

Initiative Ef	fect
Command:	+1
Speed:	±1
Tacking:	-1
Wear:	1
L'irinou	_



Initiative Effects		
Command:	+1	
Speed:	±1	
Tacking:	+1	
Wear:	1	
Firing:	_	



Initiative Effects:		
Command:	+1	
Speed:	±1	
Tacking:	+1	
Wear:	1	
Firing:	-	



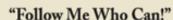
Initiative Effects:		
Command:	_	
Speed:	±1	
Tacking:	+1	
Wear:	2	
Firing:	+1	





"Don't Give Up The Ship!"

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



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

Repel Boarders

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

Grape Shot

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

