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WHEN Thomas Edison crash-landed on Mars in 1870 in the ether flyer of his own invention, it opened the portal to an ancient and exotic civilization. Nineteen years later, the British Empire is finally established in several colonial enclaves, and steam-powered aerial gunboats patrol the skies above the Martian canals. But not all the Martian princes tolerate the British, and cloudfleets of stately kites and powerful screw galleys are hurled against the invader.

SPACE

1889

SKY GALLEONS OF Mars



1890

Frank Chadwick

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Game contains small pieces not suitable for children age 3 and below

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1982

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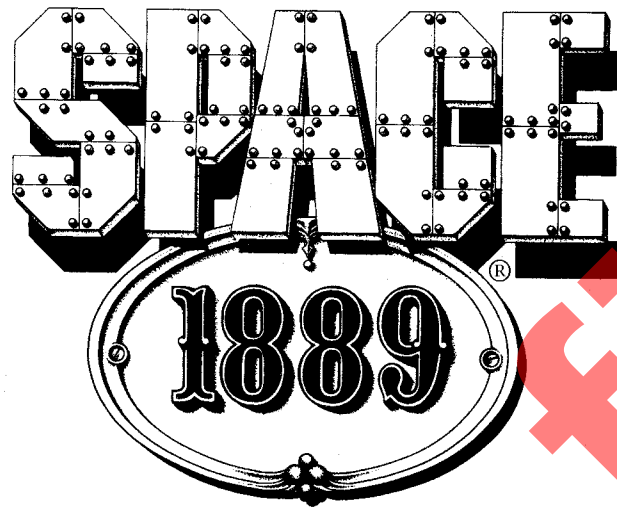
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SKY GALLEONS
OF Mars

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SKY GALLEONS

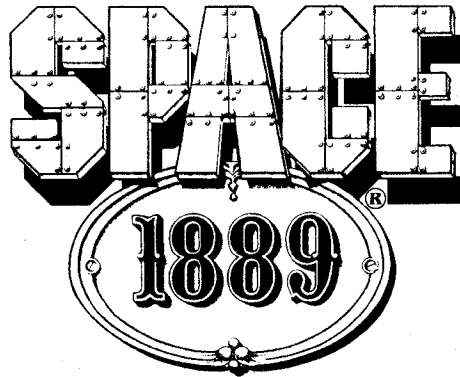


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But not all the Martian princes tolerate the British, and cloudfleets of stately kites and powerful screw galleys are hurled against the invader.

*S*ky Galleons of Mars is a fast-paced game of aerial combat in the Martian skies between the wooden cloudfleets of the Martian princes and the armored aerial gunboats of Queen Victoria's Royal Navy. Once the basic rules are mastered, players can play a variety of battle games and scenarios, and then move on to design their own ships and battles.





SKY GALLEONS *OF Mars*

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GAME COMPONENTS

YOUR COPY of *Sky Galleons of Mars* includes this rules booklet, a background and history booklet entitled **Space: 1889**, a booklet of ship record forms, two maps showing parts of the surface of Mars, two game reference folders, five sprues of plastic playing pieces, and four dice.

The rules are divided into two main sections: basic and advanced. After the basic rules have been read you can play the first scenario. A variety of advanced rules can then be added to the game to allow play for a greater variety of situations. Each additional section of rules is accompanied by a scenario that illustrates those rules.

The Ship Record Form booklet has sufficient record forms for many gaming sessions, but it is a good idea to make additional photocopies of these forms for subsequent play. Although additional Ship Record Form booklets are for sale from GDW, you will find it more convenient and economical to copy those included in the game, and permission is hereby given to do so for your personal use.

The plastic playing pieces should be carefully cut away from their sprues with a sharp knife. Several of the pieces require some assembly. The accompanying illustration identifies the playing pieces and shows how they are to be assembled for use by players.

SEQUENCE OF PLAY

SKY GALLEONS OF MARS is played in turns, each of which represents about one minute of real time. There are three phases in a turn: the Initiative Phase, the First Player Movement Phase, and the Second Player Movement Phase. In the Initiative Phase both players form or disband boarding parties and make any other changes in crew assignments they wish. In addition, each player rolls a die and the high die roll has the *initiative* and decides which player will be the first player (move first) and which will be the second player for that turn.

