

LIFEBOAT RESCUE

Assembly Instructions

You will need:

A printer
Scissors
Glue/sello tape (optional)
Dice

Step 1

Print x1 each of the 6 game boards included at A4.



Step 3

Print x1 each of the Incident Detail sheet between 2 players (each player has 5 casualties) at A4 and cut to shape.



Step 2

Print x1 sheet of Players, Wellies and Casualties at A4 and cut to shape around each circle/welly.



Step 4

Print x1 sheet of the Lifeboat Capability cards at A4. Cut to size and fold outwards on the dotted white line. Tape or glue sides together (optional)



Step 5

Print x2 sheets of the Equipment cards at A4 and cut to size.



Step 6

Print x1 each of the Operational card sheets, 5 in total, at A4. Cut to size and fold outwards on the white dotted line. Tape or glue sides together (optional)



It's time to play!

LIFEBOAT RESCUE

Goal

Launch your lifeboat at the Coastguard's request to rescue people, boats and animals and prevent the risk of pollution at sea. Points are awarded for the casualties you save as well as community events at your station. But be careful, like every rescue, there are challenges to be faced along the way.


Game Set up

1. Nominate a coxswain by rolling a dice, they will be responsible for the game play and will also issue Operational cards. (If the coxswain is also a player, the coxswain's operational cards must be issued and read by another player.)

2. The coxswain places the lifeboat compatibility cards face down and each player chooses a card. The lifeboats designated are kept for the duration of the game.

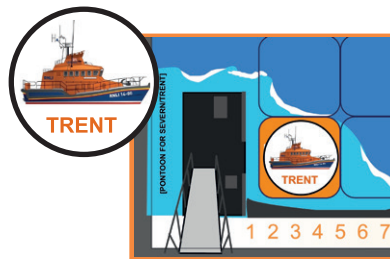
LIFEBOAT
CAPABILITY

3. Players must choose their game board to match their lifeboats launching requirements as stated on their compatibility card.



LIFEBOAT CLASS: TRENT
TYPE: ALL-WEATHER LIFEBOAT
BERTH: PONTON
MAX SPEED: 25 knots
LENGTH: 14.3m
RANGE: 250 nautical miles
FUEL CAPACITY: 4,180 litres

4. Players are also given their respective lifeboats tokens. These are placed on their board at their berth - on the square marked 'LAUNCH ALB' (all-weather lifeboat - Severn, Trent, Tamar, Mersey and Shannon class) or 'LAUNCH ILB' (inshore lifeboat - Atlantic 85).




5. Each player is given a set of Incident cards - 5 each in total. Placed face down.



6. Players choose the first Incident card from their pack. They can be different for each player.

INCIDENT DETAILS
A fishing vessel in position 60°13'N has run aground and is taking on water. Launch your lifeboat to assist.

CASUALTY



RESCUE POINTS: 14

RESCUE EQUIPMENT
Towline
Salvage Pump

7. Players are given x5 casualty tokens. The casualty token related to the incident is placed on the board in the position shown on the Incident cards.



8. The coxswain should shuffle the Operational cards and keep face down.



Each player should have...

Lifeboat Capability Card

LIFEBOAT
CAPABILITY



LIFEBOAT CLASS: TRENT
TYPE: ALL-WEATHER LIFEBOAT
BERTH: PONTON
MAX SPEED: 25 knots
LENGTH: 14.3m
RANGE: 250 nautical miles
FUEL CAPACITY: 4,180 litres

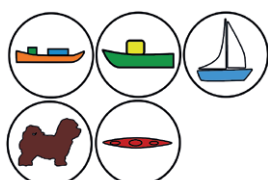
Lifeboat Player Token



Game Board



Set of Incident Cards (x5 in total per player)



Set of Casualty Tokens
(x5 in total per player)



Yellow Welly
To record their scores around their board.

LIFEBOAT RESCUE

Game Rules

1. To launch their lifeboat, players must first roll an even number on the die. After two unsuccessful throws all lifeboats can launch.

2. Players can move in any direction but diagonal moves are not permitted.



3. Players can only move within squares, and not over obstacles.



4. You must move the number of spaces the dice shows.

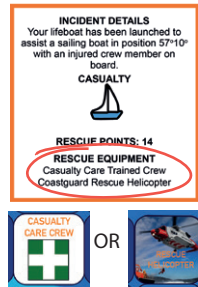
5. When this square is landed on, the coxswain chooses the first Operational card from the pack and reads out to the player. If a question card is picked and is answered correctly, players get another turn.



