

REVISED EDITION RULEBOOK

ERRATA V1.4

INTRO

This is the new comprehensive errata for the **Blood & Plunder** core rule book. This document replaces all previous errata documents and specifically targets the "Revised Edition" rule book and Starter Set softcover rule book printed in 2022. All single page numbers reference both the Revised Edition and the softcover rule books, and where the page numbers are different, the softcover page number is given second. Previous printings of the core rule book will not be supported with further errata documents.

This errata covers some simple misprints, a few small issues that were not covered in the rules previously, some correction to rules that have been causing some balance issues, and one larger rules change related to Shoot Saves.

This errata goes into effect January 1st, 2025 will be required for all official Firelock Games tournaments for **Blood & Plunder**.

CHAPTER 4

CORRECTION TO SHEETS AND BRACES ASSIGNMENT

Units manning the Sheets and Braces may also change Sail Setting as a free action, per original rule in **No Peace Beyond the Line** (rule was misprinted in Revised Edition).

Amend the second paragraph under Crewing the Sheets and Braces on pg. 43 to the following:

If a unit on board is manning the Sheets and Braces, the unit may attempt one Advanced Maneuver on any movement as a free action, or may attempt to change the Sail Setting once immediately before or immediately after any movement as a free action. Use any pertinent abilities that the assigned unit may have when attempting these tests.

CHAPTER 5

CORRECTION TO SAVES DURING A DEFENSIVE ATTACK

Units receiving a Defensive attack may make Saves as usual.

Amend the first sentence of the third paragraph of pg. 48 to the following:

"The attacking unit may benefit from Cover when making ranged saves if it begins its charge in Cover."

PROHIBIT DOUBLE CHARGING A UNIT THAT BECOMES SHAKEN

Amend the paragraph under PURSUING SHAKEN UNITS on pg. 49 to the following (additions in bold):

"When an engaged unit becomes Shaken and flees Melee Combat, any enemy unit previously engaged in the Melee with it may take a free Move action to follow it as long as it is not engaged with another unit.

If the Shaken unit and its pursuers still have models in base-to-base contact after they all move, they are still considered engaged and therefore locked in Ongoing Melee Combat. If the attacking unit chooses not to Pursue, that unit may not take any further Charge actions during the current activation."

CHANGE TO RANGED SAVE TESTS ON UNITS NOT IN COVER

The saving throw for units not in Cover will now be their normal shoot save with a +1 Penalty instead of the previous 9+.

Remove the fourth Paragraph of step 7. "Opposing player rolls Ranged Saves and removes Casualties" on Pg. 52 (the paragraph beginning "If any hits remain unassigned...").

Replace this Paragraph with the following:

">> If any hits remain unassigned and/or there are models in the defending unit that are not in Cover, then apply a Ranged Save using the unit's usual Shoot Save value with a +1 modifier."

In addition Please amend the 3rd Paragraph of the example at Figure 25 Pg. 53 to the following (changes in bold):

"Next, the defending unit rolls the Ranged Save for the remaining hit using the Save value of a model in the open (which is their usual Save of 7 in this case, with a +1 modifier for being in the open). The target number is therefore 8+, and the defending player rolls 1 d10. The result is a 9, so another Save is made."

CHANGE TO THE FIREPOT EXPLOSIVE

Replace the two paragraphs describing Firepots on pg. 54 with the following:

"Firepots - A unit throwing Firepots rolls 3 dice per model equipped with them. The target number for the Shoot Test is 8+. Units hit by Firepots (any number) must roll an additional d10 when taking its Fatigue Test from the attack. A unit hit by Firepots may take standard Ranged Saves and may benefit from Cover if present. Additionally, if thrown at a unit in a structure (or at a structure), and at least two 10's are rolled, apply a Fire critical damage effect on that structure section."

CLARIFICATION ON THROWING STINKPOTS

Stinkpots must target the location of the target unit if combined with other small arms in an Attack action, and Stinkpot Templates must overlap if more than one are thrown in a single Attack.

Amend the first paragraph on Stinkpots on pg. 54 to the following (additions in bold):

"A unit throwing a stinkpot does not roll any dice. Rather than targeting enemy units, stinkpots are used to target any point on the table or a structure section within 5" of the activated unit. When thrown in an Attack action in combination with any other small arms, the stinkpot smoke marker must be placed overlapping the targeted unit. If more than one stinkpot is thrown in a single Attack, all stink pot markers must be placed touching (or overlapping) each other (or all in the same section if thrown inside a structure). A stinkpot may not be thrown at the same location or in the same Structure section as an existing stinkpot smoke marker placed during a previous action. In any event, there is no additional consequence to any unit from being within multiple stinkpot areas of effect."

