Captain's Sea
Errata and Clarifications - 12-15-2021

Rulebook

1. 1.7.3 Bonus Cards: Change first sentence to: "In addition to use as Hold Cards, those cards in a player's hand may alternately be discarded prior to any single die Rolle to add +1 (or subtract -1, if appropriate) to the result."
2. 4.0 Sequence of Play: Delete "Advance Turn Marker and"
3. 4.0 Sequence of Play / Complete Impulse Activation: Change "Select Maneuver" to "Select Maneuver (if not 12th Impulse)"
4. 9.1.4 Tacking (Step 2): Change "Crew Status" to "Crew Quality"
5. 11.4.5 Roll dice to determine hits: Change both instances of "his ship's crew" to "Crew Morale" and change "-1 if firing Chain Shot" to "+1 if firing Chain Shot"
6. 11.4.7 Flip the terms "Fragile" and "Firm"
7. 11.4.11 Morale Check: Change both instances of "crew's" to "Crew"
8. 11.7 Selecting Load: Change "8 Impulses" to "9 Impulses"
9. 17.5 Change Sail Status or Disengage: Change the first two sentences to: "If your ship has one or two Crew Points assigned to Rigging, roll a die for each point and modify the results by the Crew Quality. If either result is a 3 or higher, you may change the state of your ship's sails from Fighting to Medium Sail or Medium to Fighting Sail."
10. 18.0 Game End: Add to end of second paragraph (starting "Either Captain"): "Doing so results in an immediate loss for the striking ship."
11. In the example of play, under Java's Fire Process, change the reference to "two red" to "two white"

Player Aid Card

1. Damage Effects Table: Change all instances of "Crew Status" to "Crew Morale" under Firing High/Low modifiers
2. Morale Effects Table: Change all instances of "Crew Status" to "Crew Morale" under Die Roll Modifiers
3. Hull Type Bonus Table: Change "Crew Status" to "Crew Quality"
4. Sequence of Play: Delete "Advance Turn Marker and"
5. Sequence of Play / Complete Impulse Activation: Change "Select Maneuver" to "Select Maneuver (if not 12th Impulse)"