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Avertigos — *People who are very steady on their feet. A member of a Sky-ship crew.*

In their world, Avertigos are an elite class of people that crew flying Sky-Ships. When these Sky-Ships unfurl their full complement of sails, nothing on land or sea can keep up with them. Gracefully riding the winds without a sound, these fearsome craft give their intended targets little to no warning of their approach, till the very moment they open fire. Only the militaries of world's most powerful nations - and the richest, most influential trading families - can afford to own Sky-ships.

In the skies over most of the known world, the most powerful trading families maintain an iron grip on their territories through impenetrable webs of political allegiances, airborne armadas and spy networks. Wary of the threat of all-out war (especially the massive trade disruption such an event would cause), all but the most roguish families have learnt to live with the sedate growth, intrigue and manipulations of uneasy peace. It is when valuable goods are discovered on remote islands far off the coasts of the mainland that the game begins in deadly earnest.

Through the speed and manoeuvrability of the Sky-Ships - coupled with their formidable arsenal - an opportunistic trading family can monopolize the exotic goods from these remote locations, greatly increasing their wealth and stature. The battles for the supremacy of the skies over these islands are ferocious, and fought with unrestrained aggression. A family that is defeated in battle will forfeit their goods and cede their trading rights for that region, leaving in disgrace.Captured Sky-ships and Avertigos need to be ransomed or suffer years of indentured servitude with their rivals. For most of these proud merchant warriors, death is far more preferable when compared to such loss and dishonour.

Game Overview

Avertigos is a modern board game featuring a unique three-dimensional ship to ship combat. The game features two engaging modes of play. A quick to play **Skirmish** mode that gets straight to the innovative 3D combat mechanics and a deep **Strategy** mode where Players take on the role of a Factor for a trading family, and must vie for control of strategic trading locations and routes on the board.

This manual covers the rules applicable in the **Strategy Mode**.

Objective of the Strategy Mode

The **Strategy Mode** is played in player order until a player has achieved a victory condition. There are two ways to win **Strategy Mode**:

Age of Conquest

An Age of Conquest victory happens when the players has captured 8 islands on the board.

Total Annihilation

Total Annihilation happen when a player has removed all traces of opponents from the board. Not a single ship or meeple has survived.

Strategy Rules

The Rules for the **Strategy Mode** depends on the difficulty level that's being played. The **Strategy Mode** can be played at 3 difficulty levels:

Family Rules

Family rules is the simplest way to play strategy mode, letting players learn the basics of flight and speed as well as the core concepts of the strategy game. It uses a flattened turn structure, and players can set order of play on their own.

Simple Rules

Simple rules is for players who are familiar with flight and speed, and want to take on the challenge of strategy mode. While it still uses a flattened turn structure, the order of play goes from highest initiative to lowest initiative.

Advanced Rules

Advanced rules offers the most challenge for players who've mastered flight and are confident of their strategy – each step in the turn order is a complete phase and initiative is now fluid.

The Ship doth a Pilot make

An Avertigo is nothing without their Ship – and to make the best Ships, you need to know how hulls differ and modules work.

Understanding the Pilot Board

In Avertigos, a Ship's stats and status are recorded on the Ship's Pilot Board. As the core element of the ship, it's integral to understand it.

The Pilot's Board is made up of the following elements:

Ship Type

Altimeter

Speed Throttle

Action Point Bank

Ship ability and Damage Penalty

Load-out

Hit Points

PATROL

Ship Type

Denotes which ship hull is being used.

PATROL

Speed Throttle

The throttle is where the player sets the speed of the ship, which will affect how many cards a player can play, if a ship is docked to capture an island, or if a ship has gone into Over Speed(which is when players play more cards than the max speed of the ship).

Altimeter

The altimeter shows what height a ship is currently at, and also displays the corresponding initiative for that height, which is necessary for Skirmishes.

Action Point Bank

The Action Point (AP) Bank is where ships store their accumulated AP.

Hit Points

The HP (box? Bank?) shows a hull's total HP value, and lets players keep track of a ship's health as it takes damage.

Ship ability and Damage Penalty

All ships have the ability to discard an AP to draw an extra card. The penalty is the amount of damage a ship will take for each card played Over Speed. For example, a Patrol Boat has a maximum speed of 3. If 4 cards are played, then it takes 2 damage for that extra card. If 6 cards are played, then the ship takes 6 damage for the 3 extra cards.

Discard an AP to draw extra card

Penalty -2HP

This is what a fully set up Pilot's Board will look like.

The type of Ship hull.

The current Speed for this ship is indicated at **2**.

The Ship has a height of **2** and initiative of **5**.

The Ship can store **4** Action Points and it currently has **2**.

This Ship must have **2** modules attached when it enters the game.

The Ship has **8** out of its maximum **8** Hit-Points intact.

