

Epic 40,000 Fate Cards v1.0 [v1.1]
21/03/2020

here is the complete set of redrawn Epic 40,000 Fate cards and Emperor's Tarot cards to use in your games.

includes:

- 12 x Fate Cards - Main Boxed Game
- 16 x Emperors Tarot (WD #210)
- 16 x Race Specific Fate Cards #1 - (WD #214)
- 16 x Race Specific Fate Cards #2 - (FP #2)

Cards are sized to fit into "Mini American" sleeves (41x63 mm). these are widely available (e.g. fantasy flight yellow size), and close in size to the GW original cards. You will need 60 sleeves for a full set.

Sheets are sized for A4 paper (print as "actual size", don't autoscale!).

You can also be able to print them on similar sized paper (US Letter etc) - be sure to set "actual size / 100% scale" on your printer drivers scaling option so it doesn't shrink the cards.

To assemble, print each page as single sided, cut each double sized card out neatly (a rotary trimmer is best) and fold the backs over to match the front face.

Use thin card if your printer will handle it, or alternatively sandwich a piece of thin card in between the front and rear faces.

Text is copied pretty much word for word from the original cards (other than to correct a couple of glaring typo's like the title of the "Waaagh!" Card etc!).

#Phil

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**FOLD HERE
(DON'T CUT!)**

FATE
CARD



FATE
CARD



FATE
CARD



FATE
CARD



FATE
CARD



FATE
CARD



**BRILLIANT
STRATEGY**

The threads of your plan come together now, outwitting your opponent at every turn and foiling his desperate attempts to outmanoeuvre your army.

Your army automatically wins the Initiative in this phase, do not draw an initiative counter.

Play this card at the start of any phase before initiative is decided.

**CURSES,
FOILED AGAIN**

By some amazing means, you have managed to turn the tables on your opponent.

This card cancels a Fate card played by your opponent and allows you to immediately use it yourself. If you do not or cannot use the card straightaway, it is discarded.

Play this card after your opponent plays a Fate card.

**FORCED
MARCH**

Speed is vital and your troops push themselves and their vehicles to the limit to reach their objective.

You may add 10cm to the Speed of all units in a single detachment for the rest of the turn.

Play this card at any time.

**DIVINE
INSPIRATION**

Your troops are filled with heroic courage and throw themselves into the fray with no regard for their own lives.

You may immediately remove D3 Blast markers from a single detachment in your army.

Play this card at any time.

**ORBITAL
BARRAGE**

Vessels orbiting the planet rain down a salvo of fire against the enemy.

You may make a single attack against one enemy detachment anywhere on the table. Roll 3D6 to determine the firepower of the attack. Any hits are allocated by your opponent.

Play this card in the shooting phase, instead of nominating a detachment to fire.

COUNTER ATTACK

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

Play this card after the dice roll in a close combat or firefight.

USE ONE ONLY

Play this card at any time.

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

PSYCHIC BLAST

 <p>FATE CARD</p>	 <p>FATE CARD</p>	 <p>FATE CARD</p>	 <p>FATE CARD</p>	 <p>FATE CARD</p>	 <p>FATE CARD</p>
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•ORKS•
DUR

Each Ork detachment that has its HQ within 15cm of a Gargant becomes stubborn for the rest of the turn.

Play this card at any time.

USE ONE ONLY

Play this card after the dice roll in a close combat or firefight.

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

COUNTER ATTACK

•ORKS•
DAKKA

This card allows you to double the firepower of any Boyz units (not Shooty Boyz) in an Ork detachment for one turn. If the Ork detachment is shot at later in the shooting phase your opponent use the Marching column on the Firepower chart.

Play this card at the start of the Shooting phase.

USE ONE ONLY

Play this card after the dice roll in a close combat or firefight.

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

COUNTER ATTACK

•ORKS•
GRUB

Play on an Ork detachment. Hiding Grotz return to play. You may bring back 1D6 Gretchin stands which have already been removed as casualties.

Play this card at any time.

USE ONE ONLY

Play this card after the dice roll in a close combat or firefight.

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

COUNTER ATTACK

•ORKS•
ZAG IT!

This card allows you to add 10cm to the speed of one Ork detachment for the rest of the turn.

