

# REVISED EDITION RULEBOOK

## FAQ I.4

### 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 Lancers 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.

### FREE ACTIONS AND PENALTIES (1.3)

**Q: Do Free Actions that allow movement (like Horses, or the Quick Special Rule) count towards the Fatigue penalty that a unit takes if it moves more than 8" in an activation?**

A: No. The Fatigue penalty only applies to "normal" (not Free) Move actions taken during the activation.

**Q: The Sailing Master has the ability to take an Advanced Maneuver to increase or decrease a ship's speed by 1" per turn (see pg. 125 Sailing Master Special Rule). Is this ability considered to be an Advanced Maneuver**

**if his unit is manning the Sheets and Braces such that he could choose it as the Free action when the ship moves?**

A: Yes, he can use his ability as the Free Action from the Sheets and Braces. Just Remember—that this ability may only ever be used once per turn.

### LIMITS ON COMMAND POINTS (PG.

44)

**Q: Can a unit that received a Platoon Action or the Naval equivalent in the Raise the Black Army and Navy lists also receive a Command Point during the same game turn?**

A: No, these rules count as having received a Command Point for the Turn. But on the other hand, you may apply possible bonuses coming from Special Rules like Motivated (only on one unit), Cold Blooded, and Strict etc.

**Q: Does the Action from the Platoon Action count against the Command Unit's limit of 3 Actions per activation?**

A: Yes.

## CHAPTER 5

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

A: Absolutely. (pg. 49)

**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 pg. 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 pg. 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. (This has been corrected in Errata 1.4.)

**Q: On pg. 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: 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, sor-

ry, they're wasted unless you Rally.

**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 commander's 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, if 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. Weather effects may add

additional Reloads when weapons are fired. 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 their Shoot Save with a +1 penalty.

**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 rules 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 who 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 may either leave the Structure and move 3" outside or fall back into another structure section. Can the victorious unit choose to follow the fleeing Shaken unit outside or into the next structure section rather than consolidating within the structure section where the original combat was taking place?**

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

**Q: I'm confused by Figure 44 on pg. 63 of the rules. Can all of the unit 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.

**Q: Units must take a Climb action in order to move more than 1" vertically (pg. 57). How is this 1" measured when the unit must scale an intervening object (like the parapet on a fortification or the rail of a ship) in order to reach its destination.**

A: Good Question! When climbing an object you measure from the level of the unit's base level to the lowest point of the object which they need to scale or climb over in order to reach their destination. When climbing from one Ship to another, measure from the highest point of the deck of the section which the unit is

occupying to the lowest point of any parapet or ship rail that they are attempting to move to or charge in order to determine if a climbing action is required.

Note that moving between structure sections of a single model (such as a ship) never requires a climb action unless specifically noted by special rules pertaining to that ship or structure.

**Q: Can windows be used as access points on structures?**

A: Yes, windows serve as important access points on buildings. In general, if a unit can shoot out of a window, it can be used as an access point. Some windows, like slot windows on Fortifications (see the Fortified trait) are made to fire from but are not accessible, and other windows on some buildings might be too small or high to be used as either points of LOS or access points. Players should discuss terrain elements, including structure access points before the game begins to make sure they agree on how terrain will function (pg. 62). Common sense and player communication are key when it comes to terrain!

**Q: If a Critical Hit destroys a Gun in a section that doesn't have any Artillery, the section takes an extra point of damage instead. Does this extra damage carry over to units in the section? (L3)**

A: Yes, add this damage as an additional hit to the unit(s) inside the section.

**Q: If a Fire or Leak critical is suffered late in the turn and there are no units left who are able to activate and make a repair attempt, the Leak or Fire will not spread. For clarity, does this mean that if all my units are assigned to cannons, in melee or shaken when they activate such that they then don't have an opportunity to take a Repair action, then the Leak/Fire won't spread?**

A: No. This rule only applies to a situation where you literally have no units left to activate when the Leak or Fire Critical Hit is taken. If you still have units that have not yet activated, but those units are busy doing other things, then that's too bad - roll for spreading the Leak or Fire as laid out in the Critical Hit Rules.

## 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 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, pg. 69).

**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.

**Q: What happens when a Structure goes to 0 Fortitude? (1.3)**

A: A Structure (including ship's Rigging) cannot go below 1 Fortitude (pg. 75), no matter how much extra damage is applied, Remember that in Blood & Plunder, Structures aren't destroyed by points of damage. Damage generates Critical Hits which eventually destroy a Structure.

**Q: Can a unit shoot Artillery, take an Action to abandon the guns, then shoot small arms?**

A: No, a unit may not shoot Artillery and Small Arms in the same activation (pg. 70).

