Biting Garkrid Nest

This is a nest of vicious Biting Garkrid, with a few valuable looking eggs protruding from the branches.

The garkrid appear to have pulled some of the cargo into the nest. A model adjacent to the nest at the end of its main move may roll a dice to investigate. If a model sacrifices its entire movement then it may roll two die at the same time. On a 4 or more the model takes a Loot Token. On a 1 there is no more valuable loot in that pile and the cargo pile can be removed.

If any model starts its activation within 3 inches of the nest then cast 3 Combat Stones and place one Biting Garkrid adjacent to it for each failed roll. You may use combat abilities to recast these Stones. One garkrid will attack immediately, with the other garkrid supporting.

Biting Garkrid: Beast; M: **3"**, A: **1**, S: **1**, T: –, CR: **0"**, Sz: **tiny**; Instinctive (1, 0)

Abilities

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

Shiny Garkrid!

You don't spot any cargo around the nest, but as you get closer a swarm of iridescent garkrid erupt from the nest and flee into the forest. You realise they would fetch a high price back home!

An opposing player places six Shiny Garkrid evenly spaced around the nest. The garkrid immediately run D6 inches away from the nearest player model.

Shiny Garkrid: Beast; M: **8"**, A: **1**, S: **0**, T: –, CR: **0"**, Sz: **tiny**; Instinctive (0, 1), Evasive

Special Rules: During the End Phase, each garkrid will activate and run D6 inches away from the nearest player model. Remove any garkrid that are more than 12 inches away from any player models. If a model kills a garkrid it may take one Salvage.

Abilities

Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

Utakrid

Cost: 3 shenanigans tokens

Place an Utakrid on the board, at least 12 inches away from any player's Boat or Crew and at least 24 inches from the starting line.

The Utakrid activates at the start of each Combat Phase. It Moves Cautiously towards the closest Crew (excluding spectators), then attacks Crew if possible.

The Utakrid will always grab a Crew if possible. If it does not kill it immediately, it will drop it then leave the board. A model dropped on land needs to roll a Toughness save.

Utakrid: Beast; M: **10"**, A: **4**, S: **0**, T: **4+**, CR: **9"**, St: **2**, Sz: **large**; Crunch (2), Dodge*****, Flying, Grab, Overflight, Very Tough*****, Untrained

Abilities

Crunch (x) [C]: Cast an extra X Erac Combat Stones when attacking (as opposed to being attacked).

Dodge* [C]: Force your opponent to turn over one successful Erac.

Flying [T]: This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

Grab [A]: Immediately after this model's Basic Movement, select one Small model that was contacted by this model during that movement. Place the model adjacent to this model.

Overflight [C]: This model may Move after its Combat Action.

Untrained [T]: This model may not be Activated Directly.

Very Tough* [S]: Re-roll a failed Toughness save.

Medium Frenu Swarm

Cost: 2 shenanigans tokens

Place the relevant model on the board, at least 12 inches away from any player's Boat or Crew and at least 24 inches from the starting line.

The swarm will leave the board if it kills a Crew.

The swarm activates at the start of each Combat Phase. It Moves Cautiously towards the closest Crew (excluding spectators), then attacks Crew if possible.

Medium Frenu Swarm: Troop; M: **8"**, A: **5**, S: **2**, T: **6+**, CR: **3"**, St: **Special**, Sz: **medium**; Combat Discipline*****, Dodge*****, Flying, Indomitable, Sacrifice, Swarm (6), Untrained

Abilities

Combat Discipline* [C]: Recast any or all Combat Stones.

Dodge* [C]: Force your opponent to turn over one successful Erac.

Flying [T]: This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

Indomitable [C]: This model does not lose its Combat Action if it is attacked.

Sacrifice [S]: Discard a *Friendly* model from within this model's Command Range to gain a Stamina. This may be done at any time.

Swarm (x) [L]: Activate up to X *Friendly* Frenu.

Untrained [T]: This model may not be Activated Directly.

River Akitiin

Cost: 5 shenanigans tokens

Place a River Akitiin in the water on the board, at least 6 inches away from any player's Boat or Crew and at least 24 inches from the starting line.

