

ERRATA

Radar weakened: Now only has a range of 3 squares, and its effect is limited to a maximum of 2 aircraft. It has no effect on airships or on the airship/aircraft carrying it.

Maneuvering aircraft on runways (including on the Prussian airship):

Once per turn, you may move a landed aircraft one space along the runway (maneuver). This makes landing a little easier if the runway is already partially occupied. Maneuvering is also permitted immediately after landing or immediately before takeoff.

CORE GAME FAQ

May Swordwhale ACM's impact at their first movement turn?

Swordwhale ACM's are not armed until they finished their first entire movement. If they hit a target during this first movement, they are removed without an explosion.

Can green pilots be ransomed?

Even though this makes no economic sense and was not initially planned by us, there is of course no moral reason not to ransom a green pilot.

If I have equipped Dockfighter, can the crew use the docking stations to repair the airship, or can they be used for boarding/defending?

Yes, they can.

What happens if I roll critical damage on a docking station with Dockfighter?

Then the Dockfighter can no longer land there, be resupplied, and if it is currently docked, it will be destroyed.

If I have equipped a Dockfighter and it is shot down in combat, is the associated docking station then "free"?

Can the crew of it continue to repair the airship?

As a pirate, can I now collect crates at the empty docking station?

The docking station crew is still active; you just don't get a new Dockfighter if the one that was launched was lost (only in the next mission).

The docking station can then also be used to collect crates.

Regarding the Prussian airship: How exactly do fighters take off and land on the runway?

Landing is done in the same way as on a runway on the ground, so yes, you must stop moving on the runway or one of its fields. You are allowed to fly over other aircraft as you would normally do on the map. There is also a new rule for maneuvering aircraft; see the ERRATA section at the top of this document.

Clouds and external weapons:

Rockets and bombs also lose attack dice due to clouds

Voluntary exit:

Crews/pilots can voluntarily exit during the movement phase without a pilot roll; the airship/aircraft is then immediately considered destroyed; the last opponent who damaged it/the next opponent (if undamaged) gets the kill.

Altitude change barrel roll:

Barrel rolls can be performed upwards or downwards, just like turns.

Timing of ace abilities roll:

Further ace abilities are only rolled after the mission in which the next 5 kills were achieved.

Timing of dropping bombs/ACMs:

In the combat phase; movement merely creates the prerequisite.

When destroying a target with a temporarily reduced experience level:

You receive glory points corresponding to the temporary level.

Shooting down an enemy with temporarily “borrowed” aircraft (e.g., from missions):

Does not count for your own squadron.

Pilot rolls when flying in thunderclouds:

One check when flying into the cloud or if you start the round already in one.

If you fly into several, you must roll several checks.

Pilot roll to end the effect of the Aurora ACM:

As soon as the aircraft is activated.

How many crit damage per attack?

One per weapon that caused damage.

Shooting down a dock fighter:

Does not give fame.

What if a crit is rolled that has already been crossed off:

No effect.

Multiple ACMs moving toward the same target:

Effects occur simultaneously; both hit the one target.

Cloud with speed 3 moving toward an aircraft:

It is not carried along. Only if the cloud continues to move with the aircraft inside it.

Hits from multiple Aurora ACMs:

Effect is not cumulative.

Firing the onboard weapons of landed aircraft:

Not possible. Except for upper gun turrets of bombers.

Activation of the prototype (“Special Conditions”):

Occurs as if it were an aircraft of the currently controlling squadron.

Airships - Takeoff/Landing:

Airships must first hover at altitude 1 without moving in order to take off/land (corresponds to “minimum speed movement” for aircraft).

Use of the airship docking station crew for dockfighters during repairs:

Possible; Dockfighters cannot be supplied during this time.

All airship engines destroyed:

Airships are not automatically destroyed, only immobilized.

Airship speed when losing speed (e.g., when flying in a curve):

Always approach 0. For example, if an airship is flying at a speed of -1, i.e., backward, and flies a curve, its speed is 0 afterward.

Is a soft landing possible for sinking/falling airships?

Not possible; as long as you are sinking/falling, you will be destroyed immediately upon contact with the ground.

NAVAL FAQ

To use sea missions in free play, the second player must choose a sea mission if the opponent has chosen one. What happens if “Cargo Ship Escort” (4P) is chosen? There is no 1-point sea mission that the second player could then take. Or does the rule that the combined mission value must not exceed 5 not apply to sea missions and can the second player simply choose one of the 2-point missions?

That is correct; there is no maximum mission point value as there is for regular ground missions.

What crew experience does naval units have in the free campaign missions?

The default is green. However, the player who chooses the mission may increase the experience as desired, which also increases the danger but also the extra glory when shooting down these units. Freighters are an exception to this rule; they are always green.

It is stated that ship cannons can only fire at land or sea targets. In what situations can ships actually have ground targets in the same mission?

This becomes relevant as soon as you have mixed maps with sea and land as the mission area. For example, when you use our 3D terrain with the sea map, i.e., when you play on island groups in the sea.

When assembling forces before a mission in free play: Do ships count as “one aircraft”? Or as two, like airships? Or does it vary depending on how expensive the ship is?

Ships and submarines count as 2, like airships.

The new external weapons for aircraft (torpedoes, depth charges, sea mines) can be equipped in “any regular bomb hardpoint.” Does this also apply to the hardpoints of bombers, which have fewer options than other aircraft?

Yes, bombers can also carry depth charges and other Navy weapons.

How exactly do aircraft carriers work in terms of aircraft costs for missions and repairs?

The first aircraft is free. And yes, you can of course repair and reload ammunition on carriers, just like on the Prussia airship, for example.

Are ships also affected by radar/jammers?

No.

How long does the effect of critical damage, which temporarily reduces navy ships crew experience by 1, last?

Until this critical damage has been repaired by crew effort.

Aircraft landed on carriers:

Can repair and reload ammunition/external weapons.

PIRATES FAQ

Use boarding crews:

Can only be used for boarding (not for repairs, for example).

3D TERRAIN FAQ

What happens if an aircraft is caught up in wind force 3 and blown against a mountain?

It crashes into the mountain as if it had flown into it. So be careful when flying close to the ground and in bad weather!

When flying just above terrain (e.g., at altitude 3 over a mountain with altitude 3), do the same rules apply as for low-level flight (i.e., if you fly faster than speed 3, a pilot roll to avoid crashing)?

Exactly, it works the same way. The terrain effectively lifts the ground effect.

When exactly does the altitude change during movement?

As far as speed is concerned, everything is handled as in the basic game, i.e., altitude changes during flight only affect speed at the end of the movement. The reason why altitude changes (the spacers) are inserted during flight is due to the 3D terrain, because you often have to fly over mountains, through caves, etc., which would not be possible without altitude adjustments, which are possible at every turn. If you don't have 3D terrain on the map, this doesn't matter. And even if you are not flying near mountains, you can also adjust the altitude at the end.

However, there are minor side effects that are granted even without terrain due to this detailed rule for flight altitude. For example, even if you start higher, you can descend in the middle or at the beginning of the movement to attack a ground target, for example. This is permitted unless the players expressly want to play without altitude changes during the movement.

Set ground targets on 3D terrain:

Permitted.

Please let us know on Discord or by email if you have any questions or suggestions.
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