

CLOUDSHIPS OF MARS

These are the ship control play sheets to go with the Cloudships of Mars game appearing in issue 409 of Miniature Wargames magazine.

Each should be printed out at a **minimum** of A4 and preferably in colour. Users will then need to put them in to clear 'pockets' or - preferably - laminate them so that they can be written on with wipe off markers.

Additionally, coloured tiddlywinks counters can be used to mark damage and systems-use as detailed in the rules. Four colours should cover all needs - pots of red, yellow blue and green counters are readily available in bulk from many retailers.

Feel free to copy and use these for your own use but they are still copy right to the author so please don't go selling them...

John Treadaway
2017

3+2
BOARDING

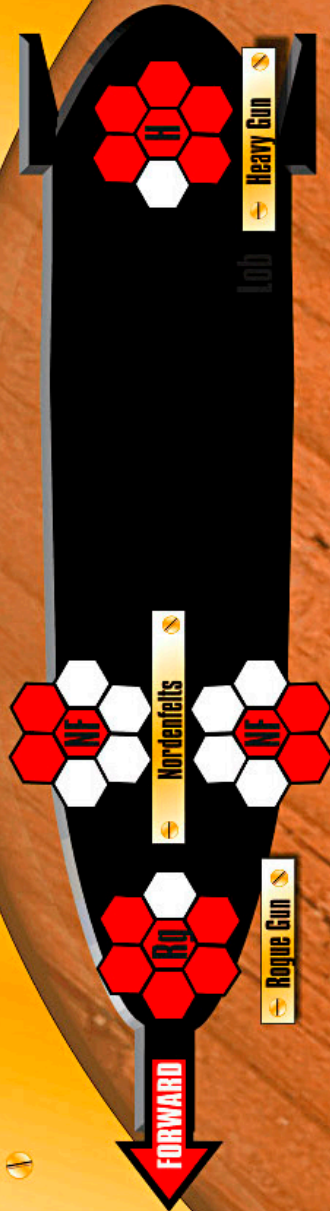


6
MOVE

2
RAM

WEAPONS DAMAGE & RANGE

Rogue (Rg)
1d6 DAMAGE: 3, Range 3/6
Heavy (H)
1d6 DAMAGE: 2, Range 2/4
Nordentfelt (NF)
5d6 DAMAGE: P*, Range 1/2
* Only against crew



FI'NY UTHAR

MAIN WEAPONS
PLUS 1 DAMAGE
ON A NATURAL 6

MAIN WEAPONS
TO HIT - 1d6
SHORT RANGE 3-6
LONG RANGE 5-6
EACH HEIGHT BAND
UP FROM THE TARGET
ADDS ONE HEX TO
THE APPARENT RANGE

ANTI-PERSONNEL
WEAPONS
TO HIT - 5d6
SHORT RANGE 5-6
LONG RANGE 6
CHECK RESULT ON
ANTI-PERSONNEL
WEAPONS HIT CHART

CRITICAL HITS - ROLL 2d6

ROLL RESULT

- Trim hit:** Drop one level immediately
- Bridge hit:** cannot change course or altitude next move (mark on control panel)
- Boiler hit:** Reduce maximum speed by 3 permanently and take 1 extra damage.
- Magazine hit:** lose one gun (dice for which) and take hits equal to DAMAGE of gun lost
- Manoeuvre crew hit:** Reduce speed by 1 for the next move
- Rudder jammed:** cannot change direction in next move
- Lifters damaged:** cannot change altitude next move
- Screw hit:** reduce speed by 1 permanently
- Crew casualties:** Reduce Boarding Value -1
- Lifters damaged:** Permanently reduce max height by one (minimum is Low)
- Magazine hit:** lose one gun (firer's choice) and take hits equal to TWICE DAMAGE of gun lost

HEIGHT CHANGE & WEAPON FIRING ANGLES
MAIN WEAPONS 45° - 1 HEX FOR EACH HEIGHT
ANTI PERSONNEL - NO FIRING UP AT SHIPS

SPEED

6 5 4 3 2 1

HEIGHT

H M L

HULL	HULL	HULL	gun	gun	CRITICAL	SPEED -1	MEDIUM	GUN	BOARD PARTY	HULL
HULL	HULL	HULL	HULL	HULL	HULL	HULL	HULL	HULL	CRASH	CRASH

BOARD PARTY
BOARD PARTY
BOARD PARTY

ANTI-PERSONNEL HITS ON THIS FI'NY UTHAR

HITS RESULT

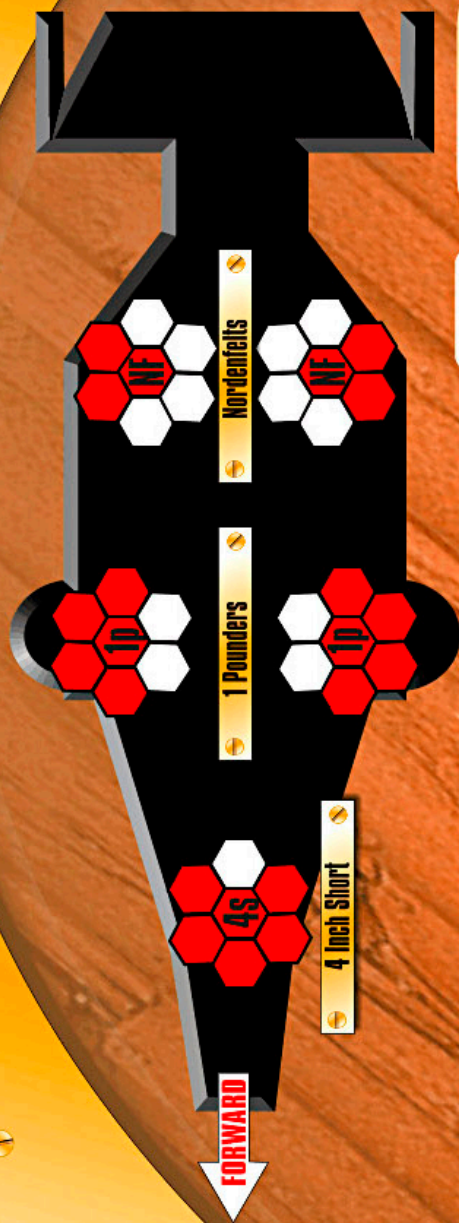
- Boarding value reduced by 1 permanently
- Bridge crew hit, no direction change next move
- Manoeuvre crew hit, speed reduced by 1 permanently
- Gun crew hit, one gun (dice as if hit by gunfire) cannot fire next move
- Trimsman hit, no altitude change next move
- Manoeuvre crew hit, speed -1 next move



