

MINOR ACTIONS:

Boat Specific Minor Actions:

- The following constitute an option for a minor action for any player aboard the ship, and are listed with specific requirements to perform them:
 - Change Heading
 - Change the direction that the ship is facing. Requires the player making this action to be on the wheel experience space.
 - Dredge for Treasure
 - Pick up any one treasure in the surrounding water (Within 2 in. of the boat) and place it on board
 - Anchoring
 - Lower or raise the anchor of the ship

MOVEMENT

Movement Requirements:

- In order to move a large vehicle, either a majority of team members must be present on it, or the operator must be onboard (See ROLES → General Roles → Operator). Additionally, one player must be positioned near the wheel experience space in order to change the heading of the boat (See MINOR ACTIONS → Boat Specific Minor Actions → Change Heading)

Movement Points:

- During the movement phase, players may use any of their movement points to move around the deck of the boat, and may give any remaining points to the boat itself. For each movement point the boat has after all deck movement occurs, it may move 2 in. (50 mm). Boats may only change their heading in the minor action phase, unless a captain is on board (See ROLES → Expansion Specific Roles → Captain)
- Small rowboats can be attached to large boats via hooks at the rear of the large boat, and can be raised and lowered at a cost of 2 movement points.
- Exiting the large boat to a small sailboat or row boat requires 2 movement points, in addition to any points used to lower the small boat. Exiting the

boat directly to the water (Diving) requires only 1 movement point. Returning to a large boat from a small boat requires 1 movement point, and returning to the boat directly from the water requires 3 movement points

- The last player to leave the boat must first lower the anchor, which is considered a minor action (See MINOR ACTIONS → Boat Specific Minor Actions → Anchoring). Similarly, the first player to reenter a boat must raise the anchor before the boat can move

INTERACTIONS

Fighting as an interaction:

- Fighting can occur between two large vehicles (any with weapons attached). Fights are possible when both vehicles are within 6 in. (152.4 mm), and one of the vehicles declares a fight as an interaction.
- Assign initiative using the following rules:
 - If one vehicle, but not the other, has its assigned operator in it, that vehicle gains initiative
 - If both or neither of the vehicles has an operator, each rolls for initiative
- The vehicle with initiative attacks first, firing its weapons based on any ammunition resource cards its team played. Physical damage (i.e. knocked down players/ladders) occurs in real time. For each weapon fired, roll a D6. If the value is greater than the number of players on the opposing vehicle, it is capsized. This ends the fight based on capsize rules
- After the vehicle with initiative finishes its attacking, the other vehicle attacks, using the same rules
- If no vehicles have been capsized, the fight ends, and each vehicle moves into the major actions phase

Large Boat Fighting:

- Cannons can be fired by any player standing on the adjacent cannonball firing experience space, by expending a cannonball ammunition resource card. If a player is knocked over during the altercation, they can no longer be used to fire, as they must recover in the next appropriate phase.
- Capsizing

- Capsize rules follow from the main Archipelago ruleset (place the boat on its side), with the addition that the vehicle that cause the capsized may immediately steal any one treasure, including major treasures, from the capsized boat. Play then continues as normal.
- When recovering a large boat using a major action, only the player who makes this action should return to the large boat. The remaining players should do so during their next movement phase (See MOVEMENT → Movement Points)

Boarding/Raiding as an Interaction:

- Vehicle boarding and raiding can occur between any one large vehicle and one small vehicle. Boarding and Raiding are two complementary mechanics that are possible when the vehicles are within 1 in. (25 mm).
- During a raid, the following occur:
 - Members of the vehicle that initiated the raid move onto the other vehicle, and may individually engage in altercations with members of the raided vehicle
 - Once all individual altercations are completed, the team with more active and standing members on the vehicle is declared 'in control' of that vehicle, and claims control of its movement.
- At the end of the raiding interaction, the players from the winning team may choose to cast any of the members of the losing team out of the vehicle, or may alternatively steal any one treasure, including major treasures, from the losing team. Play then continues as normal.

ROLES

General Roles:

Operator

- For any large vehicle, players should assign one member of their team as an operator of that vehicle, though no player should operate more than one vehicle. Operators, while not required, grant their vehicles special perks while they are in it.

Expansion Specific Roles:

Ballistics Expert:

- You can fire a ballista or catapult at the beginning of your turn as a Minor Action if you start your turn occupying a corresponding Bonus Action space. (If you don't move, you can also fire it again as a regular Bonus Action during the Major Action phase.)

