



SKY RELICS

TM

Fleet Core

SKY RELICS GAMES FLEET CORE RULES

Command and conquer the skies



Quick rule set for the fleet core

The Quick rules set allows small point battles to teach how to play the game on a tabletop or similar play space. Once you're familiarizing yourself with the basic concepts of the rules, you can then begin to add more unique options to the game such as various upgrades. Learning the core rules will help to bridge the gap with add-on rules that will appear with new cards and ships, for easier play.

Overview

What exactly is a relic in Sky Relics?

The normal definition of a relic is something that is from a past time or era, place, culture, etc. or that is considered holy or sacred in some way. Source:

In world of Sky Relics, the past alludes to a time when gods walked and ruled, and the tech they used was far above anything any other lesser peoples could even begin to devise. However it has been ages since the time of the gods, and long gone and forgotten are their teachings. Factories have broken down, their furnaces cold and rusted and any idea of how to restart the fires lost. The relics that remain and the power they possess are greatly coveted.

People and nations fight to preserve their life and operation, and search to uncover those items that still wait hiding and dormant. The smartest minds are locked in a desperate struggle to rebuild and regain the lost knowledge, and the ambitious to possess and wield the ancient might to rule the skies.

How does a sky ship work?

The technology that powers the ships in sky relics uses an alien technology combining science with the powers of the arcane. For most of the people of this world to attempt to comprehend the techno-magic would send their minds into utter chaos. The select few raised to be navigators, exist to bridge the gap between the modern and the world of the ancients.

Navigators are raised and trained from birth to understand the written language of the gods necessary to control all that connects the hardware and mechanisms of each ship to the inner controls. More than just living computers, navigators, through the power of the language of the gods, can mentally connect to the very heartbeat of the relic engines to access essential hardware like life-support and power.

To stay aloft the ships use anti-gravity engines called relic ballast engines, and then call upon the massive strength of the reactors to fuel the thrusters which drive the ships through the heavy and turbulent Targus skies. With average winds over 120mph, only the very best crew and warriors can command these vessels to take flight and do battle for the future of Targus.



Where is the world these ships call home?

Out in the far reaches of the universe a planet sits in the darkness. Targus was once a barren rock in the blackest depths of space. In this far flung barren corner of the cosmos where few stars dared to shine, the gods found their new home. Sun Darrius, the mighty god of sun fire, poured all of his power and life into forging a bright new star for the forlorn rock perishing in doing so. The thousand or so remaining gods released their divinity into Targus granting life where there was once none. Vegetation grew, waters flowed, and vast mountains freed themselves of their deep roots ascending into the sky. The cost of this great task was heavy leaving only a few millennia of life to this people who had lived for aeons.

The last of the gods created the life and the people of Targus were born. Yet in doing so they hastened their own demise. Not all of the blood lines were created equally by these gods. Thus unleashing jealousy in some and ambition in others, which soon led to war throughout Targus and in the heavens where the few gods left remained.

Centuries after the war of the gods, peace and prosperity reigned. However, Targus once again must endure another war for survival. War is coming and as if the world could sense the impending danger, new deposits of sky ships in graveyards have been uncovered after ages of dormant slumber. These ships and the power they possess hold the keys to the future of any nation to easily tip the balance in their favor.

In this struggle for power and control, the Valdians stand as the last lines of defense against the treasures of the most ancient graveyard falling into opportunistic hands. The graveyard lying deep in the great valley, has been a closely guarded secret for hundreds of years, and after being stumbled up by fluke twist of fate, the nations of the world now gear up for war and the prize of power that waits to be unrected. The precious ancient relics of the war of the gods remain at rest with only the valiant sky knights to act in their defense. The world of Targus has come steps and bounds but is far from ready to give life back to the ancient war machines that nearly destroyed this fledgling planet the first time.

At what altitude to sky ships fly?

Relics Engines have to fly in the middle altitude level of the Targus skies. If a ship descends too far, the ship will be dragged into the gravity well of Targus and will crash. Ships could try to fly into the upper atmosphere but the relics engines start to cut off and the ship will start to lose power and crash. Navigators have yet to glean an answer from the god stones as to why a ship won't break off into space. Ships fly best in the middle between the low gravity well and engines stall. This is also where most trade routes for fast speed and good wind currents lie. War ships often fight under this area in the sky war zone where normal ships can best avoid attacks by incoming fire attacks.



DICE

How and why dice are used in the game.

Dice play a large part of the game. They are used to determine different outcomes, such as whether an attempt at attacking or defending is successful. Some abilities also use dice to determine the outcome of if an effect happens and sometimes to what degree. Not all game effects require a dice roll and these will not have any dice value attached to them on their respective play material (cards). In that case, the power of the effect or ability works without dice, and as indicated on the played card.

Dice needed to play are three or more d10s, a few d8, standard d6 and a couple d3.

