



CRUX TERMINATUS

The icon worn on a Terminator's left shoulder pad is said to contain a fragment of the Emperor's own armour.

You can play this card when any Terminator would be dealt damage.

Reduce the damage dealt by 2.

An illustration of Terminator armor, showing the helmeted head and upper torso of the machine. The armor is dark and metallic, with a complex, industrial design. The background is a dark, textured blue.

DECISIVE ADVANCE

*Even wearing bulky Terminator armour,
Space Marines can unleash a burst of speed
when necessary.*

**You can play this card after any Terminator
has moved or attacked.**

Make one Move action with that Terminator.



MY FAITH IS MY SHIELD

Space Marines can endure where other soldiers would give in, thanks to their trust in the Emperor and their battle-brothers.

You can play this card when any Terminator would be dealt damage.

Reduce the damage dealt by 3.



PERFECT SHOT

Terminators are marksmen all, and can quickly identify a foe's weak points.

You can play this card after any Terminator misses an attack.

Change the attack dice roll to a 6.



DIVERTED

The Space Marines' allies strike at the gathering Orks, diverting them from their attack on Shield Generator Gamma-9.

You can play this card after an Ork token is added to the board.

Pick a different Ork breach hex and place that Ork token there instead, following the rules for adding Ork tokens to the board.

A detailed illustration of Terminator armor, showing the helmet and chest plate with various mechanical details and a glowing light. The background is a dark, textured blue.

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Make one Move action with that Terminator.



TARGETED FIRE

With a carefully placed burst of fire, a Terminator can turn the tide of any battle.

You can play this card after any Terminator misses an attack.

The missed attack counts as having hit instead.



FOR THE EMPEROR!

Space Marines are resolute, and will not fail in the eyes of their Chapter or the Emperor.

You can play this card after any Terminator misses an attack.

Change the attack dice roll to a 4.



DRIVE THEM BACK!

Through a concerted effort, the Terminators drive the Orks out of a section of the bunker.

You can play this card at any time.

Pick an Ork token. Remove that Ork token from the board and place it at the nearest Ork breach hex, following the rules for adding Ork tokens to the board.



WRATH OF VULKAN

The legacy of their forefather inspires the Salamanders to great feats in battle.

You can play this card after Brother Magnus makes an Attack action.
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BROTHER MAGMUS ONLY



TACTICAL SUPREMACY

No enemy can hope to outthink or outmanoeuvre Brother Lucian.

You can play this card immediately after Brother Lucian's turn.

Brother Lucian makes a Move action or an Attack action.

BROTHER LUCIAN ONLY

A detailed illustration of Brother-Sergeant Angelus, a character from the Warhammer 40,000 universe. He is depicted as a Terminator, wearing a red and white power armor suit. He has a white, feathered or fur-like collar around his neck. His face is visible through the helmet's visor, showing a stern expression. He is holding a large, ornate sword in his right hand. In the background, there is a red banner with a white eagle emblem, which is the symbol of the Imperial Guard. The overall style is that of a classic comic book or magazine illustration.

NATURAL COMMANDER

Brother-Sergeant Angelus knows how to get the utmost from the warriors he leads.

You can play this card after any Terminator makes a Move or Attack action.

Pick one Terminator that is not Brother-Sergeant Angelus. That Terminator immediately makes one Move action or one Attack action.

BROTHER-SERGEANT ANGELUS ONLY



A WALL OF FLAME

The Salamanders use fire as their shield as well as their weapon.

You can play this card before an Ork token attacks Brother Magnus.

Brother Magnus attacks that Ork token once before it deals damage to him.

BROTHER MAGMUS ONLY



SCYTHING FIRE

As a heavy weapons specialist, Brother Etrus can cut through hordes of enemies with ease.

You can play this card before Brother Etrus makes an Attack action.

Brother Etrus treats all Toughness 3 Ork tokens as being Toughness 2 until the end of the round.

BROTHER ETRUS ONLY



RIGHTEOUS STRENGTH

In the heat of battle, Brother-Sergeant Angelus is unstoppable.

You can play this card before Brother-Sergeant Angelus attacks.

Treat the next Ork token Brother Angelus targets as being Toughness 2.

