

Air Cargo

ROLL AND WRITE GAME. Free Playtest version

Solitaire - Playtime: 30 min

This is a BGG 4th Roll and Write Contest entry.

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RulesV3



AIRCARGO RULES V3

Roll and Write Game.

You need:

2 D6 dice

Pen.

Map and Pilot Log sheets print out.

A straight piece of cardboard to measure distance (leg) – See Pilot Log for correct length. – Or you may use Pilot Log edge as is.

Description.

You are flying between airports in NW USA, delivering cargo. The day starts fine, but the weather forecast is not good. A cold front will move in. Expect clouds, rain and wind. Deliver as much goods as possible, but you must stop flying when weather gets really bad, and you are tired. You got only one life, and one airplane. Crash, and the game is over.

The Map.

Here you find airports to fly to and from. Radio beacons for navigation, and mountains marked with hazard circles. You need a copy to play the game.

The Pilot log.

Consists of multiple boxes to tick off during the progress of a game. There are two versions. One with extended description. Recommended for your first game. You need a copy.

General.

There are two separate phases in the game. Planning and flight. They have no common rules. There are no rules for when to end a phase, and start next. You have full freedom to switch to and from them during a game. Example: plan 5 times, carry out 2 flights, then do some planning again....


General –Planning Phase.

Planning starts with rolling both dice. At this point you may reroll one or both dice by ticking off a Plan Reroll box. You may repeat rerolls. Dice can be used as Cargo or Destination planning

Cargo planning.

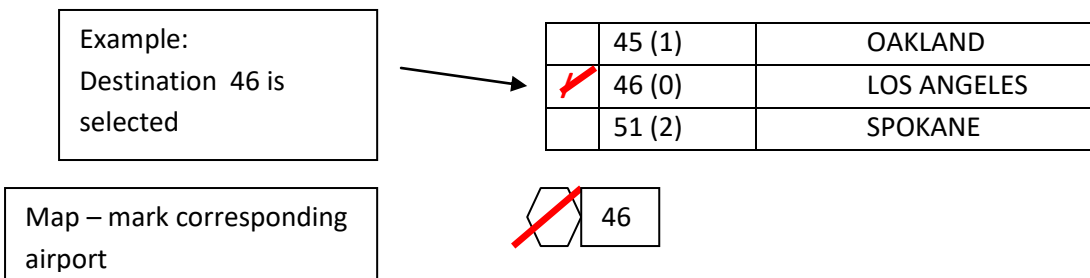
Cargo (weight); Add both dice, or use only one die for weight. Example “1” and “6” , can be used as weight 1 or 6, or the sum of both weight 7. Pick only one option. Tick off corresponding box at Cargo Weight table.

Example:
Weight “6” is
selected.

	4	MEDIUM 2
	5	MEDIUM 2
	5	MEDIUM 2
	6	HEAVY 3
	7	HEAVY 3
	7	HEAVY 3

Destination planning.

Or you may use dice to pick a destination ID. Use both dice digit order as you like. Example: "4" and "6" can be used as airport ID "46" or "64". Tick off corresponding Airport



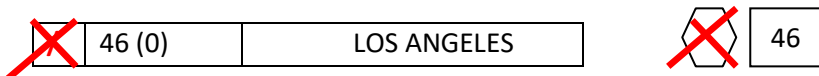
Flight phase - general

Airports can be visited only once. Cargo may only be delivered once.

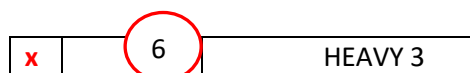
You need at least one planned cargo and one planned airport to carry out a flight. – Game first flight starts at Pendleton ID (xx). Later in the game, you start at last visited airport.

Prepare flight:

1. Select valid destination. Cross out box for visited on both Pilot Log and map. Example:



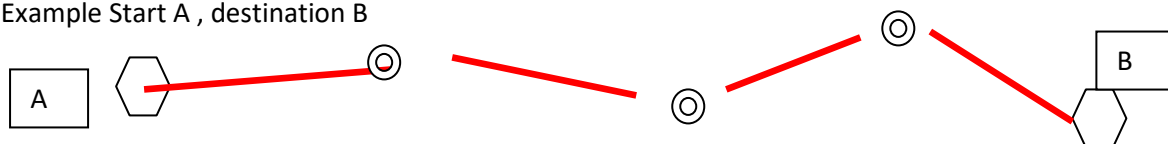
2. Select valid cargo load. Circle the weight; this is your victory point.



