

The 3rd Gar Loren Regatta - 18th Katoam

A complex experimental scenario for 2 to 8 players, 200 points.

A boat race fit for the Emperor.

Forces

non-Kedashi/Devanu

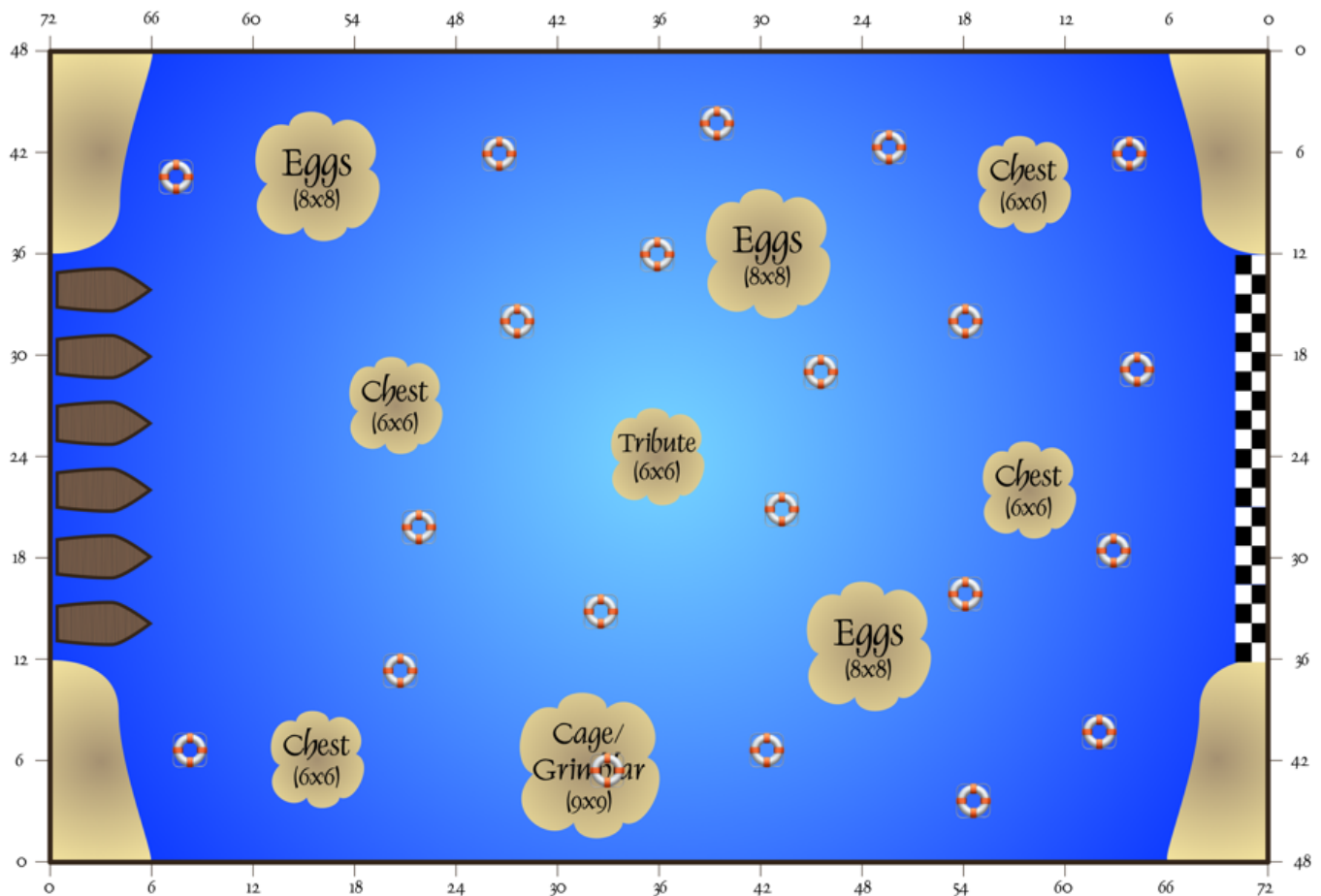
Pick a 200 points non-Kedashi/Devanu force (the list must include at least one boat. Elites are not required).

Set Up

The game is played on a large (4 x 6 feet) playing area. Place a smattering of islands of varied sizes. You may want to place a number of civilians on the islands to represent the spectators (they will have no effect on the game, though). The size of and space around the islands should be such that the surrounding river is large enough for at least two participating boats to run abreast, with at least 1 inch between them. If the starting line is too crowded, either procure a larger board, use multiple ranks, or run the race from both sides (place half the boats on the starting line, and the remaining boats on the finish line - these boats will run the race in reverse. If you run the race this way you might want to create teams, with each team having boats starting on both sides of the board).

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, back end touching the board's edge, with their Crew on board.



Victory Conditions

Distance race: The race ends once a Boat has fully crossed the finish line. It does not matter whether there is Crew on said Boat.

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. The first boat gets 30 victory points, the second one gets 20, and the third one gets 10. Add the other victory points (if any): the player with the most victory points is the winner.

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 Boatsmove (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.