Why so many d10's

All roll checks are made with d10s and roll checks can be used to make attack, leadership rolls or other attributes stat rolls when needed. Roll checks can be with two to five d10's.

Roll checks success

Check the stat number and with, if any, modifications which can lower or increase the number. So if the stat number is 6 then any roll of 6 or higher is one success. If more than one die roll is a success it adds a bonus to the result.

I.e. The player has three d10's and their stat is 7, the player rolls 7, 8, and 4 two die rolls are successful. The first successful roll means the roll check is a success and second successful roll adds a +1 modifier to the result of the roll check.

Other dice

The other dice are used for rolling the damage of attacks, or other specific events in the game. Rolling **Jump In**, which determines attack initiative, is a d6. Initiative declares which fleet can fire first in the attack phase.



Ship movement

The ship's speed is made of two numbers. The first stat is Thrust. This number is the total speed you can move during a turn. The three Thrusts are drift (cost 1 Thrust), the next speed is swift (cost 2 Thrust) and the last speed is full Thrust which (cost 3 Thrust). The second stat is Maneuver and is how many moves or pivots the ship can make in the movement phase.

The ship stat for example can be 3/1 which means the ship can move once in either of the three Thrusts.

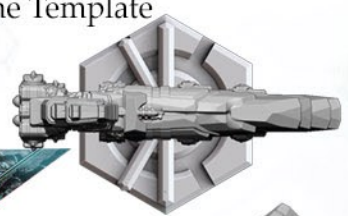
If the stat is 3/2 then the ship can make up to two moves(#/2) but can only pay 3 Thrusts total (3/#).

Ex. A ship with 3/2 can make one full Thrust movement, because it cost 3 Thrust (the first number) for the movement. Or the ship can move twice once with a swift Thrust movement, which cost 2, and move again with a drift Thrust which cost 1 for a total of 3 Thrusts (3/#) across 2 movements (2/#). Finally, the ship could move 2 drifts Thrusts which only cost 2 Thrusts.

Move Template



Moving a ship: Choose what thrust is ship is moving at. Place the Move template against the front of the ship's hex base, then move the ship so that the rear of its hex base touches the Template that completes one maneuver.



How to Pivot

Use the diagonal edge of the Hex base place Move Template with the Speed thrust chosen for the pivot then move ship complete the maneuver.



