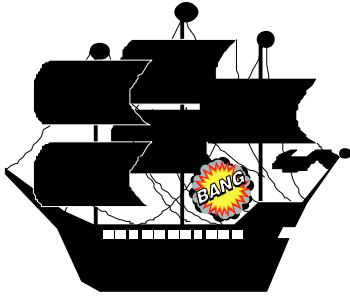


YOUR CHOICE

1 gun firing - card is played
prior to casting dice

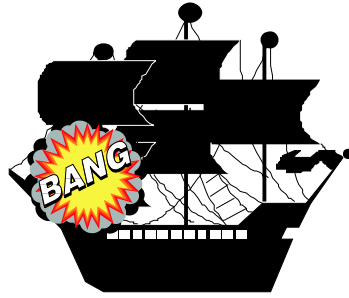


(In case you score a kill)
RIGGING HIT!
1 extra damage point

FOR BUILDINGS:
1 extra damage point.

YOUR CHOICE

1 gun firing - card is played
prior to casting dice



(In case you score a kill)
FOREMAST HIT!
3 extra damage points.

FOR BUILDINGS:
3 extra damage points.

YOUR CHOICE

1 gun firing - card is played
prior to casting dice

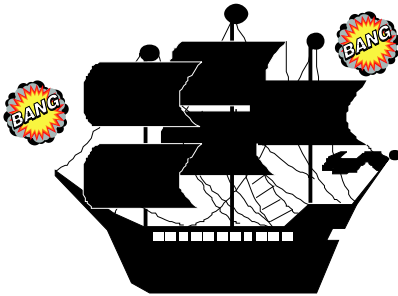


(In case you score a kill)
AFT MAST HIT!
3 extra damage points

FOR BUILDINGS:
3 extra damage points.

YOUR CHOICE

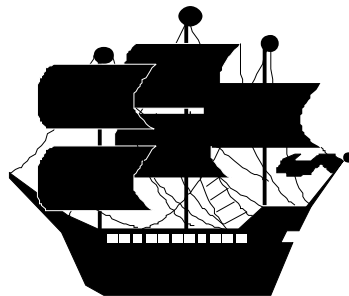
You may play this card against
your opponent when under fire
but prior to him casting the dice.



TOO HIGH: LEARN TO AIM!
No damage
FOR BUILDINGS: same.
FOR BOATS: same.

YOUR CHOICE

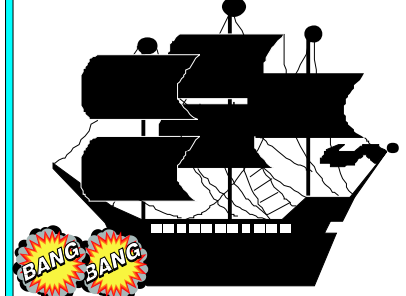
You may play this card against
your opponent when under fire
but prior to him casting the dice.



SHOT FALLS SHORT!
No damage
FOR BUILDINGS: same.
FOR BOATS: same.

YOUR CHOICE

You may play this card against
your opponent when under fire
but prior to him casting the dice.



NEAR MISS!
Only half of damage points
suffered
FOR BUILDINGS: same.
FOR BOATS: same.

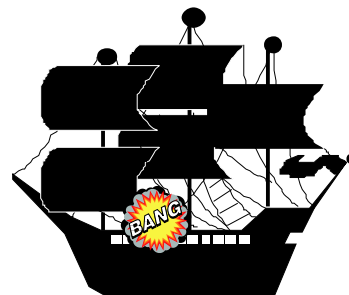
YOUR CHOICE

You may play this card against
your opponent when under fire
but prior to him casting the dice.



NEAR MISS!
Only half of damage points
suffered
FOR BUILDINGS: same.
FOR BOATS: same.

YOUR CHOICE



(In case you score a kill)
SHOT RAKES THE DECK!
4-5-6: 1 killed
FOR BUILDINGS: same.
FOR BOATS: same.

YOUR CHOICE



(In case you score a kill)
BOW HIT!
1 extra damage point
If any prisoners aboard:
1 dies.
FOR BUILDINGS:
1 extra damage point.

YOUR CHOICE

1 gun firing - card is played
prior to casting dice



(In case you score a kill)
MAIN MAST HIT!
5 extra damage points

FOR BUILDINGS:
5 extra damage points.

YOUR CHOICE

1 gun firing - card is played
prior to casting dice



(In case you score a kill)
BATTERY HIT!
1 cannon destroyed amidships

FOR BUILDINGS:
1 cannon destroyed.

YOUR CHOICE

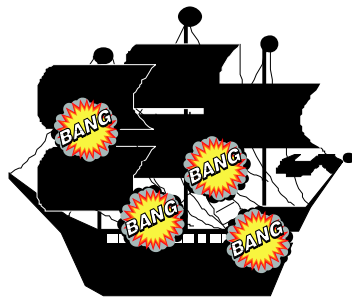
1 gun firing - card is played
prior to casting dice



(In case you score a kill)
HIT BELOW THE WATERLINE!
5 extra damage points
FOR BUILDINGS:
5 extra damage points.
FOR BOATS: sunk!

YOUR CHOICE

1 gun firing - card is played
prior to casting dice



QUICKFIRE!
You may fire twice!

YOUR CHOICE

1 gun firing - card is played
prior to casting dice



(In case you score a kill)
MAGAZINE HIT!
10 damage points, 1 cannon
destroyed, 2 men killed.
FOR BUILDINGS: same and wall
penetrated.
FOR BOATS: sunk.