

1

**Initiative Effects:**

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

"To Rule the Waves!"

Play in the command determination phase. Select a ship without a commander. For the duration of the turn, it is assumed to be temporarily stacked with one with a Command Radius of '3' and a Quality of '2.'

- OR -

Deduct two (-2) from a Rake attempt.

2

**Initiative Effects:**

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

Repeaters

Smaller ships signal orders to the rest of the fleet. Play on any commander during the command determination phase. The selected commander doubles his Command Radius.

- OR -

Play on a fired ship and allow it to fire one broadside again at any time.

3

**Initiative Effects:**

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

**Local Breezes**

Play on any ship when activated and roll a die to determine the radius of the breeze in hexes (0-3: 2 hexes, 4-6: 4 hexes, 7-8: 6 hexes, 9: 8 hexes). Any unit(s) within this radius may modify its movement rate by plus or minus two movement points (up to a maximum of a three-point adjustment).

4

**Initiative Effects:**

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

Tack In Succession

Play on any command or individual ship when activated. The individual ship or ships in the command make a single die roll to tack, adding +2 to the die roll.

5

**Initiative Effects:**

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

Miscommunication

Play immediately after the Command Determination Phase, on an in-command ship that is not adjacent to an enemy vessel. Place the ship into Out of Command status. Doing so does not break a defined formation.

6

**Initiative Effects:**

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

**Fog of War**

Play on a ship that has begun the attack process. This ship must change its target to the nearest target within its broadside arc, whether enemy or friendly. Make a random determination if multiple targets are equidistant.

7

**Initiative Effects:**

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

Close Range Fire

Play on a command when activated. All ships in the command increase their Carronade bonus by +2 at a range of 0-1 hexes or by +1 at a range of 2-5 hexes. Ships that do not have Carronades add +1 to their hit results die roll at a range of 0-1 hexes. This effect lasts for the duration of the command activation.

8

**Initiative Effects:**

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

Critical Hit

Play on a single ship that has just inflicted damage on a target. Roll an additional die. If the result is less than or equal to half (round down) the number of unmodified hits inflicted, make a second unmodified roll on the fire results table and apply the damage to the target.

9

**Initiative Effects:**

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

**Fire As She Bears**

Defensively fire a single ship at any point during your opponent's move. The selected ship fires (even if previously fired) at the moving vessel, adding +2 to the fire result roll. This attack does not trigger defensive fire.

10

**Initiative Effects:**

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

Transfer the Flag

Play on a ship holding the fleet admiral when he attempts to move to another vessel. The transfer automatically succeeds, and the destination vessel becomes the flagship.

- OR -

Discard to force a re-roll of **any** die.

11

**Initiative Effects:**

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

Carpenter's Mates

Select a ship and roll a die. Modify the roll by +2 if within 5 hexes of an enemy vessel or by -1 if further than 10 hexes from an enemy vessel, and by a stacked leader's Command Quality. If the result is: less than 0, repair 3 Hull hits; 0-2, repair 2 Hull hits; 3-6, repair 1 Hull hit.

12

**Initiative Effects:**

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

**Rigging Repairs**

Select a ship and roll a die. Modify the roll by +2 if within 5 hexes of an enemy vessel or by -1 if further than 10 hexes from an enemy vessel, and by a stacked leader's Command Quality. If the result is: less than 0, repair 3 Rigging hits; 0-2, repair 2 Rigging hits; 3-6, repair 1 Rigging hit.

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.

17

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).

18

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.

19

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.

20

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.

21

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.

22

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.

23

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.

24

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.

25

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.

26

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.

27

Initiative Effects:

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

**Blind Eye to Danger**

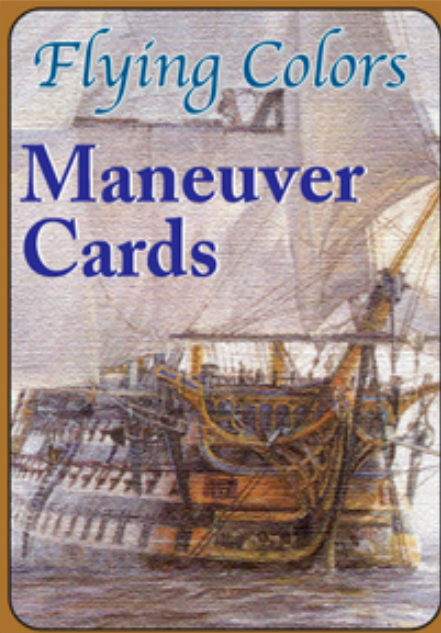
Play when failing a fleet's Break check to ignore that result. During the next turn, your fleet's Audacity is increased by +1.

