



Russia National Fate Card Front

Valour & Fortitude

Holy Mother Russia

Play this card at
the start of any phase.
Roll a D6 for each
shaken Russian unit.
On a 4+ remove
1 loss marker from
the unit you are
rolling for.

Russia

Tenacity

Play this card in
your fate phase.
Pick 1 Russian unit.
Add 1 to that unit's
tenacity for the rest
of the game.

Russia

Cossack Raiders

Play this card in
a melee phase.
Pick 1 enemy unit
within 18" of the edge
of the battlefield.
The unit suffers
1 loss.

Russia

**Russia 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

Prince Pyotr
Bagration



Prince Pyotr
Bagration

When working out which side has won a melee, add 1 to the total for the friendly side if all friendly units that fought or lent support in the melee are Russian and within 12" of this leader.

Prince Mikhail
Kutuzov



Prince Mikhail
Kutuzov

**Friendly Russian
units with the Stoic
special rule can
move in the same
action phase that it
rallies or reforms
if it is within 12"
of this leader.**