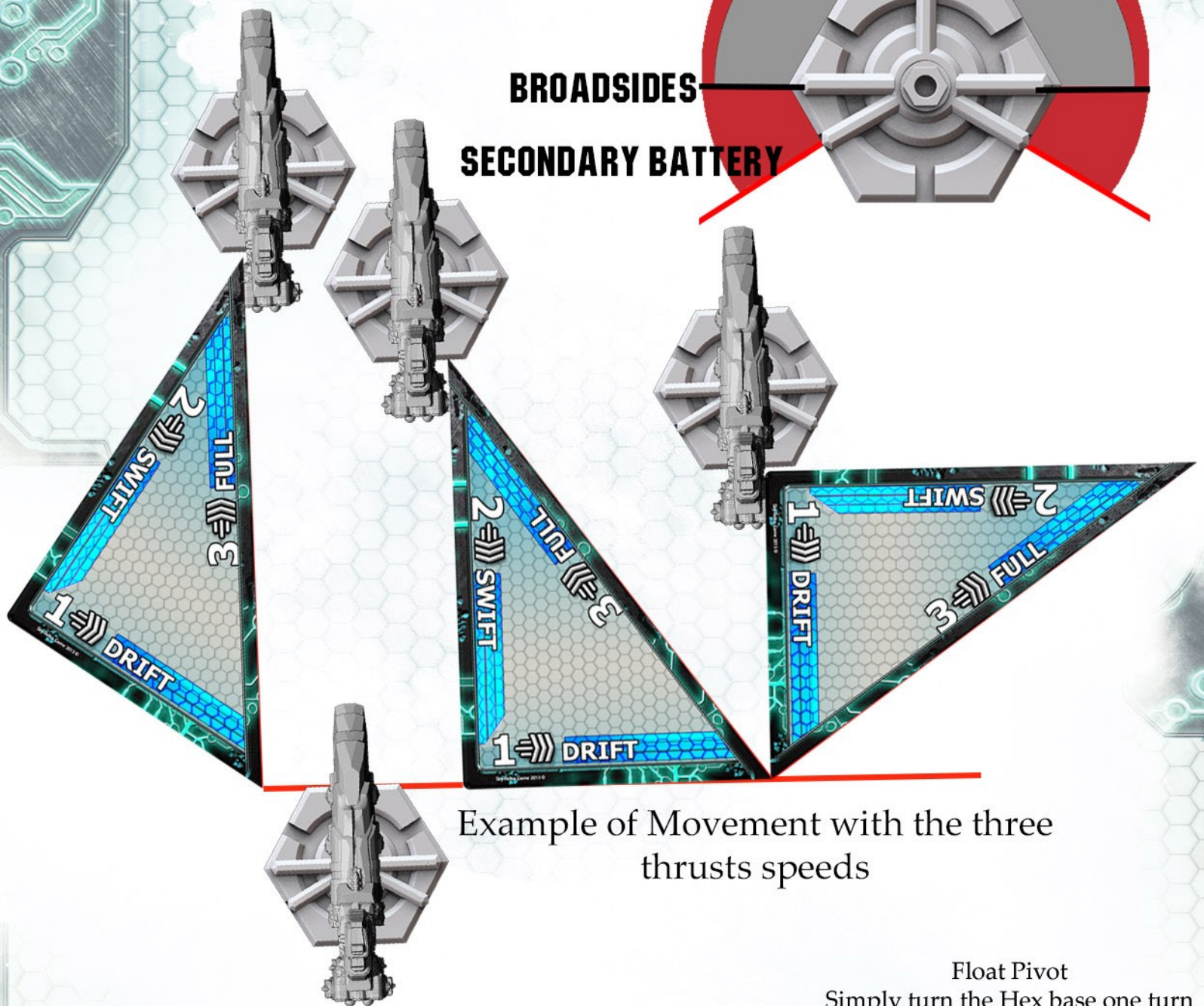
Fire Arc

LANCE ARC

MAIN BATTERY

BROADSIDES

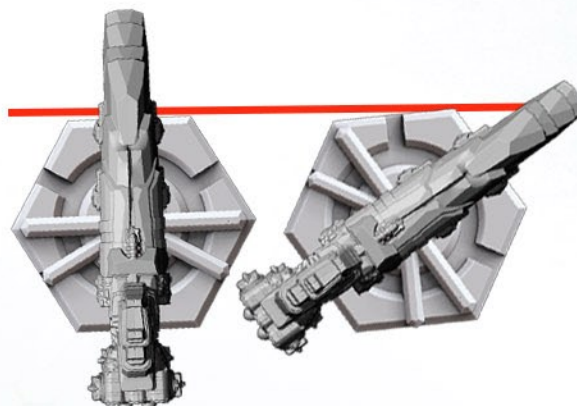
SECONDARY BATTERY



Example of Movement with the three thrusts speeds

Float Pivot

Simply turn the Hex base one turn where the diagonal edge is facing the front, this can either be to the right or left. The ship can float pivot with moving with thrust speed but uses a maneuver to do so. A can move at a thrust speed and can float pivot after the maneuver with the additional cost of 1 maneuver.



Ship stats

Actions

Actions are spendable and have many different effects during the game round. Actions help with movement of a ship or to fire a battery more the once. The amount of actions depends on the ship size and crew training which can add more actions to the ship.

Armor value: The amount of protection against incoming attacks. The armor value can range from 3 and up.

Hull points: The amount of damage the ship can endure before being Sunk.

Types of Hull Points

Standard hull point: outer hull plates

Frames hull point: are hard points that are tougher to damage.

Bulkhead: is area armored with damage causes little harm to the rest of the ship.

Critical Hull Point: The weak spot in the ship that can causes many problems.

Speed: How much movement the ship can make in the game round.

Condition: The current state of the ship with parts and maintenance

Crew Level: "Crew Combat Value" represents both a combination of a crew's training, experience, morale, and motivational factors.

Point value: The cost to field the ship in battle.

Weapon Batteries

Ships will have up to three weapon batteries to use each game round.

Secondary battery: The secondary guns are less powerful and take less effort to fire. Minimum amount of actions to fire is 1.

Main battery: The main guns are the most powerful weapon battery on the ship and they take more effort to load and fire each game round. They take 2 or more actions to fire.

Lance battery: Forward arc weapons heavy damage, with limited fire arc and higher gunnery skill for this weapons are hard to aim with.

Broadside battery: powerful weapon battery with a limited fire arc but may have long range and or heavy damage. minimum amount of actions to fire is 3.

Torpedoes battery: great damage difficult to hit with.

Weapon battery stats

Range: ranges are short range 01-08", medium range 09-16", long range 17-20", and the last range extreme is 21-24". Each battery will use these ranges.

Power: The amount of dice the battery will have to make roll checks with. This is how powerful the weapon battery is.

Gunnery skill: How well the crew can shoot batteries the range is 7-4 in GS

Damage: The amount of damage the weapon battery can do which starts as low as a d6 .

Actions: The amount of actions points to fire the battery and type of Battery.

Ship Card Layout



1) Weapons systems on the ship, this only three slots, each slot can be used for the different type of attacks. Stats left to right Actions cost and battery type, R: range band, P: power amount, GS: gunney Skill and D: damage

2) Stat line: Icons left to right . Action: icon, Armor: icon, Speed icon, Condition icon Crew Level icon and Ship Pionts: Icon.

