

The background of the entire page is a light blue sky with soft, white clouds. In the center, a large, tan-colored rock island floats. On top of this island is a large, glowing blue gem. A yellow banner with a rough, torn edge is positioned across the middle of the island, containing the text 'SKY PIRATE'. The island is decorated with small green bushes and a small tree on the left. Below the main island, several smaller rock fragments float in the sky.

# **SKY PIRATE**

**LEARN TO PLAY**

# ***A SHATTERED WORLD***

Once, this world was ruled by wizards of fearsome power and ambition. They conquered the elements and their rivals with their magic and the technologies they developed to wield it. For an era, their rule was absolute, but they were not satisfied by this. Eager to harness ever greater energies, they experimented in secret. Generations of their subjects lived and died never knowing of the danger being courted by their rulers. Whether their rulers knew or cared about the risks of their quest has been lost to us, along with so much else. All we know is that roughly one hundred years ago, the heart of the wizards' domain exploded. The continents were torn to pieces and flung into the sky, the core of our planet was transmuted into a viscous miasma upon which our islands now float, and every living wizard was destroyed in an instant, scattering their dust far and wide.

A new world was born from the chaos of the Shattering. Those that survived the initial disaster found themselves changed by everpresent wizard dust in the air. Eventually, we learned to collect it and use it. It also happened that the wizards had a contingency plan for their fall - remote outposts stocked with supplies and machines, overseen by artificial intelligences with the knowledge to restart society. Only one of these sites was spared from destruction, the home of the AI named "Authority". Its protocols were harsh but effective in curtailing instability in its region, and word spread quickly of a haven for survivors willing to cede their autonomy in exchange for food and shelter. Of course, not everyone fell into line, no matter the comforts offered.

The immense power vacuum created by the sudden extinction of the wizards left ample room for opportunists and entrepreneurs to fill the gaps. Disorganized bands of bandits and free spirits found safety in numbers, and once they took to the skies, the Pirate Fleets we know today were born. Running parallel to the rise of piracy, three families seized control of the nascent trade routes between islands, and their influence grew in proportion to the vital importance of the services they provided. This Trader League may masquerade as a benevolent commercial enterprise, but their near monopoly on shipping affords them ample opportunity to expand their profits through their control of the criminal underworld.

The Empire isn't the only shadow of the old world haunting the new. Long before the Shattering, the wizards fought an epic war to overthrow a monarchy of powerful liches known as the Eternal Court. The wizards won the war and cast the Eternal Court and all of its machines into a magical dimension stabilized by the core of the planet. The Shattering released the Eternal Court from their confinement, and they have wasted no time working to rebuild their dominion over the living. King Adarath and Queen Valii have declared the world theirs and work in tandem to bring it to heel.

This is a shattered world, but as one tale ends, another begins. What kind of captain will you be?

# GAME OVERVIEW

Sky Pirate is a card game in which you take the helm of a skyship as a daring Captain, and duel your rivals. Blast them to smithereens with your cannons, take the fight to their ship with a boarding party, or both!

## CONTENTS OF THE STARTER PACK

The Sky Pirate Starter Pack contains everything you need to learn the game, plus some extra cards to change things up after your first few bouts. You have two preconstructed decks, one for **Cleaver** and another for **Brass**. The extra cards are separated from the preconstructed decks by a divider card. Set the extra cards aside for now.

