

# CRIMSON SKIES™

## ACES COMPLETE RULES

### This Is Crimson Skies: Aces!

**Crimson Skies: Aces** is a fast-paced game set in a time of planes, air pirates, and heroic adventure. In this game, you play the *Aces* and other characters who fill this aviation-dominated world, and you and your opponent take turns moving and attacking.

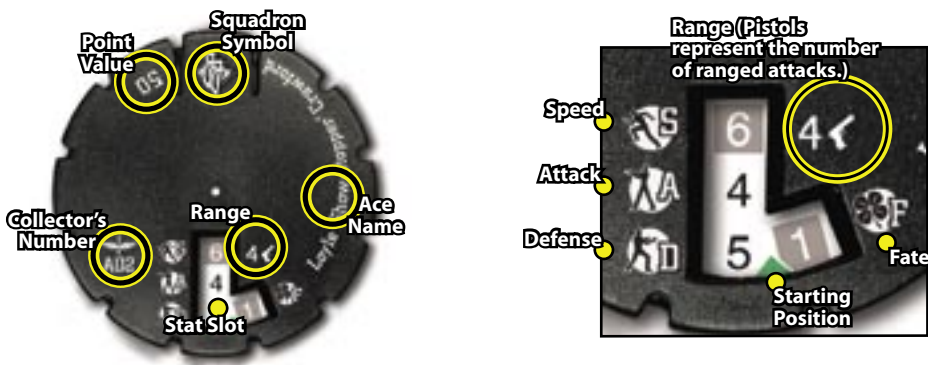
Some terms in these rules are printed in italics. These terms are described in the "Glossary for **Crimson Skies: Aces**," p. 21.

### Aces and Character Tokens

Take a look at an Ace playing piece. In addition to the figure itself, you'll notice all the game information on its *base*. You won't need any charts or tables to play **Crimson Skies: Aces**. All the information you need is right on each figure's base. Notice how the base moves. Click the base and the numbers in the L-shaped slot will change. As your Ace takes damage during a fight, you'll turn, or *click*, the *combat dial* clockwise to show damage. The new numbers are used to determine the success or failure of your attacks and defenses.

See how some of the numbers appear in colored blocks? Those are the talents and abilities of the Ace. Talents and abilities are the little things that give your characters an edge over the competition, or that make one better than another in some way. Check out the Talents and Abilities Card to see what the colors mean.

There are also other pieces of information on the base.



The base has five combat values on it. Four of these values (the ones on the combat dial), can change during the game: speed, attack, defense, and fate. The fifth value, range, never changes and is printed on the base. Each value appears next to its symbol.

### Characters and Setting

Before beginning play, each player must *recruit* a team. Once this is done, the players *hit the deck* by choosing a map and setting up their characters.

### Aces vs. Character Tokens

When recruiting a team, you'll notice that the point values of Aces are far more expensive than that of character tokens. This is because Aces have a combat dial that goes beyond just a single click. Character tokens have only one "click," and are easily removed from the board despite some of their abilities. Aces allow you to have characters that will be on the board for a while, whereas character tokens allow you to swarm an opponent. Your recruiting strategy will influence how you play.

### Recruitment

Each player creates a team by choosing up to 100 points of characters. Each Ace and character token has a point value listed on it. Add together your characters' point values until you reach 100 points—or as close as you can get without exceeding 100 points. This is called your *build total*.

Recruiting your team can be as simple as choosing two Aces or adding together a mob of weaker character tokens—or a combination of the two. The only limitation is that only one of any particular Ace may be on any one team. Two Aces may be on the same team, but they must be different Aces. The same Ace may appear more than once in a game, though only once per team.

For example, Kim is recruiting a team. First she decides to use an Ace, "Charlie." After that, she chooses 51 points of character tokens in order to add some variety to her team. She looks over the character tokens and chooses the Vigilante (11 points), the Sergeant (10 points), the Tail Gunner (9 points), the Soldier (8 points), the Trusty Sidekick (7 points), and the Ruffian (6 points). With exactly 100 points, she has plenty of characters to use throughout the game.

