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**Initiative Effects:**

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.

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**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.

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**Initiative Effects:**

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.

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**Initiative Effects:**

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.

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**Initiative Effects:**

Command:	+1
Speed:	±1
Tacking:	+1
Wear:	1
Firing:	—

"Follow Me Who Can!"

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

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**Initiative Effects:**

Command:	+1
Speed:	±1
Tacking:	+1
Wear:	1
Firing:	—

**Repel Boarders**

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

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**Initiative Effects:**

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

Grape Shot

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

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**Initiative Effects:**

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).

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**Initiative Effects:**

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.