3) Ships abilities or special equipment on board.

4) Ship Image, the ship image and paint schemes for the ship.

5) Nations or factory icon to show which the ship belongs to field in battle.

6) Name of the ship class and or the ship unit.

7) Ships abilities or special equipment on board.

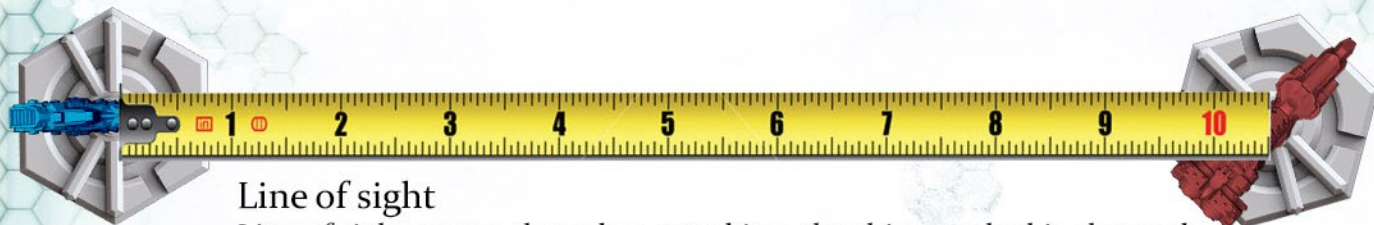
8) Special Hull hits icons, like shields and other unique armor plates.

9) Hull hits icons the amount of damage the ship can take before sinking.

Measuring Tape: How to Measure

Range in the game use the standard Measuring tape or ruler, using inches for the standard unit of measurement.

When attacking checking the firing arc, use the fire arc indicator marks on the flight base for right weapon battery.



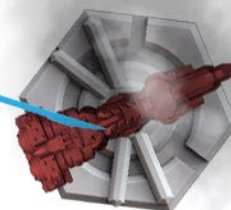
Line of sight

Line of sight means that when attacking, the ship attacked is always the closest ship in the firing arc and within range. Distance between ships is measured from post to post.



However, can ships shoot over other ships that are in the way? Yes, but the weapon battery's power has a -1 modifier for the attack. The gunners are taking aim and fire less shots not to hit the ships in front.

The Front war wind is blocking the attack on the damaged War wind. The player chooses to attack over the blocking War wind and loses -1 power for the attack.



Weapon Example Range is Medium 9-16"



Under range

When attacking if your target is under your listed range band your ship has -1 GS for the attack.

Ex. John fires at Eric's War Wind from Short Range. Johns Corvo main battery has a Medium range, which means that for the attack the Corvo has a GS of 5 instead of 6.

PBR (point blank range)

When ships are within 1" of the target ship they are considered point blank. When in PBR firing ships receive a bonus of -2 GS for attacks.



Over Range

When attacking, if your target ship is beyond your listed Range Band, your ship has a +1 GS for the attack.

How to Boost

Boost: to boost you spend an extra action to aim or to evade which adds a +1 to the gunnery skill of a ship attacking you. You can boost the movement of the ship by adding one to either the speed stat or the movement stat.

The player can boost the current attack by spending one action to increase the range of the attack by 1, or a bonus of -1 (lower skill is better) to gunnery skill for the rest of the attack. The boost can allow the player to choose their target if it's in range and in line of sight.

List of boosts: (1 action)

- Full Throttle: Add +1 speed stat to either Thrust or Maneuver.
- Float Pivot ship: Can Float pivot the turn ship either to right or left
- Arcing Fire: Add +1 range up to next range band
- Choose target: Can pick a target with in line of sight.
- Aiming Fire: -1 gunnery skill for the attack.
- Evasive maneuvers: +1 to the attacking GS for the Attack,

How to attack

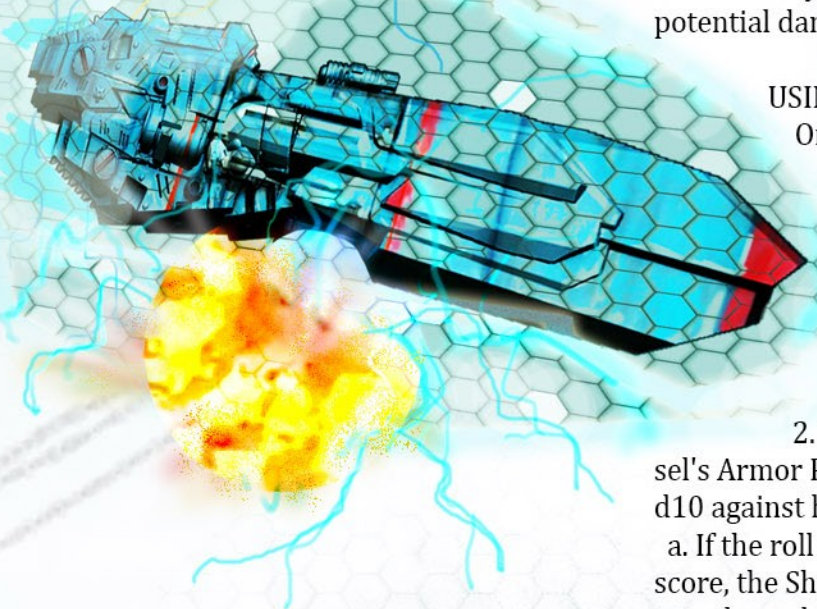
The attack phase is when the player activates ships and spends actions to attack, boost, etc. .

