

Archipelago: The B.O.A.T. Expansion

Ruleset

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Note: 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.

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. Cannot change the heading of large vehicle during or after moving it until the beginning of another movement.
 - 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

Player Movement:

- You may stop on the same space as a teammate.
- 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. (See MOVEMENT → Movement Points)

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 capsizing 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
 - Capsizing rules follow from the main Archipelago ruleset (place the boat on its side), with the addition that the vehicle that cause the capsizing 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.

Interactions Between Objects:

- You may sabotage an adjacent boat and ladder.
- If you are one space adjacent to a sabotaged permanent object or boat, you can repair it as your Major Action.
- When knocked down inside a boat, place the object inside the boat.

MAJOR ACTIONS

Expansion Major Action Cards

- Take Ammunition
 - From the ammunition pool, take as many cannonballs as are specified by the card and place them in any available firing positions on deck. If your ship has no more available positions, do nothing
- Scour for Treasure
 - Pick up any one treasure in the surrounding water (Within 4 in. [100 mm] of the boat) and place it on board
- Scout Surroundings

- Choose the nearest island to the player's ship, and immediately receive any one piece of equipment that can be used on that island. This includes general equipment like ropes, and specific equipment like oil lanterns. If you choose an oil lantern, also take oil for it. The equipment then can be given to any player currently onboard the ship that has free inventory space

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