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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

**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

**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.

