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| <p>HOLD CARD</p> <p>“BATTLE FATIGUE”</p> <p></p> <p>Add an additional die to a Strike check.</p> | <p>HOLD CARD</p> <p>“ROUSING SPEECH!”</p> <p></p> <p>Add +1 to the Crew Status Modifier for the duration of the turn.</p> | <p>HOLD CARD</p> <p>“FIGHTING ALONGSIDE DAVEY JONES”</p> <p></p> <p>Add -1 to your opponent’s Crew Status Modifier for the duration of the turn.</p> | <p>HOLD CARD</p> <p>“SMOOTH SAILING”</p> <p></p> <p>Add +1 to your Bonus Move die roll.</p> | <p>HOLD CARD</p> <p>“CLOUD OF SPLINTERS”</p> <p></p> <p>Reduce the Morale Effects Table die roll by two.</p> |
| <p>HOLD CARD</p> <p>“POORLY TIMED SHOT”</p> <p></p> <p>Reverse your opponent’s target selection (low to high or vice versa) following its declaration.</p> | <p>HOLD CARD</p> <p>“MEN OF IRON”</p> <p></p> <p>Forgo rolling on the Morale Effects Table following the current attack.</p> | <p>HOLD CARD</p> <p>“READY FOR ANYTHING!”</p> <p></p> <p>Discard a number of cards up to two plus the current Crew Status modifier, and immediately redraw.</p> | <p>HOLD CARD</p> <p>“SLOW THEM DOWN!”</p> <p></p> <p>Add an additional die to a Chaser attack.</p> | <p>HOLD CARD</p> <p>“SLIPPING THROUGH THE WAVES”</p> <p></p> <p>Discard this card to add +1 to the Hull Type Bonus movement die roll (prior to rolling).</p> |
| <p>HOLD CARD</p> <p>“CONFUSING ORDERS”</p> <p></p> <p>Remove the opponent’s next activation marker from the impulse track. This may force the immediate play of a Straining card.</p> | <p>HOLD CARD</p> <p>“THE BEST LAID PLANS”</p> <p></p> <p>Immediately cancel the effects of a card just played by your opponent.</p> | <p>HOLD CARD</p> <p>“ONLY ONE THING AT A TIME!”</p> <p></p> <p>If your opponent’s current impulse includes a reload, move the reload back two impulses (minus your opponent’s crew status modifier).</p> | <p>HOLD CARD</p> <p>“DROP THE SEA ANCHOR!”</p> <p></p> <p>Allow your ship to Back Sails twice in the same square.</p> | <p>HOLD CARD</p> <p>“FURTHER THAN YOU APPEAR”</p> <p></p> <p>Add +1 to each non-smoke defense die roll.</p> |
| <p>HOLD CARD</p> <p>“OBSCURED VISION”</p> <p></p> <p>Add +1 to each defense die roll caused by smoke.</p> | <p>HOLD CARD</p> <p>“UNCOORDINATED BROADSIDE”</p> <p></p> <p>When attacked by two sections, roll a die and halve the result. Reduce the number of hits by the result to a minimum of one.</p> | <p>HOLD CARD</p> <p>“PERFECT ANGLE”</p> <p></p> <p>When attacking, modify the Damage Effects Table die roll by +1 or -1 (your choice).</p> | <p>HOLD CARD</p> <p>“PUT MEN INTO THE SHROUDS”</p> <p></p> <p>Do not halve movement when at Fighting Sail during this turn.</p> | <p>HOLD CARD</p> <p>“REMEMBER YOUR TRAINING”</p> <p></p> <p>Discard this card prior to drawing a new card and draw two instead. Keep one and return the other to the top or bottom of the deck.</p> |

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| <p>HOLD CARD</p> <p>"NOT YET BEGUN TO FIGHT!"</p> <p></p> <p>Ignore the just rolled Strike result.</p> | <p>PLAY NOW </p> <p>"DENSE SMOKE"</p> <p></p> <p>Add one point to each square containing a Smoke marker.</p> | <p>HOLD CARD</p> <p>"GUNNERY ACCIDENT"</p> <p></p> <p>Play on an enemy hull section activated to fire. Upon rolling the dice, any 'ones' rolled result in crew hits on the attacker.</p> | <p>HOLD CARD</p> <p>"FIRE ON THE ROLL"</p> <p></p> <p>Modify the Damage Effects Table die roll by +2 if firing high or -2 if firing low.</p> | <p>HOLD CARD</p> <p>"MASTER GUNNER"</p> <p></p> <p>Convert any missed attack die roll to a hit.</p> |
| <p>HOLD CARD</p> <p>"MASTER HELMSMAN"</p> <p></p> <p>Modify the movement cost of any maneuver by plus or minus one point. Play this card when the maneuver is revealed.</p> | <p>HOLD CARD</p> <p>"HE'S IN MY HEAD!"</p> <p></p> <p>Force your opponent to play all maneuvers face up (and first if playing maneuvers during the same impulse) during the current turn.</p> | <p>HOLD CARD</p> <p>"EXCELLENCE ALOFT"</p> <p></p> <p>Automatically complete a Tack maneuver.</p> | <p>HOLD CARD</p> <p>"EXPERT TOPMEN"</p> <p></p> <p>Immediately change sail state to or from Fighting Sail (if possible). Play of this card does not modify the number of movement points for the turn.</p> | <p>HOLD CARD</p> <p>"HARD OVER"</p> <p></p> <p>The ship may execute more than one wear in the same square. Play this card after a wear maneuver has been revealed and discard after the second wear is executed.</p> |
