

## DBA FATE CARDS

An optional rule to add additional flavor to your DBA gaming. Each player draws one card at the beginning of the game from a shuffled deck of standard playing cards. The card should be retained and hidden from your opponent. Cards can be played at any time during the game. Consult the following chart to determine the result associated with each card. After being played, it is discarded and may not be used again, although its effect may continue.

Card	Name	Effect
Ace	Brush With Death	If cardholder's CnC element is destroyed in either cardholder or opponent's bound, CnC does not die, but transfers to nearest friendly element, regardless of type.
King	Loss of Nerve	One enemy element (other than CnC element) selected by card player temporarily "loses it nerve" and routs as an outcome move during the card player's bound.
Queen	The Fickle Dice	Both sides reroll one combat dice roll and use new result. Can be played in either bound, but must be played immediately after the die roll in question.
Jack	Stalwart Defenders	Camp followers or BUA denizens fight at +2 for balance of game.
10	Dazzle	Enemy dazzled by sun, -2 modifier to PIP roll in opponent's bound.
9	Charismatic Leader	CnC and all elements in same group enjoy +1 combat modifier this bound only. May only be played if CnC is engaged in close combat.
8	Fog of War	One enemy element is confused about its orders and cannot move in opponent's bound. Card player designates affected element; cannot be the CnC.
7	Impetuous Advance	One of your elements (of any type) may make a second or subsequent move into close combat at no pip cost. Can be used by a Warband or Scythed Chariot to make a third move, if ending in close combat.
6	Finding the Ford	Scouts find a shallow ford across a river, turning any base width section of river designated by card player from regular or difficult to a paltry crossing. Can be played at any time during the game.
5	Scouting the Path	Scouts find a path through a bad going terrain piece, allowing a designated element or column to use good going movement during transit. Good for as many bounds as it requires to complete the transit.
4	Sudden Rainstorm	All distance shooting at -1 in next turn (affecting both players in both bounds). Can be played at any time.
3	Pluck Yew	Distance shooters add +1 this bound only.
2	Mundane	Cancel the effect of your opponents card, causing it to be discarded if it has not been played.