

## Game Overview

**Avertigos** 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 (page 25) that gets straight to the innovative 3D combat mechanics and a deep **Strategy** mode (page 20) 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.



## Background

**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.



# Factions

There are two major factions in Avertigos: South China Sky - The Dynasty and the Singasari League.

The birthplace of flight, the Dynasty Empire is at the heart of all civilisation. The world takes its cue from the mood in Nanjing. This reflects most in the doctrine favoured by the pariahs and veterans that make it to these far isles.

The Singasari, however, are not an empire. A motley collection of quasi-democratic city states, their culture doesn't design to reduce flight to a set of books. Their fleet actions can seem erratic or inspired depending on the perspective of the viewer, and are usually quite perplexing even in retrospect.

But not everyone chooses to follow the ways of these two titans, or any other. Mercenary Avertigos love the skies for what it is, and cannot bear to be tied down. They sell their services to whoever can afford them and best promise them the life they desire.

## Identifying Factions on Ship Pilot Boards

Factions may be identified by the color code of the board.

### Singasari League



### Dynasty



## Identifying Factions on Modules

Factions may be identified by the colour code of the Module card.

### Singasari League



### Dynasty



### Mercenary





# 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

Denotes which ship hull is being used.



### 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**, 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. Each square can hold 1 AP.



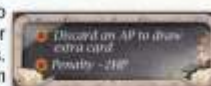
### Hit Points

The **HP tracker** 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. All ships also suffer penalties to health if they go **Over-Speed**; the penalty is for each card **Over-Speed**, other than **Special** Cards. 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.



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



**Note:** All Ships start the game with 4 Action Points (AP) and full Hit Points (HP).





# Understanding the Module Card

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

The Module Card is made up of the following elements:



## Module Name

The name and type of the module being used.

**BOW ROCKETEER**

## 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.



## 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. 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. Each square holds 1 dice.



## 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. The symbol on the right shows the player know which range finder to use.



## Hit Points

The tracker 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.

This is a Bow Module.

This module's firing arc is the same level, one height up and one height down. It uses the "Gunner" range finder.

**BOW GUNNER**



This Module has a coin value of 6.

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

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.

For more on aimed weapons, turn to page 16





## Assembling a Ship

A ship is made up of its hull and modules, and its pilot board and module cards. Module cards are 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



### Frigate 3 Modules



### Destroyer 4 Modules



**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.

## Finishing Up Your Ship

Once the Pilot Board and Module Cards have been set up, players take the corresponding plastic ship hulls and modules and assemble their ships. Then they attach either the sails that came with the box by placing them in one of the holes on the hull or modules



or make their own (refer to the Ship Sail crafting tutorial available on the website) and pennants to finish their ships.

A player's ship can be identified by the colour of 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 to start the round at any height or speed.

## 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 use this to your advantage by aiming at the hull and finishing your opponent off!

Destroyed ships and their modules are removed from play, but can be bought again during the next **purchasing phase**.



# 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.

There are two elements to Movement; **Initiative** and **Movement Cards**

## Initiative

**Initiative** determines the order of play, and works slightly differently depending on if you're playing Strategy Mode or Skirmish Mode.



The current **Initiative** for this ship is indicated as 5 by its Pilot Board.

## Strategy Mode

The order of move is depends on the **Initiative** of the players. Players will roll the dice to determine their **Initiatives**, and place tokens representing the players on the **Turn Marker** (pg 22)

**Initiative** in Strategy Mode can be contested via Secret Hand bidding. At the start of the **Initiative** phase, players can bid any amount (or even none!) so long as one player declares they want to bid for **Initiative**. Players will secretly put any gems in their hands, and all players will present a closed fist in the middle. All hands are opened at the same time, and whoever put in the highest bid will have the highest **Initiative**. Everyone else will move down one spot.

## Skirmish Mode

The order in which the ships move depends on the **Initiative** of the players and the individual current **Initiative** of the ships.

Ships with the lowest **Initiative** move first. If the **Initiative** of two ships is drawn then the Player **Initiative** is used as a tie-breaker (lowest **Initiative** moves first).

