Thursday Boat Skirmish 1: Morladrona vs Crownless Royals

Time: 3pm-330pm

Location: Three Bridges

Players: 25 players per side

Props required:

1) 6x Objective markers
2) 10x Sandbags (Bombs and Resources)
3) Chalk to mark sandbags

Game Rules:

Time Limit: A single 20-minute game.

Format: **Boat Battle**

Objective:

Bomb Placement: Place bombs on the opponent's objective markers to damage their boat.

A bomb placed directly on an objective marker destroys all resources at that marker along with 1/3rd of the Boat.

A bomb placed between two markers (or on a plank) will destroy all resources on both of the nearest objective markers and any resources at those locations along with 2/3rds of the Boat.

TIP: The safest place for a bomb to do minimum damage is on an objective marker.

NOTE: Anyone killed while holding a bomb or resource must drop it where they are standing.

Warning: You cannot throw a Bomb or Resource. Sanctions will follow immediately if this rule is broken.

Resource Collection: Take resources from the opponent's boat and bring them back to your own boat. These resources give bonuses to your side, but only if the game doesn't end in a tie.

Victory Condition: The team whose boat takes the **least damage** from bombs wins. If both boats take equal damage, the game is a tie, and **no bonus resources are scored**.

Respawn: Players may respawn at their respective deployment zones. All other healing methods are also permitted.

Deployments:

Team captains will coin flip to choose starting sides.

Special Conditions:

All skirmish purchases permitted except for **Half Fae Tricks** and **Additional Forces**

Skirmish Meeting Location:

Thursday Boat Skirmish 2: Valravn vs Lex Talionis

Time: 330pm-4pm

Location: Three Bridges

Players: 20 (Valravn) vs 30 (Lex Talionis)

Props required:

1) 6x Objective markers
2) 10x Sandbags (Bombs and Resources)
3) Chalk to mark sandbags

Game Rules:

Time Limit: A single 20-minute game.

Format: **Boat Battle**

Objective:

Bomb Placement: Place bombs on the opponent's objective markers to damage their boat.

A bomb placed directly on an objective marker destroys all resources at that marker along with 1/3rd of the Boat.

A bomb placed between two markers (or on a plank) will destroy all resources on both of the nearest objective markers and any resources at those locations along with 2/3rds of the Boat.

TIP: The safest place for a bomb to do minimum damage is on an objective marker.

NOTE: Anyone killed while holding a bomb or resource must drop it where they are standing.

Warning: You cannot throw a Bomb or Resource. Sanctions will follow immediately if this rule is broken.

Resource Collection: Take resources from the opponent's boat and bring them back to your own boat. These resources give end-game bonuses to your house, but only if the game doesn't end in a tie.

Victory Condition: The team whose boat takes the **least damage** from bombs wins. If both boats take equal damage, the game is a tie, and **no bonus resources are scored**.

Respawn: Players may respawn at their respective deployment zones. All other healing methods are also permitted.

Deployments:

Team captains will coin flip to choose starting sides.

Special Conditions:

All skirmish purchases permitted except for **Half Fae Tricks** and **Additional Forces**

Skirmish Meeting Location:

Thursday Boat Skirmish 3: DFA vs Auri Laurenta

Time: 3pm-330pm

Location: Three Bridges

Players: 25 players per side

Props required:

1) 6x Objective markers
2) 10x Sandbags (Bombs and Resources)

3) Chalk to mark sandbags

Game Rules:

Time Limit: A single 20-minute game.

Format: **Boat Battle**

Objective:

Bomb Placement: Place bombs on the opponent's objective markers to damage their boat.

A bomb placed directly on an objective marker destroys all resources at that marker along with 1/3rd of the Boat.

A bomb placed between two markers (or on a plank) will destroy all resources on both of the nearest objective markers and any resources at those locations along with 2/3rds of the Boat.

TIP: The safest place for a bomb to do minimum damage is on an objective marker.

NOTE: Anyone killed while holding a bomb or resource must drop it where they are standing.

Warning: You cannot throw a Bomb or Resource. Sanctions will follow immediately if this rule is broken.

Resource Collection: Take resources from the opponent's boat and bring them back to your own boat. These resources give end-game bonuses to your house, but only if the game doesn't end in a tie.

Victory Condition: The team whose boat takes the **least damage** from bombs wins. If both boats take equal damage, the game is a tie, and **no bonus resources are scored**.

Respawn: Players may respawn at their respective deployment zones. All other healing methods are also permitted.

Deployments:

Team captains will coin flip to choose starting sides.

Special Conditions:

All skirmish purchases permitted except for **Half Fae Tricks** and **Additional Forces**

Skirmish Meeting Location:

Thursday Boat Skirmish 3: Wyrmguard vs Devourer Spawn

Time: 430pm-5pm

Location: Three Bridges

Players: 25 players per side

Props required:

1) 6x Objective markers

2) 10x Sandbags (Bombs and Resources)
3) Chalk to mark sandbags

Game Rules:

Time Limit: A single 20-minute game.

Format: **Boat Battle**

Objective:

Bomb Placement: Place bombs on the opponent's objective markers to damage their boat.

A bomb placed directly on an objective marker destroys all resources at that marker along with 1/3rd of the Boat.

A bomb placed between two markers (or on a plank) will destroy all resources on both of the nearest objective markers and any resources at those locations along with 2/3rds of the Boat.

TIP: The safest place for a bomb to do minimum damage is on an objective marker.

NOTE: Anyone killed while holding a bomb or resource must drop it where they are standing.

Warning: You cannot throw a Bomb or Resource. Sanctions will follow immediately if this rule is broken.

Resource Collection: Take resources from the opponent's boat and bring them back to your own boat. These resources give end-game bonuses to your house, but only if the game doesn't end in a tie.

Victory Condition: The team whose boat takes the **least damage** from bombs wins. If both boats take equal damage, the game is a tie, and **no bonus resources are scored**.

Respawn: Players may respawn at their respective deployment zones. All other healing methods are also permitted.

Deployments:

Team captains will coin flip to choose starting sides.

Special Conditions:

All skirmish purchases permitted except for **Half Fae Tricks** and **Additional Forces**

Skirmish Meeting Location: