

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 1st or 2nd. 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