





Prussian-Saxon National Fate Card Front



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.

Prussian 1806

Self Priming Pan

Play this card in your shooting phase or any melee phase. Pick 1
Prussian brigade. Reroll hit rolls of 1, before modifiers are applied, for fire or melee attacks made by units from the brigade in that phase.

Prussian 1806

Harsh Discipline

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

Prussian 1806

Prussian 1806 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.

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.

Saxon Allied Nation

<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.

Saxon Allied Nation

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.

Saxon Allied Nation

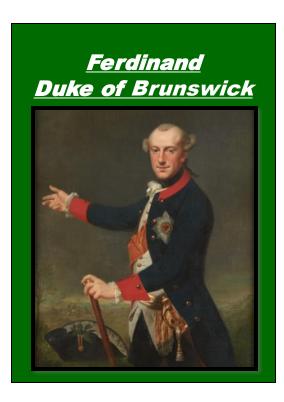
Saxon Allied Pations Special Fate Cards [King, Queen, Jack]

<u>Field-Marshal von</u> <u>Blucher</u>



<u>Field-Marshal von</u> <u>Blucher</u>

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.



<u>Ferdinand</u> <u>Duke of Brunswick</u>

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