Sky Empire

Rulebook



GREYMARSH GAMES

Sky Empire

Within the vast galaxy of Luqinara lies Dopheus, an exceptional planet with islands floating within the unique composition of gases in its atmosphere. The planet is populated by Dopplers - twin-like pairs of salamander beings with a shared intelligence, who are governed by a democratic Council.

Once protected by a powerful energy shield, the ancient monoliths that sustained it have been sabotaged. Now Dopheus faces a new threat as they are invaded by alien Sentinels, who seek to exterminate the Dopplers.

In a desperate bid for survival, the Council has decreed that whoever can reactivate the shield will be named Emperor. Rival Dopplers, each eager for power, embark on a perilous quest against the Sentinels, and each other, to find the four crystals which will reactivate the monoliths and re-energize the shield, ensuring the planet's safety and the survival of the Dopplers. Accomplishing this will be a feat worthy of any aspiring Doppler Emperor!

The fate of Dopheus now hangs in the balance as the rivals vie for supremacy, driven by ambition for power, wealth and glory!

1-4 14+ 45-90' PR.

In Sky Empire, each player assumes the role of a pair of Doppler twins, leading one of the clans of Dopheus.

Through exploration, gathering of resources and the construction of airships and buildings, players race against each other to be the first to collect each of the four types of crystals and place them within a monolith to reactivate the planetary shield.

Reactivating this defensive shield will thus ensure the planet's safety - and earn the successful Dopplers the right to rule Dopheus as Emperor!

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Dopheus, Dopplers & Sentinels

Within the vast galaxy of Luqinara lies a unique and obscure planet called Dopheus.

Dopheus' atmosphere is composed of a distinctive combination of gases, making it one of the most unusual and exceptional planets in the known universe.

Not much is known of its surface, if there even is one. However, many floating islands, made up of lightweight metals, hover high in the clouds of the planet. Some islands boast flourishing tropical life; others are comprised mostly of rocks, though rich in precious metals; and still others are volcanically active. Among the various lifeforms found throughout the extraordinary island habitats, the most peculiar creatures are the Dopplers.

Dopplers are salamander-like beings that walk on two legs, equipped with gills capable of filtering the life-sustaining gases from Dopheus' atmosphere. They possess great intelligence and are remarkable engineers—their greatest achievement being the creation of special airships designed to travel from island to island across this immense planet.

However, the strangest aspect of Dopplers isn't their amphibian appearance or intelligence—it's the fact that Dopplers are always born as identical twins. Together, each pair acts as if they were a single, united entity, sharing intelligence, personality and appearance, yet existing as two physically separate bodies capable of communicating with each other across great distances throughout Dopheus. This unusual trait enables Dopplers to work and exist in ways entirely different from other beings - two bodies executing the thoughts and will of a single mind!

Dopheus is governed by a ruling body of Dopplers, simply called the Council. All major decisions are made within this Council, operating with democratic principles. Dopplers throughout the planet can present their cases, big or small, after which decisions are reached by those sitting on the Council. All trade, conflicts, and property matters are overseen and governed by the Council… or so it was until recently.

For as long as anyone can remember, Dopheus has been shielded by an energy barrier found in the outer layer of its atmosphere, preventing any off-world entities from penetrating into the inner atmosphere unless the Dopplers deactivate the shield through portals from within. The shield itself was sustained by ancient stone structures called Monoliths, housing various precious crystals that generated the electrical energy that formed the barrier in the outermost layers of the atmosphere. One day, however, the crystals were suddenly and inexplicably removed, causing the shield to be deactivated. Before the Dopplers could retrieve and restore the crystals to the Monoliths and reactivate the shield, an alien race, known as the Sentinels, arrived at the planet Dopheus and began to invade. These colossal machines breached the atmosphere, settling on various islands around Dopheus, systematically exterminating Dopplers and engaging their airships in deadly combat.

Teetering on the brink of civil war, anarchy, and possible extinction, the Council realized something must be done quickly. In a desperate attempt to halt the invasion of the Sentinels, the Council issued a decree: any Doppler pair that could find and recover the crystals and return them to the Monoliths to reactivate the shield over Dopheus, thereby stopping the invasion, would be declared Emperor over all Dopplers and the high ruler of Dopheus. Every opportunistic and adventurous Doppler has thus taken up the challenge, ready to fight against the Sentinels - and each other, if necessary – in pursuit of wealth, fame, and power!



Components

Please note that any add-ons from the Game-found campaign do not appear on this list.



2 Doppler Models



2 Airship Models (matching the Blueprints)



1 Doppler Board



2 Unique Airship Blueprints

Doppler Components
(For each of 4 Dopplers)



33 Event Cards

x9 Early
x9 Mid
x9 Late
x3 End
x3 Special



8 Sentinel Control Cards



4 Leviathan Drill / Corvette Uncover Cards

Standard-sized Cards



18 Initiative Tokens



10 Silicone rings



1 Ancient Sky Tower



3 Mines



4 Island Turrets



1 Home Base



3 Gas Farms



2 Aetherforges



4 Sky Turrets



2 Bazaars

Player Components
(In each of 4 different colors)



16 Yellow Crystal Mission cards



56 Action cards



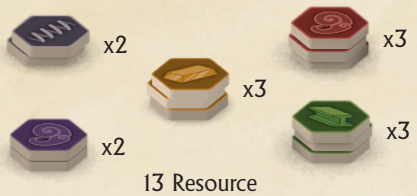
56 Exploration cards

x16 Air
x16 Tropical
x16 Rock
x8 Volcano

Small cards



44 Exploration Tokens



13 Resource Markers



40 Galvornite Cubes



30 Hydrofluxium Crystals



20 Aerothium Crystals



20 Phlogistonite Cubes



30 Magnorium Cubes



1 Portal Token



1 Monolith Token

16 Crystals



x4 Blue



x4 Red



x4 Yellow



x4 Green

63 Candle Tokens





1 First Player token

Tokens and Resources

4 Unique Sentinel Blueprints





4 Unique Sentinel Airships



Sentinel Blueprints and Airships

25 Combat dice



x10

x10



50 Status dice

34 Pegs for Airships (28mm)



x5



70 Bases



36 Pegs for floating buildings (22mm)

Bases, Pegs and Dice

4 Home Island tiles



33 Map tiles (#0-#32)

Tiles



7 Unique Corvette Blueprints & 7 Airship models

x2 (for the Versatile Corvettes)

x4 (for the Fyrebird Special Event Corvettes)

x1 (for the Exploration Corvette)



x2 (for the Action Card Destroyers)

x3

x1 (for the Exploration Destroyer)

6 Unique Destroyer Blueprints & 6 Airship models

5 Unique Behemoth Blueprints & 5 Airship models



x2

x2

x1

4 Unique Leviathan Blueprints & 4 Airship models



x2

x2

Common Airships and Blueprints



4 x 1-6 in Warfare



4 x 1-6 in Versatile



4 x 1-6 in Augmentation



4 x 1-6 in Construction



3 x 3 Sentinels



2 x 3 Ancients

Development Tiles

1 Council board



6 Unique Council cards

Council board



4 Ancient Sky Tower Blueprint cards



6 Unique Blueprint-sized loot cards



6 Building combat cards

x1 Home Base
x2 Aetherforge
x3 Turrets



4 Sentinel building miniatures

Building & Sentinel combat cards

1 Normal rulebook & 1 Solo rulebook



4 Player/Development aids



4 Model/Icon aids



Player Aids

Game Setup



1. Randomly select a player to be the First Player and give them the **First Player token**. Then, build the map in the middle of the table.

- For your first few games, we recommend that you use the standard map setup shown on the top of the next page.
- Place 1 **Exploration token** on each tile, other than Home Island tiles and tile #0.
- Place a **Sentinel building** on each Volcano Island tile, except tile #0.
- Place 1 **Yellow Crystal** on tile #0.

2. Place the **Council board** off to the side and randomly place the **6 Council cards** onto the designated spots on the bottom of the board (the Council row).

- Create the **Event Card Deck**. Shuffle the Early, Mid, and Late event cards separately. Place 3 random **Late Event cards** face down on top of a random **End Event card**. Then place 3 random **Mid Event cards** face down on top of that, followed by 3 random **Early Event cards**. The remaining Event cards will not be used and should be returned to the box.
- Create a stack of Sentinel Control cards by randomly selecting one of each type, then stacking them in this order, from bottom to top: **Leviathan, Behemoth, Destroyer, Corvette.**
- Create the stack of Sentinel Airship Blueprints, stacked in this order, from bottom to top: E**NNA, EGNEVER, CYTQUA, RUMAH.**

3. Shuffle the **4 Exploration decks** separately and place them facedown near the map. Make space for a discard pile near each stack.

4. Shuffle the **Action card deck** and the **Yellow Crystal Mission deck** and place them facedown near the map. Make space for a discard pile near each stack.

