

Chronicle I
The
Dragon Boat
Races



Rulebook



Chronicle 1 - The Dragon Boat Races

2-4 Players.

Using this Chronicle adds 5 minutes to the game time.

It is an easy-to-play Chronicle.



Overview

It is a little known fact that there are indeed boat races taking place in the Scottish Highlands. Winning the boat race is done by sending the Player's Boat through all the other player's Home Territories along the river and returning first to the Home Castle!

Contents

4 Player Boats (in the player colors).

3 new Tiles: Race Start Tile (1x), Ship Builder Tile (2x).

7 Result Cards: Winner, Second, Third and 4 Last Cards.

2 Non-Player Rivers (use both for a 2 player game and one for a 3 player game).

16 Reward Tokens.



Setup Modifications

Each player receives the Boat in his color and places it in the Home Castle.

To simulate the starting shot, the Race Start Tile is placed roughly in the upper third of the B-Stack (so it comes into play at the start of the B-Tile stack). The Result Cards are set aside until the end of the race. Place the Non-Player Rivers between the players if playing with 2 or 3 players. Shuffle the Reward Tokens and randomly place 2/3/4 of them (in a 2/3/4 player game) face down on each player's Home Castle and in each Non-Player Castle (on the Non-Player Rivers). Unused Reward Tokens are returned to the box.

New Rules

When the first player crosses the Race Start Tile with the Playing Piece, the race starts *for all players*. Any player may row his Player Boat in a clockwise direction along the river:

Players can now use Movement Points (e.g. gained through the activation of Villages) to move their Player Boat instead of a Scotsman. A Player Boat can only move along the river in clockwise direction. If a Player Boat reaches the leftmost part of the river in any Player's Territory, the boat continues in clockwise direction at the rightmost River Tile of the player (or Non-Player River) to the left. In a 2 or 3 player game, 1 or 2 Non-Player Rivers respectively are placed between the players and need to be travelled along as well with the Boat.

Scoring & Rewards

The first player to reach the Home Castle Tile again with the Player Boat receives the *Winner Card*, awarding 15 Victory Points (VP) and a Whisky Cask. The second player to reach the Home Castle receives the *Second Card*, awarding 10 VP, the third player receives the *Third Card* awarding 5 VP. Once a ship has returned to its Home Castle, it cannot be moved any further. A player who has not reached the Home Castle when all other players reached their Home Castle receives a "Last" Card, representing a bottle of cod liver oil and that player's Coins are worth nothing in the final scoring. (The points for the *Armada Castle Landmark Card* are still awarded). If the game ends and 1 or more players have not reached their Home Castle with their Player Boat, they all receive a *Last Card*.

In addition, if a player reaches or passes a Castle during the race, that player may choose 1 of the Reward Tokens at the castle he passed and take the respective reward, placing the rest of the tokens face down again. The bonus is received immediately. Entering the own Home Castle when finishing the race also gives a Reward Token.

New Activations



Gain 2 Movement Points to spend according to the Movement Point rules on p.13 or to move your Player Boat.

Using the Non-Player Rivers

These non-player rivers extend the length of the river and need to be travelled with the Player Boats as well to reach the Home Castle.

The Non-Player Castles are treated like Player Castles: When entering a Non-Player Castle with a Player Boat, that player picks 1 of the Reward Tokens.

Note: Tiles that contain Player Boats cannot be removed from the Home Territory by any effect.