- 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.

Flying Colors

**Maneuver
Cards**



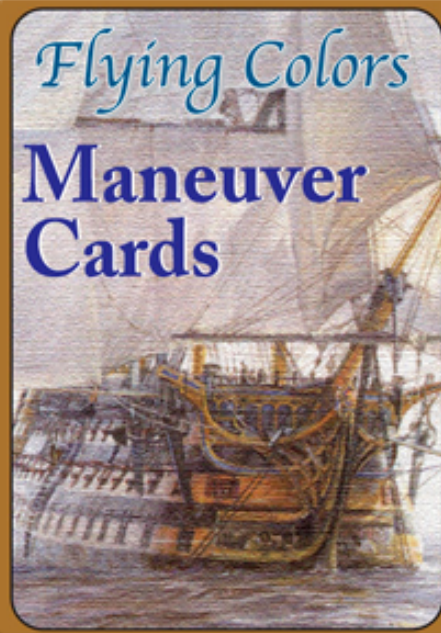
Flying Colors

**Maneuver
Cards**



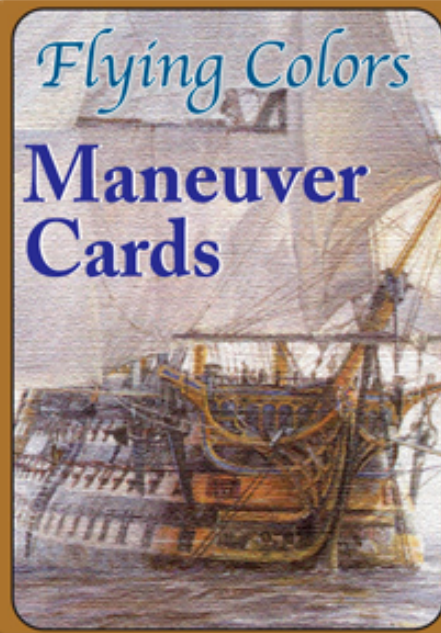
Flying Colors

**Maneuver
Cards**



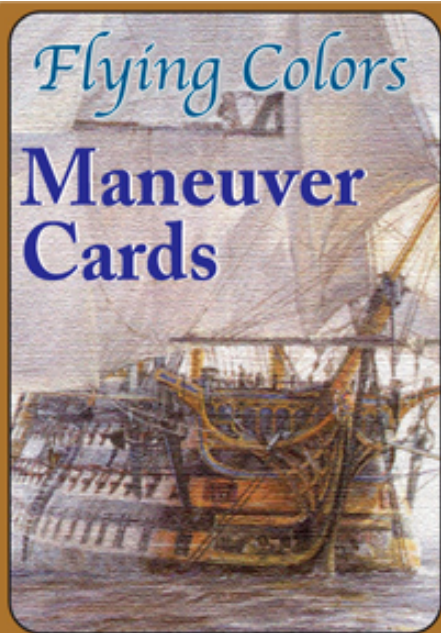
Flying Colors

**Maneuver
Cards**



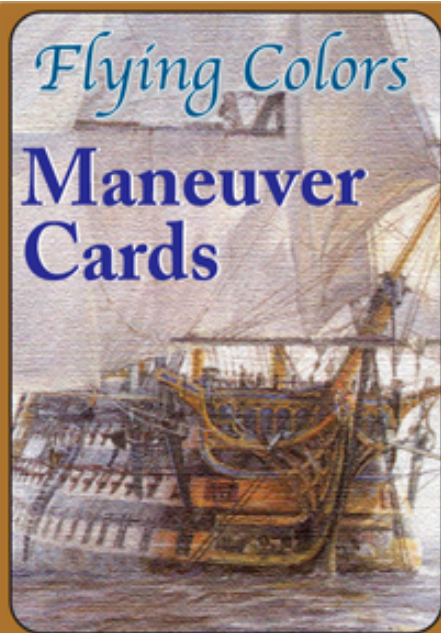
Flying Colors

**Maneuver
Cards**



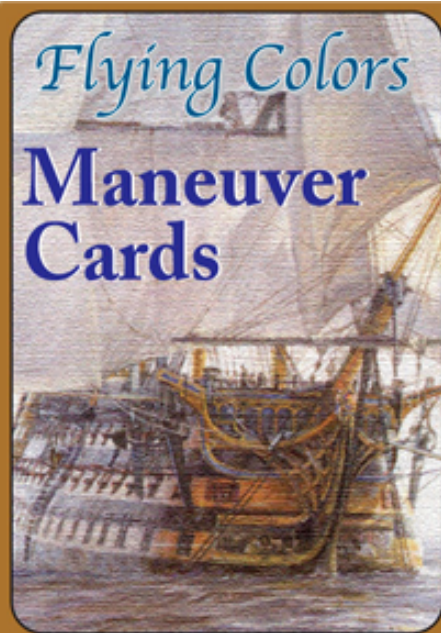
Flying Colors

**Maneuver
Cards**



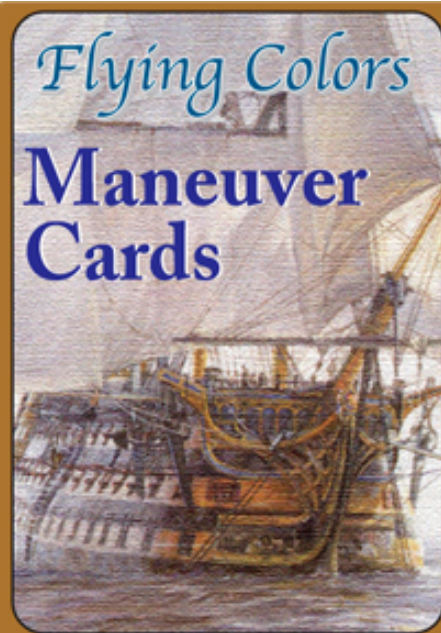
Flying Colors

**Maneuver
Cards**



Flying Colors

**Maneuver
Cards**



1

**Initiative Effects:**

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

"To Rule the Waves!"

Play in the command determination phase. Select a ship without a commander. For the duration of the turn, it is assumed to be temporarily stacked with one with a Command Radius of '3' and a Quality of '2.'

- OR -

Deduct two (-2) from a Rake attempt.

2

**Initiative Effects:**

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

Repeaters

Smaller ships signal orders to the rest of the fleet. Play on any commander during the command determination phase. The selected commander doubles his Command Radius.

- OR -

Play on a fired ship and allow it to fire one broadside again at any time.

3

**Initiative Effects:**

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

