

# Complete Oak & Iron Initiative Card List



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Sources Core: [Oak & Iron Core Rules](#)

Exp: [Expansion Deck Vol.1](#)

Initiative Card	Value	Nation	Source	Text
<b>Adaptive Tactics</b>	4	Dutch	Core	If your opponent has any discarded Initiative Cards, you may apply the effects of 1 of those cards to your Squadron. Discard this Initiative Card instead of returning it to your hand during the end phase.
<b>Adjust Formation</b>	3	English	Core	If a ship in this Squadron is within Pistol Shot of another friendly ship, it is treated as being in Formation.
<b>Adjust Position</b>	4	No Nation	Core	Each ship in this Squadron that is in Formation or within Pistol Shot of a friendly ship and is not Entangled or Aground may make a Free shift directly sideways (up to speed 1) at the beginning or end of its move.
<b>Aggression</b>	3	Spanish	Core	When a ship in this Squadron makes an Attack of any kind within Musket Shot (must score at least 1 hit), the target takes 1 point of Fatigue.
<b>Await New Orders</b>	1	No Nation	Core	Once revealed, choose a card in your Initiative Hand and place it face up on top of this card. Use the rules detailed on that card and the Initiative Value of this card. During the end phase, return both cards to your hand unless the card states that it must be discarded after being played
<b>Boarders Away</b>	5	French	Core	Ships in this Squadron automatically pass Sailing Tests when attempting Boarding Actions against ships at Minimal or Anchored Sail plans.
<b>Boarding Through the Smoke</b>	4	No Nation	Core	Ships in this Squadron that make a Boarding Crew Action may make a Free Partial Fire Attack against the target ship immediately before the action.
<b>Boat Assault</b>	1	Dutch	Core	During the Movement Phase, Ships in this squadron that move at Speed Rating 2 or less can place a Landing Party token on an opposing ship within Pistol Shot. During the Attack Phase, ships that deployed a Landing Party token this way may make a Close Combat Attack against the ship that it placed the token on. Landing Party tokens placed this way are removed at the end of the turn.
<b>Bravado</b>	5	Spanish	Core	Ships in this Squadron that are not Shaken are treated as if they have no Fatigue. Discard this Initiative Card instead of returning it to your hand during the end phase.
<b>Careful Aim</b>	2	No Nation	Core	When testing for critical damage, ships in this Squadron may re-roll any dice that fail to score (Skull), (swords), or (sail) results.
<b>Deception</b>	2	Pirates	Core	Ships in this Squadron may not be Attacked at Cannon Shot. Discard this Initiative Card instead of returning it to your hand during the end phase.
<b>Double Rations</b>	1	No Nation	Exp	All ships in this Squadron remove 1 point of Fatigue. This card may only be included with a ship that includes the "Double Rations" Special Rule. Discard this Initiative Card instead of returning it to your hand during the end phase.
<b>Doughty</b>	4	No Nation	Core	If you earned any Strike Points in the previous turn, immediately remove 1 Fatigue from each ship in this Squadron. This Card may only be included with a Squadron whose Admiral has the "doughty" special rule.1
<b>Down!</b>	1	No Nation	Core	All ships in this Squadron reduce the amount of Fatigue taken from each Attack by 1 (to a minimum of 0).
<b>Effective Fire</b>	3	No Nation	Core	Increase the broadside value of each ship in this squadron by 1 for the rest of this turn.
<b>Elan</b>	2	French	Core	During the Movement Phase, ships in this Squadron may spend a Crew Action to make a Partial Fire or Close Combat, Roll 1 more dice during these Attacks.
<b>Elan</b>	2	French	Exp	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 during these Attacks.
<b>Engage More Closely</b>	4	English	Core	Each ship in this Squadron that is not Entangled or Aground may make a Free Move Directly Sideways (up to Speed Rating 1) at the beginning or end of its Move. Additionally, ships within Pistol Shot roll 2 more dice during Broadside Attacks. Discard this Initiative Card instead of returning it to your hand during the end phase.
<b>Expert Boarding</b>	3	Dutch	Core	During the Movement Phase, ships in this Squadron may make a Free Close Combat Attack immediately following a successful Boarding Action
<b>Fast Loader</b>	5	English	Core	Each ship in this Squadron may immediately remove a reload marker. Discard this Initiative Card instead of returning it to your hand during the end phase.
<b>Favorable Wind</b>	5	No Nation	Core	Each ship in this Squadron that is sailing Large and not Entangled or Aground must increase their Speed rating by 1.
<b>Fire as She Bears</b>	1	No Nation	Core	Ships in this Squadron in Formation may make a Free Broadside Attack against any ship that moves into a legal firing position during the Movement Phase. Discard this Initiative Card instead of returning it to your hand during the end phase.
<b>Fleet Maneuver</b>	4	No Nation	Core	Each ship in this Squadron that is in Formation and not Entangled or Aground may immediately make a Free turn using the speed 1 tool.

