

ALDARRA



Rulebook

Welcome to Sordane

Sordane is an arcanapunk setting filled with fantastic creatures, flying airships, sentient constructs, and (of course) sordalite: the crystalline material that powers the wondrous machines and technology of Sordane.

By most standards, Sordane is a civilized world. However, when it comes to power, technology, and sordalite, schisms can occur between long-time allies. Now, with the lost nation of Aldarra being rediscovered, and its riches being claimed by many factions, war is inevitable.

History of Aldarra

Aldarra was once a grand empire of Sordane and was located along the West coast of Bordair, one of Sordane's largest and most prosperous continents. Aldarra was a culture-rich nation that shone as a beacon of prosperity. It took great pride in its art and education, but also boasted immense military power.

Over the ages, Aldarra had accumulated vast wealth due to trade and an advantageous position on the continent. Much of this wealth was also acquired through mining and the development of new sordalite technology.

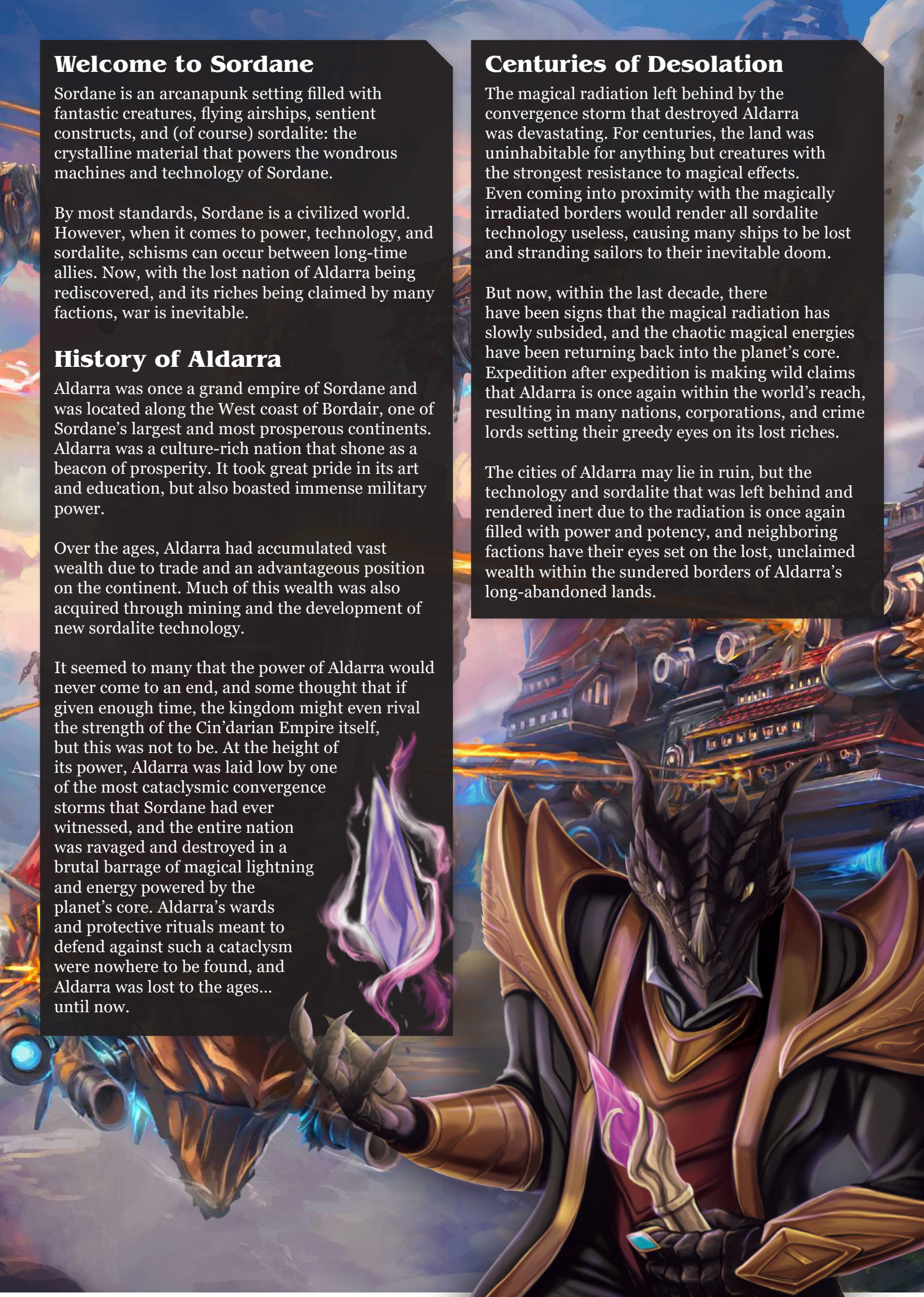
It seemed to many that the power of Aldarra would never come to an end, and some thought that if given enough time, the kingdom might even rival the strength of the Cin'darian Empire itself, but this was not to be. At the height of its power, Aldarra was laid low by one of the most cataclysmic convergence storms that Sordane had ever witnessed, and the entire nation was ravaged and destroyed in a brutal barrage of magical lightning and energy powered by the planet's core. Aldarra's wards and protective rituals meant to defend against such a cataclysm were nowhere to be found, and Aldarra was lost to the ages... until now.

Centuries of Desolation

The magical radiation left behind by the convergence storm that destroyed Aldarra was devastating. For centuries, the land was uninhabitable for anything but creatures with the strongest resistance to magical effects. Even coming into proximity with the magically irradiated borders would render all sordalite technology useless, causing many ships to be lost and stranding sailors to their inevitable doom.

But now, within the last decade, there have been signs that the magical radiation has slowly subsided, and the chaotic magical energies have been returning back into the planet's core. Expedition after expedition is making wild claims that Aldarra is once again within the world's reach, resulting in many nations, corporations, and crime lords setting their greedy eyes on its lost riches.

The cities of Aldarra may lie in ruin, but the technology and sordalite that was left behind and rendered inert due to the radiation is once again filled with power and potency, and neighboring factions have their eyes set on the lost, unclaimed wealth within the sundered borders of Aldarra's long-abandoned lands.



