## CHAPTER 5

### SHAKEN UNITS AND CONTROL ZONES

Please add the following passage (in bold) to page 47 of the first edition of the Blood and Plunder rule book, under the section "5.2 Shaken Units".

The passages before and after are provided for proper placement.

*"Shaken units are not considered effective fighting forces. Units that begin an activation Shaken must take a Rally action as a Dedicated action (see Actions p. 40), and that is the only action that unit may take that activation."*

**A Shaken unit does not exert a Control Zone (see Unit Basics p. 33). Enemy units may therefore move freely within 3" of a Shaken unit, but must remain clearly separate from the Shaken unit. If for some reason a Shaken unit is no longer Shaken, and there is an enemy unit in their Control Zone, the enemy unit is moved away until all enemy models are at a 3" distance (the Control Zone).**

*"Actions that are triggered by other means (such as free actions that occur from a unit's Special Rules) may not be taken by a Shaken unit, unless that action is Rally."*

### MULTIPLE FIGHT ACTIONS PER ACTIVATION

The following passage (in bold) was omitted from page 49 in the first edition of the Blood and Plunder rule book.

The passages before and after are provided for proper placement.

*"e. Subtract the number of successful Saves from the number of hits taken. Any remaining hits are removed as Casualties, at the discretion of the defending player.*

*However, there must always be at least one model left in base-to-base contact with the attacking unit if possible."*

**The first Fight Test attempted by a unit during its activation is made without consequence. For every additional Fight Test that unit attempts during their activation, the unit gains 1 Fatigue.**

*"Once the Fight Action is resolved, proceed to Step 5."*

To clarify, the two common situations when a unit may take more than one Fight action per activation are when:

- A unit with the commander attached Charges or takes a Fight action, after which another Fight action (or Charge) is taken with a Command Point.

- A unit Charges another unit and immediately removes it from the table (either by Routing it or killing it outright), but has actions left over, and there is another enemy unit in Charge distance.

### DEFENSIVE ATTACKS WITH PIKES/LANCES/BAYONETS

The rules for "Pikes", "Lances", and "Bayonets" on page 51 have changed.

In the section "On Defense", the last line of the second paragraph has changed to:

**"The defenders gain Fatigue points as usual when making a Defensive Attack in this manner."**

This means that Pikes, Lances, and Bayonets no longer to get to make Defensive Attacks for "free". This was causing a balance issue. Units using these weapons for Defensive Attacks must take one Fatigue for doing so, just like Ranged Weapons do, as described on page 48 of the rules.

## RANGED ATTACKS WITH SMALL ARMS

As is stated in the rules on p. 54 for making a Ranged attack with Small Arms, #5 Roll the Shoot Test:

*"If a unit with 0 Reload markers is making a Ranged Attack with Small Arms:*

*» All models in the unit (if they all have Line of Sight) may roll one d10 for the Shoot Test, or*

*» Half of the models in the unit, rounded down (if they all have Line of Sight), may roll one d10 for the Shoot Test.*

*If a unit with 1 Reload marker is making a Ranged Attack with Small Arms:*

*» Half of the models in the unit, rounded down (if they all have Line of Sight), may roll one d10 for the Shoot Test."*

Due to how the passage above is worded, it infers that ranged weapons that are Side Arms or that cannot have Reload markers (like Bows and Brace of Pistols) cannot be fired if the unit armed with them has 2 Reload markers from Small Arms. (Or can only be half-fired if the unit has 1 Reload marker). We would like to clarify that this is not the case.

For clarity, please add the following paragraph (in bold) to page 54 under "Units Shooting with a Mix of Small Arms and Shoot Skills". The paragraph before is included to make proper placement clear:

*"When a unit with a mix of Small Arms makes a Ranged Attack with half its eligible models, the player controlling the unit decides which weapons will be fired."*

**Ranged Sidearms or Ranged weapons that do not gain Reload markers may be used to make a Ranged attack regardless of the number of Reload markers from Small Arms that the unit currently has. This situation may arise when a unit is shooting with a mix of weaponry."**

## RANGED SAVES FROM GRENADOES

The rules for Grenadoes on page 58 have changed. The following line:

*"A unit hit by grenadoes cannot take any Saves against those hits."*

has been changed to:

**"A unit hit by grenadoes is not considered to be in Cover when taking Saves against these hits."**

This means that models may attempt Ranged Saves at 9+ vs. hits caused by Grenadoes, but may not attempt Saves against those hits using their Ranged Save value. This rule was changed make Grenadoes slightly less lethal.

# CHAPTER 7

## ARC OF FIRE FOR CANNON

The information listed on page 74 of the rule book pertaining to the Arc of Fire for Cannons is partially incorrect. This refers to section 7.6 "Making a Ranged Attack with Artillery", step #2.