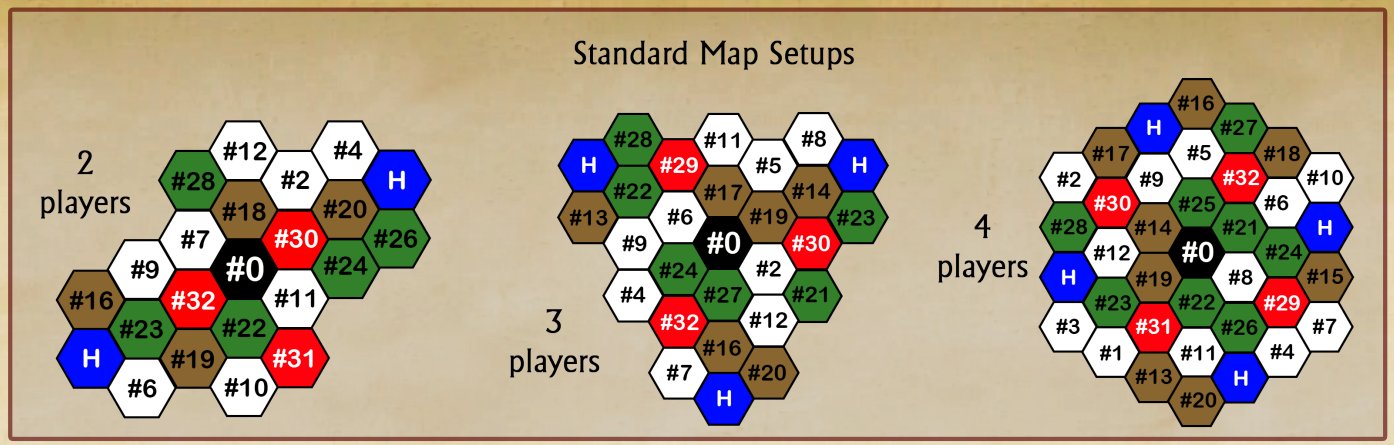
5. Create a supply containing the **dice**, **Leviathan Drill/Corvette Uncover cards**, **Building cards**, leftover **Exploration tokens**, **Sentinel Building cards**, **resource markers**, the **Portal token**, the **Monolith token**, and the **Common Blueprints** (with their corresponding **Airship models**).

6. Create a supply containing the **5 different resources**, **crystals**, **candles**, **Sentinel Developments**, and **Ancient Developments**.



7. Next, each player must choose a Doppler and a color to use during play, starting with the last player in turn order, and moving counter-clockwise.

- Take the **Doppler board**, the **2 Airship models** and **corresponding Blueprints**, and the **2 Doppler models** belonging to your chosen Doppler; all **buildings**, **Initiative tokens**, **color rings** matching your chosen color; and a full set of **Development tiles** (1 set each of Warfare, Construction, Versatile, and Augmentation). Place all these components in your play area.
- Place your Doppler's 2 Airships (with color rings attached) and your Home Base building on the Home Island tile nearest where you are sitting.
- Take one Player/Development aid and one Mini/Icon aid.
- Place 4 Initiative tokens and your 2 Doppler models (with color rings attached) onto your Doppler board. The remaining Initiative tokens should be placed in your play area.
- Turn your Doppler's 2 Blueprints faceup (so their abilities are showing) and place 2 Status dice onto each Blueprint (one on the Shield icon and one on the Structure icon), and set each die to the indicated starting value.
- Take 100 candles from the supply and place them near your Doppler board.



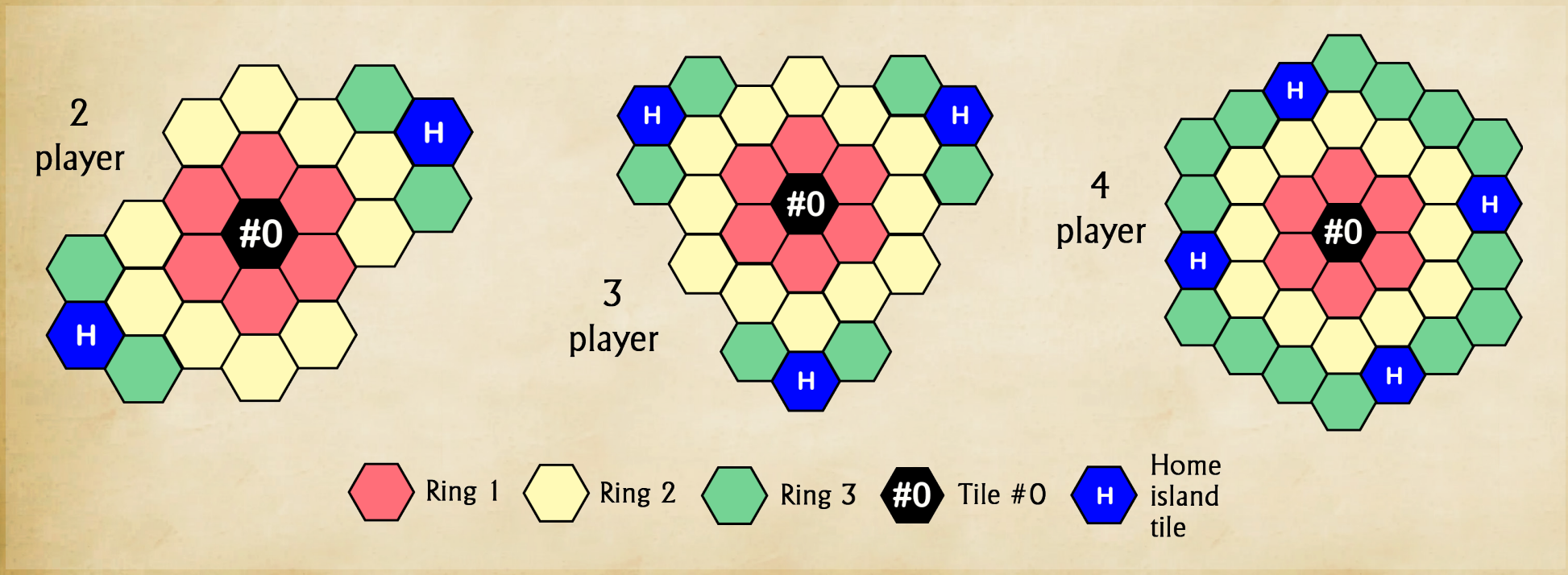
Building the Map - Custom Setup:

Once you have played several games with the Standard Map Setup shown above, you can create your own map following the instructions here:

1. Place the center tile #0 in the middle of the table.
2. Estimate where the home tiles will be placed and place them.
3. Shuffle the remaining tiles separately based on their backs. Each player then draws a number of random tiles (face-down), according to the number of players:
   2-player: 4 blue, 2 brown, 1 red and 3 green-backed tiles – for a total of 10 tiles each.
   3-player: 3 blue, 2 brown, 1 red and 2 green-backed tiles – for a total of 8 tiles each.
   4-player: 3 blue, 2 brown, 1 red and 2 green-backed tiles – for a total of 8 tiles each.
4. Starting with the first player and proceeding clockwise, each player places one tile faceup in the first ring around tile #0.

- After the last player has placed his first tile, he places a second tile. From here, the order of tile placement reverses and proceeds counterclockwise, until it reaches the first player again, who places two tiles. Then tile placement reverses again and proceeds clockwise. This process repeats until players have placed all their tiles.

5. Each ring must be fully built before any tile can be placed in the next ring (see the pictures below for each player count)
6. While placing tiles, as soon as a home tile can be placed in the proper position, as indicated in the diagrams below, adjust the home tile as necessary.





How to Play

Object of the game

The object of the game is to collect each of the 4 types of Crystals and then use them to activate a Monolith, reactivating Dopheus' planetary defence systems. The player who does this will be named Emperor, and wins the game!

Each of the 4 types of Crystals is obtained by accomplishing 1 of the tasks specific to that Crystal:



The Crystal of Opportunity (Yellow)

- Be the first player to successfully move to tile #0 and claim the crystal there.
- Complete a Yellow Crystal Mission, which can be obtained through exploration with the Salvage Development, Action cards or Events.
- Gain one from Drilling with a Leviathan Airship on a Rock island



The Crystal of Power (Red)

- Defeat a Behemoth or Leviathan Airship in combat
- Destroy another player's Home Base or Ancient Sky Tower
- Gain one from Drilling with a Leviathan Airship on a Volcanic island



The Crystal of Honor (Green)

- Complete the goal listed on your Doppler board

The Crystal of Possession (Blue)

- Have 12 or more of your buildings on the Game Map
- Build an Ancient Sky Tower
- Gain one from Drilling with a Leviathan Airship on a Tropical island

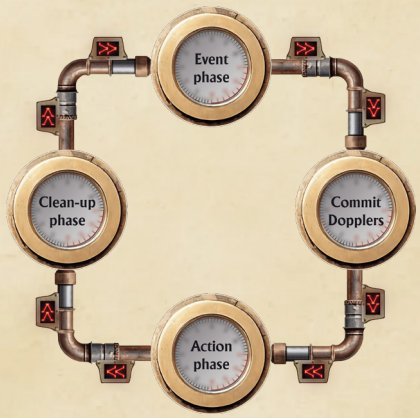
When you fulfill any of the conditions listed for gaining a Crystal, take that Crystal and place it on the designated space of your Doppler board. Crystals cannot be lost once you have gained them, and you can never have more than 1 of each Crystal.

