

Legends of

The High Seas



Errata and unofficial crews

WARHAMMER
• HISTORICAL •

SPANISH NAVY

Rich – May roll an extra D6 for booty at the end of each battle if they are the winner.

Preferred skills – savvy and shooting.

Heroes - *Captain (1)* (31 doubloons)

S	F	St	D	A	W	C	Fa	Ft
4+	4	3	4	1	2	4	2	1

- *Leader / Archetype*

Lieutenant (0-1) (17 doubloons)

S	F	St	D	A	W	C	Fa	Ft
4+	3	3	3	1	1	3	0	1

- *Loyal / Appointed*

Pistolier (0-1) (21 doubloons)

S	F	St	D	A	W	C	Fa	Ft
4+	3	3	3	1	1	3	1	1

- *Appointed / Pistol Specialist* - Officers who have specialized in pistols may add +1 to damage rolls when using pistols.

Boatswain (0-1) (10 doubloons)

S	F	St	D	A	W	C	Fa	Ft
5+	2	3	3	1	1	2	0	1

Henchmen – *Soldier (0-5)* (11 doubloons each)

S	F	St	D	A	W	C
4+	3	3	3	1	1	3

Sailor (6 doubloons each)

S	F	St	D	A	W	C
5+	2	3	3	1	1	2

DUTCH NAVY

Resourceful – When rolling for rare equipment each hero may add +2 to their role.
This bonus may be combined with other benefits.

Preferred skills – savvy and movement.

Heroes - *Captain (1)* (31 doubloons)

S	F	St	D	A	W	C	Fa	Ft
4+	4	3	4	1	2	4	1	2

- *Leader / Archetype*

Lieutenant (0-1) (17 doubloons)

S	F	St	D	A	W	C	Fa	Ft
4+	3	3	3	1	1	3	0	1

- *Loyal / Appointed*

Gunner (0-1) (24 doubloons)

S	F	St	D	A	W	C	Fa	Ft
4+	3	3	3	1	1	3	1	1

- *Gun specialist* - When using a blunderbuss may add +1 to damage rolls.

Boatswain (0-1) (10 doubloons)

S	F	St	D	A	W	C	Fa	Ft
5+	2	3	3	1	1	2	0	1

Henchmen – *Soldier (0-5)* (11 doubloons each)

S	F	St	D	A	W	C
4+	3	3	3	1	1	3

Sailor (6 doubloons each)

S	F	St	D	A	W	C
5+	2	3	3	1	1	2

FRENCH NAVY

Sleek – Ships built for speed all French ships have 2” additional movement added to base speed.

Preferred skills – movement and shooting.

Heroes - *Captain (1)* (31 doubloons)

S	F	St	D	A	W	C	Fa	Ft
4+	4	3	4	1	2	4	1	2

- *Leader / Archetype*

Lieutenant (0-1) (17 doubloons each)

S	F	St	D	A	W	C	Fa	Ft
4+	3	3	3	1	1	3	0	1

- *Loyal / Appointed*

Fusilier (0-1) (23 doubloons)

S	F	St	D	A	W	C	Fa	Ft
4+	3	3	3	1	1	3	1	1

- *Appointed / Musket Specialist* - Officers who have specialized in muskets may add +1 to damage rolls when using muskets.

Bosco (0-1) (10 doubloons)

S	F	St	D	A	W	C	Fa	Ft
5+	2	3	3	1	1	2	0	1

Henchmen – *Marine (0-5)* (10 doubloons each)

S	F	St	D	A	W	C
4+	3	3	3	1	1	2

Matelot (6 doubloons each)

S	F	St	D	A	W	C
5+	2	3	3	1	1	2

ASIAN PIRATES

Swift – Heroes may move up to an additional 2” if they roll a 5 or a 6 on a D6 at the beginning of their movement phase.

Preferred skills – fighting and moving.