2+2
BOARDING

6
MOVE

1
RAM



WEAPONS DAMAGE & RANGE

4 Inch Short (4s)

1d6 DAMAGE: 4, Range 3/6

1 Pounder (1p)

3d6 DAMAGE: 1, Range 2/4

Nordentfelt (NF)

5d6 DAMAGE: P*, Range 1/2

* Only against crew

MAIN WEAPONS
PLUS 1 DAMAGE
ON A NATURAL 6

MAIN WEAPONS
TO HIT - 1d6 or 3d6

SHORT RANGE 3-6

LONG RANGE 5-6

EACH HEIGHT BAND

UP FROM THE TARGET

ADDS ONE HEX TO

THE APPARENT RANGE

ANTI-PERSONNEL
WEAPONS

TO HIT - 5d6

SHORT RANGE 5-6

LONG RANGE 6

CHECK RESULT ON

ANTI-PERSONNEL

WEAPONS HIT CHART

CRITICAL HITS - ROLL 2d6

ROLL RESULT

2 **Trim hit:** Drop one level immediately

3 **Bridge hit:** cannot change course or altitude next move (mark on control panel)

4 **Boiler hit:** Reduce maximum speed by 2 permanently and take 1 extra damage.

5 **Magazine hit:** lose one gun (dice for which) and take hits equal to DAMAGE of gun lost

6 **Manoeuvre crew hit:** Reduce speed by 1 for the next move

7 **Rudder jammed:** cannot change direction in next move

8 **Lifters damaged:** cannot change altitude next move

9 **Screw hit:** reduce speed by 1 permanently

10 **Crew casualties:** Reduce Boarding Value -1

11 **Lifters damaged:** Permanently reduce max height by one (minimum is low)

12 **Magazine hit:** lose one gun (firer's choice) and take hits equal to TWICE DAMAGE of gun lost

HEIGHT CHANGE & WEAPON FIRING ANGLES

MAIN WEAPONS 45° - 1 HEX FOR EACH HEIGHT

ANTI PERSONNEL - NO FIRING UP AT SHIPS

SPEED

6

5

4

3

2

1

HEIGHT

H

M

L

	HULL	HULL	HULL	HULL	gun	gun	CRITICAL	CRASH
HULL	HULL	HULL	HULL	HULL	HULL	gun	CRITICAL	CRASH
gun	gun	HULL	CRITICAL SPEED -1	CRITICAL	gun	gun	CRITICAL	CRASH
MEDIUM	HULL	HULL	HULL	HULL	BOARD PARTY	CRITICAL	CRITICAL	CRASH
LOW	HULL	HULL	HULL	HULL	CRITICAL	CRITICAL	CRITICAL	CRASH

BOARD PARTY

ANTI-PERSONNEL HITS ON THIS APHID

HITS RESULT

6+ Boarding value reduced by 1 permanently

5 Bridge crew hit, no direction change next move.

4 Gun crew hit, one gun (dice as if hit by gunfire) cannot fire next move

3 Trimsman hit, no altitude change next move

2 Manoeuvre crew hit, speed -1 next move

1 No effect

4 RAM

MAIN WEAPONS
PLUS 1 DAMAGE
ON A NATURAL 6

MAIN WEAPONS
TO HIT - 1d6 or 3d6
SHORT RANGE 3-6
LONG RANGE 5-6
EACH HEIGHT BAND
UP FROM THE TARGET
ADDS ONE HEX TO
THE APPARENT RANGE

ANTI-PERSONNEL WEAPONS
TO HIT - 7d6
SHORT RANGE 5-6
LONG RANGE 6
CHECK RESULT ON
ANTI-PERSONNEL
WEAPONS HIT CHART

CRITICAL HITS - ROLL 216
ROLL RESULT

- 2 Rocket Batteries magazine OR Bomb Rack hit:** lose one battery/bomb and take 106 DAMAGE
 - 3 Trim hit:** Drop one level immediately
 - 4 Bridge hit:** cannot change course or altitude next move [mark on control panel]
 - 5 Boiler hit:** Reduce maximum speed by 2 permanently and take 3 extra damage.
 - 6 Magazine hit:** lose one gun (dice for which) and take hits equal to DAMAGE of gun lost
 - 7 Manoeuvre crew hit:** Reduce speed by 1 for the next move
 - 8 Rudder jammed:** cannot change direction in next move
 - 9 Lifters damaged:** cannot change altitude next move
 - 10 Screw hit:** reduce speed by 1 permanently
 - 11 Lifters damaged:** Permanently reduce max height by one [minimum is low]
 - 12 Magazine hit:** lose one gun (firer's choice) and take hits equal to TWICE DAMAGE of gun lost
- HEIGHT CHANGE & WEAPON FIRING ANGLES**