Once you have acquired all 4 crystals, you need to take a Tactical action in which you activate a tile containing a Monolith and end that turn controlling that tile.

This represents you placing the Crystals into the Monolith, activating the planetary defences. By doing so, you have proved to the Council that you are worthy of being named Emperor, and you win the game!

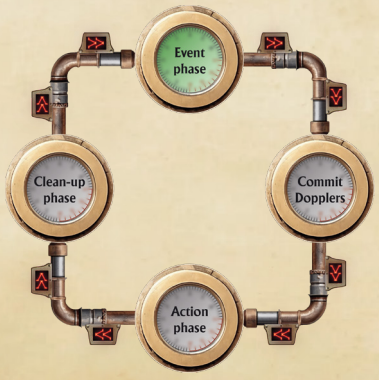
Game round structure

The game is divided into a number of game rounds. Each round follows this sequence structure:



On the following pages, each phase shown in this diagram will be described in detail.

Throughout these rules, the First Player is the player who currently has the First Player token. Let's start by looking at the first phase of the game: the Event phase!



Event phase

Each game round begins with the First Player drawing the top Event card from the deck.

The Event card is read aloud and resolved, then placed faceup beside the Event deck.

- Each player with the "Mind Control" Versatile Development receives 2 Initiative tokens. (Note: Bonuses received from

Augmentation Developments are **not** gained at this time; they are only gained when you place Dopplers on the Game Map. (See the Player/Development aid for more details).

- Each Event will have three effects written on it, which are resolved from top to bottom. The first is a weather effect, which may influence the Airships on the Game Map. The second is a Council effect, which may provide a variety of effects as described. The third is a Sentinel effect that may spawn new Sentinel Airships or cause existing Sentinel Airships to move.
- Some events will say **"Resolve the top Sentinel Control card."** To do so, take the top Sentinel Control card and put it near the Game Map, then roll a status die. Find the Map tile with the matching Sentinel spawn icon; this will be the target tile for spawning the Sentinel. Then flip the Sentinel Control card to its text side.



If the tile with the matching spawn number is not in play, reroll the die until it matches a spawn icon in play.

Place the matching Sentinel Blueprint (with its ability side faceup) below the Sentinel Control card, place status dice on the Shield and Structure spaces set to the values printed, then place the matching Airship model on the target tile. If the tiles contains any Military buildings or Airships belonging to a player, the Sentinel will immediately initiate combat against that player (see page 17).

- Some events will say **"Move all Sentinel Airships according to their control cards".**

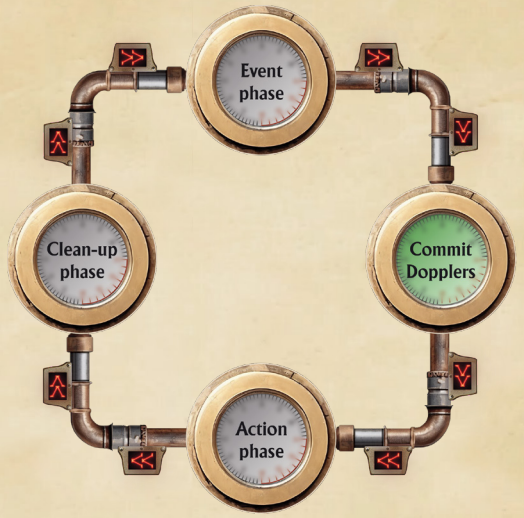
All Sentinel Airships present on the game Map will move according to the instructions on their Sentinel Control card. After all Sentinel Airships have moved, each one that occupies a tile with a player's Military buildings and/or Airships will initiate combat against that player, with the Sentinel as the attacker and the player as the defender; see the rules for combat starting on page 17, and the rules for resolving combat with Sentinels on page 19.

- If several Sentinel Airships initiate combat on different tiles, resolve them one at a time in order of their class, beginning with the lowest-class Sentinel.

If a Sentinel Airship is **defeated,** check the Sentinel Control card for the reward. If the reward includes the Sentinel Blueprint, give the Blueprint and model to the victorious player; otherwise, remove both from the game along with the Sentinel Control card.

If a Sentinel Airship **despawns** (by reaching the destination listed on the Sentinel Control card, and there are no player Airships or Military buildings present), remove the Sentinel Airship model from the Game Map, set its Blueprint aside, and return the Sentinel Control card to the bottom of the Sentinel Control card stack; it may spawn again later.

- Some Events will have a **Weather Effect** that reduces Airship Shield values. This restriction applies to all Airship in play, including those built after the card was drawn, and cannot be overridden by effects that would reload or increase an Airship's Shield value. The restriction will last until the next Event card is drawn.
- When the Event card is fully resolved, play moves on the Commit Dopplers phase.



Commit Dopplers

Starting with the First Player and proceeding clockwise, players will take turns placing their Dopplers. On a player's turn, they will place 1 of their Dopplers, either on the Council board or on the Game Map. Placement continues until all players have placed both of their Dopplers.

Placing a Doppler on the Council board

To place a Doppler on the Council board, the player has two options:

1) Place the Doppler on the Primary section of a Council card. This can only be done if no other Doppler occupies that section. Note that the "Dynamism" Council card does not have a Primary section.

2) Place the Doppler on the Secondary section of any Council card. Multiple Dopplers can occupy the Secondary section of a Council card, and it is legal to place a Doppler on the Secondary section even if the Primary section is unoccupied.

- A player may never have both Dopplers on the same Council card, even on different sections.
- The banner above a Council card slot is a bonus that a player will get when resolving the Primary section of a Council card action during the Action phase. Do not take that bonus during the Placement phase.

Note: Dopplers may have additional rules and bonuses related to certain Council cards, as indicated on their Doppler board.

Placing a Doppler on the Game Map

- To place a Doppler on the Game Map, the player places the Doppler on any Map tile that they control. A player controls a tile if they have a building or Airship on that tile. However, a Mine, Bazaar, or Gas Farm that is blocked by another player's Airship or Military building does not count as being in the player's control.
- After placing the Doppler, if the player has any Augmentation Developments that grant a bonus Action card or Initiative token (granted by Augmentation levels 2, 3, and 4), that bonus is taken immediately. See the Development aid for more information. (If the bonus is an Initiative Token, it is taken from your player supply and put in the Initiative Token pool on your Doppler board).

Note: Dopplers may have additional rules, limitations, or bonuses that apply to placement on the Game Map, as indicated on their Doppler board.

After all players have placed both of their Dopplers, play proceeds to the Action phase.



Example: Doppler placement on the Council Board

In this example, Ra Zi (marked with red) needs to place his second Doppler. He decides to place it on the Council board. He can put it on the Secondary section of any of the Council cards, except Development where he already has a Doppler placed. He may also place it on the Primary section of the Ambition card. Note that if the card he places it on has a bonus listed in the banner above it, he does not receive that bonus at this time.



Example: Doppler placement on the Game Map

In this example, Alabastus (purple) chooses to place his Doppler on the Game Map. The Alabastus Doppler board indicates bonuses he will receive during the Action phase when his Doppler is on the Active tile. In this case, since he plans to attack a Sentinel, he will move his Doppler with his ships, thereby gaining an extra yellow die during combat.

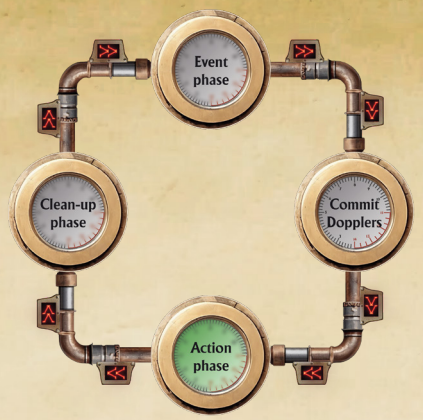
On the floating islands of Dopheus lives a very distinct and rare species of bee called Skyflitter Bees.

Skyflitter Bees produce a highly nutritious honey that Dopplers simply love; but more importantly, they also create a very special type of wax commonly referred to as the "Gold of Dopheus."

This wax is used to make candles that burn extremely brightly, and their flame changes color depending on the type of gas present in the environment where the candle is lit.

These candles are the primary form of currency on Dopheus, and are often bundled together and traded for nearly everything imaginable.





Action phase

The bulk of Sky Empire's gameplay occurs during the Action phase.

During the Action phase, players will take turns performing 1 action per turn, starting with the First Player and proceeding clockwise. The Action phase may consist of any number of turns and continues until all players have passed.

