Fishing
MMXXIII
28

You Will Need

A fishing boat (40mm/60mm base)

5 Fishes (25mm bases)

A 2′ x 2′ Playing area

A scatter die
(or some way of randomising direction)

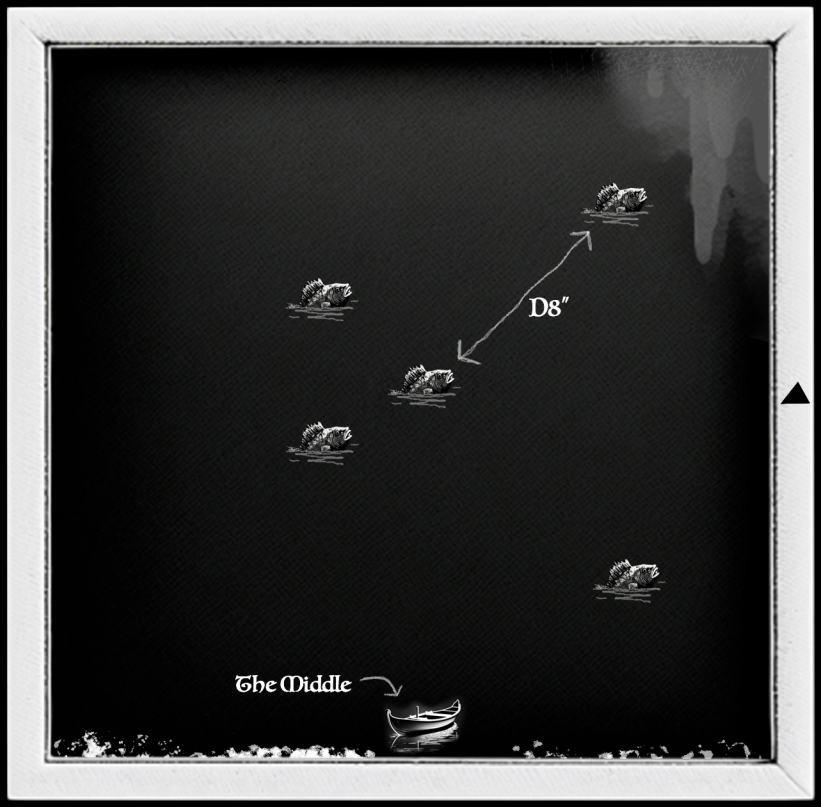
Some D4s, D6s, D8s...

If feeling brave, you may also need
3 obstacles (60mm bases)
1 scary fish (40/50mm base)
1 annoying bird (40/50mm base)

You're going fishing...

3.

2.



4.

1.

Setup

Side 1 is the SHORE and this is where your boat always starts, touching the middle of the board edge

Place 1 fish in the middle of the board

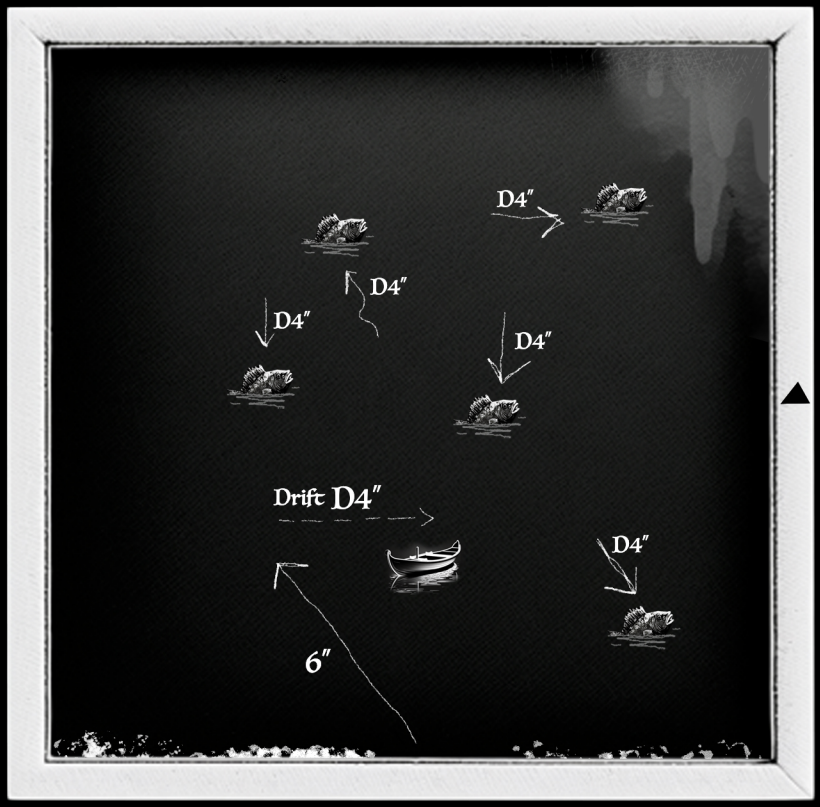
Scatter the remaining 4 fishes D8 inches from the central fish

Roll a D4 - the result is the direction of the tide for this game

"I rolled a 4, therefore the current is moving towards edge number 4." Place the D4 on that edge as a reminder

...will you make it home and dry?