CHAPTER 7

CLARIFICATION ON INCLUDING FIELD GUNS IN FORCES

Field Guns may only be included in a force when attached to a unit with the Field Gun Special Rule.

Add the following sentence to the second paragraph of the 7.1 Artillery Crew rules on pg. 68.

"Field Guns were not often used in small actions and skirmishes during this period and may only be included in a Force by attaching them to a unit with the Field Gun Special Rule."

PENALTY FOR SWAPPING GUN CREWS MID-RELOAD

Artillery that isn't fully reloaded when abandoned will immediately revert to 4 reloads (or 2 reloads for swivels).

Add the following sentence to of the section Switching crews & Abandoned Artillery on pg. 69:

"If one or more Artillery pieces are abandoned with at least 1 Reload marker, they will immediately gain additional Reload Markers up to the number they would have if they had been fired."

COST REDUCED ON FIELD CARRIAGES

Amend the points cost for of guns on a field carriage on table 5 on pg. 77/pg. 155 to the following:

- Swivel Gun - 5
- Light Cannon - 7
- Medium Cannon - 10
- Heavy Cannon - 13

REMOVE UNNECESSARY SENTENCE

Amend the first paragraph after Table 4 on pg. 74 to the following:

"Fortitude determines the base number for Damage Rolls when a Cannon attempts to damage the Structures, and it also makes critical damage less likely. Each Damaging Hit counts as a point of damage against the Structure, which is tallied and compared to the Structure's Integrity. Fire damage is also handled in this way."

CHANGE TO COST AND FUNCTION OF SWIVEL GUNS

Swivel Guns no longer have a 360° firing arc but must draw line of sight from their mountings to their targets without crossing any ship section, including the section from which they are being fired. Cost has been adjusted accordingly.

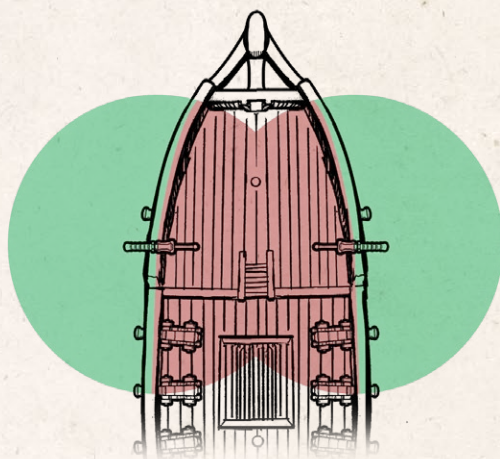
Replace the 6th bullet point in Section 7.4 (beginning "Swivels have a 360 Arc of Fire...") on pg. 75 with the following:

• **Swivels must be able to draw a clear Line of Sight to a target. Line of Sight is measured from the gun's mounting, and may pass over or through the bulwarks (side rails) of the ship model. Line of Sight may not be drawn over or through the deck of a ship model, and is also blocked by other Swivel gun mounting points. Range is measured from the nearest point(s) of the relevant ship section(s) as usual for ranged attacks from within a structure section. Swivel guns cannot be moved.**

• **When mounted on a Fortification, Swivel Guns have a 180° arch of fire from their mounting point.**

Amend the following on the Artillery Rules Quick Reference on pg. 77/pg. 155 in the following ways:

Swivel Guns: Points per single gun on a structure 3pts. Points per pair of guns (mounted on the opposite sides of Ships only) 5pts.



Swivel Guns Line of Sight

CHANGE TO POINTS COST FOR CHAINSHOT & GRAPESHOT

Chainshot and Grapeshot are now purchased together for a total point cost of 1 point per Cannon, or per pair of Cannons when bought for a ship.

Add the following note to the Artillery Table on Pg. 77:

*****If either Chainshot or Grapeshot are purchased as an upgrade for Cannon(s), the other ammunition type is also included in the cost of the upgrade.**

CHAPTER 8

FATIGUE PENALTY FOR MOVING UPWIND UNDER SWEEPS

Under Moving Under Oars on pg. 84, replace the second to last paragraph of the section with the following (updates in bold):

A ship being rowed is **not less** affected by the wind and may move in any direction (including backwards), but still executes turns as described below under Turning. **While moving under Sweeps, if a size 2+ ship starts its move to windward or in the wind's eye and moves more than 2", the unit assigned to the Sweeps will gain 1 point of Fatigue after the move is completed. If this would cause the unit to become Shaken, the ship may only move up to 2" per activation.** No Advanced Maneuvers can be attempted when moving under oars.