Execute flight.

From start airport, you must either reach a beacon or the destination. Maximum leg distance is measured by template at Pilot Log lower right corner. The flight can be any number of legs.

Example Start A , destination B



You are flying one leg at time. The next leg must a beacon or the planned destination. The leg must be a straight line.

Weather -IMPORTANT!

At start of each leg you must cross out a box on the weather progress table!

			<i>D1-4</i>	<i>D5</i>	<i>D6</i>
<i>x</i>	<i>x</i>	<i>x</i>	0	0	1
	<i>x</i>		0	0	2

After finishing the 4 legs in previous example, the Weather table should look like this.

Hazards.

There are two types of hazards.

- Crossing mountains
- Landing.

Hazard pass check:

If your flight leg crosses a mountain range circle, you must check if you pass the test.

To pass, you must roll both dice with a **total of 12 or lower**.

Dice roll modification add:

- Weather number: Use the line with last ticked off box. Roll a die. If number is between 1 -4, use the left column. 5: use center column. 6: use right column
- Mountain hazard number . *
- cargo weight - light, medium, heavy or very heavy weight

*Substitute with landing hazard when applicable.

Upon landing you must do landing hazard check.

Landing pass check follows exactly same procedure as above. Replace mountain hazard with landing hazard. You find the number in parenthesis added to airport id. Example Seattle 41 (0) . Some airports are large. Others are small with more difficult challenging terrain.

Stamina.

Subtracting stamina during a hazard check:

Prior to dice roll, you may use stamina (tick off boxes). Subtract number to dice roll.

Panic:

Use after a dice roll. Use necessary stamina + 1 to pass check. Stamina used prior to test is lost and not counted.

Prayer: At any time during a test, you may tick off a box to reroll one or both dice.

End game:

- Ends immediately if you failed test. Game lost.
- No valid cargo or destination rolled for, with no rerolls left. Count points
- Voluntarily stop flying. Count points

Score: Add up delivered cargo points. Subtract 1 points for each cargo ordered (not delivered), and each destination airport planned and not visited.

Winning the game - min	40 points
Silver Wing pilot	43 points
Gold Wing pilot	45 points

Revision history:

Rules V3 - Examples added.

Map V3 – Minor adjustments and cleanup.

Pilot Log V3 – On request, a cleaner design with no descriptions.

Original kept for beginners to understand the game.

CARGO WEIGHT

1	LIGHT 1
1	LIGHT 1
2	LIGHT 1
3	MEDIUM 2
3	MEDIUM 2
4	MEDIUM 2
4	MEDIUM 2
5	MEDIUM 2
5	MEDIUM 2
6	HEAVY 3
7	HEAVY 3
7	HEAVY 3
7	HEAVY 3
8	X HEAVY 5
8	X HEAVY 5
9	X HEAVY 5

$D1-4$	$D5$	$D6$
0	0	1
0	0	2
0	1	2
1	2	2
1	2	3
1	2	3
2	3	4
2	3	4
3	3	4
3	4	4
3	4	5
4	5	6
4	5	7
4	5	7
4	6	7

WEATHER HAZARD

WEATHER HAZARD

AIRPORTS

	41 (0)	SEATTLE
	42 (1)	PORTLAND
	43 (2)	HELENA
	44 (3)	SILVER SPRINGS
	45 (1)	OAKLAND
	46 (0)	LOS ANGELES
	51 (2)	SPOKANE
	52 (2)	CALDWELL
	53 (3)	CRAWFORD
	54 (3)	BIG TIMBER
	55 (2)	ORO LOMA
	56 (1)	SALERNO
	61 (2)	TILLIT
	62 (3)	CHRISTMAN
	63 (1)	DENVER
	64 (3)	FREMONT
	65 (2)	LA JUNTA
	66 (1)	TUCUMJARI
X	XX	PENDELETON -START

PLAN REROLL

STAMINA

PRAYER REROLL

Hazard check:

