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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.

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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.

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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.

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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.

