

Regatta Player Cheat Sheet (2025)

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, other boats destroyed, and accumulated loot 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, with an event occurring if there is at least one success. The player with the Boat in last position resolves the event (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⁾ - note actual steering occurs in Combat Phase;
- 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. *Tiny models, Beasts, and Objects cannot operate a Boat in any way.*

⁽²⁾ alternatively, a Boat will automatically "pick up" any Crew it comes in contact with during its move (including steering), if there is room aboard.

Agility Test

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

Combat Sequence

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

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 in the water are considered to be *Obstructed*.

- 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 and fire 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 inch of difference in length.
 - 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.
- If the Boat is equipped with a Ram, the attack is Very Powerful.

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".

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. Fire Tokens have 2 CS, a 5+ save, and are instinctive(2,0) and indomitable
- 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.

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. Buoy Prizes