The text below is the updated text in the bullet points:

**"» The Arc of Fire for a Cannon on a ship is the width of the deck it is on (this will be explained fully in the upcoming Ships section).**

**» The Arc of Fire for a Cannon on a fortification is a cone of up to 45° from its current facing, outside of which the gun may not fire. Cannons in fortifications are considered to be immobile, and many not pivot to change facing.**

**» The Arc of Fire for a Cannon on a field carriage is a cone of up to 45° from its current facing. Most guns on field carriages can be turned or moved to change facing, but the gun may not be fired in the same activation that it turned or moved."**

## ROLLING EXTRA DICE FOR ARTILLERY

The following passage (in bold) was omitted from page 75 in the first edition of the Blood and Plunder rule book.

The passages before and after are provided for proper placement.

*"To continue the example above, the attacking unit rolls 2 dice because they are attacking with two Cannon. The target number to hit is 7 (0 base + 7 range penalty = 7+). Both dice are rolled.*

*The results on the dice are 7 and 9, so both guns scored a hit on the unit.*

***Cannons are much more powerful than Small Arms or Swivels. To represent this, if a Cannon (not a Swivel) scores an initial hit, it rolls additional dice to attempt to score more hits. The Artillery Stats Chart (p.77) explains how many additional dice are rolled based on the type of Cannon. The target number is the same as the original Shoot Test.***

*The rolls for the Artillery Shoot Test to determine the initial hits are separate from the dice rolled to score additional hits. This means that a reroll for the Shoot Test (like spending a Fortune Point) could reroll the initial Shoot Test results or the additional hits results, but not both."*

Here's an example:

After taking range into account, it's determined that 3 light cannons need 8+ to hit.

All 3 are fired, so 3 dice are rolled. The numbers rolled for the Shoot Test come up 1, 8, and 9, so two initial hits are scored.

You will see that light cannon roll (+2) additional dice if they hit initially, as described by the chart on page 77, so two additional dice are rolled for each of the two guns that hit. Four more dice are rolled in total, with the same target number.

Those four dice come up 2, 5, 6, and 8, so only one additional hit is scored.

Tally all the hits together, and that's three total hits for that salvo of cannon fire.

# CHAPTER 8

## SLOOP DRAFT VALUE

The Draft value of the Sloop in the first edition rulebook is incorrect. In the Ship Stat Summary Table on pages 121 and 148, the Draft value of the Sloop should be 5, not 4. This value is also incorrect on the Sloop's ship stat card.

## DEFENSE SAVE WHEN SHIPS COLLIDE WITH BOATS

On page 92 of the rules, under "Boat to Ship" collisions, this change this paragraph:

*"» Units on a boat that is struck must roll Saves to avoid being thrown overboard. The Save is a flat 7+, and any model that failed the Save is removed as a Casualty."*

To the following:

***"» Units on a boat that is struck must roll Saves to avoid being thrown overboard. The Save is a flat 5+, and any model that failed the Save is removed as a Casualty."***

This change was made because the we noticed that ramming ships with boats was especially lethal to units in boats, and could become potentially exploitable.

# CHAPTER 9

## DETERMINE UNIT SIZE

The rules for determining unit size on page 94 have changed. The following line:

*"The base unit size for a game of 100 points or less is 3 to 8 models. Add +1 to the minimum and maximum unit size and +4 to the maximum unit size for 100 points of the point limit."*

has been changed to:

***"The base unit size for a game of less than 100 points is 2 to 4 models. Add +1 to the minimum unit size and +4 to the maximum unit size for games of 100 points or more. For each full 100 points more, increase the***

*minimum and maximum unit sizes by 1 and 4 respectively."*

This change allows for smaller skirmishes under 100 points. These are ideal for demoes or a just a small quick game.

## STANDARD FRENCH BUCCANEER COMMANDERS

There has been text omitted from page 105 of the first edition of the Blood & Plunder rule book. All Standard French Buccaneer Commanders may lead any French Buccaneer or Brethren of the Coast force.

## FORLORN HOPE AND LES ENFANTS PERDUS

The Forlorn Hope (pg. 116) and Les Enfants Perdus (pg. 119) in the first edition *Blood & Plunder* rule book have incorrect information in the description of their unit stats and abilities.

Neither unit has Explosives as a Sidearm. Both entries should instead read: "SIDE ARMS: None"

## SHOOT SKILL FOR COMMANDERS WITH LANCEROS

When a commander is attached to a unit that does not have a Shoot Skill value (such as the Lanceros), the commander adopts a Shoot Skill value of 7 instead.

# CHAPTER 12

## GAME SCENARIOS

On page 137, add the following sentence to the end of the first paragraph under deployment:

*"The defending force's ships must begin sailing to Windward."*

# CHAPTER 13

## INCORRECT TEMPLATES

Two of the templates in section 13.4 "Templates and Counters: (pg. 153)", are incorrect.

