

1

**Initiative Effects:**

Command:	+3
Speed:	—
Tacking:	-3
Wear:	2
Firing:	-3

“To Rule the Waves!”

Play in the command determination phase. Select a ship without a commander. For the duration of the turn, it is assumed to be temporarily stacked with one with a Command Radius of ‘3’ and a Quality of ‘2.’

- OR -

Deduct two (-2) from a Rake attempt.

2

**Initiative Effects:**

Command:	+3
Speed:	—
Tacking:	-2
Wear:	2
Firing:	-3

Repeaters

Smaller ships signal orders to the rest of the fleet. Play on any commander during the command determination phase. The selected commander doubles his Command Radius.

- OR -

Play on a fired ship and allow it to fire one broadside again at any time.

3

**Initiative Effects:**

Command:	+3
Speed:	—
Tacking:	-2
Wear:	2
Firing:	-2

**Local Breezes**

Play on any ship when activated and roll a die to determine the radius of the breeze in hexes (0-3: 2 hexes, 4-6: 4 hexes, 7-8: 6 hexes, 9: 8 hexes). Any unit(s) within this radius may modify its movement rate by plus or minus two movement points (up to a maximum of a three-point adjustment).

4

**Initiative Effects:**

Command:	+2
Speed:	—
Tacking:	-2
Wear:	2
Firing:	-2

Tack In Succession

Play on any command or individual ship when activated. The individual ship or ships in the command make a single die roll to tack, adding +2 to the die roll.

5

**Initiative Effects:**

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

Miscommunication

Play immediately after the Command Determination Phase, on an in-command ship that is not adjacent to an enemy vessel. Place the ship into Out of Command status. Doing so does not break a defined formation.

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**Initiative Effects:**

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

**Fog of War**

Play on a ship that has begun the attack process. This ship must change its target to the nearest target within its broadside arc, whether enemy or friendly. Make a random determination if multiple targets are equidistant.

7

**Initiative Effects:**

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

Close Range Fire

Play on a command when activated. All ships in the command increase their Carronade bonus by +2 at a range of 0-1 hexes or by +1 at a range of 2-5 hexes. Ships that do not have Carronades add +1 to their hit results die roll at a range of 0-1 hexes. This effect lasts for the duration of the command activation.

8

**Initiative Effects:**

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

Critical Hit

Play on a single ship that has just inflicted damage on a target. Roll an additional die. If the result is less than or equal to half (round down) the number of unmodified hits inflicted, make a second unmodified roll on the fire results table and apply the damage to the target.

9

**Initiative Effects:**

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

**Fire As She Bears**

Defensively fire a single ship at any point during your opponent's move. The selected ship fires (even if previously fired) at the moving vessel, adding +2 to the fire result roll. This attack does not trigger defensive fire.