Grim Tide

A game of nautical horror for 2 to 4 players

Grim Tide

Overview

The object of Grim Tide is to build a crew of monster-hunting mariners with which you can destroy the horrible Kraken. As you hunt lesser monsters, you will earn Renown, which will allow to recruit more powerful crew members. As you gain better crew members, you earn the right to hunt the Kraken itself. The player who finally defeats the Kraken will be the winner.

Components & Setup

Board and Tiles

Place the ocean board in the center of the table. Separate the hexagonal ocean tiles into four groups, shallow tiles (lightest background), deep tiles (darker background), abyss tiles (darkest background), and chum tiles (bloody backgrounds). Shuffle each group separately. Place the shallow tiles face down on the board at random in the Westernmost 11 hex spaces (the spaces between the shore and the first white line). Place the deep tiles face down on the board at random in the next 14 hex spaces (the spaces between the two white lines, including the space with the red outline). Place the abyss tiles face down on the board at random in the Easternmost 14 hex spaces (the spaces between the second white line and the eastern edge of the board).

Set the chum tiles in a face-down stack within reach of all players.

Crew Cards

Separate the crew cards into 3 decks: a deck of 8 *Sailor* cards (those with one of two different images with white backgrounds and the name "Sailor"), a deck of 18 unique renowned crew cards (those with a white star in the upper right corner), and a deck of the 18 remaining unique crew cards.

Shuffle the deck of renowned crew cards, then create 3 equal stacks of 8 cards. Place these 3 stacks near each other within reach of all players. This is the Renowned crew market.

Shuffle the deck of standard crew cards (those without the star icon), then create 3 equal stacks of 8 cards. Place these 3 stacks near each other within reach of all players. This is the standard crew market.

Set the deck of Sailor cards aside for now.

Shared Components

Place the Wind Die on the center of the wind compass and set it to E.

Place the Kraken on the tile in the space with the red outline.

Create a supply of Renown tokens, a supply of Arcana tokens, and a supply of fish tokens. Place these within reach of all players.

Place the 10 action dice within reach of all players.

Place the Kraken card face down (no text or icons showing) within reach of all players.
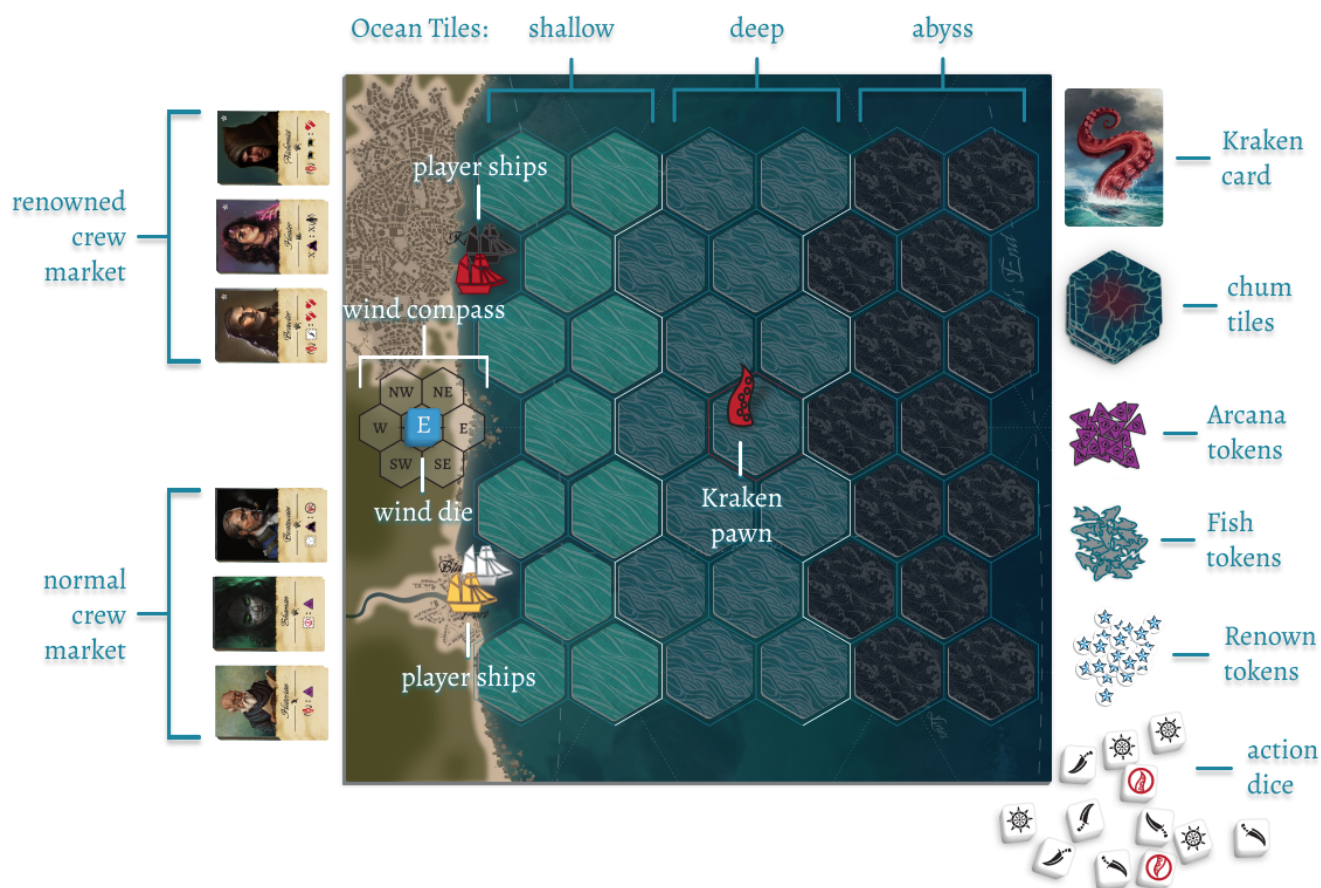
Example completed setup of the shared board and components. OBJ

