WindwarD

Harness the Wind, Master the Skies™

Ages 14 to Adult
1 to 5 Players
30 to 90 Minutes

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OBJECT OF THE GAME

In Windward™, your goal is to become the most notorious captain on the gaseous planet of Celus. Become the master of the skies by hunting dangerous leviathan-like beasts called Cresters, plundering opponents, and using cunning maneuvers to harness the power of the ever-changing wind. **The player with the most notoriety points at the end of the game is the winner.**

COMPONENTS

6 Board Tiles

1 Trading Post (with Flag)

5 Ship Status Boards

1 Trading Post Board

5 Ship Pieces (5 colors)

10 Longboat Pieces (5 colors)

10 Mate Pieces (5 colors)

10 Achievement Tokens (5 colors)

15 Status Trackers (5 Colors)

8 Gray Cresters

8 Red Cresters

1 White Crester

8 Gray Crester Teeth Pieces

8 Red Crester Teeth Pieces

8 Black Battle Dice

1 Blue Wind Die

Supply Deck (74 Cards)

15 Crew Tiles

100 Gas / Cannon Tokens

16 "+2" Tokens

5 Coffee Tokens

6 Naturalist Tags

11 Life Tokens

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SETUP

1. Shuffle and place all the board tiles in a circular layout to create the Planet of Celus. *Use the smaller planet on the backs of the board tiles if playing two-player or would like an alternate board in a free-for-all game.*

2. Place the trading post mini in the center and place the flag on top of it. Place the trading post board to the side of the planet.

3. Give each player a Ship Status board and all pieces of the corresponding color. (Ship, 2 Longboats, 2 Mates, 3 Status Trackers, 2 Achievement tokens).

4. Each player places a Longboat piece in the open Longboat slot of the Ship Status board, and the second Longboat piece to the side of your Ship Status Board. Place each Ship piece (large ship) on top of the "At Port" text of the Ship Status board.

5. Each player places a Status Tracker piece on Longboat "0" and Morale "1". Place the third Status Tracker piece to the side of the Trading Post Board.

6. Each player will roll the Wind die to see who goes first. Whoever rolled highest is the starting player for this game. Turns will move clockwise from starting player.

   IMPORTANT: *Throughout the game, this starting player must roll the Wind Die and rotate the flag on the trading post in the corresponding direction before they begin their turn. (numbers are shown at bottom of trading post piece).*

7. Shuffle and deal Supply cards: The starting player receives 2 cards, the second player receives 3, the third receives 4, the fourth receives 5, and the fifth receives 5.

8. Place the remaining supply cards face-up in 3 semi-equal stacks on the "Supplies" spaces of the Port board. If one stack runs out, shuffle the discarded cards with the remaining supply cards, and reset into three semi-equal stacks.

9. Roll the Wind die and place a Grey Crester on the corresponding feeding grounds (look at the base of trading post to see which territory). Repeat this step until there is a number of Cresters 1 less than the number of players playing.

10. Place a Red Crester on every Red Crester starting space on the board.

11. Place 2 Gas tokens on each of the Gas Pocket spaces.

12. *(If playing the Advanced Variant)* Randomly place two Achievement cards face up by the Trading Post.

GAME PRINCIPLES | Before taking a turn, these concepts will help you understand the game.

Notoriety: There are four ways to gain notoriety on the Planet of Celus. You can bring teeth of Cresters to the Trading Post to prove you defeated them in battle, buy notoriety with gas while at the trading post, complete achievements, or end your turn at sky. The notoriety track (1–15) is shown on Trading Post Board.

Strategic Notoriety Tip: The most efficient way to get notoriety is getting a variety of Red Crester teeth, Gray Crester teeth, and achievements. Every turn is important, so try to accomplish multiple tasks every time you voyage the skies!

Cresters: Cresters are giant, flying, aggressive beasts that roam the skies of Celus. There are two main types of Cresters: Red and Gray. Red Cresters are extremely strong and move quickly. Gray Cresters are weaker and stay on their feeding grounds. On the planet of Celus, Cresters are very valuable. They provide much needed gas, which is a valuable resource to the sailors and skyman of Celus. This gas keeps the ships and inhabitants of the gaseous planet afloat in the sky. To prove that you successfully hunted a Crester, you, as a captain of the ship, bring a tooth back to the trading post. Showing this tooth to the citizens of Celus gains you notoriety.

