

WoT Regatta 2025 - What To Bring

Bring a 225 points force.

- The force must contain at least one boat.
- You must add at least one weapon to the boat(s).

Models

- Elites are not required.
- Only Small or Tiny models are allowed on board (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/or Objects cannot operate a Boat in any way.
- Friendly creatures of any size that can Swim are allowed to join the Crew: they will start in the water and in contact with the Boat.
- Friendly creatures of any size that can Fly are allowed to join the Crew: they are allowed to start anywhere on the board.

Special rules

- Mechanics and Shipwrights: these specialists can repair a boat on the fly, and get one extra Combat Stone when fighting Fire.
- Cren Blaak gains the Shipwright[A] ability.
- Non-Troop, non-Object Nobles that do not already have the ability gain Influential[S] (1).
- You may give members of your force Agile[T] at a cost of 5 points for two models.
- You may give members of your force Gasmask[T] at a cost of 5 points for two models.
- You may give members of your force Operator[T] at a cost of 5 points for two models. Tiny models, Beasts, and/or Objects may not be given this ability.
- You may give members of your force Old Salt(1) or (2) at a cost of 5 (10) points per models.
- Elites worth 40 or more points get Old Salt(2) for free. Other Elites get Old Salt(1) for free.
- Any points left over are converted to shenanigans tokens (5 points per token).

Abilities

- *Gasmask[T]*: This model is immune to effects caused by Cloud Templates.
- *Influential[S] (X)*: This model has X coins which may be used before or during the game. Before the game you may spend coins to give 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 models within Command Range gain one Stamina.
- *Old Salt[T] (X)*: 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[T] (X)*: This model may operate a (X) if it is adjacent to it and is not engaged.
- *Shipwright[A]*: An adjacent Boat model may immediately gain one Stamina.
- *Sure-footed[T]*: This model can re-roll a failed agility test.

Boats

- The full list of boats can be found [here](#).
- The boats have a Crew stat, which shows how many models (including weapons) may fit onto them.
- The boats may fit an extra 3 Tiny models above and beyond the value of the Crew stat.
- Spare boats will be available on the day, however you might want to contact Fred to ensure the one you want will be available.
- There is a supply of row, sail and steam boats. The steam boats can act as either Mark I or Mark II. A few barges are available as well.
- If you want to use a catamaran, a coracle (!) or a Mark III steamboat, you will need to bring your own.

Boat weapons & enhancements

- The full list of boat enhancements can be found [here](#).
- A few stand-in weapons will be made available on the day, however it is strongly suggested that you craft and bring your own!

Other items of potential interest

- The iOS app allows the creation of regatta forces.
- Any questions: reach out to Fred.
 - Contacting Fred: either on Discord, Facebook Messenger, or via e-mail at contactme@anyaraltoolbox.com
- A cheat sheet describing the rules of engagement can be found [here](#).