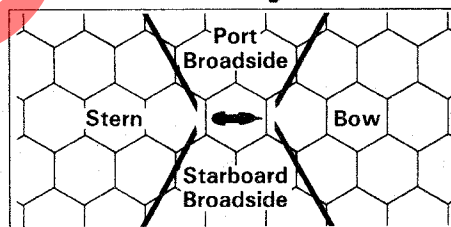
In each player movement phase, one player (the moving player) moves all of his vessels according to the rules of movement. After all of his movement is finished, both players may fire at the enemy. Each weapon may only fire once during the game turn, however, so weapons which fire at the end of the First Player Movement Phase may not fire again at the end of the Second Player Movement Phase. After both players have fired their weapons, the moving player fights any battles involving boarding parties of his on board enemy ships. After all such battles are fought, the moving player makes all damage repair rolls that he is entitled to.

After both players have completed their movement phases the turn is over, and a new turn begins with its Initiative Phase.

FACING

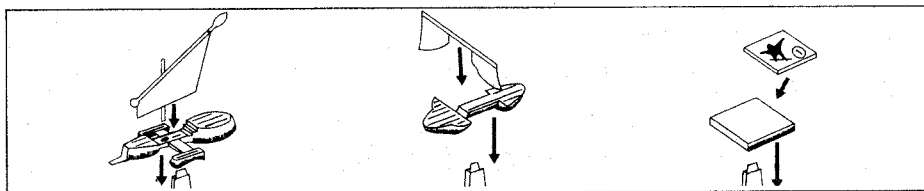
EACH SHIP is always oriented in such a manner that its bow is facing one of the six hexsides in its hex. Whenever a ship moves its first hex entered must be the one directly in front of it. Ships may only change facing during movement, and the procedure for doing so is covered in the movement rule.

Facing also affects the ability of ships to fire. There are four firing aspects of a ship; these are determined by its facing. Most weapons may only fire at targets in certain firing aspects, as explained in the rules on gunfire. The four firing aspects are illustrated below.



MOVEMENT

EACH SHIP has a movement allowance, which is the number of movement points it may expend in a single turn. The enclosed picture at the top of each ship record sheet includes a large circle with a number in it to the right of the picture. This number is the ship's movement allowance. Each movement point spent allows a vessel to move one hex in the direction it is facing and change its facing by one hexside. Vessels which move one hex but do not change their facing still pay one movement point. At the cost of one movement point steam vessels may change their facing in a hex without moving. This maneuver is called a power turn.



If more than one ship ends a turn in the same hex, their relative position may be important, particularly for determining which guns bear in which direction. The player who moved last determines where in the hex his ship ends its move, and thus its relative position to the other ship or ships in the hex. He does so by announcing which firing aspect of his the other enemy ship is in and which firing aspect of it his ship is in. For example, he might say, "The enemy ship is in my broadside aspect; I am in his rear aspect."

The relative position and aspect chosen must be possible, given the facing of the ships. For example, if two ships in a hex are facing the same direction it is possible for them to be in each other's broadside aspect, or for either one to be behind the other. It is not possible for them to be in each other's bow aspect, however, as that would require them to face each other.

COLLISIONS

WHENEVER A SHIP enters a hex already occupied by another ship there is a chance of a collision. Roll a die; there is a collision on a roll of 1 or 2. Add 1 to the die roll if the moving ship entered the hex by way of the bow or stern hexside of the nonmoving ship. Subtract 2 from the die roll if the moving ship attempts to turn while in the same hex as the nonmoving ship. If there is a collision, the moving ship immediately stops and may not move further that turn.

8

The enclosed picture at the top of each ship record sheet includes a large square in the lower left-hand corner of the enclosure.

The number in the square is the ship's hull size. Each player involved in a collision rolls a die. If the result is equal to or less than the hull size of the other player's ship, the player who rolled the die suffers a hull hit on his own ship. If the other ship has a hull size greater than 6, then one hit is automatically taken and a second is suffered if the die roll is less than or equal to the amount by which the hull size exceeds 6. In other words, the bigger the ship you collide with, the more likely your own ship is to take damage.

Finally, the smaller ship in the collision has a chance of suffering a loss of trim. Roll a die. If the die roll is less than or equal to half of the difference in hull size (round fractions down), the smaller ship suffers a loss of trim. (See the section "Damage" for a description of the effects of loss of trim.)

If two ships begin a phase together in the same hex, the moving player's ship may move out of the hex immediately, but must roll for a collision again. If it collides, it remains in the hex for the rest of its move and checks for collision damage again.