Play this card at any time.

USE ONE ONLY

Play this card after the dice roll in a close combat or firefight.

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

COUNTER ATTACK



•ORKS•
BLITZ

This card allows you to re-roll failed reserve rolls for any Ork detachments for one turn.

Play this card before rolling for your reserves.

USE ONE ONLY

Play this card at any time.

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

STOMP

•ORKS•
WAAAGH!

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

Play this card at any time on an Ork detachment on assault orders.

USE ONE ONLY

Play this card at any time.

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

STOMP

•ORKS•
DUR

Each Ork detachment that has its HQ within 15cm of a Gargant becomes stubborn for the rest of the turn.

Play this card at any time.

USE ONE ONLY

Play this card at any time.

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

STOMP

•ORKS•
BOSS

Play this card on any single Ork detachment. The detachment automatically passes the next leadership test they take.

Play this card at any time.

USE ONE ONLY

Play this card at any time.

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

STOMP



•TYRANIDS•
TERRORISE

Such is the domination of the Hive Mind over the battlefield that it weakens the resolve of even the hardest foe.

Play this card on an enemy detachment. The detachment must pass an immediate leadership test or become broken.

USE ONE ONLY

Play on a Tyranid psyker at any time. Any enemy psykers within 45cm of the unit take a hit as they are exposed to the full might of the Hive Mind. This card may be nullified if the enemy psyker plays a fate card of equal or higher value than the Psychic Scream itself.

PSYCHIC SCREAM 2



•TYRANIDS•
CATALYST

Play on a single Tyranid detachment at the start of the movement phase. Each unit in the detachment may double its speed for this movement phase.

USE ONE ONLY

Play on a Tyranid psyker at any time. Any enemy psykers within 45cm of the unit take a hit as they are exposed to the full might of the Hive Mind. This card may be nullified if the enemy psyker plays a fate card of equal or higher value than the Psychic Scream itself.

PSYCHIC SCREAM 1



•TYRANIDS•
REGENERATION

Play on a single Tyranid war engine. Roll a dice for each point of damage it has taken. On a 4+ the damage is regained.

Play this card in the rally phase.

USE ONE ONLY

Play on a Tyranid psyker at any time. Any enemy psykers within 45cm of the unit take a hit as they are exposed to the full might of the Hive Mind. This card may be nullified if the enemy psyker plays a fate card of equal or higher value than the Psychic Scream itself.

PSYCHIC SCREAM 2



•TYRANIDS•
DRIFTING SPORE MINES

An enemy detachment has run into a swarm of drifting spore mines. The detachment takes 1D3 blast markers as Spore mines begin to detonate.

Play this card on an enemy detachment at any time.

USE ONE ONLY

Play on a Tyranid psyker at any time. Any enemy psykers within 45cm of the unit take a hit as they are exposed to the full might of the Hive Mind. This card may be nullified if the enemy psyker plays a fate card of equal or higher value than the Psychic Scream itself.

PSYCHIC SCREAM 3



•TYRANIDS•
ADRENALINE SACS

A Tyranid detachment on Assault orders may fire in the shooting phase sing their full firepower value.

Play this card in the movement phase

USE ONE ONLY

Play this card after rolling the dice for the first time.

Play on a Tyranid psyker at any time. Any enemy psykers within 45cm of the unit take a hit as they are exposed to the full might of the Hive Mind. This card may be nullified if the enemy psyker plays a fate card of equal or higher value than the Psychic Scream itself.

DESTROY THE WEAK FLESH



•TYRANIDS•
DRIFTING SPORE MINES

An enemy detachment has run into a swarm of drifting spore mines. The detachment takes 1D3 blast markers as Spore mines begin to detonate.

Play this card on an enemy detachment at any time.

USE ONE ONLY

Play this card after rolling the dice for the first time.

Play on a Tyranid psyker at any time. Any enemy psykers within 45cm of the unit take a hit as they are exposed to the full might of the Hive Mind. This card may be nullified if the enemy psyker plays a fate card of equal or higher value than the Psychic Scream itself.

DESTROY THE WEAK FLESH



•TYRANIDS•
INFESTATION

Play on an area of dangerous terrain anywhere on the table. All dangerous terrain tests for that area become rolls of 1 or 2 for the rest of the battle. So a unit entering it must halt on a 1 or 2, and takes a hit on a 1 or 2.