Combat Phase order:

During the Combat Phase, the following happens in order:

- the non-player boats move
- the creatures move then attack
- the Crew resolve their combats
- the players' Boatsmove

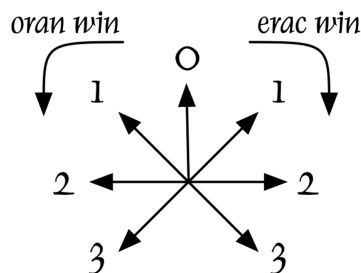
Changing winds: At the start of each turn, roll a die to determine how stable the wind is:

1: stable - 1 Erac and 1 Oran

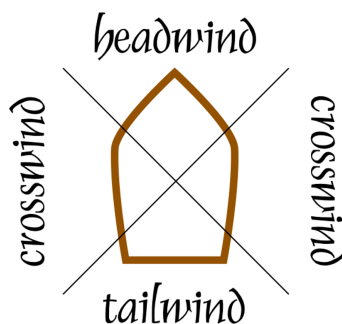
2-4: unstable - 2 Erac and 2 Oran

5-6: very unstable - 3 Erac and 3 Oran.

Throw the above number of Erac and 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

A model with Surefooted[T] or Agility[T] may re-roll the test.

Prizes:

Prizes are stored on board. An Enemy model may steal a single prize from a Boat if none of the original Crew Members are

on deck, and the model leaves the Boat before any of the original Crew climbs back on board.

Unless stated otherwise, a prize is worth D6 victory points.

Shenanigans:

- Shenanigans tokens may be added to a force for 5 points per token.
- A player may spend one coin to gain one shenanigans token.
- A player may exchange one loot token for one shenanigans token at any time during the game.
- 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.

Fire:

- Roll for each flame token in the End Phase: on a 1 the token is removed, on a 5+ another token is placed next to it.
- The fire token then moves 1-2" in a random direction. If it ends up over water it is removed immediately.
- Tokens can be attacked, they have 2 CS, a 5+ save, and are instinctive(2,0) and indomitable. They will attack everything in contact with them at the end of the Combat Phase, including the boat they're on.

Crew Special Rules

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 have Swim[A] are allowed to join the Crew, they will start in the water and in contact with the Boat.

Friendly creatures of any size that have Flying[T] are allowed to join the Crew, they are allowed to start anywhere on the board.

Denizen rules updates:

- Mechanics and Shipwrights: these specialists can repair a boat on the fly, and do not need to throw stones to do so. Note that a Boat's maximum Stamina is equal to the original value plus one (as per the standard rules).
- Cren Blaak gains the Shipwright[A] ability.
- Non-Troop, non-Object Nobles that do not already have the ability 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 for two models.

Operator:

Any Crew Member that does not already have it can be given the Operator[T] ability, at a cost of 5 points for two models.

Attacks on the Crew:

- Combating models must be in base contact, or reasonably so.
- Crew may support each other if they are in base contact, or reasonably so.
- Attacks by creatures are lethal.
- Crew-upon-crew attacks are non-lethal: a Crew Member that fails a Toughness test is Stunned, and drops any prizes it might be carrying. Furthermore, it needs to pass an Agility Test or fall overboard.
- A Crew Member in the water may attack an Enemy Crew Member on a Boat, the attack will be at -1 Combat Stone (minimum 1 Combat Stone) and Weak[C].

Crew Activation:

On top of their regular abilities, a Crew Member may 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 may defend itself).

- Attempt to grab a Boat by using either boat hooks or grappling hooks (see rules in the boat section below),
- Climb on board (if in the water and in contact with a Boat with room available on it),
- Man the sails,
- Remove one set of boat hooks or grappling hooks currently tied to the Boat,

- Row the Boat (note some boats require more than one rower),
- Steer the boat: place the relevant template(s) alongside the length of the Boat. Pivot the boat up to the width of the template. This Activation can be performed once per turn if the Boat is moving, twice per turn if it is stationary.

(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)

Moving from Boat to Boat:

As part of its move, a Crew Member may attempt to jump 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.

Falling overboard:

A Crew Member that falls overboard is placed in contact with the boat it has fallen off of. A Crew Member without Swim[A] paddles at one-third its normal speed. If it is in contact with a boat, a Crew Member may use its Activation to climb on board (assuming there is room on the Boat).

Crew in the water:

If during its move (including a steering maneuver) 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.

Boat Special Rules

Barges:

- For the sake of simplicity and fairness, barges attached to boats cannot be separated, either by their own Crew or their opponents.

Attacks on the Boats:

- In the Combat Phase, opposing Crew may attack a Boat they are in contact with (if the attacking Crew Member is in the water, its attacks are made at -1 Combat Stone – minimum 1 – and are Weak[C]).
- The Boats do not defend, and rely on their Toughness and Stamina for survival.

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 may 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 Combat Stone: 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.

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 Combat Stone: if a success, both Boats are now linked.

- 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 inch of difference (rounding up) in boat size. The effect is cumulative if multiple boats are linked. If the resulting speed is negative, set the Boat's speed to zero.
- If the speed of the Boat at the back is lower than the front Boat's, its speed increases to match the front Boat's.

Ramming a Boat:

A Boat may 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 Combat Stones. Finally, each Crew Member must roll an Agility Test with a -1 to the die result per successful Combat Stone.

If the Boat is equipped with a Ram, the attack is Very Powerful[C].

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 have the Sturdy[T] ability.

The board edges and islands are immovable obstacles.

Water Events

Events: At the start of each turn following the first, roll 1 Combat Stone per four non-destroyed player Boats on the board (rounding up), and roll once on the events table if there is at least one success. The players with the Boat in the last position resolves the event. Use the prow of the Boats to determine each player's position.