Trading Post: Trading posts are the only cities on Celus. A player may use one speed to move from any of the 6 hexes adjacent to the trading post to the "At Port" text of their player board. To go back onto the planet board, they may use one speed to move from "At Port" to any of 6 hexes adjacent to the trading post. These movements cannot be affected by the wind direction. Players cannot enter port with a Crester in the cargo hold area. While entering port, any teeth in the cargo hold are immediately traded in for 3 (Gray Tooth) or 4 (Red Tooth) notoriety. While at port, players may freely buy items with gas during their turn.

Ships: Each ship is the main player piece that you use to play the game. Use your ship to navigate the skies of Celus, battle Cresters and other ships, and transport goods back to the Trading Post. Your ship's cargo hold, cannons, morale, gas storage and crew are reflected on your Ship Status board. If your Ship is on the same space of the board as any of the following items, you can take them into your cargo hold immediatley without using an action: (Defeated Red Crester, Defeated Gray Crester, your own Longboat, Gas Tokens, Crester Teeth and +2 Tokens)

Gas: Gas is the currency on the planet of Celus. With Gas you can buy items at the trading post. The more gas you have, the more you can accomplish on your turn.

Longboats: Longboats are smaller than ships, and are typically stored on your ship. The purpose of a longboat is to battle and bring Gray Cesters back to your ship. Throughout the game, you may want to drop/move a longboat from your ship to battle a Gray Crester and pick the longboat back up later after it has defeated the Gray Crester. Longboats can battle each other to gain control of defeated Gray Cresters.

Crew Morale: Throughout the game, your crew morale will go up and down depending on the choices you make. Crew morale determines how much gas you are able to process from each Crester. By losing a battle or running out of supplies, your morale might reach zero. If your morale reaches zero, your ship is defeated.

(More on this in "Defeated Ship", Page 7)

Red Cresters / Ships

Higher Elevation

Lower Elevation

Gray Cresters / Longboats

Around The Planet | Drift | Gas Pockets | Gray Feeding Grounds | Red Crester Starting | Zephyr

Elevation: On the gaseous planet of Celus, there are two layers of elevation (Higher Elevation and Lower Elevation.) Ships and Red Cresters are always in Higher Elevation. Longboats & Gray Cresters are always in Lower Elevation. Pieces on these two layers of elevation do not affect each other. For example: A Red Crester (higher elevation) moving onto the same space as a longboat (lower elevation) does not effect the boat, because they are on different layers of elevation. Another example: a longboat towing a Gray Crester may freely move through a space with an opponent's ship because they are on different elevations.

Wind (see diagram below)**:** Celus' winds are ever-changing. The wind is shown on the map with the flag ontop of the trading post piece. The wind changes every round of play (see "Setup" point 6). It does not affect Longboats, Gray Cresters, or Red Cresters. The wind only affects Ship movement. Ships cannot move directly into the wind. But can move as many spaces as they'd like with the wind for no speed. To avoid moving into the wind, players may zig-zag or "tack" in the general direction

The wind direction can never be the same twice in a row. If, for any reason, you roll for a new wind direction and the roll result is the same direction as the current wind, reroll until you have a new wind direction.

Celus' Terrain: There are four elements of the terrain you need to know while flying the skies.

Drift is floating crusts of cooled core rock scattered around the planet. No Ships, Boats or Cresters can move onto or through a space with drift. Drift spaces are indicated on the map with dark rocks.

Zephyrs are wind currents that allow Ships to travel from one part of the board to another. When a player moves onto a zephyr hex, they may move to any other zephyr space of their choice for one speed. Cresters and Boats can move onto zephyr space, but cannot use their transporting ability.

Around the Planet (see diagram below)**:** Main ships may move from one corner of the map to the complete opposite corner of the map for one speed. Boats and Cresters cannot use these. The wind does not affect this movement. Ships may only do this on the spaces with the "Around the Planet" icon: >>

Gas Pockets: At the beginning of the game, each gas pocket has two gas on it. A ship that moves onto a gas pocket space can pick the gas up and put them into their gas storage.
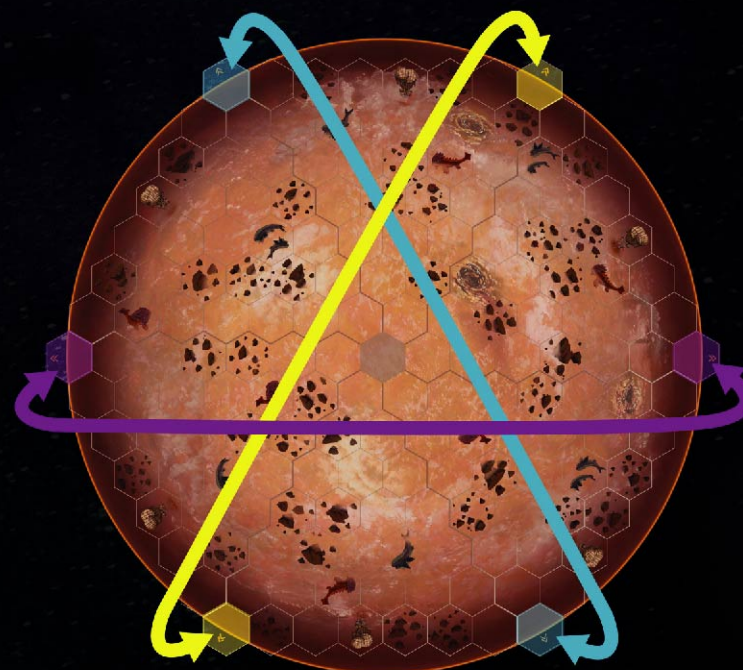
TAKING A TURN

Gameplay happens in clockwise turns, and continues until the end game round is initiated. During your turn, you can do any of the following: **Move Ship/Longboats**, **Give Orders**, **Spend Gas**, **Use a Supply Card**, or **Initiate a Battle**. You may do these multiple times per turn and in any order. After your turn is complete, you must complete the **"Turn End"** steps (refer to pg. 6). These rest steps are also written on your Ship Player Board.

MOVE YOUR SHIP/LONGBOATS

The player's main ship can move up to 4 speed every turn. This speed can be used to move about the planet, or in and out of Port. The wind and supply cards may affect your movement during your turn. (Pro Tip: You can use the wind die to keep track of your speeds movement)

Move Longboat: If you move your longboat speed tracker down by one, you may then move a longboat one space. Remember, longboats are not affected by the wind. When a longboat and a defeated Gray Crester are on the same space, the longboat is towing that crester: If you move the longboat, move the Crester along with it. A longboat towing a Crester cannot move into a space with another Gray Crester. You cannot move two of your boats onto the same space.

GIVE ORDERS

Each player has 2 Mate pieces that they can use at any point during their turn. These may be used at the beginning, interrupting, or at the end of any ship/longboat movement. To use a mate token, place it on the action space of your Ship Status board and then perform that action. Only one mate piece can be placed on each action space. The actions available for mate tokens differ in port or at sky - example: you cannot use a mate token to take three supply cards while you are at sky because that is in the "AT PORT" section. Below is a list and description of each of these actions:

ORDERS AT PORT

Take 3 Supplies: Look at the face-up cards in the three supply stacks of the Trading Post board. Take any three you would like from the top cards. You may choose from the same stack multiple times. You may only have a maximum of 5 supply cards in your hand. You cannot take any more supply cards after you have 5 in your hand. You cannot discard supply cards without using their effect.

+1 Morale: Move your morale tracker on your player board up by one.

Fill Cannon: Add a cannon token to an empty cannon circle of your player board.

Hire Crew: Add any crew tile from the trading post board to one of the crew member spaces of the player board. You must choose the front or back of the crew tile and place your chosen crew member face-up. Once a crew member is hired, it cannot be removed, and only one type of each crew member may be hired. Each crew member gives you a passive benefit for the rest of the game and unlocks the spaces shown on the tile.
Example: You hire a Marine, so you place the marine tile face-up on your Ship Status board in the Cannons column. Now, you have access to the two extra cannon storage spaces of the player board and add two hits to your battle result anytime that you battle a Red Crester for the remainder of the game. Second Example: You hire a Coxswain, so you place the Coxswain tile face-up on your Ship Status board in the Longboat column. Now, you have access to an additional Longboat, and every turn for the remainder of the game, you may increase your longboat speed on your Ship Status board by 1 (this starts the turn that you hire the Coxswain).