Heroes - *Captain (1)* (31 doubloons)

S	F	St	D	A	W	C	Fa	Ft
4+	4	4	3	1	2	4	1	2

- *Leader / Archetype*

Swordsman (0-2) (22 doubloons each)

S	F	St	D	A	W	C	Fa	Ft
5+	3	3	3	1	1	3	1	1

- *Loyal / Master Swordsman* – If equipped with two swords may roll an extra dice to win combat in addition to their attack value. Rolls to wound are done as normal.

Cabin Boy (10 doubloons)

S	F	St	D	A	W	C	Fa	Ft
5+	2	3	3	1	1	2	0	1

Henchmen – *Explosive Specialist (0-5)* (13 doubloons each)

S	F	St	D	A	W	C
5+	3	3	3	1	1	3

- *Technicians* – These soldiers have learned to make their own grenades and therefore may buy them at half the normal price.

Deckhands (7 doubloons each)

S	F	St	D	A	W	C
5+	3	3	3	1	1	2

EQUIPMENT COST

<i>Heroes</i>		<i>Henchmen</i>	
Weapon	Doubloons	Weapon	Doubloons
Dagger	1	Dagger	1
Hand Weapon	2	Hand Weapon	2
Sword	3	Two-handed Weapon	3
Pistol (max.3)	6	Sword	3
Flintlock Musket	12	Pike	3
Blunderbuss*	15	Pistol	6
		Bayonet ¹	2
		Grenade*	10
		Flintlock Musket	12
		Blunderbuss	15
* Dutch Navy only		* Asian Pirates only	
		¹ Spanish, French and Dutch elite henchmen only	

<i>Missile Weapons Chart</i>					<i>Melee Weapons Chart</i>			
Weapon	Rng	Str	Move	Special Rules	Weapon	Winning the Fight	Rolling to Wound	Special Rules
Flintlock Pistols	8"	3	Half	Slow Reload	Unarmed	-1	-1	-
Flintlock Musket	18"	3	Full	Slow Reload	Improvised Weapons	-1	-	-
Blunderbuss	Template	2	Half	Slow Reload	Knives and Daggers	-1	-	-
Swivel Gun	Template	5	Full	Slow Reload	Hand Weapons	-	-	-
Bows	18"	2	Half	None	Swords	-	-	Parry
Grenades	Strength x 2	5/3	Full	None	Spears, Boarding Pikes, and Bayonets	-	-	Support
Thrown Weapon	Strength x 2	User Str	None	None	Two-Handed Weapons	-1	+1	Requires Two Hands

<i>In the Way Chart</i>	
3+	rigging, hedge, sign post, trees, etc...
4+	rocks, solid wooden fence, any figure, wagon/cart, door/window (wooden building), barrels/crates
5+	Fortified Wall/Buildings, large rocks/boulders

Legends of the High Seas Errata

Swimming (page 19): The first entry of the Swimming Table should read:

"1 Sinks – the Sailor is overcome by exhaustion or injuries and drowns. Remove the model as a casualty. Do not roll on the injury table, the Crewman is visiting Davey Jones."

Jamming and Reloading (page 22): The second paragraph should read: "Whenever a model rolls a 1 to hit, the weapon has jammed or misfired. The weapon may not be fired this turn until the jammed weapon has been cleared. This causes an additional turn to Slow Reloads. So instead of firing the next turn you must now wait two turns to be able to shoot - once for the Slow Reload and one more shooting phase to clear the jammed weapon". You may clear any and all jams on all weapons that require it in a single shooting phase. So if a Captain has two pistols that are unloaded, he may reload both in one shooting phase, but may do nothing else in that phase but reload the weapons. If he is engaged in hand-to-hand fighting, he may not reload any weapons.

Trapped Sailors (page 25): The first paragraph should read: "If a defeated Sailor can't back away from his opponent because of friends blocking his path, then these friends can move up to 1" in order to make room as long as they are not engaged in a combat. This is called 'Making Way for Friends'. ..."

