



## THE LOST AND THE DAMNED

*Those who embrace the shadow are slaves to the darkness, thralls of despair.*

Take one to three Wrath from another player character. Make a Corruption test at a penalty equal to the number of Wrath taken.



## **COURAGE AND HONOR**

*Warriors of Ultramar. This is where we make our stand. If death be our fate, then we shall meet it with the Emperor's word on our lips and his light in our eyes. If we must die, we will die, but we shall never yield.*

Any protagonist who wishes may immediately refresh their Wrath.



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## **I AM ALPHARIUS**

*We are all Alpharius. We are the Alpha Legion, and we are one.*

Play to reveal that someone in the scene is not who they appear to be.

Add 1 Glory.



## **MORE DAKKA**

*Now give 'em more dakka from yer gunz!*

Play while making any attack that uses reloads. You regain any reloads spent during the attack and may add +1d to the attack test.



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## **SPEED KILLS**

*The red onez go fasta!*

Play to double the Speed of a vehicle for one round. Alternatively, play after sprinting in combat. You may immediately make a single melee attack against a single target as a free action. You gain +2d for this attack roll.



## UNLEASH THE SWORDWIND

*There is no art more beautiful and diverse as the art of death.*

Enemy reinforcements arrive, including at least one Elite or Adversary threat. After defeating these foes, the protagonists each gain 1 to 3 Wrath depending on the strength of the forces who appeared.





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## THE TEARS OF ISHA

*The sorrow of the Aeldari is a tragedy without equal. It lingers on the knife-edge of utter despair and fearsome rage.*

All protagonists may ignore up to <Tier>+3 DN penalties until the end of this round for any and all actions.



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## **FAITH IS MY SHIELD**

*We must be unsleeping in vigilance, swift in judgement, merciless in deed.*

Make a brief but inspiring statement.  
All protagonists gain +2d to Corruption tests for the rest of the scene.

Add 1 Glory.



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## THERE IS ONLY WAR

*There is no peace among the stars, only an eternity of carnage and slaughter.*

Play to have diplomacy break down while suspicion and aggression are on the rise. All Interaction skills other than Intimidation suffer a +2DN penalty for the rest of the scene.

All protagonists gain 1 Wrath.



## MARTYRDOM

*All hail the martyrs! On their blood is our Imperium founded, in their remembrance do we honour ourselves.*

Play this card to achieve a significant goal. Your character perishes in the process. All protagonists gain 1 Wrath. Alternatively, discard to gain 1 Wrath and draw a new card.



## FORBIDDEN LORE

*Ask not the Eldar a question, for they will give you three answers, all of which are true and terrifying to know.*

Play to gain all of the information available on some foe, mystery, or secret. Make a Corruption test.

Gain 1 Glory.





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## DEATH BLOW

*Blood for the blood god!*

*Skulls for the skull throne!*

Play after a successful critical hit.

Double the number of bonus wounds for that critical result. Make a Corruption test.

You gain 1 Wrath.



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## **PRAISE THE MACHINE-SPIRIT**

*The Machine God watches over you.  
Unleash the weapons of war.*

Choose one weapon that is out of ammunition or jammed. That weapon may be reloaded or unjammed as a free action once during the current scene. The weapon's wielder gains 1 Wrath.



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## **BATTLE-BROTHERS**

*Brothers! War calls you. Will you answer?*

Make a brief statement about teamwork, unity, or brotherhood. Play to add 2 Icons to another player's test.

Add 1 Glory.



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Add 1 Glory.



## PERILS OF THE WARP

*Fear not the Psyker. Fear instead what the Psyker can do.*

Play to cause any psyker in the scene to immediately draw and resolve a card from the Perils of the Warp deck (or roll on the chart). All protagonists gain one Wrath. Alternatively, discard to gain one Wrath and draw a new card.





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## NEMESIS

*If you want a textbook example of righteous hatred, you need look no further than Commissar Yarrick. In him, we see a man who justly despises his foes, and they in turn loath him.*

Choose an enemy in the current combat to become your personal foe. If they are unnamed, they gain one and become an Adversary. You gain 2 Wrath, and they gain 2 Personal Ruin.



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## ENEMIES WITHOUT

*We is gonna stomp the universe flat and kill anyfink that fights back. We're da Orks and we was made ta fight and win.*

A group of enemies appears from concealment and attacks the protagonists.

All protagonists gain 1 Wrath.



## **A FLAME OF THE HEART**

*Can love bloom on the battlefield?*

Play to encourage an amorous relationship between your character and a nonplayer character. Add 3 Wrath. You may spend Wrath for this NPC.

Alternatively, discard to gain 1 Wrath and draw a new card.



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## FICKLE FATES

*Success is commemorated, failure merely remembered.*

Play after a successful test by an opponent. That test fails.

Add 1 Glory.