Faction Pilot boards may be identified by the color code of the board.

Singasari League

Dynasty

PATROL

SPEED
OVER SPEED
3
2
1
DOCKED

HEIGHT
3
2
1

INITIATIVE
6
5
4

+ 2 modules

Discard an AP to draw extra card

Penalty –2HP

1 2 3 4
5 6 7 8

PATROL

SPEED
OVER SPEED
3
2
1
DOCKED

HEIGHT
3
2
1

INITIATIVE
6
5
4

+ 2 modules

Discard an AP to draw extra card

Penalty –2HP

1 2 3 4
5 6 7 8

Understanding the Module Card

A ship's hull is important, but it's nothing without modules. The modules you choose will determine you ship's abilities, and the tactics you will adopt.

The Module Card is made up of the following elements:

Module Name and Type

Module Position

BOW GUNNER
BOW HULL STERN
6

Coin Value

Coin Value

Action Point Bank

Attack Dice Bank

Arc of Fire

Hit Points

Module Type

The type of the module being used . This also lets the player know which range finder to use while firing.

BOW GUNNER

Module Position

The module position advises players on which part of the ship the model belongs too. This helps players to plan their module layout and ship load out. Player must place the modules in the correct section of their ship.

BOW HULL STERN

Coin Value

The coin value of a Module is given on the top right-hand corner of the Module card, next to the Character Portrait.

The coin value is used to calculate the value of a ship by tallying up the total value of all the modules that it launches with.

The coin value of modules is important in **Strategy Mode**, and crucial in the **Gambler's Skirmish**.

Action Point Bank

The Action Point (AP) Bank is where ships store their accumulated AP. Represented by

, each square can hold 1 AP.

Weapon Bank

The Weapon Bank is where ships store their attack dice after spending AP to load their weapons. Represented by

, each square can hold 1 dice. Some modules have red squares – these represent aimed weapons. Unlike regular weapons, the damage for aimed weapons can be assigned to specific targets by the attacker.

Firing arc

Shows what the firing arc of the module is, whether it shoots up or down, and how many height levels higher or lower. Also shows the range of the weapon.

Hit Points

The HP (box? Bank?) shows a hull's total HP value, and lets players keep track of a ship's health as it takes damage.

This is what a fully set up Module Card will look like:

The name of the Module. This module will use the Gun range finder.

BOW GUNNER
BOW HULL STERN
6

This Module has a coin value of **6.**

This is a Bow Module.

The Module can store **2** AP, and currently has **2**.

This module's firing arc is the same level, one height up and one height down.

The Module has **4** out of its maximum **4** HP.

Aimed Weapon

Some Weapons have one or more special red slots in their dice bank.

These slots signify aimed weapons.

ROCKETEER
Pay 1 AP to rotate
BOW HULL STERN
9

8

Identifying Factions on Modules

Faction Modules may be identified by the color code on the top of the card.

Singasari League

MASTER BOSUN
Repair +5 HP for each AP

BOW | HULL | STERN

14

Dynasty

BOSUN
Repair +3 HP for each AP

BOW | HULL | STERN

10

Mercenary

YEOMAN
Generate +3AP
(Start of turn)

BOW | HULL | STERN

15

Assembling a Ship

A ship is made up of its hull and modules, and its pilot board and module cards. Module cards are be placed adjacent to the Ship's pilot board to increase its stats, and give the ship new features or abilities.

The number of modules a ship depends on the hull chosen;

Patrol Boat
2 Modules

Patrol Boat Pilot Board · Bow Module · Hull or Stern Module

Frigate
3 Modules

Patrol Boat Pilot Board · Bow Module · Hull Module · Hull or Stern Module

Destroyer
4 Modules

Patrol Boat Pilot Board · Bow Module · Hull Module · Hull Module · Hull or Stern Module

Note: A Player may not choose two **'Master'** modules for one ship. Masters are jealous about their rank and don't usually work well with other masters in the closed confines of a ship.

Killing a Ship

A ship does not die easily. Even when modules have lost all HP, the ship can limp along, and modules can be repaired if the player manages to recover HP. But when a ship's hull reaches 0HP, there is nothing left of the ship and the ship is destroyed along with all modules. So pay attention to how your opponent is distributing damage! If they've assigned a lot of damage to their hull to preserve their modules, you can used this to your advantage by aiming at the hull and finishing your opponent off!

Destroyed ships and their modules are removed from the play area, but can be bought again the next round.

Finishing Up Your Ship

Once Pilot Boards have been setup, players take the requisite plastic ship hulls and modules and assemble their ships. A player's ship can be identified by the pennant on the mast of the Ship.
Ships are attached to the height widgets and adjusted to the desired starting height.

A player may choose any height and speed at the start of the round.

Complete Avertigos Pilot Board List

Complete list in Avertigos Version 1.0 release.