Overview

In Aldarra, you play as a faction vying to exert dominance over the region. Clash with other factions to control the most profitable Territories, claim Crystals, and grow your fleet.

Object of the Game

The object of the game is to have the most Victory Points (called VP) during the first Management Phase in which a player has at least 20 VP. Earn VP through winning battles, spending Coins and Crystals, scoring Secondary Objectives, and Exploration.



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Game Steup

Components



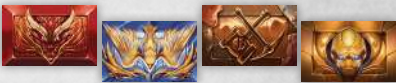
4 Player Dashboards



1 Victory Point & Turn Order Track



4 Turn Order Tokens



4 Victory Point Tokens



4 Stronghold Tiles



16 Order Tokens
(4 per faction)



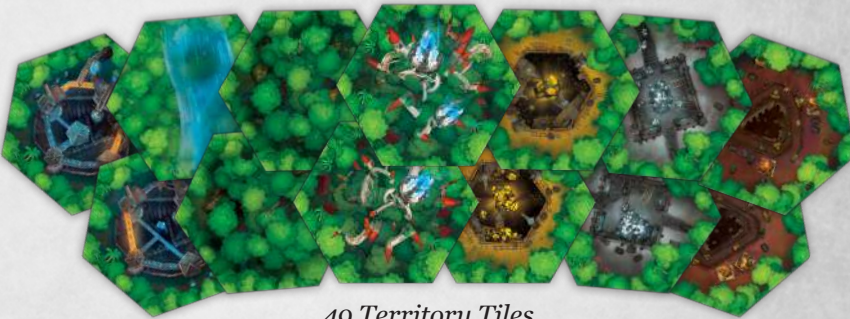
68 Coins
(40 ones, 16 fives, 12 tens)



49 Explored Tokens



64 Discovery Cards



49 Territory Tiles



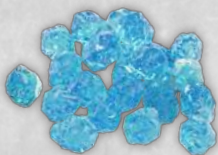
75 Exploration Cards



28 Unit Cards
(7 per faction)



60 Secondary
Objective Cards



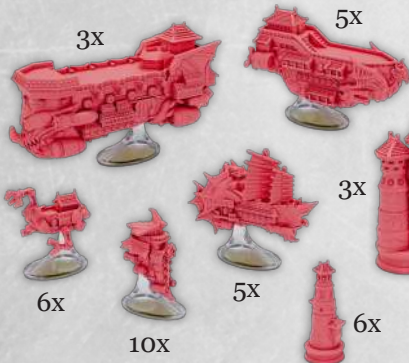
25 Crystals



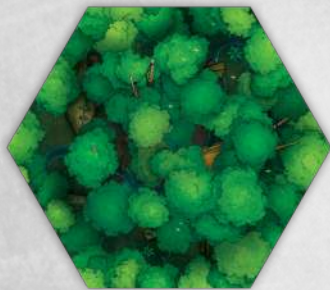
22 Eight-Sided Dice
(8 green, 6 pink, & 8 blue)



152 Plastic Unit Miniatures
(38 per faction)



Tile Types



Forest

Can be Mined for 1 Coin.
Building an Outpost costs 1 Coin less for each Forest you control (min. 1 Coin).

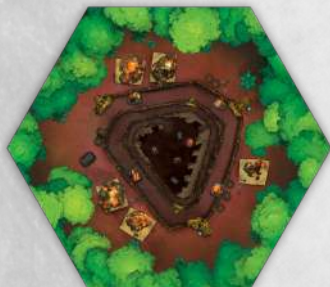
2 Players - 2 tiles
3 Players - 4 tiles
4 Players - 6 tiles



Crystal Deposit

Generates 1 Crystal every

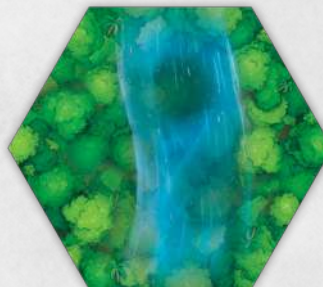
2 Players - 2 tiles
3 Players - 2 tiles
4 Players - 3 tiles



Copper Deposit

Can be Mined for 1 Coin.

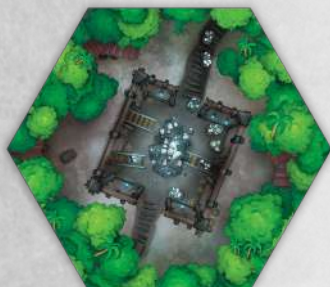
2 Players - 4 tiles
3 Players - 8 tiles
4 Players - 9 tiles



Jetstream Entry Point

Grants +1 Move Speed to each Airship starting movement on this Territory.

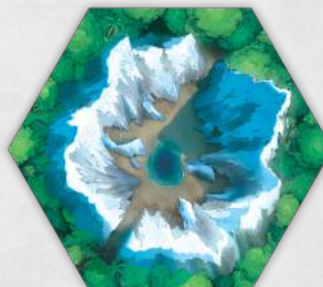
2 Players - 2 tiles
3 Players - 5 tiles
4 Players - 6 tiles



Silver Deposit

Can be Mined for 2 Coins.

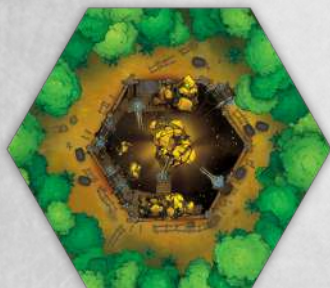
2 Players - 5 tiles
3 Players - 7 tiles
4 Players - 9 tiles



Mountain

Each Airship moving onto a Mountain ends its move immediately.

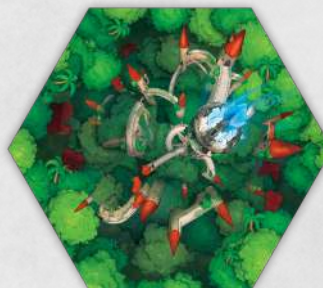
2 Players - 3 tiles
3 Players - 5 tiles
4 Players - 6 tiles



Gold Deposit

Can be Mined for 3 Coins.