Play this card at any time.

USE ONE ONLY

Play this card after rolling the dice for the first time.

Play on a Tyranid psyker at any time. Any enemy psykers within 45cm of the unit take a hit as they are exposed to the full might of the Hive Mind. This card may be nullified if the enemy psyker plays a fate card of equal or higher value than the Psychic Scream itself.

DESTROY THE WEAK FLESH



•TYRANIDS•
ORBITAL BIO-BARRAGE

An enemy detachment is hit by fire from orbiting bio-ships. The detachment is hit by 3D6 firepower. Work out blast markers and damage normally.

Play this card on an enemy detachment at any time.

USE ONE ONLY

Play this card after rolling the dice for the first time.

Play on a Tyranid psyker at any time. Any enemy psykers within 45cm of the unit take a hit as they are exposed to the full might of the Hive Mind. This card may be nullified if the enemy psyker plays a fate card of equal or higher value than the Psychic Scream itself.

DESTROY THE WEAK FLESH



FATE
CARD

●CHAOS●
CHANGING OF WAYS

Tzeentch, the master of Fates, laughs at the puny attempts to thwart his designs.

Roll a dice for each fate card in your opponent's hand. On a roll of 5 or 6 the card must be discarded immediately.

Play this card at the start of the battle, after dealing fate cards.



FATE
CARD

●CHAOS●
PLAGUE WIND

Nominate an enemy unit and roll one dice to hit. If this hits nominate another unit in the same detachment and roll to hit again. Continue to nominate units and roll to hit until you roll a miss. A hit cannot cause critical damage on war engines (even Eldar Titans).

Play this card at any time.

USE ONE ONLY

Play this card at any time.

PSYCHIC BLAST 1

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.



FATE
CARD

●CHAOS●
WARP FRENZY

The affected detachment may roll two dice for its close combat score and choose the best. If the detachment re-rolls its dice, it may re-roll both dice.

Play this card on a Chaos detachment before rolling the dice to resolve an assault.

USE ONE ONLY

Play this card at any time.

PSYCHIC BLAST 3

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.



FATE
CARD

●CHAOS●
WITHERING GAZE 2

One of your psykers may make D3 anti-tank shots with a range of 30cm unless your opponent plays a psychic Fate card of a higher value.

Pay this card at any time.

USE ONE ONLY

Play this card at any time.

PSYCHIC BLAST 2

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.



FATE
CARD

●CHAOS●
WITHERING GAZE 2

One of your psykers may make D3 anti-tank shots with a range of 30cm unless your opponent plays a psychic Fate card of a higher value.

Play this card at any time.

USE ONE ONLY

Play this card after the dice roll in a close combat or firefight.

COUNTER ATTACK

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.



FATE
CARD

●CHAOS●
HAND OF WAR

This card automatically nullifies a psychic Fate card such as Psychic Blast and inflicts a hit on the Psyker using the card.

Play when your opponent plays a psychic Fate card

USE ONE ONLY

Play this card after the dice roll in a close combat or firefight.

COUNTER ATTACK

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.



FATE
CARD

●CHAOS●
CHAOS SPAWN

Nominate a friendly infantry unit. The unit adds +1D6 to its assault value and gains the Rampage skill. However the unit is automatically destroyed in the next rally phase.

Play this card at any time.

USE ONE ONLY

Play this card after the dice roll in a close combat or firefight.

COUNTER ATTACK

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.



FATE
CARD

●CHAOS●
ALLURE OF SLAANESH

The affected enemy detachment fails the leadership test it was attempting. Stubborn units may use their re-roll to all them to test once.

Play this when an enemy detachment takes a leadership test.

USE ONE ONLY

Play this card after the dice roll in a close combat or firefight.

COUNTER ATTACK

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.



FATE
CARD

●ELDAR●
BATTLE FORTUNE

This card may be played when your opponent declares he is shooting at an Eldar detachment. The target Eldar detachment shifts a column to the right on the firepower table for the rest of the turn.

USE ONE ONLY

Play this card at any time.