6. Any points gained are recorded by each player by moving their yellow welly around the board.



7. Players must pick up one piece of the equipment listed on their incident card on route to their casualty. This is done by landing on the equipment square on their board. When landed on, the coxswain hands out the relevant equipment card.



8. Lifeboats are required to reach within one space in any direction of their casualty to complete their rescue.

9. Once on scene, the casualty token is picked up and the lifeboat begins the journey back to their station.

10. The round ends when the first lifeboat returns to its station having completed their rescue.

11. This player receives all of the points detailed on their incident card and moves their yellow welly accordingly.

12. Lifeboats who have reached their casualties but haven't yet made it back to station receive half of their rescue points and move their yellow welly accordingly.

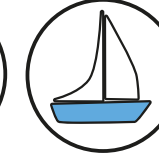
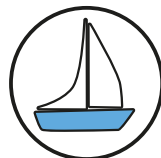
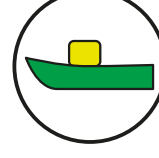
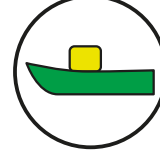
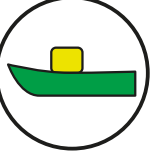
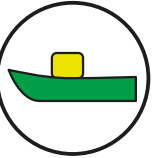
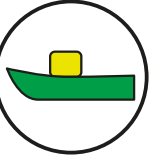
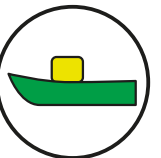
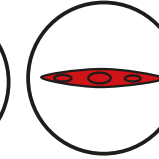
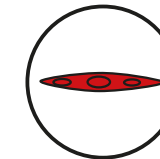
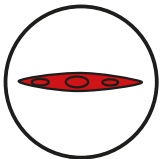
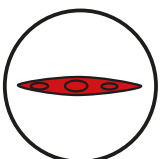
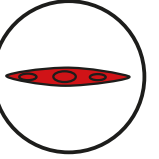
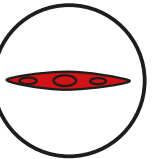
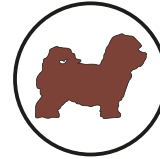
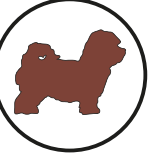
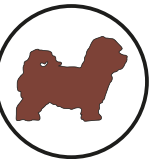
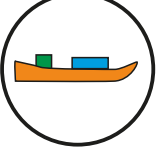
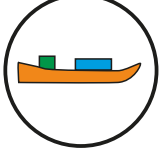
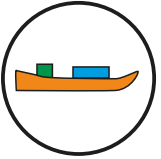
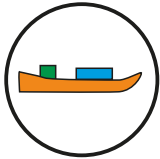
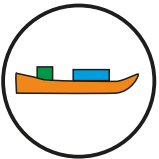
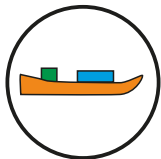
13. Lifeboats that haven't made it to their casualty receive no rescue points.

14. Points gained through operational cards are awarded when the card has been picked up and full points apply even if the rescue hasn't been completed.

16. The winner is the lifeboat with the highest score at the end of all rounds.

17. Round two starts with the lifeboats back at their berths. Players choose the next incident form their own Incident cards.

[PLAYERS, WELLIES & CASUALTIES To Print: x1 Print at A4. Cut to shape around black outline]



INCIDENT DETAILS

A fishing vessel in position 60°13° has run aground and is taking on water. Launch your lifeboat to assist.

CASUALTY



RESCUE POINTS: 14

RESCUE EQUIPMENT

Towline
Salvage Pump

INCIDENT DETAILS

Your lifeboat has been launched to a dog unable to make it ashore in position 59°05°. It's owners are at risk of entering the water to save it.

CASUALTY



RESCUE POINTS: 12

RESCUE EQUIPMENT

XP Boat

INCIDENT DETAILS

Your lifeboat has been launched to assist a sailing boat in position 57°10° with an injured crew member on board.

