

Epic Armageddon Fates

The use of Fate cards goes back to the epic 40k ruleset (the one before Armageddon). They were designed to add random occurrences in your game. Armageddon does not have fate cards so I created these to add a little something to your epic games. There are three generic fates used by all armies then specific army fates. Players should roll for three fates from their specific army fate table before setup of formations, garrisons, drops, gates etc.

Generic Fates:

Death from Above:

Type: Generic

When: After unit's teleport and drops are made but before strategy roll for the start of turn.

Often: One Use

Effect: One random enemy formation on the board gets bombarded by a barrage of missiles, asteroids, land mines. Formation takes a 1BP hit. Follow all Barrage rules for template placement etc.

Hand of Fate:

Type: Generic

When: End Phase before you start to roll to rally units, nominate formation first.

Often: One Use

Effect: Select one of your formations that has blast markers and remove D3 blast markers before rolling to rally that unit. If this causes the unit to have no blast markers it rallies automatically. Cannot be used on formations that are broken

Divine Fate:

Type: Generic

When: Before rolling 'Work out results' of combat.

Often: One Use

Effect: you may add +1 to the combat roll when determining combat result or reroll one dice. Before rolling you must state what you plan to do (+1 or reroll one dice). The rerolled dice stands.

CHAOS

Demons Abound:

Type: Chaos

When: before formation summons demons

Often: One Use

Effect: a formation can summon D6 lesser demons (ie 1 pt demons) even if they don't have the capability to summon. War Engines, Aircraft, Spaceships cannot use this fate. Cannot be used by a formation that has the ability to summon demons. All summoning rules apply. Demons will automatically return to the warp at the end phase.

Chaos Wind:

Type: Chaos

When: After unit's teleport and drops are made but before strategy roll for the start of turn.

Often: One Use

Effect: Roll d3 to determine number of AP attacks. These hits can be applied to one enemy formation or several formations. Roll 4+ to hit for each attack, there are no modifiers for cover etc. Units take saves at -1. If save missed unit is removed. No blast markers are placed for the Chaos Wind.

Warp Lightning:

Type: Chaos

When: After unit's teleport and drops are made but before strategy roll for the start of turn.

Often: One Use

Effect: Nominate one enemy formation within 30cm of one of your formations with AT capability. Roll D3 to determine number of AT attacks on enemy formation. These attacks require 4+ to hit, make saves as normal. No blast markers are placed for the Warp Lightning.

Chaos is Fickle:

Type: Chaos

When: before rolling action test for one formation.

Often: One Use

Effect: Nominate one of your formations state action before rolling action dice. Roll D6 on 1—2: Unit gains one blast marker, 3-4 Unit gets a 10cm increase in total movement that turn, 5-6 formation gets +1 to hit for AP shots. If unit gains blast marker and this causes it to break the formation activation is completed and play passes to your opponent (no retain is possible). The plus +1 to hit can be combined with a sustain action bonus of +1 shooting.

ELDAR

Farseer has spoken:

Type: Eldar

When: if retaining initiative state action before rolling dice.

Often: One Use

Effect: One Eldar Formation without farseer, no -1 for retaining initiative.

Exarch Power:

Type: Eldar

When: End Phase before you start to roll to rally units, nominate enemy formation first.

Often: One Use

Effect: Nominate enemy formation before rally tests are started. This formation gains D3 blast markers. If the formation breaks then it can attempt to rally that turn as a broken formation. If placed on a formation already broken then it loses a number of models equal to the number of blast markers.

Eldar Distort:

Type: Eldar

When: After rolling action test for one formation.

Often: One Use

Effect: if you fail to activate a formation you may immediately play this Fate to automatically pass the action test that failed for that unit. This cannot be played when using a commander re-roll on the action test.

Laughing Gods:

Type: Eldar

When: After unit's teleport and drops are made but before strategy roll for the start of turn.

Often: One Use

Effect: Roll a D6, 1-2 one random Eldar formation takes a blast marker, 3-4 Eldar can retain initiative without the -1 penalty, 5-6 one random eldar formations weapon ranges are increased by 10cm. if unit does not have ranged weaponry you get to pick the formation that will get the range increase. If adding blast markers cause a unit to break it is considered broken at start of turn.

ORKS

Gork Expects:

Type: Orks

When: before rolling action test for one formation

Often: One use

Effect: A formation gets +2 to its initiative when not taking an advance or charge order.

Gork is Pleased:

Type: Orks

When: before rolling action test for one formation

Often: One Use

Effect: One Ork unit automatically passes the action test with no roll necessary.

Gork is Stomping:

Type: Orks

When: After unit's teleport and drops are made but before strategy roll for the start of turn.