Player Setup

Give each player a player board and a ship pawn that matches the color of the ship icon at the top left of their player board. Each player must place their ship on one of the two port spaces. Each port space may have up to 2 player ships on it at the start of the game.

Give each player 2 *Sailor* crew cards. Each player places these two cards in the two leftmost crew spaces on their player board. Any remaining Sailor cards can be set aside. They will not be used.

Give each player 2 fish tokens and 1 Arcana token.
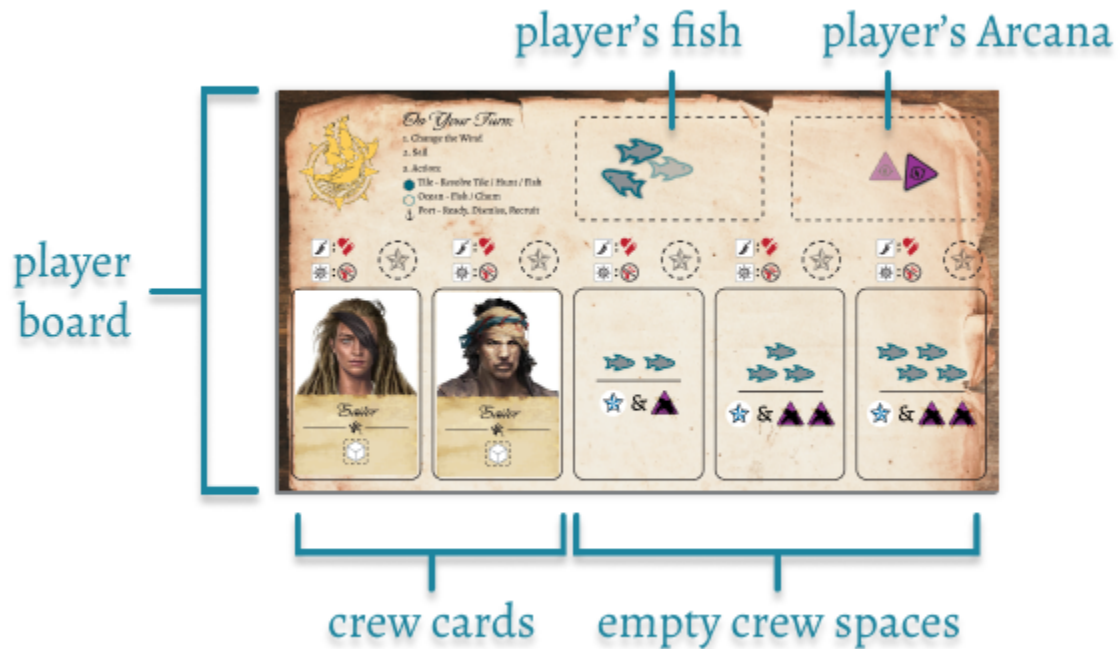
Example completed setup of one player's board.