CORRECTION TO DRIFTING IN LOW WIND

Under Drifting on pg. 84, modified the second paragraph with the following (updates in bold):

If a ship must drift, it moves to turn its bow away from the wind direction, moving at the current wind speed +1 **(to a minimum of 1")**. An example of Drifting is found below under Turning.

CHANGE TO SHIP TO SHIP COLLISION TEXT

Under Ship to Ship Collision on pg. 87, delete the paragraphs beginning "When Ships collide..." to "...If two ships Collide..." on Pg. 88 and replace with the following (changes in bold)

"SHIP TO SHIP

When ships collide, both ships may take damage to their Hull and/or become fouled (stuck together).

A collision occurs if a ship's hull moves into contact with another ship's hull (see Figure 61). When a collision occurs, the ship that caused the collision stops moving, even if it did not move its full distance during that movement. The collision is then resolved as described below.

When a collision occurs, the active player rolls a d10 and references the chart below:

1-7 No effect (except for possible damage - see below)

8-10 Ships are fouled

In addition, if the collision was caused by the active ship's bow section contacting another vessel, both ships take damage. Each ship takes damage equal to the size of the other ship minus one. Damage and any resulting Critical Hits are applied to the Ship Sections at the point of impact. Units in either ship are unaffected.

If the ship causing the collision was drifting, roll on the table above. But do not apply damage to either ship.

If two ships collide and do not become fouled, the struck ship is moved 3" directly away from the ship that struck it if it is of equal or smaller size. If the struck ship has more decks, the smaller ship that caused the collision is moved 3" directly away from the larger ship that was struck.

A pushed ship may not cause further collisions. If a collision would push a ship far enough to cause another collision, the pushed ship must end the pushed movement 1" from the ship it would collide with."

NO RAKING SHOTS ON FIRST ACTIVATION

Under the Raking Shots on pg. 91, add the following at the end of the first paragraph:

Raking Shots have no effect on the first player's first activation of a game.

CHANGE TO BOAT TO SHIP COLLISION TEXT

Under the Boat to Ship section on pg. 92, amend the first bullet point to the following (additions in bold):

*">> A boat struck by a ship takes twice the amount of damage as a ship-to-ship collision (see Collisions pg. 87) as damage to the boat's Hull. **Additionally, the ship will complete its full move (pushing the boat aside by the minimum distance necessary to allow the ship to pass) and then the boat will be pushed an additional 3" directly away from the ship after its move is complete. The ship is unaffected.**"*

CHAPTER 9

CORRECTION TO ADDING BOATS TO SHIPS

Amend the following under 7. Outfit Ships & Fortifications on pg. 96 (changes in bold):

*"Each ship size 2 and above may also include (tow) a number of ~~longboats~~ **Boats** equal to its number of decks (which must be purchased separately).*

REDUCE THE POINT COST FOR LEGENDARY COMMANDERS

On pg. 100 Manuel Rivero de Pardal's points are reduced from 32 to 28.

On pg. 104 Henry Morgan's points are reduced from 42 to 32.

On pg. 108 Jean David Nau's points are reduced from 37 to 32.

CHANGE TO ENGLISH CARIBBEAN MILITIA FACTION RULE

Under North American English Militia on pg. 113, replace the single Force Special Rule with the following:

"Once per turn, a single English unit in this Force may reroll a Fatigue Test without spending a Fortune Point."

NEW UNIT OPTIONS ON LES ENFANTS PERDUS & FORLORN HOPE

Add the following unit option to the Forlorn Hope (pg. 114) and Les Enfants Perdus (pg. 116).

"Unit may remove Buccaneer Guns for -1 point per model."

SLIGHT CHANGE IN INCLUDING CHARACTERS IN FORCES.

Fighting Men characters now count against a unit's maximum unit size but Advisor & Hostage Characters do not.

Remove the following sentence from the 9.4 Character rules on pg. 118 (softcover 105):

"It does not count against a unit's maximum size."

