Flying Colors

Errata, Clarifications, and Frequently Asked Questions

Rules Errata/Clarifications

3.3.2 – Change the last sentence to read: "An admiral may not leave a ship unless it is on its damaged side, dismasted, or on fire."

3.6.3 (Small Ship Speed Enhancement) – Change the first sentence to read: "Ships with an Actual Rate of 5 or 6 (not G or T) on their undamaged side may optionally add one MP to their allotment upon activation, provided that they are not dismasted." Also add this sentence to the end of the paragraph: "Ships that are in irons or that have 0 MPs may not use the small ship speed enhancement."

3.6.16 – Change the second sentence to read: "If at any point during its movement a ship shares a port or starboard hex side with an enemy ship that is Adrift, In Irons, Dismasted, Anchored, or Fouled, it may attempt to Grapple once during its activation." Also change the eighth sentence to read: "Ships that are fouled may attempt to grapple the ship(s) with which they are fouled."

3.6.19 – Change the middle two sentences to read: "On a modified roll of 4 or less, the ship may either anchor in place or choose to drift 1 hex before doing so. On a roll of 5 or more, the ship must drift 1 hex before dropping anchor.

3.6.19 (Rotating at Anchor) – Insert after the first sentence: (Exception – Oared ships may rotate any number of hexsides)

3.7.7 (Rakes) – Insert this paragraph before 7) Firepower Determination: "Rake Limits: If a ship successfully performs a rake, it must completely exit the target's rake line and then re-enter it in order to rake the same target again during the same activation. Exiting is defined as moving both the bow and stern off of the enemy's rake line."

3.7.11 (Striking) – Change the first sentence to read: "A ship is vulnerable to strike when it is damaged and has three or fewer hull hits remaining or if it is both dismasted and within five hexes of an enemy ship or shore battery." Change the third and fourth sentences to read: "If dismasted and within five hexes of an enemy ship or shore battery, a ship strikes on a modified roll of '6' or more. If a ship is vulnerable under both cases (i.e. it has three or fewer hull hits and is dismasted while within five hexes of an enemy ship or shore battery), it strikes on a modified die roll of '2' or more.

3.9.3 a) Break-off Modifiers – Add this note to the end of the first bullet: "Do not count T-Rated vessels unless at least one of the fleets involved in a battle is entirely composed of T-Rated vessels."

4.6.1 – Change the second sentence to read: "When firing upon a battery, only the Hull column is used. The only DRMs that are used on the Hit Results Table are for firing while anchored and firing outside the broadside arc." Change the next to last sentence to read: "Batteries neither benefit from nor are penalized by wind effects and do not receive carronade bonuses."

<div align="center">Charts</div>

Collision Table – The results should be:

0-9	No Collision
10 or more	Fouled!

Sternway Table – The results should be:

0-4	May drift one hex before rotating
5 or more	Must drift one hex before rotating

Strike Table – The middle table should read: "When a ship is dismasted and within 5 hexes of an enemy ship or shore battery:" The bottom table should read: "When a ship has 3 or fewer hull hits remaining and is dismasted while within 5 hexes of an enemy ship or shore battery:"

Flying Colors Scenario Errata

Camperdown

Adamant should start in A6727-6827.

Cape Finisterre

Bucentaure should start in B1616-1715. Atlas is in the counter mix.

Cape St. Vincent

Use Colussus-b insead of Colossus.

El Ferrol

Both Impéteux and San Antonio are in the counter mix (San Antonio has a new counter in *Ship of the Line*).

Frigate Bay (St. Kitt's)

Languedoc should start in A5013-5112.

The Glorious First of June (all three scenarios)

Add Brutus to the French setup in hex C5133, Direction 1.

Gut of Gibraltar

San Fernando should start in B4824-4823.

Minorca

Use Ramillies instead of Ramillies-b.

The Nile

There is no French ship called "Peuple Souverain". It should just be "Souverain".

Virginia Capes

Intrepid should start in C4601-B4734.

Ship of the Line Counter Errata

- The following ships *replace* those found in Flying Colors:

  <u>British</u>

  Dreadnaught

  Neptune

  Temeraire

  Tonnant

  Belle Isle

  Impeteux

  Valiant

  <u>Spanish</u>

  Monarca

  Montañés

  San Antonio

  San Agustín

  San Ildefonso

  San Juan Neopmuceno

- The following ships *enhance* the original Flying Colors counter-mix:

  <u>British</u>

  Prince

  Prince George

  <u>French</u>

  Jacobin

  Convention

  Vengeur

  <u>Spanish</u>

San Fermín

San Francisco de Paula

- The following is a list of errors on the counters for Ship of the Line:

<u>British</u>

Sultan-b is the same as Sultan.

Princess Amelia should be a Black Rate 5 on reverse.

Experiment should be Rate 5 on reverse.

<u>French</u>

Atlas is duplicated from Flying Colors.

Desaix was not included in *Ship of the Line*.

Consolante should be a White Rate 6 on reverse.