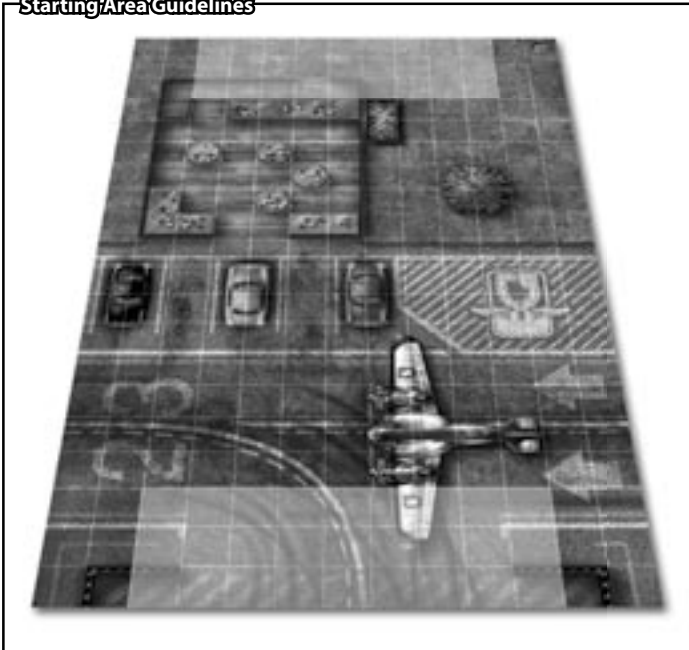
## Hit the Deck!

Pull out the map included with these rules. Each side represents a location you and your opponent will use for your encounters. Each map includes an airfield bar and a zeppelin deck.

Each player rolls two dice and adds the results. Reroll any ties. Whoever rolls the highest result is the *first player*. The first player chooses the map you will use to play. The next player to the left chooses which *starting area* he or she will use.

The starting area for each player is along the narrow edge of the map. The starting areas extend three squares away from both ends of the map and at least two squares away from the edges. See the image on this page that highlights the starting areas.

### Starting Area Guidelines



Turn your Ace's combat dial until a green triangle shows between the defense value and the fate value. This green triangle is your Ace's *starting position*. Character tokens are automatically in starting position because they have only one set of combat values.

The first player places each of his or her team members in his or her starting area, followed by the next player to the left. Continue around the table until everyone has placed their characters.

*Scenarios* are short plots that provide a goal other than having characters simply beat the tar out of each other. Scenarios may outline which characters should be used as well as which map to use and how the characters should be placed on the board. Find sample scenarios at [www.wizkidsgames.com](http://www.wizkidsgames.com).

## Turns and Actions

Give an *action* to one of your characters every *turn*. You may not give an action to the same character two turns in a row. If you have only one character left on the map, you must *pass* the round after taking an action.

Beginning with the first player, and proceeding to the left, each player may give an action to one of his or her characters. With this action, the player may move one of his or her characters and attack with that character. The player currently taking a turn is called the *aggressor*. During his or her turn, the aggressor may assign a single action to one character he or she controls. The following are the options available to the character:

- Move up to its speed value.
- Move up to its speed value and make a ranged or close combat attack.
- Use Second Wind (see the Talents and Abilities Card).
- Escape: A character that successfully escapes may be given another action that turn, as normal. You may give this action only to a captured character.
- Pass: This character neither moves nor makes an attack.

Once you've resolved your action, the turn passes to the next player to the left. Play proceeds with each player taking a turn and assigning an action to one of his or her characters.

## Important Game Concepts

Before describing all of the actions outlined under "Turns and Actions," it is important to understand some concepts that will be used throughout the game.

### Characters

*Character* and *characters* are terms used to refer to any Ace or character token.

### Friendly and Enemy Characters

*Friendly characters* are Aces or character tokens that you control in the game, or figures that are controlled by a teammate. *Enemy characters* are any Aces or character tokens controlled by an opponent.

## Adjacent Squares

*Adjacent squares* are all the squares on the map that touch one particular center square. If there are no terrain features in any of the squares, this means that a center square has eight adjacent squares (unless the square in question is on the edge of the map).

Characters occupying adjacent squares are adjacent to each other. Characters on opposite sides of blocking terrain are not adjacent.

