BATTLE IN THE SKY

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An exhilarating game of quick thinking, strategy, and risk

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Pilots! After prolonged periods of war, the Continental Galactic Army and the Royal Airborne Military have agreed to lay down their weapons and end this decade-long struggle peacefully with the use of a board game. To decide once and for all which nation will take control of Earth, an ancient game based on the popular movie series called Star Wars has been unearthed for one more game. You have been chosen to play. **The objective**: destroy all enemy squadrons or the enemy base. Good luck.

What are Squadrons:
Squadrons are the troops of the game. Players attack enemy squadrons/base with their own squadrons. Squadrons consist of 5 cards called "ships"

The 5 cards of a squadron

What is the Base:
Both teams own a team base consisting of 7 cards. The base cannot move, and can only defend against attacking enemy squadrons.

A team base ready for play

Number of Players: 1-6 players on each team, 2-12 players in total. Before the game begins, players must split up into two teams of equal number of players.

Winning the Game:
The game ends when one team destroys all of the squadrons or the team base of the opposing team. The team that does so wins the game!

Game Pieces: The Continental Galactic Army uses red pieces, while the Royal Airborne Military uses blue pieces.

53 red/blue cards
The cards are "ships" that form the squadrons of the two teams

1 red/blue 8-sided obstacle die
This obstacle can halt enemy ships from heading into the base area

5 red/blue squad markers
The squad markers are used to show the position of squadrons on the game board
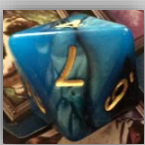
5 Quad Storm 4-sided dice
These dice make up the Quad Storm, an area of the gameboard that provides a risky shortcut to the enemy base

5 red/blue squad bays
The cards that form a squadron are placed on a squad bay

Ship/Card Value and Ability Cheat Sheets
These cheat sheets show special card functions so that players do not need to memorize the functions of special cards

1 red/blue 6-sided movement die
These dice are used for movement, attacking obstacles or a quad storm die, and sometimes in wars

Setup

The red side of the gameboard

Quad Storm Setup: Roll blue die to determine location (1-4 on game board) of first Yellow, then Red, Purple, and Green dice. Roll each individual die to determine its own defensive value, and place it with that number facing up on its spot.

Obstacle Setup: Place the two obstacles on their spaces (red die on red side, blue die on blue side):

Squadron Marker Setup: Place the Squadron Markers on their spots in the two bases:

Squadron Setup: Each team gets 5 squadrons of 5 cards each and 1 base of 7 cards. The rest of the cards go facedown on each team's New Ship Factory (draw pile). Each team can strategize and order the cards in the squadrons/base as a team only until the game starts. Each player is in control of at least one squadron or base. The squadrons are placed facedown on the Squad Bays. *Optional time limit for setup.*

Tip: Try to order your cards strategically and remember that the top facedown card in the squadrons/bases is played first: the card on the top if you hold the cards faceup will actually be played last!

The ace will be played last!

Playing The Game

- Both teams roll their movement die to determine which team moves first: the team with higher number wins and goes first.
- Teams alternate turns after that.
- Player with squadron 1 goes first, after that players rotate turns to the left of player 1 through the game.
- During each player's move, all decisions as to moving squadrons are individual.

<u>During Turns:</u>

1. The player rolls their team's movement die

This player rolled a 5

2. He/she can move any squadron (on their own team) as many spaces horizontally or vertically (H/V) on the gameboard as they rolled with the movement die (e.g. if you roll a 4, you can move your team's squadrons a total of 4 spaces).

3. If the player attacks an enemy squadron (see WAR) or if they run out of moves, the turn ends.

- If a player makes a mistake/breaks a rule and somebody catches it, anything that occurred during that turn is reversed and the player loses the turn.

<u>Special Movement:</u>

- Instead of rolling the movement die, a player can use a Scout or Warp card (see Special Cards and Their Abilities).
- Squadrons can move diagonally as well as H/V into, out of, and inside the Quad Storm and the team's own base. In the enemy base, squadrons can only move H/V.

In this situation, a player can move squadron diagonally because it is in the team's own base

- Squadrons of the same team can be placed on top of each other, but they move separately (e.g. moving 3 squadrons together one space uses up 3 moves).

- After fighting a Quad Storm die or Obstacle, a squadron can move the remainder (see Obstacles and Quad Storm)

Tip: The player does not need to use all of their moves (that they rolled on the movement die) on one squadron. They can split up the moves among multiple squadrons.