On each player's turn, they may perform 1 of the following actions:

- **Tactical action:** Activate a tile on the Game Map with an Initiative token, allowing for movement, combat, and other effects.
- **Council action:** Resolve the effect of a Council card occupied by one of their Dopplers.
- **Component action:** Resolve an action written on a game component, such as an Action card, a Doppler board, etc.
- **Pass:** Declare you are done taking actions for the remainder of this Action phase.

Action phase – Tactical action

A Tactical action is performed by resolving the following sequence. Note: You may not take this action if you have no Initiative tokens remaining on your Doppler board.

1. Activate a tile (mandatory) Page 15
2. Commit Airships Page 15
3. Combat (mandatory if conditions are met) Page 17

The following steps are only resolved if you control the tile after the combat step:

4. Exploration (+ Drill & Uncover) Page 20
5. Activate buildings Page 21
6. Construct buildings Page 22
7. Check for victory Page 22

Important note: All steps in this sequence are optional, except as noted. In fact, you will often skip one or more of these steps during a typical Tactical action.

1. Tactical action - Activate a tile

This step is **mandatory**. Take one of your Initiative tokens from your Doppler board and place it on a tile on the Game Map. This tile is now the active tile.



- The tile chosen can be anywhere on the Game Map, but it cannot already contain one of your Initiative tokens (but it may contain Initiative tokens belonging to other players).



Example: Activating a tile on the Game Map

In this example, Alabastus wants to explore tile # 15. He takes an Initiative token from his Doppler board and places it on the tile to perform a Tactical action.
Tile # 15 is now the "active tile". He could not have chosen to activate tile # 17, as it already contains one of his Initiative tokens.

2. Tactical action - Commit Airships

In this step you may commit Airships by moving them into the active tile. To move an Airship to the active tile it must follow these rules:

- The tile the Airship is moving from cannot contain one of your Initiative

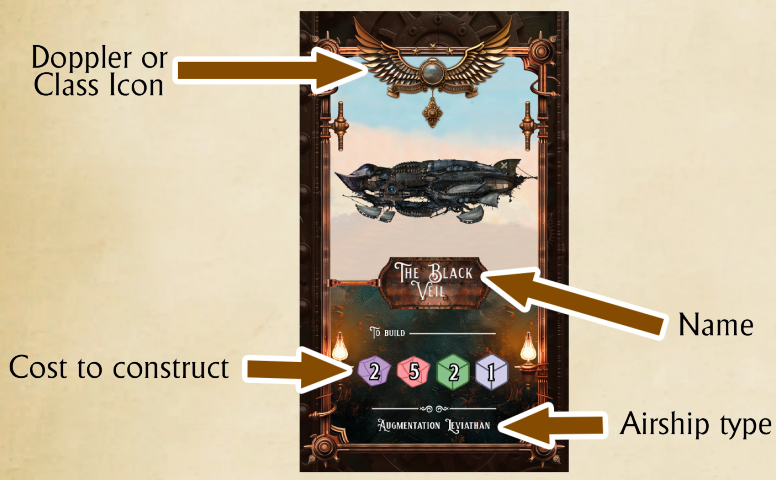
tokens. Tiles the Airship moves through may contain your Initiative tokens.



- The moving Airship must have a speed value equal to or greater than the number of tiles the Airship will be moving through (including the active tile). Refer to "Anatomy of an Airship Blueprint" below. Also, remember to consider any active Weather effects from the current Event card. Note: The Airship must end its move in the active tile; if it cannot, the Airship cannot be moved during this step.
- The moving Airship cannot pass through any tiles that contain Airships or Military buildings controlled by other players or Sentinels (but they may contain Economic buildings). If the active tile contains enemy Airships or Military buildings, your Airship may move into that tile, which will result in Combat during the next step of the Tactical action.

ANATOMY OF AN AIRSHIP BLUEPRINT

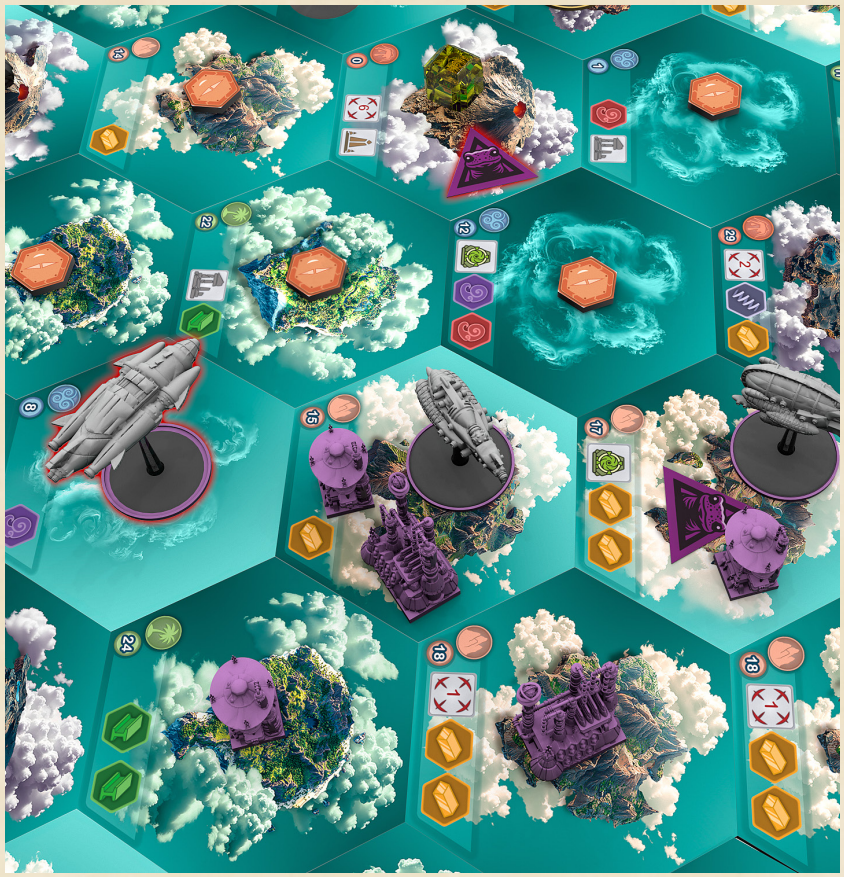
Back side



Front side



- The moving Airship may transport 1 (or both) of your Dopplers by picking it up from any tile along the movement path, as long as that tile does not contain one of your Initiative tokens. Transported Dopplers are moved to the active tile.
- At the start of the game, your fleet size is 2. This means you can never have more than 2 of your Airships on the same tile at any point, including while moving through a tile.
- Constructing Aetherforge buildings increases your fleet size by 1 for each one built.
- You may have any number of Airships across the Game Map; fleet size only limits how many of your Airships can occupy the same tile at once. When moving an Airship, every tile it moves through must respect your current fleet size.



Example: Commit Airships

In this example, Alabastus wants to claim the yellow crystal in the center before his opponents. He activates tile #0 with an initiative token to achieve this.

Now, he just needs to move an airship to claim it!

Tile # 17 was activated earlier, and the Airship there is locked by the Initiative token, so it cannot be moved again this round. Tile # 15 has not been activated, so the Airship there is not locked, but this Airship only has a movement speed of 1, and thus cannot reach tile # 17.
However, tile # 8 has not been activated, and the Destroyer there has a movement speed of 2, so that Airship can move to tile #0, allowing Alabastus to claim the Yellow Crystal.

3. Tactical action, Combat



After committing Airships to the active tile (if any), if the active tile contains any Airships or Military buildings controlled by Sentinels or another player, combat will be initiated. The active player is the attacker; the non-active player or Sentinel is the defender.

If the defender has any Military buildings in the active tile, they gather the corresponding Building Combat cards and place Status dice on the Shield and Structure icons equal to the values indicated.

The Blueprints of all Airships participating in the combat are placed so they can be easily seen by both participants.

Each combat is divided into a number of combat rounds, which continue until one player is defeated.

Note: Some Action cards can be played during combat. These cards will specify a combat round step during which they can be played. Cards that do not specify a combat round step cannot be played during combat.

Combat dice & Surges

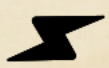
A surge result indicates that your Airship or building has performed an exceptional task this combat round, such as landing a critical hit, executing a spectacular maneuver, making speedy repairs with a repair crew and so on.
Each building and Airship has a surge ability that can be triggered when a surge is rolled during a combat in which it is participating.



This die result will generate 2 hits.



This die result will generate 3 hits and 1 surge.



This die result will generate 1 surge.