**Q: On pg. 70 it states that "For the truly desperate, Artillery crewed at less than its minimum requirement Reloads as a Dedicated action; remove 1 Reload marker per activation regardless of how many actions are spent." If a Unit is manning multiple pieces of artillery, and I am forced by lack of sufficient crew to Reload by this method, do all my Artillery remove a Reload Marker, or just one?**

A: Just one from one gun. If you lack sufficient models to reload all Artillery a unit is assigned to, you may freely reload cannons up to the number you can fully service (example on pg. 70). This "Truly Desperate" provision is only utilized once a unit is down to very few men and cannot even fully service one gun. Example: A unit of 2 men assigned to 3 Medium Guns could use a Dedicated action to remove 1 Reload marker from 1 Medium Cannon, not from all 3 Medium Cannons.

## 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 has 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 continue 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: When shooting at a ship's 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. Small Arms will nearly always be only damaging Rigging on 10's.

**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: When calculating damage for a Raking Shot (pg.91), are successes on the Initial Shot Test doubled, or are the successes on the Damaging Hits doubled?**

A: The Damaging Hits are doubled. Resolve the artillery attack as normal, then double the damage that would be done by the attack.

**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

**Q: Which Skid should be used for maneuver template placement when moving Ships which have more than one set, such as the Tartana?**

A: Ship models will normally come with a clearly marked set of Movement skids. In the rare case they do not, we will make it clear what point on the ship is to be used. In the case of the Tartana which has multiple "skids", use the skid furthest back (closest to the middle of the ship). In the case of the MDF Corvette model, use the position of the side ladder as the turning point.

**Q: Which Skid should be used for maneuver template placement when moving Boats which do not have one, such as the Canoa?**

A: Boat models sometimes come with a clearly marked point to use for movement/turning (a small rope on the Longboat for example). Where they do not, you may align the turn or movement gauge at any point along the Boat's hull which is more than 1" from the bow or stern at the waterline.

**Q: Does the Canoa have a bow and stern for movement or turning purposes?**

A: No. The Canoa and Birchbark canoe can use full Sweeps value when moving in either direction.

**Q: Does a boat bounce back 3" when it hits a ship, or does it just stop after making contact (pg. 92)?**

A: The rules state that "nothing happens." You may ei-

ther move your boat up to the point of contact and end the movement, or choose to end the movement up to 1" away from the ship.

## 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 (corrected in Errata 1.4)

**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 (corrected in Errata 1.4).

**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 both 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: 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

**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: No, 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 cannons in a Fortification without the Field Gun rule.

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 10

**Q: If I charge with a Ruthless unit into a unit that ends up with more Fatigue than mine after making a Defensive Attack, do I get to apply the unit's Ruthless bonus in the Melee combat?**

A: Yes you may. Ruthless kicks in immediately

**Q: How many artillery pieces can a unit with the Field Gun rule take?**

A: Just one per unit.

**Q: Does the Motivated Special Rule allow a unit to avoid taking penalties for shooting or fighting twice in an activation, or taking more than 3 Actions in an activation?**

A: No. All normal restrictions, penalties, and rules apply when using the Motivated Special Rule.

**Q: Can the Sailing Master Special Rule be used when a ship is Anchored or Drifting?**

A: No.

**Q: The Pistols rules on pg. 129 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 pg. 129 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.

## CHAPTER 11

**Q: Can you use Fortune Points to reroll Attacker/Defender roll or pre-game Tests for Drunk, Terror, False Colors, etc?**

A: No, you gain your Fortune Points “at the beginning of the game” (pg. 132), so they are not available during the game setup. 13.1.6 “Once all units have been deployed, the first turn of the game starts.” Once the game begins, you can use Fortune Points for test on False Colors.

**Q: If I draw an Event card, can I spend a Fortune Point to discard the hand of cards before the Event takes place?**

A: Yes, as long as it is done before you roll on the Event Table.

## CHAPTER 12

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

A: Yes, as long as the structure section is within 4”.

**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 human models 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: A unit can see another unit 12” away at night, but a Structure can be seen up to 24” away. Can I therefore target a unit that’s inside a Structure from 24” away at night?**

A: Nice try, but no. You can target the Structure with Artillery which could hurt the unit inside, but you cannot target the unit with small arms. Set the building on fire, then you won’t have any problem seeing the models inside.

## CHAPTER 14

**Q: The rules say that my force gains a Strike Point at the end of every turn for each 25% of the force removed as casualties. How should that number be rounded?**

A: Rounded down as all numbers in Blood & Plunder (this is a change in ruling from FAQ 1.2). Example: a Force of 36-39 models will take a Strike Point for every 9 casualties while a force of 40-43 models will take a Strike Point for every 10 models.