2 Players - 3 tiles
3 Players - 5 tiles
4 Players - 6 tiles



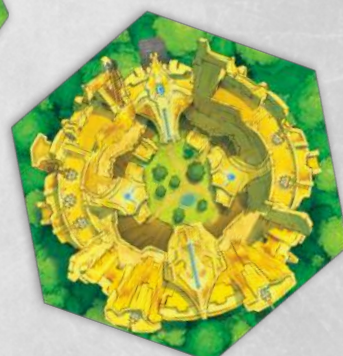
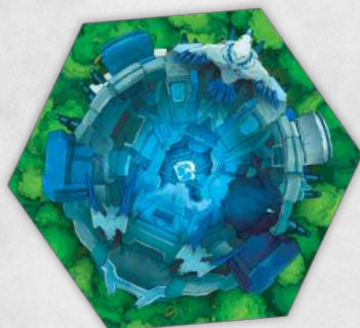
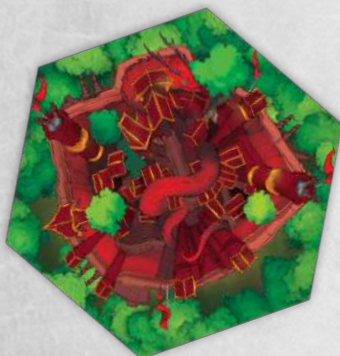
Ancient Ruins

When you Explore Ancient Ruins, draw 2 Exploration cards, read both, and resolve them in any order.

2 Players - 2 tiles
3 Players - 3 tiles
4 Players - 4 tiles

Stronghold

Replaces a tile. You control your Stronghold and it cannot be attacked. No player may enter or move through an opponent's Stronghold or deal damage in any way to Units on a Stronghold. Each Stronghold produces 10 Coins during the Mine Step. Strongholds may not be explored.



Shared Setup

Two Players: The game plays with a different set of rules for 2 players. See the 2 Players section on page 15.

1 Map Setup

Count out the number of each Territory type appropriate for the number of players you have (according to the territory tiles on page 4). Shuffle these tiles and flip them face-up on the table to create a randomized map or you can use the standard map shape.

3 Player Game - 39 Tiles



4 Player Game - 49 Tiles



Example layouts. We encourage random layouts of your own!

2 Exploration Deck

Shuffle the Exploration deck and place it to the side of the map.



3 Secondary Objective Deck

Search through the Secondary Objective deck and remove any cards marked with a number greater than the number of players in the game. Then, shuffle the Secondary Objective deck, deal 2 cards to each player, and place the deck next to the Exploration deck.



3+ This card is only used in games with 3 or more players

4 Discovery Deck

Search through the Discovery deck and remove any cards marked with a number greater than the number of players in the game. Return the removed Discovery cards to the box, and shuffle together the remaining Discovery cards to form the Discovery deck. Place this deck next to the Exploration and Secondary Objective decks.



4+ This card is only used in games with 4 or more players

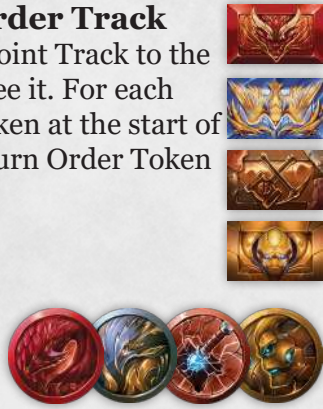
5

Place the Coins, Crystals, Explored Tokens, and Dice to the side of the map where all players can reach them.



6

Put the Turn Order/Victory Point Track to the side, where all players can clearly see it. For each player, place their Victory Point Token at the start of the Victory Point Track and their Turn Order Token next to the Turn Order Track.



Player Dashboards

Every player has a unique, faction specific, Player Dashboard. This indicates your color and the name of your faction. It also lists your starting Discovery, your faction abilities, and has spaces to track your Order Tokens, Coins, and Crystals. See Factions (pg. 18) for details on specific faction abilities.

Order Tokens

Combat Order

Unit Cards

Cin'darian Empire

Faction Name

Faction Abilities

Starting Discovery

Targeting Focus

COMBAT

COINS

10 - 1 VP
20 - 3 VP

CRYSTALS

3 - 1 VP
5 - 3 VP

Preparation Phase

- Determine Turn Order
- Spawn Crystals

Expansion Phase (3 turns each)

- Place Order Token
- Movement
- Combat
- Explore (optional)

Management Phase

- Mine
- Buy Victory Points
- Check Win Condition
- Draw Secondary Objectives
- Choose Discoveries
- Build

Territories

Forest

Can be Mined for 1 Coin.
Building an Outposts cost 1 Coin less for each Forest you control (min. 1 Coin).

Gold Deposit

Can be Mined for 3 Coins.

Crystal Deposit

Generates 1 Crystal every round.

Mountains

Each Airship moving onto a Mountain ends its move immediately.

Ancient Ruins

When you Explore Ancient Ruins, draw 2 Explore cards and resolve them both in an order of your choosing.

Copper Deposit

Can be Mined for 1 Coin.

Jetstream Entrypoint

Grants +1 Move Speed to each Airship starting movement on this Territory.

Silver Deposit

Can be Mined for 2 Coins.

Order of a Round

Territory Reference

Player Area Setup

7 Assign Player Factions

Randomly assign a faction to each player.

You can use any method for determining this. We recommend pulling Turn Order Tokens from a hat.



8 Player Components

Take the Stronghold tile, set of Unit cards, and the 4 Order Tokens that match your Player Dashboard.

Display the Unit cards to the left of the Player Dashboard, organized by classification as shown on page 6.

Place the 4 Order Tokens near your Player Dashboard.

Make sure that all of your unit cards are flipped to their non-upgraded side. See page 16 for reference.



9 Collect Units

Take all Units of your color.



10 Starting Discovery

Search through the Discovery deck to find the starting Discovery listed on your Player Dashboard. Place it face-up near your Player Dashboard and shuffle the Discovery deck.