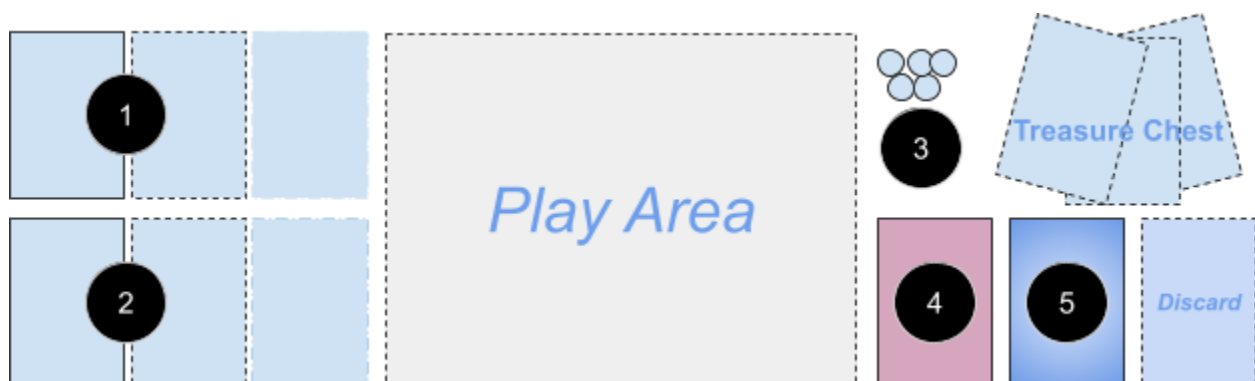
## FIRST GAME SETUP

You and your opponent should choose which deck to play, then make sure you have the following handy:

- The Raid tokens - Plunder, Repair, and Initiative.
- Crew tokens (Deckhand/Shade, Bram the Bold)
- Dice or other small objects such as coins or beads to represent your Powder and counters on cards.

Once you have all that, set up your play area like this (for each player):

1. Your Structures (Cleaver starts with 3, Brass starts with 1)
2. Your Cannons (Cleaver starts with 1, Brass starts with 3)
3. 5 Powder to start with.
4. Your Captain.
5. Your Hold of 30 cards.



Shuffle your Hold. Each player begins the game with 5 Powder - keep track of this any way you choose, so long as it's clear to both players how much Powder each player has!

All that's left to do is randomly choose the player to go first (they take the First Player token), and draw your opening hands of five cards from your Hold. **The First Player may not board or fire a cannon on their first turn.** You may mulligan your opening hand if you wish - to do so, set aside any number of cards from your opening hand, draw that many cards from your Hold, then shuffle the set aside cards back into your Hold.

# ***KEY CONCEPTS***

## ***THE GOLDEN RULE***

If a card instructs you to do something that contradicts the rules in this document, do what the card says.

## ***WINNING AND LOSING***

You win the game as soon as either of the following occur:

1. Your opponent's last unbroken emplacement breaks.
2. Your opponent attempts to draw or discard a card from their Hold when it has no cards remaining.

The primary way to accomplish the first win condition is by boarding your opponent's ship and breaking their emplacements. The primary way to accomplish the second win condition is by dealing damage to your opponent's Hold with cannons and other effects.

## ***RECOVER***

Whenever damage dealt to you resolves (ie, once you've discarded all of the cards and resolved all relevant triggered effects), you may discard a card from your hand. If you do, put one of the damaged cards into your hand, thus **recovering** it.

## ***TREASURE CHEST***

Various card effects may allow you to put your opponent's noncrew cards into your "Treasure Chest", which is a game zone kept separate from your Hold/discard pile/etc. Cards in your Treasure Chest can be played as if they were in your hand, and have "When this card leaves play, **eject** it". (Eject means to remove from the game).

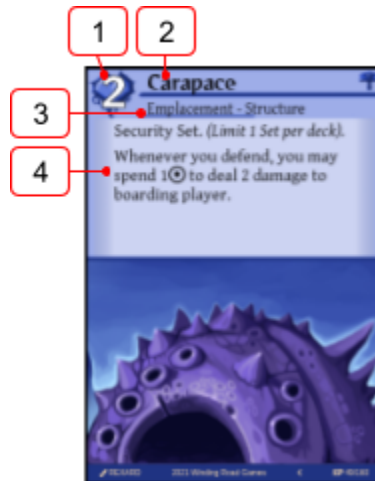
## ***CARDS***

The cards that make up your deck come in several different types, but some of them (emplacements and your captain) begin the game in play, while the others (maneuvers, crew, assets, and special ammo) are shuffled in your Hold, waiting for you to draw them. We'll start with the cards that you'll have in play every game.



## Captain

That's you! Your Captain determines your base faction, as well as a special ability available to you. A Captain card has (1) a name, (2) a type, and (3) a text box.



## Structure

The first kind of emplacement, structures provide useful abilities, but are vulnerable to boarding attempts that can break them, removing them from play and pushing you closer to defeat! Structures have (1) durability, (2) a name, (3) a type, and (4) a text box.



## Cannon

The other kind of emplacement, cannons are the bread and butter of warships the shattered world over. They can be fired during your cannon phase to deal damage to your opponent. Cannons have (1) durability, (2) cost, (3) power, (4) a name, (5) a type, and (6) a text box.



