COMMAND AND COLORS NAPOLEONICS PLUS

SPECIAL ACTION CARDS

Version 3.01

2019-01-03

CAVALRY CHARGE

Play in any command phase after drawing a command card.

Ordered CAVALRY units in command up to the CinC's rating will battle with 1 additional die the entire turn. Ordered guard cavalry battle with 2 additional dice the entire turn.

Ordered heavy cavalry may move 3 hexes and still battle.

BAYONET CHARGE

Play in any command phase after drawing a command card.

Ordered INFANTRY units in command up to the CinC's rating may move 2 hexes and still battle in melee.

Guard infantry, when ordered, will melee with 1 additional die.

BOMBARD

Play in any command phase after drawing a command card.

Ordered ARTILLERY units in command up to the CinC's rating may move up to 3 hexes and not battle, or may not move and battle with 2 additional dice.

Guard artillery, when ordered, battle with 3 additional dice.

RALLY

Play in any command phase after drawing a command card.

Roll battle dice equal to the CinC's rating. For each infantry, cavalry or artillery symbol rolled, 1 block of this type is returned to any unit that is both under strength and in command.

A unit may not gain more blocks than it originally had.

Rallied blocks still count towards Victory Banners.

LEADERSHIP

Play in any command phase after drawing a command card.

Issue an order to one LEADER. When a Leader is attached to a unit, the unit is also ordered as long as the Leader remains with the unit and shall roll 1 additional die if it battles. A Leader may detach from a unit. If a Leader moves and joins a unit, the unit is not ordered.

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Issue an order to one LEADER. When a Leader is attached to a unit, the unit is also ordered as long as the Leader remains with the unit and shall roll 1 additional die if it battles. A Leader may detach from a unit. If a Leader moves and joins a unit, the unit is not ordered.

COUNTERCHARGE

Play this card after opponent declares a Cavalry melee against your cavalry unit, but before the dice are rolled.

Both units roll their melee dice and battle at the same time. Resolve hits simultaneously and then retreats simultaneously. If the ordered attacking unit is not eliminated or retreats it may breakthrough, if eligible.

Lancers re-roll flags.

3.01

◊ **BATTLE BACK REVENGE**	◊ **BREAK THE SQUARE**	◊ **BATTLEFIELD SMOKE**
A unit when battling back in melee will combat with 1 additional die.	An ordered Cavalry unit may play this card AFTER an infantry unit in square rolls its combat die. The ordered Cavalry unit's battle dice are reduced to a maximum of 2 dice when battling a square (instead of the normal 1 die).	Play this card after a combat is declared, but before the dice roll. The battle dice of the attacking unit or units are reduced to a maximum of 2 dice. The maximum also applies, should the defending unit battle back.

◊ **CAVALRY FORWARD**	◊ **INFANTRY FORWARD**	◊ **LEADER INSPIRED INFANTRY**
An ordered Cavalry unit may move 1 additional hex more than its ordered movement or may advance 1 additional hex more on its breakthrough. The unit may still battle, if eligible.	An ordered Infantry unit may move 1 additional hex more than its ordered movement. The unit may still battle, if eligible.	An ordered Infantry unit with an attached LEADER, after a melee combat in which the enemy unit is either eliminated or retreats from its hex, may take ground and may make a second melee combat.

◊ **LEADER ORDERS FALL BACK**	◊ **LEADER UNIT REFORM**	◊ **LEADER HOLD THE LINE**
Play after a melee combat is declared, but before the dice roll. A unit that is attached to or adjacent to a friendly LEADER may fall back. The fall back follows the "Cavalry Retire And Reform" rules. The unit must fall back 2 hexes. The attacking unit still battles, but only unit symbols will score a hit. The attacking unit may take ground but cavalry cannot breakthrough.	Play before any units are ordered. A unit that has lost one or more blocks and is attached to or adjacent to a friendly LEADER may attempt to reform. Roll 2 die, each flag or unit symbol rallies 1 block back to the unit. Unit may not gain more blocks than it had originally.	Play this card after opponent rolls his combat dice. A unit that is attached to or adjacent to a friendly LEADER may ignore all flags.

◊ SUPERB INFANTRY TRAINING

An ordered Infantry unit's ranged combat dice are not reduced when it moves.

◊ SAPPERS

An ordered Infantry unit, when targeting an enemy on a built up area, will ignore all terrain combat reductions in melee.

Built-up areas include:
- Town
- Windmill
- Tower
- Walled Farm
- Church
- Castle
- Walled Garden

◊ LIGHT INFANTRY SKIRMISH

An ordered Light Infantry unit, may move up to 3 hexes through friendly units and non-impassable terrain. Unit may then perform ranged but not melee combat. Terrain battle restrictions still apply. Immediately after conducting ranged combat, the unit may either move back to the unit's original hex or remain in its current hex.

