

# **Initiative Effects:**

Command:	_
Speed:	±1
Tacking:	+1
Wear:	2
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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).

Fire When Ready



## Initiative Effects:

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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.





### Initiative Effects:

Command:	-1
Speed:	_
Tacking:	+1
Wear:	1
Firing:	+1



### **Initiative Effects:**

Command:	-1
Speed:	_
Tacking:	+1
Wear:	1
Firing:	+1

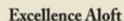


### Orders from the Admiral

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.



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