| <p>HOLD CARD</p> <p>"FIRE WHEN READY!"</p> <p></p> <p>Add one to each attack die roll made by a single section.</p> | <p>HOLD CARD</p> <p>"GRAPE SHOT"</p> <p></p> <p>When firing at a range of no more than three movement points, specify an attack die as loaded with Grape Shot. Rather than apply a Hull or Rigging hit, eliminate a Crew point assigned to Topside activities.</p> | <p>HOLD CARD</p> <p>"REPEL BOARDERS!"</p> <p></p> <p>Add a number of melee defensive dice equal to three plus the current crew morale modifier.</p> | <p>HOLD CARD</p> <p>"FOLLOW ME WHO CAN!"</p> <p></p> <p>Add a number of melee attack dice equal to three plus the current crew morale modifier.</p> | <p>HOLD CARD</p> <p>"DON'T GIVE UP THE SHIP!"</p> <p></p> <p>Add two to each Strike roll.</p> |
| <p>HOLD CARD</p> <p>"RIGGING REPAIRS"</p> <p></p> <p>Add two to a rigging repair die roll.</p> | <p>HOLD CARD</p> <p>"CARPENTER'S MATES"</p> <p></p> <p>Add two to any die rolls for hull repair in a single section.</p> | <p>HOLD CARD</p> <p>"THE DEVIL'S OWN LUCK"</p> <p></p> <p>Re-roll <i>any</i> one die.</p> | <p>HOLD CARD</p> <p>"FIRE AS SHE BEARS!"</p> <p></p> <p>Increase the number of combat dice for any one section by half.</p> | <p>HOLD CARD</p> <p>"CRITICAL HIT"</p> <p></p> <p>After rolling attack dice for a single section, roll an additional attack die for each successful hit. Do apply any modifiers to these rolls.</p> |

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| <p>PLAY NOW </p> <p>"HEAT OF BATTLE"</p> <p></p> <p>Both players roll a die and add their current Crew status. On a modified roll of two or less, reduce Crew status by one.</p> | <p>PLAY NOW </p> <p>"FOG OF WAR"</p> <p></p> <p>Discard all held event cards prior to reshuffling the event deck.</p> | <p>HOLD CARD</p> <p>"MISCOMMUNICATION"</p> <p></p> <p>Cancel an enemy attack from any one section. This section is still marked as fired.</p> | <p>PLAY NOW </p> <p>"SUDDEN GUST"</p> <p></p> <p>Reduce smoke in each square by one.</p> | <p>HOLD CARD</p> <p>"SAND AND SALT WATER"</p> <p></p> <p>Roll a die and immediately extinguish a shipboard fire. If the roll is a 1 or 2, sustain an additional Rigging hit.</p> |
| <p>PLAY NOW </p> <p>"EXPLOSION!"</p> <p></p> <p>Play on a ship that is on fire and roll a die. The result is a number of Hull hits immediately applied against that ship. Apply the hits evenly across all sections. All hits must be applied. One Crew hit is also applied.</p> | <p>HOLD CARD</p> <p>"PERFECT CADENCE"</p> <p></p> <p>Deduct two impulses from the current load period for two sections.</p> | <p>HOLD CARD</p> <p>"SLIPPERY WITH BLOOD"</p> <p></p> <p>Increase the load period for any two sections by two impulses.</p> | <p>PLAY NOW </p> <p>"WATER TO THE GUNWALES!"</p> <p></p> <p>Each ship rolls a die for every eliminated Hull section. If any roll is a six, the ship has become awash and strikes.</p> | <p>PLAY NOW </p> <p>"WIND CHANGE"</p> <p></p> <p>Roll a die. If the roll is a three or less, there is no effect. If the roll is a four or five, the wind changes one point clockwise. If the roll is a six, the wind changes two points clockwise.</p> |
| <p>HOLD CARD</p> <p>"RUM COURAGE"</p> <p></p> <p>Roll a die, modified by current Crew Status. If the roll is a five or better, increase Crew Status by one. If already "Handy," restore any single Crew hit.</p> | <p>HOLD CARD</p> <p>"CAPTAIN'S SEA"</p> <p></p> <p>Play this card to steal the Initiative away from your opponent.</p> | <p>HOLD CARD</p> <p>"ALL HANDS ON DECK!"</p> <p></p> <p>Ignore rigging damage caused when failing a Bonus Move die roll.</p> | <p>PLAY NOW </p> <p>"EVERY AVAILABLE MAN"</p> <p></p> <p>Both players roll a die for each lost Crew point. A roll greater than or equal to five restores any lost Crew point.</p> | <p>HOLD CARD</p> <p>"EASY PICKINGS"</p> <p></p> <p>Add -1 to one of your opponent's Strike Check die rolls.</p> |