

ROWBOAT ROYALE

PLAYERS: 4-12 | GENRE: COMBAT | SETUP TIME: MEDIUM
STARTING PRESET: CREATIVE

GAME RULES

Rowboats. Tridents. Explosives floating all around.
What could possibly go wrong?

Split into teams of two so that each rowboat has a 'pilot' and a 'gunner' who'll be using tridents to take aim at other ships. Watch out for gunpowder barrels in the water!

Defeated players should return to the sidelines & cheer on remaining combatants til time runs out. Most points wins!



CREWS

Ship 1 (any): All Players

SWITCHES

[Player] Friendly Fire = ON
[Scoring] = ON
[Scoring] = PLAYER
[Scoring] Time Limit = ON
[Scoring] = 600 Seconds
[Scoring] Defeated Crewmate = 50

SETUP

- ◆ Fast travel all players and the ship to the battle arena.
- ◆ Add (& undock) rowboats to the ship til there are enough for teams of two.
- ◆ Use Quick Sail to arrange the rowboats a decent distance apart and spawn tridents aboard them.
- ◆ Spawn in floating gunpowder barrels.

HOSTS' TASKS

Before Match - Fast travel players and ships to the arena

Before Match - Add/arrange rowboats

Before Match - Add tridents to rowboats

Before Match - Add floating gunpowder

Start of Match - Start scoring

NOTES:

The location you choose for your Rowboat Royale shapes how the battle plays out. Why not try Cannon Cove or the Glorious Sea Dog Tavern? For an extra-spicy twist, allow defeated players access to the Spawn Radial so they can add some gunpowder barrels of their own...