Gameplay

Gameplay begins with the Arrival, in which players place Stronghold tiles and starting Units onto the map. Play then progresses in a series of rounds consisting of the Preparation Phase, the Expansion Phase, and the Management Phase, all described below.

Arrival

Randomly choose the first player for the Arrival. Arrange the Faction Tokens on the Turn Order Track such that this player is first and the rest are in clockwise order.

Place Strongholds

Starting with the first player and following the turn order, each player chooses a tile location in which to place their Stronghold. You may not choose a Crystal Deposit or a tile that is within 2 tiles of another Stronghold. If you are the last player to place your Stronghold, you may choose a tile within 2 tiles of another Stronghold, but not adjacent to another Stronghold. To place your Stronghold, remove the tile in the chosen location and replace it with your faction's Stronghold Tile. Place 2 Frigates and 1 Engineer on this tile.

Place Outposts

Starting with the player who placed a Stronghold last and proceeding in reverse turn order, each player chooses an unoccupied tile on which to place their Outpost. You may not place your Outpost on a Crystal Deposit. Place your Outpost, 1 Frigate, and 1 Engineer on the chosen tile.

You control your Stronghold and any Territory that contains only your Units.

Preparation Phase

Determine Turn Order

(Skip this in the first round of the game)

Starting with the player with the fewest VP and continuing in ascending VP order, each player **chooses** a position in the turn order and places their Turn Order Token on the corresponding location on the Turn Order Track. If there is a tie in VP, the player who was earlier in the turn order last round chooses first.

Spawn Crystals

First, place 1 Crystal onto each Crystal Deposit. Then roll 2 blue dice to determine how many more Crystals spawn. Starting with the first player on the Turn Order Track, take turns placing Crystals on the map, one at a time, until all the Crystals have been placed.

Crystals may be placed according to the following rules

- ▶ You may not place a Crystal on a Stronghold.
- ▶ You may not place a Crystal adjacent to **your** Stronghold.
- ▶ You may not place a Crystal where there is already a Crystal.
- ▶ You may not place a Crystal in a Territory with Units belonging to any player.
 - ▷ If all legal placements are occupied, you may place a Crystal in a Territory with an opponent's Units.



Expansion Phase

Put 3 of your Order Tokens in the designated spaces on your Player Dashboard. Starting with the first player on the Turn Order Track and proceeding in the order indicated on the Turn Order Track, players take turns placing Orders until all players are out of Order Tokens on their Player Dashboards.

Place an Order

An Order consists of the following 5 steps which all must be completed before the next player places their Order.

1 Place Order Token

Remove 1 Order Token from your Player Dashboard.

2 Movement

Select one Territory to activate, place the Order Token on that Territory, then move Units.

Movement Rules

- There are 2 types of Units: Airships and Buildings. Most Units have unique abilities as described on the Unit card.
- Airships can move up to their Move Speed, which is defined by their class. Light Units have a Move Speed of 3 and Heavy Units have a Move Speed of 2.
- There is a Stacking Limit of 5 Airships. No more than 5 Airships of one faction may occupy the same Territory at any time. Buildings are stationary and do not count towards the Stacking Limit. The Stacking Limit is checked constantly, not just during movement. If a faction which already has 5 Units in a Territory would gain another Unit there, it does not gain the Unit.
- You may not move through a Territory containing enemy Units. If you enter a Territory containing enemy Units, you must stop on it.
- You may not move onto or through another player's Stronghold.

After placing the Order Token, you may choose not to move any Units on your turn.

Crystals are stationary and cannot be carried by Units. They are Mined during the Mine Step of the Management Phase if there is a Unit present.

EITHER

A. Move any number of Airships **from** the chosen Territory to other Territories, up to the Move Speed of each Unit. Airships may move to any number of other Territories but must all originate from the activated Territory.



OR

B. Move any number of Airships from anywhere **to** the activated Territory. If a Unit's Move Speed is insufficient to allow it to reach the activated Territory, it may not move.



3 Combat

The 3 different colors of dice have the following face distributions:



Faces with a ★ Explode. Add up the total hits, re-roll any Exploding dice, and add these new rolls to the total. Continue re-rolling any Exploding dice until no more explosions are rolled. Dice Explode only during combat.

Combat occurs at the end of any movement resulting in multiple players occupying the same Territory. The player that initiated the combat by moving into the Territory is the **Attacker** and any other players involved are **Defenders**. If multiple combats are triggered from the same Order, the player that placed the Order chooses the order to resolve the combats.

Throughout combat, whenever multiple players have choices to make (assign damage, use Unit abilities, retreat, etc) the Attacker chooses first, then each other player chooses in turn order.

SEQUENCE OF COMBAT

1. Light Initiative
2. Assign damage
3. Heavy and Buildings Initiative
4. Assign damage
5. Choose to retreat or stay
6. Check for Escalation Dice
7. Roll any Escalation Dice
8. Repeat

Combat flows in a series of rounds in which Units attack in a sequence of Initiatives with Units of the same classification. At the end of each round, players have the opportunity to retreat and, if they don't, a new round begins.

In each round of combat, there are two initiatives. All Light Units attack simultaneously. Then all Heavy Units and Buildings attack simultaneously.

Delaying Light Units

You may choose to delay **all** your Light Units and have them attack with the Heavy Units and Buildings instead of during the Heavy and Buildings Initiative. First, the Attacker has the opportunity to declare if they are delaying Light Units, then any other players (in turn order) declare if they are delaying Light Units.

Light Initiative

For every Light Unit present (and not delayed), collect the attack dice indicated on the Unit cards. Both players roll their dice and total the number of hits rolled.

Remember: Dice with a ★ Explode.

Assigning damage

Once both players have totaled the damage from all of their Light Units, it's time to assign damage. Beginning with the Attacker and proceeding in turn order, players assign all the damage they rolled to the Units of their opponents:

Choose a Unit to assign damage to first. Continue assigning damage to that Unit until it has taken damage equal to its Armor value, at which point it is destroyed. Remove destroyed Units from the map and return them to the supply. Then choose another Unit to continue assigning damage. Repeat this process until all the damage is assigned or your opponent has no Units remaining. If the last Unit assigned damage to is not destroyed, all damage repairs before further Initiatives.