The Wind Gauge is missing the value of -1. It should have all values represented from -3 to +3.

Additionally, the text on the Cohesion Template is incorrect. The text in the outer ring should read 13+ MODELS. The text on the interior should read 12 OR FEWER MODELS.

# FAQ

## GENERAL QUESTIONS

*Q: When rounding is necessary in Blood and Plunder, do I round up or down?*

A: Unless otherwise noted, always round down.

## CHAPTER 3

*Q: I was wondering if a unit might have more than one type of combatant in it? For example, can I have Lanceros and Milicianos in the same unit?*

A: No. A unit consists of all the same type of model. The only exception is if you attach the commander to the unit.

*Q: Do you round up or down when interpreting the B&P rules? For example, when firing with half the models in a 7-man unit, would this mean firing with 3 or 4 models?*

A: Unless it's stated otherwise, always round down. So in this example, you would fire with 3 models.

*Q: The wording in the rule book about Control Zones and charging units is confusing. Let's say my unit is charging an enemy unit through Rough terrain, so it will move 3" for the Charge. How exactly then am I supposed to Charge a unit "within" 3 inches if my unit can only Charge 3" and I can't get closer than 3" to the enemy unit because of their Control Zone?*

A: We used the word "within" too loosely when we wrote the rules. It should be worded that a unit cannot move closer than 3" to an enemy unit because of their Control Zone. And a Charge action can be taken against an enemy unit that is 4" away or closer (or 3" if moving through Rough terrain, for example)

*Q: How much of a model's "torso" must be visible to be in Line of Sight? All? Half? Some?*

A: When using True Line of Sight and the "torso" rule, if you can see any portion of the main belt-to-shoulders area of a model, then Line of Sight can be drawn to that model.

*Q: The rules say "if a commander leaves a unit" both the unit and the commander lose whatever bonuses they may have conferred to each other. My question is: besides being killed, how can a commander leave a unit? Can you take an action to change the unit that he is attached to during the game? If he is the last survivor of the unit he is attached to would he then have to move to join the closest unit?*

A: Currently there is no way for a commander to leave a unit by simply taking an action. The commander can join another unit only by using a Fortune Point to Cheat Death if his unit is wiped out. If the commander is the last survivor of a unit, then the unit is not wiped out since it still has 1 model remaining (the commander). He operates as a single model unit in that case, and keeps the relevant stats of the unit he was attached to.

## CHAPTER 4

*Q: As I understand the rules, it says a unit may take no more than 3 actions per activation with free actions not counting toward that limit. So, the unit can really take any number of free actions?*

A: Correct.

**Q: Can I Push a unit to gain an action, then use the action to improve a Test? For example, can I Push to add an additional -1 bonus to a Dedicated action? Can I use the action from a Command Point to do the same thing?**

A: Yes to both.

**Q: Does a Charge count against Move total for Fatigue? In other words, suppose that a unit moves 4 and then another 2. Finally, the unit charges 3 and engages in a Melee. The unit has moved 9. Do we apply a Fatigue point?**

A: Yes, a Charge does count against the 8 Move/Fatigue rule. In your example, the unit would gain 1 Fatigue.

**Q: A unit of 4 Forlorn Hope has two actions. The model with the Explosives would like to use both actions to throw a Grenadoe without the risk of it exploding in his hands. Can the rest of the unit use the first action to Shoot and the second to Reload?**

A: The unit can shoot other Small Arms and fling the Grenadoe in unison, but the unit cannot Reload. Units always take actions together, even if some are wasted.

**Q: Commanders have a set of Command points. Are these replenished during the game?**

A: They replenish each time the commander activates, so yes, you get them all back every turn (as long as the commander is on the battlefield).

**Q: Are actions given by Command Points considered to be free actions?**

A: No. If the unit uses an action from a Command Point while they are active, it counts toward the 3 per turn limit. If the unit isn't active when they receive an action from a Command Point, it's not a free action, but it doesn't count toward the 3 per turn limit (because the unit taking the action isn't active).

**Q: A commander is within Command Range of a unit in Melee combat. He uses a Command Point to give that unit a Dedicated Fight action. Later in the turn the unit activates with 3 actions — it again does a Dedicated fight action (and I presume it can use -2 on the Fight test for the unused actions). Does that unit gain a Fatigue for fighting using the Command Point earlier in the turn and then for fighting again during its own activation?**

A: No. You only get the Fatigue penalty if a unit fights or shoots more than once an activation, not per turn. And your presumption about the -2 bonus to the Fight Test is also correct.

**Q: Can the commander give his unit (i.e. the unit he is attached to) a Dedicated action by spending a Command Point AFTER the unit has taken a Standard Action (e.g. Move)? Although it says that the commander can give any type of action, I believe the overarching rule that the first action of the unit MUST BE the Dedicated (or Assignment) action if the unit is to take such actions that turn still holds. Is this correct?**

A: Yes, the unit with the commander can take a Dedicated action with a Command Point after taking a Standard action, but only by using a Command Point.