## Talents and Abilities

Look at a character's combat values. Some of them are in colored squares. These colored squares are keyed to the combat value printed in them, and represent a character's special ability. Abilities come and go as an Ace takes clicks of damage and healing. The Talents and Abilities Card describes every ability.

Talents and abilities may be used as long as they appear in a character's stat slot. If an ability is described as *optional* on the Talents and Abilities Card, the controlling player determines whether the ability is being used on any particular turn.

## Movement

Your character's current speed value is shown in its stat slot. This is the maximum number of squares you may move your character when you give it an action. Moving zero squares is a valid move. You may move a character in any direction you want, as long as you follow the rules regarding terrain and characters.

A character can move through a square occupied by a friendly character, but cannot move through a square occupied by an enemy character. Characters must end their moves if they enter a square adjacent to an opposing character. If a character moves so that it would end its movement in the same square as another character, that character must instead end its move before entering the occupied square.

## Breaking Away

If a character is adjacent to one or more enemy characters, and you want to move that character away, you must make a *break away* roll. Give the character an action, then roll 1 six-sided die. On a result of 1, 2, or 3, the character fails to break away and may not move, though he or she may still attack, if possible. On a result of 4, 5, or 6, the character succeeds in breaking away and may move away. A character that successfully breaks away may make an attack after completing its movement.

Only one successful break away roll is needed for a character to break away from all adjacent enemy characters. Once a character has broken away, it may move through squares adjacent to every enemy character from which it made the break away roll. If your character enters a square adjacent to any new enemy characters, however, it must end its move as normal.

## Combat

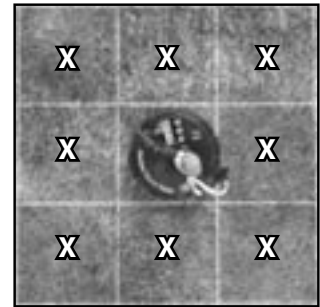
Characters can take two kinds of combat actions: *ranged combat* and *close combat*. Each character may make either a ranged combat or close combat attack once during a turn in which it has been given an action. Move your character if you choose to. After moving your character, check to see if an enemy character is adjacent to the character or within range. If an enemy character is an *adjacent character*, your character can make a close combat attack. If an enemy figure is within range, your character may make a ranged combat attack. A character may not target a friendly character with a damaging attack. In addition, a character may not target itself with an attack.

## Ranged Combat

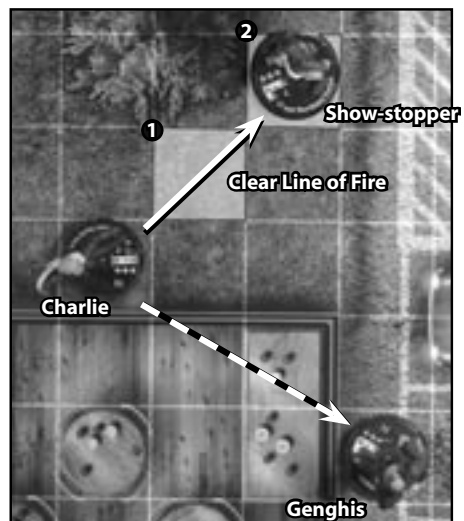
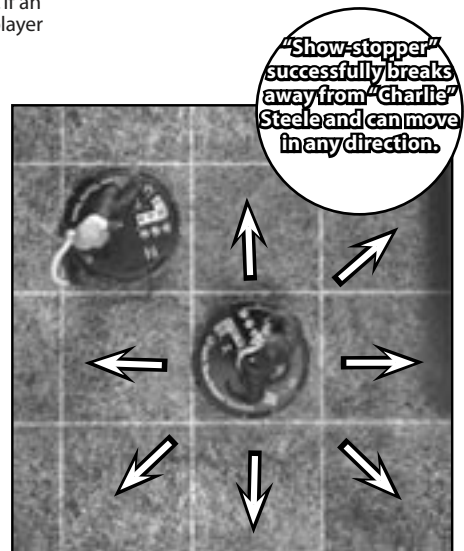
To determine if a target is within range of your character, check your character's range value. The range value is the number of squares away from which your character can shoot an enemy character. If the range value is greater than 0 and your character is not adjacent to any enemy character, then the character may make a ranged combat attack. A character can attack in any direction, regardless of the direction it is facing.