## HERESY!

*A single thought of heresy can blight a lifetime of faithful duty.*

Discuss an item, being, or concept that is an example of the temptations of the Ruinous Powers. All protagonists may choose to make a Corruption test. Those who chose to risk the Corruption test gain 1 Wrath.





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## **FAITH, HONOR, VIGILANCE**

*In the hour of darkness, a blind man is the best guide.*

Play to steel your soul with absolute confidence in the power of whichever being you consider revered or divine. Speak a short, inspiring statement to your allies. You recover 1d3+2 Shock. All other protagonists in the scene recover 1d3 Shock.



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## MY ARMOUR IS CONTEMPT

*In the blazing furnace of battle, we shall forge anew the iron will of a stronger race.*

Play after suffering an attack from an enemy. Miraculously, the blow strikes an item in your pocket, just barely grazes your flesh, or otherwise looks far worse than it actually is. You suffer no damage from this attack.



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## PERFIDIOUS ELДАР

*These aliens had the stars in their grasp and are now left to sift the dust of their once-fabulous realm.*

Play to add -2d to any one skill for the rest of the scene. Add 1 Ruin to the GM's total.



## AN AIRING OF GREIVANCES

*A weapon cannot substitute for zeal.*

Play during a discussion, debate, or negotiation. Make an impassioned speech to convince one individual on the opposing side of the rightness of your position.

You gain 1 Wrath.



## SUCCESS IS MEASURED IN BLOOD

*Through the destruction of our enemies do we earn our salvation.*

Play when you have suffered one or more Wounds. All of the damage is instantly negated, but you may not Soak further Wounds for the rest of the scene.





## **SUCCESS IS MEASURED IN BLOOD**

*Through the destruction of our enemies do we earn our salvation.*

Play when you have suffered one or more Wounds. All of the damage is instantly negated, but you may not Soak further Wounds for the rest of the scene.



## AND THEY SHALL KNOW NO FEAR

*Through blood and fire I march. In war eternal my hearts thunder. I am an angel born of violence, a soldier formed in legend. I am the blade in the Emperor's hand, the holy ceramite of his armour.*

Make a brief but inspiring statement. All protagonists gain +2d to Resolve tests until the end of the scene.

Add 1 Glory.



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## THE ASTRONOMICAN'S LIGHT

*Our thoughts light the darkness that others may cross space. We are the one with the Emperor, our souls joined in his will. Praise the Emperor, whose sacrifice is life as ours is death. Hail His name, the Master of Humanity.*

Play to recall (or the GM may reveal) a memory, fact, or other item of information pertinent to the current scene. Add 1 Glory.



## THE EMPEROR PROTECTS

*We stand against the rising tide of Chaos. None shall move us, or lay us low. Our foes shall batter themselves bloody against the fortress of our contempt, and grind their bones to powder upon the ramparts of our disdain. And when they are naught but dust upon the wind, we will remain.*

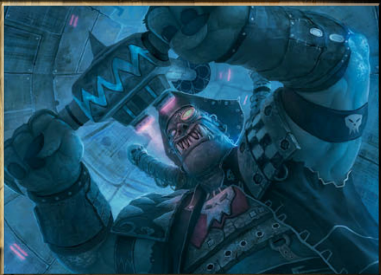
Make a brief but inspiring statement. All protagonists immediately heal 1 Wound.



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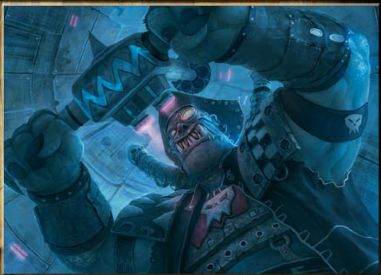


## A KUNNIN' PLAN

*Dis bit goes 'ere, that bit goes there. That's how you fix yer gubbinz. Now shut your yap and get to fightin!*

Play after suffering a combat complication. The effect of the complication is immediately cancelled.

You gain 1 Wrath.



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## LOOTIN'

*Listen up. ya grots an' squigs! Dey'z comin' for us like we'z some kinda humie gitz! But we ain't! We're da Orks, and dis is gonna be one GREAT FIGHT! So get your choppas and your shootas ready, boyz, 'cos dere's some killin' ta do!*

Play to locate, acquire, or otherwise produce a single item (Rarity value 3 or less) or 3 Reloads.



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## THE EMPEROR ABOVE ALL

*A mind without purpose will wander in dark places.*

Play during a combined action. All Icons (not just Exalted Icons) from assistant rolls add to the leader's dice pool.

Add 1 Glory.



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## **INNOCENCE PROVES NOTHING**

*There is no such thing as innocence, just varying degrees of guilt.*

Play when making an Interaction Attack or using an Interaction skill outside of combat. You may add the relevant skill to the dice pool again before rolling.

You gain 1 Wrath.



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