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3

CANOA
BOAT

SKILL
+1 1
+2 2

1

0

1

3 3 3

YARE: This ship may make an additional turn at the beginning or end of its movement.

LOW PROFILE: When attacking this unit via Broadside. Re-roll any Hits.

NO DRAFT: This unit does not need to make an Aground check when sailing over Shoals.

UNSTABLE: When hit by an enemy Broadside, any Skull results automatically do 2 Damage. Resolve Critical Hits as normal.

PADDLES: This unit is always considered to be Sailing Large and does not suffer penalty or bonus effects of the wind.

NO UPGRADE: This ship may not take Ship Upgrade cards.

F

D

4

PIRAGUA
BOAT

SKILL
+1 1
+2 2

1

0

2

2 2 3

YARE: This ship may make an additional turn at the beginning or end of its movement.

LOW PROFILE: When attacking this unit via Broadside. Re-roll any Hits.

NO DRAFT: This unit does not need to make an Aground check when sailing over Shoals.

SWEEPS: This ship may use the Row Crew Action.

NO UPGRADE: This ship may not take Ship Upgrade cards.

F

D

1
Poison Arrows

If this ship scores a Critical Hit in during any Attack, the target takes 1 additional point of Fatigue.

2
Stalwart

When making an Attack, treat all ships as if they have 1 less point of Fatigue.