The River Akitiin activates at the start of each Combat Phase. It Moves Cautiously towards the closest Boat (excluding spectator boats), then attacks a Boat if possible (always using all Erac). After a River Akitiin's attack, roll as many Erac and as many Oran as there were successful attacks, and pivot the Boat as per the wind direction rules. The River Akitiin will leave the board if it destroys a Boat, or if no Boat is in full movement range.

River Akitiin: Beast; M: **0"**, A: **4**, S: **0**, T: **3+**, CR: **6"**, St: **3**, Sz: **large**; Swim (9), Aggressive (6), Instinctive (3, 0), Ambush, Lunge (6), Crunch (2), Powerful, Very Tough*, Wild Animal

Abilities

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

Ambush [S]: Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6 inches of the marker at the start of a Combat Phase then immediately deploy this model so that its base covers the marker.

Crunch (x) [C]: Cast an extra X Erac Combat Stones when attacking (as opposed to being attacked).

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

Lunge (x) [C]: Use this model's Combat Action to attack a model within X". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Swim (x) [A]: This model may *Move Cautiously* through both shallow and deep water. It may move up to X" if the move is entirely within water.

Very Tough* [S]: Re-roll a failed Toughness save.

Wild Animal [T]: This model treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.

Ruhnko

Cost: 3 shenanigans tokens

Place the relevant model in water on the board, at least 6 inches away from any player's Boat or Crew and at least 24 inches from the starting line.

Swimming creatures activate at the start of each Combat Phase. They Move Cautiously towards the closest Boat (excluding spectator boats), then attack a Boat if possible (always using all Erac). After a swimming creature's attack, roll as many Erac and as many Oran as there were successful attacks, and pivot the Boat as per the wind direction rules. Swimming creatures will leave the board if they damage a Boat (i.e. removes at least one Stamina), or if no Boat is in full movement range.

Ruhnko: Beast; M: **4"**, A: **5**, S: **0**, T: **3+**, CR: **6"**, St: **1**, Sz: **large**; Aggressive (3), Instinctive (3, 1), Pounce (3), Wild Animal, Swim (6), Untrained, Very Tough*

Abilities

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

Pounce (x) [C]: Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

Swim (x) [A]: This model may *Move Cautiously* through both shallow and deep water. It may move up to X" if the move is entirely within water.

Untrained [T]: This model may not be Activated Directly.

Very Tough* [S]: Re-roll a failed Toughness save.

Wild Animal [T]: This model treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.

Shipmites

Cost: 2 shenanigans tokens

You suddenly hear a succession of nasty crunches coming from the side of the boat. To your horror you realise shipmites are having your boat for lunch!

Cast 3 Combat Stones; place one Shipmite adjacent to the Boat for each success. The Shipmites move with the Boat and attack it during each Combat Phase. A Crew Member may spend its activation to remove a single Shipmite.

Shipmite: Beast; M: **2"**, A: **1**, S: **0**, T: –, CR: **0"**, Sz: **tiny**; Instinctive (1, 0), Weak, Swim (6), Pounce (3)

Abilities

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

Pounce (x) [C]: Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

Swim (x) [A]: This model may *Move Cautiously* through both shallow and deep water. It may move up to X" if the move is entirely within water.

Weak [C]: Blows landed by this model are saved with a +1 modifier.

Small Frenu Swarm

Cost: 2 shenanigans tokens

Place the relevant model on the board, at least 12 inches away from any player's Boat or Crew and at least 24 inches from the starting line.

The swarm will leave the board if it kills a Crew.

The swarm activates at the start of each Combat Phase. It Moves Cautiously towards the closest Crew (excluding spectators), then attacks Crew if possible.

Small Frenu Swarm: Troop; M: **10"**, A: **3**, S: **1**, T: **6+**, CR: **3"**, St: **Special**, Sz: **small**; Combat Discipline*****, Dodge*****, Flying, Sacrifice, Swarm (6), Untrained

Abilities

Combat Discipline* [C]: Recast any or all Combat Stones.

