



Prussian-Saxon 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.**

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 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.

Saxon Allied Nation

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.**

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 Nations
Special Fate Cards
[King, Queen, Jack]**

**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.**

Ferdinand
Duke of Brunswick



Ferdinand
Duke of Brunswick

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