

B.O.A.T. Expansion: Cheat Sheet

Please refer to main rule-sheets for more detailed explanations.



PHASES

- 1. Planning and Minor Actions:** Perform a single minor action. This includes:
 - Standing up if you are knocked down
 - Placing an object in an unoccupied adjacent space
 - Changing heading (if player is on wheel space)
 - Lower or raise the anchorLast player to enter/exit the boat needs to raise/lower the anchor as their minor action
- 2. Movement:** Players may use points to move themselves around the deck, and/or move the boat
 - Move the Boat:* 1 point for every 2 inches
 - Exiting large boat to small sailboat or rowboat:* 2 points + points required to lower the boat
 - Diving:* 1 point
 - Returning to large boat from smaller boat:* 1 point
 - Returning to boat directly from water:* 3 points
- 3. Interactions:**

Both boats will have a chance to fight, board, or raid if they would like. See respective sections for details.
- 4. Major Action:**

Any standard major action or play a boat-specific card. Boat cards include:

 - Take Ammunition*
 - Scour for Treasure*
 - Scout Surroundings*
- 5. Reset:** Reset all marbles to their original locations.

FIGHTING (Between Large Boats): Within 6 inches

- Boat with higher priority fires as many marbles as they declare on their turn, from any location. For any marble that hits, roll a die.
 - To capsize, there needs to be a roll greater than the number of people on the ship. If there are more than 5 people, only a roll of a 6 will capsize the ship.
- If there is no damage that needs to be repaired, the next boat takes its turn. This continues until the fighting phase is over.

Priority

- Boat with an operator has priority.
- If neither or both have an operator, roll for initiative. The higher roll gets it.

Fighting Phase Ends When:

- A boat capsizes
- There are no more cannonballs
- A boat is incapable of fighting back.

CAPSIZING

- Place boat on its side.
- The boat that capsized the other may immediately steal any one treasure, including major treasures, from the capsized boat.
- Play resumes as normal.

BOARDING/RAIDING: Within 1 inch

- Members of the boat that initiated the raid move onto the other boat, may engage in altercations.
- Once individual altercations are completed, team with more members standing an active claim control.
- At the end, winning team can choose to cast any members of the losing team out of the boat
 - OR steal any one treasure, including major treasures, from the losing team.
- Play resumes as normal.