Dodge* [C]: Force your opponent to turn over one successful Erac.

Flying [T]: This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

Sacrifice [S]: Discard a *Friendly* model from within this model's Command Range to gain a Stamina. This may be done at any time.

Swarm (x) [L]: Activate up to X *Friendly* Frenu.

Untrained [T]: This model may not be Activated Directly.

Torala

Cost: 3 shenanigans tokens

Place the relevant model in water on the board, at least 6 inches away from any player's Boat or Crew and at least 24 inches from the starting line.

Swimming creatures activate at the start of each Combat Phase. They Move Cautiously towards the closest Boat (excluding spectator boats), then attack a Boat if possible (always using all Erac). After a swimming creature's attack, roll as many Erac and as many Oran as there were successful attacks, and pivot the Boat as per the wind direction rules. Swimming creatures will leave the board if they damage a Boat (i.e. removes at least one Stamina), or if no Boat is in full movement range.

Torala: Beast; M: **4"**, A: **4**, S: **0**, T: **4+**, CR: **6"**, St: **2**, Sz: **huge**; Instinctive (0, 2), Unstoppable, Crunch (3), Untrained, Powerful, Swim (6), Very Tough*, Wild Animal, Indomitable

Abilities

Crunch (x) [C]: Cast an extra X Erac Combat Stones when attacking (as opposed to being attacked).

Indomitable [C]: This model does not lose its Combat Action if it is attacked.

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Swim (x) [A]: This model may *Move Cautiously* through both shallow and deep water. It may move up to X" if the move is entirely within water.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

Untrained [T]: This model may not be Activated Directly.

Very Tough* [S]: Re-roll a failed Toughness save.

Wild Animal [T]: This model treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.

Buoy 1

A buoy is bobbing gently on the surface of the lake. A package is attached to it.

The buoy and its Prize are collected automatically when a Boat comes in contact with them (remove the buoy once the Prize has been collected).

The Prizes are Unwieldy[T]. Each Prize is worth D6 victory points.

Unfortunately you are not the only ones with eyes on the prize. A group of Trebarnii Howlers have built a crude raft and, screaming at the top of their lungs, paddle as fast as they can to try and grab the loot.

Place the Howlers's raft at least 9 inches away from any Boat, in contact with a bank and ahead of the race, with D3+1 Trebarnii Howlers on it. The Howlers will try to get in range and throw stones. The Howlers will pursue the Boat until they either retrieve the Prize, or lose half of their numbers. When fleeing, the Howlers will not hesitate to jump in the water as they are adequate swimmers (Move Cautiously while in water). Remove the models from the board.

Trebarnii Howler: Troop; M: **6"**, A: **1**, S: **1**, T: **6+**, CR: **12"**, Sz: **small**; Surefooted, Aggressive (3), Bomber, Flit, Pack (1), Ranger, Rider; **Throw Stones**: M: **6"**; Rge: **6"**; A: **2**

Prize: Object; M: –, A: –, S: –, T: –, CR: –, Sz: **tiny**; Untrained, Unwieldy

Abilities

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

Bomber [A]: If this model is adjacent to a model with the Bomb Carrier[T] ability then it may take one Ishkarru bomb. It may discard a bomb before making a Ranged Attack to cast an additional Combat Stone.

Flit [C]: Use this model's Combat Action to move up to 3 inches.

Pack (x) [L]: Activate up to X *Friendly* models with the Pack[L] ability.

Ranger [T]: This model may move over difficult terrain without *Moving Cautiously*.

Rider [T]: This model may be moved by a model with the Transport[A] ability.

Surefooted [T]: This model may re-roll a failed *Agility Test*.

Untrained [T]: This model may not be Activated Directly.

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Buoy 2 - That's No Buoy!

As you get close to it, it dawns on you that what you mistook for a buoy is the head crest of the dreaded river akitiin!

The River Akitiin immediately attacks the Boat. It then activates at the start of each Combat Phase. It Moves Cautiously towards the closest Boat (excluding spectator boats), then attacks a Boat if possible (always using all Erac). After the River Akitiin's attack, roll as many Erac and as many Oran as there were successful attacks, and pivot the Boat as per the wind direction rules. The River Akitiin will leave the board if it damages a Boat (i.e. removes at least one Stamina), or if no Boat is in full movement range.

