

The 4th Gar Loren Regatta - 19th Katoam



A complex experimental scenario for 2 to 8 players, 225 points.

The Emperor is (rightly) worried about the Delgon having taken to the seas. He's sent a challenge to any and all rahkirii: come up with innovative weapons suitable to warfare on the waves. As expected, they have delivered, and today these new weapons will be tested in a no-holds-barred competition.

Forces

non-Kedashi/Devanu

Pick a 225 points non-Kedashi/Devanu force (the list must include at least one boat and one mounted weapon. Elites are not required).

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 (see below): the player with the most victory points is the winner.

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

The first time a Boat reaches zero Stamina as the direct result of another player's attacks, that player gains victory points equal to 1/10th of the points cost of that Boat (rounded up). Once a Boat reaches zero Stamina (regardless of the reason), that Boat won't grant further victory points.

Special Rules

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

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.

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' Boats move (this including regular steering).

Fire:

- Roll for each existing Fire Token in the End Phase: on a 1 or a 2 the token is removed, on a 5 or a 6 another token is placed next to it (avoiding the water if possible), furthermore on a 6 a further token is placed D3 inches away in a random direction (it may end up over the water).
- The Fire Token then moves 1-3" in the direction of the wind (if there is no wind, it moves in a random direction). If it ends up over water, it is removed immediately.
- Fire Tokens can be attacked by the crew (it is assumed they use suitable implements, such as buckets of water or sand). This is a 2 Combat Stones attack.
- At the end of each Combat Phase, each Fire Token attacks everything in contact with it, including the boat it is on.

- Any model whose base passes through a Fire Token (even partially) must roll a Powerful toughness Save. Moving through multiple Fire Tokens in sequence requires one roll per Fire Token.
- If a Boat is destroyed, there's enough water leaking in to immediately remove all the Fire Tokens.

Initiative Counters:

When one of their initiative counter is drawn, a player may pass, or activate their entire Crew, or play shenanigans (from the second turn only x), 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.

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.

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.

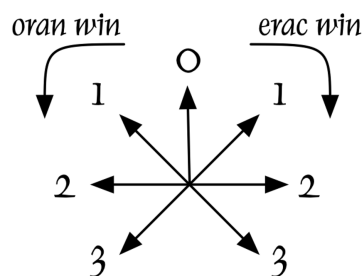
Wind: At the start of each turn, roll a die to determine how stable the wind is:

1: stable - 1 Erac and 1 Oran

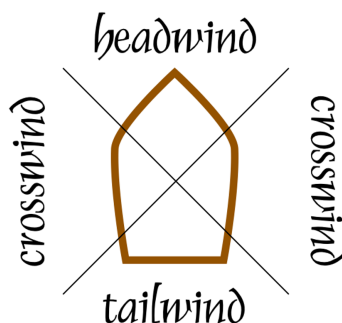
2-4: unstable - 2 Erac and 2 Oran

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



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). They also throw an additional Combat Stone when fighting a Fire Token.
- Cren Blaak gains the Shipwright[A] ability.
- Non-Troop, non-Object Nobles that do not already have the ability gain Influential[S] (1).
- Elites gain Old Salt[T] (1) if they have a cost of less than 40 points, they gain Old Salt[T] (2) otherwise.

Gasmask:

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

Old Salt:

One Crew Member that does not already have it can be given the Old Salt[T] (1) ability, at a cost of 5 points. or the Old Salt[T] (2) ability, at a cost of 10 points.

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.

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.

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, Contraptions, and fire 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]. If as a result of the combat the opposing Crew Member fails an Agility Test, the Crew Members swap places.
- A Crew Member in the water is considered to be Obstructed.

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: use this to steer the boat in either Combat Phase, before the Boat moves: place the relevant template(s) alongside the length of the Boat. Pivot the boat up to the width of the template. Over the course of the two Combat Phases, The Boat may pivot in total up to its Steering Ability.

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.

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]

Fire Token: Marker; Movement: 2", Attack: 2, Support: 0, Toughness: 5+, CR: –, Size: small (30mm); Abilities: Indomitable [C], Instinctive (2, 0) [T], Powerful [C], Whirlwind [C]

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

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]

Abilities

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.

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.

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*.

Gasmask [T]: This model is immune to effects caused by Cloud Templates.

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.

Old Salt (x) [T]: This model may add up to X" to the Speed of a Boat model it is standing on. A given Boat may benefit once per Turn only.

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

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

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.

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

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.

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

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.

Whirlwind [C]: When using its Combat Action, this model attacks every model in base contact with it.

Source: Twilight Day November 2025

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