Before making a ranged combat attack, you must determine if the attacker has a clear *line of fire* to the target and if the target is within range. To determine if there is a clear line of fire, draw an imaginary line from the center of the attacker's square to the center of the target's square. The line of fire is blocked and the attack cannot be made if the line passes through a square that contains a character other than the attacker or the target character, or if the line of fire crosses blocking terrain.

If the attacker has a clear line of fire, count the shortest route to the target in squares using the imaginary line as a guide.



X=Adjacent Square



Charlie has a clear line of fire (solid line) and is within range of Show-stopper (shaded squares). The wall blocks Charlie's line of fire (dashed line) to Genghis.

Do not count the square the attacker is standing in for purposes of determining range. You may check distance and line of fire to a target before declaring your character's action for that turn.

You may use a ranged combat attack to target an enemy figure that is adjacent to a friendly character.

If your character has more than one pistol printed next to its range value, it is able to affect two or more targets with a single ranged combat attack. The number of pistols is the maximum number of different targets your character may affect with a ranged combat attack. You must be able to draw an unblocked line of fire to each target. A character may never target the same figure more than once during a ranged combat attack.

## Close Combat

Close combat represents fistcuffs and melee weapon attacks. Your character must be adjacent to an enemy character in order to perform a close combat attack.

## Resolving an Attack

To resolve an *attack*, roll a number of dice equal to your character's attack value modified by any talents and abilities. If a target's defense value would be greater than 6, its defense value is considered to be 6. Each die that is greater than or equal to the modified defense of the target is a *hit*. Your opponent must click the target's combat dial clockwise once for each time it is hit. When three KO symbols appear on a character's combat dial, the character has been knocked out and should be removed from the game. If a character token takes a single click of damage after any talents and abilities are applied, then it should be removed from the game.

When a character makes a ranged combat attack against multiple targets, resolve the attack normally, but then assign a die to each one of the target characters. Each target successfully hit by its assigned die takes 1 click of damage. The target of a multiple attack may never take more than 1 click of damage from that attack.

Once combat is resolved for the active character, the turn passes to the next player.

## Capturing

You may use a close combat attack to *capture* an enemy character instead of damaging it. You must declare a capture attempt before rolling the close combat attack dice. When you make a capture attempt, your character's attack value is reduced by 2, so you roll two fewer dice than normal. Resolve the attack normally; if you hit with any of the dice, the attacking character captures the target figure, but does not damage it. A captured figure is called a *captive*. A captive may be given only pass or escape actions.

A character may have only one captive under its control at any one time. Show this by keeping the two characters adjacent at all times. No character—friendly or enemy—may target a captive for any purpose. A captive never takes damage from any source, though a captive's combat dial is still turned once clockwise each time that character uses fate.

A captive always moves with its controlling character, using the lower of their two speed values. The controlling character may use its speed talents and abilities (if any) for both figures. The player of the controlling character always determines the captive's location. The controlling character may only move or pass—it may not attack. The controlling character may not be the target of an enemy's capture attempt or ranged combat attack, though it may be the target of a close combat attack, as normal.

If a character with a captive is eliminated, the captive is no longer considered captured and may act normally. If a character is captive at the end of the game, it is worth more victory points.

## Escaping

A captive may be given an *escape* action. When an escape attempt is made, the captive and the controlling character each roll a number of dice equal to their attack values. For each character, count the number of dice that are greater than or equal to the defense value of the other character. If the captive has a greater number of hits than the controlling character, it escapes. A captive that successfully escapes may be given another action on the turn it escapes.

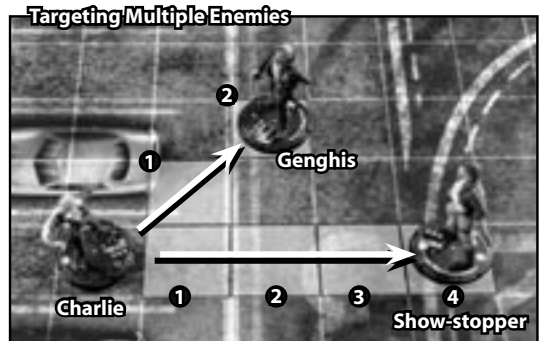
## Fate

Your character is destined for greatness. The fate value of your Ace indicates how important he or she is or just how lucky he or she is. Using fate can save your Ace's skin, but it's not free. Character tokens cannot use fate.

