

# *No Peace Beyond the Line*

## RULEBOOK

### FAQ V I . I

#### CHAPTER 9

*Q: Is the Commander considered to be a Character?*

A: No. A unit can therefore contain both the Commander and a Character.

#### CHAPTER 10

*Q: It says that a unit may still use the Evade special rule if it causes them to become Shaken. Does that mean that if a unit that starts an activation Shaken it may still Evade?*

A: No.

*Q: The rules for Explosives in NPbTL aren't the same as in the main rule book. Did the rules change?*

A: No. The rules for Explosives in No Peace Beyond the Line were abbreviated to save space. The rules for Explosives still apply, as detailed in the Blood & Plunder rule book.

#### CHAPTER 12

*Q: Can I model a Fighting Top on the bowsprit of a ship?*

A: Uhhh...sure, go right ahead. However, you don't gain any advantage for doing this. All distances for this type of Fighting Top are measured from the Structure section it's a Subsection of, so you would actually measure distances from behind it.

#### CHAPTER 13

*Q: If we decide to play a four player game of 2v2, how do we determine which side is the attacker/defender? Which force on each side determines that?*

A: In this case, the allied players decide which single force they will use to determine attacker or defender. The other force is ignored for these purposes.

# No Peace Beyond the Line

## RULEBOOK ERRATA V1.1

Errata V1.1 applies to the first printing of No Peace Beyond the Line, including the 17th Century combined rule book.

The PDF rules are updated at the same time that the most current errata is published.

### CHAPTER 3

#### UPDATED FORCE SPECIAL RULE FOR SPANISH CORSAIRS FACTION

There is a change to one of the Force Special Rules for the Spanish Corsairs Faction on p. 34. Please amend the first bullet point (changes in bold):

» *All ships and boats in this Force of **Size 2 or less** move 1" more when moving with Sweeps.*

#### CORRECTED UNIT OPTIONS FOR SPANISH SOLDADOS

The Unit Options for the Spanish Soldados on p. 48 fell victim to improper formatting. Please ignore the current Unit Options and replace them with the following:

- *Unit may be upgraded to Veteran for 1 point per model.*
- *Unit may be downgraded to Inexperienced for -1 point per model.*
- *Unit may exchange Matchlock Muskets for Heavy Matchlock Muskets at no cost.*
- *1 out of 8 models may add Stinkpots or Firepots for 2 points per model or Grenadoes for 4 points per model.*
- *Unit may add Plug Bayonets for 4 points (not per model).*

### CHAPTER 5

#### CORRECTED NAMES FOR FRENCH ARTILLERY UNITS

Throughout Chapter 5, please replace any references to "Artillerie de Milice" with "Miliciens Artilleurs" instead.

#### UPDATED SPECIAL RULE FOR JEAN PINEL

The *Ship:La Volante* special rule for Jean Pinel on p. 87 has been updated. Please amend the text to the following (changes in bold):

*"If this Force includes a Brigantine with no more than 6 Cannons, its Windward value becomes 0", **its Top Speed becomes 5**, and it adds 1" to each sail setting above 0" when sailing Large."*

### CHAPTER 7

#### ADDITIONAL SPECIAL RULE FOR KING GOLDEN CAP

Please add *Great Warrior* to the list of Special Rules for King Golden Cap on p. 130.

#### TYPE OF MUSKET SIDEARMS FOR WARRIOR ARCHERS & WARRIORS

The Musket sidearms for the Warrior Archers (p.131) and Warriors (p.132) are considered Firelock Muskets, not Matchlock.

## CHAPTER 9

### • UPDATED RULES FOR CHARACTERS IN A FORCE/COMPANY

Please add the following bullet point (in bold) to p. 152. Additional text is included to ensure proper placement:

«*A unit cannot contain more than one Character unless another rule states otherwise.*

» ***A force (or company) cannot have more than one Character of each type unless otherwise noted***»

## CHAPTER 10

### CHANGE TO RULES FOR DRILLED PIKEMEN

The entry for the *Drilled Pikemen* special rule on p. 159 has been changed to be more in line with *Drilled*. Please change the rules text to the following:

**“DRILLED PIKEMEN: This unit adopts a Defensive Stance when in formation. While in a Defensive Stance, this unit does not take a point of Fatigue when making Defensive Attacks. Additionally, units that Charge it apply a +1 penalty to their free Fight Test, even if the attacking unit also charges into nearby friendly units without this Special Rule.**

*See the Drilled Special Rule description to determine if a unit is in formation. Models can still act in any direction while in formation, but they must be in formation at the end of a move to gain the Defensive Stance.”*

### CHANGE TO RULES FOR SWORDSMEN

The entry for the *Swordsmen* special rule on p. 161 has been updated. Please amend the rules text to the following (changes in bold):

“**SWORDSMEN: Models that take Fight Actions against this unit using Standard Melee Weapons ap-**

*ply a +1 penalty to the Fight Test, even if the attacking unit is also engaged with nearby friendly units that don't have this Special Rule.”*

### CORRECTED RULE FOR FAST RELOAD

The entry for the Fast Reload special rule on p. 160 uses the old, incorrect wording from earlier additions. Please modify the following rule text (eliminate one word, noted in bold):