MAIN WEAPONS 45° - 1 HEX FOR EACH HEIGHT


ANTI PERSONNEL - NO FIRING UP AT SHIPS

HEIGHT CHANGE & WEAPON FIRING ANGLES

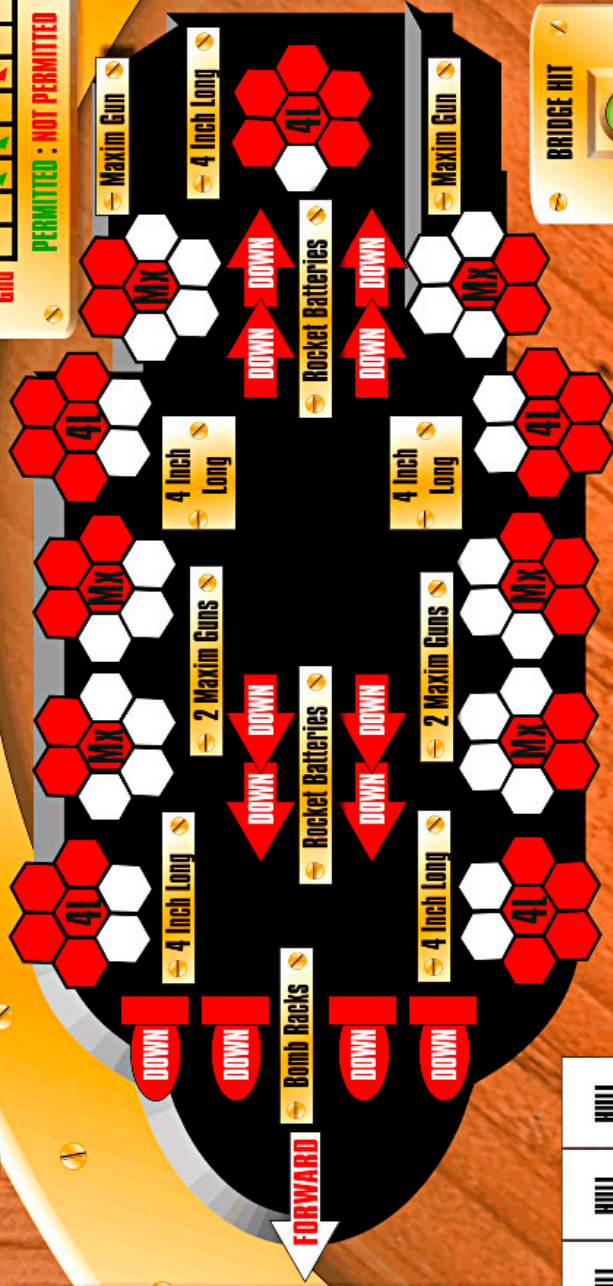
MAIN WEAPONS 45° - 1 HEX FOR EACH HEIGHT

ANTI PERSONNEL - NO FIRING UP AT SHIPS

ROCKETS, HEIGHT & RANGE



PERMITTED : NOT PERMITTED



WEAPONS DAMAGE & RANGE

4 Inch Long (4L)
106 DAMAGE: 4, Range 4/8
 Rockets - 4 UP FORWARD,
 4 DOWN REAR*
406 is the DAMAGE, Max Range 4
 Bombs - 4 Directly Down,
106 is the DAMAGE FOR EACH BOMB 
 Maxim Guns (Mx)
746 DAMAGE: P, Range 1/2**
 * Range must be equal or less
 than the difference in altitude
 ** Only against crew

7d6 DAMAGE: P**, Range 1/2

*** Range must be equal or less**

than the difference in altitude

**** Only against crew**

SPED

4 3 2 1

HEIGHT

13

BOARD PARTY	BOARD PARTY	BOARD PARTY
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[illegible]

ANTI-PERSONNEL HITS ON THIS BORDINO

HITS RESULT

- 6+ Boarding value reduced by 1 permanently
- 5 Bridge crew hit, no direction change next move.
- 4 Gun crew hit, one gun (dice as if hit by gunfire) cannot fire next move
- 3 Trimsman hit, no altitude change next move
- 2 Gun crew hit, one gun (dice as if hit by gunfire) cannot fire next move
- 1 Manoeuvre crew hit, speed -1 next move



OPRESEN

MAIN WEAPONS
PLUS 1 DAMAGE
ON A NATURAL 6

ANTI-PERSONNEL WEAPONS

TO HIT - 7d6

SHORT RANGE 5-6

LONG RANGE 6

CHECK RESULT ON

ANTI-PERSONNEL

WEAPONS HIT CHART

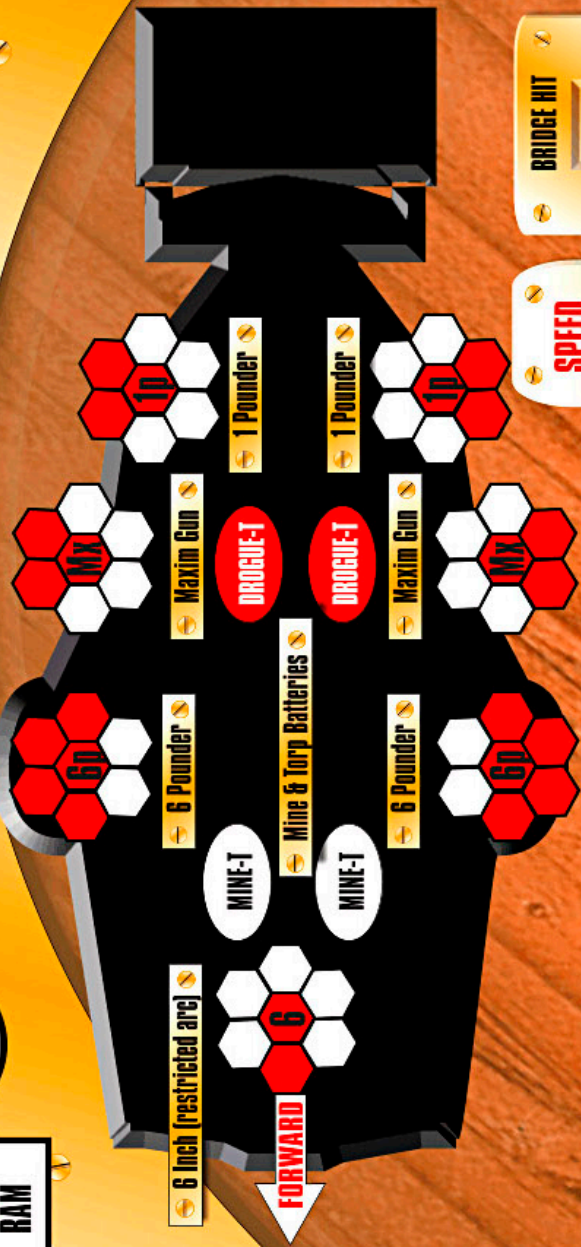
MAIN WEAPONS
TO HIT - 1d6 or 3d6
SHORT RANGE 3-6
LONG RANGE 5-6
EACH HEIGHT BAND
UP FROM THE TARGET
ADDS ONE HEX TO
THE APPARENT RANGE