Events Table:

2D6	Tokens	Result
2	2	Mechanical failure: pick one non-Friendly Boat: that Boat's speed will be reduced by 3" in the next Combat Phase.
3	2	Shipmites: pick one non-Friendly Boat and play the Shipmites encounter card.
4	1	Mechanical failure: pick one non-Friendly Boat: that Boat's speed will be reduced by 2" in the next Combat Phase.
5	3	Play the Water Feature encounter card.
6	2	Play the Frenu encounter card.
7	-	False alarm - no event.
8	1	Wobbly rudder: steer one non-Friendly Boat up to 20°.
9	2	Play the Kosok encounter card.
10	5	Play the River Akitiin encounter card.
11	3	Play the Utakrid encounter card.
12	2	Wobbly rudder: steer one non-Friendly Boat up to 40°.

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 are not obstacles.
- Once a Boat reaches a buoy, roll a D6 and play the relevant encounter card.

1-3: Buoy 1

4: Buoy 2

5: Buoy 3 (play this encounter only once per game, after this replace with Buoy 1)

6: Buoy 4 (play this encounter only once per game, after this replace with Buoy 2)

Island Events

At the start of the game, place a smattering of chests and eggs on various islands. Once a Crew reaches a chest or egg clutch, randomly determine the consequences, per below.

Chest: Roll a D3 and play the relevant encounter card:

1: Free Prize 1

2: Free Prize 2

3: Free Prize 3

Egg Clutch: Roll a D3 and play the relevant encounter card:

1-2: Egg Clutch 1

3: Egg Clutch 2

Grimblar!: Place the Grimblar and its loot on a small island. Play the Frenzied Grimblar encounter card.

The cage: Place a cage on a small island. Play the Cage encounter card.

Offering: At the start of the game, place a small construction or altar (a token will do in a pinch) in the middle of a reasonably-sized island, itself placed towards the centre of the board. Each Crew is given an offering at the start of the race, which they will need to bring to the centre of the island.

Other random events:

Trebarnii Howlers: Whenever a boat is left unattended on the shore, roll a D6. On a 5 or 6, play the Howlers Hijack encounter card. This encounter should be played once per game only.

Rip currents: The first time a boat gets within 6 inches of an island, play the Rip Current encounter card.

Variations

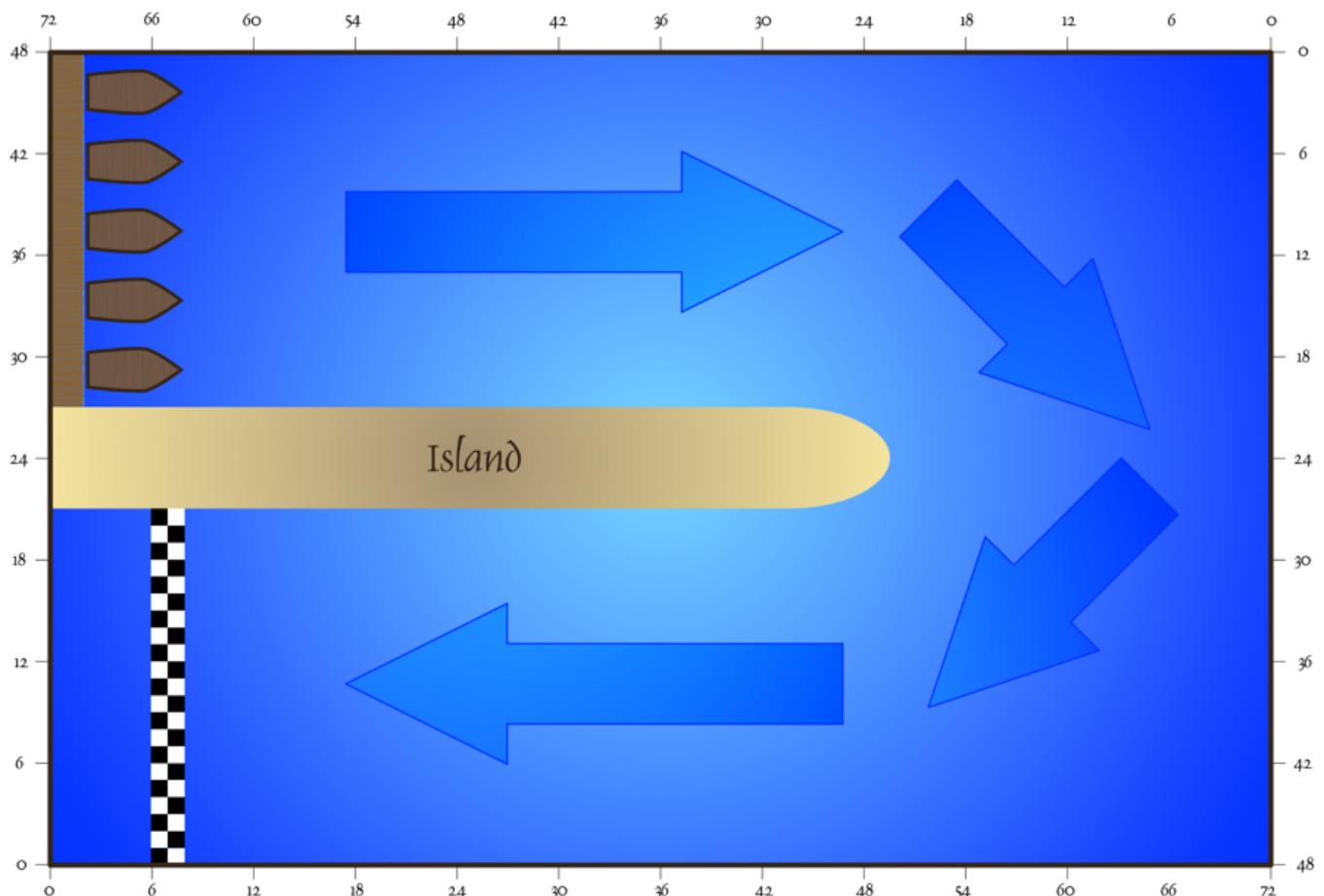
Boat Initiative order: Use separate tokens to track the boat initiative order. When a player's initiative counter is drawn, they may move their boat token by up to two places up or down the initiative order.

