

SPECIAL EVENTS DECK

CHANGE OF WIND

The Wind changes 90° degrees clockwise (e.g. from North to East).



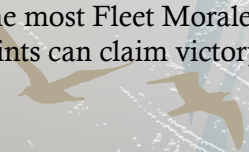
CHANGE OF WIND

The Wind changes 90° degrees anti-clockwise (e.g. from East to North).



CHANGE OF WIND

The Wind rises by one strength level (from Calm to Light or from Light to Fresh). If it rises above Fresh, the ships become unmanageable and the battle ends. The side with the most Fleet Morale Points can claim victory.



RISING TIDE

Move all vessels one square closer to the shoreline. Any ships that go into shallows or ashore are stranded (or wrecked on a rocky shore).



FALLING TIDE

Move all vessels one square away from the shoreline. Any vessels that go off the table miss a turn and must roll 4+ each turn to come back in an adjacent square. Any vessel that rolls a 1 never returns.



CHANGE OF WIND

The Wind drops by one strength level (From Fresh to Light or from Light to Calm).



SUDDEN HEAVY RAIN SHOWER

No Shooting (except for hand-thrown weapons) for the rest of this turn and the next one.



SHOALS!

Play on an unengaged enemy vessel. It runs aground on an uncharted shoal and is stuck there for the rest of the game.



FIRE ABOARD!

Play on an enemy vessel that has used fire or gunpowder weapons at any time during the battle. The vessel catches fire! (See Rulebook page 14)

