

## The Sailing Phase

**Q: When a ship does a turn, it moves 2", then another 2" as part of the turn?**

A: No. It moves 2", and then may turn on the spot, using its stern as the axis point. The diagrams at the top right of page 13 are showing a ship during an entire maneuver, not just the turn portion.

**Q: Does diagram 4 at the bottom of page 13 really show a ship spending only 4 sailing points?**

A: No. That diagram has the ship erroneously lining up its bow with the turning template before moving, causing the ship to move 4" before its turn. This is incorrect – the ship moves 2" before it turns.

**Q: If a ship has both a damage token and an anchor token, can it test to remove both of them in the same sailing phase?**

A: No. A ship can only test once per turn to remove a damage or an anchor token. Furthermore, it cannot test to remove anchor tokens until it has successfully removed all of its damage tokens. Likewise, a ship with more than one damage token can only make a single test to remove one of them each turn.

**Q: Can a ship attempt an evasive maneuver to avoid being entangled even if that ship has already moved this turn?**

A: Yes.

**Q: What happens when a ship needs to do an evasive maneuver but there is no room for it to do so?**

A: In this case, the ship cannot evade.

**Q: Do evasive maneuvers cost sailing points?**

A: No.

**Q: The rulebook states that a ship cannot do tight turns while running. Is this checked for at the beginning of a ship's movement (like sailing points) or is it checked more often?**

A: While a ship's attitude towards the wind doesn't change how many sailing points it gets throughout a phase, wearing and tacking cannot be done while the ship is running. This means that if you are in the middle of spending sailing points and find yourself running, wearing and tacking are not options until you are no longer running.

**Q: If a ship gets an anchor token during its sailing phase (by not moving at least a total of 2") can it test to remove it at the end of that move?**

A: Yes.

## The Cannon Phase

**Q: Once a ship has taken damage equal to its hull stat, do I still lose morale when that ship suffers damage?**

A: Yes. Over the course of the game, there is no limit to how much morale you can lose from a single ship – the limit of morale loss only applies to a single cannon attack (or the combined attack of a squadron), and is equal to the ship's hull rating.

**Q: Do dice that cause explosions also count as hits themselves?**

A: Yes. Once you've rolled your gunnery dice, count up the number of hits. Then count up how many

explosions you rolled, and roll that many more dice. Add any hits scored by these dice to your original hit total.

**Q: Whenever a ship sinks, its fleet loses morale equal to its hull stat. Is this morale loss in addition to morale lost from the cannon fire that sunk it?**

A: Yes. Whenever a ship is removed from play, regardless of the reason, its fleet loses morale equal to its hull stat.

**Q: When a ship gets a damage token, does its fleet lose any morale?**

A: Damage tokens do not cause morale loss. Fleet morale is lost when a ship is hit by cannon fire, sunk, strikes her colors, is captured, or is rammed. Damage tokens are an effect of cannon hits, but do not cause morale loss on their own.

**Q: If a ship is captured, should it be replaced with a wreckage token?**

A: Yes. This was missed in the rulebook - The top of page 27, under wreckage, should read "when a ship is sunk, captured, or strikes its colours..."