

SPECIAL ABILITIES "MASTER & COMMANDER- FRIGATES"

The points cost per ability are:

- Ability level 1 = 10 points
- Ability level 2 = 15 points
- Ability level 3 = 20 points
- Ability level 4 = 25 points
- Ability level 5 = 30 points



Level	N°	Ability
1	1	If command a fleet or squadron adds +1 to the initiative roll.
1	2	Only once per game, won the individual or fleet initiative, without any dice thrown.
1	3	Once per game can make a double-shoot at long-distance , and another at medium.
1	4	Three times a game can tack without deducting any distance.
1	5	When shooting your batteries, does not deduct the aiming factors for second, third or fourth shot battery.
1	6	If command a fleet the ships of the fleet that passed to reduced can continue in the fleet.
2	1	If command a fleet add +2 to the initiative.
2	2	When fires to a ship of the same or more rate that his rate adds +2 to the firing dice.
2	3	Always add +1 to the fleet initiative thrown, commanding it or not.
2	4	Adds +2 to the combat dice.
2	5	Add +2 to the firing dice.
2	6	Although has made reaction shooting, when the ship is active can fire the battery fired in reaction with a -2 to the firing dice.
2	7	When shooting your batteries, does not deduct the aiming factors for second, third or fourth shot.
2	8	The rules of firing with gale or storm are not applied.
2	9	When fires at long range adds +3 to the firing dice.
2	10	If the rigging is reduced there is no effect and if is precarious the effects are the same as reduced.
3	1	When the ship is in reduced or precarious, this circumstances are no taking in account as modifiers for combat or shoot.
3	2	Negative factors in combat are not applied.
3	3	When the rigging is reduced there is no effect, and when is precarious the effect is the same as reduced.
3	4	If commands a fleet always won the initiative thrown.
3	5	When is firing in reaction shooting, subtracts -2 to the damage dice.
3	6	When the bow guns fire at long distance adds +2 to the firing dice.
3	7	In any weather condition adds 10cm. with combat sails and 15cm. with cruise sails.
3	8	Subtract -2 to the damage dice.
3	9	Always win the boarding phase.
3	10	In the combat phase always adds two combat dices.
3	11	Only can be captured if the crew is 0.
3	12	Always win the individual initiative thrown.
3	13	If command a fleet all the ships adds +1 to the firing dice.
3	14	If in the combat phase destroys all the enemy crew the ship is automatically captured.
3	15	The aiming factor of "firing ship reduced" is not applied and the "firing ship precarious" is -2.
3	16	The artillery values passed to reduced, only when the crew or hull is in precarious.
4	1	Can set the sails from two to two categories. His minimum movement is always the one for storm sails.
4	2	When is boarding, always won the boarding phase. Only can be captured when the crew goes to 0 value.
4	3	When fires has a -2 to the damage factors.
4	4	Always won the initiative thrown.
4	5	When boards a ship of the same rate or lower always won the boarding phase. If the ship is of higher rate adds two combat dices to the boarding phase results.
4	6	During the game can double shoot in three continuous turns.
4	7	If command a fleet, adds +3 to the initiative thrown.
4	8	When fire to the rigging adds +1 to the fire dice and subtract -3 to the damage dice.
4	9	No sailing damages.
4	10	No critical damages.
4	11	If command a fleet, all the ship of the fleet adds +2 to the firing dice and subtract -2 to the damage dice.
4	12	If command a fleet, all ships of the same used as firing dice, the highest of all vessels that compose it and for damage dice the lowest of all ships.
4	13	Only roll for critical damages when the ship is in precarious, and when roll do it with a D6.
5	1	When roll a firing dice, can roll it three times and choose the best result.
5	2	Although the hull is in reduced, do not apply the reduced artillery values.
5	3	Whenever you win the activation by a difference in the roll of 2 or more, you can move 20 cm. extra, and subtract -3 to the damage dice.
5	4	Anytime that scores a hit at short range, the the target ship must throw a D10 for critical damages.
5	5	When fires at long range adds +3 to the firing dice.