NOTE: It will still battle with one-half its number of blocks, rounding up or down as appropriate.

◊ ARTILLERY CANISTER

Play after a melee combat is declared, but before the dice roll.

An ordered Artillery unit will perform melee combat with 1 additional die.

◊ INFANTRY LEADER

Play after a combat is declared, but before the dice roll.

An ordered infantry unit that is attached to or adjacent to a friendly LEADER will perform combat with 1 additional die.

◊ CAVALRY LEADER

Play after a melee combat is declared, but before the dice roll.

An ordered cavalry unit that is attached to or adjacent to a friendly LEADER will perform combat with 1 additional die.

◊ FIRST STRIKE

Play this card after opponent declares a melee attack, but before the dice roll.

Your defending unit will battle first. If the opponent's unit is neither eliminated nor retreats it may then battle as originally ordered.

◊ LEADER UNIT REFORM

Play before any units are ordered.

A unit that has lost one or more blocks and is attached to or adjacent to a friendly LEADER may attempt to reform.

Roll 2 die, each flag or unit symbol rallies 1 block back to the unit.

Unit may not gain more blocks than it had originally.

◊ COMBINED ARMS ATTACK

Play after a melee combat is declared, but before the dice roll.

Add 1 additional combat die if either
- The attack is a combined arms attack

or
- You have friendly troop of two different combat arms (infantry, cavalry, artillery) adjacent to the target unit.

FIRE AND HOLD	FIRST VOLLEY	FIRST VOLLEY
Play in any command phase after drawing a command card. Ordered INFANTRY or ARTILLERY units in command up to the CinC's rating will perform ranged combat with 1 additional die. They may not be adjacent to enemy troops nor may they move before or after combat, but may come out of square if eligible.	Play this card after your opponent declares a melee attack on an INFANTRY unit, but before the dice roll. Your defending unit will battle first. If the opponent's unit is neither eliminated nor retreats it may then battle as originally ordered. This is a type of FIRST STRIKE. May not be used by SPANISH allied units.	Play this card after your opponent declares a melee attack on an INFANTRY unit, but before the dice roll. Your defending unit will battle first. If the opponent's unit is neither eliminated nor retreats it may then battle as originally ordered. This is a type of FIRST STRIKE. May not be used by SPANISH allied units.
RALLY	LEADERSHIP	IMPETUOUS CAVALRY
Play in any command phase after drawing a command card. Roll battle dice equal to the CinC's rating. For each infantry, cavalry or artillery symbol rolled, 1 block of this type is returned to any unit that is both under strength and in command. A unit may not gain more blocks than it originally had. Rallied blocks still count towards Victory Banners.	Play in any command phase after drawing a command card. Issue an order to one LEADER. When a Leader is attached to a unit, the unit is also ordered as long as the Leader remains with the unit and shall roll 1 additional die if it battles. A Leader may detach from a unit. If a Leader moves and joins a unit, the unit is not ordered.	Play in any command phase after drawing a command card. Issue an order to one IMPETUOUS CAVALRY unit to move into combat. Ordered heavy cavalry may move 3 hexes and still battle. Cavalry may move through a friendly unit. Cavalry battle with 1 additional die the entire turn and guard cavalry battle with 2 additional dice. If the unit fails to advance into a vacated hex it must immediately battle the same unit again.
		IRON WILL
		When one or more flags are rolled against a PRUSSIAN unit, that otherwise can't be ignored, the player may spend an Iron Will card. Each card will allow one flag to be ignored. More than one Iron Will card may be spent on a unit, with one flag ignored for each Iron Will card spent.

○ **FIRE AND HOLD**	○ **FIRST VOLLEY**	○ **FIRST VOLLEY**
Play in any command phase after drawing a command card. Ordered INFANTRY or ARTILLERY units in command up to the CinC's rating will perform ranged combat with 1 additional die. They may not be adjacent to enemy troops nor may they move before or after combat, but may come out of square if eligible.	Play this card after your opponent declares a melee attack on an INFANTRY unit, but before the dice roll. Your defending unit will battle first. If the opponent's unit is neither eliminated nor retreats it may then battle as originally ordered. This is a type of FIRST STRIKE. May not be used by SPANISH allied units.	Play this card after your opponent declares a melee attack on an INFANTRY unit, but before the dice roll. Your defending unit will battle first. If the opponent's unit is neither eliminated nor retreats it may then battle as originally ordered. This is a type of FIRST STRIKE. May not be used by SPANISH allied units.
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◊ **COUNTERCHARGE**		○ **IRON WILL**
Play this card after opponent declares a Cavalry melee against your cavalry unit, but before the dice are rolled. Both units roll their melee dice and battle at the same time. Resolve hits simultaneously and then retreats simultaneously. If the ordered attacking unit is not eliminated or retreats it may breakthrough, if eligible. Lancers re-roll flags. 3.01		When one or more flags are rolled against a PRUSSIAN unit, that otherwise can't be ignored, the player may spend an Iron Will card. Each card will allow one flag to be ignored. More than one Iron Will card may be spent on a unit, with one flag ignored for each Iron Will card spent.

