

As found on the Pinnacle Entertainment Group website:
<http://www.peginc.com/forum/viewtopic.php?t=14300> and
<http://www.peginc.com/forum/viewtopic.php?t=14348>

PAGE 119

Any Edges a ship gains by taking balancing Hindrances are effectively "free." That means they do not count towards a ship's maximum number of Edges.

PAGE 123

For each type of cannon, the range for grape shot is exactly the same as the range for chain shot.

A bowchaser does 2d6 damage as listed on the table and not the 3d6 listed in the description.

The range for the 16-pdr Cannon should read 10/20/40.

PAGE 124

Any crew potentially hit by grape shot get an Agility roll to dive for cover. On a success, they avoid the attack. On a failure, they suffer the effects as for a Crew Critical Hit.

PAGE 133

Under "Damage," a ship is wrecked when it takes damage "greater than" its Wound rating, not "equal to."

Any reference to the Low Draught Edge should refer to Shallow Draft.

PAGE 143

Forts have 8 wounds, and if they take any more than that, they are ruined.

Fort Critical Hit table, magazine entry. Change second line to read, "All cannons are destroyed and all but 2d6 troops are killed."

NEW EDGES

Berserk (Background Edge)

Requirements: Novice

Immediately after suffering a wound (including a Shaken result from physical damage), your hero must make a Smarts roll or go berserk. While berserk, the character has his Parry reduced by 2 but he adds +2 to all Fighting and resulting damage rolls. The warrior also gains +2 to his Toughness and ignores all wound

modifiers while berserk, but cannot use any skills, Edges, or maneuvers that require concentration, including Shooting and Taunt, but not Intimidation.

Berserkers attack with reckless abandon. Anytime his Fighting die is a 1 (regardless of his Wild Die), he hits a random adjacent target, (not the original target). The attack may hit friend as well as foe. If there are no other adjacent targets, the blow simply misses.

The Berserker may end his rage by doing nothing (not even moving) for one full action and making a Smarts roll at -2.

Merchant (Professional Edge)

Requirement: Novice, Persuasion d6, Streetwise d6

The hero is a born salesman. He has +2 to Streetwise rolls when buying or selling cargo.