# CHAPTER 5

**Q: Can a unit Rally during Melee combat?**

A: Absolutely.

**Q: If a Shaken unit is charged, does it immediately fall back 4" because it's Shaken?**

A: No. A unit that is already Shaken unit only falls back after the "Defender Rolls a Fatigue Test" step if it gains any more Fatigue as a result of the Charge/Fight action against it.

**Q: If a unit makes a Defensive Attack, will that Shoot action have any limitations (3 actions per activation limit, +1 Fatigue for firing twice an activation) or is it something any unit can do if they have loaded Small Arms?**

A: No, it doesn't count toward the 3 actions per activation limit, as a Defensive Attack occurs when the shooting unit is not active. The "second Shoot = +1 Fatigue" and the "second Fight = +1 Fatigue" rules are also tracked by activation, so if you Shoot or Fight outside of a unit's activation, it does not count as a second Shoot or Fight action for the purposes of determining Fatigue. Don't forget that a unit gains one Fatigue for simply making a Defensive Attack, and not all Small Arms can be used to make Defensive Attacks.

**Q: On page 48, it says: "A charging unit may take Ranged Saves from a Defensive Attack if it began its Charge from Cover..." I assume this is incorrect, and that it follows the normal rules for taking Shoot Saves as explained on page 54. (Models in Cover get a save based on their Shoot Save stat, and models out of Cover save on a 9+).**

A: Yes, you are correct. That sentence is poorly worded. Also, don't forget to assess Cover for the charging unit based on where that unit started its Charge from.

**Q: On page 51, it says that Pikes/Lances/Bayonets may make a Defensive Attack before the attacker rolls his Fight Test from the Charge. I assume that the attacker also gets a Fight Save against the Defensive Attack made with these weapons?**

A: Correct.

**Q: If a Shaken unit is charged, may it make a Defensive Attack?**

A: Shaken units may not make a Defensive Attack. The only thing that a unit can do while Shaken is Rally (and move in a prescribed fashion when applicable, as is explained in the rules).

**Q: When a unit pursues a Shaken unit after Melee combat there are situations where the pursuer will not regain contact with the fleeing unit. For example, if the fleeing unit has the Scout special rule and is moving through Rough terrain, it will move farther than a pursuing unit without Scout. The units are thus not engaged but the Control Zones have been violated. Do the involved units remain where**

they are (e.g. one inch apart in the above example) until further activation and what strictures, if any, are the subject units under due to their proximity?

A: We've added errata that a Shaken unit doesn't exert a Control Zone. This is the way we were handling it in these situations while play testing, but we didn't explain it that way in the rules. Our apologies.

**Q: A Fight action is a Dedicated action. But even though a Charge isn't necessarily the first action of an activation, is the free Fight Test that comes with a Charge still handled as a Dedicated action? Does it convert leftover actions into Fight Test bonuses, or are the unused actions simply lost after the Charge? Or can leftover actions still be taken?**

A: The free Fight action included in a Charge does not count as a Dedicated action. It's handled like a Standard action. Therefore, taking the free Fight action with a Charge does not "burn" your leftover actions to add a bonus. A unit may take its remaining actions after a Charge, but keep in mind that if a unit is still engaged in Melee with the unit it charged after the free Fight action, the only action it can take is Rally.

**Q: I Charge one of my units in to an enemy unit. My unit has 1 action left after the Charge. I can't Fight the enemy unit again because fighting after units are engaged is a Dedicated action, right? So, can I Charge a different unit, or perhaps Charge the unit I am already engaged with using my unit's remaining action?**

A: Once you are engaged in Melee, Fight immediately becomes a Dedicated Action. A Charge can only be made against a unit you are not engaged with, and only if your unit is not engaged with an enemy unit. That means, if engaged, you cannot Charge a different unit or the unit you are engaged with. You can only fight that unit with a Dedicated Fight action. If you Charge and end up engaged in Melee with leftover actions, sorry, they're wasted unless you Rally.

However, if you Charge a unit and drive it off or Rout it with the Charge action, you can take

another Charge action against a unit within charging range if your unit has actions remaining. Likewise, if you hop out of a Melee with the Skirmisher rule or a Mounted unit, you may Charge the same enemy unit again (or a different one within range) if your unit has actions remaining. If you Charge multiple times, don't forget that units gain Fatigue if they Fight more than once an activation.

**Q: The Pistols rules on page 52 state that Pistols used in Melee Combat "count as taking a Shoot action". Does this mean this Fight action will not count as a Fight (Dedicated Action) but a Shoot (Standard action) instead? And if so, does this mean then that it would be the Shoot stats of the unit that will be used in the fight?**

A: Pistols in melee work exactly like any other Melee weapon, except you get to re-roll your misses and they take Reload markers after being used. Although you are making a normal Fight stat based Melee attack, it counts as a Shoot action for the purposes of making multiple Shoot actions alone.

