





Prussia National Fate Card Front



Für König und Vaterland

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

Prussia

Verteidigt Berlin

Play this card in any phase in an enemy turn. Add 1 to valour and fortitude tests for Prussian units that are within 12" of an objective for the rest of the turn.

Prussia

Prussian Drill

Play this card if a Prussian brigade fails an activation test.
Units from the brigade can reform.

Prussia

Prussia National Special Fate Cards [King, Queen, Jack]

All Out Attack

Play this card at the start of your melee phase. Add1 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.]

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.

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.

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

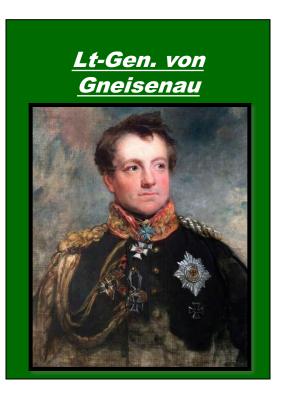
Once per action phase, you can play any card to allow 1 unit from a brigade that failed an activation test in that phase to carry out an action.

<u>Field-Marshal von</u> <u>Blucher</u>



<u>Field-Marshal von</u> <u>Blucher</u>

Add 1 to the melee value of Prussian units within 12" of this leader if they have taken an assault action in the same turn.



<u>Lt-Gen. von</u> <u>Gneisenau</u>

You can reroll failed activation tests for friendly Prussian brigades if their brigade leader is within 36" of this leader.