CRITICAL HITS - ROLL 2d6
ROLL RESULT

HEIGHT CHANGE & WEAPON FIRING ANGLES

MAIN WEAPONS 45° - 1 HEX FOR EACH HEIGHT

ANTI PERSONNEL - NO FIRING UP AT SHIPS



HULL	HULL	HULL	HULL	HULL	HULL	HULL	HULL	HULL	HULL	HULL
GUN	CRITICAL	SPEED -1	GUN	HULL	BOARD PARTY	CRITICAL	GUN	HULL	HULL	HULL
HULL	HULL	GUN	HULL	CRITICAL	HULL	HULL	GUN	HULL	LOW	CRITICAL
GUN	CRITICAL	SPEED -1	GUN	HULL	BOARD PARTY	CRITICAL	GUN	HULL	GUN	CRASH

ANTI-PERSONNEL HITS ON THIS BREEDER

HITS RESULT

- 6+ Boarding value reduced by 1 permanently
- 5 Bridge crew hit, no direction change next move.
- 4 Winch crews hit, lose all deployed mines and torps
- 3 Trimsman hit, no altitude change next move
- 2 Gun crew hit, one gun (dice as if hit by gunfire) cannot fire next move
- 1 Manoeuvre crew hit, speed -1 next move

A yellow rectangular button with rounded corners. It has four screws, one in each corner. In the center is a green circular button with a white highlight. To the left of the green button, the text "TEMP SPEED -1" is written vertically in black, bold, sans-serif font.

A yellow rectangular button with rounded corners and four screws. It features a green circular target icon in the center and the text "FIRING-1" in bold black letters on the left.



4
RAM

3
MOVE

4+7
BOARDING

GRACIOUS BLOSSOM

WEAPONS DAMAGE & RANGE

Rod (Rd)

1d6 DAMAGE: 1, Range 3/6

Heavy (H)

1d6 DAMAGE: 2, Range 2/4

Light (Lt)

1d6 DAMAGE: 1, Range 2/4

Sweeper (Sw)

2d6 DAMAGE: P*, Range 1/2

Group of Flying of Martians

(on or off ship)

5d6 DAMAGE: P*, Range 1/2

* Only against crew

NOTE

SWEEPERS and FLYING MARTIANS
add to the Boarding Party tally

3 or more hits from AP
weapons in one turn

KILLS a flying Martian group
when deployed.

When on ship they may take hits
like any other Boarding Party
and are worth two BP's in
boarding actions.



MAIN WEAPONS
PLUS 1 DAMAGE
ON A NATURAL 6

MAIN WEAPONS
TO HIT - 1d6
SHORT RANGE 3-6
LONG RANGE 5-6
EACH HEIGHT BAND
UP FROM THE TARGET
ADDS ONE HEX TO
THE APPARENT RANGE

HEIGHT CHANGE & WEAPON FIRING ANGLES
MAIN WEAPONS 45° - 1 HEX FOR EACH HEIGHT
ANTI PERSONNEL - NO FIRING UP AT SHIPS

CRITICAL HITS - ROLL 2d6

ROLL RESULT

- 2 **Trim hit:** Drop one level immediately
- 3 **Bridge hit:** cannot change course or altitude next move (mark on control panel)
- 4 **Fire breaks out:** Firing -1, no boarding actions undertaken while fire is fought for next move.
- 5 **Magazine hit:** lose one gun (dice for which) and take hits equal to DAMAGE of gun lost
- 6 **Manoeuvre crew hit:** Reduce speed by 1 for the next move
- 7 **Rudder jammed:** cannot change direction in next move
- 8 **Lifters damaged:** cannot change altitude next move
- 9 **Screw Hit:** reduce speed by 1 permanently
- 10 **Crew casualties:** Reduce Boarding Value -1
- 11 **Lifters damaged:** Permanently reduce max height by one (minimum is low)
- 12 **Magazine hit:** lose one gun (firer's choice) and take hits equal to TWICE DAMAGE of gun lost

ANTI-PERSONNEL WEAPONS

TO HIT - 2d6 Sweepers or
5d6 Flying Martians

SHORT RANGE 5-6
LONG RANGE 6

CHECK RESULT ON ANTI-
PERSONNEL WEAPONS HIT CHART

HULL	HULL	HULL	gun	HULL	HULL	HULL
HULL	CRITICAL	GUN	HULL	gun	gun	HULL
HULL	BOARD PARTY	CRITICAL	HULL	HULL	SPEED -1	GUN
HULL	CRITICAL	gun	HULL	HULL	LOW	HULL
HULL	GUN	CRITICAL	HULL	HULL	BOARD PARTY	BOARD PARTY
gun	HULL	CRITICAL	CRASH	CRITICAL	CRITICAL	CRASH

ANTI-PERSONNEL HITS ON THIS GRACIOUS BLOSSOM

HITS RESULT

- 6+ Bridge crew hit, no direction change next move
- 5 Boarding value reduced by 2 permanently
- 4 Gun crew hit, one gun (dice as if hit by gunfire) destroyed
- 3 Gun crew hit, one gun (dice as if hit by gunfire) cannot fire next move
- 2 Boarding value reduced by 1 permanently
- 1 Manoeuvre crew hit, speed -1 next move

