

## 'Buoyz 'N Da 'Hood' - 1st Edition Errata

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- a) Cannon (C) *never modify their effect dice score for range*. However, a Cannon (C) 'raking shot' - i.e. one hitting a target's fore or stern arc at short range - *always converts one points up* – i.e. a 2 becomes a 3 *and* add 1 x effect dice

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Jib! ERAs 1-4 ONLY Command Check: 5

If steering is not jammed the ship can *immediately* turn 90° hard towards the wind *and* move at its current speed. It may make no other turns that move.

Wear! ERAs 1-4 ONLY Command Check: 4

If steering is not jammed the ship can immediately turn 90° hard away from the wind *and* move at its current speed. It may make no other turns that move.

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Close! ERAs 1-4 ONLY (*includes bow and stern chasers*)

Representing carronades and similar. Ships with this ability, firing their Cannon (C) at a range of up to 3", may add +1 dice at stage 5.6. 'Close x 2' adds two dice (and so on). Ships with Cannon (C) with the 'Close' ability may instead add +1 in boarding combats (see 8.2.). In ERA 3 1<sup>st</sup> and 2<sup>nd</sup> rates with this ability may instead fire 1 point of their main Cannon (C) to either their fore *or* aft arc as 'chasers', instead of as part of a 'broadside'.

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#### 10.4.1. Changes In Wind Direction (*OPTIONAL*)

Each Initiative Phase (see 3.0. and 2.2.) roll 2 X D6. 2 – becalmed – no wind. 3 – shift wind one compass point clockwise (e.g. north to north-east), 4-10 wind, no change of direction, 11 – shift wind one compass point anti-clockwise (e.g. north to north-west). 12 - a gale and 'Bad weather' commences (see 10.2.)