Swivel Guns (page 33): The following should clarify how the swivel gun is supposed to be used...

- Swivel guns are part of the ship's equipment just like cannons, boats, etc. This means that in the Price Chart (page 74) they should be listed under the "Ship Mounted Guns", rather than the "Guns" category
- They cannot be used during scenarios on shore. While the Crew is aboard their ship they can use the Swivel gun similar to a blunderbuss.
- If you wish to move a Swivel gun it may be done. You would move it by having a Sailor pick it up in the movement phase and move to the new location. If the model does not have enough movement then he will be carrying it for another turn until he reaches the new location. Once at the new location, it will then take the entire

shooting phase to secure the weapon to the railing. So the Sailor setting it up would not be allowed to fire it (giving up his shooting phase). If another crewman is next to the spot and did not carry the weapon, he may fire the Swivel gun. Note that you may not fire the Swivel gun while carrying it due to it requiring a stable platform like a railing, to be able to fire. The whole intention behind these rules is to not allow the Swivel gun to be carried and fired like a musket, blunderbuss or pistol.

- The difference between a normal weapon of a Sailor and a swivel gun is that it does not belong to any particular Sailor (it belongs to the boat, just like cannons). This means that if a Sailor who is carrying a Swivel gun around is taken out of action, the Swivel gun does not disappear with the eliminated model but is placed on the ship instead, so that the next Sailor can use it (even enemy Sailors!).

Captain Archetypes (page 49): The third paragraph should read: "This must be a completely different Archetype than that of the former Captain." - dropping the "or it may be the same".

Gentleman (page 50): The 2 doubloon discount does not apply to recruiting the Captain.

Swordsman (page 71): Delete the "tied" in the last sentence of the skill description so that it reads: "When using a sword, he may re-roll one of the dice to decide who wins a fight."

Monkey (page 75): The following should clarify how the monkey is supposed to act in games.

- The monkey is moved as an individual model like any other Sailor of the Crew (i.e. he has a Control Zone, makes 'Hit the deck' tests, etc.)
- It automatically passes all Jumping, Climbing and Swinging tests
- It cannot make charges
- It can be attacked like normal Sailors in combat. It then rolls a dice to defend itself but it will not strike to cause wounds if it wins a combat
- When in base contact with its owner it adds one dice to its owner's Attacks in combat (similar to a spear wielding supporter)
- It has a special Dodge skill that allows avoiding blows on a 5-6 (instead of 6 like the normal skill)

- If it suffers a wound (in ranged or close combat), it is not only immediately taken out of action, it is also struck from the roster
- The monkey is an item and so neither gains experience nor counts towards the maximum Crew size

Kills (pages 78ff.): Every on shore scenario grants Heroes 1 Experience point for every enemy model they personally put out of action. As described under Multiple Combats (page 26) if the multiple side wins a fight, each model strikes against the loser. If the multiple side includes one or more Heroes that successfully wound and take out an enemy, the player may choose which of them is granted the Experience point for the kill.

Example: A Pirate Captain and a Rogue win the fight against a Marine so both models are allowed to strike. If the Captain wounds and the Rogue does not wound, the Captain gains 1 Experience point. If the Captain fails his to wound roll but the Rogue wounds successfully, the Captain obviously gains no Experience. If both models wound the Marine, the Captain still gains 1 Experience point. Now if the Rogue was a Quartermaster (i.e. Hero) instead and both the Captain and the Quartermaster wound the Mariner, the player may choose which one of the wounding Heroes gets the Experience point.

Alternatively you can circumvent this by allocating strikes individually. In that case you would have the Hero, who you wish to get the Experience point, strike first and proceed with the next model if he fails his to wound rolls.

Hired Hands (page 106): In the second paragraph replace the clause about "...nor may they ever gain income in the same way as Heroes" with "...nor may they ever search for Rare items in the same way as Heroes".