Combat round sequence

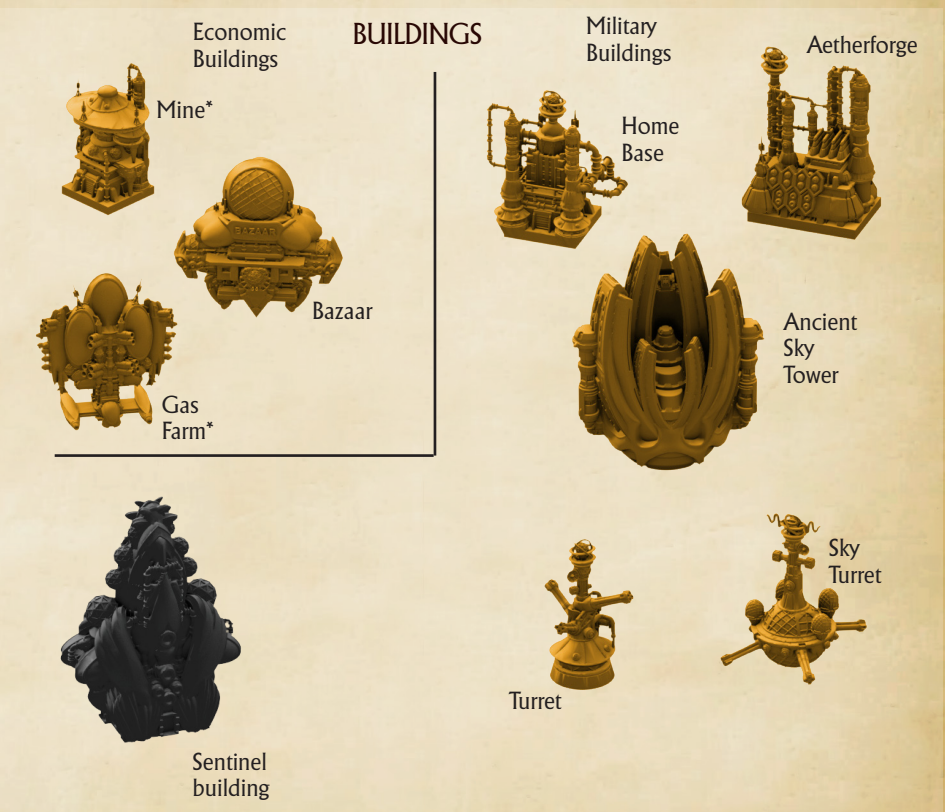
Step 1: Attacker rolls dice and uses surges
The attacker takes and rolls all the combat dice indicated for each of their Airships currently in the combat, then adds up the number of hits and surges generated by the roll.
Every Airship has a surge ability that can be used in combat, including some that generate additional hits. Also, some Airships may have a standard ability that applies during combat as well (though some Airships' standard abilities might not apply during combat).

Any surge abilities the attacker wishes to use may be activated now. Each surge result may activate 1 surge ability, and each Airship's surge ability can only be activated once per combat round, unless stated otherwise. Unused surge results are lost.

Note: Any surge abilities that do not generate additional hits are resolved now. Therefore, surge abilities that allow a player to reload shields are not useful during the first round of combat, as airships and buildings have not yet taken any damage.

Note: Hits are not applied to the opposing side during this step. Hits generated by surge results are added to the total number of hits rolled to be applied later.

Step 2: Defender rolls dice and uses surges
The defender takes and rolls all the combat dice indicated for their Airships and Military buildings currently in the combat, adding up the number of hits and surges generated in the same manner as the attacker, as described above. The defender resolves surges during this step.
Note: Hits are not applied to the opposing side during this step.



Gas Farms and Mines also count as production buildings

Step 3: Apply hits to Airships and Military buildings
Both players will simultaneously apply hits generated by their opponent to their own Airships and Military buildings.

For each hit generated by your opponent, choose one of your Airships or Military buildings and reduce either the Shield or Structure die by 1. If that die would be reduced to 0, it is removed from the card.

You may choose how you distribute the hits to your Airships and Military buildings however you wish, and the hits can be spread out among different targets. Usually, it will make sense to apply all hits to your Shields first, since the Shields for surviving Airships (and Military buildings) are reset after each combat.

If the Structure die for an Airship or Military building is reduced to 0 and removed from its card, that Airship or Military building is destroyed. Remove its model from the Game Map. If it was a player's Airship, flip the Blueprint to the "Build" side; it must be rebuilt to use it again.

Step 4: Check combat status
If both sides still have at least 1 Airship or Military building remaining on the tile, return to Step 1 for another combat round.

If one side's participating Airships and buildings have all been destroyed, the combat ends and the remaining player is the winner.

It is possible that both sides' participating Airships and Military buildings have all been destroyed during the same combat round. If this happens, neither side is the winner and the combat results in a draw. Both players may still receive relevant bonuses from Developments, red Crystal rewards, or other game effects.

Regardless of the outcome, Economic buildings on the tile are not destroyed or removed after combat. If the attacker won, they will occupy the Economic buildings belonging to the other player for as long as they control the tile.

Important notes about combat

- After combat, return all Building Combat cards for participating Military buildings to the supply. The next time those Military buildings participate in combat, they will start with their full Shield and Structure values.
- After combat, surviving Airships fully reload their Shields, but their Structures remain at their current values. To repair your Airship's Structure, the Airship must be on a tile containing one of your Aetherforges or Home Base, at which point the Airship's Structure is immediately reset to its maximum value. This occurs after committing Airships to a tile with these buildings, or when you build one of these buildings on the same tile as a damaged Airship.
- If an Aetherforge is destroyed, thus lowering that player's fleet size, he does not destroy or move any Airships currently in tiles that exceed the new fleet size. However, he cannot move more Airships into that tile, nor exceed the fleet size when moving ships to other tiles.

Combat example
Medium battle

Combat example
Large battle



- If a Doppler is present on a tile where combat is being resolved, and the player owning that Doppler loses control of the tile by losing the combat, the Doppler model is returned to the Doppler board and will not enter play again until the Committing Dopplers step of the next game round.
- When a player is in combat against a Sentinel, the player to the left assumes the role of the Sentinel and will roll Combat Dice and make all decisions (such as how to use surges) for that Sentinel. That player cannot use any of their Doppler abilities while acting for the Sentinel.
- If a player attacks a Sentinel building, take the topmost Sentinel Building card (without looking at the Loot side), and resolve the combat as you would against a player's military building. If the player wins the combat, they flip the Sentinel Building card over and take the reward listed on the Loot side of the card, then return the card to the box.
- If the Sentinel building wins, the card is shuffled back into the deck of Sentinel Building cards.
- If you defeat a Sentinel Airship, take the reward listed on its Sentinel Control card, then return the Sentinel Control card to the box.

Different Airship Classes



Combat Example



Combat Round 1:
In this example, Green attacks Purple, hoping to win and gain a red crystal, since Purple has a Behemoth on the tile.
Green gathers his combat dice and rolls 3 hits and 2 surges.
He decides to use a surge ability that lets him discard 1 Action card to gain 2 additional hits, bringing his total to 5 hits. The other surge is forfeited.
Purple rolls his dice and gets 3 hits with no surges.
Each player allocates the hits generated by their opponent to their own Airships.



Combat Round 2:
In this round, Green rolls 4 hits and 2 surges. He decides to discard another Action card to add 2 hits. Additionally, in round 1, he allocated the 3 hits dealt by Purple to Aerothorn's Structure.
As such, this time he can use the second surge to trigger Nebulon's surge ability, allowing him to restore the 3 Structure.
Purple rolls 4 hits and 2 surges. He can only use one of the surges to add +2 hits, which he does.
Each player then allocates the hits generated by their opponent.



Combat Round 3:
In this round, Green again rolls 4 hits and 2 surges. Since he has no more Action cards to discard, and Nebulon's surge ability can only be used once per combat, neither surge can be used, and are lost.
Purple rolls 4 hits and 2 surges, spending one surge to generate an additional 2 hits, bringing his total to 6 hits.
Each player allocates the hits, and both of Purple's airships are destroyed.

Green decides to lose Nebulon and keep Aerothorn alive with 1 structure remaining, and recharges its shields to 4 after combat.

His attack paid off. Since he destroyed a Behemoth-class Airship, he may claim the Red crystal!

4. Tactical action, Exploration



- If the active tile contains an Exploration token, and you have an Airship on the tile during this step, you may explore the tile.

(Note: Some Airship and Doppler abilities allow you to explore a tile even if it does not contain an Exploration token; if so, you follow the same process, except you don't gain an Exploration token. You still only draw 1 Exploration card per action, regardless of how many of these abilities you have.)

- Gain the Exploration token and put it in your player area. Exploration tokens can be used for various game effects and can also be traded to other players.
- After gaining the Exploration token, draw and resolve an Exploration card from the Exploration deck corresponding to the tile's type, and resolve it right away.
- Exploration cards consist of 3 sections. When resolving the card, you may choose 1 of the 2 upper sections to resolve.
- Additionally, if you have a Doppler on the active tile, you may also resolve the bottom section.
- If you have a Doppler on the active tile, you may choose to resolve the bottom section before or after resolving the chosen upper section. For example, you could resolve the bottom section first to gain a resource, then use that resource to pay the cost of the chosen upper section.
- You may choose not to resolve any of the sections.
- **IMPORTANT NOTE:** If the active tile already contains 2 resource markers, you cannot choose to resolve a section that would spawn a resource marker. No tile can contain more than 2 resource markers, including preprinted markers.
- If you gain a building during the Exploration step of a Tactical action you will be able to activate that building in the Activate Buildings step immediately following this step this turn!
- **DRILLING:** If the active tile contains an island, each of your Airships with the Drill ability may use it. To do so, roll a status die for each of them and collect the reward shown on the Leviathan Drill card for that result, based on the island's type.
- **UNCOVER:** If the active tile contains an island, each of your Airships with the Uncover ability may use it. To do so, roll a status die for each of them and follow the instructions on the Corvette Uncover card.