DESTROYER

SPEED
OVER SPEED
3
2
1
DOCKED

HEIGHT
3
2
1

INITIATIVE
3
2

Discard an AP to draw extra card
Penalty –6HP

+ 4 modules

1 2 3 4 5 6 7 8 9 10

FRIGATE

SPEED
OVER SPEED
3
2
1
DOCKED

HEIGHT
3
2
1

INITIATIVE
4
3
2

Discard an AP to draw extra card
Penalty –4HP

+ 3 modules

1 2 3 4 5 6 7 8 9 10

Base Set Boards

PATROL

SPEED
OVER SPEED
3
2
1
DOCKED

HEIGHT
3
2
1

INITIATIVE
6
5
4

Discard an AP to draw extra card
Penalty –2HP

+ 2 modules

1 2 3 4 5 6 7

PATROL

SPEED
OVER SPEED
3
2
1
DOCKED

HEIGHT
3
2
1

INITIATIVE
6
5
4

Discard an AP to draw extra card
Penalty –2HP

+ 2 modules

1 2 3 4 5 6 7

SCOUT

SPEED
OVER SPEED
3
2
1
DOCKED

INITIATIVE
1

Discard an AP to draw extra card
Penalty –1HP

1 2 3 4 5 6 7 8 9 10

Complete list in Avertigos Version 1.0 release.

Base Set modules underlined with ————

BOW GUNNER

BOW | HULL | STERN

6

1 2 3 4

BOMBARDIER

*Kill 1 troop for 1 AP.
Roll to evade for 1 AP*

BOW | HULL | STERN

11

1 2 3 4
5 6

BATTLE AXE

*Play an extra movement
card during action phase*

BOW | HULL | STERN

11

1 2 3 4
5 6 7 8

ARMORER

*Reload up to 4 weapon
dice(start of turn)*

BOW | HULL | STERN

12

1 2 3 4

YEOMAN

*Generate +3AP
(Start of turn)*

BOW | HULL | STERN

15

1 2 3 4

CAULKER

*Repair +1 HP (for any
AP used this turn)*

BOW | HULL | STERN

13

1 2 3 4

MASTER GUNNER

BOW | HULL | STERN

14

1 2 3 4
5 6

GUNNER

BOW | HULL | STERN

7

1 2 3 4

Getting Started

Setting Up the Play Area

Each player gets a **scout ship**, two randomly drawn **movement cards**, a **player screen**, 5 **gold** and 4 **troopers**.

Scouts begin the game docked at the respective player's starting position with **full health** and **4AP**.

Setting up the board

The board is made up of various islands that have settlements on them. Each settlement will have a **coin value** – this determines how much players will earn each turn they hold that settlement. Many of these settlements have a significant native population, other than Settlements with a value of 1.

The islands are populated as so:

Value 2 – 2 natives, Value 3 – 3 natives

Value 4 – 3 natives and 3 claws,
Value 5 – 4 natives and 3 claws

Place within easy reach of all players

- Movement Card Deck
- Action Point Bank
- Dice Bank
- Gem Bank
- Designate a space for the card discard pile

- Natives/ meeples
- Claw
- Ship Base

Elements of the Board

Board Boundary

The boundary of the board marks the edge of the play area. If you cross the boundary, you're considered out of play. For more on this, refer to page

Island Boundary

Island boundaries are used to denote the range of influence islands have.

Once a ship base intersects with an island boundary, it can dock(pg _____) at an island or be shot at by any claws(pg _____) on the island.

Island Value

All islands have a base value. This value is the amount of gold a player can earn from holding an island.

Island Resource

Some islands have certain resources. Capturing islands with the same resources can form a trade route, which has certain benefits(page _____)

Turn Marker

Used to help players keep track of the move order of the players. You can place any kind of markers within the squares, or each players 4th Envoy if you have the Diplomat Corp add-on.

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Calculating Initiative

Initiative is an extremely important concept in the Avertigos Game system. Initiative determines when a ship will move or act in relation to the other ships that are in play.

In the Strategy Game, the only initiative you worry about is Player's initiative.

The Player's initiative is determined by rolling the damage dice at the start of the game. The Player with the highest roll will start first. (The first roll of each Player is binding. In case of a tie re-rolls take place between the tied players.)

Family Rules Flow

Determining Highest Initiative

Before you start play, players will role to determine who has the highest initiative. The person with the highest initiative will then decide if the flow of play will be clockwise or counter clockwise.

1 Movement and Action Phase

Players with the highest initiative will move and act first, followed by the next in line.

2 Income Phase

When a player has finished their turn, they immediately calculate how much they would have earned from their islands and resources and draw that from the bank. For more on Income, turn to page _____

3 Purchasing Phase

After receiving their income, players can immediately purchase anything they want. For Purchasing, turn to page _____

Simple Strategy Game Flow

Determining Initiative

Before you start play, players will role to determine their initiative.

