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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.

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**Initiative Effects:**

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

**Expert Topmen**

Play on any ship to allow it to raise or lower Full Sails at any time.

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**Initiative Effects:**

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

**Master Helmsman**

Play on a single ship to modify its initial speed up or down two points (in addition to initiative effects), to a maximum change of three.

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**Initiative Effects:**

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

**Master Gunner**

Play on a single ship. For the duration of the turn, any broadsides fired gain a die roll bonus of +2 on the fire results table.

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**Initiative Effects:**

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

**Fire on the Roll**

Play on a single ship making an attack.  
 Double all nationality and positive wind effect modifiers used on the fire results table.

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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.