

The 1st Gar Loren Regatta

A complex experimental scenario for 2 to 8 players, 150 points.

A boat race fit for the Emperor.

Forces

non-Kedashi/Devanu

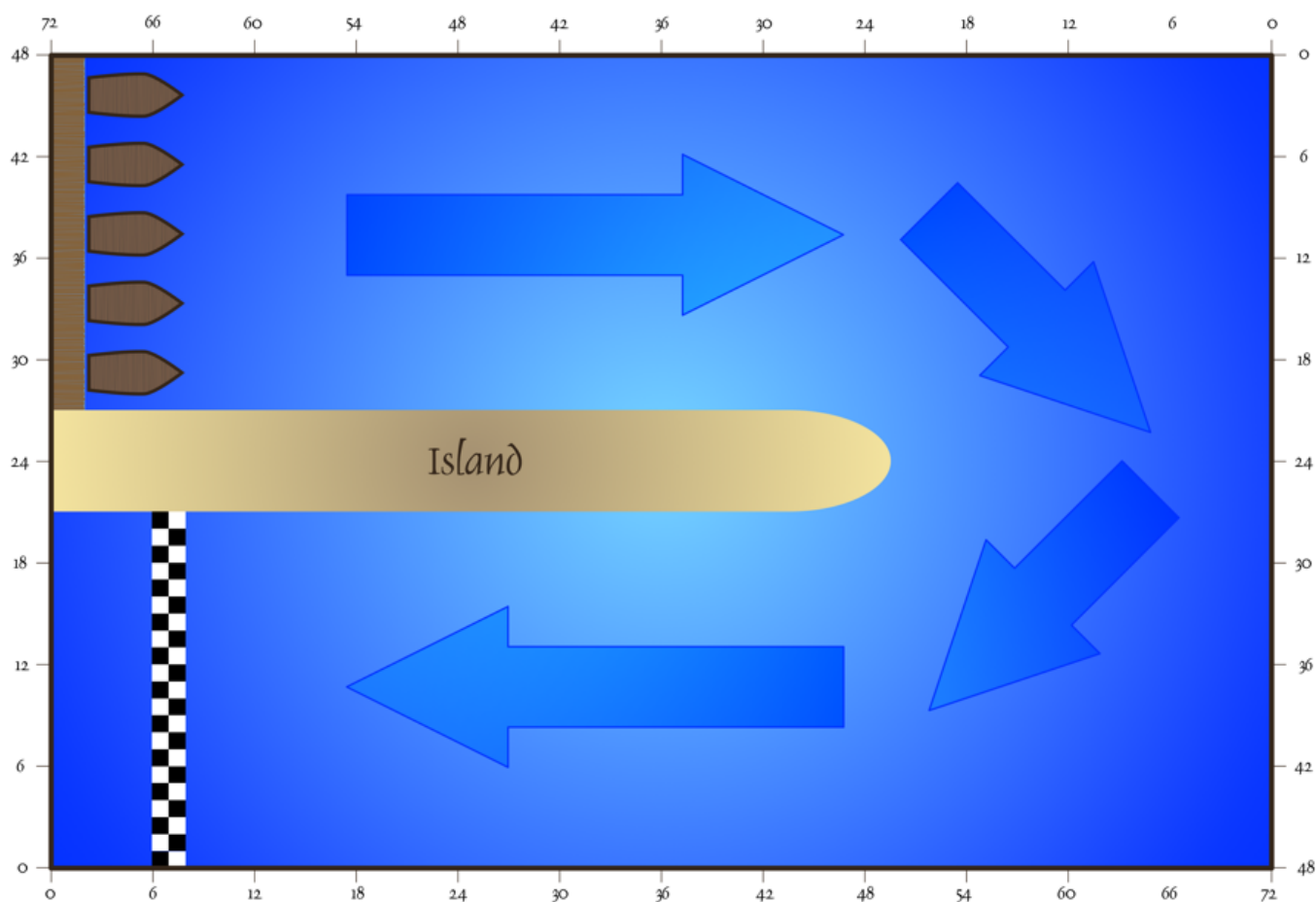
Pick a 150 points non-Kedashi/Devanu force (the list must include a single boat).