ORDERS AT SKY

Drop Longboat: Take a Longboat from your player board and drop it onto the space that your Ship is on. You can pick up your longboats (take the longboat from the map and put it back on your player board) for no action anytime your Ship is on the same space as the Longboat. Only one of your Longboats can be on a single space at one time.

+X Longboat Speed: Move your longboat speed tracker on your player board up by the number indicated. (Starts game at 0)

+1 Speed: If you use this, your Ship has 5 speed for this turn instead of the normal 4 speed per turn.

Process Crester: When a Crester is in the cargo hold area, you may use 1 mate token to process the Crester. When you process a Crester, place 1 tooth (either Red Crester or Gray Crester) into the cargo hold. Take the crester that is in your cargo hold and place it near the other Crester stock piles. Next, place your current morale's worth of gas tokens onto the gas storage circles. Example: If your morale is 3 when you process a crester, you place 3 gas tokens onto the gas storage circles. If you do not have enough slots remaining, you may not take the excess gas.

SPEND GAS

If it is your turn, and your ship is currently at port, you may freely spend gas for purchases. This does not require a mate token. You can see the costs and benefits of all of these items on the Port Board.

USE A SUPPLY CARD

If it is your turn, you may freely play supply cards as you see fit and are applicable. Once a supply card is played, it is discarded to a discard stack near the trading post board. The effects of these cards are written directly on the cards. A player may play battle hit cards in their off-turn if they were attacked.

Coffee: Extra actions cannot be repeated from actions you already chose with your mate tokens. You may place a coffee token on used actions so you don't forget.

Bait: This spawns a Gray Crester from the stock pile. They cannot be placed on a feeding ground that is occupied by a Gray Crester or Longboat.

Deadweight: You may not end your turn on a drift space. You may not drop or move Longboats onto a drift space.

False Flag: This card should played once a battle has been initiated, but before any dice have been rolled.

INITIATE A BATTLE

If a Ship, Longboat, or Red Crester moves onto a space with an opposing Ship, Longboat, Red Crester, or Gray Crester, and that opposing piece is in the same elevation, a battle has been initiated! If a player is in a battle with a Crester, the player to the left rolls for the Crester, but may not use supply cards on behalf of the Crester. Once a battle has been initated, see the back page of this rulebook to see how the battle resolves.

TURN END

To end your turn, move both of your mates into the applicable Rest space, and follow the instructions shown:

If you're ending your turn at port, move your mates to that rest space and add one to your crew morale (blue player adds 2).

If you're ending your turn at sky, move your mates to that rest space and choose to discard a supply card OR reduce morale by 1 (if morale drops to zero, see DEFEATED SHIP on the next page). Then, move any Red Crester that is on your territory (triangular board pieces) 3 spaces towards your Ship. Red Cresters cannot move off of the territory they started on. If another player's Ship is on a space of that same territory, the Red Crester cannot move onto those spaces. If it is blocked from reaching your ship, it does not move. If a Red Crester already battled you this turn, that Red Crester does not move again at the end of your turn. If you are still at sky after any Red Crester moves (and possibly battles you), you gain +1 Notoriety.

DEFEATED SHIP

There are multiple ways your morale may drop to zero on your Ship Status board. If your morale drops to zero, your ship is defeated. You must follow the following steps every time your Ship is defeated.

1: Drop Storage Items:

> If your ship is defeated by a Red Crester or lack of supply cards: Drop **ALL** items in cargo hold (defeated Cresters, Crester Teeth, or +2 tokens) onto the space your ship was defeated on. Any player may pick up these items for no actions by moving their ship onto this space. If a non-defeated Red Crester is on the space with the items, that Crester must be defeated or moved before picking them up. You do not drop cannons, gas, or supply cards.

> If your ship is defeated by another player's ship: The player that won the battle takes any Cresters into their cargo hold. If the victorious player already has a Crester in their hold, the crester is dropped onto the space the battle occured for any player to pick up later with their ship. Then, the victorious player chooses half (rounded-up) of all remaining items (+2 Tokens or Crester Teeth) from your cargo hold and moves them to their own cargo hold. The winning player cannot take cannons, gas, or supply cards.