<u>Spanish</u>

Fénix should be a White Rate 5 on reverse.

San Domingo should be a Black Rate 5 on reverse.

<u>Dutch</u>

Batavia, Erfprins and Piet Hein should be a White Rate 6 on reverse.

Argo should be a Rate 6 on reverse.

<u>Markers</u>

The (-1) RR reduction was omitted from the additional 6-value Hull Hit markers supplied with Ship of the Line.

Ship of the Line Scenario Errata

The Doggersbank

Use H. Parker's 2-5-1 counter.

Fort Royal

- Use Hood's 3-7-4 counter.
- The setup illustration in the playbook shows the wind at Direction 2. The text is correct – it should be Direction 3.

Grenada

Use H. Parker's 2-5-1 counter.

Rhode Island

- The wind direction should be 3 (Breezy).
- Roebuck should start in A5402 (Direction 4).
- Phoenix should start in A5031 (Direction 4).

The Saintes I+II

Use Hood's 2-6-4 counter.

The Saintes II

Special Rule #2 – The British may enter through any single hex between D4234 and D7034.

Ushant I

Special Rule #6 – The French entry hex should be D3034.

Serpents of the Seas Errata

- The following ships should have Marine values of 1 on their damaged sides: Essex (US), Essex-b (US), Indefatigable-b (BR), Nereide (BR), and Phoebe (BR).

- The British ship Owen is missing the gray circle behind its hull damage capacity on its damaged side.

- The "In Chains" markers were misprinted. They should say "In Irons".

- The rigging counters included with the game only go up to 12, but the sail damage capacity for all ships is still 15 hits as specified in 3.7.11.

- The tacking modifier on the Out of Command Option card should be -3.

- Valcour Island – Modify Special Rule #4 to read as follows:

"Independent Gunboat Command: Given the size and light armament of these gunboats, they acted independently of the rest of the small fleets. To depict this, during the Command Determination phase of each turn, each player may select any gunboat to act as a command point for the other gunboats in the fleet. This gunboat is assumed to be stacked with a Commander with a 4-hex command range that may only be used to create Group or Formation commands. This commander has no other effect. Players can place a Command Split marker under the selected gunboat as a reminder."

C3i Scenario Errata

<u>C3i #20</u>
Trafalgar
- Add the Spanish ship Argonauta to the Squadron of Observation. It begins in C2631-2531.
- Neptuno should start in B6312-6313.
- Leviathan should start in B3327-3228.
- San Juan Nepumuceno should start in C1034 – (stern off map).

<u>C3i #21</u>
Duckworth's Choice
- Éole should start in A4718-4717.
- Use César for Cassard.
- Use Victoire for Veteran.

Willaumez at Bay
- Use César for Cassard.
- Use Victoire for Veteran.

Frequently Asked Questions

3.8.1   If a ship of the side that has higher audacity happens to drift off of the map, does it count as sunk?

It counts as sunk.

3.6.9, 3.6.15   Can a ship that is required to move back one hex with the wind due to a poor roll on the Sternway Table cause a Collision, or is this treated like Drifting when the hex that would be entered is occupied by another ship?

It's treated as if drifting (no collisions).

3.7.11   Is it correct that a Captured ship that is vulnerable must still roll for Striking, but with the Audacity modifier of the side currently controlling the ship?

No.

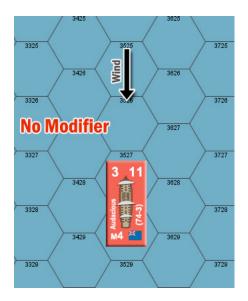Can a ship that has Struck scuttle itself to avoid capture?

No.

3.7.7 (Rake)   Can a Dismasted (or otherwise immobile) ship attempt a Rake during its activation?
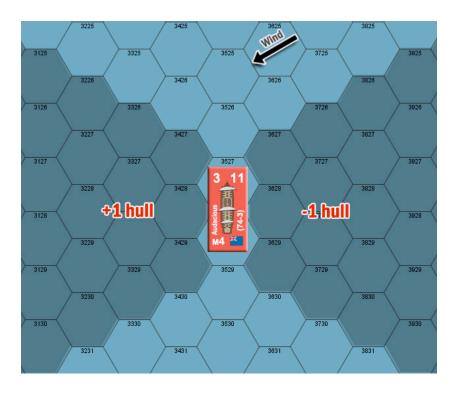
Yes.

3.7.7 7d)   How strict is the definition of "firing into the wind" and "firing with the wind" for purposes of figuring the wind modifiers?

The point to remember is that the target's location is irrelevant when figuring out the wind modifier. The only thing that matters is the position of the wind relative to the firing ship.

See below

Initiative Cards

Can Master Helmsman be played on an enemy ship?

Yes.

If both players have Blind Eye to Danger in their hands and the first player uses it for an initiative, may the second player use his to steal the initiative back?

Yes.

If an event is played that does not specifically affect one ship or command (such as Blind Eye to Danger), does it count towards the limit of playing one event per ship/command?

No.