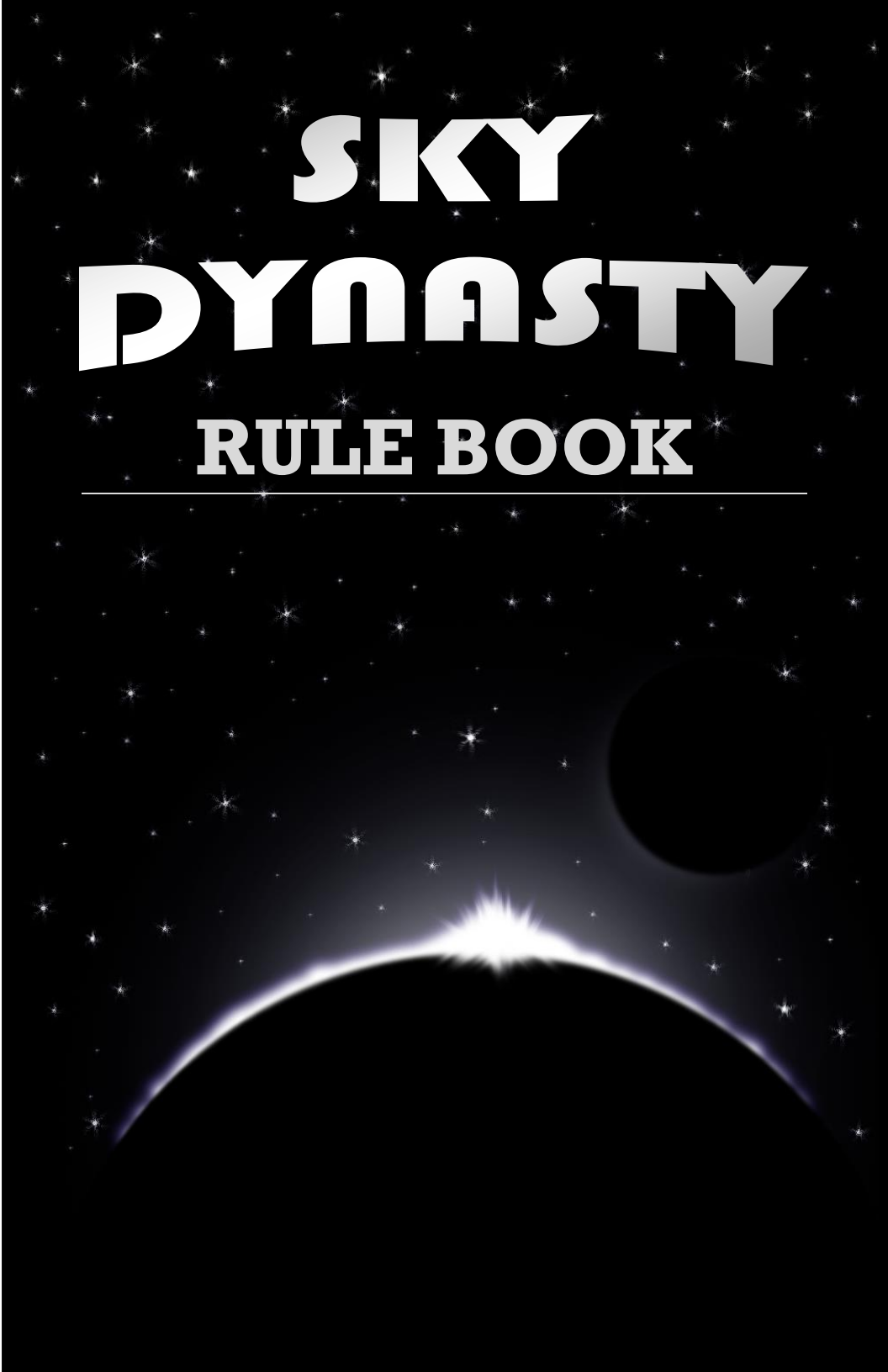
SKY DYNASTY

RULE BOOK



Sky Dynasty Rules

(Version 8 Tabletopia)

