





French National Fate Card Front



# Les Grognards

Play this card in your fate phase. Pick 1 French unit that has suffered 1 or more losses. Add 1 to the units Melee value and Tenacity for the rest of the game.

French

# **Vive L'Empereur**

Play this card when a French brigade successfully activates. Add 6" to the move distance of its units for the rest of the phase.

French

# Attaque à Outrance

Play this card in a melee phase.
Pick 1 French brigade.
For the rest of the phase add 1 to the melee value of units from that brigade that are in attack column formation.

<u>French</u>

French National 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.

# <u>Conquerors of the</u> <u>Conquerors</u>

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.

<u>King Joseph</u> 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.

<u>King Joseph</u> <u>Spanish Brigades</u>

# <u>Invisible Enemy</u>

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

<u>King Joseph</u> <u>Spanish Brigades</u>

French Allied Special Fate Cards [King, Queen, Jack]

To use for King Joseph Spanish Brigade

### **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.

French Allied Nations

# <u>Death to the</u> 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.

French 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.

French Allied Nations

French Allied Pations Special Fate Cards [King, Queen, Jack]

To use for Polish, Italians, Germans

# <u>Napoleon</u>



**Add 1 to Valour and Rally** tests for French units within 12" of this leader. French artillery units within 12" of this leader only need to be in range and line of sight of the target to shoot at it or lend fire support (it does not need to be the closest unit), they can trace a line of sight across enemy units in open order and, if on a hill, across units not on a hill. This leader also has the Marshal of the Empire rule.

# Marshal Ney

# <u>Marshal Ney</u> <u>Marshal of the</u> <u>Empire</u>

Reroll failed hit rolls for melee attacks made by French units that are within 3" of this leader. Increase the distance of the automatic activation rule from 24" to 36" for this leader.

# Marshal of France



# **Marshal Murat**



# Marshal Murat Marshal of the Empire

In the fate phase of the first French turn, the French CIC takes 2 fate cards instead of 1 and can keep both.
Increase the distance of the automatic activation rule from 24" to 36" for this leader.

# Marshal of the Empire

Increase the distance of the automatic activation rule from 24" to 36" for this leader.







Poland National Fate Card Front









Westphalia National Fate Card Front









Bavaria National Fate Card Front





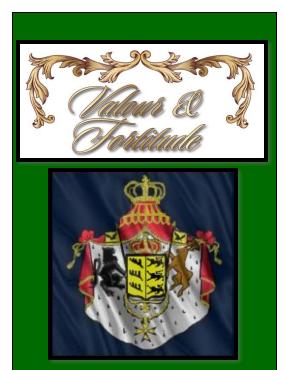




Italy National Fate Card Front









Württemberg National Fate Card Front