For example, say a unit of Freebooters activates, fires their muskets at a unit with their first action, and then Charges a unit using their second action. If they choose to use their pistols in Melee combat, it will cause the Freebooters to take a point of Fatigue since they are considered to have shot twice that activation.

**Q: The Pistols rules on page 52 state that Pistols used in Melee Combat "count as taking a Shoot action". A Shoot action is a Standard action. Does this mean that a unit locked in an Ongoing Melee combat cannot use its Pistols since Fight is a Dedicated action when units are engaged? And if Pistols were used as Melee weapons during the initial Charge, would using them count against the unit's action limit and require an additional action to be used as such? (Charge, then Shoot).**

A: As mentioned in the answer above, Pistols in Melee work exactly like any other melee weapon, and it only counts as a Shoot action for the

purposes of tracking multiple Shoot actions per activation. Using them in Melee combat does not count as a separate Shoot action. Therefore, a unit that is engaged in an Ongoing Melee may still use Pistols, and they do not require an additional action to be used as Melee weapons during a Charge.

**Q: Can the commander shoot with a weapon if he does not have the same weapon as his unit? Does that gain double Reload markers for the unit? Does the commander count as a model in Melee combat, and what if his melee weapon is different?**

A: Yes, your commander can Shoot even if his weapon is different than the rest of the unit. No, he gets the same Reload markers as any other model armed with that weapon would.

So, if a unit Shoots with 5 muskets, and the commander uses his pistol, those weapons all get 2 reload markers. When the unit takes a reload action, both the muskets and the commanders pistol can remove Reload markers.

The commander fights in Melee just like he was part of the unit, using the same stats as the unit, but using his own weapons.

**Q: I have a unit Charge into contact with an enemy unit. The enemy unit has 2 Reload markers on it and has the commander attached to it. As I understand, it the unit cannot make a Defensive Attack as it has 2 Reload markers but can the commander make a Defensive Attack since he uses Brace of Pistols which do not receive Reload markers? And if he can, I assume the unit still takes 1 Fatigue for the commander making the Defensive Attack?**

A: A Ranged weapon that does not gain Reload markers may be used no matter how many Reload markers the unit currently has. We have added errata to address this. Yes, the unit will still gain 1 Fatigue if any number of models (even just one) makes a Defensive Attack.

**Q: I have a unit of 4 figures. It takes 7 hits. Do I roll 4 saves (1 save for each figure) or 7 (1 for each hit)?**

A: It's one Save per figure. So, if the unit of 4 takes

7 hits, it only rolls 4 Saves (because you can't roll more Saves than models). Then, after Saves are rolled, you determine Casualties by: (number of hits) – (number of Saves made) = number of Casualties removed.

Let's say the unit of 4 made all their Saves. 7 hits – 4 successful Saves = 3 dudes are still casualties.

**Q: Is there any way for a unit to get more than two Reload markers with Small Arms?**

A: There are a few ways, usually as a negative consequence. For example, a unit with Poorly Equipped may get an additional Reload marker when it shoots. A unit that fixes Plug Bayonets receives an additional Reload marker for doing so. But in the normal course of firing Small Arms, usually not.

**Q: One of the game markers has a side showing "Spent Pistols" and another one showing "Spent Muskets". What does this refer to?**

A: This is to show when a unit has used and expended their Sidearm weapon (which is typically a pistol or musket).

**Q: Let's say my unit shoots at a unit of 5 models. I score two hits. 3 models in the defending unit are out in the open, 2 are in Cover. The defending unit rolls two Saves, using the Ranged Save value of the 2 models in Cover. Let's say one Save is made, and one is failed. The defending unit may remove one of its models out in the open as a casualty. Is this correct? It seems weird, unrealistic, and potentially exploitable.**

A: You are correct. It's not terribly realistic, but it's one of the tweaks that we made to the game to encourage movement. We found that if the game was played with a Cover-only Save and with Saves based on actual model positioning, players were much less likely to take bold moves with their units. A static game really benefited the units with good ranged ability.

We haven't found this rule to be particularly exploitable. Yes, the other player may have models in a unit that are closer out in the open, but they are also closer to the enemy unit for Ranged and Melee attacks against them. The initiative system, Control Zones, and unit cohesion also regulate the exploitability.

**Q: If an entire unit is standing out in the open, do they get any Ranged Saves at all? Do they need to have some models in Cover to get Ranged Saves?**

A: Yes, they get Ranged Saves. Cover is not necessary. If all models in a unit are not in Cover, then the Ranged Save for the entire unit is 9+ as indicated in the rules.

