

Against the Odds Issue #34

Addenda as of Jan. 15, 2023

Right Fierce & Terrible

The Rules:

1.5 The Units (correction): On the Squadron counter images, the bottommost label “Squadron” pointing to the lowest color band should say “Command” instead.

3.2 French Chains (clarification): Chained French squadrons are not considered grappled.

8.1.3 (clarification): A squadron that begins its Sails and Oars Movement Segment adjacent to an enemy squadron can ram it.

8.1.4 (clarification): Having a Ram marker on a squadron does not mean it has to resolve a RAM attack.

13.1.6 (clarification): The destination squadron cannot have enemy marines on-board with the friendly units to be in command.

The Magazine:

Some lines of type were dropped from several of the articles in the final printing process. Here’s a summation of the missing lines:

Pg. 4 right column: “its target. A notch for the string was cut into the back and grooves”

Pg. 23 left column: “glimpse of the opposing armies and commanders, their plans and”

Pg. 33 right column: “modes regulate tactical choices—some tactics cannot be selected if an”

Pg. 36 left column: “large and small wars. The strategies and tactics for one may be”

Schwarm!

The Rules:

Important Terms, Inertia Value (correction): The 6 o'clock has an inertia value of 5 (not 6, as listed).

1.4 (clarification): This rule references a red number on the turret marker. It is a defense DRM, not an attack DRM.

The Map:

(correction): Ignore the word “Abort” on the map. It was a legacy feature of an obsolete mechanism that was edited out before production, but was not also deleted off the map.

