

SAVE THE SKY-PORT

MINI-GAME



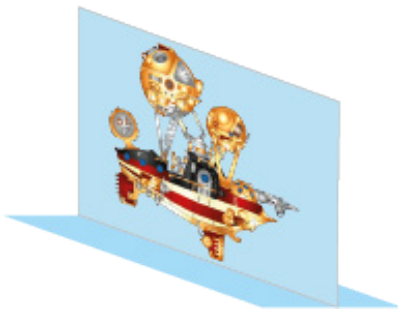
High above the Mortal Realms, the floating cities of the Kharadron Overlords make the clouds their home. Held aloft by a magical lighter-than-air substance called aether-gold, each soaring sky-port needs a constant supply of aether-gold (also known as sky-gold) to prevent it from crashing to the ground.

Barak-Urbaz, also known as the Market City, is close to catastrophe. If they do not get a new supply of aether-gold soon, they will surely plummet to the ground below. You must launch your ship and mine as much aether-gold as possible to save the citizens of Barak-Urbaz.

Their future is in your hands. Fly safe!

Save the Sky-port is a fast-paced game of luck, risk, and cunning in which an Arkanaut Ironclad airship mines a precious gas called aether-gold. It is a single-player game that is easily completed in pairs or a group.

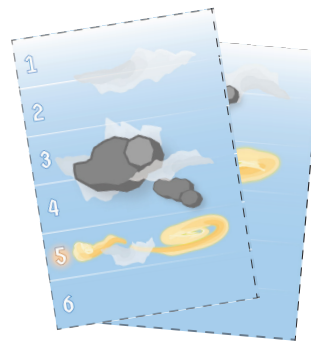
You will need:



1 Arkanaut Frigate Ship



2 six-sided dice



Deck of 18
Exploration Cards



18 Aether-gold
Tokens

Instructions to make your own Kharadron Arkanaut Frigate ship :

1. Cut out the Arkanaut Ironclad Airship token.
2. Fold the token in the middle.
3. Fold-out each flap, forming a base to make your ship stand up.
4. Glue the blank side of the token (but not the flaps) and then hold it together so the ships form one solid piece with a front and back.

Take it further:

Glue your token to a strip of thick card to make it longer lasting!

Find out more about the worlds of Warhammer and download other fun resources at

www.Warhammer-Alliance.com



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HOW TO PLAY



1. Shuffle the Exploration Cards and place them in a pile face-down. This is your Exploration Deck.
2. Turn the top card of the Exploration Deck over and place it face-up in front of you.
3. Roll 2 dice.
4. Pick one of the dice and move your ship token onto the Exploration Card in the space with the number that matches your chosen dice.

- If you move onto **blue skies and clouds**, your journey continues safely, for now.

- If you move onto a **floating rock**, your ship crashes and you collect no more aether-gold. If you are playing on your own, the game is over.