If a player has two ships with the same **Initiative** the player can choose which ship moves first.

## Movement Cards

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

At the Starting of their Movement Phase, of the turn each player may choose to either draw a single mMovement cCard from the deck or take an Action Point from the bank.

A player with multiple ships active will participate in this phase once for each of their ships.

## Understanding Avertigos Movement Cards

Ship movement in Avertigos utilises a unique card-based movement system. 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 that aligns to the base of the ship. This triangle represents the ship's prow.



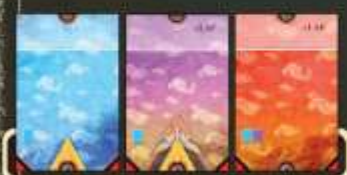
These cards can be played as a Starting card



These cards cannot be played as a Starting card

### Turning

Most cards allow the ship to turn, but some only allow it to move straight along its existing vector. These are 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:





## How to move

Players must play Movement cards to move their ships. The number of cards played at a time depends on the **Speed** of the ship (**Speed** explained on page \_\_\_\_).

There are several types of cards in the game. These are **Simple** (Blue), **Steady** (Purple), **Advanced** (Red) and **Special** (Yellow) movement cards.

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

### Simple Cards

- Some **Simple** cards allow ships to regain Hit Points.
- 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 played this way do not bestow any bonuses or penalties.



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



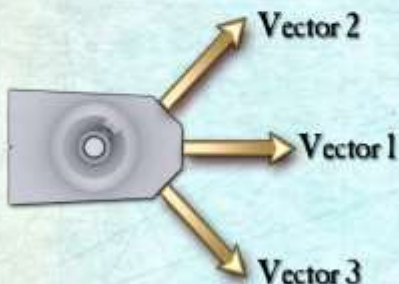
**Note:** When playing Simple rules, players can play their movement cards in any order. Otherwise, cards must be played in the proper order.



# 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:



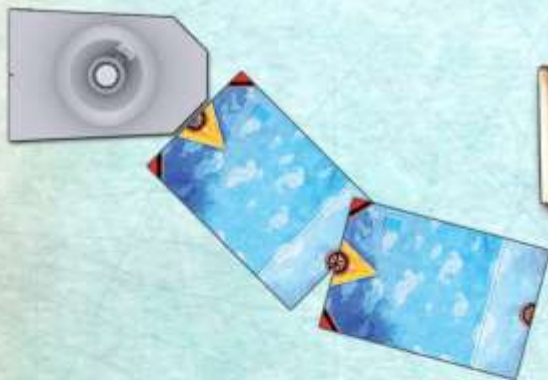
Multiple cards may be played at a time, for what is called a Movement chain.



Players place their first card against the ship base to form 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.

After the ship has been moved the cards are Discarded and put into the Discard Pile, and the player will replenish their hand.

When playing a movement card that allows turning the player must make sure that the alignment wheels 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.

When playing cards that don't allow turning, or cards that allow turning in a straight line, the alignment dots are adjacent and the cards do not overlap.



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



# Special Card Manoeuvres

Besides allowing the player to go above their top **Speed** without any penalty, some **Special** cards allow players to pull off otherwise impossible manoeuvres, throwing in an element of unpredictably to foil the carefully laid plans of their opponents.

**Special** manoeuvre cards have extra alignment wheels on them to denote the manoeuvre they can be used for. They can also be played as normally, should the player so choose.



Sharp Left Turn



Hard Left Turn



Hard Right Turn



Sharp Right Turn

## How To Play Special Manoeuvres

Making a hard turn.



1 Align the cards as you normally would.



2 Line up the groove at the back of the ship base with the alignment wheel at the side.

Making a hard turn.