## Maneuver

These cards represent the orders you give your crew to carry out. Every maneuver has (1) a name, (2) a type and (3) a text box. They are played during your Action Phase. Do what the card says, then put it in your discard pile.



## Crew

Your tried and true sailors. Crew have (1) a name, (2) attack, (3) defense, (4) a type (and perhaps subtypes), and (5) a text box. They are played during your Action Phase and remain in play under your control until they leave play. A crew's **presence** is equal to its **attack** when it's your turn, and equal to its **defense** when it's your opponent's turn. If a crew's presence is equal to "-", treat its presence as 0, and that crew cannot join a party. *(If it ends up in a party somehow, move it to reserve immediately).*



## Asset

Assets represent various resources that you are able to bring to bear over the course of battle. Each asset has (1) a name, (2) a type, and (3) a text box. They are played during your Action Phase, and remain in play under your control until they leave play.



## Special Ammo

You can load special ammo to upgrade your cannons' power or grant them extra effects when they hit. Special Ammo have (1) a name, (2) a type, (3) a text box, and (4) ammo count. When you play a special ammo, load it into a cannon you control with a number of ammo counters on it equal to its ammo count. Each cannon can only have one special ammo loaded at a time - discard any loaded ammo when you load a new one.

## ***PLAYING A TURN***

The two primary resources of Sky Pirate are the Action (⚔) and Powder (☉). Most things you can do during your turn will cost an Action, but only certain things will cost Powder.

When your turn begins, you must draw a card from your Hold. You then have three Actions to spend as you wish. In addition to your Basic Actions, some cards you play will have additional actions printed on them that you can use. They are always written with the ⚔ symbol (and perhaps additional costs) followed by a colon, like this: “⚔: Gain 1 ☉ and draw a card”.

Your Basic Actions:

- ⚔: Draw a card from your Hold.
- ⚔: Gain 1 Powder.
- ⚔: Play a card from your hand or Treasure Chest.
- ⚔: Board (Spend 3 ☉).

During your turn, you must use three actions, one at a time, in any combination. You can repeat any action available to you (unless it says otherwise), but you must spend all available ⚔. Once you’ve done so, your Action Phase ends, and your Cannon Phase begins.

After the Cannon Phase, you must check how many cards are in your hand. If you have more cards than your maximum hand size (which is 5 by default), choose cards from your hand and put them on the bottom of your Hold, in any order, until you have as many cards as your maximum hand size. Putting cards on the bottom of your Hold is known as **stowing**. Finally, your turn ends, and your opponent’s turn begins.

## ***BOARDING***

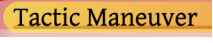

Sometimes the direct approach is best. Boarding attempts are a key part of Sky Pirate, as they give you an opportunity to directly attack and potentially destroy pesky emplacements, as well as reap the rewards of successfully raiding the other ship. You have a basic action to initiate a boarding attempt, which requires you to:

- Spend 3 ☉ (in addition to the ⚔ you spent)
- Choose a raid token and place it on the emplacement you want to attack. You may not choose a cannon if the defender has any unbroken structures.
- Commit at least one crew you control to your boarding party.

Then, the defender chooses whether or not to form a defending party by committing their own crew. Any crew not committed to either party is considered to be in reserve. Both players keep track of the total presence of the crew in their party, which is the sum of the attack values for



the attacker, and the sum of the defense values for the defender. Whether the defender commits crew or not, the attempt now proceeds with each player alternating doing one of the following (**the defender goes first**):

