



**British National Fate Card Front**

*Valour &  
Fortitude*

**Defensive Fire**

Play this card in the enemy melee phase.  
Pick one British brigade. Add one to the melee value of British infantry units from that brigade for the rest of the phase.

**British**

**Scum of the Earth**

Play this card in a melee phase.  
Subtract 1 from valour tests for enemy units that are in contact with one or more British infantry units in the phase.

**British**

**Perfect Volleys**

Play this card in your fire phase.  
Pick 1 British brigade. Add 1 to the firepower value of British infantry units from that brigade for the rest of the phase.

**British**

**British/K&G 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**

**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.

**British Allied Nations**

**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.

**British Allied Nations**

**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.

**British Allied Nations**

**British Allied Nations special fate cards**

**[King, Queen, Jack]**

**To use in 1815 with Hanover, Nassau,  
Netherlands, Brunswick Brigades**

**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.**

**Spanish Brigades**

**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.**

**Spanish Brigades**

**Invisible Enemy**

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

**Spanish Brigades**

**Spanish Allied Special  
Fate Cards  
[King, Queen, Jack]**



**Arthur Wellesley**  
**Duke of Wellington**



**Arthur Wellesley**  
**1st Duke of**  
**Wellington**

**This leader can be moved at the start of the British action phase instead of the end of the action phase. In addition, add 1 to the melee value of British units that are fighting back if they are within 12" of this leader.**

**Sir John Moore**



**Add 1 to the melee value of British units that are making an attack in their own melee phase if they are within 12" of this leader. In addition, this leader can move into contact with an enemy unit when they are moved at the end of the action phase and can lend melee support in the same way as a unit in the melee phase. If they do so, after the melee is resolved, roll a dice. On a 3 or less, this leader is removed from play.**