**Local Breezes**

Play on any ship when activated and roll a die to determine the radius of the breeze in hexes (0-3: 2 hexes, 4-6: 4 hexes, 7-8: 6 hexes, 9: 8 hexes). Any unit(s) within this radius may modify its movement rate by plus or minus two movement points (up to a maximum of a three-point adjustment).

4

**Initiative Effects:**

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

Tack In Succession

Play on any command or individual ship when activated. The individual ship or ships in the command make a single die roll to tack, adding +2 to the die roll.

5

**Initiative Effects:**

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

Miscommunication

Play immediately after the Command Determination Phase, on an in-command ship that is not adjacent to an enemy vessel. Place the ship into Out of Command status. Doing so does not break a defined formation.

6

**Initiative Effects:**

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

**Fog of War**

Play on a ship that has begun the attack process. This ship must change its target to the nearest target within its broadside arc, whether enemy or friendly. Make a random determination if multiple targets are equidistant.

7

**Initiative Effects:**

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

Close Range Fire

Play on a command when activated. All ships in the command increase their Carronade bonus by +2 at a range of 0-1 hexes or by +1 at a range of 2-5 hexes. Ships that do not have Carronades add +1 to their hit results die roll at a range of 0-1 hexes. This effect lasts for the duration of the command activation.