Anatomy of an Exploration card



Card back:
Depicts the type of Exploration deck. For example, this card is from the Tropical Exploration deck.



Card front:
Name of the card

First upper section

Second upper section

Bottom section

For example, this card would allow you to either spawn a Galvornite resource marker in the active tile, or gain 2 Galvornite resources. If you have a Doppler on the active tile, you could also gain a Galvornite resource from the bottom section, regardless of which upper section you choose.



In the Rock Exploration deck, you could gain resources, bonuses that can be used when constructing buildings, or even traders that will sell or trade your resources.



In the Volcano Exploration deck, you could gain Initiative tokens, find an Ancient Sky Tower blueprint, or, with the proper Salvage Development, Yellow Crystal Mission cards.



In the Tropical Exploration deck, you could gain Airship blueprints, Ancient developments, or, with the proper Salvage Development, Yellow Crystal Mission cards.



In the Air Exploration deck, you could gain Action cards, an Ancient Sky Tower blueprint, or bonuses that can be used when constructing buildings.

TIP: At first, it may seem more useful to place your Dopplers on the Council board, rather than using them for exploration. In many cases, this can be true. However, the extra benefit you can receive by having a Doppler in the active tile can be very helpful.

Sometimes, you may even be given the ability to remove the Initiative token from the active tile, which would allow the Airship (and Doppler) to be used again for another Tactical action!

5. Tactical action, Activate buildings



Produce resources (with Mines and Gas Farms)

- Two types of buildings can be activated to produce resources, depending on the type of tile they are on and the resource markers on that tile.
- Gas Farms are constructed on Air tiles (those without islands) and can produce Hydrofluxium and/or Aerothium.
- Mines are constructed on any type of Island tile, and can produce Galvornite, Magnorium, and/or Phlogistonite.
- If you have a Gas Farm or Mine on the active tile, it produces 1 matching resource during this step for each resource marker on that tile. This could be 2 of the same resource or 2 different resources.
- Take the produced resources from the supply and put them in your player area. Resources are meant to be unlimited, so if the supply runs out of a particular resource, use an appropriate substitute instead.
- If you control the active tile and it contains another player's Gas Farm or Mine, you may produce resources using that building!



Example: Produce Resources

In this example, Purple has activated tile #23, which contains 2 Galvornite resource markers. She activates her Mine on the tile, and takes 2 Galvornite resources from the supply.

Buy and sell resources (with Bazaars)

- If you have a Bazaar on the active tile, you can buy and sell resources.
- When you activate a Bazaar, you can perform up to 6 transactions. A transaction is either buying 1 resource or selling 1 resource. Multiple Bazaars in the active tile can be activated to allow you to perform 12 or even 18 transactions!
- To buy a resource, spend candles equal to the "buy" price for that resource, returning them to the supply, and then take that resource from the supply into your player area.
- To sell a resource, return that resource to the supply, then take a number of candles equal to the "sell" price for that resource from the supply.
- The "buy" and "sell" prices can be found on the Player/Development aid. If you control the active tile and it contains an opponent's Bazaar, you can activate that Bazaar to perform 6 transactions in the same way as your own Bazaars.



Example: Buy and Sell resources

In this example Green has activated tile #6, which contains 1 Purple Bazaar and 1 Green Bazaar. By activating both Bazaars, he could perform up to 12 transactions.

Construct Airships (with Home Base or Aetherforge)

- If the active tile contains either your Home Base or one of your Aetherforges, you may activate them to construct Airships.
- If you have any Airship Blueprints with the Build (back) side up, you can construct that Airship. Blueprints will be Build side up when you first gain a new Blueprint, or when an Airship on the Game Map is destroyed.
- To construct an Airship, pay the cost in resources depicted on the Blueprint, returning the resources to the supply. Place the matching Airship model on the active tile, using a colored ring to mark it as yours. Then flip the Blueprint to its ability side, and place Status dice on the Structure and Shield icons, set to their starting values. If you do not have any colored rings available you cannot construct the Airship.
- In rare cases, you may control 2 Airships with the same model. In this case, make sure you can identify which model corresponds to which card. For instance, you can take a resource from the supply and put it on one of the models, then put another of the same resource on that model's Blueprint. Just remember to return those resources to the supply if the Airship is destroyed.
- There is no limit to the number of Airships you can construct during this step. However, you cannot exceed your fleet size when constructing Airships. By default, your fleet size is 2, so if the active tile already contains 2 of your Airships, you cannot construct a third. Each Aetherforge you have on the Game Map increases your fleet size by 1. A single Home Base or Aetherforge can construct multiple Airships each turn.
- If you construct an Airship with either the Drill or Uncover ability, make sure to take one of those cards from the supply to use as a reference, if you do not have one in your play area already.



Example: Constructing Airships

In this example, Purple wants to build the Destroyer-class Airship, Aerothorn, obtained from a Warfare Development. She activates the tile with her Home Base, and during the Construct Airships step she returns 3 Magnorium and 5 Hydrofluxium to the supply, as shown on the Aerothorn's Blueprint. She then places a purple colored ring on the Aerorthorn model's base, and places the model on the active tile. She then flips the Blueprint over and places 2 Status dice on the Shield and Structure icons.

6. Tactical action, Construct buildings

- During this step, you may construct buildings on the active tile, based on the type of tile.
- To construct a building, return a number of resources to the supply, as indicated on the Player/Development aid for that building; then place the building model on the active tile.
- Some buildings may only be built on Island tiles, and others may only be built on Air tiles, as specified on the Player/Development aid.
- Each tile can hold a **maximum of 3 buildings**; Monoliths, Portals, and Ruins do **not** count toward this limit.
- Only 1 of each type of Production building (Mine or Gas Farm) can exist on a given tile. If the active tile already has a Production building, another cannot be constructed, even if the existing building belongs to another player.
- A tile can have multiple Bazaars, even belonging to different players; since a Bazaar is an Economic building, it is not destroyed if another player takes control of the tile, and it could be activated by the other player during their Tactical actions.
- You can also have more than 1 of any type of Military building on a tile. For instance, you could have 3 Turrets or 2 Aetherforges on the same tile.





Ancient Sky Towers can be built on either Air or Island tiles, but only if the tile contains the Ruin icon.

You must have an Ancient Sky Tower Blueprint (gained from exploration) to construct it.

- **Relocating buildings:** If you wish to construct a building but have no more of that type of building in your supply, you may remove one of your existing buildings of that type from the Game Map first; then construct the building as normal. Note: If you do this, you do not gain any of the resources you previously spent to construct the removed building!
- **Tiles with other player's buildings:** If you control a tile that contains another player's Economic buildings, you may construct your own buildings on that tile as well. However, there still cannot be more than 3 total buildings on that tile, nor more than 1 of any Production building (regardless of who owns it). You cannot remove another player's Economic buildings from the tile.

7. Tactical action, Check for victory

Check the following conditions:

- The active player has acquired all 4 Crystals.
- The active tile contains a Monolith structure.
- The active player controls the active tile.



If these conditions are all true, the game is over, and the active player is the winner! The planetary shield has been reactivated, and their Doppler has been crowned Emperor of Dopheus! This means the game can only be won during a Tactical action or due to Event number 10.



Action phase, Council turn



- A Council turn is a turn which you can resolve the effects of a Council card on which you have previously placed one of your Dopplers.
- To take a Council turn, choose one of your Dopplers on a Council card and move it to the banner above the card. Then resolve the effects listed on the section of the card that you moved the Doppler from. If that section has multiple effects listed, resolve those effects in the order shown, from top to bottom.
- It is important to move the Doppler off the card, to show that you've already resolved that Doppler's Council card, and to allow for rearranging the Council cards later.
- You may choose to skip any of the effects listed on a Council card, except for the effect to choose another first player on the "Ambition" card. If you skip an effect, you cannot go back and resolve it later.
- If your Doppler was standing on the Primary section of the Council card, you immediately receive the bonuses listed on the banner above that Council card, before resolving the card's effects. These bonuses may be spent while resolving the effects of that Council card!
- **NOTE:** Dynamism does not have a Primary section on its Council card.
- **REMEMBER:** Be sure to take any Doppler-specific bonuses and/or limitations into account when resolving your Council turn!



Example: Council action

In this example, Ra Zi wishes to take the Council action "Governance", where he has a Doppler placed on the primary section of the card. He removes the Doppler and places it directly above the Council card, immediately claiming the bonuses shown on that banner: 5 candles and 1 Initiative token, which he takes from his supply and adds to his available pool on his player board.)