Resources

Arcana

Arcana represents the knowledge you gain as you explore the sea. You gain Arcana tokens by exploring new ocean tiles, then you can spend your Arcana to activate beneficial effects.

Fish

During your adventures at sea, you will have some opportunities to fish. The fish you catch, represented by fish tokens can be used to activate other beneficial effects.

Crew

You will start the game with two sailors who have no special ability, but any other crew you gain will have unique abilities. Your player board includes 5 crew spaces, so your ship can have a maximum of 5 crew members. At the start of the game, you can recruit only normal crew members, but as you gain Renown, you can begin to recruit Renowned crew, who will have more powerful abilities.

Hunter

During hunting you may exhaust this crew member and re-roll 1 die.

Gaining Crew

Most of the crew spaces on your ship board have a number of fish icons and a number of Arcana icons printed on them. When you recruit a new crew member to your ship, you must place them in your leftmost empty crew space and pay the printed cost. There is no cost to recruit a crew member to the first space.

For a given crew space, if the space has a Renown token (⭐) assigned to it, you may recruit a Renowned crew member (a crew card with a star) to that space by discarding a number of Arcana tokens from your player board equal to the number of arcana icons printed in the crew space to the supply and then placing the crew card in that space.

If the space does not have a Renown token assigned to it, you may recruit a standard crew member (a crew card with no star) to that space by discarding a number of fish tokens from your board equal to the fish icons on the space to the supply and then placing the crew card in that space.

You must always add each crew card to the leftmost empty crew space on your player board.

When you recruit crew, you may recruit as many crew as you choose, one at a time, from any stack of the crew market, following the rules above for each crew space.

Losing Crew

You lose crew if they are *dismissed*, or if they are *killed*. Whenever you recruit new crew members, you can choose to *dismiss* any current crew members in order to replace them. When you dismiss a crew member, return the dismissed crew card to the bottom of any of the crew stacks in its matching market (standard or Renowned). If there are fewer than 3 stacks in that market, begin a new stack with the dismissed crew card in the empty space.

If one of your crew is *killed* (while hunting a monster, by being eaten by the Kraken, or by being sacrificed to activate an effect), do not return the killed crew card to the crew market. Instead, place all killed crew cards in a separate discard pile.

When a crew member is removed from your board for any reason, you must arrange your remaining crew so that no crew member has an empty crew space to their left. You may rearrange your crew any time you choose, as long as no crew member has an empty crew space to their left. If any of your crew are Renowned, remember to move their Renown tokens with them.

Crew Abilities

Each crew member has a unique ability printed on their card. Each crew member's ability is represented as icons on one side of their card, and as text on the other side.

Each crew card's icon side includes a timing icon, which indicates when their ability can be used, and ability icons that indicate the cost to use the ability if any, and the effect of the ability. Cost icons are those that are to the left of the colon, if there is one. The remaining icons indicate the ability's effect. Refer to the text side of each crew card for an explanation of the icons.

Crew abilities always supercede the rules in this rulebook.

Crew Condition

When you gain new crew members, they join your ship in the *ready* state. During your adventures at sea, crew members will often become *exhausted*. Exhausted crew members may not activate their abilities and may not participate in hunting monsters.

When you *exhaust* a crew member, rotate their crew card 180 degrees, so it is upside-down. When you *ready* crew members (return them to the ready state) rotate their card back to its upright orientation.

The Kraken

The Kraken stalks the ocean, searching for sailors to devour. It moves when the wind direction changes, and is attracted to ships that disturb the creatures of the sea. You cannot fight against the Kraken until you have earned 5 Renown. Until then, you can only avoid it. Safety from the Kraken can only be found at ports.

If the Kraken moves to your space it attacks your ship! To resolve a Kraken attack, first determine how many action dice you will roll. Collect a number of action dice equal to the number of crew on your ship. Then, for every set of 3 fish that you discard, you may return 1 die to the supply. After you are done collecting and returning dice, roll your remaining dice. If you roll at least 1 tentacle (🦑), 1 of your crew is eaten by the Kraken. Choose 1 of your crew and discard their card according to the Losing Crew rules above. After resolving the Kraken's attack move your ship 1 space in any direction.