Often: One Use

Effect: Roll D6, 1-2 biggest formation by number of models gets D3 Blast markers, 3-4 one random enemy formation gets d3 blast markers, 5 one enemy formation with LV or AV take D3 AT hits at 4+ to hit, normal saves, no blast markers are placed for this. 6 Ork formation with LV or AV take D3 AT hits at 4 to hit, normal saves, no blast markers are placed for this.

Mork Waagh:

Type: Orks

When: Before rolling 'Work out results' of combat for one formation

Often: One Use

Effect: if difference is more than 5+, add +2 to your roll. If difference is less than +5 add +1 to your roll.

IMPERIAL

Yarrick Asks:

Type: Imperial

When: After unit's teleport and drops are made but before strategy roll for the start of turn.

Often: One Use

Effect: One unit without barrage capability is able to fire a 1BP shot at any unit within 30cm. Follow all Barrage rules for template placement etc.

Imperial Ambitions:

Type: Imperial

When: Before rolling action test for one formation

Often: One Use

Effect: Nominate one imperial Guard formation adding +1 to the initiative test. If test is failed and you decide to use the Supreme Commander reroll you may using this fate.

Imperial Guns:

Type: Imperial

When: After shooting with barrage weapons and rolling dice to hit.

Often: One Use

Effect: Any hit rolls when rolling for barrage that comes up 1 or 2, may be re-rolled once.

To the Death

Type: Imperial

When: After rolling 'Work out results' of combat for one formation

Often: One Use

Effect: if the formation loses it will take half the casualty as normal, rounding up. (eg. if it loses by 3 then 2 models are removed not three). If the formation wins the combat its opponent will take one extra casualty (eg if it wins by 3 then 4 models are removed not three).

TAU

Ethereal Sight:

Type: Tau

When: start of turn after strategy roll.

Often: One Use

Effect: one Tau formation with markerlights may extend their markerlight range 10cm for one turn only.

Tau Fireblade

Type: Tau

When: After rolling action test for one formation

Often: One Use

Effect: one Tau infantry unit gains plus +1 to hit when shooting at any target. Can be combined with markerlights +1 to hit.

Tau Cadre

Type: Tau

When: After rolling action test for one formation

Often: One Use

Effect: one Tau infantry unit gains +5cm to its move characteristics this turn.

Tau Suits

Type: Tau

When: Before rolling action test for one formation

Often: One Use

Effect: one crisis suit formation gains +1 to its initiative this turn.

SPACE MARINE

Emperors Will:

Type: Space Marines

When: before rolling for action test for formation.

Often: One Use

Effect: Nominate one formation and remove D3 blast markers from formation before rolling for action test.

Emperors Fate

Type: Space Marine

When: Before rolling 'Work out results' of combat for one formation

Often: One Use

Effect: Determine combat results before rolling dice to work out winner. If Marines are up by 5+, roll D6 on 1 = enemy formation gets +2 to its D6 roll, 2-5 = no effect, 6 = Marine unit gets +2 to its roll. If Marines are up by +4, roll D6 on 1= enemy formation gets +3 to its roll, 2 = enemy formation gets +2 to its roll, 3-4= no effect, 5 = Marines get +1 to its roll, 6 = Marines get +2 to its roll.

No Fear

Type: Space Marine

When: Before rolling action test for one formation

Often: One Use

Effect: One Space marine infantry formation not broken or in combat gets Fearless for one turn. This done not mean transports of the formation get fearless only the marines.

For all Mankind

Type: Space Marines

When: End Phase before you start to roll to rally units, nominate enemy formation first.

Often: One Use

Effect: One Space Marine infantry formation that rallies can ignore the -1 for enemy formations within 30cm.

FATE CHART

Roll 3 times on the below Fate Chart to determine your Fates for the game. You may have multiples of the same fate however more than one Fate cannot be played in the same phase during your turn. Formations can however have more than one Fate played on them during a turn.

Roll	Space Marine	Imperial	Eldar	Chaos	Orks	Tau
2	Emperors Will	Yarrick Asks	Farseer has spoken	Demons Abound	Gork Expects	Ethereal Sight
3-4	Death from Above	Death from Above	Death from Above	Death from Above	Death from Above	Death from Above
5-6	Hand of Fate	Hand of Fate	Hand of Fate	Hand of Fate	Hand of Fate	Hand of Fate
7-8	Divine Fate	Divine Fate	Divine Fate	Divine Fate	Divine Fate	Divine Fate
9-10	Emperors Fate	Imperial Ambitions	Exarch Power	Chaos Wind	Gork is Pleased	Tau Fireblade
11	No Fear	Imperial Guns	Eldar Distort	Warp Lightning	Gork is Stomping	Tau Cadre
12	For all Mankind	To the Death	Laughing Gods	Chaos is Fickle	Mork Waagh	Tau Suits