Captain:

- The captain is the operator of a large ship, and is selected by the team members at the beginning of the game. The ship gains the following perks when the captain is onboard:
 - The ship gains 3 movement points during the movement phase (The same perk as is given by a sailor), and can additionally change its heading at any point during the movement phase
 - Increased initiative when involved in vehicle/vehicle altercations

STILL TO DO:

Cards still needed:

- Cannon ball (1, 2 and 3)
- Scouting
- Trolling/dredging

Card Templates:

- Example card



Possible add ons for Part 2:

New Objects, Rules, treasures or roles.

- Spyglass
- Fancy helm that gives better movement, or other movement related bonuses
- Break up pieces as a treasure hunt (teams have to build the ship)
- Scouting
 - Implementation of crow's nest
- Separate campaign/scenario involving boats extensively - end goal

Copy and Paste of all Boat things

The GM will also make the final calls on issues of interpretation: which space is nearest a knocked down player, whether or not a boat has truly been hit by an object, etc.

1 movement point for a ship is 3 inches

You may not stop on the same space as a teammate, unless it is inside a boat.

Characters give up their Rank flag the moment they move into the water, while occupy a boat.

Spaces comprised of special wooden structures (bridges, ladders, moored boats, and placed traps) must be halted upon if you enter them.

If you are one space adjacent to a sabotaged permanent object or boat, you can repair it as your Major Action.

Recover Boat: If you are next to a capsized boat, you may perform this action to recover the boat. Place it upright in the same position, and move yourself and any teammates touching it inside the boat itself. Treasures are returned to your inventory cards (you may choose who picks up which treasures).

If you were inside a boat and got knocked out of it, you remain in the water wherever you ended up. If you were knocked down inside your boat, you stay where you are.

You may sabotage an adjacent boat and ladder.

When knocked down inside a boat, place the object inside the boat.

If a boat capsizes, turn it ON THE SIDE and place any occupants such that they are in the water but touching the boat. The boat cannot be righted until the next round (as a Recover action). During capsize time, THE BOAT WHO DID IT CAN IMMEDIATELY STEAL ANY 1 TREASURE INCLUDING MAJOR TREASURE, AND AFTER PLAT RETURNS AS NORMAL, any boat that passes within 1" of it can steal any Special Treasures (just like passing a player on an island). You cannot, however, steal tools from players in a capsized boat. Once a boat has capsized, its occupants can receive no further harm from any objects (i.e., they cannot be knocked down, unless they swim away from the boat).

Boat Movement

You may expend some or all of your movement points to move a boat, if you are in one. Before moving a boat, you may orient it in any direction you wish, but that determines which direction you can move. Sailboats must move in a straight line, though just like land movement, you do not need to move them the total of all of your movement points. You may not change the physical orientation (heading) of your sailboat during or after moving it (you must wait until the beginning of another movement). Rowboats only move 1 inch (or 25mm) for each movement point, but you may alter your heading as often as you wish, including after you're finished moving it. Note that because all boat movement occurs during the Water rank of the Movement phase, only one player may actually move a given boat, even if multiple characters occupy that boat. A boat may be occupied by more than one player of the same team, unlike island spaces. A maximum of 3 teammates can occupy a sailboat at any given time. Rowboats can hold a maximum of 2 characters. Opposing characters cannot occupy the same boat. You cannot move a boat into any other object (including other boats and swimming characters).

Moving From One Boat to Another

You may move from one boat into another boat if those boats are touching. Unlike land movement, this action occurs during the Water rank and can be done in addition to (either before or after) moving a boat. It costs 2 movement points to make this move. A boat occupied by one character can be boarded by an opposing character, but this will trigger an Altercation during the Interaction phase. A boat occupied by at least two team members cannot be boarded by an opposing character.

Boat ↔ Water Movement (this is for small boat)

You may move from a boat to the water (diving in) or from the water into a boat (a pickup) during the Water rank. It costs only one movement point to dive in the water, but 3 movement points to move into a boat from the water. It is possible for two teammates working together to manage either of these movements "on the run": one player may move the boat a few inches, then the teammate may use movement points to dive in or get picked up, and then the first player may continue to expend her own movement points on further boat movement. However, the rule requiring only one player to move a given boat on a given turn cannot be violated. You must be within ¼ inch of a boat to board it from the water. When you dive into the water, you can place yourself within ¼ inch of any edge of the boat. A swimming character can only board an boat that is empty or occupied by teammates; you can not board, from the water, a boat occupied by an opposing character.