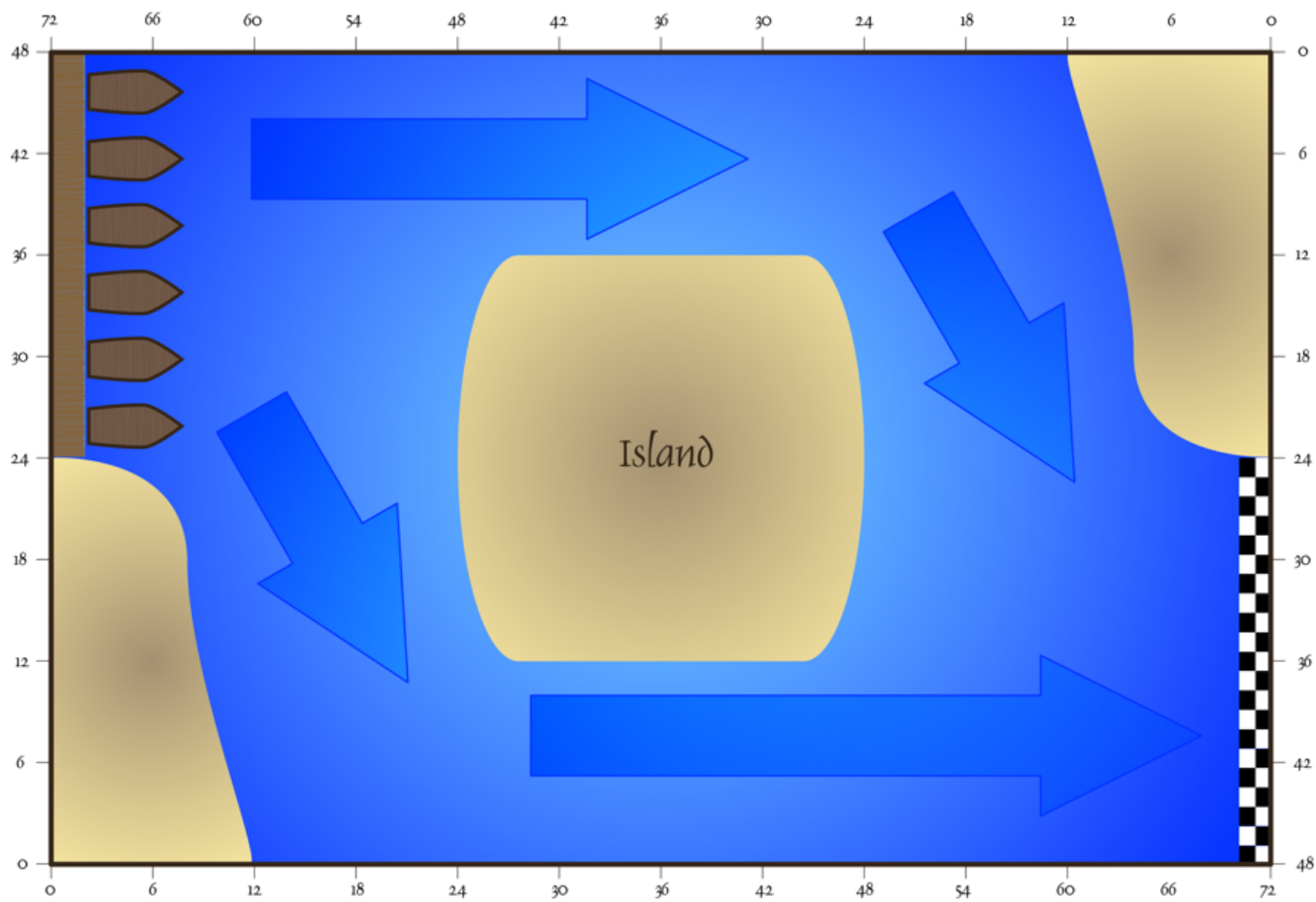
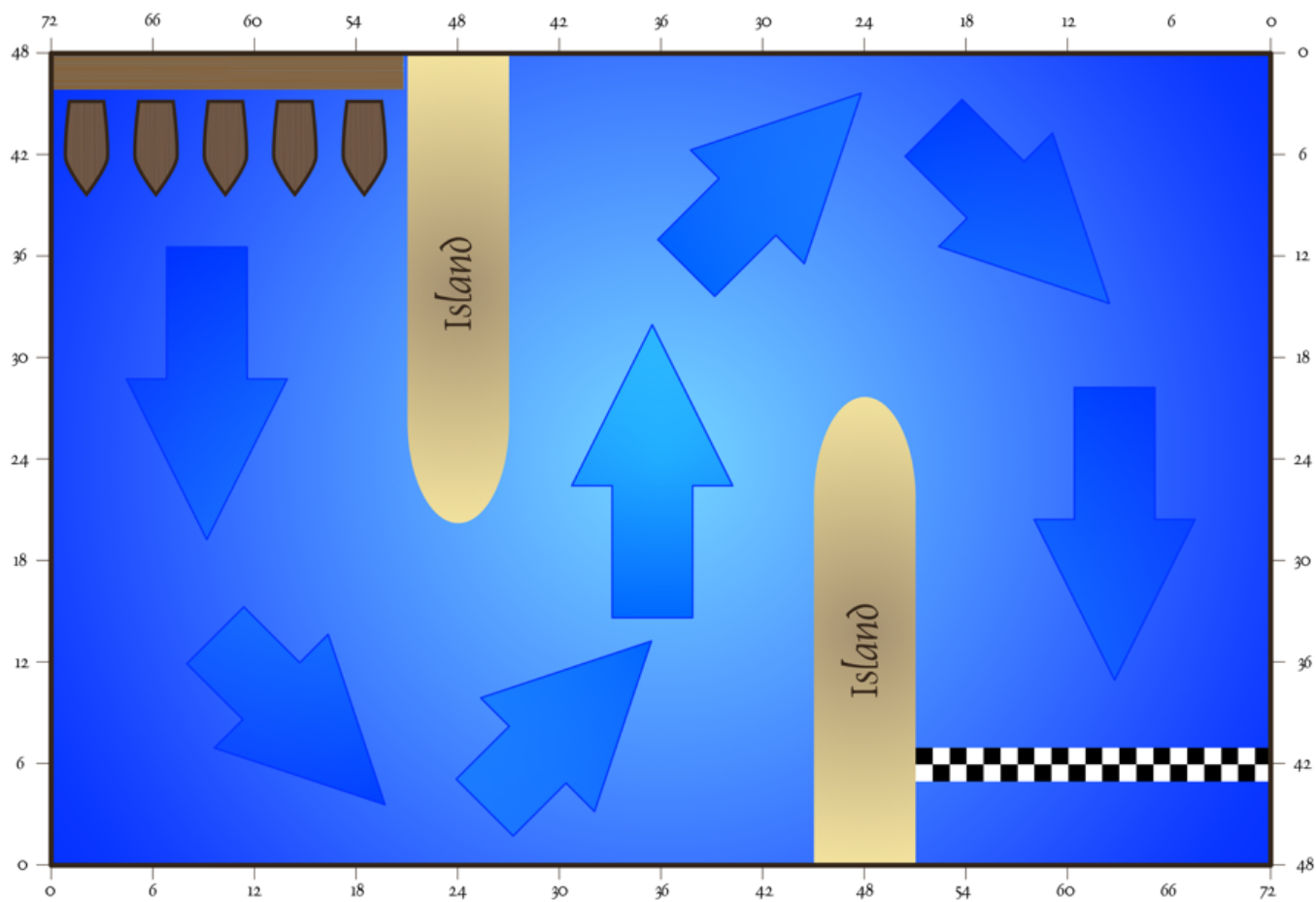
Currents: By default the race takes place on a nice, calm lake. It could be run on a river however. Agree a speed for the current (2" is a sensible value): all boats are impacted by that speed (so going faster if going with the current, slower if going against, and drifting laterally if going across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