Fate may be used either offensively or defensively. At the end of an action in which you use fate, click the combat dial of your Ace clockwise once. Each Ace can use fate only once per turn.

To use fate offensively, declare that you are using fate prior to taking a shot. Add a number of attack dice to the roll equal to your Ace's fate value.

For example, Louis' "Wild Card" Thibodeaux is making an attack against a character with a defense value of 5. Louis decides that it's very important that he hits, and hits well. His attack value is 3 and his fate value is 2, so he rolls five dice and counts the hits normally. After resolving the attack, click Louis' combat dial once clockwise for using fate. If Louis had used Old One-Two to attack twice, he could have used fate twice to add dice to both attacks. At the end of the turn, his controller would have clicked his base twice clockwise.



Tim gives Charlie an action and makes a ranged combat attack. If Charlie had two pistols next to her range value, Tim could target two enemy characters within Charlie's range, because he can draw a clear line of fire to both targets. Charlie has an attack value of 3. Tim rolls 3 six-sided dice, with results of 2, 3, and 5. Tim assigns a 5 to Show-stopper so that he takes one hit. Neither the 2 nor the 3 hits Genghis.

During an escape attempt, fate may be used only offensively.

To use fate defensively, declare that you're using fate after the results of an enemy character's attack on your Ace are known. The Ace's fate value must be greater than 0. If it is, fate prevents all hits unless the hit rolled is a *natural six*. Using fate cannot prevent taking a natural six hit. At the end of the action in which fate is used, click the combat dial of your Ace clockwise once.

For example, "Charlie" Steele has a defense value of 4. Her opponent rolled 4, 4, 5, and 6. Normally she would take 4 clicks of damage. But she has a fate value of 2, and uses fate to negate the hits that resulted from the 4, 4, and 5. She can't do anything about the hit that resulted from the 6. After the attack, Charlie's combat dial is clicked once for the hit and once for the use of fate.

Using fate defensively against a capture attempt works the same way as outlined above—any hits except a natural six are negated. If the number of hits is reduced to zero or lower, the capture attempt fails.

If an Ace has a fate value of 0, he or she may still use fate offensively. Doing so will have no effect on the number of dice rolled, but you still give the Ace's combat dial a clockwise click. In this manner, you can get your Ace to a point on the dial where his or her fate value is greater than 0.

Character tokens may not use fate, but they may have fate talents and abilities.

## Terrain

Terrain is any object, wall, or feature on a map. There are three types of terrain. (Examples of these are found on p. 20.)

### Clear Terrain

Clear terrain is open space with no objects or obstructions. Characters can move and fire through clear terrain without penalty to speed or attack values.

### Hindering Terrain

Hindering terrain is any feature made of thin lines. Hindering terrain includes items such as furniture, plants, and planes.

A character that enters hindering terrain in which it did not begin the turn must end its movement. If a character begins a turn in hindering terrain, reduce its speed by half (round up).

A line of fire between two characters that passes through any square or squares containing hindering terrain, including the square the target occupies, adds 1 to the target's defense value. This *hindering terrain modifier* is added only once, regardless of the number of squares of hindering terrain the line of fire passes through.

If an attacker is in a square of hindering terrain, and it's the only square of hindering terrain between the attacker and the target, however, the target does not get a bonus to its defense value.

Close combat attacks are not subject to the hindering terrain modifier.

### Blocking Terrain

Blocking terrain is any feature on the map that is made of, or outlined by, thick lines. Blocking terrain includes items such as walls and crates. Blocking terrain blocks any line of fire drawn through it. Characters cannot move into or through blocking terrain. Blocking terrain does not block movement or any line of fire that is on a straight diagonal.

Characters on opposite sides of blocking terrain are not adjacent, may not make close combat actions against each other, and do not need to make break away roll.

### Withdrawing

During your turn, before the game ends, you may flee. This is called *withdrawing*, and it happens automatically. Simply declare that your team is withdrawing.

