


Kraken Bay



Rules



Kraken Bay

When the Kraken first appeared it was a great misfortune to the surrounding towns that use this bay. The town leaders gathered and agreed that when life throws you scurvy make lemonade, they decided to turn this kraken curse into an economic boon. As the kraken surfaces more often with no way of stopping it, why not challenge anyone with a competitive spirit to a profitable game of sailing skill. Choose your boat and sail around the bay, battle the kraken, save some sailors or a stray boat, and loot treasure all while blowing the boards off your competitors boats... just don't get caught in the krakens vortex.

Objective:

Collect as many points as possible and don't get eaten by the kraken. Collect points by picking up loot from the water, killing the kraken or its tentacles and helping off-course boats.

Components:

- 1 each plastic Ship Pawn
- Red, Black, Green, Blue, Yellow, Purple
- 4 White plastic Ship Pawns
- 12 Green plastic Tentacle Pawns
- 80 Round Chits
- 1 Blood Droplet, 1 Hourglass
- 6 Barrels, 6 Smoke
- 18 Chests, 18 Ration Boxes
- 18 Crew, 12 Plague Crew
- 2 6 sided dice
- 1 8 sided dice
- 1 10 sided dice



Container Ship



Plague Ship

Setup:

- The board is set out in the middle of the playing area.
- Each player chooses a character card and the associated pawn of the same color. Each player starts with 5 Crew, 3 Rations, 5 Treasure.
- Each player sets their pawns in the rectangle at the end of the pier with their corresponding color flag.
- The kraken blood token starts at 15 on the Kraken Health Track and the hourglass token starts on the 15 of the time track. The Off-Course ships are placed on the time track 13 (Container), 11 (Plague), 9 (Supply) and 7 (Cruise) spaces of the time track.
- See Random Placement roll rules and roll to place all 12 tentacles around the board. Tentacles cannot be placed on the starting space for any ship, unless there is no ship starting there any others tentacles are re-rolled.
- Choose one player to go first and continue play around the board in a counter-clockwise direction.



Fig. 11
This is how the board is setup. It is set the same way for any number of players, but this one is a 5 person game.



Supply Ship



Cruise Ship

Game Play:

The first player starts by rolling their movement 2D6, then moving their pawn that number of spaces around the board. You may move your ship back and forth between rows so long as you continue to progress around the circle. Players (other than the Explorer) may not turn their ship completely around to sail counter-clockwise, movement always progresses in a clockwise direction. Each player has 2 actions they may make per turn, there is no restriction on when you move or use your actions. Actions include:

- Attacking another player, the kraken, a tentacle, or an Off-Course ship.
- Using a special ability like dropping a Smoke Bomb or a Barrel Bomb.
- Attaching a tow rope.

Attacking:

To attack you must be in a space that would be approximately next to another ship or tentacle, to attack the kraken you must be anywhere within the red innermost circles. The attacking player rolls their respective attack dice and compare that number to the defense number of the defender. If the attacking roll is equal to or higher than the defenders defense number, the attacker scores a hit. The defender rolls 2D6 and drops 2 cargo according to the chart on the bottom of the player cards (1-2 Ration Box, 3-4 Crew, 5-6 Treasure). Cargo dropped lands in any free space around the defenders ship, but may not be laid in a space directly in front of the attacker or defenders ship.

Special Abilities:

The Fisherman and the Houseboat have the ability to drop bombs from the back of the ship. The smoke cloud and barrel bomb are placed in the space immediately behind the ship. If that space is occupied by another ship or a tentacle the effect would happen at the end of the round of play. This gives the player a chance to move out of the space where the bomb is, unless that player has already taken their turn. If the space behind the ship is occupied by anything else the bomb appears in the next closest space. The Explorer can turn his boat to sail counter-clockwise with the vortex, that player must use one lane for turning they cannot just spin the boat in the space they are in.

Towing:

See Off-Course Ships.

The Krakens Vortex

Once all players have finished their turn the round ends and the time counter goes down by one. After the counter is moved every ship (including Off-Course ships), moves back 2 and in 1 space then back another 2 and in 1 another space (counter-clockwise & toward the kraken). This simulates the pull of the vortex created by the kraken. If a player happens to be pulled through a space containing a smoke cloud, a barrel bomb, or a tentacle they suffer the effects immediately before the new round of play begins. Once the krakens turn is finished the next round of play starts with the first player and turns continue clockwise around the table.



Fig. 21
Red rolls a 4 moves up, hits the tentacle and continues to move.
Yellow rolls a 5 moves forward hits the tentacle, continues to move and drops a barrel bomb.
Black rolls a 5 moves forward attacks yellow and hits knocking off one treasure and one crew then moving forward and hitting the tentacle.
Blue rolls an 11 moves up then uses his special ability to turn to sail counter-clockwise, hits the Pirate ship moves forward to pick up the crew and treasure dropped by the Fishing boat.
Purple rolls a 8 moves up, attacks the tentacle and misses, drops a smoke bomb and finishes movement.

Fig. 31:

At the end of the round (currently round 2), the Off-Course ship comes onto the board at the white arrow and immediately moves back 2 in 1 then back 2 and in 1. All other ships move back the same amount, in this example the Captain hits a tentacle and immediately rolls to lose 2 cargo. The Explorer is pulled into the smoke cloud as indicated by the arrows and rolls a 2 on the lane and 11 for the space so is placed in the correct spot.