+ Hazard, land or mountain

+ Weather

+ Cargo weight

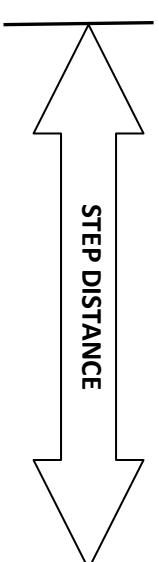
+ 2Dice roll

= 12 or less to pass

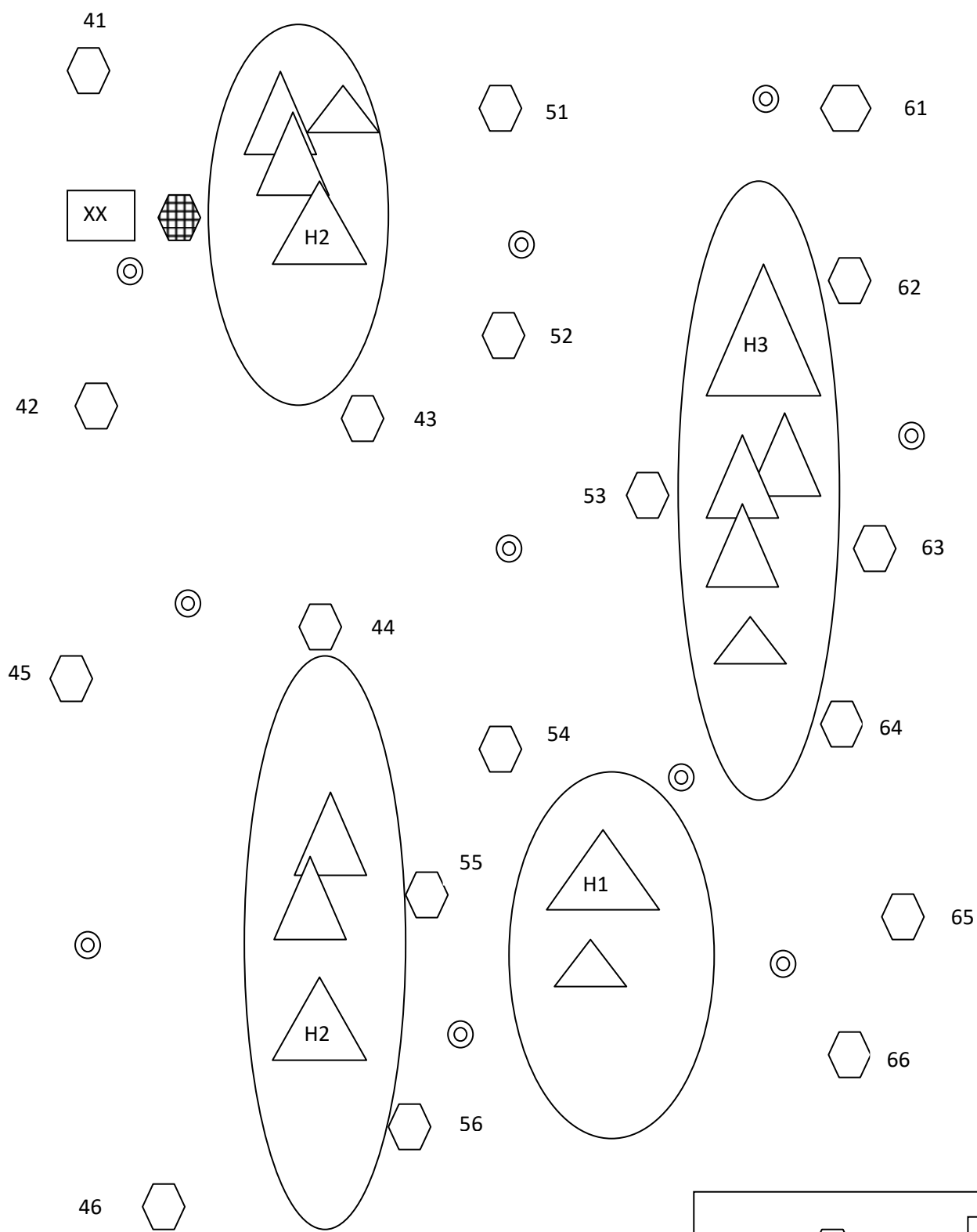
PILOT LOG

 $\sqrt{3}$

STEP DISTANCE



AIR CARGO MAP V3



MAP v3

AIRPORT		ID	<div>42</div>
BEACON			
MOUNTAIN HAZARD NO			H2