



Russia National Fate Card Front

Valour & Fortitude

Holy Mother Russia

Play this card at
the start of any phase.
Roll a D6 for each
shaken Russian unit.
On a 4+ remove
1 loss marker from
the unit you are
rolling for.

Russia

Tenacity

Play this card in
your fate phase.
Pick 1 Russian unit.
Add 1 to that unit's
tenacity for the rest
of the game.

Russia

Cossack Raiders

Play this card in
a melee phase.
Pick 1 enemy unit
within 18" of the edge
of the battlefield.
The unit suffers
1 loss.

Russia

**Russia 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

Prince Pyotr
Bagration



Prince Pyotr
Bagration

**When working out
which side has won a
melee, add 1 to the
total for the friendly
side if all friendly units
that fought or lent
support in the melee
are Russian and within
12" of this leader.**

**Prince Mikhail
Kutuzov**



**Prince Mikhail
Kutuzov**

**Friendly Russian
units with the Stoic
special rule can
move in the same
action phase that it
rallies or reforms
if it is within 12"
of this leader.**