CASUALTY



RESCUE POINTS: 14

RESCUE EQUIPMENT

Casualty Care Trained Crew
Coastguard Rescue Helicopter

INCIDENT DETAILS

Your lifeboat has been tasked to 2 people in a kayak drifting off Kentra Beach in position 61°07°.

CASUALTY



RESCUE POINTS: 12

RESCUE EQUIPMENT

XP Boat
Casualty Care Trained Crew

INCIDENT DETAILS

Your lifeboat has been launched to assist a cargo boat with 4 crew on board, drifting dangerously close to the Skerryvore Lighthouse in position 56°07°.

CASUALTY



RESCUE POINTS: 16

RESCUE EQUIPMENT

Towline
Coastguard Rescue Helicopter

**[INCIDENT DETAILS
Print at A4. There are 5
incidents, each player needs
1 set. So for 2 players print x1
sheet etc]**

INCIDENT DETAILS

A fishing vessel in position 60°13° has run aground and is taking on water. Launch your lifeboat to assist.

CASUALTY



RESCUE POINTS: 14

RESCUE EQUIPMENT

Towline
Salvage Pump

INCIDENT DETAILS

Your lifeboat has been launched to a dog unable to make it ashore in position 59°05°. It's owners are at risk of entering the water to save it.

CASUALTY



RESCUE POINTS: 12

RESCUE EQUIPMENT

XP Boat

INCIDENT DETAILS

Your lifeboat has been launched to assist a sailing boat in position 57°10° with an injured crew member on board.

CASUALTY



RESCUE POINTS: 14

RESCUE EQUIPMENT

Casualty Care Trained Crew
Coastguard Rescue Helicopter

INCIDENT DETAILS

Your lifeboat has been tasked to 2 people in a kayak drifting off Kentra Beach in position 61°07°.

CASUALTY



RESCUE POINTS: 12

RESCUE EQUIPMENT

XP Boat
Casualty Care Trained Crew

INCIDENT DETAILS

Your lifeboat has been launched to assist a cargo boat with 4 crew on board, drifting dangerously close to the Skerryvore Lighthouse in position 56°07°.

CASUALTY



RESCUE POINTS: 16

RESCUE EQUIPMENT

Towline
Coastguard Rescue Helicopter



LIFEBOAT CLASS: SHANNON
TYPE: ALL-WEATHER LIFEBOAT
BERTH: CARRIAGE
MAX SPEED: 25 knots
LENGTH: 13.6m
RANGE: 250 nautical miles
FUEL CAPACITY: 2,740 litres



LIFEBOAT CLASS: SEVERN
TYPE: ALL-WEATHER LIFEBOAT
BERTH: PONTOON
MAX SPEED: 25 knots
LENGTH: 17.3m
RANGE: 250 nautical miles
FUEL CAPACITY: 5,600 litres



LIFEBOAT CLASS: TAMAR
TYPE: ALL-WEATHER LIFEBOAT
BERTH: BOATHOUSE
MAX SPEED: 25 knots
LENGTH: 16.3m
RANGE: 250 nautical miles
FUEL CAPACITY: 4,600 litres

LIFEBOAT
CAPABILITY

LIFEBOAT
CAPABILITY

LIFEBOAT
CAPABILITY



LIFEBOAT CLASS: MERSEY
TYPE: ALL-WEATHER LIFEBOAT
BERTH: BOATHOUSE
MAX SPEED: 17 knots
LENGTH: 11.6m
RANGE: 240 nautical miles
FUEL CAPACITY: 1,110 litres



LIFEBOAT CLASS: ATLANTIC 85
TYPE: INSHORE LIFEBOAT
BERTH: TRACTOR/TRAILER
MAX SPEED: 35 knots
LENGTH: 8m
RANGE: 3 hours
FUEL CAPACITY: 210 litres



LIFEBOAT CLASS: TRENT
TYPE: ALL-WEATHER LIFEBOAT
BERTH: PONTOON
MAX SPEED: 25 knots
LENGTH: 14.3m
RANGE: 250 nautical miles
FUEL CAPACITY: 4,180 litres

LIFEBOAT
CAPABILITY

LIFEBOAT
CAPABILITY

LIFEBOAT
CAPABILITY

EQUIPMENT XP BOAT

A small inflatable daughter craft carried by lifeboats to access shallow water.



EQUIPMENT XP BOAT

A small inflatable daughter craft carried by lifeboats to access shallow water.



