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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 |

**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.

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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.