ALTITUDE

THERE ARE six altitudes: Very High (VH), High (H), Medium (M), Low (L), Very Low (VL), and Ground (G). In general, the surface of the planet is at ground level, but some mountains rise to higher altitudes. Mark the altitude of a ship by placing the correct altitude marker on its stand.

The maximum altitude of a vessel is noted on its ship status sheet. There is a block of several rows of boxes labelled "Hull Hits." The

H			
M			
L			
VL			

boxes on the left of the rows include an abbreviation for the various altitude levels. The highest level shown is the maximum altitude of the ship.

All ships may go down 1 altitude level per turn at no cost. Each altitude the ship goes up costs 2 movement points. Each level the ship goes down after the first one costs 1 movement point. Thus a ship with a movement allowance of 5 could move 5 hexes or move 3 hexes and climb 1 level, or move 1 hex and climb 2 levels. A vessel whose speed is reduced to 1 hex may still climb 1 level instead of moving. Each level of altitude change allows a 1 hexside change in facing. This does not apply to the 1 free altitude drop per turn.

If a vessel is in the same hex as another vessel but is at a different altitude, there is no possibility of a collision. If it changes altitude and thus both ships are at the same altitude, there is the normal chance of a collision.

If a vessel involuntarily drops to the same altitude as the surface of the planet, it crashes and is destroyed. If it voluntarily drops to the surface, it has landed. However, a vessel may only drop 1 altitude level and may only move 1 hex the turn it lands. If it moves more than 1 hex or drops more than 1 level, it crash lands. The crew is safe, but the vessel is crippled and is removed from play. If a vessel enters a hex which contains land at an equal or higher altitude as the vessel (such as a mountain top or cliff wall), and the vessel is moving at a speed of 1, it lands. If the vessel is moving faster than 1, it crashes.

COMBAT

FIRE COMBAT

FIRING MAY take place at the end of each movement phase. Ships of both players may fire at the end of each movement phase, but each weapon may fire only once per turn.

Each weapon has a limited arc of fire, as shown on the ship status sheet. Each gun mount is shown on the enclosed picture at the top of the sheet. The picture is a stylized deck plan of the ship showing placement of its guns. Each gun is indicated by a box. The type of gun is noted in the box, and its allowed field of fire is shown by the lines coming out of the box. A gun with

lines pointing to the bow, stern, and side, for example, can fire into the bow, stern and broadside (on that side of the ship) firing aspects. The small circles next to the gun box represent the gun crew.

The number of shots that a weapon may take is called its rate of fire (ROF). Weapons with a rate of fire greater than 1 may take more than one shot in a turn, but all must be resolved at the same time and all must be directed at a single enemy vessel. Weapons with a rate of fire expressed as a parenthetical number, take that many turns between shots to reload. Thus a gun with a rate of fire of (2) could fire on turn 1 of a game and then could not fire again

until turn 4, having spent turns 2 and 3 reloading.

The chance of a shot hitting is determined by the range at which the gun is fired. The weapons chart lists the short range and long range of a gun in hexes. The first (smaller) number listed under range for the gun is its close range. Weapons with a close range of 0 conduct close range fire only when firing at targets in the same hex. Each shot from a gun hits on a roll of 3, 4, 5, or 6 at close range and on a roll of 5 or 6 at long range.

If there is more than one ship in the target hex, roll to hit normally. However, if the shot misses, roll a second time. If the second roll is a hit, then it hits the other ship in the hex. If there are several other ships in the hex, the second roll is made only once and the hit, if any, is assigned to one of the ships by means of a random die roll.

Altitude differences also affect the chance of hitting the target. No ship may fire at an enemy ship if the difference in altitude (in levels) is greater than the range (in hexes). For example, a ship cannot fire at a ship 2 hexes away but 3 hexes lower.

If fire is possible at a higher target, add 1 to the range for every level higher the target is compared to the firing vessel. Thus, a target 2 hexes away and 2 levels higher would be fired at as if it were at a range of 4. Firing at targets at lower elevations does not add to the range.

Finally, all fire at targets at different altitudes is conducted with a die roll modification of -1 on the hit die roll. Thus, at close range shots would only hit on rolls of 4, 5, or 6 and at long range they would hit only on rolls of 6.



Sailors fire a Hotchkiss one-pounder