If the Kraken moves to a space with more than one player's ship, resolve the Kraken attack's effects on each player's crew in turn order. The effects are considered to be simultaneous and part of a single attack. The Kraken does not attack players if it moves through but does not stop on their space.

Taking Your Turn

Wind Phase

At the beginning of your turn, you may attempt to change the wind direction by bidding 1 or more Arcana tokens on any direction of the wind compass. If you do, each other player in turn order starting with the player on your left may bid 1 or more Arcana on any compass direction or pass. You may then begin another round of bidding by placing 1 or more Arcana on any direction. Rounds of bidding continue in this way until you decline to begin another round of bidding.

After bidding is concluded, if one compass direction has more Arcana than any other, set the Wind Die to that direction. If two or more compass directions tie for most Arcana, you may choose one of the tied directions and set the Wind Die to that direction.

If the wind direction changes, move the Kraken 1 space in the new wind direction. If the Kraken cannot move in that direction, or if it would move to a port space (⚓), do not move it.

Return all Arcana placed on the wind compass to the supply.

Sailing Phase

After resolving any change in the wind direction, you may Sail. When you Sail, you may move your ship 1 space in any direction and 1 space in the direction indicated by the Wind Die, you may make these two moves in any order. You may make only one of these moves if you choose. You may choose not to move. Crew abilities with the sailing icon (⛵) may be used at this time.

You may not move into or through a space with the Kraken.

Exploration Phase

If you end your Sailing movement on an unexplored (face-down) tile, you must *explore* it (turn it face-up). Do not explore tiles that you pass over but do not end your movement on.

You may only explore 1 tile immediately after sailing, and only on your own turn. If you move your ship for any reason after the explore phase or on another player's turn, these movements are not considered sailing, and you may not explore tiles after these movements.

When you explore a tile, collect the number of Arcana tokens (⚠) indicated in the Arcana icon on the tile. If you move to a tile that is already explored, do not collect Arcana.

Action Phase

During the action phase of your turn, you will take 1 action. The actions available to you will depend on the space your ship is on.

Encounter Tiles

Most tiles have a blue background and include either a block of text at the bottom or a set of icons along the left side. These are encounter tiles. If your ship is on one of these tiles during your action phase, you have the option of resolving the tile as your action.

Encounter tiles with text give you the option to resolve their effects according to their written instructions. Some of these tiles' instructions include the discard tile icon (◆), meaning that if you choose to resolve its effects, you must remove the tile from the board at the end of your turn. Tiles without the discard tile icon remain on the board and can be activated by any player for the rest of the game.

Encounter tiles with icons give you the option to hunt a monster as your action. The Hunting section below describes the rules for hunting monsters.

If you choose not to resolve an encounter tile, you may fish. The Fishing section below describes the rules for fishing. You are not required to take any action while on a blue tile.

Event Tiles

Some tiles have a red background. If your ship is on one of these tiles during your action phase, you must resolve its printed instructions. After resolving the tile's effects, remove it from the board. Then your turn ends.

Open Sea (No Tile)

If your ship is on a space that has no tile, you may take one of two possible actions. You can *fish*, or you can *chum the water* to lure a monster. To fish, see the Fishing section below. To chum the water, discard 5 fish tokens (🐟) and draw a chum tile from the supply. Place the chum tile face up in your space. You may now hunt the monster (see Hunting below). You are not required to take any action while on an open sea space or a chum/monster tile.

Port Space

If you are on a port space (⚓), you may ready your exhausted crew and you may recruit new crew.

Free Actions

You can take the following actions during your turn. You may take these actions as many times as you want on your turn, but you may not interrupt other actions (like hunting) to resolve a free action.

Feed Crew

Discard 1 fish token, then ready 1 crew member.

Make an Example

Kill 1 crew member, then ready all your remaining crew.

Hunting

If you are on a monster tile during the action phase of your turn, you may hunt the monster. Each monster tile has 3 sets of icons: the monster's life total, represented by a number of hearts (❤); an attack total, represented by number of claws (🦀); and a Renown value, represented by a number of stars (☆).