Set Up

The game is played on a large (4 x 6 feet) playing area. The entire board is water, with a large island in the centre. You may want to place a number of civilians on the island to represent the spectators (they will have no effect on the game, though). The size of the island should be such that the surrounding river is large enough for all participating boats to run abreast, with at least 1 inch between them. If the starting line is too crowded, either procure a larger board, or use multiple ranks.

Obstacles: You might want to place a number of obstacles on the water (such as small hills to represent islets).

The boats: The players roll off and place their Boats next to the starting line, with their Crew on board.



Victory Conditions

Distance race: The race ends once a Boat has fully crossed the finish line.

Time-bound race: The race ends after the allocated time.

Victory Points: The Boat with the most victory points wins the race. In case of a draw, a Boat further ahead wins over one further back – note that Boat positions are counted from the stern, rather than the prow. Tally all victory points, adding 4D6 victory points for the Boat in the lead. Then for each Boat add 6 victory points per position, starting from the back (so the

last Boat gets 6 points, the next one 12, etc.).

Special Rules

Activation Counters: Each player gets four Initiative Counters rather than the usual six.

Initiative Counters:

When one of their Initiative Counter is drawn, a player may pass, or activate their entire Crew, or play shenanigans (if available), or move their Boat up or down the initiative order (if using that optional rule).

The Boats move (per their current speed and direction) at the end of each Combat Phase, in initiative order. The turn ends once both Combat Counters have been drawn.

Crew Activation:

On top of their regular abilities, a Crew Member can use their Activation to perform one of the actions listed below. A Crew Member that performs one of these actions cannot initiate combat during the Combat Phase (it can however be attacked and defend itself).

- row the Boat (note some boats require more than one rower)
- man the sails
- steer the boat: place the relevant template(s) alongside the length of the Boat. Rotate the boat up to the width of the template. This can be done once per turn only if the boat is moving, twice per turn if the boat is stationary.
- remove any boat hooks or grappling hooks currently tied to the Boat
- climb on board (if in the water and in contact with a Boat with room available on it)

*(in order to help keep track of activations, you might want to start with all your models facing the prow, and turn them to face the stern once activated)

Combat Phase order:

During the Combat Phase, the following happens in order:

- the spectator boats move
- the creatures move then attack
- the Crew resolve their combats
- the Boats move

Attacks on the Crew:

Attacks by creatures are lethal. Crew-upon-crew attacks are non-lethal: a Crew Member that fails a Toughness test needs to roll an Agility Test, adjusted by the result of the save (e.g. save is 5+, Toughness roll is 3: Agility Test roll at -2). If failed, the Crew Member falls overboard. If passed, the Crew Member is unaffected.

A Crew member that is in the water and in contact with a Boat may attack either the Boat or one of its Crew Member but will cast one less CS (to a minimum of one), and the attack will be Weak[C]. If as a result of the combat the opposing Crew Member fails an Agility Test, the Crew Members swap places.

Attacks on the Boats:

A Boat cannot be targeted by non-shell ranged attacks.

In the Combat Phase, a Boat without any of its own Crew on deck can be attacked by opposing Crew that are in contact with it (a Crew Member in the water casts one less CS and its attacks are Weak[C]).

The Boats do not defend, and rely on their Toughness and Stamina for survival.

Falling overboard:

A Crew Member that falls overboard is placed in contact with the boat it has fallen off of. A Crew Member can swim at one-third its normal speed. If it gets in contact with a boat, a Crew Member can use its Activation to climb on board (assuming there is room on board).

Moving from Boat to Boat:

A Crew Member can jump (move) onto another Boat, as long as there is room on it to do so. If there is no room, the Crew Member automatically falls overboard. The Crew Member must roll an Agility Test with a -1 to the die result per inch between the two boats (rounded down), or fall in the water, half-way between the two Boats.