1. Measure distance to the target ship to see in which range band it is in.
2. Check your modified Gunnery Skill, this is the number you're trying to roll equal to or over.
3. Roll a number of d10s equal to your power stat.
4. Each success past the first will be beneficial for the upcoming damage roll.

If you've rolled at least one success, proceed to rolling damage.



SHIELDS



A vessel's armor is not necessarily its only defense. On a Valdains vessels shields will often absorb much of the energy from an incoming attack. Each time a model equipped with Shields is hit by an attack it may attempt to use its shields to mitigate the potential damage.

USING SHIELDS

Once the total damage has been calculated from a single attack, the vessel determines if Shields are applicable by:

1. If the total damage does NOT exceed the vessels Armor Rating (AR) then the Shields will no activate and the armor will absorb the damage.
2. If the total damage does exceed the vessel's Armor Rating (AR) then the captain must roll a d10 against his vessel's Condition score.
 - a. If the roll is greater than or equal to the Condition score, the Shields have ACTIVATED and no damage gets through.
 - b. If the roll is less than the Condition score, the Shields have failed to Activate and are destroyed. All damage from the attack affect the vessel as normal.

SHOOTING

Shooting

Weapon batteries can be fired again by spending actions. Each time the weapon battery is fired, after the first, add +1 to the Gunnery Skill. Time reloading the guns is taking time so they can't aim well.

I.e.

Eric chooses to fire the secondary battery for one action then does the attack. Eric wants to fire the battery again, which being the second time, adding +1 to the Gunnery Skill for the second attack. The player can choose to fire the weapon battery again, if the ship has the actions to do so. This third attack adds a +2 to the Gunnery Skill. The highest the stat can go is 9 after modifications.

Spending points and building a fleet

A Sky Relics Fleet consists of a number of ships coming together to make a fleet. At the minimum, each fleet must have at least 4 regular ships and one or more command ships. To play the game each player needs to field at least five ships. Buying and choosing your fleet to meet these requirements is part of the strategy of the game.

Both players have the same amount of points to spend to assemble their fleet. Points may be spent on ships themselves or on Upgrades, to be explained in detail later.

Command Ships

Command ships are ships where your Fleet captain is aboard and can cost up to a quarter of the total points allotted to build the fleet.

Sky Command

Each player will designate a single command ship as the Sky Command of their fleet. Ships designated as the Sky Command tend to be the point of interest in a battle, and are often the focal point of the chain of command and/or mission objectives in certain scenarios. The captain(s) of a Sky Command are men and women, who have come up through the ranks and proven themselves true leaders.

Damage

Roll the damage die listed by the chosen attack. Each extra success from the attack roll adds a +1 to your damage. After rolling, and adding any bonuses, check the armor on the target ship. You deal damage for meeting the armor and for every point above it.

I.e.

John activates Corvo and chooses to fire the main battery. This costs two actions. The main battery has a power of 3, it's damage is d6, and the ship gunnery skill is 6.

The player rolls 3d10's resulting with 6, 9, and 3. This scores two success(6 and 9) and adds +1 to the damage roll for a total of d6+1 and rolls 3 +1 for total 4 damage. The target ship's armor value is 4. For having met the armor value, Johns Corvo deals 1 damage, however the damage is not above the value, so there is no additional damage.



Damage Roll +1

Taking Damage: Ship AV 4
Undamaged box is AV4



attack needs minmin 4 damage
this attack did 4 and mark
a box

AV4 damages 4 stops on the first box

Next attack did 6 damage
mark the next box but the
Next box is Frame +1 and



AV4 AV6

Because damage went to
next box over you +1 and
another +1 because of the frame

Roll a 10 on the roll check when attacking adds a critical which is a d3 extra damage which adds to the damage roll total. If a two 10's are rolled then the D3 goes to D6 and if three 10's are rolled then D6 goes to D8 and so on to D10 to the highest.

Deployment

When players begin a game of Sky Relics, you must deploy your ships. Certain scenarios may feature different deployment zones but for now we will just use Standard Deployment.

