



French National Fate Card Front

Valour & Fortitude

Les Grognards

Play this card in your fate phase. Pick 1 French unit that has suffered 1 or more losses. Add 1 to the units Melee value and Tenacity for the rest of the game.

French

Vive L'Empereur

Play this card when a French brigade successfully activates. Add 6" to the move distance of its units for the rest of the phase.

French

Attaque à Outrance

Play this card in a melee phase. Pick 1 French brigade. For the rest of the phase add 1 to the melee value of units from that brigade that are in attack column formation.

French

**French 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

**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.

**King Joseph
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.

**King Joseph
Spanish Brigades**

Invisible Enemy

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

**King Joseph
Spanish Brigades**

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

To use for King Joseph Spanish Brigade

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.

French 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.

French 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.

French Allied Nations

French Allied Nations

Special Fate Cards

[King, Queen, Jack]

To use for Polish, Italians, Germans

Napoleon



Add 1 to Valour and Rally tests for French units within 12" of this leader. French artillery units within 12" of this leader only need to be in range and line of sight of the target to shoot at it or lend fire support (it does not need to be the closest unit), they can trace a line of sight across enemy units in open order and, if on a hill, across units not on a hill. This leader also has the Marshal of the Empire rule.

Marshal Ney



**Marshal Ney
Marshal of the
Empire**

**Reroll failed hit rolls for
melee attacks made by
French units that are
within 3" of this leader.
Increase the distance
of the automatic
activation rule from 24"
to 36" for this leader.**

**Marshal of the
Empire**



Marshal Murat



Marshal Murat **Marshal of the** **Empire**

**In the fate phase of the first French turn, the French CIC takes 2 fate cards instead of 1 and can keep both.
Increase the distance of the automatic activation rule from 24" to 36" for this leader.**

Marshal of the **Empire**

Increase the distance of the automatic activation rule from 24" to 36" for this leader.



Poland National Fate Card Front

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Westphalia National Fate Card Front

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Bavaria National Fate Card Front

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Italy National Fate Card Front

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Würtemberg National Fate Card Front

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