**Q: How exactly do Bows work if I choose to make two ranged attacks with them in an activation? Do they:**

**1) Shoot once at one target and the target takes Saves and Fatigue Test, leaving them free to shoot again at the same target or a separate target, or**

**2) Do they double their shots at a unit as their single action?**

A: Option #1. Actions are always taken and resolved separate from each other, even if they are the same type of action.

**Q: If I activate a unit to shoot with Small Arms can one of the models shoot the Swivel Gun instead?**

A: No. A unit may only attack with Small Arms or Artillery during an activation. Swivels feel like Small Arms, but they are actually Artillery.

# CHAPTER 6

**Q: Is a defender considered to be in Cover if ANY sight line from a model in the attacking unit passes through Cover, or only if ALL lines do?**

A: A model has Cover if ANY Line of Sight drawn to it from the attacking unit is obstructed.

**Q: The rule states that Scouts ignore the penalty for moving through Rough area terrain, but not when climbing. What about when traversing linear terrain, such as low walls?**

A: For Scouts, I would say that linear terrain

slows them down the usual amount. since Scout represents troops are pros at traversing the rugged wilderness. And I suppose you could envision hopping a low wall as a really short climb.

**Q: Two units are engaged in Melee within a Structure and one becomes Shaken. That unit leaves the Structure and move 3" outside. Can the victorious unit choose to follow the fleeing Shaken unit outside rather than consolidating within the building?**

A: Yes, the victor may pursue the fleeing unit outside in this example.

**Q: I'm confused by Figure 44 on page 67 of the rules. Can all of the unit can fire out the side of the building access point, or just one to two figures at a time?**

A: That's the Arc of Fire for the whole unit, not just 1-2 models. That diagram could have been done better, we should have shown a unit shooting out of one side of a building.

# CHAPTER 7

**Q: When a unit is assigned to Artillery, are the Reload markers for the Small Arms and the Artillery tracked separately, or does one Reload marker serve for both types of weapons?**

A: They are tracked separately.

**Q: If my unit chooses to fire two Cannons that they are assigned to with a single action, would that cause them to gain a Fatigue, or is this considered a single Shoot action? Let's assume the Cannons are properly crewed.**

A: Firing both Cannons would be a single Shoot action.

**Q: Can Swivel Guns shoot targets on the other side of the ship? It seems impossible, but they have a 360° Arc of Fire.**

A: Yes, they can. This represents that they can be picked up and carried to the other side of the ship, braced on the gunwale, and fired. Yes, this technically means that a unit could carry Swivels

around with them, but we didn't allow that because we had to draw the line for rules balance somewhere.

**Q: Can I fire Swivels and Cannons in the same activation at two different targets?**

A: Yes, you can. However, if a unit shoots 2 different types of Artillery (like Cannons and Swivels) at 2 different targets, then that would count as two separate actions, and the unit would gain 1 Fatigue for taking 2 Shoot actions in one activation.

**Q: A unit may be assigned any number of Artillery pieces in a Structure section, and only one model is required to shoot with an Artillery piece (NOT to reload, just to shoot). Let's say I have one model that is left in a unit that is assigned to 3 fully loaded Cannons. If that one-man unit can take 3 actions, can that one model fire all 3 Cannons?**

A: Yes, but only if the one-model unit has no Fatigue. Why? Because each Shoot action after the first gives the unit a point of Fatigue. And when the one-man unit fires the third gun, it will immediately Rout, because the unit will have 2 Fatigue, which is twice as many Fatigue as models. (We admit, this situation is a little odd).

**Q: A unit of 6 is manning 3 Light Cannons. They shoot all 3 Cannons, adding 4 Reload markers to each. The unit then takes a Reload action. Does the Reload action remove one Reload marker from each of the three Cannons or does it just remove one Reload marker from one of the three cannons?**

A: All 3 guns simultaneously remove one Reload marker, because the unit has enough models to satisfy each gun's minimum crew requirement.

**Q: A Heavy Cannon on a field carriage can't be moved. Does that mean a Heavy Cannon on a field carriage can't turn in place?**

A: No, a Heavy cannon on a field carriage may pivot (turn in place).

**Q: Does a Cannon on a field carriage that is not in Cover receive the 9+ Ranged save when is takes a hit from a Cannon?**

A: Yes

**Q: If I shoot at a unit that isn't in a Structure with a Cannon, and I roll a 10 with the initial shot, do I roll additional dice to hit the unit, or does that shot simply count as 2 hits?**

A: That initial shot would simply counts as 2 hits instead of 1.

**Q: How do the little bubbles for marking off Structure damage work? How can I tell what my current Fortitude is? Is the Structure destroyed when it goes down to 1?**

A: Let's explain this with an example. Let's say you are shooting a Light Cannon at the Hull of an undamaged Sloop. The Sloop's Hull has Fortitude 4, Integrity 5. On the Sloop's ship card, the number in the bubble is Fortitude, the number of bubbles across in the row is the Integrity.

