



Prussia National Fate Card Front

Valour & Fortitude

**Für König und
Vaterland**

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

Prussia

Verteidigt Berlin

Play this card in any phase
in an enemy turn. Add 1 to
valour and fortitude tests for
Prussian units that are
within 12" of an objective for
the rest of the turn.

Prussia

Prussian Drill

Play this card if a Prussian
brigade
fails an activation test.
Units from the
brigade can reform.

Prussia

**Prussia 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

**Field-Marshal von
Blucher**



**Field-Marshal von
Blucher**

**Add 1 to the
melee value of
Prussian units
within 12" of this
leader if they have
taken an assault
action in the
same turn.**

Lt-Gen. von
Gneisenau



Lt-Gen. von
Gneisenau

**You can reroll failed
activation tests for
friendly Prussian
brigades if their
brigade leader is
within 36" of this
leader.**