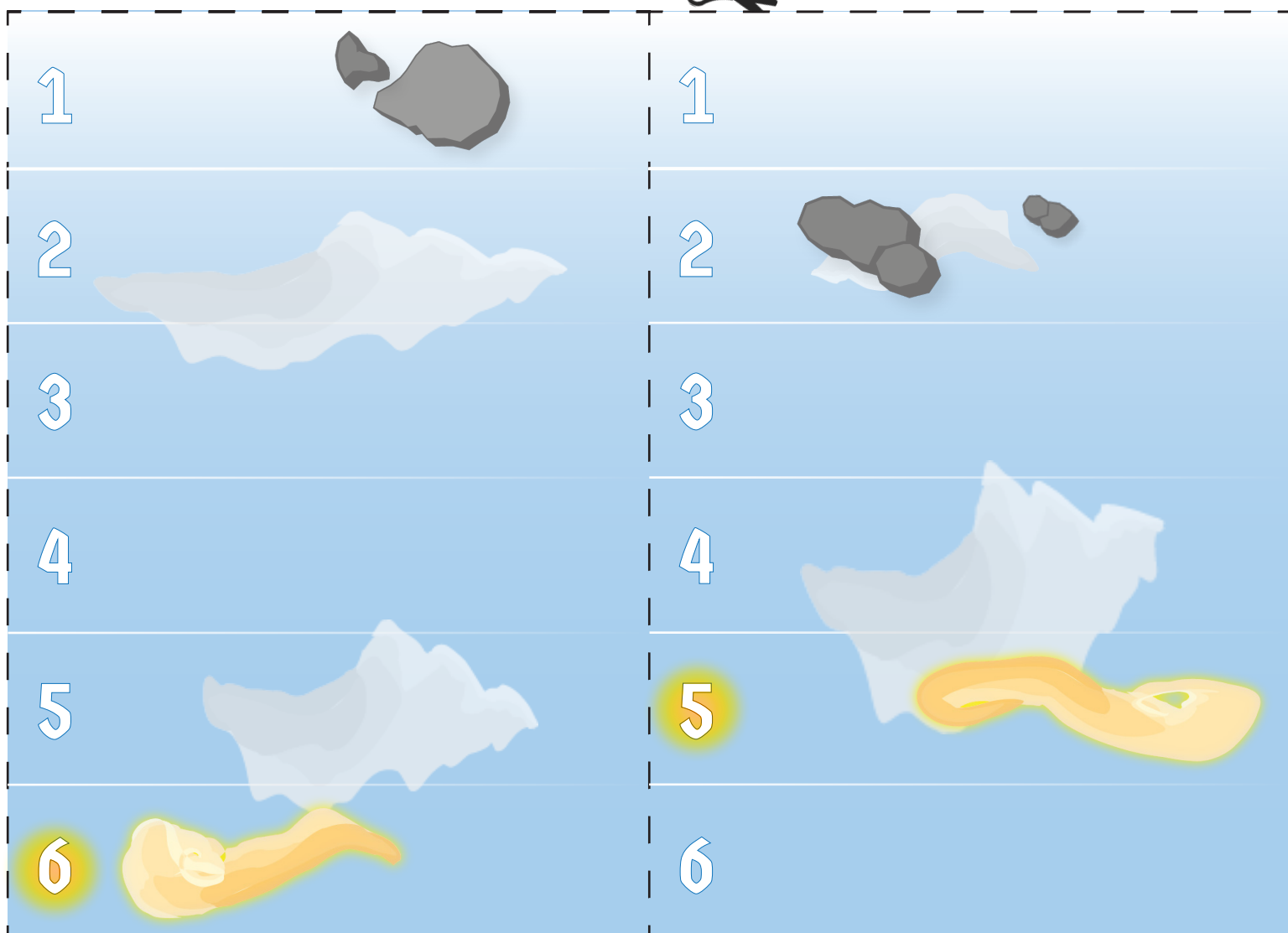
- If you move onto **golden clouds**, collect one **aether-gold token**.

5. You can now choose to go again, or return to the sky-port with your mined aether-gold.

- If you choose to go again, repeat steps 2-4. For every **3 cards** you move onto, take an **aether-gold token**.

- If you choose to return to the sky-port, or you run out of Exploration Cards, count your aether-gold tokens – this is your **score**.

If you're playing as a group keep track of everyone's score, the player with the most aether-gold is the winner!



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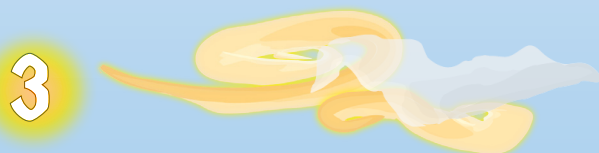
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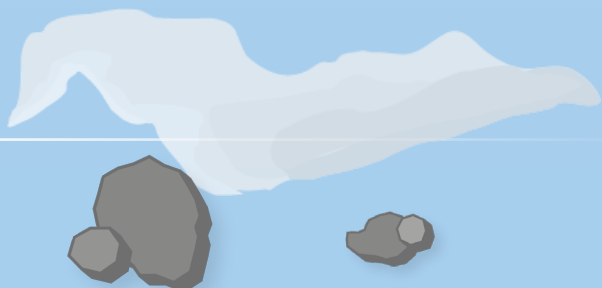