BRIDGE HIT



TEMP SPEED -1



FIRING -1



NO DIRECTION CHANGE



NO ALTITUDE CHANGE



SPEED

3

2

1

HEIGHT

M

L

BOARD PARTY	BOARD PARTY	BOARD PARTY	BOARD PARTY
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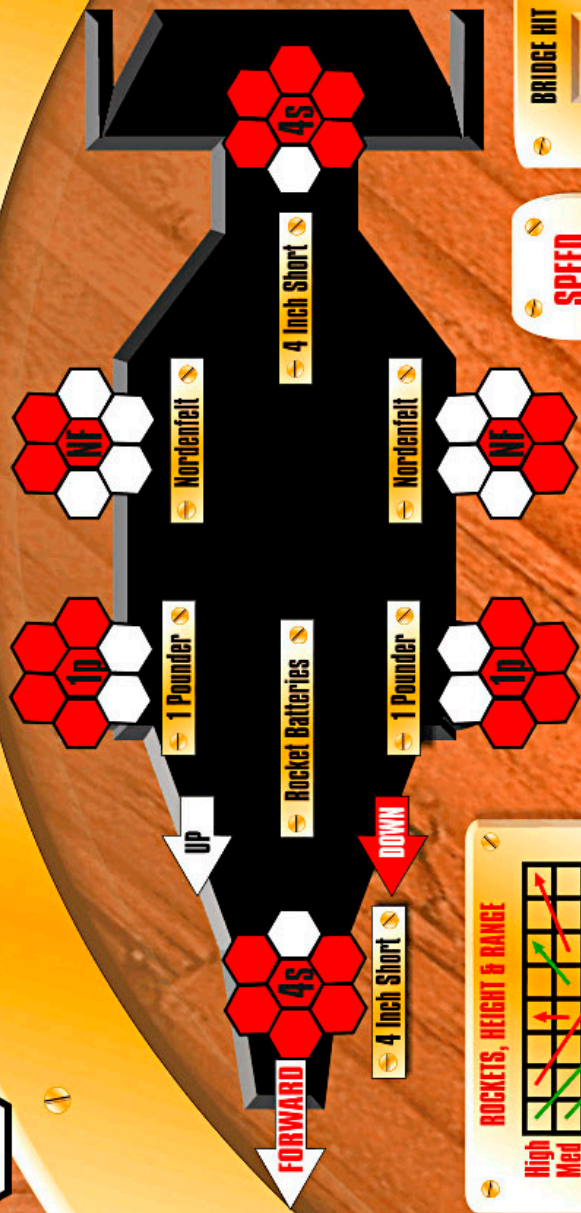


2+2
BOARDING

6
MOVE

1
RAM

LOCUST



WEAPONS DAMAGE & RANGE

4 Inch Short (4s)

1d6 DAMAGE: 4, Range 3/6

1 Pounder (1p)

3d6 DAMAGE: 1, Range 2/4

Rockets - 1 UP, 1 DOWN*

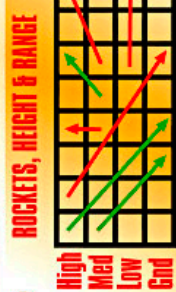
1d6 is the DAMAGE, Max Range 4

Nordentfelt (NF)

5d6 DAMAGE: P***, Range 1/2

* Range must be equal or less than the difference in altitude

** Only against crew



PERMITTED : NOT PERMITTED

ANTI-PERSONNEL HITS ON THIS LOCUST

HITS RESULT

- 6+ Boarding value reduced by 1 permanently
- 5 Bridge crew hit, no direction change next move.
- 4 Gun crew hit, one gun (dice as if hit by gunfire) cannot fire next move
- 3 Trimsman hit, no altitude change next move
- 2 Gun crew hit, one gun (dice as if hit by gunfire) cannot fire next move
- 1 Manoeuvre crew hit, speed -1 next move

HULL	HULL	HULL	GUN	CRITICAL	HULL	MEDIUM	CRITICAL
GUN	CRITICAL	SPEED -1	HULL	BOARD PARTY	CRITICAL	LOW	CRASH

BOARD PARTY

SPEED

6

5

4

3

2

1

HEIGHT

H

M

L

BRIDGE HIT



TEMP SPEED -1



FIRING -1



NO DIRECTION CHANGE



NO ALTITUDE CHANGE



CRITICAL HITS - ROLL 2d6

ROLL RESULT

- 2 Trim hit: Drop one level immediately
- 3 Bridge hit: cannot change course or altitude next move (mark on control panel)
- 4 Boiler hit: Reduce maximum speed by 2 permanently and take 1 extra damage.
- 5 Magazine hit: lose one gun (dice for which) and take hits equal to DAMAGE of gun lost
- 6 Manoeuvre crew hit: Reduce speed by 1 for the next move
- 7 Rudder jammed: cannot change direction in next move
- 8 Lifters damaged: cannot change altitude next move
- 9 Screw hit: reduce speed by 1 permanently
- 10 Crew casualties: Reduce Boarding Value -1
- 11 Lifters damaged: Permanently reduce max height by one (minimum is low)
- 12 Rocket Batteries magazine hit: lose one battery and take 1d6 DAMAGE

HEIGHT CHANGE & WEAPON FIRING ANGLES

MAIN WEAPONS 45° - 1 HEX FOR EACH HEIGHT

ANTI PERSONNEL - NO FIRING UP AT SHIPS

MAIN WEAPONS

TO HIT - 1d6 or 3d6

SHORT RANGE 3-6

LONG RANGE 5-6

EACH HEIGHT BAND

UP FROM THE TARGET

ADDS ONE HEX TO

THE APPARENT RANGE

ANTI-PERSONNEL WEAPONS

TO HIT - 5d6

SHORT RANGE 5-6

LONG RANGE 6

CHECK RESULT ON

ANTI-PERSONNEL

WEAPONS HIT CHART



WEAPONS DAMAGE & RANGE

6 Inch (6)
206 DAMAGE: 6, Range 5/10
4 Inch Long (4L)
106 DAMAGE: 4, Range 4/8
6 Pounder (6p)
306 DAMAGE: 2, Range 2/4
Rockets - 4 UP, 4 DOWN*
106 is the DAMAGE, Max Range 4
Nordenfelt (NF)