All players collect 1 Coin for each of their Units that was destroyed.

Heavy and Buildings Initiative

After the Light Units have attacked, all Heavy Units and Buildings (and delayed Light Units) attack together, and damage is assigned. This works exactly the same as the Light Initiative.



Combat - Light Initiative



Combat starts with the blue player moving onto a Territory controlled by the red player. In this case, blue is the attacker and red is the defender. In the **Light Initiative**, blue rolls 2 green dice (one for each Frigate) and red rolls 1 pink dice for their Destroyer. Each side rolls a total of 1 hit. Red assigns their hit to one of the Frigates, destroying it, and blue collects 1 coin for the destroyed Unit. Blue assigns their 1 damage to the red Destroyer, but it does not meet the armor value so it has no effect.

Combat-Heavy and Buildings Initiative



In the **Heavy and Buildings Initiative**, blue rolls 2 blue dice and one of them explodes. They re-roll the explosion for a total of 6 hits. Red rolls a total of 1 hit on 2 green dice. Blue deals the damage to the red Destroyer and 2 to each Engineer, destroying all 3 Airships. Red deals the 1 damage to the remaining blue Frigate, destroying it. Red collects 3 coins for Units destroyed, and blue collects 1 coin.

Retreating

After both classes of Units have attacked, players have the opportunity to retreat. First, the Attacker chooses to retreat or stay, then, if the Attacker did not retreat or still has a Building remaining, the Defender chooses to retreat or stay.

When retreating, take all of your Airships from the Territory and move them to an adjacent Territory that does not contain enemy Units. If there is no legal Territory to retreat to, you may not retreat. Buildings cannot retreat. If there is a Building present, after all retreating Airships have left, continue through combat with the Building as needed.

If no Units remain in the Territory or all remaining Units belong to only one player, the combat is over. Otherwise, check for Escalation Dice and proceed to the next round of combat.



Blue is retreating from combat. They may retreat to the empty Crystal Deposit or to the Silver Deposit that they control. They may not retreat to the Ancient Ruins that has an opposing Unit on it.

Escalation dice

If no Units were destroyed in the previous round of combat (all Initiatives), add a green die to the Escalation Dice Pool.

Then, roll all dice in the Escalation Dice Pool. The total number of hits rolled on Escalation Dice will be added to the total number of hits rolled by each player during each Initiative of the next round of combat. Continue rolling the Escalation Dice Pool for each subsequent round of the combat even if no new dice are added. The Escalation Dice Pool resets when the combat ends.

Escalation Dice do not Explode.

After combat

If any of the Attacker's Units remain, the Attacker receives 1 VP on the Victory Point Track. If the Defender wins the combat or both sides retreat or die, nobody receives any VP.

Combats with more than 2 players

Combat with more than 2 players can occur in a few ways, including upgraded Destroyers joining a combat or upgraded Fortresses firing into an adjacent combat. If this happens, all players roll simultaneously during each Initiative. Then, the Attacker assigns damage first, followed by all other players in turn order.

4 Explore (Optional)

You may only Explore once per Order.



Select an unexplored (doesn't have an Explored Token on it) Territory that you have at least one Unit on. Place an Explored Token on



the Territory. Draw an Exploration card and read it. If it says “hold,” declare that it is a hold card and put it into your hand. Otherwise, immediately reveal and resolve what it says.

Hold cards may be played at the time indicated on the card. You may have a maximum of 5 Exploration cards in your hand at a time. If you have more than 5 at the end of the Explore Step, immediately discard down to 5.

If you are exploring an Ancient Ruin, draw two Exploration cards and choose the order to resolve them.

Each Territory may only be explored once per game. All explored Territories are marked with Explored Tokens.

DESTROYED AND SACRIFICED UNITS

At any time during the game, if a Unit is destroyed, the owner receives 1 Coin. Some Exploration cards say to “sacrifice” a Unit. In the case of a sacrifice, the owner does not receive 1 Coin.

You may only ever sacrifice your own Units.

Many Exploration cards interact with rolling dice. Dice do not Explode during the Explore Step.

If an Exploration card would break a game rule (i.e., place a Building where you already have one or gain a Unit when you are already at your Stacking Limit of 5), discard the Exploration card with no effect.

5 Remove Order Token

Once all combats and Exploration cards are resolved, remove your Order Token from the map and place it next to your Player Dashboard.

Repeat steps 1 through 5 for the Expansion Phase Until every player is out of Order Tokens.



Management Phase

Once all players are out of Order Tokens during the Expansion Phase, the Management Phase begins. Players play through each of the following steps, waiting for all players to finish each step before proceeding to the next. Some steps are done simultaneously while others are done in turn order.

NO TRADING RESOURCES
You may never trade Coins, Crystals, Units, or any other physical resource with other players.

1 Mine (*Simultaneously*)

- Collect 10 Coins for your Stronghold.
- Collect Coins for each Territory you control that can be Mined. The number of Coins Mined is determined by the Territory type (Forest: 1, Copper Deposit: 1, Silver Deposit: 2, Gold Deposit: 3). Having more than one Unit in the Territory has no effect on the amount Mined.
- Collect all Crystals in Territories in which you have Units.



2 Buy Victory Points (VP) (*Turn Order*)

Players may spend Crystals or Coins to earn VP. Choose up to **one** of the following and complete it **once**:

 **3 CRYSTALS** → **1 VP**

 **5 CRYSTALS** → **3 VP**

 **10 COINS** → **1 VP**

 **20 COINS** → **3 VP**

3 Check Win Condition

Check the VP totals of all players. If one or more players are at 20 or more VP, the game is over. Proceed immediately to Game End (page 15).