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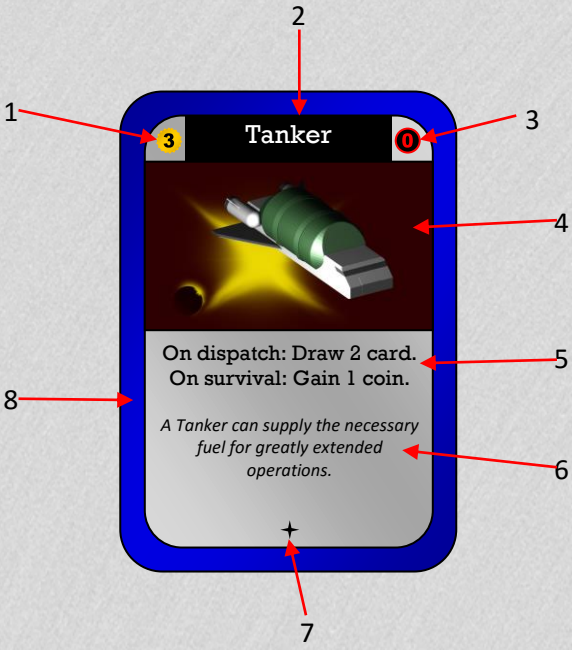
Card Notation



1. Cost: This symbol indicates the cost (Coins) to purchase this card. No cards cost coins to dispatch, this is not the cost to dispatch (play) the card. Some cards have "ST" instead of a coin cost. This indicates that they belong to a starting deck, indicated by the color of the cost symbol red, yellow, green, pink, or blue. In this example the card cost 3 coin to purchase and is not part of a starting deck.
2. Card Name: This is what the ship or location card is called.
3. Force: This is the amount of force that the card contributes. The Tanker card does not contribute any force.
4. Card Art: Card art is just for fun and does not affect game play.
5. Actions: Cards may have actions that are taken at different points in the game. Most frequently actions are taken on dispatch (when the card is played) and on survival (if the card is not discarded before a location is resolved). The tanker allows a player to draw a card when it is dispatched, and if it survives the player will gain a coin.

6. Flavor Text: Flavor text is just for fun and does not affect game play.
7. Sky Dynasty Symbol: This symbol is on all the cards for decoration.
8. Card Border: The color of the card border indicates the type of card that it is. Green border indicates a location. Red, yellow, and blue bordered cards are ships, with red indicating fighters (small ships), yellow indicating cutters (medium ships), and blue indicating starships (large ships). The tanker is a starship. Certain cards have actions that vary depending on the type of ship.

Game Components

- 288 Mini Playing Cards (296 in the limited edition)
- 7 Location Tiles
- 40 Single Denomination Coins (15 mm gray disc)
- 10 Five Denomination Coins (19 mm black disc)
- 45 Influence Tokens (red crystals)
- 30 Player Markers (plastic rockets) 6 for each player.
- Palace Marker (purple pawn)
- Six Sided Die

Set-up

- The smaller cards are divided into seven decks before starting the game. These are the five starting decks, the location deck, and the ship deck. Starting decks are identified by a colored symbol in the top left. The location deck consists of all the cards with green borders that are not part of starting decks. The ship deck consists of all the remaining cards. Shuffle the ship deck and shuffle the location deck thoroughly. Set these where they can be easily reached.
- Each player is given a starting deck with 20 cards and six player markers of the corresponding color.

- Each player starts with 3 coins. Black coins are worth five coin and grey are worth one coin.
- Spread out the location tiles in a convenient arrangement on the table in reach of the players in the order printed on the top left.
- Set the palace marker on the first bullet point on the palace tile.

Game Play

A player wins the game when he/she reaches 10 influence points (Mind the order that locations are resolved). Games with more players tend to last longer. A round follows the phases below.

