Regatta Cheat Sheet

Start of Turn

Wind

- Determine wind direction: roll 2 erac and 2 oran and move wind one step per result (see template)

Events

- Roll 1 CS per player, with 1 event occurring per success. The players resolve the events, starting with the one in last Boat position.

Initiative

- There are 2 initiative tracks: one for the models and one for the Boats. They move in sync, however players might influence the Boats one (see below).

Player may do one of:

- Activate whole Crew
- Play shenanigans (starting on the 2nd turn) – see Events table for details
  A player may counter if immediately pays cost + 1
- Move Boat up to two slots up/down Boat initiative order (starting order is initiative order as per drawn stones)
- Pass

Crew Activation

Movement

- May jump across Boats, if room available. Roll Agility Test at -1 per inch jumped, or fall in water (1/2 distance jumped).

Then either:

- Row the Boat
- Man the sails
- Steer the Boat (once per turn if Boat is moving, twice per turn if Boat stationary)
- Remove one boat/grappling hook from Boat
- Climb on board (if in the water & in contact with a Boat with room on it)
- Use Ranged Weapons against other Crew or Creatures
- Use boat hooks (range 2") or grappling hooks (range 6") to grab another Boat: roll 1 CS, on success Boats are linked, and may pull Boats in contact (move own Boat, opponent's Boat remains in place)
- Attempt to restore one stamina to a stationary & destroyed Boat: roll 1 CS
- Use regular activation abilities

Combat

Sequence

- Spectator boats move
- Creatures move cautiously then attack
- Crew resolve combat
  - Crew in water may attack Crew on Boat, or Boat itself, at -1 CS (minimum 1 CS), the attack is *Weak*
- Boats move

Lethality

- Creature attacks are lethal
- Crew-on-Crew is non-lethal: failed Toughness requires Agility Test (at -1 per point of failure) or fall overboard

Agility Test

- Roll D6, passed on 2+. May re-roll if *Agile*

Boats

Ramming another Boat

- Strength: add speeds if prow-to-prow, subtract if stern-to-prow, use ramming Boat's speed otherwise
- Roll one attack against each Boat, CS is 1/2 strength rounded up
- Boat rolls Toughness if required
- Crew must roll Agility Test at -1 per success above

Ramming an obstacle

- Strength: use Boat's speed, doubling it if obstacle is immovable (e.g.: the shore, an island)
- If movable and there is room, pivot the obstacles the Boat can continue moving. If no room, Boat and obstacle will move together at 1/2 Boat speed

Destroyed Boats

- Stops immediately, becomes movable obstacle. Crew remains on board

Speed

- If 2 Boats linked (hooks) and side by side, use largest's speed. Use slowest Boat's speed if same size.
- If linked and prow-to-stern, front Boat slows by 1" per size difference (medium 40mm / large 50mm / huge 60mm / gargantuan 80mm / colossal 100mm / enormous 130mm / humongous 160mm)

Buoys & Prizes

- Prize is automatically picked off buoy when a Boat comes in contact with it
- Prizes are stored on board and can be stolen if undefended (i.e. no Crew on board)

Events

D6	D6	Tokens	Event
1-2	1-3	1	Wobbly rudder: steer one non-friendly Boat up to 20º
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*). 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 eracs).
  - After a swimming creature's attack, roll as many eracs and as many orans 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 Row Boats

- Place a coracle or small row boat in contact with either bank of the river. It will move cautiously at the start of each Combat Phase and keep on crossing from one side to the other.
- 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.