

13

**Initiative Effects:**

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

**“Don’t Give Up The Ship!”**

Play on a single ship that has just struck its colors. Ignore the Strike result.

14

**Initiative Effects:**

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

**“Follow Me Who Can!”**

Play on a ship either attacking or defending in a melee. Add +4 to that side’s melee result die roll.

15

**Initiative Effects:**

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

**Repel Boarders**

Play on a ship defending in a melee. Add an additional die to the melee roll.

16

**Initiative Effects:**

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

**Grape Shot**

Play on a ship attacking in a melee. Add an additional die to the melee roll.