<b>Heavy Musket Volley</b>	2	Spanish	Core	Each ship in this Squadron may spend a Crew Action to make a Partial Fire Attack during the Movement Phase. This attack cannot cause damage or critical hits to the target ship.
<b>Intrepid</b>	1	No Nation	Core	Each ship in this Squadron within Musket shot of their Flagship may immediately remove 1 point of Fatigue. This card may only be included with a Squadron whose Admiral has the "Intrepid" special rule.
<b>Lee Guage Fire</b>	4	No Nation	Core	When a ship in this Squadron that does not have an Anchored or Aground token makes a Broadside or Partial Fire Attack against a ship that is completely upwind of it, (Musket) results count as hits at Cannon Shot.
<b>Long Range Gunnery</b>	2	English	Core	Each time a ship in this squadron rolls a (cannon) result on an Attack made at Cannon Shot, roll an additional dice for each (cannon), Apply this effect until there are no (cannon) results.
<b>Lured into the Shoals</b>	2	Dutch	Core	Place a shoal terrain piece within Musket Shot of a ship in this Squadron. May not be placed within Yard Arm distance of any ship. Discard this Initiative Card instead of returning it to your hand during the end phase.
<b>Raise the Black</b>	3	Pirates	Core	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.
<b>Reload!</b>	3	No Nation	Core	Each ship in this Squadron that is in Formation may immediately remove a Reload marker.
<b>Repel Boarders</b>	1	Spanish	Core	Close Combat Attacks made against any ship in this Squadron only count hits on (Skull) results.
<b>Resilient</b>	4	Spanish	Core	Ships in this Squadron reduce the amount of damage taken from each attack by 1 (to a minimum of 1).
<b>Rolling Broadsidies</b>	3	No Nation	Core	Each ship in this Squadron may spend a Crew Action to make an Attack during the Movement Phase.
<b>Seize the Opportunity</b>	5	Dutch	Core	Ships in this Squadron that are not in Formation during the Attack Phase roll 2 more dice during all Attacks. Discard this Initiative Card instead of returning it to your hand during the end phase.
<b>Shoals Ahead</b>	4	No Nation	Core	All ships in this Squadron ignore Shoal Terrain.
<b>Small Arms</b>	3	No Nation	Core	If an opposing ship ends its move within Pistol Shot of 1 or more ships in this Squadron during the movement phase, 1 of those ships may take a Free Partial Fire Attack against the opposing ship. This Attack cannot cause damage or critical hits to the target ship.
<b>Superior Firepower</b>	3	French	Core	Increase the broadside value of each ship in this squadron by 2 for the rest of this turn. Discard this Initiative Card instead of returning it to your hand during the end phase.
<b>Swift Vessels</b>	5	French	Core	Each ship in this Squadron that is not In The Wind's Eye, Entangled, or Aground may immediately make a Free Speed 1 move.
<b>Swift Vessels</b>	5	French	Exp	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.
<b>Take Courage</b>	2	No Nation	Core	Each ship in this Squadron that is in Formation may immediately remove 1 point of Fatigue.
<b>Target Rigging</b>	4	French	Core	Every ship in this Squadron must roll 1 more dice during Attacks made against rigging.
<b>Zeal</b>	1	English	Core	When this Squadron's Flagship takes a Rally Crew Action, each friendly ship within Musket Shot rolls a Skill Test. If the ship succeeds, remove 1 point of Fatigue for that ship