Standard Deployment Zone

The Standard Deployment Zone is 6" inches wide and 14" long. This designates the edges of the play space. Deployment Zones should be [#]" from each other, in order to create the complete play space. Either on the middle edge of the table or on ends of the table. Players deploy Ships at the same time in their respective Zones. Ships must be deployed 1" apart from each other.

A fleet can also activate secondary 12 inch by 8 inch deployment zones for 15 points each. These can be placed within Range of Command of the fleet commander from the primary deployment zone.

Game rounds

1. Movement phase

Randomly determine which player moves first. You can move any ship that you are able to, though you are not required to. The player can choose which ships to move and in what order. Then use the movement card and spending your speed to move the ship accordingly. Repeat with another ship until all the active player's ships have had a turn to move or pass.

Once all players have done this, the movement phase is over.

Ramming attacks

Special rules

Ramming attacks are declared during the movement phase. A ramming attack costs 1 action.

After declaring a Ramming attack, the ship gains +1 to their speed stat and must spend it moving getting as close to the enemy ship as possible.

For a ramming attack to succeed the ramming ship needs to end its moves within 1 inch of an enemy ship.

Check the difference between the ramming and defending ship's speed. The difference is applied as a modifier to the leadership of the Ramming ship.

The defending ship gains +1 leadership for this defense and may pay to perform Evasive Maneuvers. If Evasive maneuvers are used then add a D10 to the defending player dice. What happens if it's a tie then both ships take 1 Hull Point of Damage.

2. Attack phase

To start this phase both players roll to "jump in". Players roll a d6 the highest roll goes first this phase. The player who won the Jump In can activate ships to attack. Once the first Player has activated all their able ships, the second player gets to activate and make attacks with their ships. Once all able ships have had the chance to activate the attack phase is over.

Sinking Ships

Once you reduced a ship to 1 hull, they are Sunk. A Sunk ship is taken off the table at end of the round. A Sunk ship can still attack during the attack phase as normal. A wounded Lion is still a Lion and a Wounded Sky Relic is still a force of destruction. During the upkeep phase, any ships still wounded are removed from play as they sink beneath the clouds.

3. Boarding action phase

Though not included in the quick start rules, Boarding Actions are a powerful and risky maneuver. Your Marines will board and rampage through the enemy ship, to seize control of a new Sky Relic. The remaining Skeleton Crew will not be able to defend themselves however. These actions happen during this phase.

4. Repair phase

In this phase, any ships with remaining actions may make repairs rolls by spending their actions. Each repair, costs 1 action. Roll d10s equal to the ship's repair and the ship's conditions stat is the target number. Every success repairs 1 hull damage.

5. Upkeep

The upkeep phase any sunk ships are taken off the table. Make any leader-ship roll for morale rest all actions on ship cards reward any victory points for.

Winning the Game

With the starting rules winning is with Victory points and sunken ships are worth the whole the Number of the Point value is if the ship cost 12 pts then ship is worth 1 victory point

Again if the ship cost 24 pts then the ship is worth 2 victory points. The player with the most victory points after a 4 rounds of play or longer if both players want to keep going. Or destroying the other player Fleet is also a sure way to win.

Quick Play Sheet

Game Round Sequence

- 1) Deployment
- 2) Movement Phase
- 3) Ramming
- 4) Attack Phase
- 5) Boarding Action
- 6) Repair Phase
- 7) Upkeep Phase

Deployment

When the players deploy the ships on the table be mindful what ships are where. Placement is up to the player but each ship must be at least 1" apart within the given deployment zone. Ideal table size is 3' x 3'. The standard deployment zone is 6" wide by 14" long.

Movement Phase

Roll 1d6 to determine which player moves first. You can move any ship that you are able to, though you are not required to. The player can choose which ships to move and in what order. Then use the movement card and spending your speed to move the ship accordingly. Repeat with another ship until all the active player's ships have had a turn to move or pass. Once all players have done this, the movement phase is over.

The ship's Speed is made of two numbers. the first number is Thrust. This is the maximum you can move during a turn. The three levels are **Drift** (cost 1), the next is **Swift** (cost 2) and the last is **Full** (cost 3).

The second number is Maneuver. This is how many moves/turns the ship can make in the movement phase per turn.

Ramming (see complete game rules)

Attack Phase

To start this phase both players roll to "Jump In". Players roll a d6 the highest roll goes first this phase. The player who won the Jump In can activate ships to attack. Once the first Player has activated all their able ships, the second player gets to activate and make attacks with their ships. Once all able ships have had the chance to activate the attack phase is over.

1. Range is measured from the center post of the attacking ship to the center post of its target.

Under range: when attacking if your target is under your listed range band your ship has -1 GS for the attack.

| Distance | Range |
|-----------|-------------|
| 0" - 6" | Short (S) |
| 6" - 12" | Medium (M) |
| 12" - 18" | Long (L) |
| 18" - 24" | Extreme (X) |

2. Check for LOS. Line of sight means that when attacking, the target ship is always the closest ship in the firing arc and within range.