◊ BATTLE BACK REVENGE

A unit when battling back in melee will combat with 1 additional die.

◊ BREAK THE SQUARE

An ordered Cavalry unit may play this card AFTER an infantry unit in square rolls its combat die.

The ordered Cavalry unit's battle dice are reduced to a maximum of 2 dice when battling a square (instead of the normal 1 die).

◊ BATTLEFIELD SMOKE

Play this card after a combat is declared, but before the dice roll.

The battle dice of the attacking unit or units are reduced to a maximum of 2 dice.

The maximum also applies, should the defending unit battle back.

◊ CAVALRY FORWARD

An ordered Cavalry unit may move 1 additional hex more than its ordered movement or may advance 1 additional hex more on its breakthrough.

The unit may still battle, if eligible.

◊ INFANTRY FORWARD

An ordered Infantry unit may move 1 additional hex more than its ordered movement.

The unit may still battle, if eligible.

◊ LEADER INSPIRED INFANTRY

An ordered Infantry unit with an attached LEADER, after a melee combat in which the enemy unit is either eliminated or retreats from its hex, may take ground and may make a second melee combat.

◊ LEADER ORDERS FALL BACK

Play after a melee combat is declared, but before the dice roll.

A unit that is attached to or adjacent to a friendly LEADER may fall back. The fall back follows the "Cavalry Retire And Reform" rules.

The unit must fall back 2 hexes. The attacking unit still battles, but only unit symbols will score a hit.

The attacking unit may take ground but cavalry cannot breakthrough.

◊ LEADER UNIT REFORM

Play before any units are ordered.

A unit that has lost one or more blocks and is attached to or adjacent to a friendly LEADER may attempt to reform.

Roll 2 die, each flag or unit symbol rallies 1 block back to the unit.

Unit may not gain more blocks than it had originally.

◊ LEADER HOLD THE LINE

Play this card after opponent rolls his combat dice.

A unit that is attached to or adjacent to a friendly LEADER may ignore all flags.

◊ SUPERB INFANTRY TRAINING

An ordered Infantry unit's ranged combat dice are not reduced when it moves.

◊ SAPPERS

An ordered Infantry unit, when targeting an enemy on a built up area, will ignore all terrain combat reductions in melee.

Built-up areas include:
- Town
- Windmill
- Tower
- Walled Farm
- Church
- Castle
- Walled Garden

◊ LIGHT INFANTRY SKIRMISH

An ordered Light Infantry unit, may move up to 3 hexes through friendly units and non-impassable terrain. Unit may then perform ranged but not melee combat. Terrain battle restrictions still apply. Immediately after conducting ranged combat, the unit may either move back to the unit's original hex or remain in its current hex.

NOTE: It will still battle with one-half its number of blocks, rounding up or down as appropriate.

◊ ARTILLERY CANISTER

Play after a melee combat is declared, but before the dice roll.

An ordered Artillery unit will perform melee combat with 1 additional die.

◊ INFANTRY LEADER

Play after a combat is declared, but before the dice roll.

An ordered infantry unit that is attached to or adjacent to a friendly LEADER will perform combat with 1 additional die.

◊ CAVALRY LEADER

Play after a melee combat is declared, but before the dice roll.

An ordered cavalry unit that is attached to or adjacent to a friendly LEADER will perform combat with 1 additional die.

◊ FIRST STRIKE

Play this card after opponent declares a melee attack, but before the dice roll.

Your defending unit will battle first. If the opponent's unit is neither eliminated nor retreats it may then battle as originally ordered.

◊ LEADER UNIT REFORM

Play before any units are ordered.

A unit that has lost one or more blocks and is attached to or adjacent to a friendly LEADER may attempt to reform.

Roll 2 die, each flag or unit symbol rallies 1 block back to the unit.

Unit may not gain more blocks than it had originally.

◊ COMBINED ARMS ATTACK

Play after a melee combat is declared, but before the dice roll.

Add 1 additional combat die if either
- The attack is a combined arms attack

or
- You have friendly troop of two different combat arms (infantry, cavalry, artillery) adjacent to the target unit.