1 Movement and Action Phase

Players with the highest initiative will move and act first, followed by the next in line.

2 Income Phase

When a player has finished their turn, they immediately calculate how much they would have earned from their islands and resources and draw that from the bank.

3 Purchasing Phase

After receiving their income, players can immediately purchase anything they want.

Family and Simple Movement

In the Movement phase players can move one or more of their ships to achieve a strategic or tactical objective or simply evade an opponent.

All players start the game with 2 **Movement Cards** randomly drawn from a common deck.

At the **Start** of the turn each player may choose to draw a single movement card from the deck or take an **Action Point** from the bank. This is only done once per player, regardless of how many ships they have.

The order in which the ships move depends on the initiative of the players. Players with the highest initiative move first.

Family and Simple Action

Once a player has moved all their ships, they carry out their **Actions**. Players may engage in combat with their opponents' ships, repair their ships, perform tactical manoeuvres or capture settlements.

A player with multiple ships active may perform an action with each of their ships. The player's turn only concludes when the player either chooses not to **Act** or cannot **Act** with all their ships.

To perform most **Actions** (other than firing), the player must pay the associated **Action Point** cost.

If a player with multiple ships active, this player will get to move each ship and carry out its actions before the next player can.

Advanced Strategy Game Flow

1 Initiative phase

At the beginning of the game, roll to determine each players initiative.

Once every Initiative Phase after, players can use their income to bid to increase their initiative. Only the highest bid each time will be considered successful, and that player will now have the highest initiative. If there is a draw, then no one was successful and everyone keeps their income.

2 Movement Phase

Players will all move their ships, from the player with the lowest initiative to the player with the highest initiative. Players can choose not to move docked ships.

3 Action Phase

Players will carry out their actions from highest initiative to lowest. In the Advance Rules, the Action Phase is made up of Action Cycles. Each player can only carry out one action per cycle, but can carry out as many actions over cycles as they can afford. The Action Phase ends when all players have carried out all their actions or decided they don't want to do any more.

4 Income Phase

Players calculate how much they would have earned from their islands and resources, and draw that from the bank in order of highest initiative to lowest initiative.

5 Purchasing Phase

Players can make purchases, moving from highest initiative to lowest initiative.

Advance Movement Phase

In the Movement phase players can move one or more of their ships to achieve a strategic or tactical objective or simply evade an opponent.

All players start the game with 2 **Movement Cards** randomly drawn from a common deck.

At the **Starting** of the **Movement Phase of the turn** each player may choose to draw a single movement card from the deck or take an **Action Point** from the bank.

Players with the lowest initiative move first.

A player with multiple ships active will participate in this phase once for each of their ships. The order in which the ships move depends on the player.

More about Movement on page

Advance Action Phase

Once the Movement Phase is concluded the turn moves into the **Action Phase**. During this phase players may engage in combat with their ships, repair their ships, perform tactical manoeuvres or capture settlements.

Each **Action Phase** may have several **Action Cycles**. An **Action Cycle** is where all participating ships perform one action.

Thus, a player with multiple ships active may participate in this phase several times performing multiple actions with each of their ships.

Players with the highest initiative will **Act** first, and will choose the order in which they carry out their **Actions**.

The **Action Phase** only concludes when all the players either choose not to **Act** or cannot **Act** with all their ships.

For performing most Actions during this phase (except firing) the player must pay the associated **Action Point** cost. A Player may perform several actions of the same type in one action cycle by paying the associated AP cost.

More about Movement on page

Movement

Understanding Avertigos Movement Cards

The Avertigos cards incorporate important visual cues about their usage in their design.

Starting Card

Some cards can be played as the Starting card against the base of the ships while others cannot. The cards that can be played as the Starting card have a golden triangle where they align to the base of the ship.
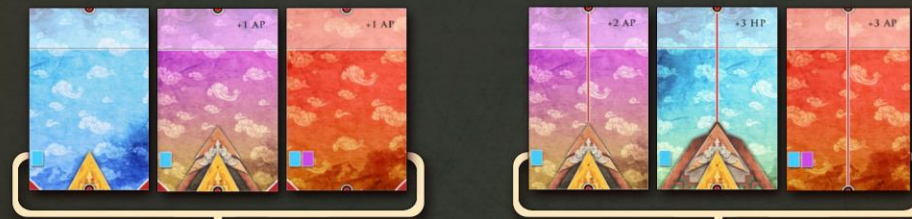
These cards can be played as a Starting card