Amend the second sentence in the first paragraph under Advisors & Hostages on pg. 118 (softcover 105) to

(addition in bold):

*"These Characters must be attached to the Commander's unit at the start of a game, **they do not count against the unit's maximum size**, and only one of these Characters may be added to a Force **(unless otherwise noted)**."*

CLARIFICATION TO THE TERROR RULE

Please add the following text to the Terror entry found under Francois L'Olonnais' on pg. 108:

*"**This special rule can only be used once per force per battle, even if multiple effects can cause Terror.**"*

STANDARD FRENCH BUCCANEERS COMMANDERS

There has been text omitted from pg. 105 under Standard French Buccaneer Commanders.

*"All Standard French Buccaneer Commanders may lead any French Buccaneer **or Brethren of the Coast** force."*

FORLORN HOPE AND LES ENFANTS PERDUS EXPLOSIVES (I.I)

The Forlorn Hope (pg. 114) and Les Enfants Perdus (pg. 116) have incorrect information in the description of their weapons. Neither unit has Explosives as a side-arm. Both entries should read:

"SIDEARMS: None"

CHAPTER 10

CHANGE TO THE DELAY TACTICS SPECIAL RULE

The Delay Tactics ability is now a free action. Amend the Delay Tactics rule on pg. 122 (softcover 110) to the following:

*"**This Commander may take a free action during his activation to attempt to trick an enemy Commander into negotiation, but only if the enemy Commander model is within 12".** Roll a d10. If the result is 7 or higher, the opposing Commander cannot use its Command Points that turn."*

CHANGE TO THE DRILLED SPECIAL RULE (I.3)

Amend the first paragraph under the Drilled heading on pg. 122 to the following (changes in bold):

*"This unit is more effective when in formation. A Drilled unit in formation may **(only) use Carbines or Muskets of any type to make a Shoot action as a Dedicated action**, which receives all the standard penalties and bonuses for a Dedicated action as explained in the Actions section."*

CHANGE TO THE POORLY EQUIPPED RULE (I.3)

Amend the Poorly Equipped rule on pg. 125 (softcover 111) to the following (changes in bold):

*"If this unit is activated by a ♣, it gains one additional Reload marker to Small Arms **or Artillery** if it gains any during that activation."*

CHANGE & CLARIFICATION TO THE MOTIVATED SPECIAL RULE

The Motivated ability may now only be used once per turn. Amend the text of the Motivated Special rule on pg. 124 (softcover 112) to the following (changes in bold):

*"**Once per turn**, when this Commander uses a Command Point to give a unit an action, this Commander's unit may take a point of Fatigue to give that unit an additional action. **This may be two Standard actions or one legal Dedicated action with the normal -1 bonus to the associated Test from the additional action.**"*

CHANGE TO THE SAILING MASTER SPECIAL RULE

Amend the final sentence of the Sailing Master Special rule on pg. 125 (softcover 113) to the following (changes in bold):

*"A ship may only benefit from the effects of this rule once per turn **and while moving under Sails (not Sweeps)**."*

CHANGE TO SKIRMISHERS SPECIAL RULE

Amend the final paragraph of the Skirmishers rule on pg. 125 (softcover 113) to the following (changes in bold):

*"If the unit Charges an enemy unit, it may take a Free Move action back to its original position after the Charge Fight Action is resolved. In this case, the enemy unit cannot pursue the Skirmishers unit **and the active unit may not perform any further Charge Actions during this activation.**"*

CHANGE TO TOUGH SPECIAL RULE

Delete the Tough rule on pg. 126 (softcover 113) and replace with the following:

"If this unit ends an activation with any amount of Fatigue, and it did not Push or gain any Fatigue during the activation, it may take a free Rally Test with a single d10."

CLARIFICATION TO THE TERROR SPECIAL RULE

Please add the following text to the Terror entry found on pg. 125 (softcover 113):

"Each Force may only be affected by this Special Rule once."

CHANGE TO THE HORSE EQUIPMENT (I.3)

Amend the following under The Penalties: on pg. 130 (softcover 118) (changes in bold):

*"Mounted units have an additional -1" to Move actions in Rough terrain. **This additional penalty does not apply to Charge actions.**"*

CHAPTER 13

CHANGE TO SHIP DEPLOYMENT

Ships should be placed on the board with all units that will start the game on that ship instead of placing the ship and then filling it with units. Amend the first bullet point of Chapter 13.1.5 on pg. 139 (softcover 127) to the following (additions in bold):

*"The Defender chooses a valid deployment zone as described by the chosen scenario, and places a unit first unless first unless the scenario states otherwise. Ships **with all the units they contain** are deployed **together as one deployment** before any other units in a Force, and may be placed facing any direction unless dictated otherwise by the scenario."*

CLARIFICATION ON STRIKE POINTS

Amend the list of ways to gain Strike Points to the following (changes in bold):

- The force has lost 25 percent of its starting models (rounded down) as casualties (one Strike Point for each 25 percent).
- One of the force's ships suffers a Catastrophic Damage Critical Damage result.
- A deck on a force's flagship is currently occupied by at least 1 enemy unit. (The flagship is the one that the commander starts the battle on.)