Picking up Cargo:

The player need only sail through the space where cargo is floating and that player will pick up said cargo. If a player sails through a space containing cargo while being pulled in the vortex they do not pick up that cargo, but if the player lands on a space that has cargo floating they may pick it up as soon as their turn starts.

Off-Course Ships:

These ships were sailing by the bay when they became inescapably stuck in the pull of the krakens vortex.

-Container Ship always drops treasure and enters on the 13 of the time track.

-Plague Ship always drops plague crew and enters on the 11 of the time track.

-Supply Ship always drops rations and enters on the 9 of the time track.

-Cruise Ship always drops crew and enters on the 7 of the time track.

Off-Course Ships always enter the board from the white arrow and always in the same order as indicated above.

Towing:

To tow an off-course ship the player moves their pawn into the same space as the off-course ship (This is the only time two ships may occupy the same space). The player spends one action then declares the tow and the two ships move as one piece using the towing movement speed listed on the players character card. While towing any barrel bomb or tentacle hits only the off-course ship while a smoke cloud causes both ships to be moved, if the towing player hits a plague crew it only effects the players ship. The player may choose to detach a tow at any time at no cost, but you do get extra points for towing the ships to the safety of your home pier.

Attacking a Tow:

If a player attacks another player that is towing they may choose to attack either the players ship or the off-course ship, or both if they have two free actions. All other rules for attacking stay the same.

Plague Crew:

Any ship that intentionally or accidentally sails through a space containing a plague crew removes that token from the board and discards it and all crew tokens that player has. The House boat is the only one immune to the damage cause by the plague crew.

Rations:

Rations are what keep you crew going, if your ship has no rations your crew cannot work effectively. When your ship has no rations you move at the tow speed for your ship and you only have 1 action each round until you collect more rations.

Random Placement Rolls:

Any time the kraken takes damage another tentacle pops up randomly, or when a player sails into a Smoke Cloud they become randomly placed. Roll 1D6 this indicates which lane you will be in, then roll 2D6 and count clockwise around the circle starting from the lane number until you reach the number you rolled. This is the location where the tentacle or ship will be placed. If a ship lands on a space that contains another smoke cloud they immediately roll again, if they land on a space containing a tentacle they immediately lose two cargo. If a ship lands on a space that contains another ship (including off-course ships), that player rolls 2D6 again until the land in a space that does not contain another ship. Two tentacles cannot occupy the same space similar to two ships, nor can a tentacle occupy a space with a smoke cloud in these instances the player would re-roll for placement.

The Kraken:

To attack the kraken your ship must be within one of the two red lanes, if you successfully hit the kraken you move the blood token down on the kraken health track, then roll random placement for tentacles equal to the amount of hits the kraken took (1 hit = 1 tentacle). Tentacles do not move or attack but if a players ship runs into a tentacle they lose 2 cargo. Tentacles can be destroyed with a successful attack which removes them from the board, for each tentacle you kill you recieve that token for points at the end. If at any time you end your turn in the red lanes the vortex will pull you into the krakens mouth and that player is out of the game.

Ending the Game:

The game ends immediately when the krakens health track reaches 0, or when the time track reaches 0. Once the game is done each player counts their points and whomever has the most points at the end wins.

Points:

- + 5 points for killing the kraken.
- + 3 points for each Off-Course Ships towed to your pier and saved.
- + 2 points for each Crew on board.
- + 1 point for each treasure on board.
- + 1 point for each tentacle you destroy.

Special Abilities:

Captain:

-Sponsorship: The Captain starts with +2 to all cargo.

-Tow Chain: An upgraded towing ability with a tow speed of 1D6+6.

Explorer:

-Expert Sailor: The Explorer may turn to sail with the pull of the vortex (counter-clockwise). You must change lanes when you turn around, you may not turn your boat in one space.

-Chain Shot: You must declare when you use a chain shot, any ship successfully hit recieves -2 movement on their next turn. Ships hit by the chain shot do not lose cargo. This replaces a normal attack and costs 1 action.

Fisherman:

-Born Enemies: For every successful hit on the kraken you cause 2 damage.

-Barrel Bombs: Spend an action to drop a barrel bomb into the water on one side of the ship.

House Boat:

-Safe House: You may pick up plague crew with no detriment to your other crew. Any time you pick up a plague crew token flip it to a regular crew token and add it to your cargo.

-Smoke Cloud: Spend an action to drop a Smoke bomb in a space on one side of the ship. Any ship sailing into the smoke cloud suffers random placement.

Merchant:

-Greed: When you pick up a treasure from the water you may spend one action to make that treasure count as two.

-Secondary Guns: If you attack and miss, once per turn you may roll 1D6 as an immediate secondary shot.

Pirate:

-Boarding: When you successfully hit another players ship you may choose one of the two cargo that player loses, the other is random rolled based on the table at the bottom of the character card.

-Front Guns: You may use an action to make a 1D6 attack at anything directly in front of the ship (excluding the kraken).

Notes:

-All movement must progress forward around the circle.



Fig. 4
The Fisherman performed an illegal move by moving backward into the last space.
The House Boat did the same illegal move when moving out of the red lanes, you cannot move sideways.

-The Explorer must use 1 lane as a turn lane when using the expert sailor special ability.

Fig. 5



-The 2 inner lanes (Red) have only six spaces as opposed to the twelve spaces in every other lane. One space in the outer red lane touches three spaces in lane 6, so a player in the outer red lane may attack any ship or tentacle in any of those three spaces and vice versa. Forward movement must be respected when leaving the inner circles.



Fig. 6

The black arrows represents where ships can attack.
The red line represents forward movement out of the red lanes.



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