1 Align the cards as you normally would.

2 You can either align the groove at the back of the ship outward like so



or



in the same direction but off to the side

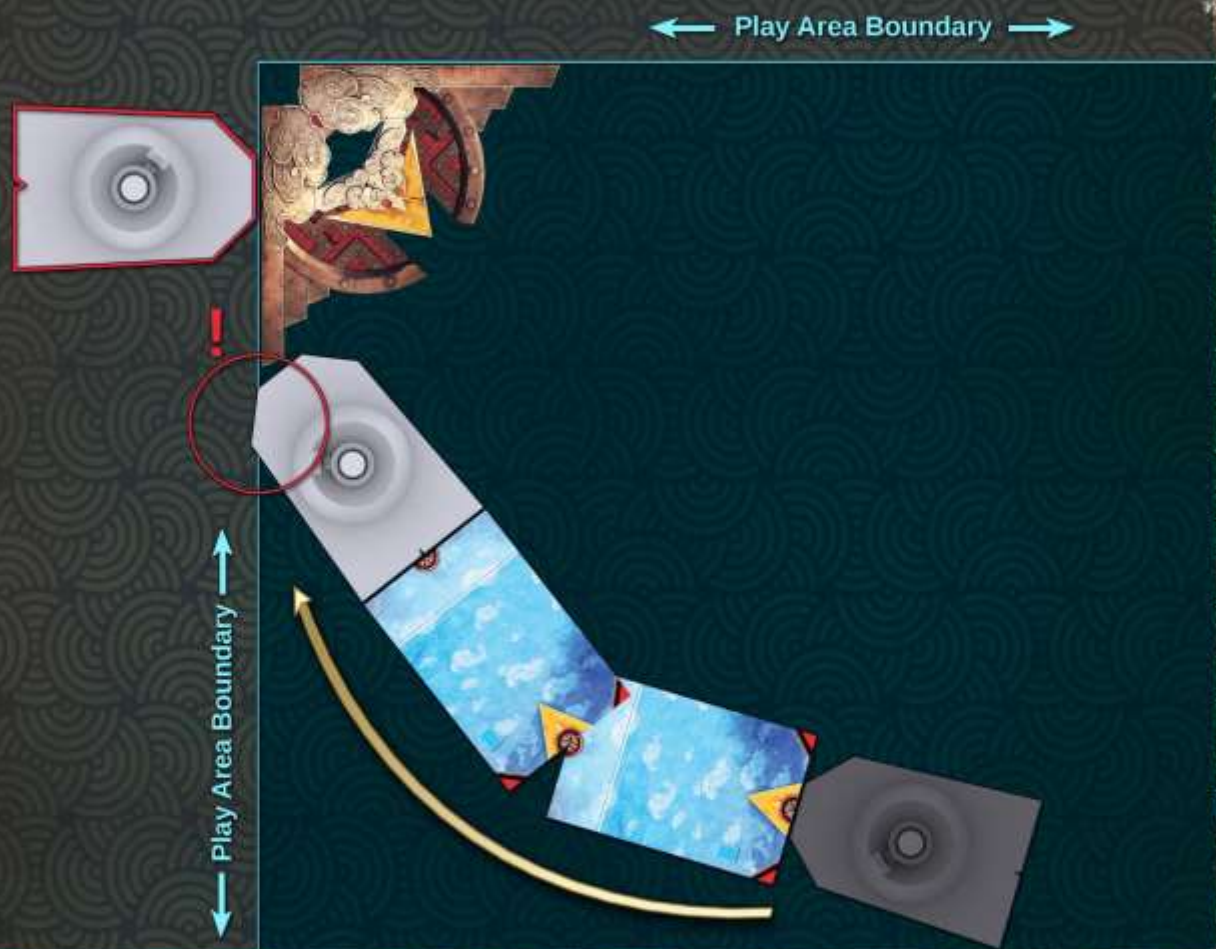
**Note:** The card penalty will still apply even if you play the card normally.



## 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 rival ships can still fire upon it if they're within 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 stationary ship.



## Rules for Claiming Card Bonus and applying Card Penalties

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

If the Ship cannot claim the bonus immediately, the bonus is **ignored**.

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.

## Drawing Cards

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).

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 of the players' 'undocked' ships have moved, or in a **Skirmish Game** paid 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.