- Draw
- Dispatch
- Discard
- Resolution

Draw

Each Player draws a ten card hand from their deck. If a player's deck does not contain ten cards, draw the remaining cards, reshuffle the discard pile, and draw up to ten cards. The discard is shuffled if needed to draw cards at later phases as well. When players are instructed to draw cards they do so from their deck unless otherwise specified.

Dispatch

Each player sets aside a number of cards from his/her hand to be their fleet and places these cards face down. A player creates a fleet using one card up to their entire hand. A player may also decide not to (or not be able to) dispatch a fleet. If the player does not dispatch a fleet, they do not participate in further dispatch this round. Once all players have placed a fleet face down or passed on dispatching a fleet, the players simultaneously flip up their fleets. Players are not

required to disclose the number of cards that make up their fleet prior to revealing their fleet.

If a player's fleet contains a single location card the fleet must dispatch to that location (you cannot choose to go to Open Space). If a fleet contains multiple location cards the player chooses one location card (having knowledge of the other player's fleets), discards the rest, and dispatches his/her fleet to the location of the remaining location card. If multiple players have fleets with multiple locations, players each choose a location secretly and reveal it simultaneously. If a player's fleet contains no location cards the player's fleet must dispatch to open space. Players move their fleet of cards to the location (face up with titles visible) and mark their fleets with their player marker. Players have a right to request the details of a fleet once revealed, such as total force, number and types of ships, etc.

The following decision order is used when multiple players have decisions at the same dispatch round:

1. Players decide if they want to pay for random locations, and if so, which location they want to go to.
2. Players with multiple location cards choose which card to use.
3. Players with Phoenix cards choose where they will dispatch.
4. Players who choose to roll the die for random locations roll the die.

After fleets are revealed, players take the "On dispatch" actions (if any) printed on the dispatched cards.

The above steps are repeated until all players have passed on dispatching a fleet.

Players may dispatch to open space a maximum of two times per round. Therefore, a player must pass on dispatching a fleet if they have no location cards left and have dispatched to Open Space twice, or if they are out of cards. Your fleet does not have to contain

ship cards (although you can't claim the location bonus without a surviving ship as discussed later).

Discard

Upon completion of the Dispatch phase, players discard any remaining cards in their hands.

Resolution

After discard, the players resolve their locations. Locations are resolved in the order printed on the top left of the location.

If a location contains fleets from more than one player the total force of the fleets is summed and the player with the greatest force wins the location. Defeated players discard their fleets from that location. In the event that players tie for a location, all of the tied players keep their fleets at the location but no players can claim the location bonus. However, if any of the tied players do not have a ship at the location, that player is considered to have less force. A player can win a location without a surviving (not discarded) ship or without a location card in their fleet but cannot claim the location bonus. Here are a few examples where this could occur.

- A player dispatches a location card without any ships.
- A player may only have a Sentinel at a location since they redispatch without a location card.
- The ship cards may be discarded due to a Raider or Kodiak.
- The ship or location card may be trashed before the location is resolved.

In order to gain the location bonus a player must have a ship card (red, yellow or blue border) and a location card (green background) dispatched to that location when it is resolved.

If a player is unopposed at a location, the player wins that even if the player has no force.

Once location winners have been determined players take their location bonuses. After taking a location bonus (including

purchases) players take their survival bonuses. Survival bonuses are designated as "On survival" and are taken for ships that have not been discarded or trashed after resolving a location. Players may choose the order to resolve multiple surviving ships at a location. For example, you might want to resolve a Cargo Shuttle before a Barge or Mobile Shipyard. After taking survival bonuses, surviving cards are discarded (except Sentinel).