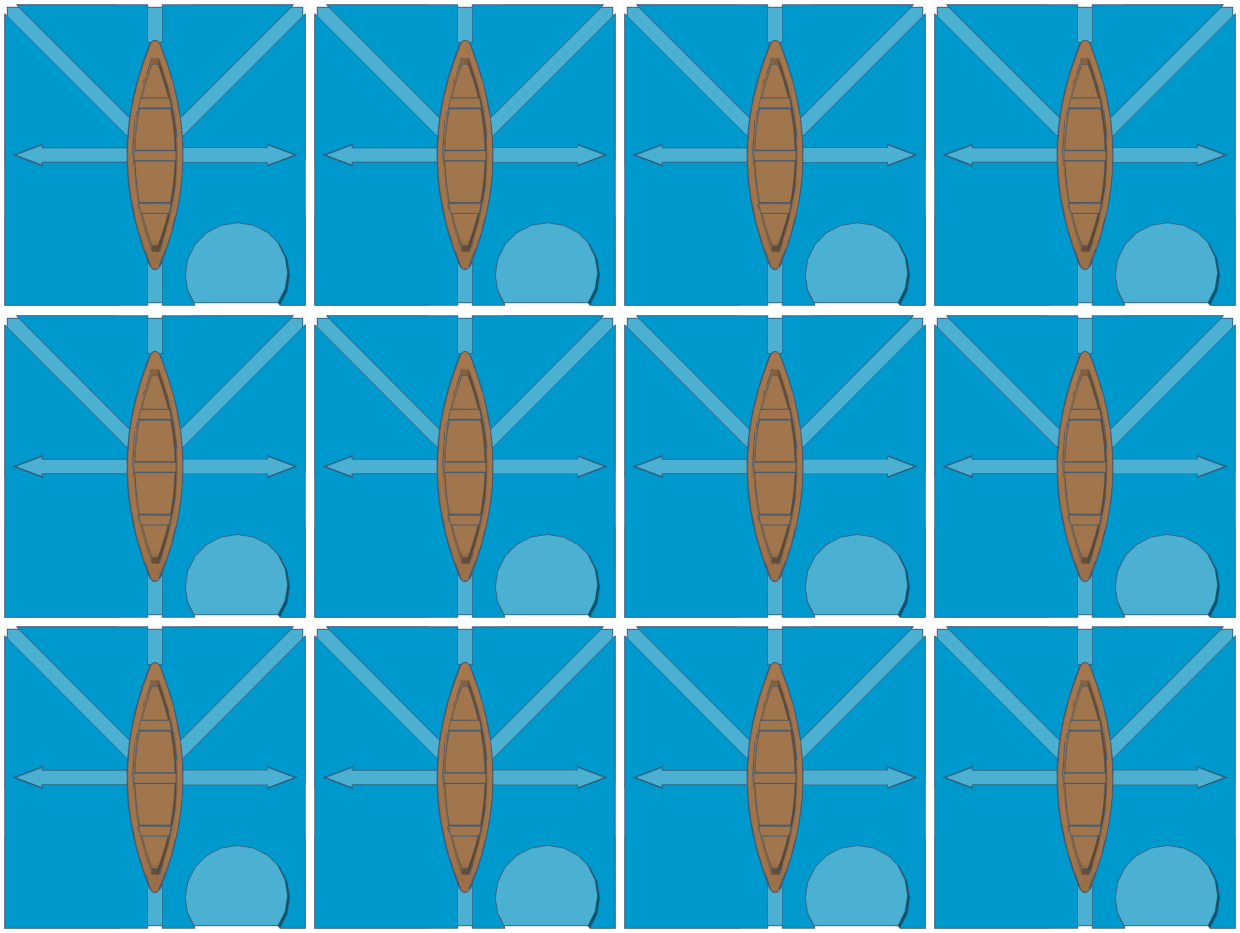
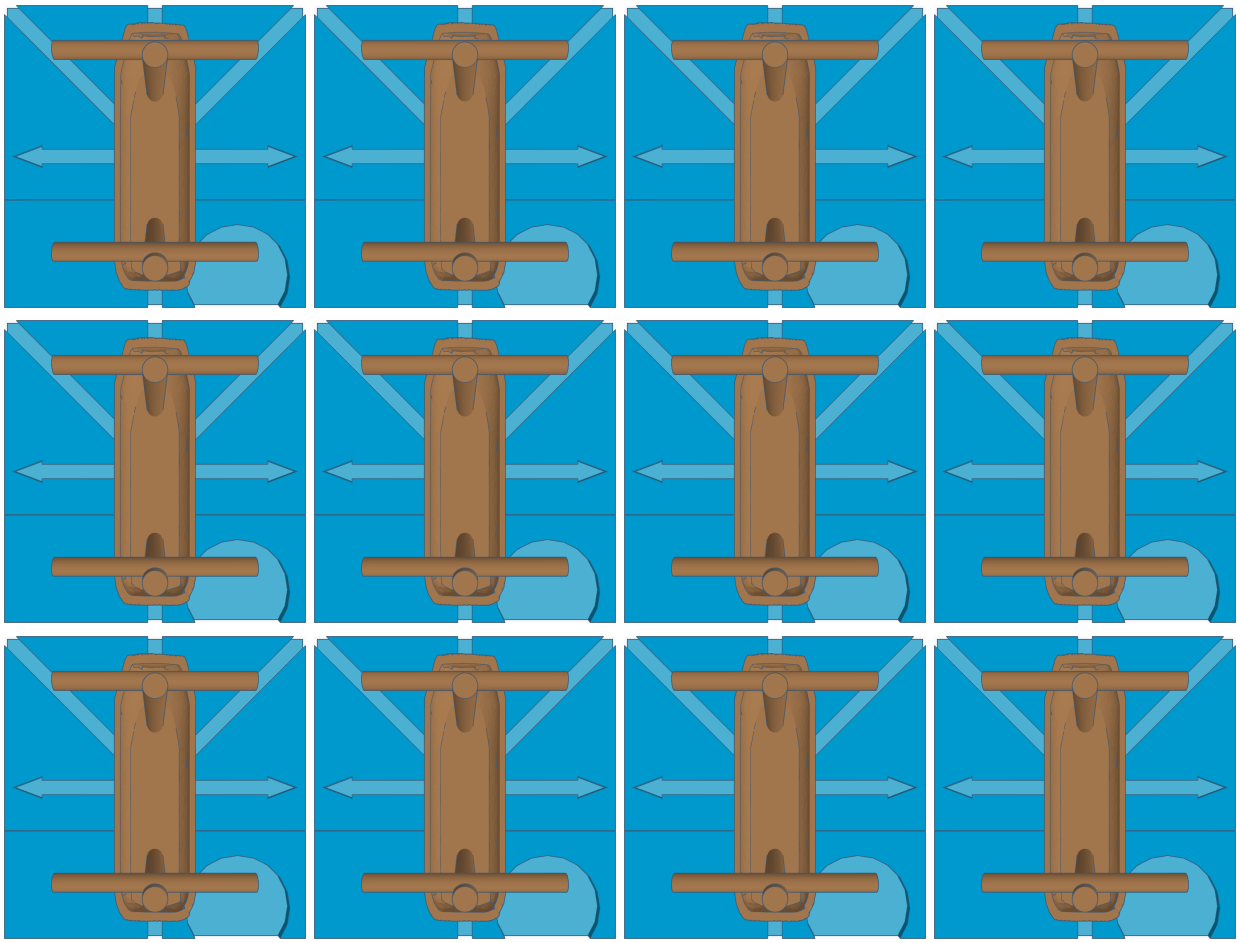
3
Rain of Arrows

Ships in this Squadron may spend a Crew Action to re-roll 1 dice during Partial Attacks.

4
War Cry

After rolling a Close Combat Attack, this ship may roll 1 more dice for each 1 Sword result.

5
War Drums

All opposing ships within Musket Shot of a ship in this Squadron must immediately roll a Skill Test with 3 fewer dice. Each ship that fails this test takes 1 point of Fatigue.

Discard this Initiative Card instead of returning it to your hand during the end phase.