



Spain National Fate Card Front

*Valour &
Fortitude*

**Conquerors of the
Conquerors**

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.

Spain

An Invisible Enemy

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

Spain

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.

Spain

**Spain 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

Captain-General
Ibáñez Radetz



Captain-General
Ibáñez Radetz

**Re-roll unpredictability
test rolls of 1 for
friendly Spanish
cavalry units that are
within 12" of this
leader. In addition, add
1 to the melee value
of friendly Spanish
cavalry units that are
within 3" of this leader.**

Captain-General
Blake



Captain-General
Blake

In the fate phase of the first Spanish turn, the Spanish CIC takes 2 fate cards instead of 1 and can keep both. In addition, add 1 to rally tests for friendly Spanish units that are within 12" of this leader.