516 DAMAGE: p** Banne 1/2

* **Range must be equal or less than the difference in altitude**

**** Only against crew**

4

MOVE

三

BOARDING

ROCKETS, HEIGHT & RANGE



PERMITTED : NOT PERMITTED

CRITICAL HITS - ROLL 2d6

ROLL RESULT

- 2 **Rocket Batteries magazine hit:** lose one battery and take 1d6 DAMAGE
- 3 **Trim hit:** Drop one level immediately
- 4 **Bridge hit:** cannot change course or altitude next move (mark on control panel)
- 5 **Boiler hit:** Reduce maximum speed by 2 permanently and take 3 extra damage.
- 6 **Magazine hit:** lose one gun (dice for which) and take hits equal to DAMAGE of gun lost
- 7 **Manoeuvre crew hit:** Reduce speed by 1 for the next move
- 8 **Rudder jammed:** cannot change direction in next move
- 9 **Lifera damaged:** cannot change altitude next move
- 10 **Screw hit:** reduce speed by 1 permanently
- 11 **Lifera damaged:** Permanently reduce max height by one (minimum is Low)
- 12 **Magazine hit:** lose one gun (firer's choice) and take hits equal to TWICE DAMAGE of gun lost 

HEIGHT CHANGE & WEAPON FIRING ANGLES

MAIN WEAPONS 45° - 1 HEX FOR EACH HEIGHT

ANTI PERSONNEL - NO FIRING UP AT SHIPS

SPFN



HEIGHT

[illegible]

BOARD PARTY	BOARD PARTY	BOARD PARTY
BOARD PARTY	BOARD PARTY	BOARD PARTY
BOARD PARTY	BOARD PARTY	BOARD PARTY

ANTI-PERSONNEL HITS ON THIS RELIANT

HITS RESULT

- 6+ Boarding value reduced by 1 permanently
- 5 Bridge crew hit, no direction change next move.
- 4 Gun crew hit, one gun (dice as if hit by gunfire) cannot fire next move
- 3 Trimsman hit, no altitude change next move
- 2 Gun crew hit, one gun (dice as if hit by gunfire) cannot fire next move
- 1 Manoeuvre crew hit, speed -1 next move

BOARDING



WEAPONS DAMAGE & RANGE

Rogue (Rq)

1d6 DAMAGE: 3, Range 3/6

Rod (Rd)

1d6 DAMAGE: 1, Range 3/6

Heavy (H)

106 DAMAGE: 2, Range 2/4

CRITICAL HITS - ROLL 2d6

ROLL RESULT

- 2 Trim hit:** Drop one level immediately
- 3 Bridge hit:** cannot change course or altitude
next move [mark on control panel]
- 4 Fire breaks out:** Firing -1, no boarding actions
undertaken while fire is fought for next move
- 5 Magazine hit:** lose one gun (dice for which)
and take hits equal to DAMAGE of gun lost
- 6 Manoeuvre crew hit:** Reduce speed by 1 for
the next move
- 7 Rudder jammed:** cannot change direction in
next move
- 8 Lifers damaged:** cannot change altitude next
move
- 9 Screw Hit:** reduce speed by 1 permanently
- 10 Crew casualties:** Reduce Boarding Value -1
- 11 Lifers damaged:** Permanently reduce max
height by one [minimum is Low]
- 12 Magazine hit:** lose one gun (firer's choice) and
take hits equal to TWICE DAMAGE of gun lost

BRIDGE HIT

TEMP SPEED -

SPEED

HEIGHT

HITS RESULT

ANTI-PERSONNEL HITS ON THIS SKYFIRE

- 6 + Bridge crew hit, no direction change next move
- 5 Boarding value reduced by 2 permanently
- 4 Trimsman hit, no altitude change next move
- 3 Gun crew hit, one gun (dice as if hit by gunfire) destroyed
- 2 Boarding value reduced by 1 permanently
- 1 Manoeuvre crew hit, speed -1 next move

M

2

NO DIRECTION CHANGE

NO ALTITUDE CHANGE

[illegible]

BOARD PARTY	BOARD PARTY	BOARD PARTY
BOARD PARTY	BOARD PARTY	BOARD PARTY
BOARD PARTY	BOARD PARTY	BOARD PARTY

MAIN WEAPONS
TO HIT - 106
SHORT RANGE 3-6
LONG RANGE 5-6
EACH HEIGHT BAND
UP FROM THE TARGET
ADDS ONE HEX TO
THE APPARENT RANGE

HEIGHT CHANGE & WEAPON FIRING ANGLES
MAIN WEAPONS 45° - 1 HEX FOR EACH HEIGHT
ANTI PERSONNEL - NO FIRING UP AT SHIPS

CRITICAL HITS - ROLL 2d6

ROLL RESULT

- 2 Trim hit:** Drop one level immediately
- 3 Bridge hit:** cannot change course or altitude
next move [mark on control panel]
- 4 Fire breaks out:** Firing -1, no boarding actions undertaken while fire is fought for next move
- 5 Magazine hit:** lose one gun (dice for which) and take hits equal to DAMAGE of gun lost
- 6 Manoeuvre crew hit:** Reduce speed by 1 for the next move
- 7 Rudder jammed:** cannot change direction in next move
- 8 Lifers damaged:** cannot change altitude next move
- 9 Screw Hit:** reduce speed by 1 permanently
- 10 Crew casualties:** Reduce Boarding Value -1
- 11 Lifers damaged:** Permanently reduce max height by one [minimum is Low]
- 12 Magazine hit:** lose one gun (firer's choice) and take hits equal to **TWICE DAMAGE** of gun lost

BRIDGE HIT

TEMP SPEED -

SPEED

HEIGHT

HITS RESULT

ANTI-PERSONNEL HITS ON THIS SKYFIRE

- 6 + Bridge crew hit, no direction change next move
- 5 Boarding value reduced by 2 permanently
- 4 Trimsman hit, no altitude change next move
- 3 Gun crew hit, one gun (dice as if hit by gunfire) destroyed
- 2 Boarding value reduced by 1 permanently
- 1 Manoeuvre crew hit, speed -1 next move