3. Spend Actions to use Weapon Batteries and to Boost attacks.

| Cost | List of Boost Actions |
|------|--|
| 1 | Add +1 to either Thrust or Maneuver |
| 1 | Pivot ship one facing to either the left or right. |
| 1 | Increase range to next range band |
| 1 | Aim: -1 GS for a single attack |
| 1 | Evasive maneuvers: +1 GS to the attacker for the attack. |

4. Check your modified Gunnery Skill, This is the target number you're trying to roll equal to or over.

5. Roll a number of d10s equal to your weapon's power stat. Each success past the first will be beneficial for the upcoming damage roll. If you've rolled at least one success, proceed to rolling damage. A roll of a 10 is a critical success which adds an additional 1d3 to the damage roll.

6. Roll the damage die listed by the chosen attack. Each extra success from the attack roll adds a +1 to your damage. After rolling, and adding any bonuses, check the armor on the target ship. You deal one damage for meeting the armor and one for every point above it.

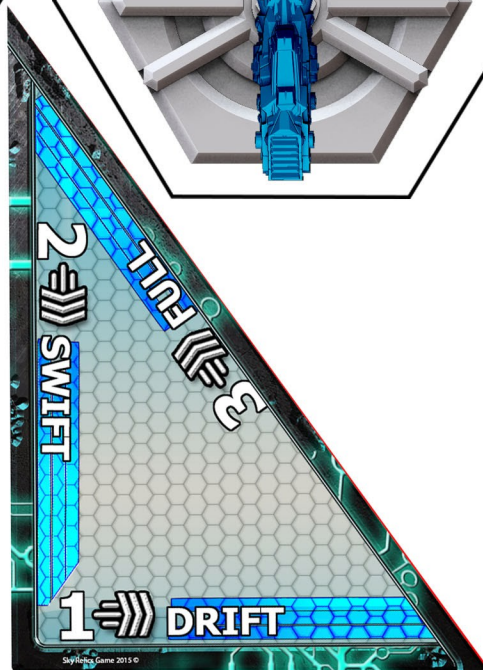
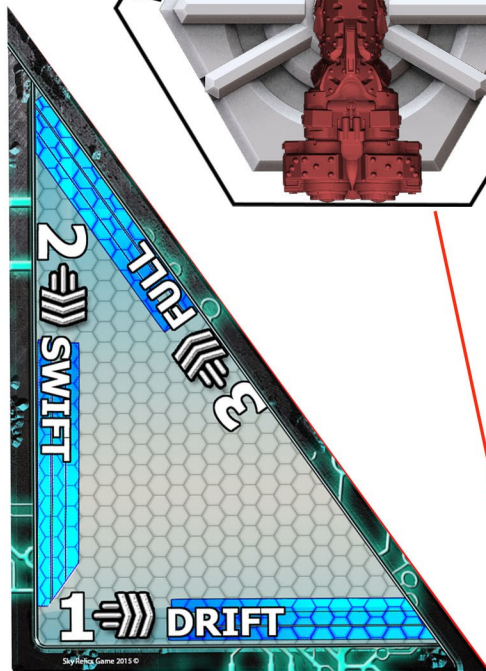
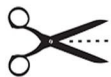
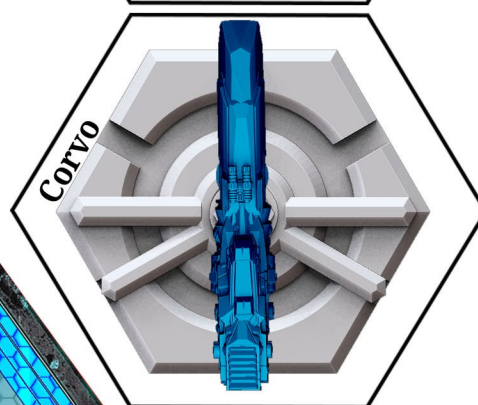
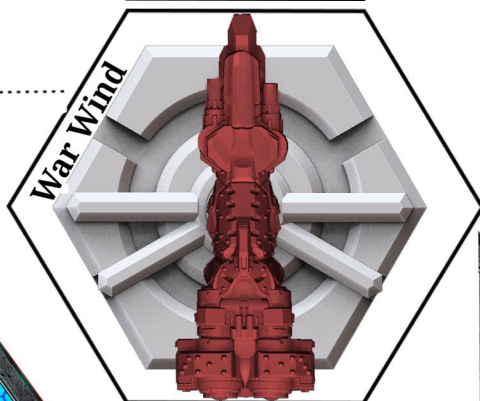
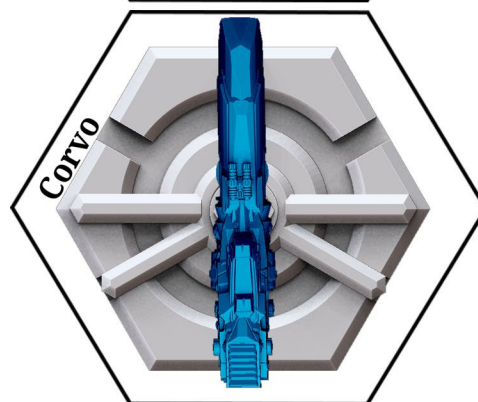
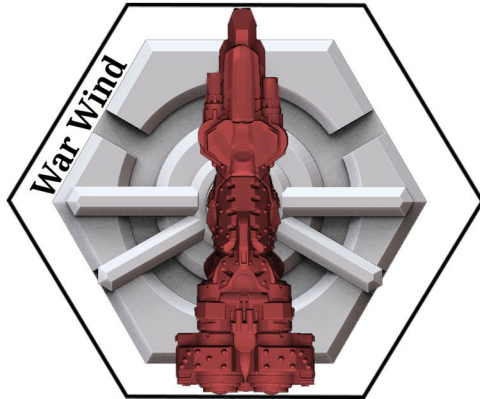
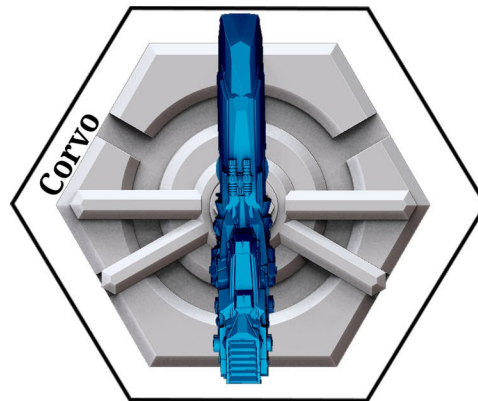
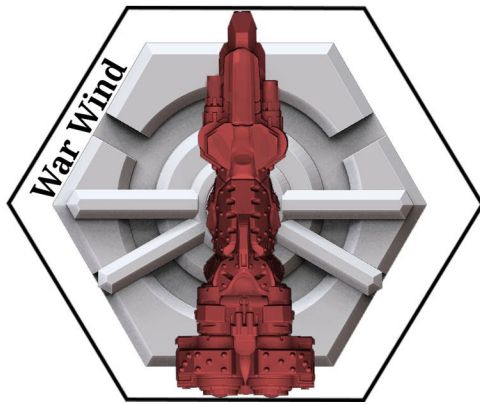
Boarding Actions (see complete game rules)