Let's say you scored 2 hits with the Light Cannon. The Sloop's owner ticks off 2 bubbles of damage, starting on the top leftmost bubble and working across the row. Now for future attacks, you look to the bubble next in sequence after the last crossed-out bubble. In this case, the Fortitude will still be 4. But when the Sloop takes 3 more points of damage to the hull, it will drop to 3. Integrity does not decrease, and a ship (or any Structure) cannot go below Fortitude 1.

A Structure is not automatically destroyed when at 1 Fortitude, it can only be destroyed by Critical Damage.

# CHAPTER 8

**Q: The row at the bottom of the ship card lists Sail Settings, with decreasing movement going to the right. The marker dice have three Sail Settings, plus an anchor. How do the dice correspond to the Sail Settings on the ship card?**

A: The marker dice you are referring to are not used to indicate the Sail Settings, these are for tracking ship movements. Each ship needs to move 3 times a turn and the dice are a handy way of marking each movement for in-play reference.

**Q: The rules say that a ship can make an Advanced Maneuver when a ship is In the Wind's Eye. However, if I fail it and even after drifting I'm still In the Wind's Eye, what rule stops me from simply trying another Advanced Maneuver? A reasonable person could conclude from the rules that I should be able to do that, since I'm normally In the Wind's Eye when I attempt one.**

A: We may have not explained this clearly in the rules. Being "closer than 45° to the wind" and being In the Wind's Eye are two different things. The former means that you are in a bad situation but still sailing. The latter is a negative state where your ship as lost all forward momentum, and it is stuck that way until it drifts to 45° (or more) away from the wind.

So, if you start a movement within 45° to the wind, but you were sailing normally the turn before, then you may attempt an Advanced Maneuver (like Tacking or Wearing) to get yourself out of it. If you fail that Sailing Test for the Advanced Maneuver, or attempt a Basic Maneuver, NOW your ship is In the Wind's Eye. The ship is stuck in that negative drifting state until drifts to Windward again.

**Q: If my ship starts a movement sailing Large but turns Windward during that movement, do I immediately apply the Windward penalty to the movement distance?**

A: No. Point of sail is only determined immediately before each movement. Therefore, turning from sailing Large to Windward during a move will not slow your ship down, and turning from Windward to Large mid-movement will not speed your ship up.

**Q: When you move a ship "directly away" from something else, does it move away sideways or do you need to use Basic Maneuvers (move forward with an optional turn) to get away?**

A: The ship must move away directly sideways. That movement does not count as one of the three movements a ship must make each turn, and it cannot be used to do any maneuvering.

**Q: There are 8 models in a unit and they are all on a boat. That unit is assigned to the Sweeps. You only need two models to effectively crew the Sweeps on a boat, and so whilst it clearly states that the unit assigned to crew the Sweeps can only Rally, can the other 6 models perform other actions?**

A: When a unit is assigned to the Sweeps, it can only row or Rally, no matter how many models it has. The whole unit must take the same action.

**Q: Let's say my ship starts a movement under sail and closer than 45° to the wind. I do not want to take a Tacking maneuver to turn through the wind. I just want to "turn back" away from the wind. Is it still a Tacking maneuver? If not, would it still be an Advanced Maneuver?**

A: In this case. you may turn away from the wind by taking a Wearing maneuver. If your ship is under sail and is within 45° of the wind, your ship will drift if it attempts any Basic Maneuver. Turning normally in this case would cause your ship to drift instead.

**Q: A ship can only use a Tacking maneuver to turn into and cross the wind. If you are still closer than 45° to the wind direction after a Tacking maneuver, will the ship drift the next time the ship makes a movement?**

A: We should have explained Tacking better. A ship may take multiple Tacking maneuvers with consecutive movements to cross and then turn 45° or more from the wind, as long as all the turns are in the same direction. The first Tacking attempts must be made into the wind until the bow of the ship crosses the wind direction. After that, further Tacking attempts may be made to contin-

ue the direction of the turn and steer the ship out to Windward. You only drift if you fail one of the Sailing Tests to tack. You also drift if you decide you want to reverse the direction you are turning.

**Q: For the Stay Sails ship trait, what is considered the slowest Sail Setting value? Is it 0 or the one higher than that?**

A: Stay Sails should say "reduced to its lowest sail setting value that is greater than 0 .

**Q: When shooting at a ships Rigging with Small Arms and Swivel Guns, do you apply the Fortitude of the Rigging as a penalty to the Shoot Test? It's pretty clear that you do for Cannons, but not so much for Swivels and Small Arms.**

A: Yes, in both cases the Fortitude of the Rigging is still applied as a penalty to the Shoot Test.