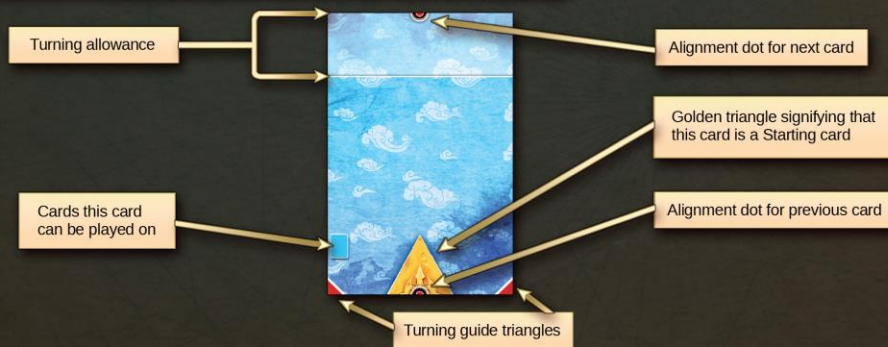These cards cannot be played as a Starting card

Turning

Some cards allow the ship to turn but others only allow it to move straight along is existing vector. These can be visually differentiated by a line running along the card's centre.

These cards allow turning

These cards don't allow turning

Cards that allow turning have the following important visual guides:

Turning allowance

Alignment dot for next card

Golden triangle signifying that this card is a Starting card

Cards this card can be played on

Alignment dot for previous card

Turning guide triangles

How to move

To move their ships players must play movement cards. Depending on the Speed (Speed explained on page 23) of the ship multiple cards may be played by a player for a ship in what is called a movement card chain.

It starts from the base of a ship and forms a path. Once the player has played the final card in their movement chain the ships base is moved to the front of the chain. Once the ship has been moved the cards are **Discarded** and put into the **Discard Pile**.

Ship Base

There are several types of cards in the game. These are **Simple** (Blue) and **Steady** (Purple) manoeuvres and **Advanced** (Red) and **Special** (Yellow) manoeuvres. All players start the game with and 3 random movement cards (**Simple**, **Steady**, **Advanced** or **Special**) drawn from the common deck.

Cards allow the ships to move and turn on the board and may also have bonus effects such as healing the ship, changing height, drawing more cards or generating action points (used for combat or other actions).

All the cards have different kinds abilities and bonuses. Here are the abilities and bonuses in the cards;

Simple Cards

Some **Simple** cards give additional Hit Points to the ships. Multiple **Simple** cards may be played in a turn (depending on the speed of the ship). Any of the cards can be flipped over to their back face and played as a **Simple** card. Cards that are so played do not bestow any of the bonus or penalties prescribed by them

Steady Cards

Steady cards give Action Points to ships. Some **Steady** cards allow the player to draw extra cards. Only one **Steady** card may be played per turn. **Steady** cards can either be played after **Simple** card or against the base of the ship.

Advanced Cards

Advanced cards give additional Action Points to the ships. Some **Advanced** cards allow ships to go up or down in height. Only one **Advanced** cards may be played per turn. **Advanced** cards can only be played after **Simple** or **Steady** cards.

Special Cards

Special cards (unlike the blue, red or purple cards) can be played as extra movement cards and don't count towards the speed of the ship. **Special** cards may sometime have a Hit Point penalty prescribed by them. Some **Special** cards also allow manoeuvres that cannot be performed efficiently with other cards. **Special** cards can be played after **Simple**, **Steady** or **Advanced** cards and only one **Special** card may be played per turn.

Note: When playing Simple rules, players can play their movement cards in any order. In Advance rules, cards must be played in the proper order.

Players must claim Card Bonuses **immediately** after the cards are played.

If the Ship cannot claim the bonus immediately, the bonus is i**gnored**.

A Ship may take penalties and bonuses of the same type during the Movement Phase.
In such a situation, the nett effect of all such cards is applied.

Bonuses cannot be transferred between ships.

Bonus card must be drawn before the ship is moved.

Height adjustment through a card is resolved before the ship is moved.

How to Play Movement Cards

While playing cards the players must keep the following placement rules in mind.

Any Starting card may be played against the base of a ship turning it to any one of the three vectors:

Vector 2

Vector 1

Vector 3
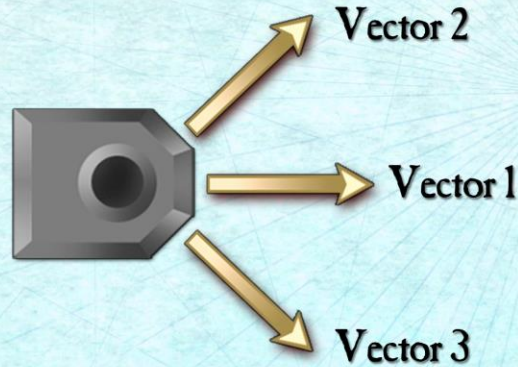
When playing a movement card that allows turning the player must make sure that the alignment dots on both cards overlap and the turning guide triangles (of the played card) stay within the turning allowance area of the previous card.
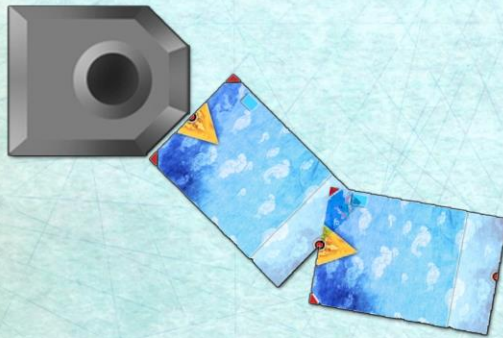
In this example, the second card (from the base) is being used for turning and has been played in a legal manner.

