

Regatta Cheat Sheet (2023)

Victory Conditions

- Race ends either once a Boat has fully crossed the finish line, or we run out of time.
- Player with most VP wins. Total depends on final position in the race and accumulated loot and shame tokens.

Start of Turn

Wind

- Determine wind direction: roll 3 erac and 3 oran and move wind one step per result (see template).

Events

- Roll 1 CS per non-destroyed player Boat, with 1 event occurring per success. The players resolve the events, starting with the one in last Boat position (measuring to stern of Boat).

Initiative

Player may do one of:

- Activate whole Crew;
- Play shenanigans (starting on the 2nd turn) – see Events table for details;
 - ↳ Players may convert loot tokens into Shenanigan tokens
 - ↳ Any other player may counter by paying cost + 1
- Pass.

Crew Activation

(1) Movement, do one of:

- Stay put;
- May: *Move Cautiously*;
- Move at full speed. Roll Agility Test if on a Boat;
- Jump across Boats, if room available. Roll Agility Test at -1 per inch jumped (rounding down), or fall in water halfway between the two Boats;
- Paddle: if in the water without a Swim speed, move up to 1/3 Movement.

(2) Then either:

- Use regular activation abilities;
 - Attempt to a repair a destroyed, stationary Boat: roll 1 CS⁽¹⁾, Boat gains 1 Stamina per success;
 - Climb on board (if in the water & in contact with a Boat with room on it)⁽¹⁾⁽²⁾;
 - Man the sails⁽¹⁾;
 - Row the Boat⁽¹⁾;
 - Steer the Boat (once per turn if Boat is moving, twice per turn if Boat stationary)⁽¹⁾;
 - Remove one boat/grappling hook from Boat⁽¹⁾;
 - Use boat hooks (range 2") or grappling hooks (range 6") to grab another Boat: roll 1 CS, on success Boats are linked⁽¹⁾;
 - Use Ranged Weapons against other Crew or Creatures.
- ⁽¹⁾ the model cannot then initiate combat during the Combat Phase.
⁽²⁾ alternatively, a Boat will automatically "pick up" any Crew it comes in contact with during its move, if there is room aboard.

Agility Test

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

Combat Sequence

1. Non-player Boats move.
2. Creatures move cautiously then attack.
3. Crew resolve combat.
4. Boats move.

Combat

- Combating models must be in base contact, or reasonably so.
- Crew may support each other if they are in base contact, or reasonably so.
- Crew may attack enemy Boats, enemy Crew, and/or creatures.
 - Crew in the water attack at -1 CS (minimum 1), the attacks are *Weak*.
- Crew-upon-Crew attacks are non-lethal: Crew that fail a Toughness test are *Stunned*, and drop any prizes they might be carrying. Additionally, pass an Agility Test or fall overboard.
- Attacks from creatures are lethal.

Boats

Destroyed Boats

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

Linked Boats (using hooks)

- If side by side: use largest Boat's speed. Use slowest Boat's speed if same size.
- If prow-to-stern: front Boat slows by 1" + 1" per size difference (medium 40mm / large 50mm / huge 60mm / gargantuan 80mm / colossal 100mm / enormous 130mm / humongous 160mm).
 - Effect is cumulative if multiple Boats are linked.
 - A negative speed is rounded up to zero speed.

Ramming a 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
- Boats 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.

Note on barges

- For the sake of simplicity and fairness, barges attached to boats cannot be separated.

Anchor

- Requires one activation to drop, two to raise.
- Roll an attack with one CS per inch of speed above 2", attack is *Powerful* if speed is greater than 5".

Buoys

- 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) - if Crew get back on board then the red-handed thief is very ashamed and drops the prize.