

## Initiative Effects: Command: -2

Speed: —
Tacking: +2
Wear: 1



racking.	+2
Wear:	1
Firing:	+1



Initiative Eff	ects:
Command:	-3

Speed: —
Tacking: +3
Wear: 1
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Dense Smoke

Play on a ship firing on a target that has

already fired and roll a die. If the roll is

less than or equal to the range to the

target, the attack automatically misses.

Otherwise, raise the Relative Rate of the

firing ship by one on the Firepower

Determination table.



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## Initiative Effects:

Command: -3
Speed: Tacking: +3
Wear: 1

+2



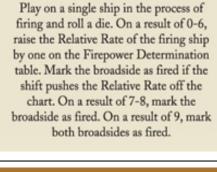
## Blind Eye to Danger

Firing:

Play when failing a fleet's Break check to ignore that result. During the next turn, your fleet's Audacity is increased by +1.

OR -

Use this card to steal the initiative and reshuffle your Initiative Deck after discarding at the beginning of the next turn. Use the Initiative Effects of the original Initiative card played.



Gunnery Accident!