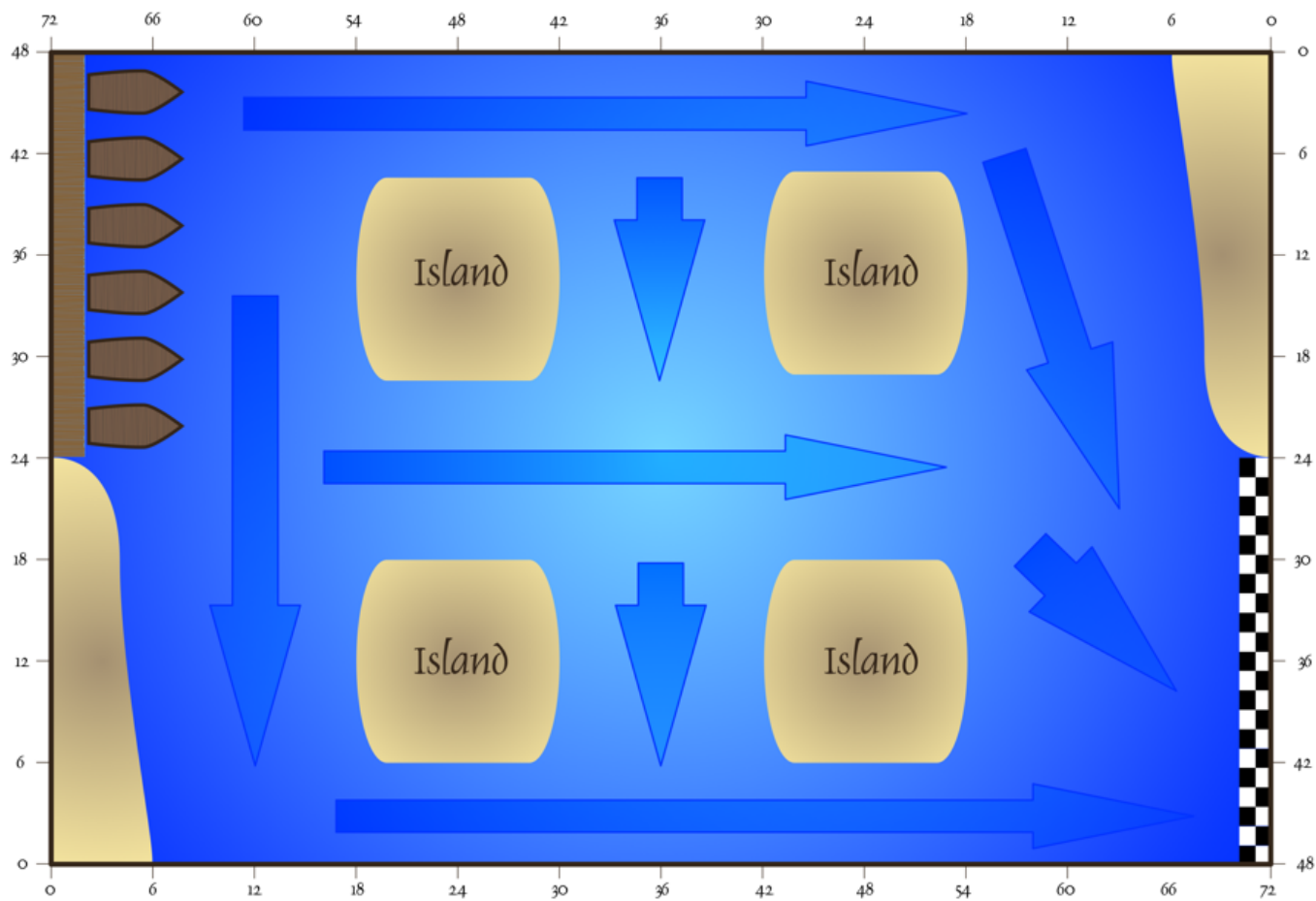
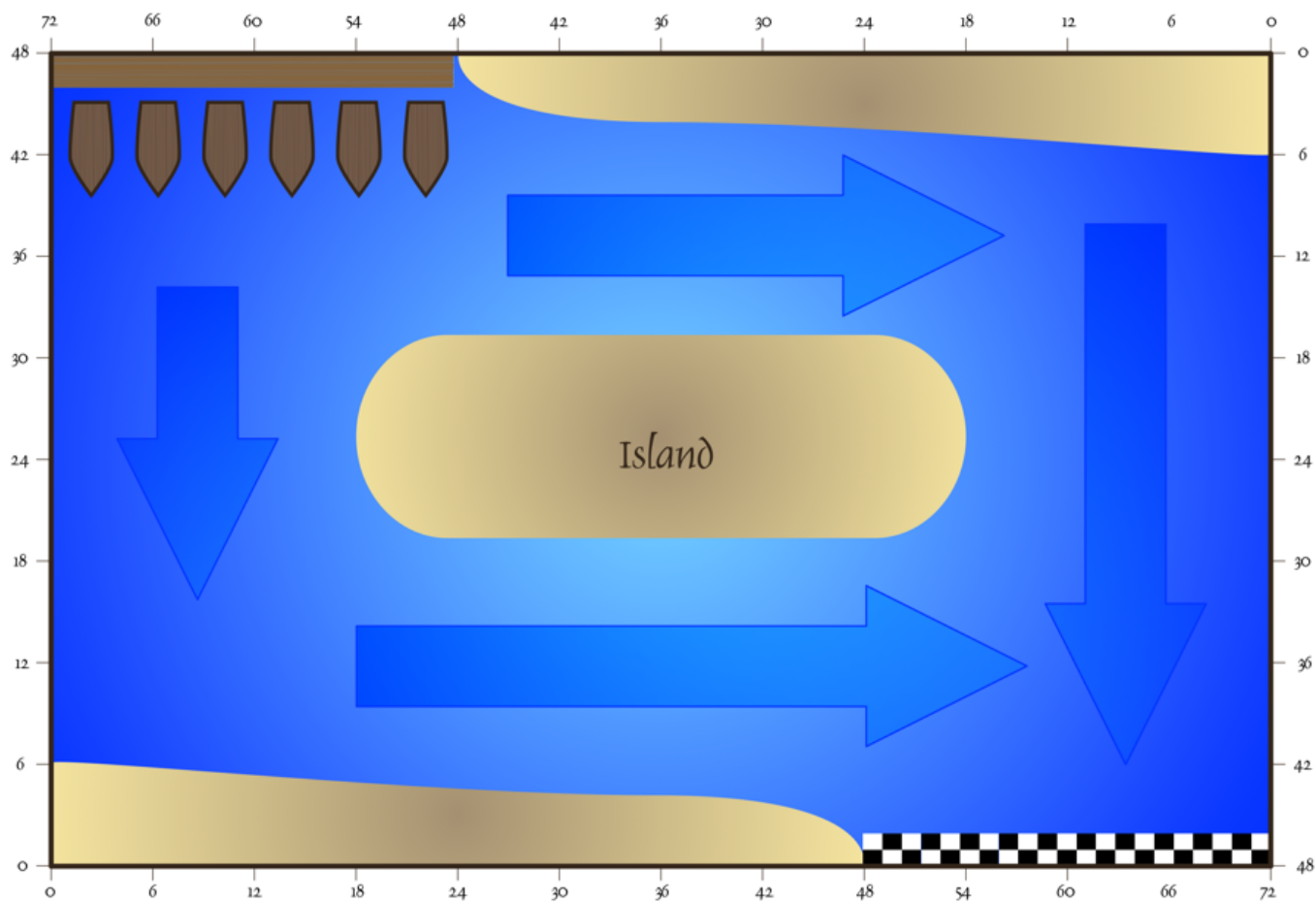
Playing in teams: Rather than play individually, form teams (either by agreement or by assigning randomly). At the end of the game, add the team member's scores together to determine the overall winning team.