Next, he gains 3 free Initiative tokens as specified in the first point of the "Governance" Council card.

Finally, the second point states that he may purchase up to 7 initiative tokens for 10 candles each. However, Ra Zi's special Doppler ability allows him to buy an unlimited number of tokens, overriding the limit mentioned on the card, as long as he has enough Candles.

Action phase, Component turn



- A component turn is a turn in which you perform an action printed on an Action card or your Doppler board. These will always say **"As an action..."** and require your entire turn to perform the specified effect. After resolving the effect described, your turn is over. If you were resolving the Component turn of an Action card, discard the Action card to the discard pile.
- Abilities and effects that do not say "As an action" may be used during your turn, without ending your turn when they have been resolved.

Note that some Action cards will have actions with specific timing windows. You can only play those cards at the time specified on the card. Always discard any Action card after you play and resolve it.

Action phase, Passing



- On your turn, if you cannot (or choose not to) take any of the other actions, you must pass. Play continues to the next player, and your turn is skipped for the remainder of this Action phase.
- You cannot pass if you have not used all your Council actions (i.e., if you still have Dopplers on Council cards)

Once all players have passed, the Action phase ends, and play continues to the Clean-up phase.



Clean-up phase

- Each player removes all their Initiative tokens from the Game Map and returns them to their supply **(not their Doppler board)**
- Rearrange the Council cards as described on the Council board:

1) Going from right to left, move each card from the Council Row to the Reset Row, placing it in the numbered position corresponding to the number of Dopplers above the Council Card (on top of any cards placed there previously). For example, a Council Card with 2 Dopplers above it will be moved into position 2.

2) Again going from right to left, place each card in the Reset Row into the rightmost available position of the Council Row. If a position in the Reset Row contains multiple cards, the cards are placed in the Council Row working from the top to the bottom of the stack.

- All Dopplers on the Game Map and Council board are returned to their respective Doppler boards.
- A new game round now begins, with the First Player drawing an Event to start the Event phase.
- This sequence of play continues until a player has won the game by reactivating a Monolith during their Tactical action, or if resolving the End Event card instructs otherwise.

Example: Rearranging the Council cards

In this example, we have reached the Clean-up phase and are ready to rearrange the Council cards. Three Dopplers are standing on the banner above Development, two above Governance, and one each above Production, Economic, and Ambition. Dynamism was not selected this round.



Working from right to left, the Council cards are now moved from the Council row to the Reset row according to the number of Dopplers standing above each card. Start with Development, which is moved to the position marked 3. Then move Governance to 2. Ambition is moved to 1, and Economic is placed on top of it. Next, place Dynamism in the 0 position, and finally place Production on top of Economic.



We now refill the Council row, again going from right to left. This means Dynamism is placed in the rightmost space, granting the maximum bonus since it was not selected last round. Next come Production, Economic, and Ambition, followed by Governance, and finally Development. If a stack contains more than one Council card, add the cards to the Council row from top to bottom. This mechanism ensures that the Council cards selected the least during the previous round will grant the greatest bonuses in the next game round.

Other Game Concepts

Hand limits for cards

- By default, the hand limit for Action cards is 7. If you ever have more than 7 Action cards in your hand, you must immediately discard down to 7 cards of your choice.
- By default, the hand limit for Yellow Crystal Mission cards is 2. If you ever have more than 2 Yellow Crystal Mission cards in your hand, you must discard down to 2 Yellow Crystal Mission cards of your choice.



Council cards

- There are 6 different Council cards in Sky Empire, each with their own effects

The Icon aid has an overview of the effects of each Council card.

Important notes regarding the Council cards:

- **ECONOMIC:** You gain 25 Candles, and can then perform up to 6 transactions, plus an additional 6 transactions for each Bazaar that you control on the Game Map. These transactions work in the same way as when activating a Bazaar, as found on page 21.

- **GOVERNANCE:** You may purchase up to 7 Initiative tokens from your supply by spending 10 Candles for each. If you are resolving the Primary section, you also gain an additional 3 Initiative tokens for free. Each Initiative token you gain is put onto your Doppler board to use in future turns.

- **PRODUCTION:** Depending on whether you are resolving the Secondary or Primary section of the card, you can activate up to 2 or 3 Production buildings you control on the Game Map, even those on tiles already containing your Initiative tokens. Activating these buildings gives you resources in the same manner as described on page 21, but you do not place an Initiative token on the tiles.

- **DYNAMISM:** Dopplers may not be placed on the Primary section of this card (thus, resolving this card will never result in gaining benefits from the banner above the card, except for Alabastus). The Secondary section allows you to either gain 1 Initiative token from your supply or draw 1 Action card. You may then either activate 1 Production building you control (even if it's on a tile with 1 of your Initiative tokens) or remove 1 of your Initiative tokens from any tile on the Game Map.

- **DEVELOPMENT:** Buy and equip Developments by spending the number of Candles specified on the card. See the Developments section on the next page for more details.

- **AMBITION:** When resolving the Primary section, the player selected to receive the First Player token must be a player other than the current First Player. You then draw 2 Action cards. When resolving the Secondary section, you may purchase up to a maximum of 4 Action cards.



Developments

- On the back of the Player/Development aid is a complete list of the Development paths.
- There are 4 standard Development paths: Warfare, Versatile, Construction and Augmentation. When you gain a Development, choose the topmost empty slot in one of the two Development Path columns on your Doppler board.
- Then fulfill the action required to equip a Development to that slot and place the corresponding Development tile there.
- If the chosen slot is the first slot of the column, you may choose the Level 1 Development of any of the 4 paths. Otherwise, you may only buy the Development of the level corresponding to the slot from the same path as the rest of the column.
- You can work toward one or both columns however you like. Once a column has a Development from a particular standard path, Developments from other standard paths cannot be placed in that column.
- If you gain an Ancient or a Sentinel Development, you can place it on any empty slot in either of the columns, even if it's not the topmost empty slot. Doing so means that you will not be able to place a standard Development in that slot later.



Example: Development

Green has previously placed the Level 1 and Level 2 Developments for the Warfare path in the left column, along with an Ancient Development in the 3rd slot of that column. He wants to gain a new Development. He can either gain the Level 1 Development of the Versatile, Construction, or Augmentation path and put it in the topmost slot of the right column, or gain the Level 4 Warfare Development and put it in the 4th slot of the left column. He cannot gain the Level 3 Warfare Development, since the necessary slot is occupied by an Ancient Development.

If the right column were to have the Level 1 Augmentation Development, he would no longer have the option to acquire Versatile or Construction Developments for the rest of the game.

- You can never have more than one of any specific Development, even in different columns. This means, for instance, that you cannot obtain two copies of the same Ancient or Sentinel Development.
- If you place a standard Development after an Ancient or Sentinel Development, you must respect any earlier standard Development path you chose in that column, but skip the level of the Development blocked by the Ancient or Sentinel Development already placed.

Trading between players

Players may trade with each other if both the following conditions are met:

- One of the players involved in the trade is the active player. This means trading is only allowed during the Action phase.
- One of the players involved in the trade must control a Bazaar (even if it's not their own). It does not have to be the active player.

Players may exchange any number of allowed items, and the number of items exchanged does not have to be equal. It is allowed for a trade to involve one player giving the other player items and receiving nothing in return.

- **Players are allowed to trade:** Blueprints for unconstructed Airships, Candles, resources, Action cards, Exploration tokens and the First Player token.
- **Players may not trade:** Buildings, Blueprints for already constructed Airships, Yellow Crystal Mission cards, Crystals, Initiative tokens and Developments.



Game Variants

Accelerated Ascent

In Accelerated Ascent, you skip the first 3 rounds of Sky Empire and dive straight into the action! This variant reduces playtime to approximately 30–45 minutes per player.

Setup

Set up the game as usual, following the standard rules on pages 9–10. You may choose to pre-build the map or build it during setup, as you prefer.

Rule Changes for Accelerated Ascent

The following changes apply when playing the Accelerated Ascent variant.

◆ Event Deck Construction:

Do not place 3 Early Events on top of the deck. Instead, start with 3 Mid Events, followed by 3 Late Events, and then the random End Event.

Note: This means that no Early Events will occur in this variant.

◆ Starting Candles:

Each player begins the game with 250 Candles instead of 100.

◆ Pre-Game Construction Phase:

Starting with the last player in turn order and proceeding counterclockwise, each player must place 3 production buildings (Mines or Gas Farms) on appropriate tiles adjacent to their Home Base tile.

Players then gain the Exploration Tokens from those tiles. Do not draw or resolve Exploration cards during this phase.

◆ Pre-Game Purchase Phase:

After placing buildings, each player completes the following steps in order. Start with the last player in turn order, and proceed counterclockwise.

Note: You may skip any step if you do not wish to purchase that item.

A step must be fully completed (or skipped) by all players before moving on to the next:

1. Purchase up to 5 Initiative Tokens (10 Candles each). These are added to your Doppler Board, in addition to the 4 you already start with.