# 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

**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, the player can only increase or decrease their **Speed** by one card and cannot go beyond **Speed** 3, unless they carry out specific actions (**Ascending**, **Swooping** and **Diving** explained on Page 15).

If a player is unable to play the minimum number of cards required by their **Speed** (current speed -1 card) for a Ship, that Ship must take damage. 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. The **Speed** of the ship will then be reduced accordingly.



This Pilot board shows that the Speed of its ship is 3.

This means that the player played 3 cards in the previous turn. (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 speed and can either 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

**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** of a ship is reflected both by the marker on its **Pilot board** and the position of its **Height Widget**.

A ship can change **Height** in two ways – **Cards** or **Manoeuvres**.



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



## Cards

Some cards will allow ships to go up or down a **Height**. The player **MUST** do as the cards say, unless the ship cannot climb higher or go lower.

If both a card going up a **Height** and going down a **Height** are played at the same time, then they cancel each other out.

## Manoeuvres

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

### Ascending

**Ascending** 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 decrease its **Speed** by 1 to go up 1 **Height**.

**Ascending** is also a way for a ship to store up the potential for suddenly covering an unexpected distance.

The player draws an extra card for the **Height** climbed by the ship.

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

### Descending

**Descending** can be performed by any ship at **Height** 2 or more. A player does not need to slow down their ship in order to go down by 1 **Height**.

### 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 **Speed** by +2 cards (instead of the usual +1 card) by decreasing their **Height** by 1.

### Diving

**Diving** is a manoeuvre that can only be performed from **Height** 3.

**Diving** allows the player to accelerate their ship **Speed** by +3 cards (instead of the usual +1 card) by decreasing their **Height** by 2.

**Swooping** and **Diving** allow the ship to **Over-Speed**.

**Over-Speeding** ships take the **Damage Penalty** (Pg 5) for all extra cards played above the maximum **Speed**.





# Actions

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.

## Strategy Mode

Players with the highest **Initiative** will act first, ending with the lowest **Initiative**.

## Skirmish Mode

Ships with the highest **Initiative** will act first. If the **Initiative** of two ships or more is drawn then the **Player Initiative** is used as a tie-breaker (highest **Initiative** moves first).

If a player has two ships with the same **Initiative**, the player can choose which ship acts first.

## Action Cycles

Each **Action Phase** may have several **Action Cycles**. An **Action Cycle** is where all participating ships perform one **Action** each. Thus, a player with multiple ships may participate in a **Cycle** once for each ship.

An **Action Cycle** is finished when all players have either performed an action with their ships or decided not to do anything that **Cycle**. If there are still **Actions** players can carry out the the next **Cycle** commences.





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

To perform most **Actions** during this phase (except firing) the player must pay the associated **Action Point** cost.

**Types of Actions in Avertigos are:**

## Tactical Manoeuvres

A Player may pay 1 **AP** per card 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** **Simple** cards respectively by decreasing the height by 2 (Only from **Height** 3).

Cards played during the **Action Phase** cannot be replenished from the deck.

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 **one** 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.

## 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 **APs** 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**.

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.

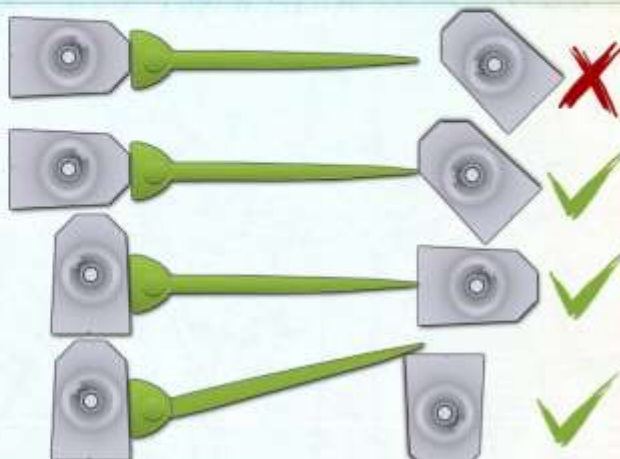
Some weapons can fire from one **Height** to another. This is indicated on the bottom left hand corner of the Module card. 0 means the weapon can only fire at the same **Height** of the ship. Some weapons may fire up to 2 levels higher or lower than the ship.



