



Austrian National Fate Card Front

Valour & Fortitude

Medals and Pensions

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

Austria

Well-horsed

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

Austria

**Patient and
Well-disciplined**

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

Austria

**Austria 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 rests. 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

Once per action phase, you can play any card to allow 1 unit from a brigade that failed an activation test in that phase to carry out an action.

Standard Fate Cards

Archduke Charles



Archduke Charles

You can reroll failed activation tests for friendly Austrian brigades that are within 36" of this leader. In addition, the CIC for an army with this leader you can choose for reinforcements from 1 Austrian brigade to arrive 1 turn early.

**Joseph Radetzky
von Radetz**



**Joseph Radetzky
von Radetz**

**Add 1 to the melee
value of Austrian
infantry units that
are within 6" of
this leader.**