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

PSYCHIC BLAST 1



FATE
CARD

●ELDAR●
THE RUNES OF TRUTH

This card forces your opponent to keep his hand of fate cards visible to you throughout the game.

This card must be played at the start of the battle.

USE ONE ONLY

Play this card at any time.

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

PSYCHIC BLAST 3



FATE
CARD

●ELDAR●
CONFUSE

This card may be played at any time. One enemy detachment takes D3 blast markers.

USE ONE ONLY

Play this card at any time.

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

PSYCHIC BLAST 2



FATE
CARD

●ELDAR●
GUIDE

Play on a war engine within 30cm of one of your psykers. One weapon system or battery on the war engine counts as being on Overwatch orders for its next shot.

Play this card at any time.

USE ONE ONLY

Play this card at any time.

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

PSYCHIC BLAST 2



FATE
CARD

●ELDAR●
BATTLE FORTUNE

This card may be played when your opponent declares he is shooting at an Eldar detachment. The target Eldar detachment shifts a column to the right on the firepower table for the rest of the turn.

USE ONE ONLY

Play this card after the dice roll in a close combat or firefight.

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

SUSTAIN ATTACK



FATE
CARD

●ELDAR●
CONFUSE

This card may be played at any time. One enemy detachment takes D3 blast markers.

USE ONE ONLY

Play this card after the dice roll in a close combat or firefight.

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

SUSTAIN ATTACK



FATE
CARD

●ELDAR●
TEMPORAL DISTORT

When this card is played the Eldar player may choose to re-draw the initiative in each phase for the remainder of the turn. Initiative counters are put back into the cup and re-drawn again. Initiative counters may only be re-drawn once per phase.

Play this card before rolling for reserves.

USE ONE ONLY

Play this card after the dice roll in a close combat or firefight.

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

SUSTAIN ATTACK



FATE
CARD

●ELDAR●
WEBWAY

All rolls for reserves this turn are successful on a score of 2+ regardless of the detachment's speed and the turn count.

Play this card before rolling for reserves.

USE ONE ONLY

Play this card after the dice roll in a close combat or firefight.

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

SUSTAIN ATTACK

EMPEROR'S
TAROT



EMPEROR'S
TAROT



EMPEROR'S
TAROT



EMPEROR'S
TAROT



**EXCUTERIA ARCANA
THE ASTROPATH**

"The eyes of the blind lead you."

You may make an attach on an enemy detachment anywhere on the table. Roll 3D6 to determine the firepower of the attach. Any hits are allocated by your opponent.

Play this card in the shooting phase instead of nominating a detachment to fire.

USE ONE ONLY

Play this card at any time.

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

PSYCHIC BLAST (3)

**EXCUTERIA ARCANA
THE MAGUS**

"Serve with an unconquerable mind."

Play on an enemy detachment. The detachment has its firepower halved this phase.

Play this card at the start of any phase.

USE ONE ONLY

Play this card at any time.

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

PSYCHIC BLAST (2)

**EXCUTERIA ARCANA
THE HULK**

"Endure the fell of the dark unknown."

You may reroll any failed dice for the availability of reserves this turn.

Play this card before rolling for reserves.

USE ONE ONLY

Play this card at any time.

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

PSYCHIC BLAST (2)

**EXCUTERIA ARCANA
THE FABRICATOR**

"The Machine God empowers thee."

A single war engine passes all its rolls to repair critical damage this turn. This does not repair void shields or recover lost damage points.

Play this card in the rally phase.

USE ONE ONLY

Play this card at any time.

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

PSYCHIC BLAST (1)

EMPEROR'S
TAROT



EMPEROR'S
TAROT



EMPEROR'S
TAROT



EMPEROR'S
TAROT



**MANDATIO ARCANA
THE INQUISITOR**

"See the truth and seek redemption."

Automatically cancels the effect of an enemy Fate card.

Play this card when your opponent uses a Fate card.

USE ONE ONLY

Play this card at any time.

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

PSYCHIC BLAST (2)

**MANDATIO ARCANA
THE JUDGE**

"Iudice nemo nocens absolvitur."

A single Imperial detachment may re-roll the dice for removing blast markers this turn.

Play this card after rolling to remove blast markers.

USE ONE ONLY

Play this card at any time.