2. Set morale to 1.

3. Place your ship At Port, and put a +2 marker into your storage.

4. If it was your turn, your turn is now over. (You do not receive REST bonuses for ending at port this turn)

END GAME

When a player reaches the final space on the notoriety track (15 or greater), this turn will be that player's final turn. The game will end immediately before that player's next turn begins. Each other player gets to take one final turn to try to get as many notoriety as they can. If a player goes beyond the final space on the track (15), they will count their extra points by beginning again at the start of the notoriety track (starting at 16). The player with the most notoriety at the end of this final round is the winner. In the event of a tie, play another round (starting with the player who initiated the end game phase) until a player has the most notoriety at the end of a round.

ACHIEVEMENTS (ADVANCED VARIANT)

Achievements are an optional rule if you'd like more options/strategy in your game. An Achievement Card presents a goal to impress the other Captains of Celus. You gain extra notoriety as you perform skillful maneuvers.

The first player to meet the conditions of an Achievement Card immediately increase their notoriety by the higher number indicated. If there are two numbers indicated on the card, place an achievement token on the higher number to show that you were the first to perform this Achievement. If this Achievement is completed again during the game, the player that completed it increases notoriety by the lower number shown. If there is only one number shown on the card, any player that completes that Achievement increase notoriety by that amount. Each Achievement can only be completed once by each player.

WHITE CRESTER (ADVANCED VARIANT)

The White Crester is an optional variant to add another challenge to the game. We recommend adding the White Crester into play after you've played a few games and are comfortable with the basic rules.

In Setup, place the White Crester on top of the 10 on the notoriety tracker. In gameplay, when the first player reaches 10 notoriety, the white crester is put into play. Roll the wind die, and place the white crester on the "Around the Planet" arrow space determined by the wind die. Reroll for another space, if the current space is occupied.

Once the White Crester is placed on the map, it works similarly to Red Cresters. It moves at the end of each players turn if they are at sky. It moves 5 spaces towards the current player, and can move between all territories. It cannot move onto spaces occupied by another player's ship or a Red Crester. The white crester is a strength 8.

The player that defeats the White Crester in battle immediately gains 6 notoriety. They do not need to process or take the Crester into their cargo hold. When it is defeated, it is completely removed from the game.

THE NATURALIST (ASYMMETRIC PLAYER VARIANT)

The purple Naturalist is an alternate Ship that can be played instead of a standard Ship in free-for-all play mode. We recommend not playing as The Naturalist until you are familiar with the standard rules. The Naturalist's goal is, as normal, to get to the most notoriety, but they do so by tagging and releasing Cresters back into the environment for research. The Naturalist plays exactly like a standard ship, except these few differences below.

Research Crester Action: When a defeated Crester is in the cargo hold area, you may use 1 mate token to research the Crester. When you reseach a Crester, remove the base of the Crester piece, put a tag over the stem, put the Crester piece back onto the base, and place that tagged crester onto any unoccupied space next to your ship on the main map. Next, place your current morale's worth of gas tokens into the gas storage slots. Example: If your morale is 3 when you research a crester, you place 3 gas tokens in the storage slots. If you do not have enough slots remaining, you may not take the excess gas. *If another player defeats a tagged Crester in battle, they immediately remove its tag when they put it into their cargo hold.*

> *When you do this, you are increasing the population of the Cresters. Through this research, a territory may have multiple Red or Gray Cresters in the same territory. If a player ends their turn in a territory with more than one Red Crester, all Red Cresters move towards that player, one at a time, within the territory as normal. The nearest Red Crester moves first, and if a battle occurs, resolve that battle. Continue this process until all Red Cresters in that territory have moved. Red Cresters cannot move onto the same space as another Red Crester.*

If The Naturalist ends their turn at sky, move your mates to that Rest space and choose to discard a supply card OR reduce morale by 1. Then, move any Red Crester that is on your territory (triangular board pieces) 3 spaces toward your Ship. After the Crester(s) moves, you gain +1 Notoriety. ***You also gain +3 Notoriety for each tagged Red Crester and +2 Notoriety for each Grey Crester currently on the map.***

> *Pro Tip: This means that you can gain extra notoriety for each round your tagged cresters stay alive on the map. It is your job to try to protect them!*

The Naturalist cannot turn in Crester teeth for notoriety. If they have a tooth in their cargo hold, they discard it to the stock pile.

WINDWARD COOPERATIVE ADVENTURE

This cooperative adventure follows the same rules as the standard game with the few exceptions written below. In cooperative mode, 1-4 players are all on the same team. The object of the game is to kill the Great White Crester by removing all of its lives. If your team loses enough all of your lives, the players lose. We suggest learning the standard free-for-all mode before playing cooperative mode.