WAR

If a squadron lands on a space occupied by an enemy squadron, or if a flyby is stopped with a Tractor (see Special Cards and Their Abilities), a war takes place between the squadrons.

Red Squadron 1 and Blue Squadron 3 are positioned for a war

- First, the top ship of each squadron is shown.

- The higher ship wins and survives, while the losing ship is destroyed (e.g. in the previous photo the red 10 beats the black 3).

- If there is a tie in the war, the two teams roll their movement die until one team rolls a higher number than the other team two times consecutively. The losing team's ship is destroyed.

- Destroyed ships are moved to the Broken Ship Junkyard (the discard pile) and are placed faceup.

- This is repeated until one squadron runs out of ships or a warp is used (see Special Cards and Their Abilities). The squadron that ran out of ships is destroyed and the squadron marker is taken off the game board.

- The player whose squadron was destroyed is out of the game and does not have turns anymore.
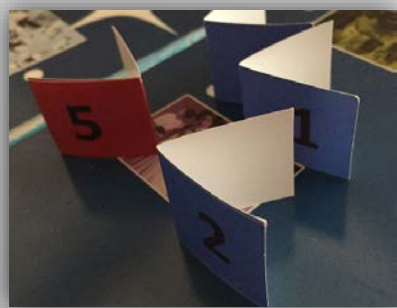
Special Circumstances

- There is no war in the Quad Storm. Opposing ships can be on the same spot but cannot fight.

Although these squadrons are on the same spot, they do not fight because they are in the Quad Storm

- A player can use multiple squadrons to attack one target if they have enough moves to do so.

*Three blue squadrons are attacking a single red squadron*

- If multiple squadrons attack an enemy squadron, they attack it one by one: one squadron must be completely destroyed for another one to attack

Special Cards and Their Abilities

Ace=Warp: Squadron moves H/V 2 spaces immediately and then the Warp ship is destroyed. Can be used in war and must be declared. The Warp can be used at any time and does not have to be the top card of a squadron. If in a base, the warp acts as a mine. If not used as a warp, the ace acts as a "1."

5=Transport: Refills squadron to 5 or base to 7 with cards from New Ship Factory (draw pile). Must be declared. Player can rearrange new ships into the squadron. It can be used anytime and can be anywhere in the squad. if it is the top card of the squadron. Transport is destroyed after use.
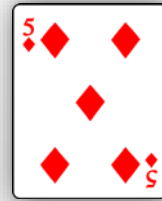
2=Mine: Destroys 2 enemy ships and is destroyed. Must be declared. If used against a Joker/Hero, the Joker can survive only if the team who owns the Joker rolls a 5 or 6 on the movement die. The mine can only be used if it is the top card of a squadron.
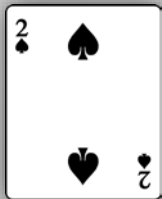
8=Sweeper: Can eliminate one mine per squadron battle. It is not destroyed after use and can be in any position in a squadron to be used. It must be declared.
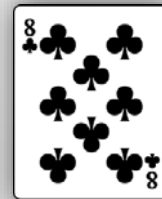
3 and 4=Scouts: Move squadron H/V as far as player wants. Must be top card and has to be declared. Card is not destroyed when used. Can only be used instead of rolling the movement die at the start of a turn.
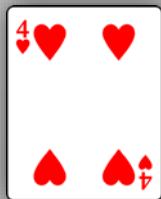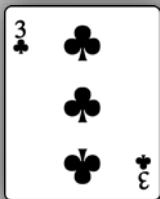
2=Eyed Jack-Tractor: Kills warp and/or stops enemy flyby by pulling the enemy squadron and fighting it. Can also be used to pull a team's own squadron to it. It pull squadrons to its own space if the squadron is/passes through the space next to it. Must be declared and is not destroyed when used. Tractor can be in any position in a squadron to be used.

1=Eyed Jack-Shadow: If in attacking squadron, can kill Joker/Hero. It is not destroyed when used and does not have to be declared. The shadow must be the top card of a squadron to use it, and if it is not in an attacking squadron, then it is treated as a normal jack.

Joker=Hero: The Hero is the highest card, and it destroys all except attacking Shadow and can withstand a bomb if player rolls a 5 or 6 on movement die.

<u>Declaring Special Cards:</u> To declare a special card, the ability must be spoken out loud before playing it. If not, then the card is played as a normal card with no special function.