Trashing Cards

Cards that are trashed are set into a trash pile and sorted out into their respective decks at the end of the game. I

If you trash a card that is dispatched but not yet resolved, you do not get to resolve the card. Location cards are considered resolved once a location bonus has been taken. For example, you could use a Barge at the Dealer to trash a Cargo Shuttle at the shipyard, but you would not get the coin for that Cargo Shuttle. Also, if the cargo shuttle was your only ship at the Shipyard, you would not get to take the location bonus (buying ships). Likewise, if you trash your location card before resolving the location, you do not get the location bonus (unless you had multiple locations). However, once locations and ships are resolved, you do not lose their bonuses for trashing them. For example, if the Cargo Shuttle was located at the Junkyard instead of the Shipyard you would not have to return the coin for the Cargo Shuttle.

Purchasing Cards

Purchased cards from any location are placed in the players discard pile unless specifically stated otherwise.

Trading

Players may not trade cards, coins, or influence but may make non-binding verbal agreements. This may include agreements such as promises not to purchase a certain card or not to visit a location.

Ship Cards

Barge: On survival trash up to 2 cards from your discarded cards or dispatched cards and gain 1 coin. Any card that is trashed cannot gain its bonus. For example if your Barge survives in the Junkyard and you choose to trash an otherwise surviving Cargo Shuttle at the Shipyard, you do not gain a coin for the cargo shuttle because it was trashed prior to its location. However, if the Cargo Shuttle was at the Junkyard and the Barge at the Shipyard you would gain the coin since the location of the Cargo Shuttle comes first. **(5 in ship deck)**

Battle Cruiser: Battle Cruiser gains 2 force if dispatched to Open Space. Therefore, if you have a single battle cruiser dispatched to the shipyard you have 2 force. However, if you have a single Battle Cruiser dispatched to Open Space you have 4 force. If you have two battle cruisers dispatched to open space you have a total of 8 force since each battle cruiser gets an additional 2 force for being in open space. **(4 in ship deck)**

Battleship: Battleship is simply 4 force. **(4 in ship deck)**

Cargo Shuttle: Cargo Shuttle provides 1 coin on survival. **(10 per starting deck, 0 in ship deck)**

Carrier: Carrier adds a force to each friendly fighter dispatched to a location; however a second carrier does not add a second force. For example a fleet consisting of a Carrier and 2 Interceptors is worth 6 force. A fleet with 2 Carriers and 2 Interceptors is worth 8 force. **(3 in ship deck)**

Chimera: Chimera is worth force equal to the half the number of opposing ships that an opponent has at Chimera's location rounded down. For example if your opponent has five ship cards at Chimera's location, Chimera is worth 3 force. This applies to each opponent individually when comparing force. For instance, if red player's fleet consists of 1 Chimera and is opposed by say the blue player with an interceptor and 2 Cargo Shuttles and the green player with 2

interceptors, the green player wins the location. Green player beats red player and green player beats blue player.

If red player's fleet of a Chimera is opposed by blue player with an Interceptor and 2 Cargo Shuttles and green player with an Interceptor and a single Cargo Shuttle, blue player is defeated and red and green player tie for force. Therefore, green player would get the coin for the Cargo Shuttle, but no player would get the location bonus. Blue player does not get coin for its Cargo Shuttles since it was defeated by red even though it tied green and green was not defeated.

In short if any player can defeat you at a location, your ships are defeated and you do not win the location. **(3 in ship deck)**

Corsair: Corsair is simply worth 2 force. **(9 in ship deck)**

Cutlass: Cutlass provides 1 coin on survival and is worth 1 force. **(5 in ship deck)**

Diplomat: Diplomat provides 1 influence on survival. **(7 in ship deck)**

Escort: Escort is worth 1 force and gains 2 additional force if dispatched to a location with a friendly Cargo Shuttle, Freighter, or Trade Ship. This applies to each escort and regardless of the number of escorted ships. For example a fleet of 2 Escorts and a Cargo Shuttle is worth 6 force. A fleet of 2 Escorts 2 Cargo Shuttles, a Freighter, and a Trade Ship is also worth 6 force. A fleet of a single Escort and a Cargo shuttle is worth 3 force. **(6 in ship deck)**