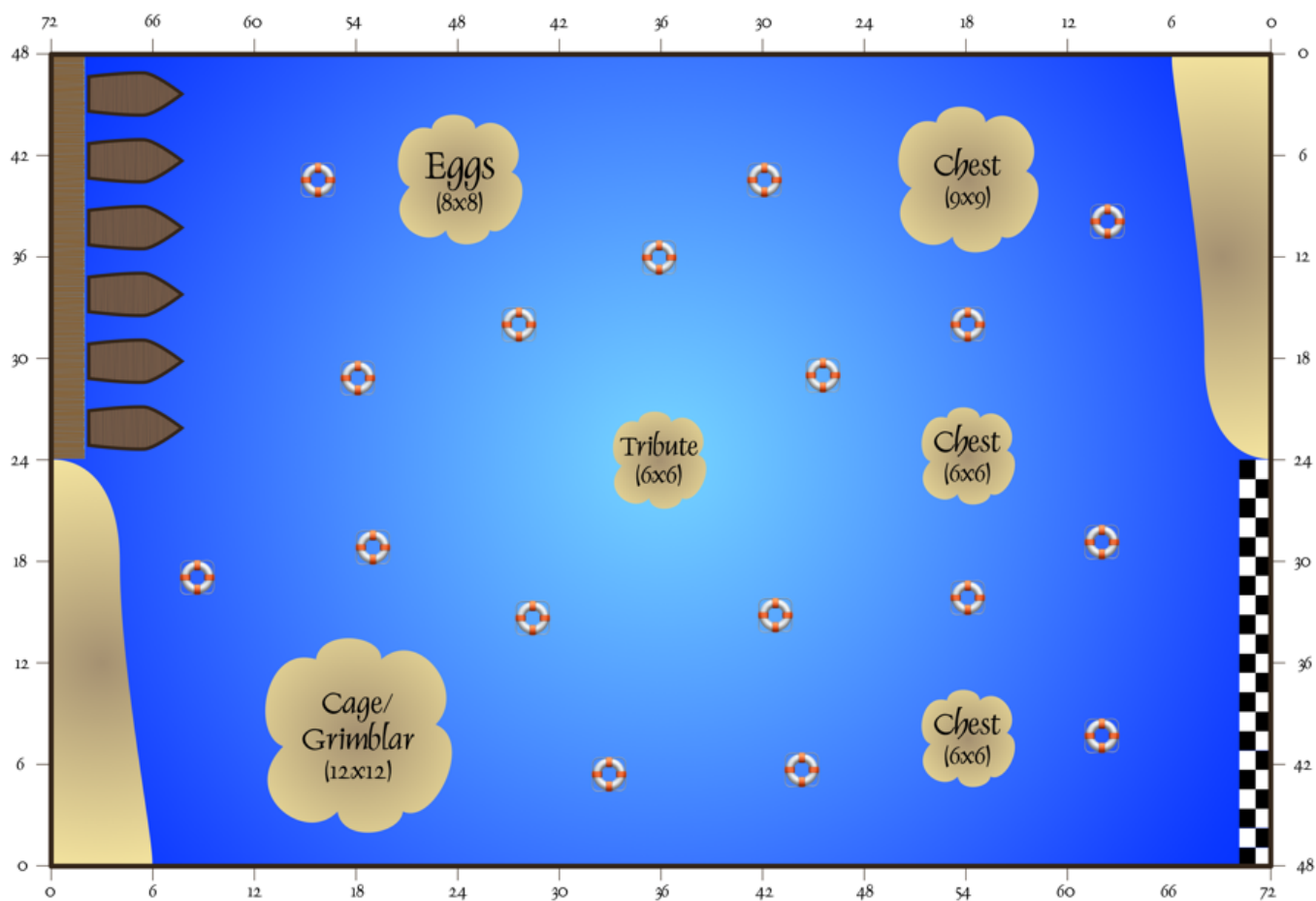
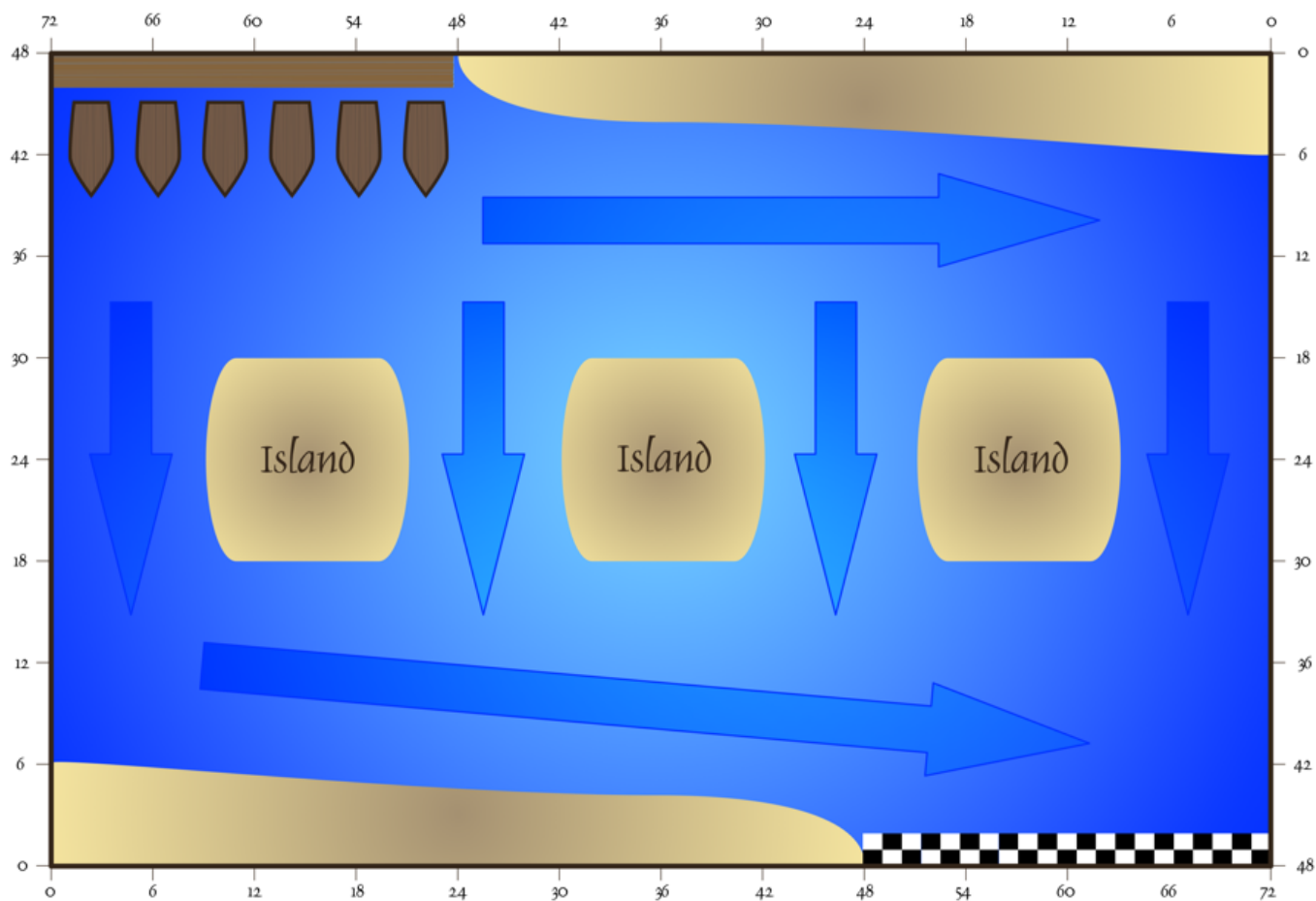
Sinking: When a Boat is destroyed, it sinks: remove it from the board, leaving the occupying models in place but now in the water. The models can activate (and swim for their life!) on their player's turn.