It's simple



How to Play

1.MOVE YOUR BOAT
Your boat moves 6" in any direction. It must move the full 6"

2.MOVE THE FISH
Fish Scatter D4"

3.DRIFT
Move the boat D4" straight towards the edge the current is flowing towards.
Fish don't drift

CATCH FISH
If during moving your boat, moving the fish, or drifting, a fish comes into base to base contact with your boat, you have caught the fish. Place the fish in your boat

DON'T GET LOST OR SINK!
Should you drif into contact with any edges (be it floating away lost at sea, or running aground on the shore) you loose! Start Again.
Your fish flop back into the water and your buddies have no dinner. A plucky captain will be mindful of the current and move their boat accordingly

Should a fish move into contact with the board edge it stops until the next time you

MOVE THE FISH

How to win

Catch all 5 fish and MOVE not DRIFT your boat back onto the shore

Best give that a go first.
If it is easy, you will require

EMBUGGERANCES

Roll a D8

1. FAST FISH

They're skittish today. During the "MOVE THE FISH" step, they scatter d6" instead of D4"

2. Rocks

Scatter 3 obstacles (rocks, wreckage, piles of driftwood) D8" from the centre point, each approx. 60mm in diamter. Should you DRIFT into one, all fish you are carrying are knocked overboard. Scatter them all D8" from the centre of the Board

3. Bad Current

What a shite day to go fishing. When DRIFTing roll a D8, not a D4.

4.Binding

Can't tell whether it's weeds, barnacles or a tired oarsman. When you "MOVE THE BOAT" move it D6" not 6"

5. The Beast

When setting up the game place a scary fish on the opposite side of the board to your boat. Every time you finish a Drift, move The Beast 2" directly towards your boat. The Beast does not drift. If your boat comes into base to base contact with the beast it capsizes your boat. You go home fishless. You loose.

6. Utter Embuggeration

Choose 2 of 1-5.

7. Annoying Bird!
When setting up the game place an annoying bird on the opposite side of the board to your boat. Every time you finish a DRIFT, scatter the annoying bird D8". If during Drifting, or moving the annoying bird, it comes into contact with your boat - IT SWOOPS DOWN AND EATS A FISH (if you have caught any). That fish is gone.

8. Utter Embuggeration
Choose 2 of 1-7.

MORE THAN ONE PERSON GOING FISHING?

IF YOU HAVE MORE THAN ONE PERSON GOING FISHING AT THE SAME TIME, SET UP BOATS EVENLY DISTRIBUTED ALONG THE SHORE PRIOR TO PLACING FISH . FOR EVERY EXTRA FISHING BOAT ABOVE 1, PLACE AN ADDITIONAL FISH. THE WINNER IS THE PERSON WHO SUCCESSFULLY MOVES BACK TO THE SHORE WITH THE MOST FISH

Name your boat. If you don't have any ideas, roll a D8

1. Stinking Boot
2. Daisy
3. Woesome Kerfuffle
4. Embuggerance
5. Boat 56
6. Salty Dog
7. (Add the prefix "HMS" then roll again)
8. Tidemark

OR

1. Memories of the before times
2. Plain Sailing
3. Crabber's Crust
4. Puddler
5. Wet Rot
6. Leaking & Listing
7. Bobbing Ballast
8. Soon to be Driftwood

THE RULES ABOUT MAKING UP YOUR OWN RULES

1. DO IT

DO IT

DO IT!