The life total is how much damage your crew must do in order to defeat the monster. The attack total is how much damage the monster will do to your crew. The Renown value is the number of Renown tokens that your crew will gain if they defeat the monster.

To hunt a monster, first decide how many action dice you will roll. The maximum number of dice you may roll is equal to the number of crew members aboard your ship (regardless of their condition). Once you have decided how many dice you will use, roll that many action dice. Then resolve their effects as follows.

1. Resolve Tentacles

   If you rolled any tentacles (🔴) you must immediately move the Kraken 1 space closer to your ship for each tentacle. If two spaces are equally close to your ship, you choose which space the Kraken moves to. The Kraken cannot move to a Port. If the Kraken moves to your space, resolve a Kraken attack according to the rules in the Kraken section above. Then your turn ends, do not resolve any further effects of the hunt. If the Kraken ends it's movement on a space with any other players, each of those players must resolve a Kraken attack in turn order.

2. Re-roll Dice

   You may discard 1 Arcana token to re-roll 1 action die. You may do this as many times as you choose, discarding 1 Arcana token for each re-roll, but each time you roll a tentacle (OBJ 🔴), you must immediately resolve it according to the rules above.

3. Use Special Crew Abilities

   If the Kraken does not move to your space, you may apply any crew abilities with the hunting icon (✸). If you choose to use crew abilities that require you to exhaust or sacrifice a crew member, you must exhaust or sacrifice the crew member immediately. If any crew abilities require you to assign dice results from your dice pool to a crew member, you must assign those dice immediately. Place the assigned die on the crew member's card to track their assignments. Only 1 die can be assigned to each crew member.

4. Assign Remaining Dice

   If unassigned dice remain in your dice pool, you may assign 1 die to each of your ready crew members that do not already have a die assigned to them. You may not assign dice to exhausted crew members. Again, place the assigned dice on the crew member's cards.

   - For each knife (🗡) you assign to a crew member, you do 1 damage to the monster, reducing its life total by 1 (❤).

   - For each ship's wheel (☸) you assign to a crew member, you dodge 1 of the monster's attacks (🚫), preventing 1 damage to your crew.

5. Resolve Crew Damage

   Whether or not you will defeat the monster, you must resolve damage against your crew. If the monster's attack power (OBJ 🗡) is greater than the number of attacks dodged by your crew (🚫), you must assign the remaining damage to your crew. A ready crew member becomes exhausted if they take 1 damage. An

exhausted crew member is killed if they take 1 damage. It is up to you how to distribute the damage to your crew, but you must distribute all damage as long as you have surviving crew members to assign it to.

Example: If you have 2 ready crew members and must distribute 2 damage, you may assign 1 damage to each of them, causing them both to become exhausted, or you may assign 2 damage to only one crew member, causing that one to be killed.

Resolving crew damage cannot be interrupted by crew abilities that can be used "at any time". These abilities must be activated before or after resolving all crew damage.

6. Resolve Monster Damage

If the total damage done to the monster by your crew (❤️) is at least as much as the monster's life (❤), you defeat the monster! Remove the monster tile from the board, collect Renown tokens (⭐) equal to the Renown value of the monster (☆), and assign the Renown tokens to crew spaces by placing the tokens above the crew members' cards on your ship board. Each crew space can have 1 Renown token assigned to it.

Resolving monster damage cannot be interrupted by crew abilities that can be used "at any time". These abilities must be activated before or after resolving all monster damage.

If the total damage done by your crew (❤️) is less than the monster's total life (❤), you fail to defeat the monster. Damage to monsters does not persist after an attack is resolved. Monsters begin each hunt with their full life.

Return the action dice to the supply.

Fishing

To fish, first decide how many action dice you will roll. The maximum number of dice you may roll is equal to the number of crew members aboard your ship (regardless of their condition). Once you have decided how many dice you will use, roll that many action dice.

Like with hunting, you may discard Arcana tokens to re-roll your action dice. Follow the same rules as above in Hunting part 2: Re-roll Dice.

After rolling, you may apply any crew abilities with the fishing icon (🐟).

After applying crew abilities, you may assign any remaining dice to any of your crew that do not already have dice assigned to them. For each knife (🗡️) you assign to a crew member, gain 1 fish token (🐟). Then, if you rolled any tentacles (🦑), you must move the Kraken 1 space closer to your ship for each tentacle you rolled. If the Kraken

moves to your space, resolve a Kraken attack. If the Kraken ends it's movement on a space with any other players, each of those players must resolve a Kraken attack in turn order.

