

**FOREWORD**

*Some of the pages in the rulebook limit explanation and associated examples as a deliberate decision to minimise the page count. This page serves to answer some of those 'FAQ's without the need for a new rule book edition. Additionally, with new miniatures and new nations, new key words have been added to account for their particulars.*

**SHIPS PLACED IN RESERVE** -Rulebook Page 18

Ships that arrive from reserve that have been given an 'Evasive Action' order come on to the table with an evasion token.

If a ship arriving from reserve doesn't have enough movement speed to fully move onto the table (leaving a part of its sea zone template off the table), its owner pushes it onto the table fully. The push must maintain the direction the ship was moving in when it arrived and be just enough to have the entire ships sea zone template on the table. *We don't want our minis falling off the table and breaking!*

**DIRECTED GUNS** -Rulebook Page 11

If in step 2 the number to range in your guns is 13 or more, the target is mathematically impossible to hit with this battery. However, in step 6 you place an aiming token anyway. *Even bad data is data!*

New shooting keywords arrived with the latest fleets: **LOW ELEVATION** and **UNDIRECTED**.

*Some turrets were not designed to allow the guns to be raised high enough to shoot out to extreme ranges. Their designers simply didn't expect combat to occur at that great a distance!*

**LOW ELEVATION:** This battery does not have an 'extreme' range band. In other words 'long' range is its maximum range. This ship has a reduced points cost due to this limitation.

*A single gun cannot fire fast enough or reliably enough to give good ranging data in this era. Fire and smoke however, is the best kind of data!*

**UNDIRECTED:** Do not place an aiming token if this is the only battery that shot at the target. If this battery hit however, still place three as normal.

**DAMAGE CARDS AND DECKS** -Rulebook Page 2

In the unlikely event that you run out of damage cards during a game, simply take damage cards from your ships that have sunk and add them to the damage deck's discard pile. Shuffle these cards and put them face down as your new damage deck. *We hope for your sake that 'Cordite fire' is on one of the ships still on table!*

**REPAIRING YOUR SHIPS** -Rulebook Page 14

*When the compartment you are working in is on fire or the damage to the equipment is too great for it to function, the captains orders simply cannot be carried out until repairs are affected. The 'Damage control' order card isn't really an order in the literal sense. It is simply a ship wide reaction to critical damage. The crews training takes over and repairs begin, with or without communication from the bridge.*

The 'Damage control' order ignores the text on damage cards like 'Clear the decks' and 'Bridge hit'. Simply treat all of the damage cards the same way.