

Expert Gunners

If this ship rolls two or more ☠ results when making a Broadside or Partial Fire attack, the target ship takes a point of damage.

3

Dispatch Ship

If this ship is within Musket Shot of this Squadron's Flagship, all friendly ships within Musket Shot of this ship are considered to be in formation during the Initiative & Movement phases.

May not be taken on Ships of the Line or a Flagship.

2

Buccaneers

MARKSMEN When making an attack at Musket Shot or closer, (including Close Combat), roll an additional dice for each ✓ result. If any additional ✓ results are rolled, the attacked ship takes 1 point of Fatigue.

May not be taken on Ships of the Line.



2



2

Elan

During the Movement Phase, ships in this Squadron may spend a Crew Action to make a Partial Fire or Close Combat Attack if Entangled. Roll 1 more dice on these Attacks.



5

Swift Vessels

Each ship in this Squadron that is not In The Wind's Eye, Entangled, or Aground may immediately make a Free Speed 1 move. This move may not include a turn.

1

Down!

All ships in this Squadron reduce the amount of Fatigue taken from each Attack by 1 (to a minimum of 0). Ships in this Squadron may only take "Rally" Crew Actions this turn.