M

2

NO DIRECTION CHANGE

NO ALTITUDE CHANGE

MAIN WEAPONS
PLUS 1 DAMAGE ON A NATURAL 6
GREEN IS LOWER ARC

MAIN WEAPONS

TO HIT - 1d6

SHORT RANGE 3-6

LONG RANGE 5-6

EACH HEIGHT BAND

UP FROM THE TARGET

ADDS ONE HEX TO

THE APPARENT RANGE

HEIGHT CHANGE & WEAPON FIRING ANGLES

MAIN WEAPONS 45° - 1 HEX FOR EACH HEIGHT

ANTI PERSONNEL - NO FIRING UP AT SHIPS

CRITICAL HITS - ROLL 2d6

ROLL RESULT

- Trim hit:** Drop one level immediately
- Bridge hit:** cannot change course or altitude next move [mark on control panel]
- Fire breaks out:** Firing -1, no boarding actions undertaken while fire is fought for next move.
- Magazine hit:** lose one gun (dice for which) and take hits equal to DAMAGE of gun lost
- Manoeuvre crew hit:** Reduce speed by 1 for the next move
- Rudder jammed:** cannot change direction in next move
- Lifters damaged:** cannot change altitude next move
- Screw Hit:** reduce speed by 1 permanently
- Crew casualties:** Reduce Boarding Value -1
- Lifters damaged:** Permanently reduce max height by one [minimum is low]
- Magazine hit:** lose one gun (firer's choice) and take hits equal to TWICE DAMAGE of gun lost

A yellow rectangular button with rounded corners and four screws. It features a green circular button in the center and the text "FIRING-1" in bold black letters on the left.

BOARD PARTY	BOARD PARTY	BOARD PARTY
BOARD PARTY	BOARD PARTY	BOARD PARTY
BOARD PARTY	BOARD PARTY	BOARD PARTY

ANTI-PERSONNEL HITS ON THIS SKYFIRE 2

HITS RESULT

- 6 + Bridge crew hit, no direction change next move
- 5 Boarding value reduced by 2 permanently
- 4 Trimsman hit, no altitude change next move
- 3 Gun crew hit, one gun (dice as if hit by gunfire) cannot fire next move
- 2 Boarding value reduced by 1 permanently
- 1 Manoeuvre crew hit, speed -1 next move

WEAPONS DAMAGE & RANGE

Rogue (Rg)	106 + 1* DAMAGE: 3, Range 3/6
Rod (Rd)	106 + 1* DAMAGE: 1, Range 3/6
Heavy (H)	106 + 1* DAMAGE: 2, Range 2/4

* plus 1 on each dice thrown

HULL	HULL	HULL	HULL	HULL	HULL	HULL	HULL	HULL	HULL	CRITICAL
HULL	BOARD PARTY	CRITICAL	HULL	HULL	GUN	HULL	HULL	HULL	HULL	HULL
HULL	HULL	HULL	HULL	HULL	SPEED -1	HULL	HULL	HULL	HULL	LOW
HULL	BOARD PARTY	CRITICAL	HULL	HULL	GUN	HULL	HULL	CRITICAL	GUN	HULL
HULL	HULL	CRITICAL	HULL	GUN	BOARD PARTY	GUN	HULL	HULL	CRITICAL	CRASH

ANTI-PERSONNEL HITS ON THIS SKYFIRE 2

HITS RESULT

- 6+ Bridge crew hit, no direction change next move
- 5 Boarding value reduced by 2 permanently
- 4 Trimsman hit, no altitude change next move
- 3 Gun crew hit, one gun (dice as if hit by gunfire) lost
- 2 Boarding value reduced by 1 permanently
- 1 Manoeuvre crew hit, speed -1 next move



WEAPONS DAMAGE & RANGE
Heavy (H)
1d6 DAMAGE: 2, Range 2/4

MAIN WEAPONS
TO HIT - 1d6
SHORT RANGE 3-6
LONG RANGE 5-6
EACH HEIGHT BAND
UP FROM THE TARGET
ADDS ONE HEX TO
THE APPARENT RANGE

CRITICAL HITS - ROLL 2d6

ROLL RESULT

- 2 **Trim hit:** Drop one level immediately
- 3 **Bridge hit:** cannot change course or altitude next move [mark on control panel]
- 4 **Fire breaks out:** Firing -1, no boarding actions undertaken while fire is fought for next move.
- 5 **Magazine hit:** loss one gun (dice for which) and take hits equal to DAMAGE of gun lost
- 6 **Manoeuvre crew hit:** Reduce speed by 1 for the next move
- 7 **Rudder jammed:** cannot change direction in next move
- 8 **Lifera damaged:** cannot change altitude next move
- 9 **Mast hit:** reduce speed by 1 permanently
- 10 **Crew casualties:** Reduce Boarding Value -1
- 11 **Lifera damaged:** Permanently reduce max height by one [minimum is low]
- 12 **Magazine hit:** loss one gun (firer's choice) and take hits equal to TWICE DAMAGE of gun lost

HEIGHT CHANGE & WEAPON FIRING ANGLES

MAIN WEAPONS 45° - 1 HEX FOR EACH HEIGHT

ANTI PERSONNEL - NO FIRING UP AT SHIPS

ANTI-PERSONNEL HITS ON THIS SKYLORD

HITS RESULT

- 6 + Bridge crew hit, no direction change next move
- 5 Boarding value reduced by 2 permanently
- 4 Gun crew hit, one gun (dice as if hit by gunfire) cannot fire next move
- 3 Trimsman hit, no altitude change next move
- 2 Boarding value reduced by 1 permanently
- 1 Manoeuvre crew hit, speed -1 next move

SPEED

HEIGHT

BRIDGE HIT

TEMP SPEED -1

FIRING -1

NO DIRECTION CHANGE

NO ALTITUDE CHANGE

[illegible]

CRASH

BOARD PARTY	BOARD PARTY
BOARD PARTY	BOARD PARTY



2+2
BOARDING

5
MOVE

2
RAM

WEAPONS DAMAGE & RANGE

40 Pounder (40)

1d6 DAMAGE: 2, Range 4/8

6 Pounder HRC (6p)

3d6 DAMAGE: 2, Range 2/4

0.5 inch Gatlings (Gat)