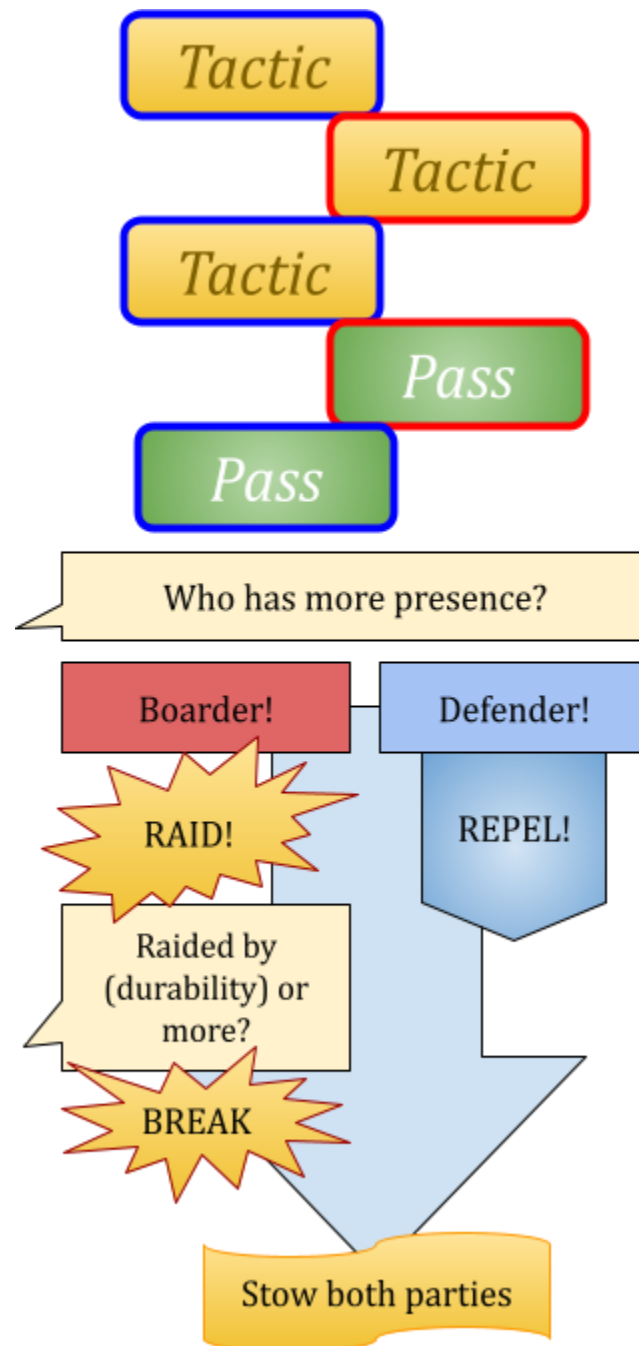
- Play a Tactic card from their hand or Treasure Chest. (Ex: Cards with the Tactic supertype, which look like )
- Use a Tactic effect on a crew in their party or noncrew they control that hasn't been used yet. (Ex: Effects that include a lightning bolt icon, like )
- Pass.

When both players pass consecutively, then it's time to compare presence. If the attacking party's presence is greater than that of the defending party, the attacker **raids**, which means they resolve all Raid effects from each crew in their party, other noncrew cards they control, and their chosen raid token(s), one at a time and in any order. Then, if the difference between the attacking party's presence and the defending party's presence is equal to or greater than the durability of the chosen emplacement, the emplacement **breaks** - eject it after resolving any triggered effects.

If instead the defending presence meets or exceeds the attacking presence, then the defender **repels**, which means they resolve all Repel effects from each crew in their party and other noncrew cards they control, one at a time and in any order.

Fighting hand to hand is tiring work. Once the outcome has been determined, and appropriate effects resolved, both players stow all crew in their party. The attacker's Action Phase ends (losing any unspent ⚔), and they proceed to their Cannon Phase

## Example Boarding Attempt



## ***CANNON PHASE***

During your Cannon Phase, you may fire any unstunned cannon you control (unless you are the First Player and it is your first turn). Your cannons begin the game unstunned. If all of your cannons are stunned when your cannon phase begins, unstun them all instead of firing any of them.

To fire a cannon, stun it (turning it 90°) and spend ☹ equal to its cost. Then **deal** damage to your opponent equal to its power. If your opponent does not **reduce** the damage (with an effect of some kind), then it **resolves** - your opponent discards that many cards from the top of their Hold. If 1 or more damage resolves, you and that cannon **breach**, triggering any relevant effects. Your opponent may **recover** one of the discarded cards from the resolved damage after you resolve those effects. For each special ammo loaded in the cannon, remove one ammo counter from it, then discard it if it has no ammo counters left.

Timing Example:

1. You are Burgle, and control a 2/2 cannon with Chainshot loaded with 1 ammo.
2. You fire the cannon by spending 2☹, dealing 1 damage to your opponent.
3. If your opponent does not reduce the incoming damage to 0, it begins to resolve. Your opponent discards cards from the top of their Hold equal to the amount of dealt damage.
4. If any of the discarded cards trigger upon being discarded, those triggers resolve now.
5. Damage has finished resolving, so now you and the cannon you fired breach, triggering Burgle and Chainshot. Your opponent's Recover opportunity also triggers now, but since you are the active player, you resolve Burgle and Chainshot (in the order of your choosing) first. Your opponent may then recover. Remove the ammo counter from Chainshot, then discard it.

