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**Initiative Effects:**

Command: -2  
 Speed: —  
 Tacking: +1  
 Wear: 2  
 Firing: +1

**Expert Topmen**

Play on any ship to allow it to raise or lower Full Sails at any time.

22

**Initiative Effects:**

Command: -2  
 Speed: —  
 Tacking: +1  
 Wear: 1  
 Firing: +1

**Master Helmsman**

Play on a single ship to modify its initial speed up or down two points (in addition to initiative effects), to a maximum change of three.

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**Initiative Effects:**

Command: -2  
 Speed: —  
 Tacking: +2  
 Wear: 1  
 Firing: +1

**Fire on the Roll**

Play on a single ship making an attack. Double all nationality and positive wind effect modifiers used on the fire results table.

23

**Initiative Effects:**

Command: -2  
 Speed: —  
 Tacking: +2  
 Wear: 1  
 Firing: +1

**Master Gunner**

Play on a single ship. For the duration of the turn, any broadsides fired gain a die roll bonus of +2 on the fire results table.