River Akitiin: Beast; M: **0"**, A: **4**, S: **0**, T: **3+**, CR: **6"**, St: **3**, Sz: **large**; Swim (9), Aggressive (6), Instinctive (3, 0), Ambush, Lunge (6), Crunch (2), Powerful, Very Tough*, Wild Animal

Abilities

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

Ambush [S]: Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6 inches of the marker at the start of a Combat Phase then immediately deploy this model so that its base covers the marker.

Crunch (x) [C]: Cast an extra X Erac Combat Stones when attacking (as opposed to being attacked).

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

Lunge (x) [C]: Use this model's Combat Action to attack a model within X". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Swim (x) [A]: This model may *Move Cautiously* through both shallow and deep water. It may move up to X" if the move is entirely within water.

Very Tough* [S]: Re-roll a failed Toughness save.

Wild Animal [T]: This model treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.

Buoy 3

A buoy is bobbing gently on the surface of the lake. A package is attached to it.

The buoy and its Prize are collected automatically when a Boat comes in contact with them (remove the buoy once the Prize has been collected).

The Prize is Unwieldy[T], and worth D6 victory points.

Prize: Object; M: –, A: –, S: –, T: –, CR: –, Sz: **tiny**; Untrained, Unwieldy

Abilities

Untrained [T]: This model may not be Activated Directly.

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Buoy 4

A buoy is bobbing gently on the surface of the lake. A couple of packages are attached to it.

The buoy and its two Prizes are collected automatically when a Boat comes in contact with them (remove the buoy once the Prizes have been collected).

The Prizes are Unwieldy[T]. Each Prize is worth D6 victory points.

Prize: Object; M: –, A: –, S: –, T: –, CR: –, Sz: **tiny**; Untrained, Unwieldy

Abilities

Untrained [T]: This model may not be Activated Directly.

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Buoy 5

A buoy is bobbing gently on the surface of the lake. A few packages are attached to it.

The buoy and its three Prizes are collected automatically when a Boat comes in contact with them (remove the buoy once the Prizes have been collected).

The Prizes are Unwieldy[T]. Each Prize is worth D6 victory points.

Prize: Object; M: –, A: –, S: –, T: –, CR: –, Sz: **tiny**; Untrained, Unwieldy

Abilities

Untrained [T]: This model may not be Activated Directly.

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Egg Clutch 1

You're in luck: you've stumbled upon an akitiin nest. Their eggs are a renowned delicacy.

Place D3+3 Akitiin Eggs at the centre of a clearing.

At the start of the next Combat Phase, Tunnelling Akitiin attack. They erupt from the ground up 6 inches from the nest, in base contact with an Enemy model if possible. There is one akitiin per 2 models (rounded down).

The Akitiin Eggs are Unwieldy[T]. Each Akitiin Egg is worth D6 victory points.

Tunnelling Akitiin: Beast; M: **6"**, A: **4**, S: **0**, T: **3+**, CR: **6"**, Sz: **small**; Aggressive (3), Ambush, Instinctive (2, 0), Lunge (2), Untrained, Wild Animal

Akitiin Egg: Egg, Object; M: –, A: –, S: –, T: **6+**, CR: **2"**, Sz: **tiny**; Untrained, Hatch (Akitiin Hatchling), Nest (5)

Abilities

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

Ambush [S]: Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6 inches of the marker at the start of a Combat Phase then immediately deploy this model so that its base covers the marker.

Hatch (x) [S]: Roll a die at the start of each Combat Phase. On a 5 or 6 the *Egg* hatches: replace this model with a X. The newly-hatched X can participate in combat.

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

Lunge (x) [C]: Use this model's Combat Action to attack a model within X". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.

Nest [S]: At the start of the game you may choose not to deploy this model and up to X identical models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9 inches from any *Enemy* models. The models may be activated during the Turn.

Untrained [T]: This model may not be Activated Directly.