Quick Reference: 3. Shooting Phase (page 141): This page should have the Missile Weapons Chart from page 34 on it instead of the Melee Chart.

Q. Does line-of-sight to an opposing model play into a model's ability to generate a Control Zone?

A. Controls Zones do not block line of sight, only actual models.

Q. Does a prone model exert a Control Zone?

A. No.

Q. In the book it says "Any Sailors you recruit may be armed with up to two mêlée weapons and possibly more than one missile weapon". What exactly does this say about the total number of missile weapons?

A. Sailors may be equipped with any number of missile weapons. However, each type of missile weapon (e.g. Blunderbuss, Musket, etc.) may be chosen once only. Note that Pistols explicitly are an exception to this - they may be chosen up to three times by Heroes.

Q. Each of the three different types of Captain starts with 8 Experience Points. Is this just for the Infamy calculation, or can I do anything with these points? If I crossed off eight boxes on the roster I'd be entitled to four advances right from the start – this can't be right, can it?

A. The 8 points are the starting points and you do not roll for any skills with these. This represents the knowledge and the leadership ability of the captain. Sorry no advances. You just cross off the boxes and start gaining from there.

Q. Do Hired Hands in Privateer crews get the same benefit as the henchmen of only dying on a roll of 1 when they are taken out of action?

A. No, Hired Hands are treated as if they were normal Henchmen if they are taken out of action in a game. The Letter of Marque rule does not pertain to them, this benefit is only granted to Privateer henchmen.

Ship Rules										
Ship Size	Length	Defense	Max Hull Points	Minimum Deck Hands	Running (wind aft)	Reaching (wind a beam)	Beating (wind on bow)	Minimum Distance to Turn	Number of Turns	Maximum Cannons
Small	6-8"	8	4 + d6	3	6" + d6	4" + d6	3" + d6	2"	3	4
Medium	8-16"	8	12 + d6	5	8" + d6	6" + d6	2" + d6	4"	2	8
Large	16"+	9	18 + d6	7	10" + d6	8" + d6	1" + d6	6"	1	10

Cannons							Misfire Chart	
Summary			Cannon Fire Table			D6	Result	
Weapon Type	Range	Strength	Damage	D6	45°, -1 over ½ range, +2/+1 DM <8"			
3-6 lbs (2 crew)	Guess up to 36"	7	1 point	NAT 1	MISFIRE – Roll misfire	1	WEAPON DESTROYED – crew within 1" are hit with strength 4 and hull takes 1 point of damage.	
				2	MISS – way short or over.			
				3	SHORT – d6" short			
8-9 lbs (2 crew)	Guess up to 48"	8	D3 points	4	LONG – d6" long	2-4	MISFIRE! – may not fire this turn of the next.	
12-18lbs (3 crew)	Guess up to 60"	10	D6 points	5	HIT – Roll for Damage			
				NAT 6	CRITICAL HIT – Damage +1	5-6	DELAYED REACTION – miss.	

Sinking Table	
2	All Hands Lost
3-4	All models make normal move to board boats or jump in water. Models ending game in water are taken out of action and must roll injury.
5-10	Crew trapped on ship are lost.
5-10	Down in d3 turns – courage test to remain on boat and attempt to board boats. Otherwise run and jump. Same as above. Boat adrift.
11-12	1 hull point less but cannot move – is adrift.

GRAPESHOT – (1 = misfire), 2-6 = template (wound any under at 4+, strength 5, no cover saves)
 CHAINSHOT – must be <12" and must hit mast. Movement – d3

Ship Upgrades – (all ships start with 20 shipwright points)			Notes
Conversion	Cost in Shipwright Points		
Additional Hull Points	4		Maximum of 5 HP can be purchased
Custom Sailing Rig	6		One maximum – increases base ship speed in all directions by 1"
Long Boat	3		Only one
Crow's Nest	2		One per mast

COURAGE TEST - @ less than ½ starting hull

after battle – attempt to repair each hull point on a d6 roll of 5 or 6