Cards that don't allow turning must be played such that the alignment dots are adjacent and the cards do not overlap.

In this example, the second card (from the base) cannot be use for turning and has been played in a legal manner.

Intersecting Play Area Boundaries

If a Ship's movement card chain or the Ship's base intersects with the Map boundaries the Player must pick-up the ship and reposition it bow first against the boundary. The bonus and penalties prescribed by the cards will still apply to the ship. The Ship will not be able to participate in the upcoming **Action Phase** though it may still be shot upon by rival ships that have it within their range.
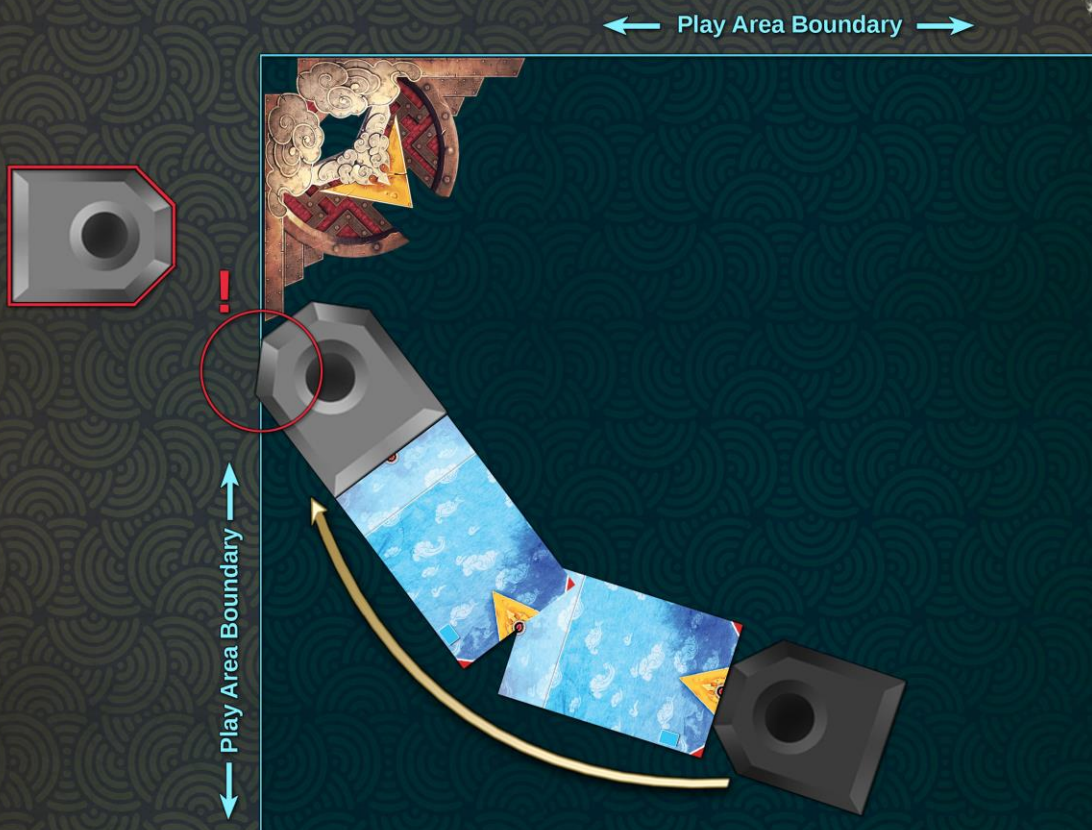
Zuking

If the movement card chain of a Ship that is currently moving touches the base of another ship then the two ships are considered to have zuked.

Both involved Players will roll 2 Avertigos dice (or a standard d10). The Player with the **Higher Initiative** gets to choose which roll will damage which ship.

If both ships survive being zuked, the ship which initiated the zuking will be placed on the opposite side of the ship in line with its movement cards, or at the end of its line of movement cards if that stretches beyond the stationery ship.