Repair Phase

In this phase, any ships with remaining actions may make repairs rolls by spending their actions. Each repair, costs 1 action. Roll d10s equal to the ship's repair and the ship's conditions stat is the target number. Every success repairs 1 hull damage.

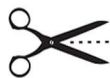
Upkeep Phase

In this phase any sunk ships are taken off the table. Make any leadership rolls for morale. Reset Action dice/counters on all able ships. Activate any Fleet Advantages.



Cut around the Black boarder of the Hex
Use Heavy Card Stock to print On





Corvo Class: STB

3 2 4/3 6 2 12

2M R:L P:3 GS: 6 d8

1S R:L P:2 GS: 6 d6

Corvo Class: STB

3 2 4/3 6 2 12

2M R:L P:3 GS: 6 d8

1S R:L P:2 GS: 6 d6

Corvo Class: STB

3 2 4/3 6 2 12

2M R:L P:3 GS: 6 d8

1S R:L P:2 GS: 6 d6

Cut around the card boarder
Use Heavy Card Stock to print On





War Wind Class: STB



3 3 3/2 7 2 12 +2

| | | | | | | | |
|----|-------------------|--|--|--|--|--|--|
| 3M | R:M P:3 GS: 7 d10 | | | | | | |
| 2S | R:M P:2 GS: 7 d8 | | | | | | |
| 1S | R:M P:1 GS: 7 d8 | | | | | | |


War Wind Class: STB



3 3 3 3/2 7 2 12 +2

| | | | | | | | |
|----|-------------------|--|--|--|--|--|--|
| 3M | R:M P:3 GS: 7 d10 | | | | | | |
| 2S | R:M P:2 GS: 7 d8 | | | | | | |
| 1S | R:M P:1 GS: 7 d8 | | | | | | |

War Wind Class: STB



3 3 3 3/2 7 2 12 +2

| | | | | | | | |
|----|-------------------|--|--|--|--|--|--|
| 3M | R:M P:3 GS: 7 d10 | | | | | | |
| 2S | R:M P:2 GS: 7 d8 | | | | | | |
| 1S | R:M P:1 GS: 7 d8 | | | | | | |

Cut around the card boarder
Use Heavy Card Stock to print On

