

# Castles in the Sky

## Quick Play Sheet

### The Most Important Rule:

The most important rule in **Castles in the Sky** is to have fun. This is a collaborative game where all players are attempting to enjoy themselves. This includes helping your opponent have fun too.

#### Turn Sequence:

1. Initiative Phase
2. Movement Phase
3. Battle Phase
4. End Phase

The game uses alternate activations of individual ships by phase.

#### Roll for Initiative

See page 13:

Both sides roll 1 d6 for each of the following:

- The Command Dice of the highest armor ship
- Each Escort on the table (Max of 6)

The player with the most successes (4+) can choose to activate 1<sup>st</sup> or 2<sup>nd</sup>. This choice carries through for all phases of the game.

Set aside successes as a Command Pool.

#### Movement Phase:

Full rules on pages 14 – 18:

When a ship is activated, use the following sequence of actions:

- Determine Speed
- Move
- Turn
- Change Altitude
- Complete Move

#### Making a Turn

- Declare turn
- Move 2 MU forward
- Pivot airship
- Move airship 2 MU forward

#### Altitude Change

- Lose altitude, increases speed 1 per altitude
- Gain altitude, decrease speed 1 per altitude

#### Battle Phase:

Full Rules on Page 19 – 27:

#### Direct Fire Weapons

Use the following process:

- Declare Fire
- Determine Target Priority
- Determine Fire Arcs
- Determine Range
- Determine Line of Sight
- Determine Firepower
- Roll to Hit
- Determine Hits
- Make Ammo Tests

#### Range Bands

- 0 MU is Point Blank
- Up to 8 is short
- Up to 16 is medium
- Up to 24 is long

#### Fire Arcs

- Bow = Front
- Port = Left
- Starboard = Right
- Stern = Rear

#### Firepower Modifiers

- Each altitude band the target is above or below the firing ship -1 Dice
- Each category difference between Weapon and target -1 Dice
- Firing ship has friction -1 Dice
- Target is moving 10+ -1 Dice
- Target obscured -1 Dice

#### Battery by Size

- Heavy Battery = Battleship Class
- Medium Battery = Cruiser Class
- Light Battery = Escort Class

### Roll to Hit

Roll all Firepower dice, with a 4+ being a success. Each hit causes 1 Friction Marker

### Damage

All successes, re-roll and add the batteries Power rating. If it meets or exceeds the target's Armor rating, then the shot has caused damage in the End Phase

### Ammo Test

If the Firepower test has 0 successes, then the firing ship makes a Command test. The target number is the Ammo of the battery. A single success is needed to pass.

If failed, the weapon can not fire until it has been repaired or re-loaded

### Point Defense

- Resolved before munition attacks
- Roll the Firepower of the Point Defense (TN 4+)
- Each success reduces Munition firepower by 1
- Each success causes 1 Friction Marker

### End Phase:

*Complete the following steps from pages 28-31:*

- Move Aeroplanes
- Apply Damage
- Resolve Stalls/Sinking
- Strike Your Colors Test
- Repair Tests
- Remove Friction

### Damage Table:

Roll a 2d6 for each damage:

- 2 – Fire – Critical
- 3- Bridge Damaged- Critical
- 4- Weapon Destroyed- Critical
- 5- Rudder Jammed- Critical
- 6- Screw Fouled - Critical
- 7-10 – Hull Breach
- 11 – Ship Crippled!
- 12 – Ship Explodes!

### Sinking/Stalled

Lose speed and equal to lift and drop 1 altitude band in each end phase. At altitude 0, the ship crashes and is removed.

### Strike Your Colors Test

- Stalled
- Sinking
- Crippled
- Entangled
- Half Armor or less

Command Test with TN 4+. 1 success with the following Mods:

- +1 per Critical damage
- +1 is at 0 Armor

Failing takes the ship out of the fight.

### Remove Friction

Each Fleet rolls their Command Dice. Total number is the amount of Friction Markers removed. A player MUST remove all friction rolled, even if off of an enemy ship.

### Commands:

*The following is a list of Commands. The Full list is on Page 33-34:*

Movement Phase Commands:

- Come About
- Crash Dive
- Emergency Climb
- Evasive Maneuvers
- Full Speed Ahead
- Reverse Engines
- Smoke Screen

Battle Phase Commands:

- Damage Control
- Fire for Effect
- Prepare for Impact
- Reload
- Restart Engines

### Terrain:

*Full rules are found on Page 58 - 59:*

### Cloud Banks

- Block Line-of-Sight
- Airships in clouds can not be fired on
- Airships in clouds can not fire out
- If both airships are inside, they only have Line-of-sight at Short Range