Speed and Height

As Avertigos takes place in a three-dimensional tactical space, **Speed** and **Height** become important factors during the movement phase. Ships moving at higher speeds or soaring at greater heights will devour distance easily, allowing players to outpace their rivals and generate more opportunities for manoeuvring and combat.

Speed determines how many cards a player can play for the ship in the current turn. The speed of the ship is indicated by its speed control (located on the Pilot board).

Cards (**Simple**, **Steady**, or **Advanced**) played by the player for a ship sets the speed of the ship for the next turn. (Special cards allow a bonus movement and don't count towards the speed of the ship.).

On most turns (except when **Climbing, Diving** or **Swooping**) the player may only increase or decrease their speed by one card and cannot go beyond speed 3. If a player is unable to play the minimum number of cards ascribed by their speed (current speed -1 card) for a Ship, they must take damage on that ship. The amount of damage taken depends on the number of cards in the shortfall multiplied by the penalty prescribed on that ship's Pilot board.
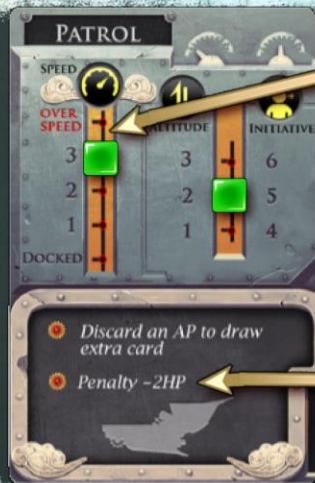
This Pilot board shows that the Speed of its ship is 3.

This means that in the previous turn 3 cards were played for it. (Not counting any yellow card that may have been played)

In the current turn the player has the choice of playing either 2 or 3 cards for this ship; As the ship is already at the maximum normal speed of 3 and can maintain it or decrease it by 1.

If the player is unable to play at least 2 cards for this ship (in this turn) then they must take the damage of -2HP for each card in the shortfall.

Height is crucial in Avertigos. Whether it's descending to capture a settlement, or staying out of a rival's field of fire while punishing them for their temerity, height opens brand new avenues for tactical planning.

Ships higher than their rivals often have the advantage of higher initiative and can manoeuvre and act with more information.

The current Height that a ship is flying at is reflected both by the extension of the **Height Widget** of a ship and its pilot board.

(A Pilot Board and Height Widget showing the ship's current height at 2)

There are a few key manoeuvres that Avertigos rely on as their ships rise and fall through the sky:

Climbing

Climbing is a manoeuvre that can be performed by any ship that is flying at a speed of 2 or more and has a height of less than 3. To climb, a ship will play 1 card less than its speed and go up in height by 1. Climbing is a way for a ship to store up the potential for suddenly covering an unexpected distance. The player draws an extra card for each height climbed by the ship.

Once a ship is at a height of 2 or 3 they can perform the following manoeuvres:

Swooping

Swooping is a manoeuvre that can be performed if the ship is flying at a height of 2 or 3. Swooping allows the player to accelerate their ship by Speed +2 cards (instead of the usual Speed +1 card) by decreasing their height by 1.

(A Ship may also decrease its height by 1 and maintain its speed by foregoing the bonus).

Diving

Diving is a manoeuvre that can only be performed from the height 3. Diving allows the player to accelerate their ship by Speed +3 cards (instead of the usual Speed +1 card) by decreasing their height by 2.

Swooping and Diving allow the ship to Over-Speed. By Swooping or Diving at a speed of 3, a ship can achieve speeds past what is possible through normal movement play. Over-Speeding ships take damage for all extra cards played beyond 3. Damage is calculated by multiplying the number of extra cards by the penalty shown on the Ship's Pilot Board. (Except for any **Special** cards as they don't count towards speed).

Drawing Cards

After the ship has been moved and if the player has less than 7 cards in the hand, then the player may draw cards from the common deck into their hand.

The player can draw a card for each **Simple**, **Steady**, or **Advanced** card played that phase up to a maximum hand size of 7 cards. (No card is drawn for any **Special** card played).

Players may then draw bonus cards (past the maximum hand size of 7):

If the ship climbed a height on the turn the player may draw one extra card per height climbed.

By paying 1 AP to draw an extra card

This concludes the movement phase for that ship.

The Movement phase continues till all the 'undocked' ships have moved or payed the penalty for not moving.

Restacking the Discard Pile

If the Movement card deck has been completely depleted. The Cards from the Discard Pile are shuffled and re-stacked with the back of the all the cards facing up.

Tactical Manoeuvres

A Player may pay 1 AP to move during the Action Phase. This may be (depending on player choice and ship height):

☁	Change Height by 1 for 1 **Simple** card.
☁	A single movement with 1 **Simple** card.
☁	Or a swoop with 2 **Simple** cards by decreasing the height by 1. (Only from height 2 or 3).
☁	Or a dive 3 **Simple** cards respectively by decreasing the height by 2 (Only from height 3).

