



Ping Chan



Abacuc Mangold



Arnaud de Rodellec



Duke Milingo



Ketto von Perux

The GAME ROUND

TURN PHASES

1. Ill Winds Blow
2. Sail Skyship
3. Dump Cargo and/or Crew
4. Take one action (A, B, C, or D)

The GUILD COUNCIL

1. Council Deliberations
2. Investments
3. Shortage and Surplus
4. Purchase Guild Influence
5. Close the Guild Council

ACTIONS

A. TRADE (on a City tile, in any order)

- ☞ Buy/Sell Cargo
- ☞ Buy/Sell Phlogiston
- ☞ Hire/Fire Crew
- ☞ Load Sludge
- ☞ Organize Cargo
- ☞ Repair Damage
- ☞ Upgrade Holds

C. MINE The CLOUDS (on any tile)

Collect 1d6 phlogiston units for free on any tile. If on the Phlogiston Geyser, collect 2d6 units.

D. ATTACK A SKYSHIP (on any tile)

If on the same tile as another player, demand compensation from that player. If that player refuses, combat begins.

B. COLLECT MINERALS (on a City tile)

Receive 2d6 worth of class 1 goods for free. If the dice result in doubles, receive one additional class 6 good.

The COMBAT ROUND

1. **Rally Crew:** Selects **one** Crew card.
2. **Roll Combat Die:** Roll one die and add combat modifiers.
3. **Damage:** Highest total combat value wins and the losing player must draw one Damage card.
4. **Pursue/Withdraw:** Decide to either continue attacking or withdraw.

Phlogiston Use

TILES MOVED	PHLOGISTON SPENT
0	0
1	1
2	2
3	3
4	5
5	10

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