





Austrian National Fate Card Front



## **Medals and Pensions**

Play this card in a melee phase.
Pick 1 Austrian brigade.
Add 1 to the melee value of Austrian infantry units from that brigade for the rest of the phase.

Austria

#### Well-horsed

Play this card in a melee phase.
Pick 1 Austrian brigade.
Add 1 to the melee value of Austrian cavalry units from that brigade for the rest of the phase.

Austria

# <u>Patient and</u> <u>Well-disciplined</u>

Play this card after an Austrian unit fails a valour test. Change the failed test to a successful test. In addition, add 1 to valour tests for Austrian units for the rest of the turn.

Austria

Austria Pational Special Fate Cards [King, Queen, Jack]

#### All Out Attack

Play this card at the start of your melee phase. Add1 to the melee value of friendly units that are within 12" of your army leader in that phase.

## Surprise Attack

Play this card when a unit carries out an assault action. That unit can carry out 1 move before it assaults.

## **Breakthrough**

Play this card at the end of your melee phase after taking any fortitude rests.
Pick 1 brigade.
Units from that brigade can make 1 move
[they cannot assault, retreat or double.]

## The Tide of Battle

Play this card immediately.
Shuffle all your discarded fate cards (including this one) back into your fate deck.

#### Confusion

Play this card at the start of an enemy turn.
The enemy cannot automatically activate a brigade that turn and any reinforcements due to arrive that turn must arrive 1 turn later.

## **Capture**

Play this card in your fate phase.
Pick 1 enemy controlled objective.
If you control it at the end of the game, it counts as 2 objectives when determining the winner of the game.

## **Inspiration**

Play this card
After a friendly
player fails
a valour test
or fortitude test.
The test is passed.

## Stubborn

Play this card
Before a unit
carries out an action.
Remove 1 loss
marker from that unit
[even if it has
1 loss marker].

## **Deadly Attack**

Play this card after a friendly unit fails 1 or more hit rolls.

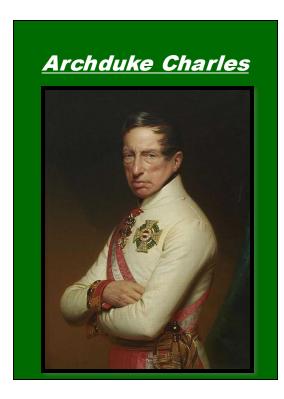
Reroll the failed hit rolls.

## **Directed Fire**

Play this card when an enemy unit is chosen as a target in the fire phase. Add 1 to the fire value of units that attack the target. In addition, artillery units on a hill can trace a line of sight to the target across units that are not on a hill.

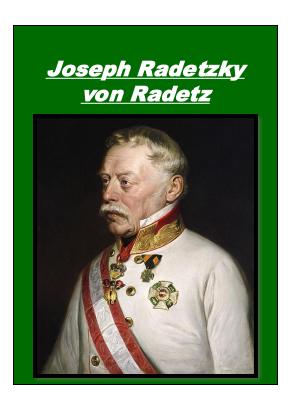
# Act on Initiative

You can play any card to allow 1 unit from a brigade that failed an activation test or that did not receive a message to take an action.



## Archduke Charles

You can reroll failed activation tests for friendly Austrian brigades that are within 36" of this leader. In addition, the CIC for an army with this leader you can choose for reinforcements from 1 Austrian brigade to arrive 1 turn early.



# <u>Joseph Radetzky</u> <u>von Radetz</u>

Add 1 to the melee value of Austrian infantry units that are within 6" of this leader.