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

PSYCHIC BLAST (1)

**MANDATIO ARCANA
THE EMPEROR**

"Know the Emperor's almighty purpose."

An Imperial detachment immediately loses D6 blast markers.

Play this card at any time.

USE ONE ONLY

Play this card at any time.

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

PSYCHIC BLAST (3)

**MANDATIO ARCANA
THE HIGH PRIEST**

"Faith is our shield."

A single Imperial detachment passes any leadership tests for the rest of the turn.

Play this card at the start of the turn.

USE ONE ONLY

Play this card at any time.

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

PSYCHIC BLAST (1)

EMPEROR'S
TAROT



EMPEROR'S
TAROT



EMPEROR'S
TAROT



EMPEROR'S
TAROT



**DISCORDIA ARCANA
THE DAEMON**

"For the Daemon begets despair."

Play on a Chaos daemon detachment. The entire detachment has its Save ability reduced to the roll of a 6 for the rest of the turn.

Play this card at any time

USE ONE ONLY
Play this card after the dice roll in a close combat or firefght.

This card allows you to re-roll a single firefght or close combat dice roll. No dice may be re-rolled more than once.

DISCORDIA ARCANA

**DISCORDIA ARCANA
THE KRAKEN**

"Fierce rages the Kraken o' the deep."

A Tyranid detachment must take leadership tests as normal for the rest of the turn.

Play this card at the start of the turn.

USE ONE ONLY
Play this card after the dice roll in a close combat or firefght.

This card allows you to re-roll a single firefght or close combat dice roll. No dice may be re-rolled more than once.

DISCORDIA ARCANA

**DISCORDIA ARCANA
THE HARLEQUIN**

"Fates fortune that favours the fool."

An Eldar detachment automatically fails a leadership test if it is required to take.

Play this card before a leadership test is rolled.

USE ONE ONLY
Play this card at any time.

The Imperial player is allowed to take a random card from the unused Tarot deck. He must play this new card immediately. It can be used as the face card or the Arcana.

SPECIAL WILD CARD

**DISCORDIA ARCANA
THE SAVAGE**

"The untamed comes forth to war."

An Ork detachment must be given assault orders this turn.

Play this card at the start of the turn.

USE ONE ONLY
Play this card after the dice roll in a close combat or firefght.

This card allows you to re-roll a single firefght or close combat dice roll. No dice may be re-rolled more than once.

DISCORDIA ARCANA

EMPEROR'S
TAROT



EMPEROR'S
TAROT



EMPEROR'S
TAROT



EMPEROR'S
TAROT



**ADEPTIO ARCANA
THE ASSASSIN**

"The unexpected death, silent, swift."

Play on an enemy detachment commander or psyker. The unit takes a hit, place a blast marker on the detachment.

Play this card at any time.

USE ONE ONLY
Play this card after the dice roll in a close combat or firefght.

This card allows you to re-roll a single firefght or close combat dice roll. No dice may be re-rolled more than once.

ADEPTIO ARCANA

**ADEPTIO ARCANA
THE COMMANDER**

"Trust in your leaders."

Your army automatically wins the initiative in this phase, do not draw an initiative counter.

Play this card at the start of any phase, before initiative is decided.

USE ONE ONLY
Play this card after the dice roll in a close combat or firefght.

This card allows you to re-roll a single firefght or close combat dice roll. No dice may be re-rolled more than once.

ADEPTIO ARCANA

**ADEPTIO ARCANA
THE SPACE MARINE**

"Forget nothing, forgive no-one."

A single detachment gets a +1 bonus to their dice roll in an assault.

Play this card before rolling the dice for an assault.

USE ONE ONLY
Play this card after the dice roll in a close combat or firefght.

This card allows you to re-roll a single firefght or close combat dice roll. No dice may be re-rolled more than once.

ADEPTIO ARCANA

**ADEPTIO ARCANA
THE WARRIOR**

"Attack without mercy."

This card allows you to force march one detachment. Every unit in the detachment may add 10cm to their Speed for the rest of the turn.

Play this card at any time

USE ONE ONLY
Play this card after the dice roll in a close combat or firefght.

This card allows you to re-roll a single firefght or close combat dice roll. No dice may be re-rolled more than once.

ADEPTIO ARCANA