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Wild Animal [T]: This model treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.

Egg Clutch 2

You're in luck: you've stumbled upon an akitiin nest. Their eggs are a renowned delicacy.

Place D3+3 Akitiin Eggs at the centre of a clearing.

The Akitiin Eggs are Unwieldy[T]. Each Akitiin Egg is worth D6 victory points.

Akitiin Egg: Egg, Object; M: –, A: –, S: –, T: **6+**, CR: **2"**, Sz: **tiny**; Untrained, Hatch (Akitiin Hatchling), Nest (5)

Abilities

Hatch (x) [S]: Roll a die at the start of each Combat Phase. On a 5 or 6 the *Egg* hatches: replace this model with a X. The newly-hatched X can participate in combat.

Nest [S]: At the start of the game you may choose not to deploy this model and up to X identical models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9 inches from any *Enemy* models. The models may be activated during the Turn.

Untrained [T]: This model may not be Activated Directly.

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Free Prize 1

A rather battered chest is set at the centre of this small clearing.

The chest is a Prize worth 2D6 victory points.

Prize: Object; M: –, A: –, S: –, T: –, CR: –, Sz: **tiny**; Untrained, Unwieldy

Abilities

Untrained [T]: This model may not be Activated Directly.

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Free Prize 2

A rather battered chest is set at the centre of this small clearing.

The chest is a Prize worth 4D6 victory points.

Prize: Object; M: –, A: –, S: –, T: –, CR: –, Sz: **tiny**; Untrained, Unwieldy

Abilities

Untrained [T]: This model may not be Activated Directly.

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Free Prize 3

A rather battered chest is set at the centre of this small clearing.

The chest is a Prize worth 6D6 victory points.

Prize: Object; M: –, A: –, S: –, T: –, CR: –, Sz: **tiny**; Untrained, Unwieldy

Abilities

Untrained [T]: This model may not be Activated Directly.

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Frenu Swarm

Cost: 2 shenanigans tokens

Roll on the following table and place the relevant model on the board, at least 12 inches away from any player's Boat or Crew and at least 24 inches from the starting line.

The swarm will leave the board if it kills a Crew.

The swarm activates at the start of each Combat Phase. It Moves Cautiously towards the closest Crew (excluding spectators), then attacks Crew if possible.

1-4. **A Small Frenu Swarm:** Troop; M: **10"**, A: **3**, S: **1**, T: **6+**, CR: **3"**, St: **Special**, Sz: **small**; Combat Discipline*, Dodge*, Flying, Sacrifice, Swarm (6), Untrained

5-6. **A Medium Frenu Swarm:** Troop; M: **8"**, A: **5**, S: **2**, T: **6+**, CR: **3"**, St: **Special**, Sz: **medium**; Combat Discipline*, Dodge*, Flying, Indomitable, Sacrifice, Swarm (6), Untrained

Abilities

Combat Discipline* [C]: Recast any or all Combat Stones.

Dodge* [C]: Force your opponent to turn over one successful Erac.

Flying [T]: This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

Indomitable [C]: This model does not lose its Combat Action if it is attacked.

Sacrifice [S]: Discard a *Friendly* model from within this model's Command Range to gain a Stamina. This may be done at any time.

Swarm (x) [L]: Activate up to X *Friendly* Frenu.

Untrained [T]: This model may not be Activated Directly.

Garkrid Opportunity

A rather battered chest is set at the centre of this small clearing.

As you pick up the chest, the bottom falls off of it, and D6+2 Shiny Garkrid escape.

The garkrid are slightly shaken, and will immediately Move Cautiously in a random direction, away from the chest. A garkrid will immediately stop if it encounters an obstacle (including models). In later turns, the garkrid will move at full speed. Once a garkrid is 10 inches away from the chest's original position, it disappears in the underbrush. Shiny Garkrid are especially dumb, and will go straight into the water if it is on their path. Unfortunately, they aren't especially buoyant and will sink to the bottom immediately.

Each captured garkrid is worth D6 victory points.

