

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.

*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

*e 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

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

CORRECTED NUMBER OF GUNS ON THE PRIVATEER FLUYT

e Gun/Swivels chart for the Privateer Fluyt on p. 178 is incorrect. e 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

• 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.**”*