SETUP | Set up a standard game of Windward on the **large map** with these exceptions:

1: Place a Grey Crester on **every** feeding ground space.

2: Each player is given 2 supply cards to start.

3. You cannot use Achievement Cards.

4: Roll the wind die, and place the white crester on the "Around the World" arrow space on the edge of the map on the territory determined by the wind die.

5: Choose a difficulty level which changes the number of spaces the white crester moves towards your ship at the end of your turn.
    Easy: *5 spaces per turn* | **Normal:** *6 spaces* | **Hard:** *7 spaces* | **Impossible:** *8 spaces*

6: Place life tokens on the White Crester remaining lives card, and Captains remaining lives card equal to the number of players. (Example: If there are 3 players playing, place 3 life tokens in the White Crester Card, and 3 Life tokens in the Captains Card.)

TRADING
Players may trade supply cards with each other openly — at any time — if both player's ships are At Port.

PLAYERS SHIPS AND BOATS
You cannot initiate combat with another player. That means you cannot move onto a space (and same elevation) occupied by another player. Only one player may be in battle at a time — you cannot team together on the same space to be in the same battle together.

TURN END
If you end your turn at Port: Move your mates to that rest space, and then The White Crester moves towards the trading post. If it moves onto the trading post space. Your ship is defeated and you remove a life token from the Player Co-op Card. The White Crester then moves back one space. After the White Crester has finished moving, and if your ship was not defeated, you gain +1 morale.

If you end your turn at Sky: Move your mates to that rest space and choose to discard a supply card OR reduce morale by 1. Then, move any Red Crester that is on your territory 3 spaces towards your Ship. Red Cresters cannot move off of the territory they started on. If another player's Ship is on a space of that same territory, the Red Crester cannot move onto that space; it takes a different path. If it is blocked from reaching your ship, it does not move. If a Red Crester already battled you this turn, that Red Crester does not move again at the end of your turn.

The White Crester now moves towards your ship in the same fashion as a Red Crester would (shortest path, does not attack Red Cresters or Other Ships). The White Crester CAN move across different terrioritories. If you are still at sky after any Red / White Crester movement, you gain +1 Notoriety.

CRESTERS
Red and Gray Cresters do not respawn in co-op mode. Instead of trading Crester teeth for notoriety at the trading post, you may choose to trade in teeth for gas (3 for a Grey tooth, 4 for a Red). If the White Crester is defeated by a player, immediately choose an "Around the World" arrow space for the White Crester to respawn on before the next player's turn begins.

VICTORY / DEFEAT
If any players ship is defeated for any reason, remove a life token from player area of the Player Co-op card. If you remove the last life token from this card, the players have lost the game. When the White Crester is defeated in battle, remove a life token from the White Crester Co-op Card. If you remove the last life token from this card, the players have won the game.

WINDWARD SOLO ADVENTURE

STORY & GAME OVERVIEW
You, a captain on the skies of Celus, have stolen an adolescent Red Crester to attempt to train as your own. All of the Red Cresters on the planet are now chasing you down. The Windward Solo Adventure allows players to explore Celus alone in a unique and extremely challenging mode of play. This is played by a single player taking turns over and over until the game ends.

This solo adventure follows the same rules as the standard game with the few exceptions written below. The object of the game is to defeat all 6 Red Cresters and the Great White Crester on the Planet. However, if your Ship is defeated once, in any way, you lose and the game is over.

SETUP
Set up a standard game of Windward, but place a Grey Crester on every feeding ground space and start the game with 5 supply cards. You do not use achievement cards.

TURN END
If you end your turn at Port: The adolescent Red Crester of Celus destroy your ship. You lose.

If you end your turn at Sky: Choose to discard a supply card OR reduce morale by 1 (if morale drops to zero, you lose).

> Then, move ALL Red Cresters towards your Ship in the shortest route possible (you choose if there are options). All Red Cresters start the game by moving 3 spaces per turn. For every Red Crester that has been defeated, the Red Cresters' speed increases by 1. (Example: if 3 have been defeated, each Red Crester would now move 6 spaces per turn) Red Cresters CAN move off of their starting territory in solo mode, and a maximum of two Red Cresters can be on the same space. After moving all of the Red Cresters, resolve any battles. Multiple Red Cresters may attack you at the same time - they add their strength together. Then, if you're still alive, roll for a new wind and start your next turn.

