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**Initiative Effects:**

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

**Gunnery Accident!**

Play on a single ship in the process of firing and roll a die. On a result of 0-6, raise the Relative Rate of the firing ship by one on the Firepower Determination table. Mark the broadside as fired if the shift pushes the Relative Rate off the chart. On a result of 7-8, mark the broadside as fired. On a result of 9, mark both broadsides as fired.

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**Initiative Effects:**

Command: -3  
 Speed: —  
 Tacking: +3  
 Wear: 1  
 Firing: +2

**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  
 Firing: +2

**Blind Eye to Danger**

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.