Grabbing a Boat:

If the Boat is equipped with boat hooks or grappling hooks, a Crew Member may use their Activation to try and link their Boat to an opponent's. Roll 1 CS: if a success, both Boats are now linked. The attacker may bring both Boats in contact if so desired.

If the Boats are side by side, their new speed aligns to that of the largest boat (use the slowest Boat if the Boats are the same size). If the Boats are prow to stern and the boat in front is not larger than the one in the back, the front Boat slows by 1", plus 1" per size difference (sizes in order: medium - 40mm, large - 50mm, huge - 60mm, gargantuan - 80mm, colossal - 100mm, enormous - 130mm, humongous - 160mm). The effect is cumulative if multiple boats are linked.

Ramming a Boat:

A Boat can ram another one. First calculate the strength of the ram: add both Boats' speeds if ramming prow to prow, subtract the Boats' speeds if ramming stern to prow, use the ramming Boat's speed in all other cases. Then roll a separate attack against each Boat, using half the strength (rounded up) for the number of CS. Finally, each Crew Member must roll an Agility Test with a -1 to the die result per successful CS.

Destroyed Boats:

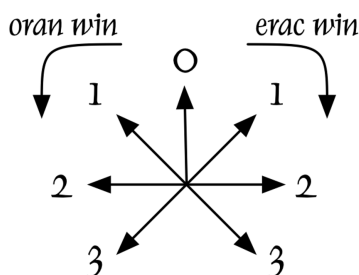
A Boat that fails a Toughness test and has no Stamina left is destroyed and stops moving immediately. The Boat becomes a movable obstacle. The Crew remains on the Boat.

Repairing a destroyed Boat:

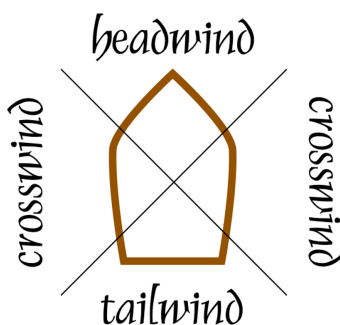
Mechanics and Shipwrights can use their Activation to grant Stamina to the Boat as per normal. Any other Crew Member that is on the deck may use its Activation to cast one CS: the Boat gains one Stamina on a success (up to its original value plus one). Regular Crew cannot attempt to patch a Boat that is not stationary.

Wind direction:

At the start of each turn, roll 2 Erac and 2 Oran and resolve as per a regular combat, then set the new direction of the wind per the diagram below:



Sail boat speed



Agility Test:

D6 Result

1 failed: the model falls overboard.

2+ passed

The test may be re-rolled if a model has Surefooted[T] or Agility[T].

Obstacles:

If a Boat encounters an obstacle, perform a ramming check. If the obstacle is immovable, use double the speed of the boat. If the obstacle is movable and there is space available, pivot the obstacle so the Boat can continue moving. If there is no room (for example because of other Boats blocking the way), in subsequent turns move both Boat and movable obstacle together using half the boat's speed.

Obstacles cannot be targeted by non-shell ranged attacks.

The board edges and islands are immovable obstacles.

Crew in the water:

If during its move a Boat makes contact with a Crew Member that is in the water, that Crew Member may immediately board it, provided room is available. If not, move the Crew Member to either side of the Boat and move the Boat as per usual.

Crew are not obstacles.

Fixed buoys:

A number of buoys are distributed along the track (suggestion: one buoy per 12" x 12" section of track), with various prizes attached to them. Buoys and their prize are collected automatically when a Boat comes in contact with them (remove the

buoy once the prize has been collected). Prizes are worth D6 victory points.
Buoys are not obstacles.

Prizes:

Prizes are stored on board. An Enemy model may steal a single prize from a Boat if there are none of the original Crew Members on deck, and the model leaves the Boat before any of the original Crew climbs back on board.