## ***CLARIFICATIONS***

- You are the captain of all cards in your deck and all tokens you put into play.
- If a crew enters play under your control during a boarding attempt, it is added to your party by default. If that crew cannot be added to your party for any reason (perhaps because it has "-" presence during that turn), move it to reserve.
- Whenever you search your Hold, shuffle it right after you find (or fail to find) the card you were searching for.
- If a token is in any zone other than the play area, eject it.

## Now WHAT?

After you've played a game or two with the prebuilt decks, you can use the extra cards included in the Starter Pack to transform one or both of the prebuilts with a new Captain and strategy! Use the tables below to swap cards between the prebuilts and the extra cards, then try your hand with the new Captains. You can mix things up by changing the matchups as well - what happens when Cleaver and Harmony square off? Or Brass and Burgle?

### Cleaver ► Burgle

1x Cleaver	►	1x Burgle
1x Loot Bags	►	1x Ambusher's Perch
2x Relic Diver	►	2x Basher
2x Smelly Pete	►	2x Dusty Zeke
2x Tev the Tireless	►	2x Ship Sentinel
2x Overwhelm	►	2x Deck Party
2x Sleight of Hand	►	2x Sneak Attack
2x Sweep the Leg	►	2x Chainshot

### Brass ► Harmony

1x Brass	►	1x Harmony
1x Carapace	►	1x Medbay
2x Galeth of Cloudreach	►	2x Big Mouth
2x Gunnery Officer	►	2x Frontliner
2x Musketeer	►	2x Swordsman
2x Broadside	►	2x Buying Time
2x Resupply	►	2x Falsified Orders
2x Scrapshot	►	2x Skirmish

## ***DECKBUILDING***

The swap guides above are just suggestions - feel free to experiment with the contents of the Starter Pack so long as you observe these rules:

- 1 Captain
- 4 Emplacements (Structures/Cannons)
  - No more than 1 copy by name of any emplacement.
- 30 cards in your Hold
  - No more than 2 copies by name of any card.
- Take any cards from your Captain's faction or the Neutral faction.
- You may take up to 6 total cards from one faction other than your Captain's faction. You may use these "splash slots" on your emplacements as well as cards in your Hold, so long as the total number of splashed cards adds up to 6!
- If you take any cards with the **Set** keyword, you may not take any other cards from a differently named Set. For example, you can't take Hullpiercer and Carapace for the same list, since they are from differently named Sets (Conquest and Security).

## ***WHAT'S NEXT?***

Want more Sky Pirate? The Deckbuilding Pack completes your Core Set collection, with new cards for Pirate, Imperial, Ghost, and Trader. One Starter Pack and one Deckbuilding Pack contains a full playset of every card in Sky Pirate, as well as an extra set of the Neutral cards, so that two players can deckbuild from one collection! The first expansion "Awakening" is also available, which brings new mechanics and cards for all four Core factions, as well as a new, fifth faction. Head over to [windingroadgames.com](http://windingroadgames.com) for all the details!

# GLOSSARY

**Active Player:** The player whose turn it is.

**Break:** When an attacking party raids with excess presence equal to or greater than the durability of the target emplacement, the emplacement breaks (after resolving raid effects). Some emplacements have effects that trigger when they break.

**Captain:** Each player is the captain (owner) of all cards they start the game with, including the Captain card that represents your special ability and defines your faction.

**Cost:** Cannons have a cost value, which is how much powder must be spent in order to fire them.

**Discard:** Put into your discard pile.

**Discard Pile:** The place that you put your discarded cards, face up. This zone is public information.

**Durability:** Emplacements have a durability value, which is the amount of extra presence the attacking party needs to raid with in order to break the emplacement.

**Effect:** Anytime you see text on a card written as “X: Y”, then that text is an effect, which can be used by paying the cost(s) on the left of the colon, then resolving the text on the right of the colon.

**Eject:** Remove this card from the game.

**Emplacement:** A Structure or a Cannon. You begin the game with exactly four emplacements, with no duplicates by name.

**Hold:** Your deck of 30 cards that you draw from over the course of the game. If you run out, the next time you need to draw or discard a card from it, you lose the game.

