

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

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).



| Initiative E | ffects |
|--------------|--------|
| Command:     | -1     |
| Speed:       | _      |
| Tacking:     | +1     |
| Wear:        | 1      |
| Firing:      | _      |





## 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.



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



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

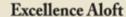


## Orders from the Admiral

Play on a single Out of Command ship. That ship is treated as if it were in command.

- OR -

Discard to ignore one of the Initiative Effects listed on your Initiative Card.



Play on a single ship wishing to Tack. That ship receives an additional +3 bonus to its Tacking die roll.