Crew Members:

Crew Members are restricted to models of Small or Tiny sizes (up to 4 Tiny models can occupy the space of one Small model). Mounted models are not allowed on board. For the purpose of this scenario, the Tahela are considered to be Small creatures. Tiny models, Beasts, and Objects cannot operate a Boat in any way.

Friendly creatures of any size that can Swim are allowed to join the Crew, they will start in the water and in contact with the Boat.

Friendly creatures of any size that can Fly are allowed to join the Crew, they can start anywhere on the board.

Mechanics and Shipwrights:

These specialists can repair a boat on the fly. Note that a Boat's maximum Stamina is equal to the original value plus one (as per the standard rules).

Cren Blaak:

If you have Cren Blaak in your force, he gains the Shipwright[A] ability.

Noble:

For the purpose of picking Boons only, non-Troop, non-Object nobles gain InfluentialS.

Sea Legs:

Any Crew Member that does not already have it can be given the Sea Legs[T] ability, at a cost of 5 points per model.

Shenanigans: Shenanigans tokens can be added to a force, and cost 5 points per token.

Starting on the second turn, a player may use an Initiative Counter to play shenanigans by selecting an event in the Events Table and spending the appropriate number of tokens.

Denied!:

A player may immediately cancel shenanigans by spending as many of their own shenanigans tokens as the shenanigans' cost plus 1.

Events: At the start of each turn following the first, roll 1 CS per Boat, and roll once on the events table per success. The players resolve the events, starting with the one with the Boat in last position, and going up the chain. Use the prow of the Boat to determine each player's position.

Events Table:

D6	D6	Tokens	Result
1-2	1-3	1	Wobbly rudder: steer one non-Friendly Boat up to 20°.
1-2	4-5	1	Mechanical failure: pick one non-Friendly Boat: that Boat's speed will be reduced by 2" in the next Combat Phase.
1-2	6	2	Shipmites (creatures): pick one non-Friendly Boat and cast 3 stones; place one garkrid adjacent to the Boat for each success. The mites move with the Boat and attack it during each Combat Phase (1 CS, Weak[C]). A Crew Member may spend its Activation to remove a single mite.
3-4	1-2	2	Place a Kosok on the board, at least 12" away from any Boat or Crew. The Kosok will leave the board if it kills a Crew.
3-4	3-4	1	Place a Small Frenu Swarm on the board, at least 12" away from any Boat or Crew. The swarm will leave the board if it kills a Crew.
3-4	5	2	Place a Medium Frenu Swarm on the board, at least 12" away from any Boat or Crew. The swarm will leave the board if it kills a Crew.
3-4	6	3	Place an Utakrid on the board, at least 12" away from any Boat or Crew. The Utakrid will always grab a Crew if possible. If it does not kill it immediately, it will drop it in the water then leave the board.
5-6	1-2	1	Place a spectator's coracle on one of the river banks, at least 6" away from any Boat or Crew.
5-6	3-4	2	Place a Ruhnko on the board, at least 6" away from any Boat or Crew.
5-6	5	3	Place a Torala on the board, at least 6" away from any Boat or Crew.
5-6	6	5	Place a River Akitiin on the board, at least 6" away from any Boat or Crew.

Creatures:

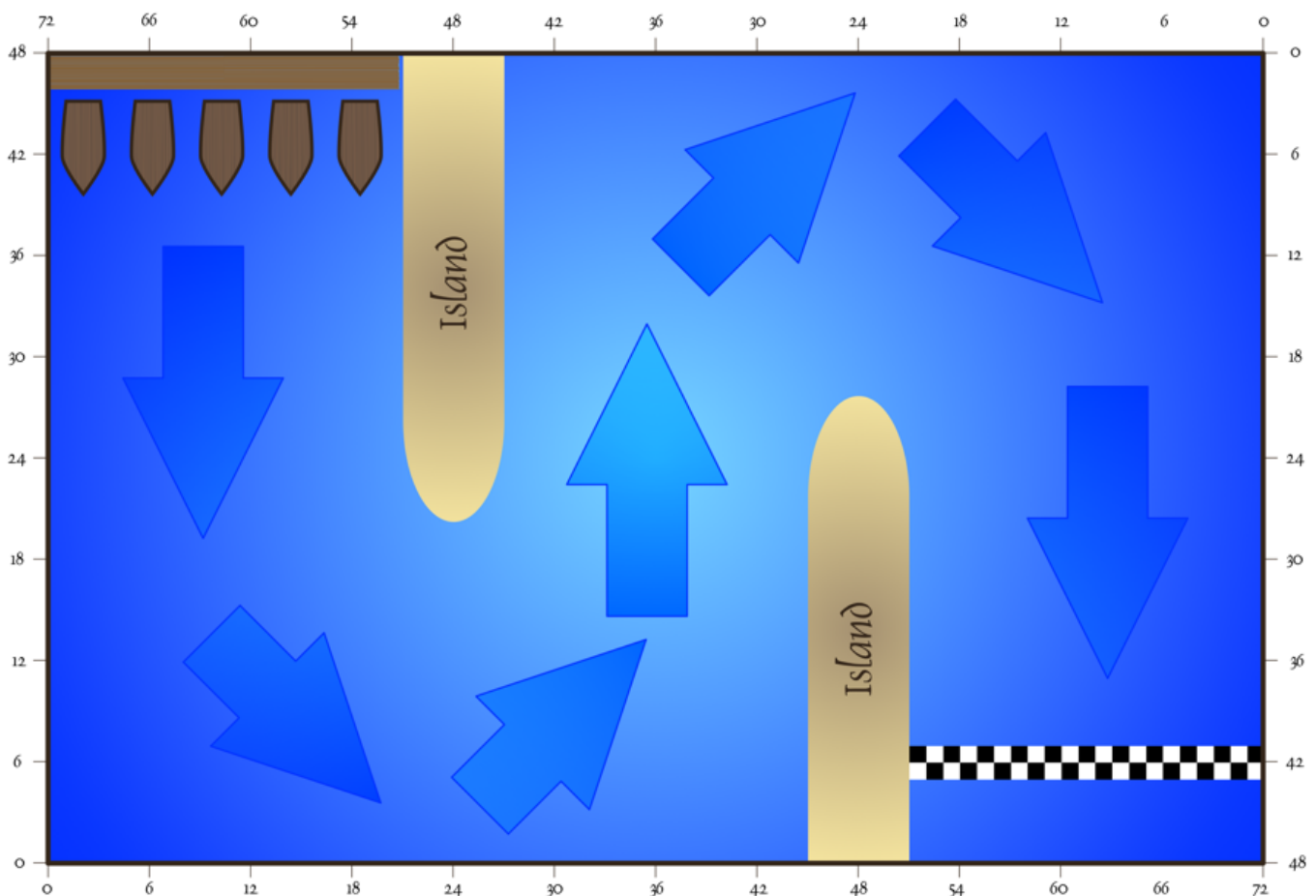
- Creatures must be placed at least 24" from the starting line.
- Flying creatures activate at the start of each Combat Phase, move cautiously towards the closest Crew (excluding spectators), then attack Crew if possible. Flying creatures leave the board if they kill a Crew.
- Swimming creatures activate at the start of each Combat Phase, 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 if they destroy a boat, or if no Boat is in full movement range.

Coracles and Small Rows Boats:

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. The coracle/small 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 coracle/small boat, perform a ramming test. A Boat that hits a coracle/small boat loses 1D6 victory points. A Boat that destroys a coracle/small boat loses a further 2D6 victory points.

Variations

Alternate race tracks: Feel free to adjust the race track. The more turns there are, the more (involuntary) carnage there is likely to be.



Boat Initiative order: Use separate tokens to track the boat initiative order. When a player's Initiative Counter is drawn, they may move their boat token by up to two places up or down the initiative order.