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 can touch the base of the targeted ship it is within range.

A player **can** pre-measure the distance between ships before declaring an attack.

Before you start play, players have to determine their individual **Initiative**. The player with highest **Initiative** starts first, and can move and act with more information.



Gunners , Rocketeers  and Flamers  each use a separate range widget marked by their respective icon at the base of the widget.



## 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 1 **AP** 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**.



## Docking and Securing

### Docking

All ships can dock at an island if they have reached its boundaries at **Height 1**, so long as there are no ships already docked there.

Docking is free so long as the ships reach the island at **Speed 1**. Otherwise, they have to pay **1AP** for each **Speed** above 1.

**Note:** For Simple Rules, they only have to pay **1AP** to dock if their **Speed** is 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.





# 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 **Trading Post** (More on page \_\_) and placing it on the island of your choice –but **Trading Posts** owe no allegiance, and if the island is captured the **Trading Post** will work for the new owner of the island.

## Island Resource

There are four different resources in the game:



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 silver

3 islands – 5 silver

4 islands – 10 silver



# Purchasing

Once you have income, you can start to purchase things that you need, such as troopers, **Trading Posts**, and ships.

**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.

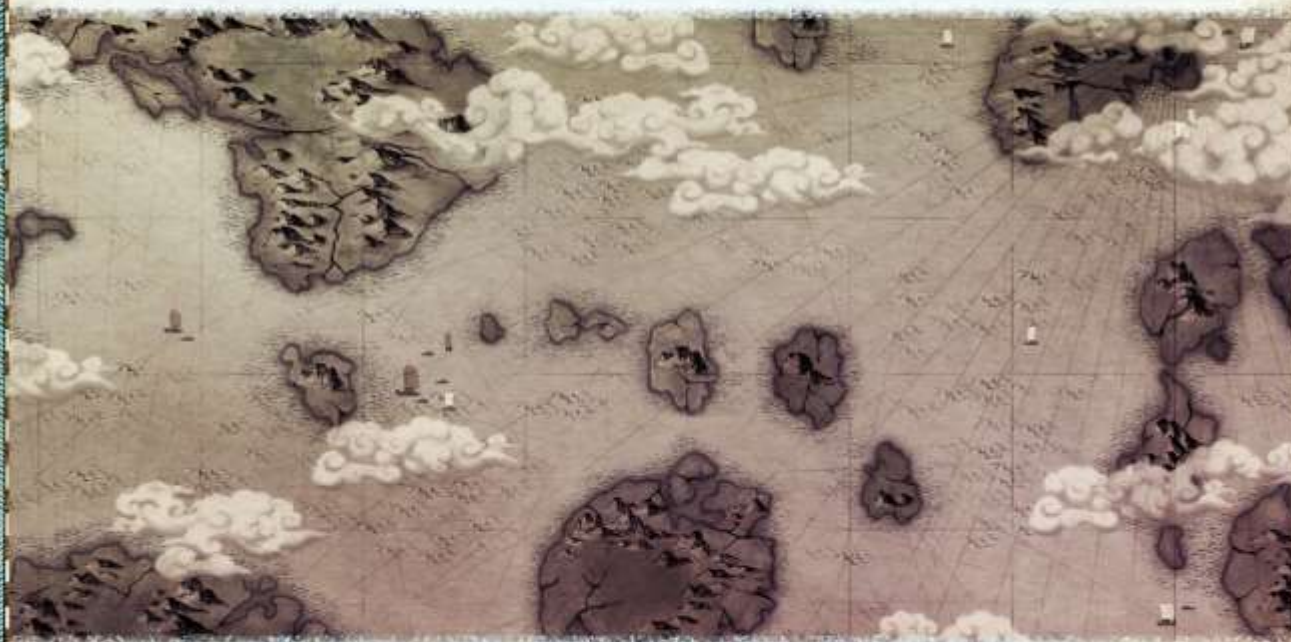


## Objective of the Strategy Mode

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 a player has captured 8 islands on the board.