If you withdraw, score victory points as normal (see "Victory," below), except that you score no points for friendly characters remaining in play.

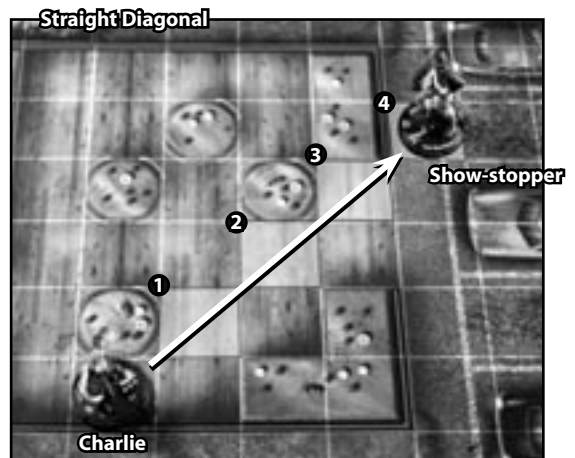
### Ending the Game

The game ends when any of the following conditions is met:

1. Only one player still has characters on the map; OR
2. A predetermined time limit for the game is reached; OR
3. All remaining players agree to end the game.

### Victory!

At the end of the game, all players tally their *victory points*. Whoever scores the most victory points wins the game. Here is how you score victory points.



Charlie may draw a straight line of fire to Show-stopper on a diagonal. This shot does not cross hindering terrain or blocking terrain because it is a straight diagonal.

Every enemy character you eliminate during the game is worth a number of victory points to you equal to its point value. These points are scored during the game as soon as a character is knocked out. Captives at the end of the game count for double their point values.

If an Ace is removed from the game because it used fate while on its last click, the opposing player is awarded the victory points. If there is more than one opposing player, the points are split evenly among them.

Every friendly character that remains at the end of the game is worth a number of victory points to you equal to its point value.

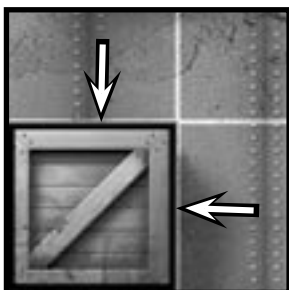
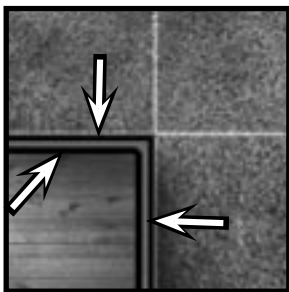
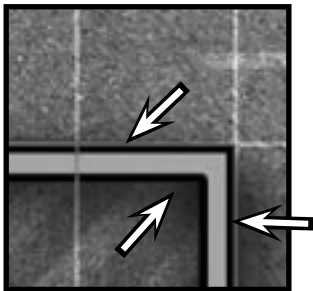
To summarize, your victory point total = (eliminated enemy character points and captive points) + (remaining friendly character points).

If the victory point totals of two or more players tie, the winner is the player who recruited his or her team with the fewest points. If this total is also tied, roll a six-sided die to determine who wins.

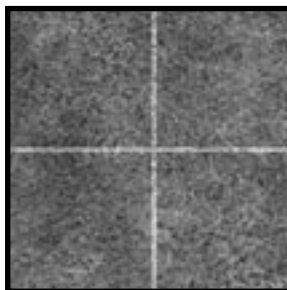
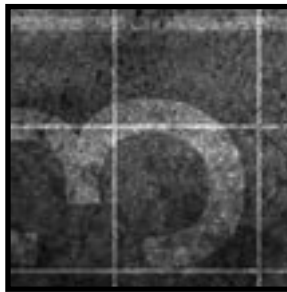
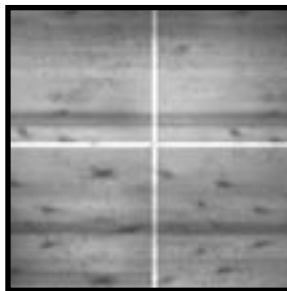
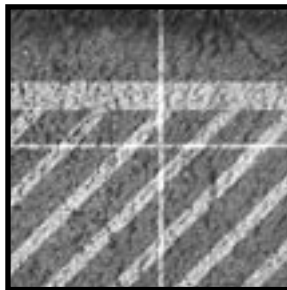
After the game, all players retrieve their characters.