8

**Initiative Effects:**

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

Critical Hit

Play on a single ship that has just inflicted damage on a target. Roll an additional die. If the result is less than or equal to half (round down) the number of unmodified hits inflicted, make a second unmodified roll on the fire results table and apply the damage to the target.

9

**Initiative Effects:**

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

**Fire As She Bears**

Defensively fire a single ship at any point during your opponent's move. The selected ship fires (even if previously fired) at the moving vessel, adding +2 to the fire result roll. This attack does not trigger defensive fire.

10

**Initiative Effects:**

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

Transfer the Flag

Play on a ship holding the fleet admiral when he attempts to move to another vessel. The transfer automatically succeeds, and the destination vessel becomes the flagship.

- OR -

Discard to force a re-roll of **any** die.

11

**Initiative Effects:**

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

Carpenter's Mates

Select a ship and roll a die. Modify the roll by +2 if within 5 hexes of an enemy vessel or by -1 if further than 10 hexes from an enemy vessel, and by a stacked leader's Command Quality. If the result is: less than 0, repair 3 Hull hits; 0-2, repair 2 Hull hits; 3-6, repair 1 Hull hit.

12

**Initiative Effects:**

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

**Rigging Repairs**

Select a ship and roll a die. Modify the roll by +2 if within 5 hexes of an enemy vessel or by -1 if further than 10 hexes from an enemy vessel, and by a stacked leader's Command Quality. If the result is: less than 0, repair 3 Rigging hits; 0-2, repair 2 Rigging hits; 3-6, repair 1 Rigging hit.

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.

17

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).

18

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.

19

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.

20

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.

21

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.

22

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.

23

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.

24

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.

25

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.

26

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.

27

Initiative Effects:

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

**Blind Eye to Danger**

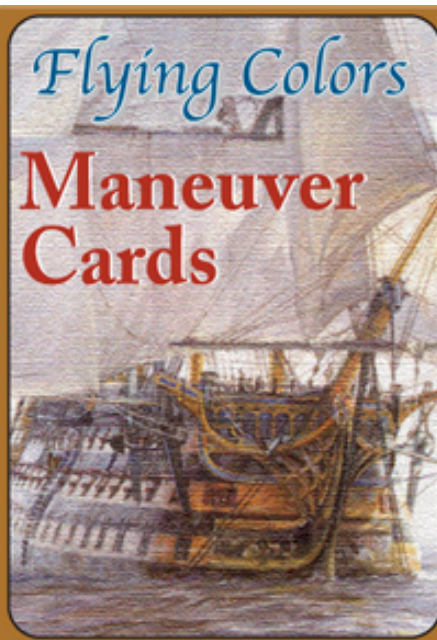
Play when failing a fleet's Break check to ignore that result. During the next turn, your fleet's Audacity is increased by +1.

- 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.