Cards played during action phase don't allow player to draw from the deck. **Special** cards can be played during this phase as per normal).

The ship's initiative changes with a change in height. This might change the ship's priority in the next action cycle.

A Ship can only perform once Tactical manoeuvre in an **Action Cycle** but several in an **Action Phase** (If it can pay the associated card cost). **Tactical Manoeuvres are not bound to speed**.

Docking and Securing

Docking

All ships can dock at an island if they have reached its boundaries, so long as there are no ships already docked there. Docking is free so long as the ships reach the island at **Speed** 1. For Family and Simple Rules, they have to pay 1AP to dock if their Speed is above 1. For Advanced Rules, they have to pay 1AP for each Speed above 1.

Securing

To secure an island, players must first be docked. The player needs to have more troops than are present on the island. If there is 1 troop, they need 2. If there are 2, they need 3, and so on.Each trooper costs 1AP to deploy.

Load and Fire Weapons

Loading a weapon

A Player may pay Action Points to load one or more dice on any one of their weapon modules (limited to one weapon per Action Cycle). A Player may load as many dice as are indicated on the module card.

The player must pay 1 AP for each dice loaded on to the module card. A Module may only be loaded/reloaded once during an **Action Cycle** but several times during an **Action Phase**. **Aimed weapons** dice can only be loaded if all other dice slots on the module are already loaded.

This Gunner module card can load up to 3 dice. (2 regular and 1 aimed)

Firing a weapon

Once a dice is loaded the weapon is ready to fire. Firing loaded weapons does not require **AP**s and is not counted as an action on its own. A Weapon may only fire once in an **Action Cycle** but several times in an **Action Phase**. A Weapon may only fire on the Ship's turn in the **Action Cycle**.

When a normal attack is carried out, the player receiving the damage can distribute the damage across their Ship's components.

However, in an **Aimed attack** the attacker can target a specific module or hull, and the defender must take the full damage of that dice on the specified module.

Some weapons can fire from one height to another. This is indicated on the bottom left hand corner of the Module card. 0 means the weapon can only fire at the same height of the Ship. Some weapons may fire up to 2 levels higher or lower than the Ship.

This can fire to +1 to -1 heights

To find out if the target is within range of the weapon Players must use the appropriate **Range** widget. The base of the widget should be placed alongside the base of the Ship that is firing, and the arm of the widget rotates in an arc on the pivot. If the arm touches the base of the targeted ship it is deemed within range. The player **can** pre-measure the distance between ships before declaring an attack.
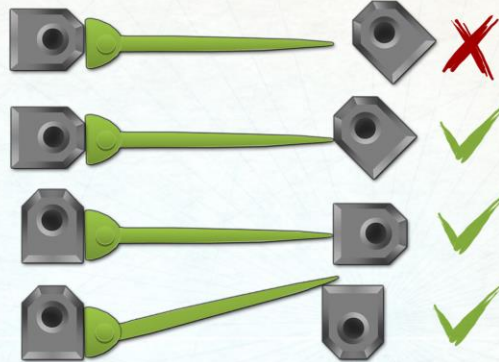
Gunners, Rocketeers and Flamers each use a separate range widget marked by a sticker specifying their type on the firing pin.

Ship Base

Direction of fire

Weapons can only fire in the direction their models are pointing. Bow weapons can only shoot forward, gunners can shoot on either side and rockets can only shoot either to port or starboard, depending on how they were set. A player can spend 1AP to **Swing** their rockets to face the other direction. When the player does this, they have to adjust the physical module's direction as well.

Repairing a Ship

Any Ship with the Bosun Module may repair itself by paying the associated AP cost. A Ship may pay several APs towards repair in a single **Action Cycle**.

Income

Players will earn income each turn through two ways – **Island Income** and **Island Resource**.

Island Income

All islands have a base value that dictates the income earned from them each turn.

A player's Island Income comes from the total number of islands directly under their control. An Island's base value can be doubled by purchasing a trade hut (insert picture) and placing it on an the island of your choice –but trade huts owe no allegiance, and if the island is captured the trade hut will work of the new owner of the island.

Island Resource

There are four different resources in the game:

Coffee

Opium

Marlin

Pearls

Each resource on their own doesn't do anything for a player, but capturing multiple islands with the same resource will give you increasing bonuses. Having possession of 4 islands with the same resource will give you a complete trade route, which has the highest bonus.

1 island – no bonus
2 islands – 2 gold
3 islands – 5 gold
4 islands – 10 gold

Purchasing

Once you have income, you can start to purchase things that you need, such as troopers, trade huts and ships. The value of a ship is determined by the total coin value of all its modules.

NOTE: A ship cannot launch with less than its full complement of modules – you have to buy a ship with all modules at once, so make sure you have enough for the ship you want.