CRESTERS
Cresters (both Red and Grey) never respawn in solo mode. Instead of trading teeth for notoriety at the trading post, you may choose to trade in teeth for gas (3 for a grey tooth, 4 for a red).

FINAL BATTLE
As soon as the final Red Crester has been defeated in battle, choose an "Around the World" space on the edge of the planet to place the Great White Crester. The White Crester acts as it normally would in a free-for-all game (see page 8). The Great White Crester moves at the end of the same turn it was placed - even if the final Red Crester was defeated as part of the Rest Phase. If you defeat the Great White Crester in battle, you win the game.

ALTERNATE MAP (VARIANT)

If playing two-player free-for-all or would like a more challenging board in any free-for-all game, use the smaller planet on the backs of the board tiles. When you use the smaller map, Red Cresters only move 2 at the end of player's turns as part of their rest phase.

HOW BATTLES WORK

Whenever a battle has been intiated, follow these steps:

1. Each player calculates their total strength on that space / elevation (may change with crew hired):

Ship: Strength 2 **Boats: Strength 1** **Red Cresters: Strength 5** **Gray Cresters: Strength 1**

2: The attacker (if a Ship) may choose to spend cannon tokens to add to their strength. For every cannon token they remove from their Ship Status board, they add 1 to their strength. The attacker then rolls a number of battle dice equal to their attacking strength. The number of harpoons shown on the dice is their roll result.

3: After the attacker has rolled, the defender (if a Ship) may choose to spend cannon tokens, and subsequently increase 1 strength per cannon used. Then, the defending player rolls their defending strength. The number of harpoons shown on the dice is their roll result.

4: Attacking player may play cards and/or "+2" tokens to add to their roll result. This applies to both ships and boats.

5: Defending player may play cards and/or "+2" tokens to add to their roll result. This applies to both ships and boats.

6: The winner of the battle is the player with the highest total roll result. In case of a tie, the attacker moves back to their previous space and both players take a "+2" token. They may not initiate the same battle again this turn. The attacker may continue their turn, if applicable.

AFTER THE BATTLE

If a Ship loses a battle: Lower the losing Ship's morale the difference of the roll results. (Example: Attacker rolls 5. Defender rolls 3. Attacker wins and Defender's morale drops 2). If morale drops below 1, see "DEFEATED SHIP" on page 7. If ship morale is lowered and the losing ship is not defeated, the losing player puts a "+2" token into their cargo hold to use in a later battle, and the winning ship moves back to their previous space.

If a Red Crester loses a battle: The Red Crester piece is put into the winning Ship's cargo hold. If there is already a Crester in the Ship's cargo hold, the defeated Red Crester is taken off its cloud base and remains on the hex where the battle occurred (Ships may only have one crester in storage at a time). Another player may come pick this up defeated Crester by moving their ship onto this space and moving it into their cargo hold. Next, the winning player must place a new Red Crester on any unoccupied space within in the current territory (triangular board piece). This newly spawned Red Crester will move during the next Rest phase, if applicable. If there are no more Red Cresters available from the stock pile, it does not respawn.

If a Gray Crester loses a battle: Remove the cloud base from the Gray Crester piece and place it back onto the same space of the map. The Longboat on that tile now has control and is towing that defeated Gray Crester, and it may not be picked up by *another* player's ship. *IMPORTANT:* **At any point during the game, if there are fewer non-defeated Gray Cresters than one less than the number of players, the on-turn player must roll the Wind die and place a new Gray Crester on the matching feeding ground. If there is already a Gray Crester or Longboat on that space, roll again.** *(Example: In a 3-Player game, the on-turn player notices there are zero non-defeated Gray Cresters on the planet. They roll the Wind die twice to add two new Gray Cresters onto the board.)*
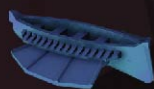
If a Longboat loses a battle: The longboat is taken off the map and placed back onto their Ship Status board. Then, the losing player puts a "+2" marker into their cargo hold to use in a later battle. If there is a defeated Gray Crester on the space, the winning longboat is now in control and towing that Gray Crester.

WINDWARD

Harness the Wind, Master the Skies™