

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.