Unlike hunting, Kraken movements are resolved after resolving assigned dice. You may keep any fish tokens you collect even if you are attacked by the Kraken.

Turn End

To summarize, your turn is composed of the following phases, which must be resolved in this order.

1. Wind Phase: You may bid to change the wind direction.
2. Sailing Phase: You may move up to 2 spaces.
3. Exploration Phase: If you moved to an unexplored tile, flip it face up and collect Arcana.
4. Action Phase: You may take one of the following actions.
    a. on an event tile - resolve event (required)
    b. on an encounter tile - resolve encounter or fish
    c. on open ocean - chum the water or fish
    d. on a port - ready and recruit crew

After resolving these 4 steps, your turn ends and play passes to the player on your left.

Game End

The game ends when any player hunts the Kraken and defeats it. The player who does so is the game's winner.

No player may hunt the Kraken until the Kraken card is turned face up.

Hunting the Kraken

If you begin your turn with 5 Renown (1 Renown token assigned to each of your 5 crew spaces), you may approach the Kraken and flip its card. You must be on a space adjacent to the Kraken to hunt it. You may hunt the Kraken from a port space. You may not move to the Kraken's space.

If you are the first player to hunt the Kraken, flip the Kraken card face up.

Hunting the Kraken follows the same rules as hunting any other monster with the following exception: any tentacles (🦑) rolled during the hunt do not cause the Kraken to move closer to your ship. Instead, each tentacle increase the Kraken's attack total by 1.
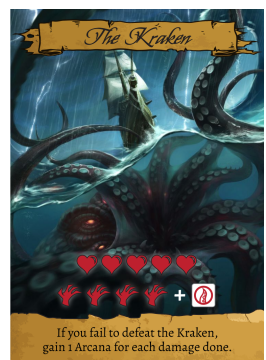
If you hunt the Kraken and fail to defeat it, gain 1 Arcana (⬢) for each damage you did to the Kraken during your hunt (💔). Damage done to the Kraken and Attack power gained by the Kraken do not persist. The Kraken will start each hunt with its life total of 5 and attack total of 4 as indicated on its card. Leave the Kraken's card face up. Any player may attempt to hunt it on a later turn by taking the hunt action on a space adjacent to the Kraken.

If you succeed in defeating the Kraken, the game ends and you win immediately!

Crew Reference

Renowned crew are indicated with a ☆.

☆Alchemist: *During hunting, you may exhaust this crew member, then discard 2 fish to do 1 damage to the monster.* You may only discard 1 set of 2 fish and only do 1 damage by using the Alchemist's ability.

Angler:

[OBJ]☆[OBJ]Bodyguard: *During hunting, you may exhaust this crew member, then prevent up to 2 damage.*

☆Brawler: *During hunting, you may exhaust this crew member, then assign a knife to this crew member to deal 2 damage.* Typically you cannot assign action dice to exhausted crew, but the Brawler requires a knife to be assigned as part of his special ability.

☆Biologist: *During fishing, you may gain 1 Arcana instead of 1 fish for each knife assigned to a crew member.* You may choose any number of assigned knives to collect as Arcana. You do not have to collect Arcana instead of fish for all assigned knives.

☆Channeller: *At any time, you may discard 2 Arcana to use this crew member as though it were any crew member in play. Then exhaust this crew member.* The Channeller's ability may target any crew member aboard any player's ship. The targeted crew member can be ready or exhausted. You must pay any costs required by the targeted crew member's ability, and the ability may only be used during its indicated phase. If the Channeller is exhausted as a cost of the targeted crew member's ability, she remains exhausted.

☆Veteran: *During hunting, you may re-roll any ship's wheels for free.* You may choose any number of ship's wheels to re-roll, and you may continue to re-roll the same dice as long as their results are ship's wheels.

☆Demolitionist: *During hunting, you may sacrifice this crew member, then discard up to 3 Arcana to do 1 damage per Arcana discarded.*

☆Diviner: *At any time, you may sacrifice this crew member, then move the kraken to any space (except ports).* You may use the Diviner's ability to prevent a Kraken attack if the Kraken moves to your space, but you may not interrupt a Kraken attack once a player has begun to resolve it.