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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.

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Initiative Effects:

| | |
|----------|----|
| 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.

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Initiative Effects:

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

**Excellence Aloft**

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