### Total Annihilation

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





# Strategy Mode

## Getting Started

### Setting Up the Play Area

Each player gets a **scout ship**, two randomly drawn **movement cards**, a **player screen**, 5 silver 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. 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





# 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 12.

## 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 18) at an island or be shot at by any Claws (pg 23) on the island.

## Island Resource



Some islands have certain resources. Capturing islands with the same resources can form a trade route, which has certain benefits (page 19).

## Island Value



All islands have a base value. This value is the amount of silver a player can earn from holding an island (page 19).

## 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 player's 4th Envoy if you have the Diplomat Corp add-on.



# Units

In Strategy Mode, players will have access to a variety of units as they seek to conquer the South China Sky.

## Trooper



The backbone of all excursionary forces, factors always travel with an entourage of troopers. It's not that they're searching for battle; it just pays to be cautious. After all, victorious warriors win first and seek battle later.

Troopers can also be garrisoned on islands to defend them. The number of troopers garrisoned is up to the player.

Each trooper is a single fighting unit, and needs a numerical advantage to overwhelm and defeat an enemy (See Securing, pg 18)

## Commander



Veteran troopers who have lived through many campaigns and seen more than most, commanders are elite fighting machines who lead the troopers in battle. Factors usually only have one per army – it's not wise to have too many other people controlling your army.

Due to their experience, commanders count as two fighting units in battle.

## Spy



Not all fights are out in the open, and not all fight in the light. Spies are sent wherever their factors deem necessary, whether it's to gather information, undermine defences or increase resistance to other houses.

A spy can be deployed to any island at any time as long as the player has them in hand. Each spy counts as one unit, and either cancels out a defender when the player tries to overwhelm an island, or increases the defender by one when another player approaches the island the spy is on.

## Claw



Single shot Surface-to-Air Missiles, Claws are the main deterrent for islands against enemy ships. Once set up, they monitor the skies till a ship comes within range of the island; if that happens, the Claw fires instantly.

Each Claw uses one attack die. Attacks happen the moment a ship crosses the Island Boundary(Pg 22).

## Trading Posts



The promise of wealth and glory always calls to many, and the many have needs. Who better to care of those needs than an experienced trader who can get you what you need, at a special price?

Players can buy Trading Posts to double the silver generated by Island Value(Pg 22). Only one is allowed per island, and only one can be bought per turn.

## Envoy



Members of the Geiko, envoys help to smoothen the rough edges between rivals, helping keep the peace and making sure the money flows.

Players can use their envoys to formalise agreements with other players – whether it's asking for access to the resources of a particular island or guaranteeing good behaviour in their waters, envoys are exchanged and placed on each other's islands to seal the deal.

They aren't simply for show either. The player who breaks the terms of an arrangement has to pay 5 silver for each envoy they have exchanged with the other player.

The envoy also opens up a separate victory condition – **Trade Victory**. If a player can secure two trade routes without anyone noticing, they can declare a **Trade Victory**.

All the other players will then move against the player – if they managed to destroy the players ships within two turns, the game resumes. Otherwise, the player who declared **Trade Victory** wins.



# Strategy Game Flow



## Initiative Phase

At the beginning of the game, roll to determine each player's **Initiative**.

At the start of the Initiative Phase after, players can bid any amount (or even none!) so long as one player declares they want to bid for **Initiative**. Players will secretly put any gems in their hands, and all players will present a closed fist in the middle.

All hands are opened at the same time, and whoever put in the highest bid will have the highest **Initiative**. Everyone else will move down one spot.



## Movement Phase

At the start 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 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.



## Action Phase

Players will carry out their **Actions** from the highest **Initiative** to the lowest.



## 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**.



## Purchasing Phase

Players can make purchases, moving from highest **Initiative** to lowest **Initiative**.



