



Initiative Ef	fects:
Command:	_
Speed:	±1
Tacking:	-1
Wear:	1
Firing:	-1

Transfer the Flag

Play on a ship holding the fleet admiral

when he attempts to move to another vessel. The transfer automatically

succeeds, and the destination vessel

becomes the flagship.

- OR -

Discard to force a re-roll of any die.



Initiative Effects:	
Command:	+1
Speed:	±1
Tacking:	_
Wear:	2
Firing:	-1



## Carpenter's Mates

Select a ship and roll a die. Modify the roll by +2 if within 5 hexes of an enemy vessel or by -1 if further than 10 hexes from an enemy vessel, and by a stacked leader's Command Quality. If the result is: less than 0, repair 3 Hull hits; 0-2, repair 2 Hull hits; 3-6, repair 1 Hull hit.



Initiative Ef	fects:
Command:	-1
Speed:	±1
Tacking:	_
Wear:	2
Firing:	-1





## Rigging Repairs

Select a ship and roll a die. Modify the roll by +2 if within 5 hexes of an enemy vessel or by -1 if further than 10 hexes from an enemy vessel, and by a stacked leader's Command Quality. If the result is: less than 0, repair 3 Rigging hits; 0-2, repair 2 Rigging hits;

3-6, repair 1 Rigging hit.



Initiative El	tects:
Command:	+1
Speed:	±1
Tacking:	-1
Wear:	1
Firing:	_
Tacking: Wear:	- 2



Initiative Effects:	
Command:	+1
Speed:	±1
Tacking:	+1
Wear:	1
Firing:	_



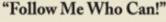
Initiative Ef	tects:
Command:	+1
Speed:	±1
Tacking:	+1
Wear:	1
Firing:	_



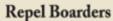


# "Don't Give Up The Ship!"

Play on a single ship that has just struck its colors. Ignore the Strike result.



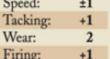
Play on a ship either attacking or defending in a melee. Add +4 to that side's melee result die roll.



Play on a ship defending in a melee. Add an additional die to the melee roll.



Initiative Effects:	
Command:	_
Speed:	±1
Tacking:	+1
Wear:	2
Firing:	+1





Initiative Effects:	
Command:	_
Speed:	±1
Tacking:	+1
Wear:	2
Firing:	+1



Initiative Effects:	
Command:	-1
Speed:	_
Tacking:	+1
Wear:	1
Firing:	_





# Grape Shot

Play on a ship attacking in a melee. Add an additional die to the melee roll.

# Fire When Ready

Play on a single ship. On this turn only, shift one row down on the Firepower Determination table when firing broadsides from the selected vessel, to a maximum of (1).

### Hard Over!

Play on a single ship. That ship may either automatically succeed in an Evasion attempt or deny an attacker all Rake effects during an attack.