**B.O.A.T. Expansion: Cheat Sheet***Please refer to main rule-sheets for more detailed explanations.*

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| **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 anchor * Last player to enter/exit the boat needs to raise/lower the anchor as their minor action  1. **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   1. **Interactions:**   Both boats will have a chance to fight, board, or raid if they would like. See respective sections for details.   1. **Major Action:**   Any standard major action or play a boat-specific card. Boat cards include:  *Take Ammunition*  *Scour for Treasure   Scout Surroundings*   1. **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.  **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. | **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. | |
| **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 loosing team out of the boat  OR steal any one treasure, including major treasures, from the loosing team.  -Play resumes as normal. | | |