# Objective of the Skirmish Mode

The **Skirmish Mode** play takes place in a series of rounds. To win a **Skirmish** a player or team must win the maximum number of rounds amongst all the contenders.

The Rules for the rounds depends on the kind of **Skirmish** that's being played. The **Skirmish Mode** can be played in 3 variations:

## Domination Skirmishes

In Domination, the objective of the players is to win the maximum rounds out of a fixed number of rounds.

- Players can play domination as teams or until the Last Ship Sailing.
- Player/Teams may choose hulls and modules from any faction to create their fleets or ships.

## Faction Skirmishes

In this type of **Skirmish**, players must divide themselves into two teams and choose one of the 2 available factions (Dynasty or Singasari League) at the start of each round.

- Players may only choose ship hulls and modules from that faction or from the mercenary modules.
- The objective of the **Faction Skirmish** in each round is to wipe out the fleet of the opposing faction.
- Players must switch factions between each round.

## Gambler's Skirmishes

This type of **Skirmish** can be played as an add-on ruleset with either of the above two variations. The additional rule is that opposing teams or players each start with a fixed coin bank and must spend from it to acquire the ships. The recommended bank per player are:

Players	Teams	Rounds	Bank Per Player
2	2	5	85
4	2	5	75
5	5	5	80

## Choosing Modules between Rounds

In Skirmish Domination Mode, the players/ teams take turns in choosing modules from a common pool and **may not choose the same module for 2 successive rounds**. (i.e. If you used the Bow Gunner in round 1 you may not use the same module in round 2).

In Faction Based Skirmishes, players will divide themselves fairly into two teams. Each team will take the pilot boards and modules from their faction and divide them between the players in that team. The teams take turns in choosing and taking the mercenary modules **after** deciding which faction specific modules they wish to use in the current round.





# Getting Started

## Setting Up the Play Area

To set up the Play area for a **Skirmish Mode** battle without a map, please mark a quadrilateral play boundary by placing the corner markers on a flat surface. We recommend a minimum play area of 24 inches by 35 inches or 60 cm by 90 cm.

Give the **Movement Card** deck a good shuffle! Give each player 2 **Movement Cards**.

Every Ship enters the game with 4 **Action Points** and Ships can enter the **Skirmish** game at any starting **Height** or **Speed**. Ships can enter the play area from any side, as long as the back of the base touches the edge of the play area.





# Skirmish Game Flow

## 1 Initiative phase

At the beginning of the game, roll for **Initiative**.

Players that have higher **Initiative** have a slight advantage on the board and can move and act with more information. However, **Initiative** comes at a price and no amount of **Initiative** can overcome overwhelming brute force.

## 2 Movement Phase

*Successful Avertigos are always where they need to be and never anywhere unprofitable.* Don't be surprised by your rivals - rather, make sure you catch them napping.

Ships with Lowest **Initiative** Move first and all Ships participate in the **Movement phase** only once in one turn.

## 3 Actions Phase

*While all-out war is bad for business, meekness makes for meagre takings.* Knock a few heads, fire a few rockets and leave a flaming wreck or two and suddenly everyone wants your alliance and your trade.

Ships with highest **Initiative** Act first. All ships may Cycle through the **Action Phase** several times in one Turn.

**Victory Conditions:** Eliminate the other player's ships.





# Simple Strategy Game Flow

## Determining Initiative

Before you start play, players will roll to determine their **Initiative**.



### Movement and Action Phase

Players with the highest **Initiative** will move and act first, followed by the next in line.  
More about **Movement** on page 8 and **Actions** on page 16.



### 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.



### Purchasing Phase

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

# Simple Skirmish Game Flow



## Determining Initiative

Before you start play, players have to determine their individual **Initiative**. The player with higher **Initiative** starts first, and can move and act with more information.



## Movement and Action

Ships with highest **Initiative** will move and act first, followed by the next in line.

More about **Movement** on page 8 and **Actions** on page 16.

**Victory Conditions:** Eliminate the other player's ships.