4 Draw Secondary Objectives (*Turn Order*)

Each player chooses **one** of the following:

A. Draw 1 Secondary Objective card from the deck.

OR

B. Discard any number of Secondary Objective cards from your hand and draw that many new ones from the deck.

If you meet the requirements, you may claim a Secondary Objective immediately upon drawing it, but you do not draw another card to replace it. Reaching 20 VP during this step does not cause the game to end until the Check Win Condition Step of the next Management Phase.

You have a maximum hand size of 5 Secondary Objective cards. If you ever have more than 5, immediately discard down to 5.



5 Choose Discoveries (Turn Order)

Flip over Discovery cards from the Discovery deck equal to one more than the number of players. In turn order, select one Discovery and place it in your player area. You benefit from this upgrade or power for the remainder of the game. If you acquired a Unit Upgrade Discovery, flip the associated Unit card to the upgraded side. Unit Upgrade Discoveries affect all your Units of that type, including any already on the map. At the end of the Choose Discoveries step, shuffle any Discoveries that were revealed and not claimed back into the Discovery deck.

You may never gain a Discovery that you already have. If at any point you would gain a Discovery and you already have all Discoveries that are available to you, reveal cards from the top of the Discovery deck until you reveal one you do not have and gain that Discovery.

Discoveries have different Activation Timings listed on them. Sorting Discoveries by Activation Timing can help avoid missing opportunities to use them.



Activation Timings

Unit Upgrade
Expansion Start
Combat
Combat Win
Explore
Expansion End
Mine



6 Build (Turn Order)

Players Build new Units in turn order. You may start buying and placing Units before your turn, but you do not need to commit to these decisions until after the player before you in the turn order has declared they are finished Building.

To build Units, pay the costs listed on the Unit cards.

Each Build Step, Airships of any type can be built at your Stronghold and Buildings: up to 5 at your Stronghold and 2 at each Fortress. You can also Build up to 2 Engineers at each Outpost during each Build Step.

An Outpost can be built only where you have an Engineer.

Fortresses are built by paying the cost of the Fortress and replacing an Outpost in that Territory. You must have at least one Engineer on the Territory you are Building the Fortress on. Each Territory can have a maximum of one Building.

- Remember the Stacking Limit of 5 Airships per Territory.
- You cannot Build Units at an Outpost during the same Build Step you built that Outpost. In a Territory where a Fortress is being built, you can still Build Engineers at the Outpost being replaced.
- No more than 1 Building may be on a Territory.

UNIT LIMITS

All Units are limited by the game components. You can never have more Units than there are pieces of that Unit type.

Scoring Points

The following are the possible ways to score Victory Points (VP) throughout the game. All VP earned are permanent and cannot be lost.

VP can be earned during all Phases, but VP totals for triggering the end of the game (20) are only checked during the Management Phase. Achieving 20 VP does not result in immediate victory.

Winning a Battle

You earn 1 VP for winning a battle in which you are the Attacker. You win a battle when you destroy all opposing Units in the Territory or if all opposing Units retreat and you remain in the Territory.

Defenders cannot earn Victory Points this way.

Secondary Objective Cards

Secondary Objective cards offer additional ways to score VP. You may choose to claim a Secondary Objective at any time in which you meet the requirements and there isn't an active Order being resolved. When you claim the Secondary Objective, immediately score the VP printed on the card. You may score any number of Secondary Objectives at a time.

Exploration Cards

Some Exploration cards award VP, which are earned immediately during the Exploration unless otherwise noted on the card.

Crystals/Coins

Once per round, during the Management Phase, you may spend Crystals or Coins to earn VP.

Game End

The game ends if any player has 20 or more VP during the Check Victory Points Step of the Management Phase. The player with the most VP wins the game. If there is a tie, the tied player earliest in the turn order wins.

2 Player Games

When playing with 2 players, use the following rules as supplements and changes to the 3-4 player rules for a more balanced game. The Territory Tile counts are included in the setup table.

Neutral Units

Start the game with neutral Units (use pieces from an unused faction) on each Crystal Deposit and Silver Deposit. During setup, put 1 neutral Cruiser on each Crystal Deposit and 2 neutral Frigates on each Silver Deposit. When fighting neutral Units, the other player rolls for and assigns damage for the neutral Units. Victory Points and Coins are awarded as normal. Neutral Units are always non-upgraded and they may not retreat or otherwise leave their starting Territories.

Crystal Spawning

Roll 1 blue die instead of 2 when spawning Crystals during the Preparation Phase.

Reinforcements

During the Mine Step of the Management Phase, the player with fewer VP gains an additional 1 Coin per VP they are behind by. For every fourth Coin earned this way, they gain a Crystal instead of the Coin (e.g., if a player is 6 points behind, they will get 5 Coins and 1 Crystal).

Mercy Rule

If a player is ahead by 10 or more VP at the Check Win Condition Step of the Management Phase, they win the game.



Units

There are 2 types of Units: Airships and Buildings. Most Units have unique abilities as described on the Unit card. Whenever one of your Units is destroyed, you receive 1 Coin.

Airships

Airships are Units that can move. They are divided into Light and Heavy classifications. Light Airships have a Move Speed of 3 and Heavy Airships have a Move Speed of 2. Airships have a Stacking Limit of 5 on a Territory.

Light

Frigate

When moving only Frigates, they have a Move Speed of 4.

➤ All Units moved during the Order count regardless of where they move to.

Upgraded Frigate

When moving only Frigates, they have a Move Speed of 4. In the first round of combat, Frigates participate in an additional Initiative immediately before the Light Initiative. They make a bonus attack with 1 green die per Frigate you have in the contested Territory. Assign damage as normal.

➤ This additional attack is considered its own Initiative (separate from the Light and Heavy/Building Initiatives), known as the Frigate Initiative. The Frigate Initiative can be affected by cards that affect a particular Initiative.



Destroyer: At the start of combat, your Destroyers in uncontested Territories can immediately move to join an unresolved combat in an adjacent Territory in which you are the Defender.

Upgraded Destroyers: At the start of combat, your Destroyers in uncontested Territories can immediately move to join an unresolved combat in an adjacent Territory.

➤ This can sometimes result in more than 2 players being involved in a combat; see the combat rules for more details.