Currents: By default the race takes place on a nice, calm lake. It could be run on a river however. Agree a speed for the current (2" is a sensible value): all boats are impacted by that speed (so going faster if going with the current, slower if going against, and drifting laterally if going across it).

Playing in teams: Rather than play individually, form teams (either by agreement or by assigning randomly). At the end of the game, add the team member's scores together to determine the overall winning team.

Sinking: When a Boat is destroyed, it sinks: remove it from the board, leaving the occupying models in place but now in the water. The models can activate (and swim for their life!) on their player's turn.

Changing winds: At the start of each turn, roll a die to determine how stable the wind is:

1: stable, roll 1 erac and 1 oran

2-4: unstable, roll 2 eracs and 2 orans
 5-6: very unstable, roll 3 eracs and 3 orans.

Campaign game: Before the game, tally each player's wins and losses in earlier games, and roll that many times on the Boons (for wins) and Binds (for losses) tables.

Players with Influential[S] models in their force can spend one coin to re-roll a result they dislike. They can then pick either result.

#Bind*#:

D6	D6	Result
1	1-3	The Boat is less manoeuvrable: reduce the steering template's size by the size of a small template (if the steering template is the small template, ignore this result and reroll).
1	4-6	The Boat loses 1 Stamina.
2	1-6	The Boat's Save goes up by 1 point (to a maximum of 6+).
3-4	1-6	The Boat suffers a 1 inch penalty to its maximum speed.
5-6	1-6	One Crew Member is out of action and cannot participate in the race (player's choice). It can be replaced by another member of the player's force or an outsider that has joined the Crew (as part of a Boon).

#Boon*#:

D6	D6	Result
1	1-3	The Boat's speed increases: • A rowboat gains a 1 inch increase to its speed when rowers are active. • A sailboat gains a 1 inch increase to its speed when under tailwind. • A steamboat gains a 1 inch increase to its maximum speed.
1	4-6	The Boat is more manoeuvrable: increase the steering template's size by the size of a small template.
2	1-3	The Boat's Save goes down by 1 point (to a minimum of 2+).
2	4-6	The Boat gains 1 Stamina.
3	1-3	The Boat is equipped with boat hooks.
3	4-5	The Boat is equipped with grappling hooks.
3	6	Gain two shenanigans tokens.
4	1-2	A crew with hook joins the Crew.
4	3-4	A crew with bolas joins the Crew.
4	5	An engu crew joins the Crew.
4	6	A Mechanic (or Shipwright) joins the Crew.
5	1-3	One member of the Crew gains Sea Legs.
5	4	An engu crew joins the Crew.
5	5	A Mechanic (or Shipwright) joins the Crew.
5	6	A Riverfolk Captain joins the Crew.
6	1-4	Gain one shenanigans token.
6	5	Gain two shenanigans tokens.
6	6	Gain three shenanigans tokens.

Binds and Boons limitations: After all Binds and Boons are applied (including any specific ones obtained in the relevant scenarios), make a final adjustment to the Boat's characteristics:

- The Stamina cannot less than 1.
- The Save must be in the range 2+ to 6+.
- The maximum speed increase is 2.
- The Boat's steering range cannot be smaller than one small template (20°).

Models

Cren Blaak: Empire - Engu; Elite, Unique; Movement: 6", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Stamina: 2, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Influential (1) [S], Inspire [T], Powerful [C], Sea Legs [T], Shipwright [A], Very Tough* [S]

Kosok: Devanu - Core; Beast; Movement: 12", Attack: 1, Support: 3, Toughness: 6+, CR: 6", Size: small (30mm); Abilities:

Aggressive (3) [T], Charge (2) [A], Evasive [C], Flit [C], Flying [T], Solo [T]

Mechanic: Mercenary; Troop; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 0.5", Size: small (30mm); Abilities: Initiative [S], Tune Up [A]

Medium Frenu Swarm: Kedashi - Core; Troop; Movement: 8", Attack: 5, Support: 2, Toughness: 6+, CR: 3", Stamina: Special, Size: medium (40mm); Abilities: Combat Discipline* [C], Dodge* [C], Flying [T], Indomitable [C], Sacrifice [S], Swarm (6) [L], Untrained [T]