**Plunder X:** Reveal the top X cards of your opponent’s Hold, then put up to one noncrew card from among them into your Treasure Chest. Discard the rest. Your opponent may recover one of those discarded cards.

**Powder:** Compressed wizard dust used as fuel and currency. Represented by powder tokens in game, which are either in your pool or on cards you control.

- Gain - Increase the amount of Powder in your pool.

- **Spend** - Decrease the amount of Powder in your pool. You cannot spend Powder you do not have.
- **Lose** - Decrease the amount of Powder in your pool. You cannot have less than 0 Powder.
- **Pay X** (to another player) - Spend X Powder. The other player gains X Powder.
- **Steal X** - Your opponent loses X Powder. You gain X Powder.

**Power:** Cannons have a power value, which is how much damage they deal when fired.

**Raid:** After both players pass consecutively during a boarding attempt, if the boarding party's total presence exceeds the total presence of the defending party, the boarding player and each crew in the boarding party raids. Resolve the effect of the chosen raid token(s), as well as all other effects triggered by these events, in the order of your choice.

**React:** Cards may have triggered effects that replace or prevent normal resolution of an effect. Such effects appear on cards as "*React -*" effects, and specify when they apply and how they interrupt normal procedure. Multiple React effects that trigger at the same time resolve in active player order.

**Reckless:** Cards with a "*Reckless -*" effect do something when they are discarded from your hand or Hold by an effect you control (including being discarded to recover another card).

**Recover:** Whenever damage or plunder dealt to your Hold resolves, you may recover one of the discarded cards by discarding a card from your hand. If you do, put one of the discarded cards into your hand.

- Your opportunity to recover from damage occurs at the same time as your opponent's breach effects, so your opponent (as the active player) will resolve those effects (in the order of their choosing) before you can recover.

**Repel:** After both players Pass consecutively during a boarding attempt, if the defending party's total presence meets or exceeds the total presence of the attacking party, the defender and each crew in their party repels. Resolve all effects triggered by these events, in the order of your choice.

**Search:** Look through the specified set of cards, and choose one that matches the constraints of the search effect. If no card matches, nothing happens. Shuffle your Hold afterwards.

**(Name) Set:** This card is part of the named Set. If you take this card during deckbuilding, you may not take cards from other Sets.

**Stow:** Put a card on the bottom of your Hold. Whenever you stow two or more cards, do so in any order.

**Stun:** Rotate a cannon 90°. Stunned cannons cannot be fired.

**Tactic:** As a supertype, “Tactic” indicates that the card can be played during a boarding attempt (and only at that time). As an effect cost, “Tactic” indicates that the effect can be used once during a boarding attempt (and only at that time).

**Treasure Chest:** The place to put cards that you’ve stolen from your opponent. You may play cards from the Treasure Chest as if they were in your hand, but any card played this way ejects whenever it would leave play.

**Unique (★):** Unique cards are denoted by an icon next to their name (★). If you ever control two or more unique cards with the same name simultaneously, you must discard all but one of those cards.

**Unstun:** Rotate a cannon 90° (back to upright orientation).



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## Turn Structure

⚙ = Action, ☉ = Powder



Pirate



Imperial



Trader



Ghost



Devoted



Neutral

### Start Phase

- Gain ⚙⚙⚙.
- Your turn begins.
- Draw a card from your Hold.

### Action Phase

- ⚙: Draw a card from your Hold.
- ⚙: Gain 1☉.
- ⚙: Play a card from your hand or Treasure Chest.
- ⚙: Board (Spend 3☉).

### Cannon Phase

- If your cannons are all stunned, unstun them and skip to your end phase.
- Otherwise, you may fire an unstunned cannon you control.

### End Phase

- Stow down to hand size.
- Your turn ends.

## Boarding Attempts

1. Boarding player boards by doing the following:
  - Spend 3☉.
  - Choose a raid token and place it on an unbroken emplacement (structures first).
  - Commit at least one crew to the boarding party.
2. Defending player defends by committing any number of crew to the defending party.
3. Starting with the defending player, both players alternate:
  - ⚡ : Use a Tactic effect on a noncrew you control or crew in your party, once each.
  - ⚡ : Play a Tactic card from your hand or Treasure Chest.
  - ⚡ : Pass (do nothing).
4. When both players pass consecutively:
  - Check for raid/repel.
  - If raid: Check for break.
5. Attempt ends.
6. Stow all parties.
7. Boarding player's action phase ends.