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**Initiative Effects:**

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

**Fire When Ready**

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).

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**Initiative Effects:**

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.

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**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.

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**Initiative Effects:**

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

**Excellence Aloft**

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