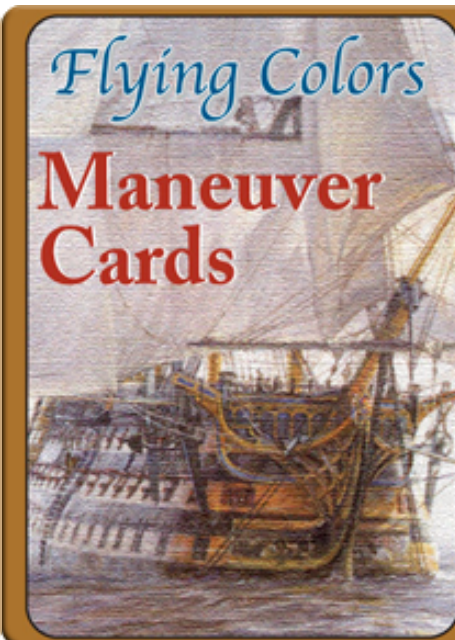
Flying Colors

**Maneuver
Cards**



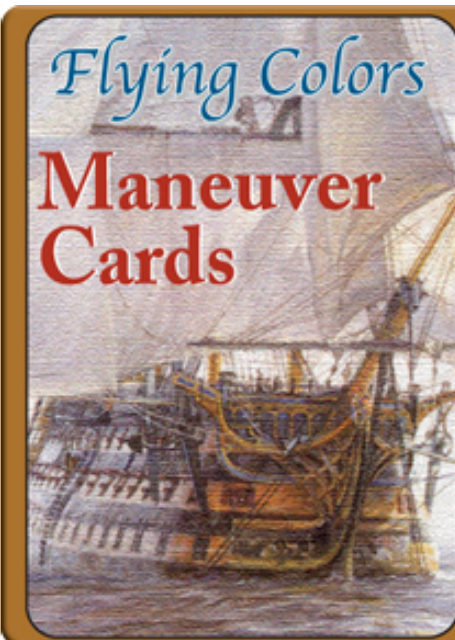
Flying Colors

**Maneuver
Cards**



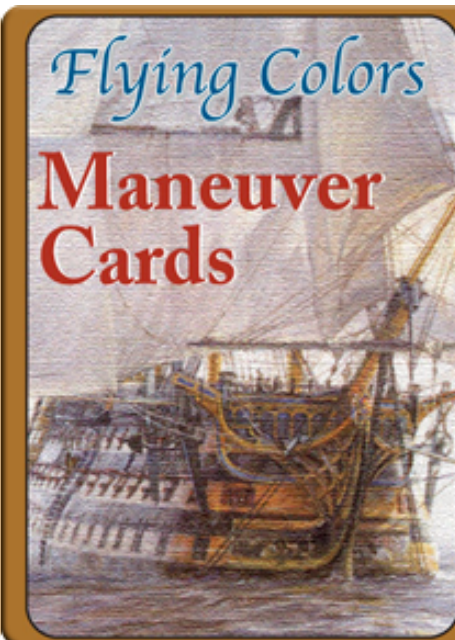
Flying Colors

**Maneuver
Cards**



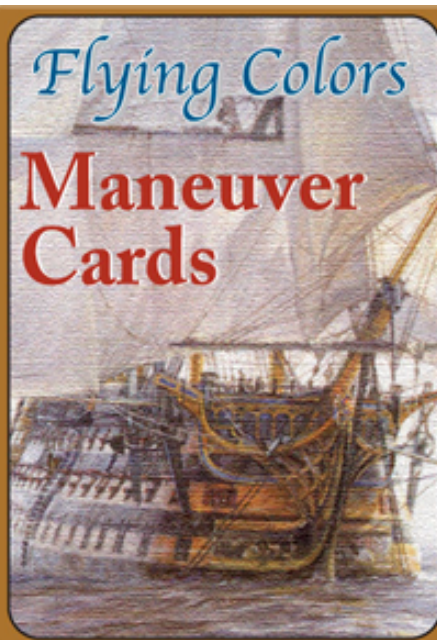
Flying Colors

**Maneuver
Cards**



Flying Colors

**Maneuver
Cards**



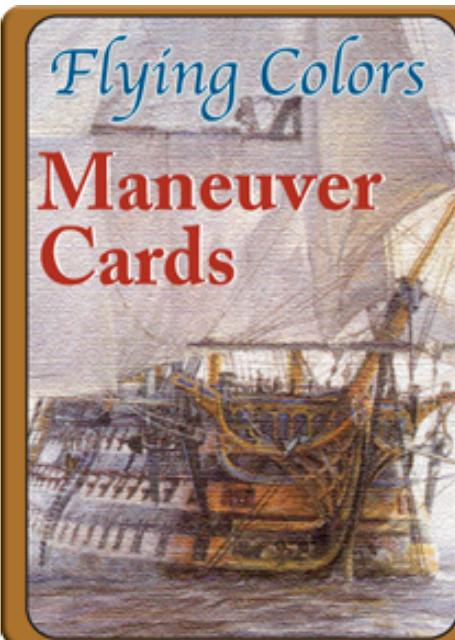
Flying Colors

**Maneuver
Cards**



Flying Colors

**Maneuver
Cards**



Flying Colors

**Maneuver
Cards**