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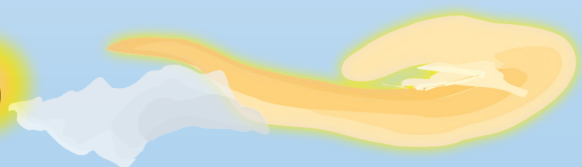
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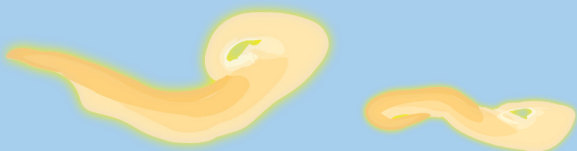
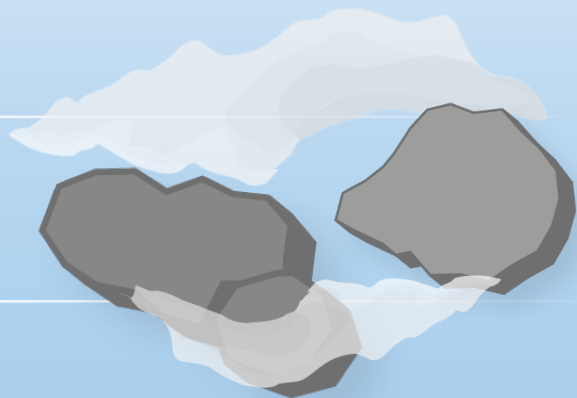
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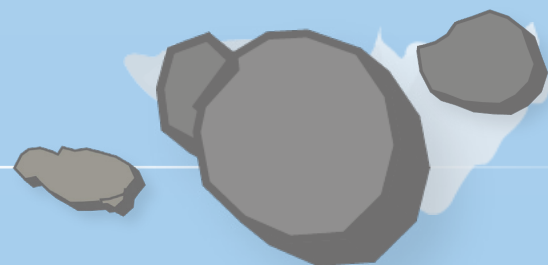
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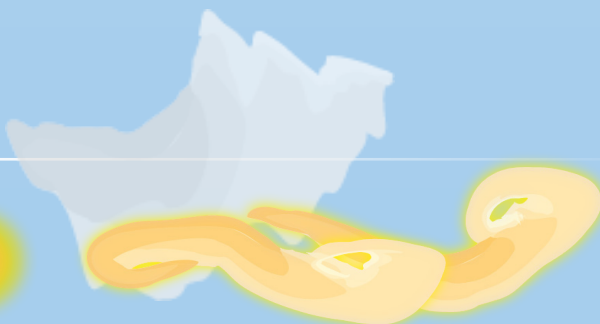
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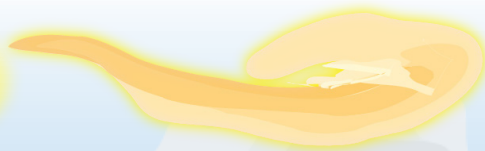
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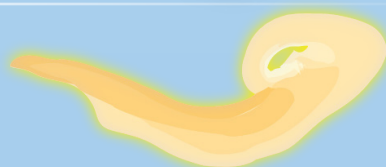
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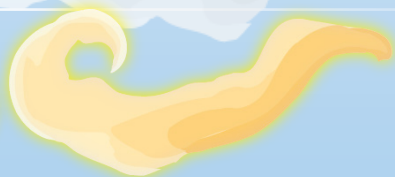
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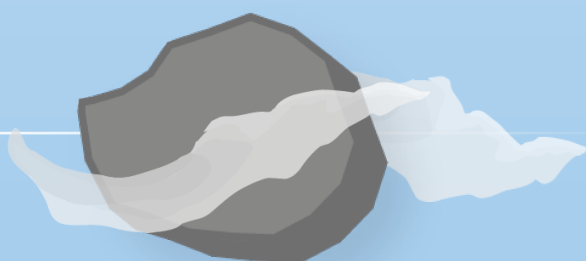
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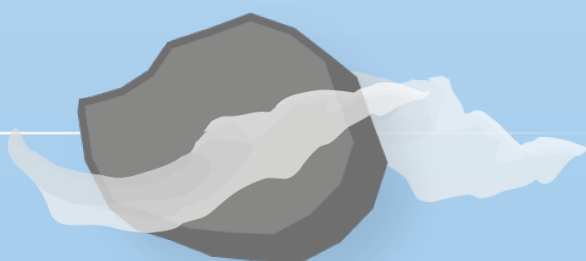
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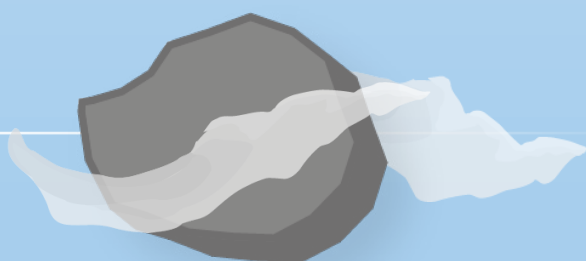
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