**Q: I think I've lined up a Raking Shot. The enemy ship is in the Arc of Fire of the deck I'm shooting from, and I can draw a line through both ends and down the center of the enemy ship. I just have to draw the line at an angle. This is still a Raking Shot, right?**

A: Nope! The line to determine a Raking Shot must be drawn perpendicular to the hull of the ship taking the shot. If you have to angle the line to trace down the centerline of the ship, it's not a Raking Shot.

**Q: Please explain again how to distribute hits to units on a ship that has taken a Raking Shot.**

A: The hits must be spread as evenly as possible (one hit per unit), starting at the deck that was hit first, then working down the length of the ship. If you reach the end of the ship and all the units have taken a hit, you go back to the first deck and repeat the process until all hits have been assigned.

Let's say a ship takes 4 hits from a Raking Shot. And let's say that the first deck hit contains 1 unit, the second deck contains 2, and the third deck contains 2. The unit in the first deck would take 1 hit, then the two units in the middle deck

would each take 1 hit, and finally the remaining hit goes to one of the two units in the last deck, controlling player's choice.

**Q: Is running a boat (or any ship with no Draft value) into a collision with an object the only way to run it aground?**

A: Yes

# CHAPTER 9

**Q: Do Forlorn Hope or Les Enfants Perdus have Explosives?**

A: Every one in four models in both those units has the option of taking Explosives as a Main Weapon, as described on the bottom of the unit description. But no models in the unit have Explosives as a Side Arm.

**Q: The French commander has only a Brace of Pistols but no melee weapon. Is it normal?**

A: The French commander should have a Standard Melee Weapon as well.

**Q: Can the suit of an Activation Card trigger more than one suit-activated ability?**

A: Yes, so if you have a unit that has 2 Special Rules that trigger with a , they will booth trigger when a  card is used to activate that unit.

**Q: I don't understand the Broadside ability that some commanders get. It allows Artillery to fire simultaneously, but I thought they did that anyway.**

A: Broadside allows you to fire all Cannons (over multiple decks) as the same attack. This increases your chances of scoring Critical Hits.

For example, a player has a Light Frigate fully loaded with Cannons. The unit with the commander (with 2 Command Points) activates, but the commander doesn't have Broadside. His Command points are used to fire Cannons on 2 decks, and his unit fires the Cannons on the 3rd. Let's say deck 1 scores 3 hits, deck 2 score 4 hits, and deck 3 scores 3 hits. These are all treated as

separate attacks. If that commander had Broadside, you add all those decks together as one attack, so it would count as 10 hits in one attack. And since you get a Critical Hit for every time your hits double the Fortitude of your target, this can greatly increase the chance of getting crits.

**Q: For Fast Reload, the rule says you can take a free Reload action "immediately" when activating with a spade. Can I first shoot and then use the free Reload?**

A: Actually. that one needs to be reworded. You can remove a Reload marker at any time during that unit's activation with Fast Reload. "Immediately" was the wrong word to use.

**Q: In the rules, it is stated that "Artillery on a ship are purchased in pairs". Does this mean I get two Cannons/Swivels for the price of one, or does it just mean I'm not allowed to equip a ship with an uneven number of guns?**

A: Cannons must be purchased in pairs, not Swivels. And yes, the rule simply means you must purchase Cannons in twos so they are in even numbers.

**Q: If I purchase Cannons for my ship in pairs, does this mean that the Cannons must be equally distributed between port and starboard?**

A: Yes, Cannons must be distributed evenly on each side of a ship. Swivels do not.

**Q: Can I have a unit on land with a Cannon if I don't have a unit in my force with the Field Gun Special Rule?**

A: Officially, you need a unit with Field Gun in order to play a unit with a Cannon on a field carriage. Or, if you are the defender in a scenario, you may place on in a Fortification (see pg. 144).

But "unofficially", you can field a unit on land with a Cannon on a naval carriage, but only if your opponent is ok with it. (Cannons on "naval carriages" are the ones we produce for our Ships and Fortifications). To do so, simply pay the points for the gun (which is the same cost as the

gun on a field carriage) and assign a unit to it. Please note that a gun on a naval carriage can't be moved on land, they can only pivot in place.

# CHAPTER 12

**Q: Can units in buildings claim objectives outside of the building if they are within 4 ?**

A: They can as long as it's in the spirit of the rules and both players agree.

**Q: When a Strike Test is taken, the rule says to roll 1D10, using the force commander's Resolve. Does that mean to use the Resolve value of the unit the commander is attached to?**

A: Correct.

**Q: Strike Tests are based on 25% of the models in the player's force, but what counts as a model? Men? Leaders? Ships? Boats? Guns? Horses? Fortifications?**

A: The total number of fighting men you have in your force, including the commander, are the models you count for the Strike Test. Ships are handled separately in the Strike rules, and are explained as such. Horses do not count. Nor do guns or fortifications.

**Q: When determining how many casualties it takes to earn a strike point, do I round up for down?**

A: Unless it's stated otherwise, always round down.