BROTHER-SERGEANT ANGELUS ONLY



MASTER MARKSMAN

The Ultramarines place all their shots where they will have the greatest impact.

You can play this card before Brother Lucian attacks.

Pick one Ork token within two hexes of Brother Lucian. Treat that Ork token as being Toughness 2 until the end of Brother Lucian's turn.

BROTHER LUCIAN ONLY



SHOOTING DRILLS

The Imperial Fists' relentless training allows them to unleash a storm of firepower.

You can play this card before Brother Etrus takes his turn.

Instead of making a Move action this turn, Brother Etrus can choose to make a second set of up to three Attack actions, as explained on his datasheet.

BROTHER ETRUS ONLY

A detailed illustration of Brother Stormheart, a character from the Warhammer 40,000 universe, wearing a dark, heavily armored power suit. He is shown from the waist up, looking slightly to the right with a determined expression. The suit is equipped with various mechanical components, including a large, glowing green light on the right chest and a circular emblem on the left shoulder. The background is a dark, industrial setting with yellow and orange light sources, suggesting a battlefield or a factory interior.

KRAKSTORM

Brother Stormheart can unleash a barrage of anti-tank krak missiles to devastate the foe.

You can play this card before Brother Stormheart attacks.

Brother Stormheart treats all Ork tokens as being 1 Toughness lower, to a minimum of 2, until the end of the round.

BROTHER STORMHEART ONLY

A detailed illustration of a character in a dark, bulky space suit with a circular helmet. The character's face is visible through the helmet's visor, showing a determined expression. The suit has various straps and equipment. In the upper right corner, there is a small circular icon with a blue background and a black silhouette of a wolf's head. The background is a warm, orange-hued space scene with some rocky structures.

HOWL OF FURY

The Space Wolves unleash echoing howls as they enter battle, unsettling those they face.

You can play this card before Brother Stormheart moves or attacks.

Pick up to two Ork tokens. Place those Ork tokens at an Ork breach hex of your choice following the rules for adding Ork tokens to the board.

BROTHER STORMHEART ONLY



JUGGERNAUT

The Space Marine strides forward to engage his chosen foe.

You can play this card before a Terminator makes a Move action.

Treat the Terminator as having a Move value of 3 for that Move action. During that Move action, the Terminator can move through Ork tokens.



A HEROIC END

No Terminator will be defeated without first taking a great toll upon his enemies.

You can play this card after any Terminator is dealt damage, but before they are taken out of action.

Pick one Ork token next to that Terminator. That Ork token is destroyed and then that Terminator is taken out of action.

A Terminator in a trench, holding a large chain saw. The Terminator is a humanoid robot with a metallic, grey body and a red and black striped shirt. It has a beard and is looking forward with a determined expression. The background is a dark, smoky environment with orange light sources, suggesting a battlefield. The Terminator is in a trench, and the chain saw is held across its body.

SWIFT REDEPLOYMENT

Sometimes, quickly claiming a new position in battle can be the key to victory.

You can play this card at any time during the Terminator action phase.

Pick any Terminator, and move that Terminator into a hex that is next to them.



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UNERRING ACCURACY

Terminators train for decades with their chosen weapons, and rarely miss their target.

You can play this card before a Terminator makes an Attack action.

Add 1 to the dice roll for attacks made by that Terminator until the end of the round.



FOR THE EMPEROR!

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You can play this card after any Terminator misses an attack.

Change the attack dice roll to a 4.



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A Terminator in a trench, holding a large chain saw, with a soldier in the background.

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Pick any Terminator, and move that Terminator into a hex that is next to them.

A Terminator in a tank, with a skull on its head and a skull on its chest.

PERFECT SHOT

Terminators are marksmen all, and can quickly identify a foe's weak points.

You can play this card after any Terminator misses an attack.

Change the attack dice roll to a 6.

An illustration at the top of the card shows a green, mechanical Ork robot with a red eye and a yellow flame-like detail on its chest. It is holding a large, dark, cylindrical weapon. In the background, a Space Marine in a green and black power suit is visible, looking towards the Ork. The scene is set against a dark, industrial background with some red and yellow light sources.

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