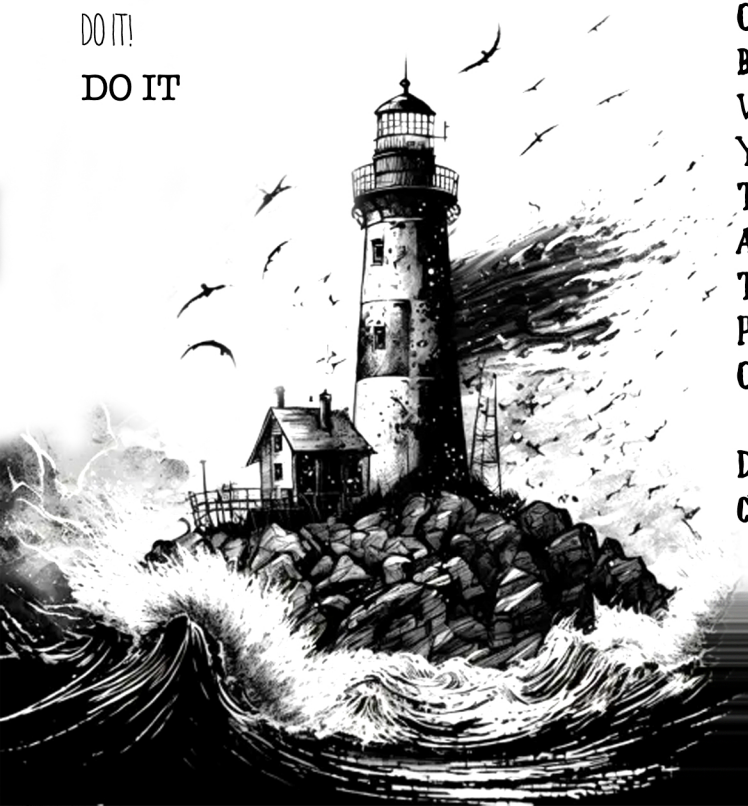
DO IT

Also

2 WHILST PLAYING FISHING28 YOU MAY COME UP WITH A NEW RULE!

PERHAPS YOU THINK OF A NEW EMBUGGERANCE, OR A BETTER WAY TO DECIDE WHICH WAY THE TIDE IS GOING, OR PERHAPS YOU OCCASSIONALLY YOU FIND TREASURE, OR SOME ANCIENT ARTEFACT IN YOUR NET? PERHAPS TERRIFYING OCEAN MAGICKS MEAN PLAYERS CAN CAST SPELLS ON EACH OTHER, OR THE FISH . . .

DO YOUR FISHING CRAFT CHANGE BETWEEN GAMES?

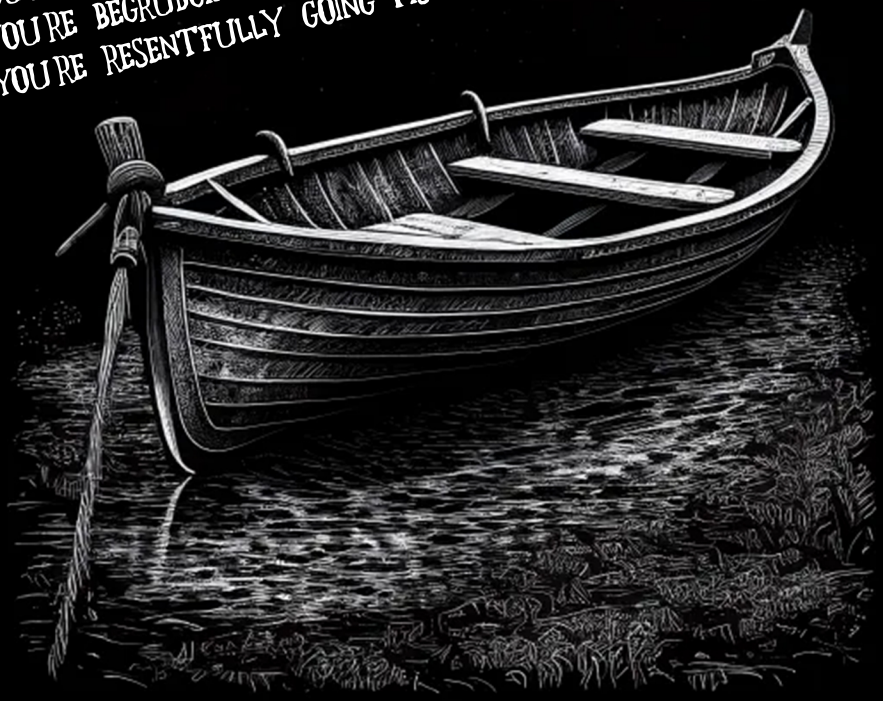


THE BITTER SEAS DEMAND YOU SHARE YOUR IDEAS USING #FISHING28 SO OTHERS MAY ENJOY THEM

With my earnest apologies
from
@Apocrypha_Now
Fishing
MMXXIII
28
NO FISH WERE HARMED IN
THE MAKING OF THIS GAME

ROLL A D6

1. YOU'RE GOING FISHING
2. YOU'RE BEGRUDGINGLY GOING FISHING
3. YOU'RE RESENTFULLY GOING FISHING



4. YOU'RE DUTIFULLY GOING FISHING
5. YOU'RE ERRONEOUSLY GOING FISHING
6. YOU'RE GLEEFULLY GOING FISHING