- The Fortitude value of the Hull of the force's flagship has been reduced to half its starting value (rounded down).
- The Fortitude value of the Rigging of the force's flagship has been reduced to half its starting value (rounded down).
- One of the force's ships (not boats) has been immobilized by Critical Damage or Running Aground.
- A section of a fortification deployed by this force is currently occupied by at least 1 enemy unit.
- A Fortified Structure deployed by this force is destroyed.
- At least one of the force's ships (not boats) has been lost (by capture, fire, or sinking).
- The enemy force fulfills an objective requirement for the Scenario being played.

CLARIFICATION ON STRIKE POINTS FORCING A STRIKE TEST

Amend the first part of the second column on pg. 140 (softcover pg. 128) to the following (changes in bold):

*"Strike Points ~~are cumulative and~~ are determined at the end of each turn, **resetting any previous totals.**"*

If any force has at least two more Strike Points than the opposing force at the end of a turn, that player's force must immediately roll a Strike Test."

UPDATE TO THREE SCENARIOS

RAID - LAND

Add the following sentence to the Deployment section on pg. 142 (softcover pg. 130):

"One out of every three units (rounded down) in the Defender's force will not be deployed during setup but will enter the game through the Reserves scenario rule. These Reserves enter the game from the corner of the game board in the Defender's deployment zone. The units held in Reserves are determined randomly among the units without the Commander (or Artillery) attached."

CONTROL THE FIELD - SEA



Replace the Deployment section and diagram of this scenario on pg. 145 (softcover pg. 133) with the following:

The Defending player picks a board edge and sets up ships so that a part of the stern of their ship(s) is within 2" of their deployment edge and 12" from the board corner as shown.

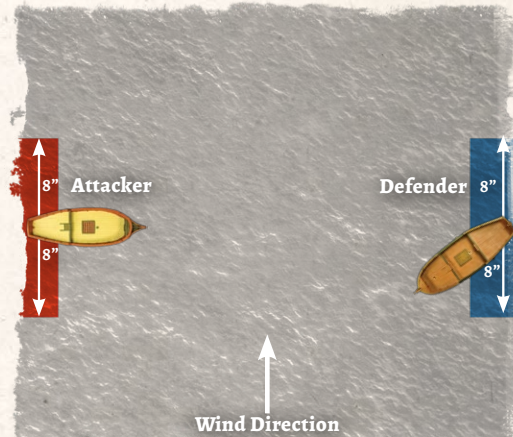
The Attacker sets up within 16" of the opposite board edge and within 16" of board corner as shown, with no part of their ship(s) within 16" of the Defender.

All ships must be deployed Windward (but not necessarily in the Wind's Eye).

Also add the following to the Objectives Section:

- *If at any point during the game the Attacker has caused the table to be scrolled one or more times (see "Sailing off the Table" on pg. 87), the Attacker receives 1 Strike Point.*

ENCOUNTER - SEA



Replace the Deployment section and diagram of this scenario on pg. 148 (softcover pg. 134) with the following:

The defending force picks a board edge, and sets up within 8" of the center of their board edge. Ships must be placed so that their rudders are touching the board edge.

The Attacker does the same on the opposite board edge.

(Ships do NOT need to be placed 90° to the Wind (Abeam).)

CHANGE TO LAY IN WAIT
SCENARIO RULE

Units may not be placed too close to scenario objectives when using the Lay in Wait Scenario Rule. Amend the second paragraph of the Lay in Wait rules on pg. 150 (softcover pg. 140) to the following (additions in bold):

"Units that Lay in Wait may set up last, after all other units have been placed on the board. They must be set up in or behind Cover, and must start the battle Prone. They may ignore the scenario rules for deployment and be placed anywhere on the board but may not be placed within 9" of an enemy unit or any scenario objective."

CHANGE TO GUN
EMPLACEMENT

Amend the title of this Fortification to

"Earthwork Emplacement"