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| --- | --- | --- | --- | --- | --- | --- | --- |
| **THARS THE BEAST, ROW BOYS, ROW!!** | | | | | | | |
| **Phase** | **Odd Turns** | | | | | **Even Turns** | |
| **Plot** | Plot | | | | | Plot | |
| **1** | Boats Move | | | | | Moby Moves | |
| **2** | Harpoon | | | | | Boats Move | |
| **3** | Damage | | | | | Harpoon | |
| **4** | Kraken Attacks | | | | | Damage | |
| **5** | Swimmers | | | | | Sharks Attack | |
| **Moby Move** | Red D6 | 1-2 = Left, 3-4 = Straight, 5-6 = Right | | | | | |
| (6” hex) | White D6 | Moby on Top: | | 1-3 = Stays on Top, 4-6 = Dive to Middle | | | |
|  |  | Moby in Middle: | | 1-2 = Rises to Top, 3-4 Stays Middle, 5-6 = Dives Deep | | | |
|  |  | Moby Deep: | | 1-2 = Stays Deep, 3-4 Rises to Middle, 5-6 = Goes Under | | | |
| **Moby Resurfaces** | Moby Locations = (3) hexes taped on board, numbered 1-2, 3-4 & 5-6.  Locations: Along center line of long board axis. 25%, 50% (middle) & 75% | | | | | | |
|  | Red D6 = Moby Location, White D6 = direction | | | | | | |
| **Moby/Boat Collision** | Red D6 | 1-2 = Man Overboard, 3-6 = No Effect | | | | | |
|  | White D6 | Which man overboard? 1-6 starting front to back. | | | | | |
|  |  | Moby on Top or Middle: | | | Roll 1 X Man Over Red Die | | |
|  |  | Moby Deep: | | | Roll 3 X Man Over Red Die | | |
|  |  | Moby Resurfacing: | | | Roll 3 X Man Over Red Die | | |
|  |  | Nantucket Sleigh Ride: | | | Roll 2 X Man Over Red Die, can cut rope before roll | | |
| **Kraken Attack** | On a 7 or more combined Moby Move Dice, Kraken surfaces and attacks the next Turn. | | | | | | |
|  | Roll again: Red D6 = Start point use Moby Resurface Locations. White D6 = Direction of move. Single move, unlimited distance. Attacks first boat hit if move intersects. No Effect if no boat hit. Dives under afterwards. | | | | | | |
|  | One crewman affected. Roll D6 for which crewman affected 1-6 starting front to back. Roll D6 for Effect 1-2 = Safe, 3-4 = Dead, 5-6 = Man Overboard | | | | | | |
| **Shark Attack**  **(3-1/2” hex)** | Shark attack start point = pile of blood chits. Number of moves = # of blood chits.  Roll D6 for direction, move one hex. Repeat next blood chit move from that new point, rolling direction again. Rinse & repeat until that pile is done. Start again from next pile. Autokills swimmers if hex touches. | | | | | | |
| **Harpooning** | To Hit: | | Roll D6, Close range = 1 hex 1-4 = hit, Long range = 2 hexes 1-2 = hit | | | | |
|  | To Stick: | | Roll D6, Close range 1-3 = stick, Long range 1 = stick. | | | | |
|  | Damage:  Moby =1700 | | Each hit or each turn still stuck Roll D100 (2D10, tens and ones, 00 =100).  Roll 2D6 for blood chits chumming the water. | | | | |
| **Boat/Boat Collision** | Red D6 1 = Man overboard, White D6 = Which man overboard? 1-6 starting front to back | | | | | | |
| **Swimmer** | Move one hex on odd turns. Boat must contact swimmer hex and cease movement (Backhaul) to pick up. | | | | | | |
|  |  |  | |  | | |  |
| **Nantucket Sleigh Ride** | If your harpoon hits and sticks, you can tuck your boat in to closest trailing hex on Moby hex sheet. Auto Moby damage and auto chance for overboard. | | | | | | |

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| **THARS THE BEAST, ROW BOYS, ROW!!** | | | | | | | | |
| **Boat Color:** |  | | **Harpoon Inventory:** | | | **3** | **2** | **1** |
|  |  |  |  |  |  | |  | |
| **Turn #** | **Phase 1** | **Phase 2** | **Phase 3** | **Phase 4** | **Phase 5** | | **Damage** | |
| **1** |  |  |  |  |  | |  | |
| **2** |  |  |  |  |  | |  | |
| **3** |  |  |  |  |  | |  | |
| **4** |  |  |  |  |  | |  | |
| **5** |  |  |  |  |  | |  | |
| **6** |  |  |  |  |  | |  | |
| **7** |  |  |  |  |  | |  | |
| **8** |  |  |  |  |  | |  | |
| **9** |  |  |  |  |  | |  | |
| **10** |  |  |  |  |  | |  | |
| **11** |  |  |  |  |  | |  | |
| **12** |  |  |  |  |  | |  | |
| **13** |  |  |  |  |  | |  | |
| **14** |  |  |  |  |  | |  | |
| **15** |  |  |  |  |  | |  | |
| **16** |  |  |  |  |  | |  | |
| **17** |  |  |  |  |  | |  | |
| **18** |  |  |  |  |  | |  | |
| **19** |  |  |  |  |  | |  | |
| **20** |  |  |  |  |  | |  | |

Plotting move (4-1/2” hex):

**F**= Forward one hex, **R** = Forward one hex & then Rotate Right, **L** = Forward one hex & then Rotate Left

**PR** = (Pivot Right) Rotate Right in place, **PL** = (Pivot Left) Rotate Left in place, **BH** = (Back Haul) which means you stay in place. **BW** = Backwards, straight. Must be preceded by BH to switch direction & vice/versa.

You may perform one un-plotted Back Haul per turn to avoid collision.

Row number of phases equal to number of rowers. If you have (4) Rowers and you plot all four phases as Forwards, you get one free Forward at phase 5. If you have (5) rowers, you don’t get a free 6th move.

Nantucket Sleigh Ride: If your harpoon hits and sticks, you can tuck your boat in to closest trailing hex on Moby hex sheet. Auto Moby damage and auto chance for overboard.