● **GUERRILLA ACTION**	● **GUERRILLA ACTION**	● **STUBBORN ARTILLERY**
Play after the French player draws a Command card from the deck, but before the French player's order phase. This will negate the effect of the command card; the French player receives no Command Points that turn. The French player may still perform orders if using previously saved command points or by playing a card that orders a unit. 3.01	Play after the French player draws a Command card from the deck, but before the French player's order phase. This will negate the effect of the command card; the French player receives no Command Points that turn. The French player may still perform orders if using previously saved command points or by playing a card that orders a unit. 3.01	Play this card after your opponent declares a melee attack on a SPANISH ARTILLERY unit, but before the dice roll. Your defending unit will battle first. If the opponent's unit is neither eliminated nor retreats it may then battle as originally ordered. This is a type of FIRST STRIKE. 3.01
● **RALLY**	● **LEADERSHIP**	● **BOMBARD**
Play in any command phase after drawing a command card. Roll battle dice equal to the CinC's rating. For each infantry, cavalry or artillery symbol rolled, 1 block of this type is returned to any unit that is both under strength and in command. A unit may not gain more blocks than it originally had. Rallied blocks still count towards Victory Banners.	Play in any command phase after drawing a command card. Issue an order to one LEADER. When a Leader is attached to a unit, the unit is also ordered as long as the Leader remains with the unit and shall roll 1 additional die if it battles. A Leader may detach from a unit. If a Leader moves and joins a unit, the unit is not ordered. 3.01	Play this card at the start of a Combat Phase. All ordered SPANISH ARTILLERY units will battle with 2 additional dice. 3.01

○ **GUERRILLA ACTION**	○ **GUERRILLA ACTION**	○ **STUBBORN ARTILLERY**
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		◊ **COUNTERCHARGE**
		Play this card after opponent declares a Cavalry melee against your cavalry unit, but before the dice are rolled. Both units roll their melee dice and battle at the same time. Resolve hits simultaneously and then retreats simultaneously. If the ordered attacking unit is not eliminated or retreats it may breakthrough, if eligible. Lancers re-roll flags. 3.01

◊ BATTLE BACK REVENGE	◊ BREAK THE SQUARE	◊ BATTLEFIELD SMOKE
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◊ CAVALRY FORWARD	◊ INFANTRY FORWARD	◊ LEADER INSPIRED INFANTRY
An ordered Cavalry unit may move 1 additional hex more than its ordered movement or may advance 1 additional hex more on its breakthrough. The unit may still battle, if eligible.	An ordered Infantry unit may move 1 additional hex more than its ordered movement. The unit may still battle, if eligible.	An ordered Infantry unit with an attached LEADER, after a melee combat in which the enemy unit is either eliminated or retreats from its hex, may take ground and may make a second melee combat.
◊ LEADER ORDERS FALL BACK	◊ LEADER UNIT REFORM	◊ LEADER HOLD THE LINE
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◊ **SUPERB INFANTRY TRAINING**	◊ **SAPPERS**	◊ **LIGHT INFANTRY SKIRMISH**
An ordered Infantry unit's ranged combat dice are not reduced when it moves.	An ordered Infantry unit, when targeting an enemy on a built up area, will ignore all terrain combat reductions in melee. Built-up areas include: • Town • Windmill • Tower • Walled Farm • Church • Castle • Walled Garden	An ordered Light Infantry unit, may move up to 3 hexes through friendly units and non-impassable terrain. Unit may then perform ranged but not melee combat. Terrain battle restrictions still apply. Immediately after conducting ranged combat, the unit may either move back to the unit's original hex or remain in its current hex. NOTE: It will still battle with one-half its number of blocks, rounding up or down as appropriate.
◊ **ARTILLERY CANISTER**	◊ **INFANTRY LEADER**	◊ **CAVALRY LEADER**
Play after a melee combat is declared, but before the dice roll. An ordered Artillery unit will perform melee combat with 1 additional die.	Play after a combat is declared, but before the dice roll. An ordered infantry unit that is attached to or adjacent to a friendly LEADER will perform combat with 1 additional die.	Play after a melee combat is declared, but before the dice roll. An ordered cavalry unit that is attached to or adjacent to a friendly LEADER will perform combat with 1 additional die.
◊ **FIRST STRIKE**	◊ **LEADER UNIT REFORM**	◊ **COMBINED ARMS ATTACK**
Play this card after opponent declares a melee attack, but before the dice roll. Your defending unit will battle first. If the opponent's unit is neither eliminated nor retreats it may then battle as originally ordered.	Play before any units are ordered. A unit that has lost one or more blocks and is attached to or adjacent to a friendly LEADER may attempt to reform. Roll 2 die, each flag or unit symbol rallies 1 block back to the unit. Unit may not gain more blocks than it had originally.	Play after a melee combat is declared, but before the dice roll. Add 1 additional combat die if either • The attack is a combined arms attack or • You have friendly troop of two different combat arms (infantry, cavalry, artillery) adjacent to the target unit.