

Spain National Fate Card Front



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.

Spain

An Invisible Enemy

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

Spain

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.

Spain

Spain 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

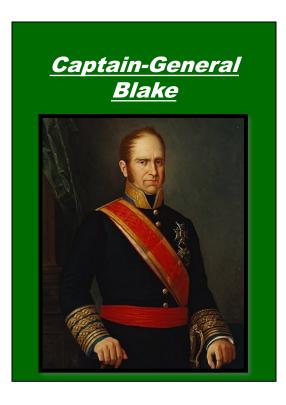
Play this card after a friendly unit fails 1 or more hit rolls. Reroll the failed hit rolls.

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>Captain-General</u> <u>Blake</u>

In the fate phase of the first Spanish turn, the Spanish CIC takes 2 fate cards instead of 1 and can keep both. In addition, add 1 to rally tests for friendly Spanish units that are within 12" of this leader.

<u>Captain-General</u> <u>Ibáñez Radetz</u>



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Re-roll unpredictability test rolls of 1 for friendly Spanish cavalry units that are within 12" of this leader. In addition, add 1 to the melee value of friendly Spanish cavalry units that are within 3" of this leader.