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









Models

Cage: Marker; Object; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: large (50mm); Abilities: Heavy [T],

Sturdy [T], Untrained [T]

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]

Frenu: Kedashi - Core; Beast, Troop; Movement: 10", Attack: 1, Support: 0, Toughness: –, CR: 1", Size: tiny (15mm); Abilities: Evasive [C], Flying [T], Passive [T], Swift [T], Untrained [T], Weak [C]

Grimblar: Wild Creature; Beast; Movement: 8", Attack: 5, Support: 0, Toughness: 3+, CR: 6", Stamina: 3, Size: huge (60mm); Abilities: Crunch (3) [C], Indomitable [C], Mighty Blow [C], Pathfinder (0) [S], Terror [T], Unstoppable [T], Very Powerful [C], Very Tough* [S], Wild Animal [T]

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]

Prize: Item; Object; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm); Abilities: Untrained [T], Unwieldy [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]

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

Tahela: Empire - Engu; Beast; Movement: 10", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Size: medium (40mm); Abilities: Charge (1) [A], Combat Trained (1) [C], Loyalty (Elite) [T], Swim (5) [A]

Trebarnii Howler: Kedashi - Core; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 12", Size: small (30mm); Abilities: Aggressive (3) [T], Surefooted [T], Bomber [A], Flit [C], Pack (1) [L], Ranger [T], Rider [T]; **Throw Stones:** Movement: 6", Range: 6", Attack: 2

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.

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

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.

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

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*.

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

Loyalty (x) [T]: Select a *Friendly X* model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

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.

Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.

Operator (x) [T]: This model may operate a X if it is adjacent to it and is Unengaged.

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

Passive [T]: This model may not attack as a Combat Action.

Pathfinder (x) [S]: At the start of the game you may choose not to deploy this model and up to X other Small or Medium 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.

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

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.

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.

Sturdy [T]: This model cannot be targeted by Ranged Attacks.

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

Swift [T]: This model may be activated any number of times each Turn.

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.

Terror [T]: Any model within this model's Command Range casts one less Combat Stone in combat and when making Ranged Attacks. They must also cast a successful stone before regaining Stamina.

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.

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.

Very Powerful [C]: Any blows that are landed by this model must be saved with a -2 modifier.

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

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

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 2024

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