



British National Fate Card Front

*Valour &
Fortitude*

Defensive Fire

Play this card in the enemy melee phase.
Pick one British brigade. Add one to the melee value of British infantry units from that brigade for the rest of the phase.

British

Scum of the Earth

Play this card in a melee phase.
Subtract 1 from valour tests for enemy units that are in contact with one or more British infantry units in the phase.

British

Perfect Volleys

Play this card in your fire phase.
Pick 1 British brigade. Add 1 to the firepower value of British infantry units from that brigade for the rest of the phase.

British

**British/K&Q National
special fate cards
[King, Queen, Jack]**

All Out Attack

Play this card at the start of your melee phase. Add 1 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 tests. Pick 1 brigade. Units from that brigade can make 1 move [they cannot assault, retreat or double.]

Standard Fate Cards

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.**

Standard Fate Cards

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.**

Standard Fate Cards

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.

Standard Fate Cards

National Pride

Play this card after a friendly player fails a valour test or fortitude test. They can reroll the failed test. If the rerolled test is successful, friendly players can reroll failed valour or fortitude tests for the rest of that turn.

British Allied Nations

**Death to the
invaders**

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

British Allied Nations

Home Ground

Play this card in your fate phase.
Pick 1 terrain feature.
Add 1 to valour tests for friendly units within 3" of the terrain feature for the rest of the battle.

British Allied Nations

British Allied Nations special fate cards

[King, Queen, Jack]

To use in 1815 with Hanover, Nassau,

Netherlands, Brunswick Brigades

**Conquerors of the
Conquerors**

Play this card when you test the status of an unpredictable unit, instead of rolling the dice. Add 1 to the unit's melee value and tenacity for the rest of the battle.

Spanish Brigades

The Spanish Ulcer

Play this card when an enemy unit occupies a defendable terrain feature or finishes a move within 6" of an objective that you control. The unit suffers 1 loss.

Spanish Brigades

Invisible Enemy

Play this card when an enemy player makes a successful messenger test. The test is failed.

Spanish Brigades

**Spanish Allied Special
Fate Cards
[King, Queen, Jack]**

Arthur Wellesley
Duke of Wellington



Arthur Wellesley
1st Duke of
Wellington

This leader can be moved at the start of the British action phase instead of the end of the action phase. In addition, add 1 to the melee value of British units that are fighting back if they are within 12" of this leader.

Sir John Moore



Add 1 to the melee value of British units that are making an attack in their own melee phase if they are within 12" of this leader. In addition, this leader can move into contact with an enemy unit when they are moved at the end of the action phase and can lend melee support in the same way as a unit in the melee phase. If they do so, after the melee is resolved, roll a dice. On a 3 or less, this leader is removed from play.