## Examples of Terrain Types

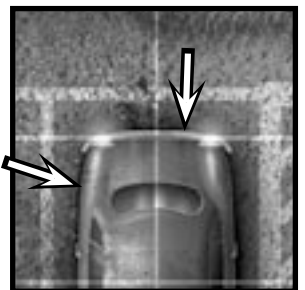
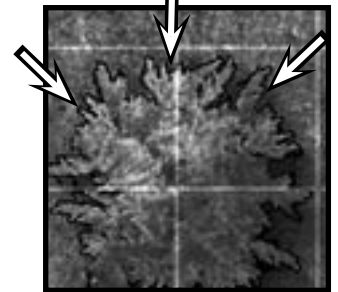
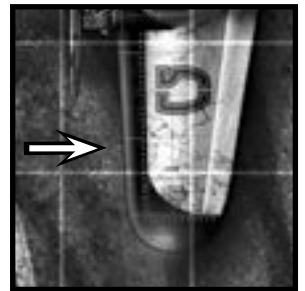
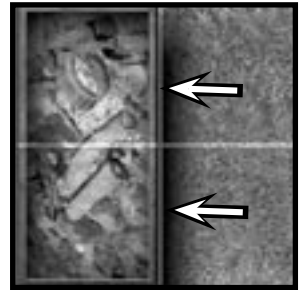
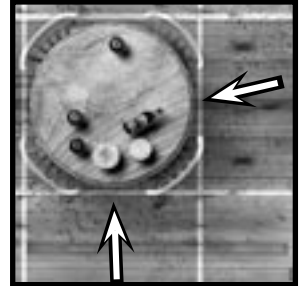
### Blocking Terrain



### Clear Terrain



### Hindering Terrain



## Glossary for *Crimson Skies: Aces*

**Ace:** a *Crimson Skies: Aces* playing piece that is made of a figure and base.

**adjacent squares:** all the squares on the map that touch one particular center square.

**aggressor:** the player currently taking an action.

**attack:** the act of rolling a number of dice equal to your character's attack value and comparing each die to the target's defense total.

**base:** the plastic disc to which an Ace is glued.

**break away:** attempting to move a character that is adjacent to an enemy character.

**build total:** the limit of the point value of a team. This limit can be equaled but not exceeded.

**captive:** a captured character.

**capture:** a close combat attack that makes a character a *captive*.

**character/characters:** any Ace or character token.

**click:** a clockwise spin of the combat dial resulting in a single audible sound.

**close combat:** a melee or hand-to-hand attack.

**combat dial:** the rotating disc under a unit's base containing variable combat values.

**enemy characters:** Aces or character tokens controlled by an opponent.

**escape:** an action a captive character takes to become uncaptured.

**first player:** this player chooses the map, sets up his or her characters first, and takes the first turn of the game.

**friendly characters:** Aces or character tokens that you or a teammate control.

**hindering terrain modifier:** a +1 modifier to a target's defense that results from a line of fire from an attacker passing through any hindering terrain.

**hit/hits:** any die rolled during an attack that equals or exceeds the target character's defense total. Each hit results in 1 click of damage.

**hit the deck:** choosing a map and setting up characters.

**line of fire:** a line drawn from an attacker making a ranged combat attack to a target character.

**natural six:** a result of "6" on a single die roll.

**optional:** an ability (see the Talents and Abilities card) that the controlling player must decide if he or she is using on a particular turn.

**pass:** choosing not to use your action this turn.

**ranged combat:** an attack that uses missile weapons.

**recruit a team:** choosing characters whose point values do not exceed your build total.

**scenarios:** short adventures with predetermined set-up and victory conditions.

**starting area:** a rectangular section along your edge of the map in which your characters start the game.

**starting position:** the combat dial location where each character begins the game, identified by a green triangle that appears in the stat slot between the defense and fate values.

**turn:** the period in the game used by one player to give an action to a character and resolve it.

**victory points:** the points you add up at the end of the game to determine who wins.

**withdrawing:** leaving a game before it is over.