Pg. No	Revised Text
20	Under section 2.3 "End Phase", under the Strike Points section, replace the example with the following: Jonathan and Ray have just reached the End Phase of turn 3. Jonathan has had 3 out of 5 Characters removed as casualties, and 2 of Ray's Characters are in possession of Plunder Tokens. This means that Jonathan has 6 Strike points (3 for the casualties, 1 for heavy losses, and 2 for the Plunder Tokens in Ray's possession). Ray has had 2 out of 7 Characters removed as casualties and Jonathan's Characters are in possession of 3 Plunder Tokens. This means Ray has 5 Strike Points (2 for the casualties, and 3 for the Plunder Tokens in Jonathan's possession).
20	Under section 2.3 "End Phase", under the Strike Test section, replace the example with the following: Continuing the example above, Jonathan has 6 Strike points and Ray has 5 Strike points at the end of turn 3. Since it is turn 3, Jonathan is now required to take a Strike test. The difference between Jonathan and Ray's score is 1, therefore Jonathan must take a Resolve test with his commander (who is thankfully not among his casualties!) using his commander's Resolve value of 5, Jonathan needs to roll a 5 or better on the test. Jonathan rolls a 4 and fails the test. Thankfully, he still has a point of Fortune remaining so he spends it to re-roll the test. He rolls a 7. The test was successful! The game will now continue on to turn 4. Had Jonathan not had a Fortune Point remaining to re-roll the test, the game would have ended with his defeat!
24	Under section 3.3 "Attacks", remove the word "they" from the second bullet point.
36	Under the New Terms for the Chapter section, under Roster, replace the link with firelockgames.com/pages/port-royal
42	Under Advancement Special Rules remove, "May also choose Officer advancement options" from the "10" result.
42, 44, 46, 52, & 54	Remove "Firepots" from the Rare Equipment lists.
46	Change the cost value of the Biscayer Character from 2 to 5.
59	Under the Weapon Traits section, add the following sentences to the end of the Bonus Weapon trait: "A character with only a single weapon with this trait does not count that weapon towards a Company's Infamy rating. When playing a campaign, a weapon with this trait can never be sold, but may be removed from a Company's roster."
60 & Quick Reference	The Shooting Weapon table is missing two columns. One for Range and another for Reloads. Replace it with the following table:

Weapon	Dmg	Range	Reloads	Traits
Blunderbuss	-2	Close	1	Black Powder, Accurate, Blast (1), Two-Handed
Bow	0	Long	0	Two-Handed, Weak
Grenadoe	0	Close	-	Single Use, Blast (3), Explosive
Musket	-2	Long	1	Black Powder, Two-Handed, Long Arm
Pistol	-2	Close	1	Black Powder, Flexible

Pg. No	Revised Text
60 & Quick Reference	On the Melee Weapons table, Replace the Traits and Special rules listing on Improvised Weapons with the following: Concussive, Inaccurate, Bonus Weapon*. May be taken as a Bonus Weapon by any Character armed with one or more weapons with the Black Powder Trait.
79	Replace the entire paragraph under the heading "10) Calculate Infamy" with the following: "The final step is to update your Companies Infamy rating. To get this number, simply add up the total value in Pieces of all Characters and equipment in the Company (including any which were added for free due to a faction rule, which are worth 1 each) and add an additional +1 for every advancement each Officer in the Company achieves, and +1 for each individual Character in a Crew group for each advancement achieved by the group."