River Akitiin: Wild Creature; Beast; Movement: 0", Attack: 4, Support: 0, Toughness: 3+, CR: 6", Stamina: 3, Size: large (50mm); Abilities: Aggressive (6) [T], Ambush [S], Crunch (2) [C], Instinctive (3, 0) [T], Lunge (6) [C], Powerful [C], Swim (9) [A], Very Tough* [S], Wild Animal [T]

Riverfolk Captain: Empire - Riverfolk; Elite; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 12", Stamina: 2, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Sea Legs [T], Trainer (6, Sea Legs) [T], Well-Travelled [T]

Ruhnko: Wild Creature; Beast; Movement: 4", Attack: 5, Support: 0, Toughness: 3+, CR: 6", Stamina: 1, Size: large (50mm); Abilities: Aggressive (3) [T], Instinctive (3, 1) [T], Pounce (3) [C], Swim (6) [A], Untrained [T], Very Tough* [S], Wild Animal [T]

Shipwright: Mercenary; Civilian; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 0.5", Size: small (30mm); Abilities: Initiative [S], Shipwright [A]

Small Frenu Swarm: Kedashi - Core; Troop; Movement: 10", Attack: 3, Support: 1, Toughness: 6+, CR: 3", Stamina: Special, Size: small (30mm); Abilities: Combat Discipline* [C], Dodge* [C], Flying [T], Sacrifice [S], Swarm (6) [L], Untrained [T]

Torala: Wild Creature; Beast; Movement: 4", Attack: 4, Support: 0, Toughness: 4+, CR: 6", Stamina: 2, Size: huge (60mm); Abilities: Crunch (3) [C], Indomitable [C], Instinctive (0, 2) [T], Powerful [C], Swim (6) [A], Unstoppable [T], Untrained [T], Very Tough* [S], Wild Animal [T]

Utakrid: Wild Creature; Beast; Movement: 10", Attack: 4, Support: 0, Toughness: 4+, CR: 9", Stamina: 2, Size: large (50mm); Abilities: Crunch (2) [C], Dodge* [C], Flying [T], Grab [A], Overflight [C], Untrained [T], Very Tough* [S]

Abilities

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

Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed *Agility Test*.

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.

Captain (x) [L]: Activate up to X *Friendly Troops* or *Civilians*.

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*.

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

Combat Trained (x) [C]: Recast up to X failed Combat Stones. Can be used once per combat.

Coordinated Strike* [A]: Fight a combat against an adjacent *Enemy* model. Both sides may benefit from Support.

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.

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*.

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.

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

Influential (x) [S]: This model has X Coins which may be used before or during the game. Before the game you may spend Coins to gain access to fubarnii models that would not normally be available. One Coin allows you to recruit either two *Troop* or one *Elite* model. The models cost their normal points, but are treated as the same culture and theme as the model they are accompanying.

During the game you may spend any remaining Coins as follows:

- **Bribery:** Spend one Coin when an opponent's Activation Counter is drawn to choose which model they will activate.
- **Incentives:** Spend one Coin during the model's Activation to let up to three fubarnii models within Command Range gain one Stamina.

Initiative [S]: If this model has not already activated and an adjacent *Friendly Elite* or *Civilian* is activated this model may be activated for free.

Inspire [T]: All models directly activated by this model gain one Stamina.

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.

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

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.

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

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

Shipwright [A]: An adjacent Boat model may immediately gain one Stamina.

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

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

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

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.

Trainer (x, y) [T]: At the start of the game, up to X models in the force may be given the Y ability.

Tune Up [A]: An adjacent *Mechanical* model may immediately gain one Stamina.

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.

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

Well-Travelled [T]: This model treats all *Allies* as *Friendly* models.

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.

Source: Twilight Day Summer 2022

Authors: Frédéric Fiquet & Joey Mordecae Dimmock & Mike Thorp