➤ A Destroyer that survives a combat earlier in the turn can still join another combat, so in theory you can have the same Destroyer jump through multiple battles.



UPGRADING UNIT CARDS

Upgrading units is easy! Just flip the unit card to the upgraded side and use the new stats and abilities.



Flip Card



Upgrade
Symbol



Heavy Engineer

Reduce the Armor of opposing Buildings by 2 if at least one Engineer is present.

Upgraded Engineer

Reduce the Armor of opposing Buildings by 2 if at least one Engineer is present. After winning a combat in which you destroyed a Building, all Engineers present may attempt to capture it. For an Outpost, each Engineer rolls one pink die. For a Fortress, each Engineer rolls a green die. If you get a hit, replace the Building with a matching Building of your own.

Cruiser

At the beginning of each round of combat, you may choose either (or neither): Cruisers must be targeted before any other Airships **or** Cruisers cannot be targeted while you have any other Units present.

Upgraded Cruiser

At the beginning of each round of combat, you may choose either (or neither): Cruisers must be targeted before any other Airships **or** Cruisers cannot be targeted while you have any other Units present.

- Upgraded Cruisers are improved to be Light, but the Cruiser ability does not change when it is upgraded.

Dreadnought

If your Dreadnought is destroyed, roll 1 blue die and assign that much damage to an enemy Unit before the Dreadnought is removed. This damage is during the Initiative in which the Dreadnought is destroyed.

Upgraded Dreadnought

If your Dreadnought is destroyed, roll 1 blue die and assign that much damage to an enemy Unit before the Dreadnought is removed. This damage is during the Initiative in which the Dreadnought is destroyed. Immediately get 2 free Frigates in this or any adjacent Territory that is unoccupied or under your control.

- Frigates gained this way do not attack until the next Initiative they would act. When assigning damage from the destruction of the Dreadnought, it stacks with any damage done by other Units during the same Initiative.

Buildings

Buildings are stationary, and no more than 1 may be on any Territory.

Fortress

During combat in this Territory, roll an additional attack of 1 pink die during the Light Initiative. During the Build Step, you may Build up to 2 Airships in this Territory.

Upgraded Fortress

During combat in this Territory or any adjacent Territory, roll an attack of 1 pink die during the Light Initiative. For a combat in an adjacent Territory, do not attack as normal. During the Build Step, you may Build up to 2 Airships in this Territory.

- This bonus attack may **not** be delayed to the Heavy Initiative.

Outpost

During the Build Step, you may Build up to 2 Engineers in this Territory.





The Syndicate is a mysterious organization. Few know its true size and influence, but it is said to have its claws in most large economic hubs in Bordair. Inexplicably drawn to the nation of Aldarra, the Syndicate's leadership seems to be on a mission to claim this newly habitable land for itself.

Faction Powers

- When drawing Secondary Objective cards during the Management Phase, you may instead draw 2, choose 1 to keep, and discard the other.
- In a combat in which you are the Attacker, rather than destroying opposing Units, you take them hostage. Place the Units by your Player Dashboard. Other players still gain Coins as if the Units were destroyed. At the start of the Build Step, each other player, in turn order, may choose to pay you 4 Coins to return all of their Units that you have taken hostage back to their own supply.
- These Units remain with you until they are paid for, but they have no other interactions with anything.



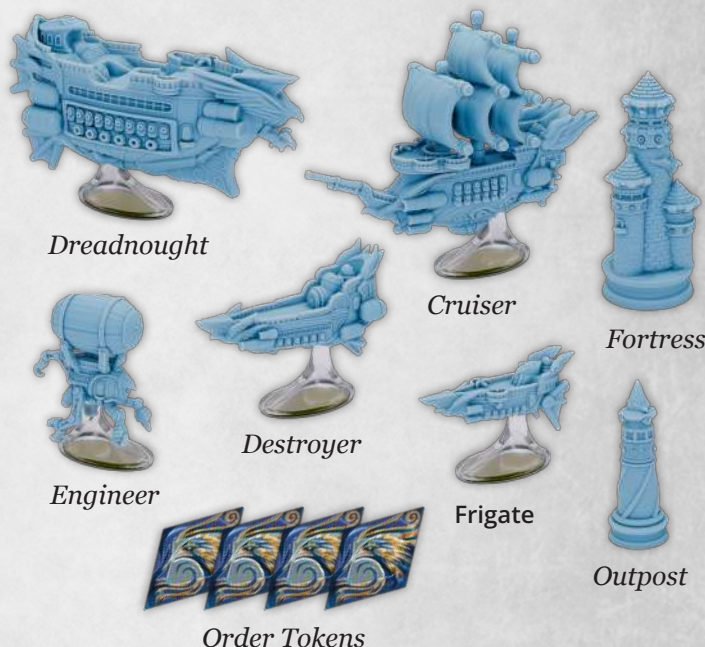


Cin'darian Empire

This empire sports a well-equipped navy and powerful ships manned by experienced crew. The empire possesses some of the most advanced sordalite technology and plentiful resources in all of Sordane, and it is racing to claim the riches of Aldarra, ensuring it maintains its position as one of the most powerful factions in all of Sordane.

Faction Powers

- ▶ You have no Stacking Limit on your Stronghold and may Build any number of Airships there.
- ▶ During the Choose Discoveries Step, you may choose to search the Discovery deck for a Unit Upgrade Discovery of your choice rather than take one of the available Discoveries.
- ▷ If you do this, shuffle and return the deck after selecting your Discovery. If you take a Discovery from the deck, any players after you in the Discovery selection order will have one more option.