Explorer: When you reveal an Explorer during dispatch, draw 2 cards. If the Explorer is in the Gateway, draw an additional 2 cards when revealed (for a total of 4 cards drawn). **(4 in ship deck)**

Flagship: Flagship provides 1 influence on survival and is worth 4 force. **(2 in ship deck)**

Fleet Leader: If Fleet Leader survives, gain 1 influence for each friendly surviving starship at its location not counting itself. For example, a fleet consisting of a Fleet Leader and a Battleship provides one influence on survival. A fleet consisting of only a Fleet Leader provides no influence. A fleet consisting of 2 Fleet Leaders provides 2 influence. A fleet consisting of 2 Fleet Leaders and a Battleship provides 4 influence. **(3 in ship deck)**

Freighter: When you reveal a Freighter during dispatch, draw a card. If the Freighter survives gain 2 coin. **(8 in deck)**

Frigate: Frigate provides 1 coin on survival and is worth 2 force. **(4 in ship deck)**

Gunship: Gunship is simply worth 2 force. **(4 in ship deck)**

Imperial Watch: Imperial Watch is worth 1 force and gains 2 force if dispatched to the palace. If it survives it provides 1 influence. **(4 in ship deck)**

Interceptor: Interceptor is simply 1 force. **(5 per starting deck, 0 in ship deck)**

Kodiak: Before comparing force remove 1 starship (blue border) from an opponent's dispatched ships in Kodiak's location of your choosing. If multiple players have Kodiaks at one location starships are chosen for discard simultaneously. If you shave 2 Kodiaks, you may remove 2 starships if available. Raiders always strike first, so if Kodiak is discarded by a Raider, the Kodiak does not get to remove a Starship. **(4 in ship deck)**

Mobile Shipyard: If Mobile Shipyard survives, you may look at the top card of the ship deck. You may choose to purchase this ship at the printed cost. If you do not wish to or can't afford to do so, place the ship at the bottom of the ship deck. You do not have to reveal the card to the other players. If more than one Mobile Shipyard survives in your fleet, you may look at the corresponding number of ship cards one at a time. **(6 in ship deck)**

Phoenix: When you reveal a Phoenix during dispatch, you may dispatch it to any location where you already have cards dispatched without needing a location card. Choose your location before players with multiple location cards make their choice. If dispatched to open space, it does not count as one of your 2 open space dispatches. A Phoenix can be dispatched to a different location than the other cards in the fleet that it is dispatched with; however, it cannot take any cards with it (unless it is another Phoenix). You may dispatch Phoenix to a location where you only have a location or only have a Sentinel. Phoenix can also be dispatched normally, functioning as an Interceptor. **(4 in ship deck)**

Privateer: A Privateer is always worth one force, but you can pay coin to have it be worth additional force. A Privateer is paid when the location is being resolved, and after any action is taken by Raiders and Kodiaks. If 2 players both have privateers at a location, players pay their privateers in the style of an auction so that they may continue to increase how much they pay until they reach the maximum. However, you do not get your money back if you lose. Below is a table of how much force a Privateer is worth for coin paid:

Coins	0	1	2	3	4	5	6	7
Force	1	2	3	4	4	5	5	6

If you have more than one privateer they may each be paid up to seven coin.

(6 in ship deck)

Raider: Before comparing force remove 1 ship from an opponent's dispatched ships in the Raider's location of your choosing (not a location card). If multiple players have Raiders at one location at resolution all raiders may remove a ship, even if they themselves are removed by the other Raiders. This decision is made simultaneously. If you shave 2 Raiders, you may remove 2 ships. Raiders always strike first, so if they target a Privateer or Kodiak, the Privateer is not paid and the Kodiak does not get to target a starship. **(4 in ship deck)**

Runner: When you reveal a Runner during dispatch, draw a card. If the Runner survives in the Market, Palace or Dealer gain 1 coin. **(6 in ship deck)**

