

<p align="center">-----IMPERIAL----- <b>THE COMMANDER</b></p> <p>Your army automatically wins the initiative in this phase, do not roll. If another Fate card also grants Initiative, this cancels both. <b>Play this card before initiative is decided.</b></p> <p align="center">OR</p> <p align="center"><b>COUNTERATTACK</b></p> <p>This card allows you to re-roll a single close combat or firefight dice roll. No dice may be re-rolled more than once. <b>Play this card after dice roll for a close combat or firefight.</b></p>	<p align="center">-----IMPERIAL----- <b>THE WARRIOR</b></p> <p>This card allows you to force march one formation. Every unit in the formation may add 10cm to their Speed for the rest of the turn. <b>Play this card at any time.</b></p> <p align="center">OR</p> <p align="center"><b>COUNTERATTACK</b></p> <p>This card allows you to re-roll a single close combat or firefight dice roll. No dice may be re-rolled more than once. <b>Play this card after dice roll for a close combat or firefight.</b></p>	<p align="center">-----IMPERIAL----- <b>THE SPACE MARINE</b></p> <p>A single formation of Space Marines gets a +1 bonus to their FF or CC dice roll in an assault. <b>Play this card before rolling the dice for an assault result.</b></p> <p align="center">OR</p> <p align="center"><b>COUNTERATTACK</b></p> <p>This card allows you to re-roll a single close combat or firefight dice roll. No dice may be re-rolled more than once. <b>Play this card after dice roll for a close combat or firefight.</b></p>	<p align="center">-----IMPERIAL----- <b>THE ASSASSIN</b></p> <p>Play on an enemy formation commander or psyker. The unit takes a hit (with any saves); place a blast marker on the formation as well. <b>Play this card at any time.</b></p> <p align="center">OR</p> <p align="center"><b>COUNTERATTACK</b></p> <p>This card allows you to re-roll a single close combat or firefight dice roll. No dice may be re-rolled more than once. <b>Play this card after dice roll for a close combat or firefight.</b></p>
<p align="center">-----IMPERIAL----- <b>THE DAEMON</b></p> <p>Play this card on a Chaos daemon formation. The entire formation has its <i>Save</i> ability reduced to the roll of a 6 for the rest of the turn. <b>Play this card at any time.</b></p> <p align="center">OR</p> <p align="center"><b>COUNTERATTACK</b></p> <p>This card allows you to re-roll a single close combat or firefight dice roll. No dice may be re-rolled more than once. <b>Play this card after dice roll for a close combat or firefight.</b></p>	<p align="center">-----IMPERIAL----- <b>THE KRAKEN</b></p> <p>A Tyranid formation takes blast markers as normal for the rest of the turn. <b>Play this card at the start of the turn.</b></p> <p align="center">OR</p> <p align="center"><b>COUNTERATTACK</b></p> <p>This card allows you to re-roll a single close combat or firefight dice roll. No dice may be re-rolled more than once. <b>Play this card after dice roll for a close combat or firefight.</b></p>	<p align="center">-----IMPERIAL----- <b>THE HARLEQUIN</b></p> <p>An Eldar formation automatically takes D3 blast markers. <b>Play this card before a leadership test is rolled.</b></p> <p align="center">OR</p> <p align="center"><b>WILD CARD</b></p> <p>The Imperial player is allowed to draw a random card from the unused Fate card deck. He must play this new card immediately. <b>Play this card at any time.</b></p>	<p align="center">-----IMPERIAL----- <b>THE SAVAGE</b></p> <p>An Ork formation must be given Engage orders this turn. Ork player must choose. <b>Play this card at the start of the turn.</b></p> <p align="center">OR</p> <p align="center"><b>COUNTERATTACK</b></p> <p>This card allows you to re-roll a single close combat or firefight dice roll. No dice may be re-rolled more than once. <b>Play this card after dice roll for a close combat or firefight.</b></p>
<p align="center">-----IMPERIAL----- <b>THE INQUISITOR</b></p> <p>Automatically cancels the effect of an enemy Fate card. <b>Play this card when your opponent uses a Fate card.</b></p> <p align="center">OR</p> <p align="center"><b>PSYCHIC BLAST – 2</b></p> <p>Pick one enemy unit within 30cm of one of your psychic characters. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic blast with a higher value. <b>Play this card at any time.</b></p>	<p align="center">-----IMPERIAL----- <b>THE JUDGE</b></p> <p>A single Imperial Guard formation may re-roll the dice for assault resolution this turn. <b>Play this card after rolling to resolve assault.</b></p> <p align="center">OR</p> <p align="center"><b>PSYCHIC BLAST – 1</b></p> <p>Pick one enemy unit within 30cm of one of your psychic characters. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic blast with a higher value. <b>Play this card at any time.</b></p>	<p align="center">-----IMPERIAL----- <b>THE EMPEROR</b></p> <p>An Imperial Guard or Space Marine formation immediately loses D6 blast markers. <b>Play this card at any time.</b></p> <p align="center">OR</p> <p align="center"><b>PSYCHIC BLAST – 3</b></p> <p>Pick one enemy unit within 30cm of one of your psychic characters. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic blast with a higher value. <b>Play this card at any time.</b></p>	<p align="center">-----IMPERIAL----- <b>THE HIGH PRIEST</b></p> <p>A single Imperial Guard formation passes any initiative tests for the rest of this turn. <b>Play this card at the start of the turn.</b></p> <p align="center">OR</p> <p align="center"><b>PSYCHIC BLAST – 2</b></p> <p>Pick one enemy unit within 30cm of one of your psychic characters. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic blast with a higher value. <b>Play this card at any time.</b></p>
<p align="center">-----IMPERIAL----- <b>ORBITAL BARRAGE</b></p> <p>You may make a single attack against one enemy formation anywhere on the table. Roll 1D6 to determine the ship making the attack. (1-5=Strike Cruiser/6=Battle Barge) <b>Play this card in the shooting phase instead of nominating a detachment to fire.</b></p> <p align="center">OR</p> <p align="center"><b>PSYCHIC BLAST – 3</b></p> <p>Pick one enemy unit within 30cm of one of your psychic characters. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic blast with a higher value. <b>Play this card at any time.</b></p>	<p align="center">-----IMPERIAL----- <b>THE MAGUS</b></p> <p>Play on an enemy formation. The formation has a -1 to initiative this turn. <b>Play this card at the start of movement.</b></p> <p align="center">OR</p> <p align="center"><b>PSYCHIC BLAST – 2</b></p> <p>Pick one enemy unit within 30cm of one of your psychic characters. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic blast with a higher value. <b>Play this card at any time.</b></p>	<p align="center">-----IMPERIAL----- <b>ORBITAL BARRAGE</b></p> <p>You may make a single attack against one enemy formation anywhere on the table. Roll 1D6 to determine the ship making the attack. (1-5=Strike Cruiser/6=Battle Barge) <b>Play this card in the shooting phase instead of nominating a detachment to fire.</b></p> <p align="center">OR</p> <p align="center"><b>PSYCHIC BLAST – 2</b></p> <p>Pick one enemy unit within 30cm of one of your psychic characters. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic blast with a higher value. <b>Play this card at any time.</b></p>	<p align="center">-----IMPERIAL----- <b>THE FABRICATOR</b></p> <p>A single war engine ignores all rolls to cause critical damage this turn. This does not recover lost damage points. <b>Play this card any time</b></p> <p align="center">OR</p> <p align="center"><b>PSYCHIC BLAST – 1</b></p> <p>Pick one enemy unit within 30cm of one of your psychic characters. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic blast with a higher value. <b>Play this card at any time.</b></p>