

Her Majesty's Airships

Official Ruleset

The Object

Repair the 4 Sabotages (optional 5) aboard the Ship in order to land safely. Explore the Ship to search and discover items needed to repair, as well as optional other characters. Repairing all 4 (5) Sabotages before the total combined number of Sabotages and Misfortunes reaches the Critical Limit (10) will allow the Ship to land safely and the Crew are declared winners.

This is a light Roleplaying game where communication, cooperation, and ‘getting into character’ is encouraged! Have fun with the characters you choose and get creative with your solutions.

The Setup

Optional: If playing a 5-person game, remove the Sky Marshall from the Discovery deck and combine with the Crew Cards. Add the Sabotage card titled “Capture the Saboteur” to the rest of the Sabotage cards.

The Field of Play is formed by shuffling Ship cards (take out the Security Station) then laying the remaining Ship cards face-down to form the body of the Ship. Ship dimensions and shape can vary based upon table size. All Ship cards must be in direct line with each other; no angled setups. Once all Ship cards have been set face-down on the table, the Security Station is then placed face-up on one side of the Ship in the central row. This is the Starting Point.

Typical setup is 6 rows as follows: **1-3-5-6-5-5**.

Misfortune cards are shuffled and set in a pile face-down. Discovery cards are shuffled and set in a pile face-down. Sabotage cards are laid out face up in an area where all players can see; 4 main cards for a standard game and optionally adding the 5th “Capture the Saboteur” Sabotage card for a 5 player game.

Each player chooses a Crew Card that will represent them throughout the game. This card will be kept with the player for the duration of the game. Players can keep track of their character’s movements by either placing their Crew Card, six-sided dice, or any other available tokens on the Ship Cards. At the start of the game, each player will place their respective card/dice/token at the Starting Point.

The Play

The game begins after the Field of Play has been created and each player has one of either 4 or 5 Crew Cards. Each turn consists of 3 phases:

Phase 1 — Movement

The starting player (determined by general consensus) rolls one 6-sided die to determine how far they may move. The player may move up to any portion of their roll but once stopped, cannot continue until their next turn. Moving in straight lines, the player places their token on the chosen Ship Card and reveals that card, turning it face-up for the duration of the game.

- **Roll of 1:** Considered a Misfortune. That player must draw a card from the Misfortune deck, read it aloud, and any injuries take effect immediately.

Phase 2 — Search

Once Movement is complete and any Misfortunes resolved, the player has the option to Search (unless restricted by Misfortune). The player rolls a 6-sided die to determine success. A successful roll is anything 3 or higher. A roll of 2 results in no action.

- **Roll of 1:** Considered a Misfortune. Draw from the Misfortune deck, read aloud, and effects take place immediately.
- **Successful roll:** Draw one card from the Discovery deck. The player may keep that item or leave it in the room where it was found. Each player can carry a maximum of 3 items.

Phase 3 — Action

Once the player has Searched (optional) they may choose one of three actions:

- **Repair a Sabotage/Misfortune** — If the player has the necessary item, is the correct Crew member, and is in the correct location, they may attempt a Repair by rolling a 6-sided die. Success is determined by the Crew Member's skill number.
- **Transfer a Discovery card** to another player. No roll is required.
- **Subdue the Saboteur** — The player who discovers the Saboteur may attempt to restrain him with a Strength check. If successful, the Saboteur remains with the player while the Sky Marshal moves to intercept. If unsuccessful, the Saboteur is shuffled back into the Discovery deck.
- **Roll of 1 during Action Phase:** Considered a Misfortune. Draw from the Misfortune deck, read aloud, and effects take place immediately.

The turn then moves to the next player in a clockwise rotation. The game repeats until the last Sabotage is repaired or the Critical Limit is reached.

Crew Cards

Each Crew Card has a name at the top and a list of numbered skills at the bottom: **Strength** — **Technical Ability** — **Medical Knowledge**. Each Misfortune or Sabotage will require the player to test one of these three skills. A successful roll is achieved by rolling the same or greater number listed on that particular skill.

Example: The Engineer has a Strength skill of 3. To successfully lift a beam off of an injured player, the Engineer must roll a 3, 4, 5, or 6.

Special Characters

Queen

Once discovered, the Queen accompanies the player who found her. That player gains +1 inspiration point to rolls during the Search and Action Phases.

Sky Marshal

Can be played as either an initial Crew Member or a character discovered during the game. The Sky Marshal is the only Crew Member who can use the handcuffs (Strength check) and transport the Saboteur to lock him in the Security Station (Technical check).

Saboteur

Once discovered, the player who finds the Saboteur may attempt to restrain him with a Strength check. If successful, the Saboteur remains with the player while the Sky Marshal moves to intercept. Each successive round, the player must roll another successful Strength check to keep the Saboteur subdued. If any player rolls a 1 before the Sky Marshal successfully handcuffs the Saboteur, the Saboteur escapes and is shuffled back into the Discovery deck. Once apprehended and locked in the Security Station, no Misfortunes occur on a roll of 1 during the Search Phase only.

Special Discovery Cards

Unique items can be discovered and equipped. They apply only to the Crew member who chooses to wear them for the duration of the game. They can be transferred to other Crew members.

Once the player has chosen to wear a special item, it no longer counts towards their carrying maximum of 3 items.

- **Piston Bones** — Adds +1 to any Strength ability checks.
- **Medtech Visor** — Adds +1 to any Medical ability checks.
- **Prediction Gauntlets** — Adds +1 to any Technical ability checks.
- **Shell Computator** — Adds +1 to any Search rolls.

The Win / The Loss

When the Crew repairs all 4 Sabotages (optional 5) before reaching the Critical Limit, they are declared the winner. Discovering and rescuing the Queen gives the Crew added Fame. Discovering and apprehending the Saboteur awards the Crew added Fortune.

If the Crew collects a combined total of 10 Sabotage and Misfortune cards, the Ship is considered to be at the Critical Limit and will not be able to land safely. The game is over, and the Crew lose.