EQUIPMENT SALVAGE PUMP

A portable pump carried on board to assist vessels taking on water or sinking.



EQUIPMENT SALVAGE PUMP

A portable pump carried on board to assist vessels taking on water or sinking.



EQUIPMENT TOW LINE

Used to assist vessels in difficulty when they are unable to manoeuvre themselves to safety.



EQUIPMENT TOW LINE

Used to assist vessels in difficulty when they are unable to manoeuvre themselves to safety.



EQUIPMENT RESCUE HELICOPTER

A winchman can be lowered to assist with the evacuation of casualties



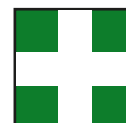
EQUIPMENT RESCUE HELICOPTER

A winchman can be lowered to assist with the evacuation of casualties



EQUIPMENT CASUALTY CARE

Some crew members are trained to deal with accidents and injuries at sea, providing treatment immediately onscene.



QUESTION

Q: A 'bowline' is a type of what?

a: Anchor b: Knot
c: Rope

ANSWER: Knot

QUESTION

Q: On what VHF channel would you broadcast on in an emergency?

a: 10 b: 16 c: 08

ANSWER: 16

QUESTION

Q: one eight zero on a compass would take you in which direction?

a: West b: South

ANSWER: South



QUESTION

Q: What are the all-weather lifeboat classes named after?

a: Rivers b: Lochs

ANSWER: Rivers

QUESTION

Q: Lifeboat stations aren't found on inland waters, true or false?

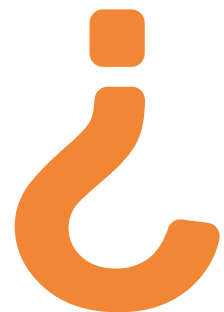
ANSWER: False

QUESTION

Q: Which was the first lifeboat built, capable of making 25 knots?

a: Trent b: Tamar
c: Shannon

ANSWER: Trent



WEATHER

Visibility is good,
roll an even
number to move
forwards 2
spaces in any
direction.

WEATHER

The sea state is
good.
Roll another go.

WEATHER

The strong tide is
flowing with you.
Roll another go.



WEATHER

The wind is
gusting 50mph.
Slow down to keep
your crew safe.
Move only on even
numbers.

WEATHER

The strong tide is
flowing with you.
Roll another go.

WEATHER

The tide is too
low. Miss a go
and wait for
deeper water.



COMMUNITY

Your lifeboat has been featured on the BBC's Saving Lives at Sea!
You gain 3 points

COMMUNITY

Congratulations!
Your coxswain has been awarded a long service award by the RNLI.
You gain 3 points.

COMMUNITY

A legacy has kindly been left to your lifeboat station. Accept the donation and gain 3 points.



COMMUNITY

You have successfully recruited three new volunteer crew members.
You gain 3 points.

COMMUNITY

Another vessel has assisted in your rescue and your assistance is no longer required.
Return to station and award your lifeboat 1 point.

COMMUNITY

Your assistance is no longer needed and you can return to your station. You gain 1 point.



COMMUNITY

Your station open day has been a success raising vital funds for your lifeboat. You gain 3 points.

COMMUNITY

Good news! Your lifeboat station has collected a £1,000 donation. You gain 3 points.

COMMUNITY

Good news! Your lifeboat station has collected a £500 donation. You gain 3 points.



WEATHER

Low visibility, slow down to navigate safely. Move only on odd numbers.

WEATHER

Breaking waves are forming. Miss a go.

WEATHER

The tide is too low. Miss a go.



QUESTION

Q: If you were turning to port, which way would you turn?

a: Left b: Right

ANSWER: Left

QUESTION

Q: What do you call the back of a boat?

a: Stern b: Beam

ANSWER: Stern

QUESTION

Q: In what year was the RNLI founded?

a: 1924 b:1824

ANSWER: 1824



QUESTION

Q: Which is the most northerly lifeboat station in the UK?

a. Kirkwall b. Aith C. Lerwick

ANSWER: Aith, Shetland

QUESTION

Q: Which one of these is not a type of anchor?

a: Danforth b: Bruce c: Rake

ANSWER: Rake

QUESTION

Q: How often is the shipping forecast broadcast?

a: every 2 hours
b: every 4 hours

ANSWER: every 4 hours