6d6 DAMAGE: P* Range 1/2

* Only against crew

JAN on a double 1 result

HULL	HULL	HULL	HULL	GUN	BOARD PARTY
HULL	HULL	HULL	HULL	GUN	HULL
HULL	HULL	CRITICAL	HULL	HULL	CRITICAL
CRITICAL	SPEED -1	HULL	HULL	HULL	CRASH

ANTI-PERSONNEL HITS ON THIS TEXAS

HITS RESULT

- 6+ Boarding value reduced by 1 permanently
- 5 Bridge crew hit, no direction change next move
- 4 Manoeuvre crew hit, speed reduced by 1 permanently
- 3 Gun crew hit, one gun (dice as if hit by gunfire) cannot fire next move
- 2 Trimsman hit, no altitude change next move
- 1 Manoeuvre crew hit, speed -1 next move

MAIN WEAPONS
PLUS 1 DAMAGE
ON A NATURAL 6

MAIN WEAPONS
TO HIT - 1d6 or 3d6
SHORT RANGE 3-6
LONG RANGE 5-6
EACH HEIGHT BAND
UP FROM THE TARGET
ADDS ONE HEX TO
THE APPARENT RANGE

ANTI-PERSONNEL WEAPONS
TO HIT - 6d6
SHORT RANGE 5-6
LONG RANGE 6
CHECK RESULT ON
ANTI-PERSONNEL
WEAPONS HIT CHART



CRITICAL HITS - ROLL 2d6

ROLL RESULT

- 2 Trim hit: Drop one level immediately
- 3 Bridge hit: cannot change course or altitude next move (mark on control panel)
- 4 Boiler hit: Reduce maximum speed by 2 permanently and take 1 extra damage.
- 5 Magazine hit: lose one gun (dice for which) and take hits equal to DAMAGE of gun lost
- 6 Manoeuvre crew hit: Reduce speed by 1 for the next move
- 7 Rudder jammed: cannot change direction in next move
- 8 Lifters damaged: cannot change altitude next move
- 9 Screw hit: reduce speed by 1 permanently
- 10 Crew casualties: Reduce Boarding Value -1
- 11 Lifters damaged: Permanently reduce max height by one (minimum is low)
- 12 Magazine hit: lose one gun (firer's choice) and take hits equal to TWICE DAMAGE of gun lost

HEIGHT CHANGE & WEAPON FIRING ANGLES
MAIN WEAPONS 45° - 1 HEX FOR EACH HEIGHT
ANTI PERSONNEL - NO FIRING UP AT SHIPS

BRIDGE HIT

TEMP SPEED -1

FIRING -1

NO DIRECTION CHANGE

NO ALTITUDE CHANGE



MAIN WEAPONS
PLUS 1 DAMAGE
ON A NATURAL 6

6 Pound



4 MOVE

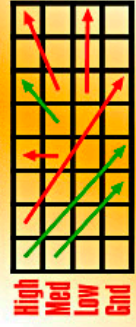
2 RAM

WEAPONS DAMAGE & RANGE

40 Pounder (40)
1d6 DAMAGE: 2, Range 4/8
6 Pounder HRC (6p)
3d6 DAMAGE: 2, Range 2/4
4 Inch Short (4s)
1d6 DAMAGE: 4, Range 3/6
Rockets - 1 UP, 1 DOWN*
1d6 is the DAMAGE, Max Range 4
0.5 inch Gallings (Gal)
6d6 DAMAGE: P*, Range 1/2

**Only against crew
JAM on a double 1 result**

ROCKETS, HEIGHT & RANGE



PERMITTED : NOT PERMITTED

HULL	HULL	HULL	gun	HULL	CRITICAL	SPEED -1	gun	MEDIUM	gun	BOARD PARTY
HULL	HULL	CRITICAL	gun	HULL	HULL	CRITICAL	HULL	CRITICAL	HULL	gun
HULL	HULL	SPEED -1	HULL	CRITICAL	gun	HULL	HULL	HULL	CRASH	gun

ANTI-PERSONNEL HITS ON THIS WASP

HITS RESULT

- 6 + Boarding value reduced by 1 permanently
- 5 Bridge crew hit, no direction change next move
- 4 Manoeuvre crew hit, speed reduced by 1 permanently
- 3 Gun crew hit, one gun (dice as if hit by gunfire) cannot fire next move
- 2 Trimsman hit, no altitude change next move
- 1 Manoeuvre crew hit, speed -1 next move

HEIGHT

SPEED

BRIDGE HIT

TEMP SPEED -1

FIRING -1

NO DIRECTION CHANGE



NO ALTITUDE CHANGE

CRITICAL HITS - ROLL 2d6

ROLL RESULT

- 2 **Trim hit:** Drop one level immediately
- 3 **Bridge hit:** cannot change course or altitude next move [mark on control panel]
- 4 **Boiler hit:** Reduce maximum speed by 2 permanently and take 1 extra damage.
- 5 **Magazine hit:** lose one gun (dice for which) and take hits equal to DAMAGE of gun lost
- 6 **Manoeuvre crew hit:** Reduce speed by 1 for the next move
- 7 **Rudder jammed:** cannot change direction in next move
- 8 **Lifters damaged:** cannot change altitude next move
- 9 **Screw hit:** reduce speed by 1 permanently
- 10 **Crew casualties:** Reduce Boarding Value -1
- 11 **Lifters damaged:** Permanently reduce max height by one (minimum is low)
- 12 **BOTH Rocket Batteries magazines hit:** lose BOTH batteries and take 2d6 DAMAGE

HEIGHT CHANGE & WEAPON FIRING ANGLES

MAIN WEAPONS

TO HIT - 1d6 or 3d6
SHORT RANGE 3-6
LONG RANGE 5-6
EACH HEIGHT BAND
UP FROM THE TARGET
ADDS ONE HEX TO
THE APPARENT RANGE

ANTI-PERSONNEL

WEAPONS
TO HIT - 6d6
SHORT RANGE 5-6
LONG RANGE 6
CHECK RESULT ON
ANTI-PERSONNEL
WEAPONS HIT CHART