Shiny Garkrid: Beast; M: **8"**, A: **1**, S: **0**, T: –, CR: **0"**, Sz: **tiny**; Instinctive (0, 1), Evasive

Abilities

Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

Kosok

Cost: 2 shenanigans tokens

Place a Kosok on the board, at least 12 inches away from any player's Boat or Crew and at least 24 inches from the starting line.

The Kosok will leave the board if it kills a Crew.

The Kosok activates at the start of each Combat Phase. It Moves Cautiously towards the closest Crew (excluding spectators), then attacks Crew if possible (it will use its Charge[A] ability if it has moved at all).

Kosok: Beast; M: **12"**, A: **1**, S: **3**, T: **6+**, CR: **6"**, Sz: **small**; Aggressive (3), Charge (2), Evasive, Flit, Flying, Solo

Abilities

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

Charge (x) [A]: Fight a combat against an adjacent *Enemy* immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts X additional Combat Stones. This ability may not be used if this model had to *Move Cautiously*.

Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.

Flit [C]: Use this model's Combat Action to move up to 3 inches.

Flying [T]: This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.

Spectator Boat

Cost: 1 shenanigans token

The fubarnii are keen on not missing any of the action, and what better place to do that than in the middle of the river?

Place a coracle or small row boat in contact with either bank of the river, at least 6 inches away from any player's Boat or Crew and at least 18 inches from the starting line.

The Spectator Boat will keep on crossing from one side to the other (it will Move Cautiously at the start of each Combat Phase, before any attacks). If a Boat hits a Spectator Boat, perform a ramming test. A Boat that hits a Spectator Boat gains one shame token. A Boat that destroys a Spectator Boat gains a further two shame tokens. At the end of the game, each shame token is worth negative D6 victory points.

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Urchin on Coracle: Civilian; M: **0"**, A: **1**, S: **1**, T: **6+**, CR: **6"**, Sz: **medium**; Beast Handler (1), Untrained, Swim (4), Sea Legs, Cumbersome

Abilities

Beast Handler (x) [L]: Activate up to X *Friendly Beasts*.

Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model or 2 Small models, or 3 inches if pulled by 1 Small model.

Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed *Agility Test*).

Swim (x) [A]: This model may *Move Cautiously* through both shallow and deep water. It may move up to X" if the move is entirely within water.

Untrained [T]: This model may not be Activated Directly.

Spitting Garkrid

As you approach the nest you hear an evil sounding hissing noise from the garkrid near the nest. You have stumbled across an infestation of dangerous spitting garkrid, their jaws dripping with deadly poison.

The garkrid appear to have pulled some of the cargo into the nest. A model adjacent to the nest at the end of its main move may roll a dice to investigate. If a model sacrifices its entire movement then it may roll two die at the same time. On a 4 or more the model takes a Loot Token. On a 1 there is no more valuable loot in that pile and the cargo pile can be removed.

Starting with the active player, players take turns placing six Spitting Garkrid. Each Spitting Garkrid is placed 2 inches from the nest or from another garkrid.

Spitting Garkrid: Beast; M: **3"**, A: **1**, S: **1**, T: –, CR: **0"**, Sz: **tiny**; Instinctive (1, 0), Powerful; **Spit**: M: **0"**; Rge: **6"**; A: **2**; Powerful

Special Rules: If any garkrid are unengaged at the start of a Combat Phase they will make a Spit Ranged Attack against the nearest Enemy model within 6 inches. If any garkrid are engaged at the end of a Combat Phase they will move 1 inch out of combat.

Abilities

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Surprise!

As you approach the nest you hear a scream. Roll on the following table and place the relevant models adjacent to the most isolated player model on the table (this is the model furthest from any other Friendly or Enemy models – if it is unclear then roll a dice to decide). The models immediately attack. Once the attack is resolved, shuffle this card back in with the others and draw a replacement card for the nest.