“*If this unit is activated with a (spade) card, and it is not Engaged in a Melee Combat, it may **immediately** take a free Reload action with Small Arms.*”

### COMPLETELY NEW RULE FOR STRICT

The entry for the Strict special rule on p. 161 has been changed in its entirety. Please ignore the original rules text and replace it with the following:

**“During this Commander's activation, any friendly unit rolling a Test may gain one point of Fatigue to apply a -1 bonus to that Test. This may not be done if the unit is Shaken or would become Shaken.”**

### UPDATED RULE FOR SURPRISAL AT SEA

The entry for the Surprisal at Sea special rule on p. 161 has been updated. Please add the following to the second paragraph of the rules text (noted in bold):

“*The ships in this force may deploy in ambush. Ships that are deployed in ambush are placed anywhere within 3” of an island or coast after all opposing ships and units have been deployed, **but cannot be placed closer than 15” to a scenario objective***”

### CHANGE FOR PISTOLS USED IN MELEE

Please amend the third paragraph under the Pistols heading on p. 165 to the following (changes in bold):

“**If a unit has any models armed with pistols that have no Reload markers, those models may use their**

*pistols as Melee weapons either during a Charge or when engaged in a Melee Combat. If used as Melee weapons, the pistols gain 2 Reload markers, and after rolling a Fight Test the attacker may re-roll all of the failed attack rolls **for those models that used their pistols in this fashion** (using their Fight Skill, not their Shoot Skill). Using pistols in this way counts as taking a Shoot action."*

### NEW EQUIPMENT: CLIMBING GEAR

Please add the following entry to Equipment on page 166:

*"CLIMBING GEAR: This unit has some type of scaling equipment, typically ladders or grapnels. These may be deployed for free (no action required) to increase the distance and speed of a climb (see p. 63 of the **Blood & Plunder** Rulebook). As such, any climbing distance of no greater than 8" counts as 4" instead.*

*Any unit that is not Mounted may add Climbing Gear for 2 pts. If a unit has models with Explosives (not just the option to purchase them) that unit may take Climbing Gear for free."*

## CHAPTER 11

### CORRECTED STATS FOR LONGBOATS

The Fortitude and Integrity values in the Longboat stats on p. 171 are reversed. It should read **Hull/Fortitude/Integrity: 2/3**, not 3/2.

### CORRECTED POINT COST FOR THE FLUYT

The point cost of the Fluyt on pgs. 177 and 181 are incorrect. The Fluyt should cost **15 points**, not 16.

### CORRECTED NUMBER OF GUNS ON THE PRIVATEER FLUYT

The Gun/Swivels chart for the Privateer Fluyt on p. 178 is incorrect. The proper number of Guns on Deck 3 should be **4 (+2 Chasers)**, not 6 (+2 Chasers).

### CORRECTED RULE FOR STAYSAILS

The entry for the Staysails ship trait on p. 180 uses the old, incorrect wording from earlier additions. Please modify the following rule text (changes in bold):

*"Staysails: When moving under sail to Windward, this ship is never reduced to its lowest sail setting value **that is greater than 0** (unless it is In the Wind's Eye). Use of Staysails is optional."*

### UPDATED RULE FOR SWIFT

The entry for the Swift ship trait on p. 180 has been updated. Please add the following to the rules text (noted in bold):

*"If this ship is sailing Large **and has a unit assigned to the Sheets and Braces**, it has the option of adding an additional 1" to each of its moves. This additional movement cannot exceed the ship's Top Speed, and will suffer the usual consequences for ~~doing~~ **doing** so (as described on p. 84 of the **Blood & Plunder** rule book)."*

## CHAPTER 12

### CHANGES TO ACTIONS WHILE ASSIGNED TO SHEETS & BRACES

In light of the changes to Assignments, please amend the second bullet paragraph under the New Assignment Action:Crew/Abandon Sheets and Braces heading on p. 184 to the following (changes in bold):

*"Units that are manning the Sheets and Braces are giving their full attention to sailing the ship and nothing else. The assigned unit may take no other actions besides an Advanced Maneuver, change Sail Setting, or **Rally those listed on p. 42 of the Blood & Plunder rule book. An assigned unit immediately abandons the Sheet and Braces when it becomes involved in a Melee combat or if it is Shaken.**"*

Please note that the deleted final line of the above bullet point is still true, it was removed because it was redundant. Please see **Blood & Plunder** Rulebook Errata v1.3 for updated rules on Assignment actions.

## CHAPTER 13

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### • CLARIFICATION TO COMPANIES IN ARMY SCALE BATTLES

Please add the following bullet point near the top of the second column on p. 190:

*“>Each company uses its own Faction rules. Any Faction rules that would affect the entire Army are applicable only if that company is the Command Company.”*

### CLARIFICATION TO STRIKE TESTS IN ARMY SCALE BATTLES

Please add the following to the last bullet point under the Strike Tests in Army Scale header on p. 192 (changes in bold):

*“ » A Strike Test must be taken by an Army at the end of a turn if some of its Companies have surrendered and only two Companies remain. **If this true for both armies, only the one with the greatest number of Strike Points will take the Strike Test.**”*