Scavenger: Scavenger is worth 1 force, and provides 5 coin if it survives in the Junkyard. **(4 in ship deck)**

Sentinel: Sentinel will automatically redispatch to the same location on survival. This means that it will already be dispatched at the beginning of the next round, and does not require a location card but cannot be dispatched to any other location. Further fleets can be dispatched to this location as usual; however, it cannot win the location bonus without a location card. **(4 in ship deck)**

Swiftwind: When you reveal a Swiftwind during dispatch, gain a coin. **(2 per starting deck, 5 in ship deck)**

Tanker: When you reveal a Tanker during dispatch, draw 2 cards. If the Tanker survives gain 1 coin. **(5 in deck)**

Trade Ship: Trade Ship provides 2 coin on survival. If Trade Ship survives in the Market gain an additional 2 coin and an influence. **(4 in deck)**

Vanquish: When you reveal a Vanquish during dispatch, draw a card. **(9 in ship deck)**

Armageddon (Limited Edition only): Armageddon is worth 4 force plus an additional 3 force if there are no friendly ships at Armageddon's location at resolution (this includes ships automatically dispatching after a junkyard purchase). On survival Armageddon must be trashed since it is a missile that blows itself up. Armageddon cannot win a location without another ship. **(7 in ship deck with Sky Dynasty Limited Edition)**

Junkyard Rolls

1) The player may trash a card, and gain a coin regardless of whether or not they trash a card. The player then draws one card either from the ship or location deck and may purchase this card at cost.
2) The player may trash two cards and for each card trashed gain two coin. Therefore, a player may gain as much as four coin.
3) The player may trash two cards. Regardless of whether or not they trash a card the player may draw two cards from the ship deck and may choose only one of those cards to purchase at cost.
4) The player may trash two cards. Regardless of whether or not they trash a card the player may then replace any two cards that are available for sale at another location. This can be used to try to obtain better cards available to the player, or get rid of good cards available to opponents. It is important to do this before other locations are resolved.
5) The player may trash a card. Regardless of whether or not they trash a card the player may draw a card from the ship deck and may choose to purchase it at cost. This ship may be dispatched to any location where the player already has cards (ships or locations) dispatched. If the purchased card allows you to draw cards on dispatch, you must immediately discard these cards. However, other on dispatch actions such as gaining a coin may still be taken.
6) The player may trash a card, and also gains three coin regardless of whether or not they trash a card. The player then draws one card either from the ship or location deck and may purchase this card at cost if a fighter or location (red or green border respectively) or one less than cost if a cutter or starship (yellow or blue border respectively).

Note: You are not required to reveal cards that you draw to other players.

Aknowledgments

First off, I'd like to thank everyone who backed the Digital Sky Dynasty Kickstarter project especially Lee Tibbetts who gave me the idea of having Sky Dynasty on Tabletopia. Your encouragement, feedback, and support has been wonderful. I'd also like to thank everyone at Tabletopia for digitizing the game for me.

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I hope that you enjoy playing Sky Dynasty. It has been a true pleasure to develop, and privilege to share.

-Sincerely
Robert Miedel
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The planet Lumia IV lies at the far reaches of the human empire where the emperor's strict rule dissolves into a wilderness of distant colonies, pirates, and vast unexplored regions of deep space. Large space stations orbiting in the upper atmosphere of Lumia IV serve as a last outpost for daring pioneers and explorers before entering into the perils of the deep space frontier.

The many dynasties of Lumia IV contend for control of the various space stations adorning the skies of the planet. As a critical choke point to the vast and untapped potential of deep space, Lumia IV can bring untold wealth or utter ruination to those who seek her rewards.

Continually bustling with traffic and with limited regulation Lumia IV provides countless opportunities to ambitious dynasties to grow and assert themselves. With smaller craft hopping between the planet's orbiting stations to large starships traveling to and from various regions of the galaxy, control of Lumia IV is no small prize.