1-2. **A Kitahii:** Beast; M: **10"**, A: **4**, S: **0**, T: **5+**, CR: **6"**, Sz: **medium**; Aggressive (3), Agility, Ambush, Combat Trained (2), Pounce (3), Ranger, Untrained, Wild Animal

3-4. **A Utakrid:** Beast; M: **10"**, A: **4**, S: **0**, T: **4+**, CR: **9"**, St: **2**, Sz: **large**; Crunch (2), Dodge*, Flying, Grab, Overflight, Very Tough*, Untrained

5-6. **Two Mekkrid:** Beast; M: **6"**, A: **2**, S: **0**, T: **5+**, CR: **0"**, Sz: **small**; Aggressive (3), Instinctive (2, 0), Pounce (3), Ranger, Untrained, Wild Animal

Water Feature

Cost: 3 shenanigans tokens

Roll on the following table and place the relevant model in water on the board, at least 6 inches away from any player's Boat or Crew and at least 24 inches from the starting line.

Swimming creatures activate at the start of each Combat Phase. They Move Cautiously towards the closest Boat (excluding spectator boats), then attack a Boat if possible (always using all Erac). After a swimming creature's attack, roll as many Erac and as many Oran as there were successful attacks, and pivot the Boat as per the wind direction rules. Swimming creatures will leave the board if they damage a Boat (i.e. removes at least one Stamina), or if no Boat is in full movement range.

1-4. **A Ruhnko:** Beast; M: **4"**, A: **5**, S: **0**, T: **3+**, CR: **6"**, St: **1**, Sz: **large**; Aggressive (3), Instinctive (3, 1), Pounce (3), Wild Animal, Swim (6), Untrained, Very Tough*

5-6. **A Torala:** Beast; M: **4"**, A: **4**, S: **0**, T: **4+**, CR: **6"**, St: **2**, Sz: **huge**; Instinctive (0, 2), Unstoppable, Crunch (3), Untrained, Powerful, Swim (6), Very Tough*, Wild Animal, Indomitable

Abilities

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

Crunch (x) [C]: Cast an extra X Erac Combat Stones when attacking (as opposed to being attacked).

Indomitable [C]: This model does not lose its Combat Action if it is attacked.

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

Pounce (x) [C]: Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Swim (x) [A]: This model may *Move Cautiously* through both shallow and deep water. It may move up to X" if the move is entirely within water.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

Untrained [T]: This model may not be Activated Directly.

Very Tough* [S]: Re-roll a failed Toughness save.

Wild Animal [T]: This model treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.

Sqwak!

A rather battered chest is set at the centre of this small clearing.

As you pick up the chest, it starts wiggling vigorously. The lid opens suddenly, and out pops a rather miffed Tourac. Sqwak! All models within 2 inches of the chest are Stunned by its deafening call.

Their troubles are far from over, as the call is answered by a nearby Utakrid. Place the Utakrid at least 6 inches away from any model.

The Utakrid activates at the start of each Combat Phase. It Moves Cautiously towards the closest Crew (excluding spectators), then attacks Crew if possible.

The Utakrid will always grab a Crew if possible. If it does not kill it immediately, it will drop it then leave the board. A model dropped on land needs to roll a Toughness save.

Tourac: Beast; M: **6"**, A: **1**, S: **0**, T: **5+**, CR: **12"**, Sz: **tiny**; Untrained, Sqwak!

Utakrid: Beast; M: **10"**, A: **4**, S: **0**, T: **4+**, CR: **9"**, St: **2**, Sz: **large**; Crunch (2), Dodge*, Flying, Grab, Overflight, Very Tough*, Untrained

Abilities

Crunch (x) [C]: Cast an extra X Erac Combat Stones when attacking (as opposed to being attacked).

Dodge* [C]: Force your opponent to turn over one successful Erac.

Flying [T]: This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

Grab [A]: Immediately after this model's Basic Movement, select one Small model that was contacted by this model during that movement. Place the model adjacent to this model.

Overflight [C]: This model may Move after its Combat Action.

Sqwak! [S]: If a blow is landed on this model, it screams at the top of its lungs: all *Beasts* within its Command Range (from closest to farthest) immediately move straight towards it, stopping if they come into base contact with another model.

Untrained [T]: This model may not be Activated Directly.

Very Tough* [S]: Re-roll a failed Toughness save.