

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.