Unit Cards



Victory Point Token



Turn Order Token



Stronghold Tile



Player Dashboard

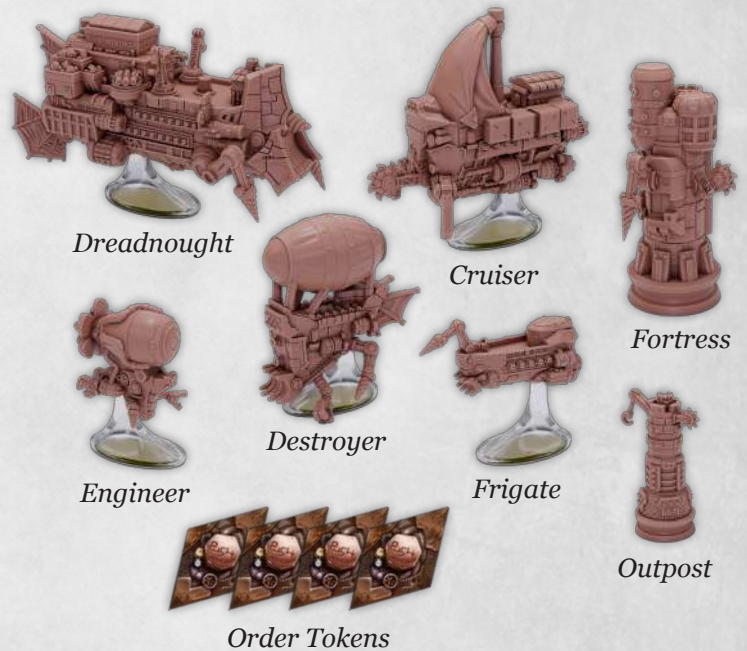


Mining Corp. Coalition

Formed of private investors, capable craftsmen, and savvy business owners, the Mining Corp. Coalition is a force to be reckoned with. The corporation brings to bear the best equipment money can buy, and is able to quickly harvest sordalite from the most hostile environments. With so much sordalite uncovered in Aldarra, the coalition has brought to bear the full might of its influence and power, rushing to claim its portion of the lost empire's riches.

Faction Powers

- At any time, you may convert freely back and forth between Coins and Crystals at a rate of 4 Coins to 1 Crystal.
- At the end of the Build Step, for each Territory where you have an Engineer and do not already have a Building, you may choose to Build an Outpost there for free.



Unit Cards



Victory Point Token



Turn Order Token



Stronghold Tile



Player Dashboard

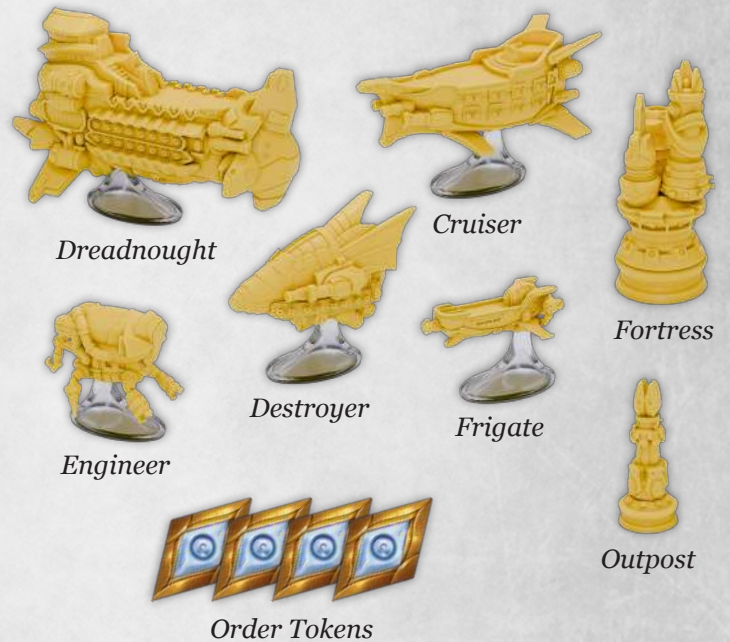


Odarian Empire

Shaking off the shackles of servitude a millennium ago in the Construct War, these awakened, sentient machines have formed an empire of their own, soaring through the sky in their massive, floating city-nation of Odaria. The empire consists entirely of shardforged, who can be brought to life only by precious sordalite, vast amounts of which are ready to be claimed in the lands of Aldarra.

Faction Powers

- During the Choose Discoveries Step, you may take an additional Discovery from what remains after everyone has claimed one (including you).
- ▷ If you already have all available Discoveries, reveal cards from the top of the Discovery deck until you reveal one you do not have and gain that Discovery. Shuffle all other cards revealed this way back into the Discovery deck
- Your Buildings have a Move Speed of 1. All Explore cards and Territories that affect Airships affect your Buildings as well. Your Buildings do not count toward the Stacking Limit, but you may never have more than 1 of your Buildings in a Territory.
- ▷ Your Buildings do not count as Airships for the Cruiser ability or any Discoveries.
- ▷ You may move a Building into a Territory with an opponent's Building, but may never have more than one of your Buildings on any Territory.
- ▷ Your Buildings can retreat and are affected by Jetstream Entry Points and Mountains.



Unit Cards



Victory Point Token



Turn Order Token



Stronghold Tile



Player Dashboard

Credits

Producer & Creative Director

Benny McLennan

Game Design

Matt Fantastic, Andrea Pincumbe

Graphic Design

Blaise Sewell, Benny McLennan

Illustration

German Varona aka Wallok, Jorge Jacinto, Cze and Peku, Jean Roux

Lore Writers

Arden La Rocca, Benny McLennan

Editor

Caitlin Smith, Andrea Pincumbe

Forever Stoked Creative

Trish Loter, Andrea Pincumbe, Blaise Sewell, Matt Fantastic, Lorelei Bunjes, with Mike Belsole, Duncan Sewell, Mason Rabinowitz, Kathy Cooney

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Jonathan Gilmour, Geoff Engelstein, Jonathan Ritter-Roderick, Ronnie Rozbox, Gordon LeVasseur, Alec Maier, Mandy Jelsma, Adam McLaughlin, Brandan Parsons, Danielle Reynolds, Jason Kleinmann, Saul Nachshen, Greg Matta, Project Emily, Philip Martin, New Haven Game Makers Guild, Elm City Games, Bryan McKinney, Rachel Strouhal, Seung Rock Lee, Nicholas Westervelt, Jessalyn Marie, Christian Escudero, Atlas 3DS

Expand your game for 5-6 player support! Get the Savage Skies expansion and start playing with 2 new factions!