Tip: Try holding your squadron so that you can see the cards. That way, you will be able to see what card you will play and be able to declare it. Remember that if you do not declare the card, it is not treated as a special card!

Hold your cards like this to see what cards you are about to play!

Obstacles:

When a player tries to move through an enemy obstacle, the player rolls the movement die and a player from the opposing team rolls the 8-sided obstacle die. If the movement die rolls a higher number, the player gets to advance his/her squadron as many spaces as the remainder of the dice roll (e.g. if the movement die rolls a 5 and the obstacle die rolls a 2, the player advances the squadron 3 spaces). If the obstacle die rolls higher, or if there is a tie, the squadron is stuck and does not move forward.

The blue squadron beat the obstacle and can advance the remainder (in this case 2 spaces)

- A team's own obstacle does not stop that team's squadrons. Those squadrons may move freely across the obstacle.
- If a player wants to attack an enemy squadron that is on its own obstacle, he/she must first beat the obstacle to attack the squadron.

To attack the red squadron, the blue squadron must first beat the obstacle die. The red squadron may attack the blue squadron freely because it does not need to beat its own obstacle

The Quad Storm

When a player advances a squadron into the quad storm, he/she must roll the movement die. If the roll is higher than the value of the quad storm die, then the player beats it and can advance his/her squadron the remainder of the dice roll. If the player advances to another quad storm die, then the squadron is stopped and the player has to roll against that die.


Each individual quad storm die preforms a specific function.

❖ Red quad storm (repairs): If a player loses to the red quad storm die, then that squadron returns to any open slot of the player's choice in the Base immediately. If the player wins, then he/she gets to move the remainder.


Tip: You can use the red quad storm to try to bring your own squadron quickly to your own base.

❖ Green quad storm (boost): The green quad storm die is a boost: if the player wins, then he/she gets to draw one extra card into the squadron. The player can also reorganize the squadron, but there is no further movement until the next turn. If the player loses, then the squadron sits there until the next turn. A squadron can only try to beat the green die once: if the squadron returns, the green quad storm is treated as a normal space without dice rolls. After the squadron fights the green quad storm the first time, the squadron marker is turned on its side to mark that the squadron already fought the green quad storm.
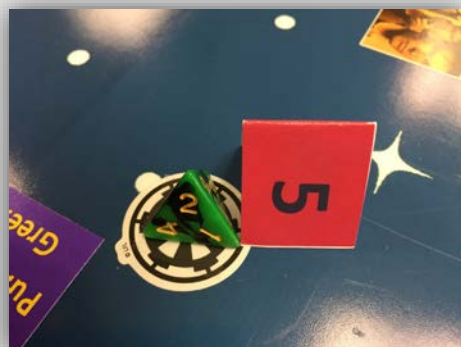
This squadron already fought the green quad storm, so the squad marker is turned on its side

❖ Yellow quad storm (lose turn): Turn" If a player fights the yellow quad storm and loses, then that squadron is stuck in the yellow quad storm and must fight it again before it moves again. If the player beats the yellow die, then the squadron advances the remainder.
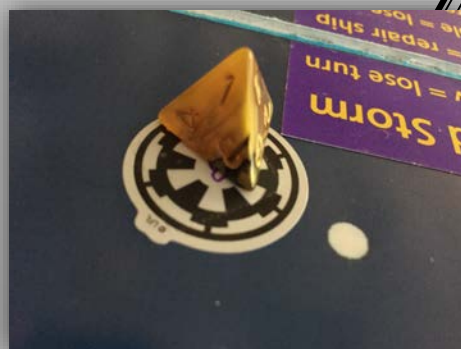
- ❖ <u>Purple quad storm die (lose ships):</u> If a player loses to the purple quad storm, then he/she must move as many ships as the number on the purple die to the Broken Ship Junkyard. If the player wins, then he/she can move the squadron the remainder.

Tip: The quad storm can be used as an effective shortcut through to the other side of the gameboard. As a bonus, no enemy can attack you in the quad storm!

Multiple Round Game

- Instead of just playing one game, players can choose to play multiple rounds.
- In this case, if a team destroys all of the enemy squadrons, they are awarded one point.
- If a team destroys the enemy team base, they are awarded three points.
- Players decide how many points are needed to win the game (e.g. 5 points)
- Multiple rounds are played until one team reaches the goal number of points and wins the game.