2. Purchase up to 3 Exploration Tokens (10 Candles each).

3. Purchase up to 6 Resources, using the prices listed on the Player Aid.

4. Purchase up to 2 Developments (25 Candles each). Gain the appropriate rewards listed on each Development (e.g., Blueprints).

5. Purchase up to 5 Action cards (10 Candles each).

6. Purchase 1 Yellow Crystal Mission for 50 Candles.

Once all players have completed these steps, begin the game as usual:

The first player draws, reads aloud, and resolves the first event (a Mid Event).

Then proceed with the Commit Dopplers phase as normal.

Special Events

Adding Special Events to the Event Deck creates a more diverse and unpredictable game of Sky Empire.

Setup

Set up the game as usual, following the standard rules on pages 9–10, except for the Event Deck.

Instead, when playing with Special Events, use the following changes during Event Deck setup:

1. Shuffle the Early, Mid, Late, and Special Event cards separately.
2. Place 1 random Special Event card face down on top of the End Event card.
3. Place 2 random Late Event cards face down on top of that.
4. Then place another Special Event card face down on top.
5. Place 2 random Mid Event cards face down on top of that.
6. Add a third Special Event card face down on top.
7. Finally, place 2 Early Event cards face down on top.

Any remaining Event cards are not used and should be returned to the box.

If you use this variant along with Accelerated Ascent, skip steps 6 and 7 above when constructing the Event deck.



Appendix

Action Card: The hand limit for Action cards is 7. If you ever have more than 7 Action cards in your hand, you must immediately discard Action cards of your choice until you have 7 cards remaining before doing anything else. Each Action card has its own timing window, stated on the card itself. Action cards with the text "Play as an Action" require your entire turn to play; after resolving the card, the round continues with the next player in clockwise order taking their turn.

Ancestral Meteorology Development: When gained, this Development allows you to ignore or benefit from certain weather effects during the Event Phase. It is important to note that an Event will specifically state whether Ancestral Meteorology can be used. Any Event that does not explicitly mention Ancestral Meteorology does not contain a weather effect that can be ignored or altered by a player with this Development.

Claiming available Blueprint: Some Developments allow you to claim a Blueprint of a specific type and class. Choose one eligible Blueprint from the supply. If there are no remaining Blueprints of the specified type in the supply, you cannot gain a Blueprint from that Development, and the effect is effectively lost. Try to avoid gaining Developments for which all eligible Blueprints have already been claimed by paying attention to other players' progress or by utilizing Ancient or Sentinel Developments to skip standard Developments.

Drill: Only a few Leviathan-class Airships have the Drill function, symbolized by the Drill icon in the bottom-right corner of the Blueprint. When you gain an Airship with this function, take a Drill/Uncover Reference card from the supply if you do not already have one. If you build this Airship, remember that it may Drill during the Exploration step on any Island tile, even if that tile has already been explored. Refer to the Drill Reference Card for more information about the rewards.



Player elimination: If, before committing Dopplers during the Commit Dopplers phase, a player does not control any game map tiles because they have no Airships or Military buildings left, and they either have no Economic buildings or all their economic buildings are blocked, they must immediately place their Home Base and two starting Airships on any uncontrolled tile.
The player may then commit their first Doppler either to the Council or to this tile. If there are no uncontrolled tiles available, the player is eliminated from the game.

Production buildings vs Economic buildings: Production buildings are Mines and Gas Farms, and only one Production building may be built on each tile.
Economic buildings are Mines, Gas Farms, and Bazaars. Economic buildings cannot be destroyed, but they may be controlled by other players.

Prowess Development: This Sentinel Development allows you to add one additional red die to your combat dice pool when fighting Sentinels. This bonus does not apply when fighting other players, even if they have gained and built a Sentinel Airship Blueprint or have taken control of a Sentinel Building and now treat it as one of their own Buildings.

Purge: Whenever a game effect instructs you to purge something, remove the specified components from the game entirely. Purged components are no longer available and cannot return to play for the remainder of the game.

Resource marker: A resource marker may either be preprinted on any tile or placed as the result of a game effect. No tile may contain more than 2 resource markers in total. Therefore, any effect that would place a resource marker on a tile cannot be used if that tile already contains 2 resource markers, whether preprinted or placed during play.



Uncover: Only a few Corvette-class Airships have the Uncover function, symbolized by the Uncover icon in the bottom-right corner of the Blueprint. When you gain an Airship with this function, take a Drill/Uncover Reference Card from the supply if you do not already have one. If you build this Airship, remember that it may use Uncover during the Exploration Phase on any Island tile, even if that tile has already been explored. Refer to the Drill/Uncover Reference Card for more information about the rewards.



Yellow Crystal Mission: The hand limit for Yellow Crystal Missions is 2. If you ever have more than 2 Yellow Crystal Missions in your hand, you must immediately discard Missions of your choice until you have 2 remaining, before doing anything else. Each Mission has its own timing window, stated on the card itself. Yellow Crystal Missions with the text "PLAY: As an Action" require your entire turn to play; after resolving the Mission, the round continues with the next player in clockwise order taking their turn.

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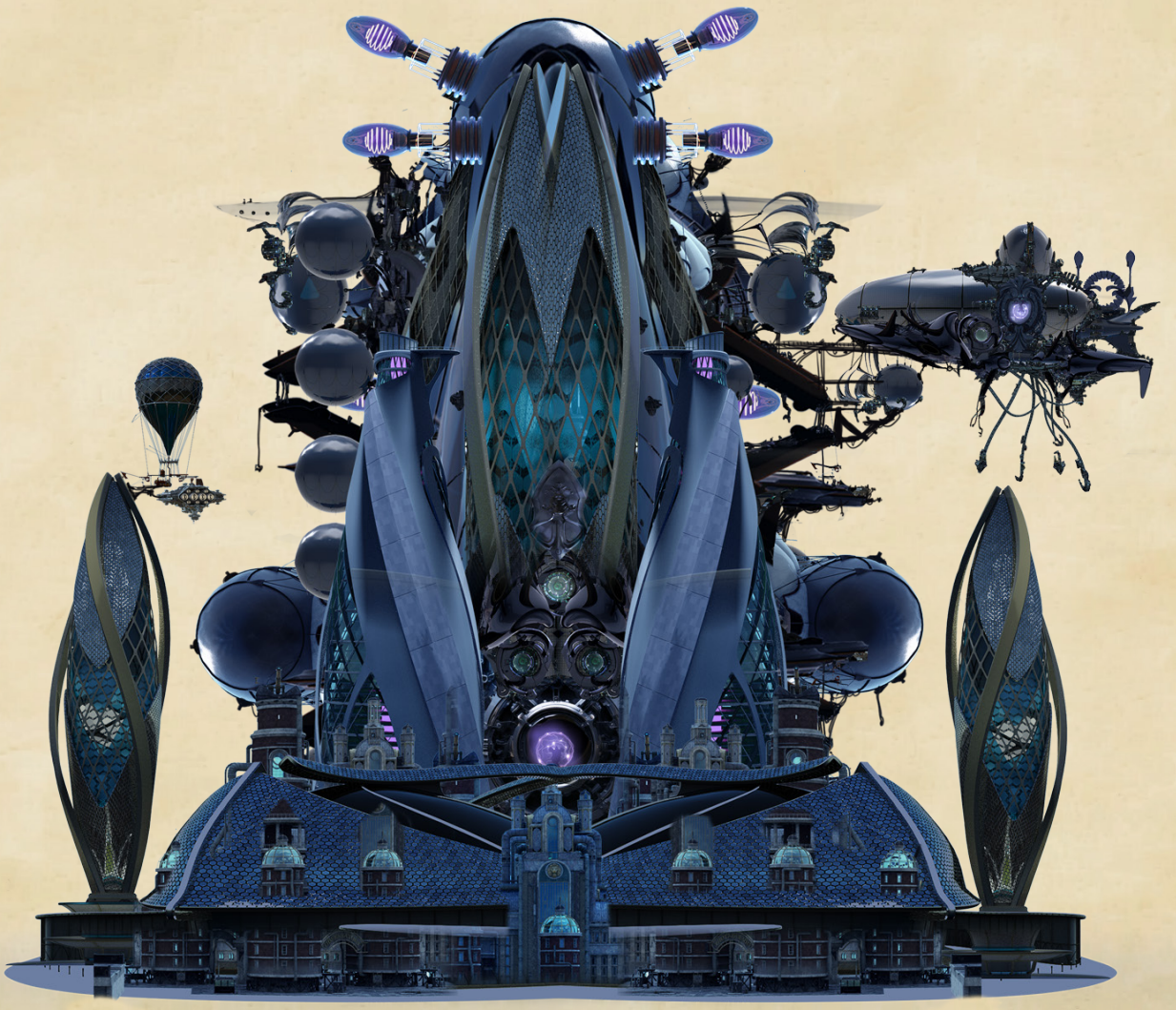

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