



IMPERIAL EQUIPMENT DATABASE

THE EMPEROR'S TAROT

THUNDER HAMMERS

VORTEX GRENADES

THE EMPEROR'S TAROT

(Legendary)

The Emperor's Tarot is a deck of 78 cards, used by the Emperor's servants to divine his will and aid in making important decisions. The actual cards are thin wafers of liquid crystal, lovingly hand-crafted by specialist scribe artists, each one spending his entire life on the creation of a single card. (Because of their rarity, a warband may only have one deck of these cards at most.)

When laid out, the cards form a picture of the entire imperium, its heroes and its foes. There is a card for the Space Marine, the Inquisitor, the Astropath, the Judge, and the Preacher, as well as the Daemon, Heretic, Mutant and Kraken to name but a few. The most powerful of all is the Emperor himself and the most enigmatic is the Harlequin, the wild card of the deck.

The cards may be used in one of two ways: reading the Personal Futures of the warband members themselves, or using them to get a view of the 'big picture' and some sense of the Emperor's Will.

The first option may be used before a battle begins, the second may be used once per week.

1. Personal Futures: The reader makes a Sg/2 test before the battle. If successful, the warband may choose one of the following options for every full 20% they make the roll by (you may choose each option multiple times):

*Negate one hit during the game. This may be declared after damage and location are rolled.

*Become aware of one enemy model on the table.

*Roll 2d6 on the encounter roll and pick the highest (3d6 vs. Kill Teams) [only useful if you're using my campaign rules]



2. **The Future and the Emperor's Will:** The reader make a Sg/2 test to see the 'big picture,' revealing secrets that may remained obscure otherwise. If successful, the GM will provide you with a clue, allow you to play a specific scenario, give you the temporary use of a resource, etc. that will aid you in completion of your mission.

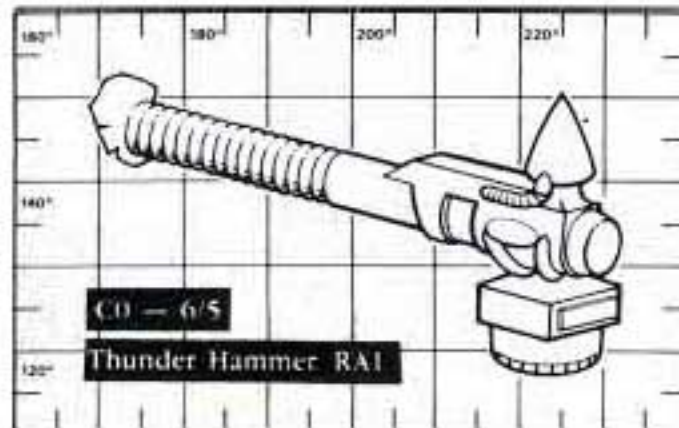
Any clues may be cryptic in nature, how so depends on how well the GM thinks your character understood what the cards are trying to tell him based upon his Sg test. A good rule of thumb is that for every 20% the Sg test is passed by, the GM will detail one card that comes up.

For instance, if the character passed his Sg roll by 42%, the GM might tell him that 'the Commander and Kraken cards are conspicuous by their presence in the centre of the circle.' This is a hint from the GM that the Planetary Governor has fallen under the influence of a Genestealer cult, although he doesn't tell the player this directly.

If the player had passed by 66%, then the GM might have 'added' the 'Assassin' card to the reading to indicate that the corrupt Governor has sent an assassin out after the player. He might then base a future scenario on this premise, providing a way (say if the warband catches the assassin alive) to find out the information more directly.



THUNDER HAMMER (Legendary)



The Thunder Hammer is built around a power generator rather like a power axe, sword or glove. In this case, however, the generator is triggered to energise only at the moment of contact, thus enabling it to conserve energy while delivering a particularly effective blow.

As the hammer is brought down upon the target, a blue energy field explodes with an almighty crack, knocking a smoking hole in the enemy while blue sparks crackle and leap about ruined armour.

The Thunder Hammer is often used in conjunction with the the Storm Shield.

	REACH	DAMAGE	PARRY
THUNDER HAMMER	2	2D10+4	-25

Special: If the Thunder Hammer hits, any armour in that location is reduced in value by half the damage rolled for the rest of the battle. So 14 points of damage to power armour would reduce it by 7 points to an AV of 3. Any damage that penetrates armour (before armour reduction for the blow is applied) is doubled for purposes of Injury and tripled for the purpose of Knockback.

Overload: The user may set the Hammer to release its entire power charge when it strikes. This is a last ditch effort and is as likely to kill the user as it will the target. It takes one action to set and the user must then hit his target. When he does, the hammer explodes as a grenade, doing 2D10+4 damage with a radius of 6 yards and a Blast Value of 6, the Hammer wielder and his target taking the full blast value.

VORTEX GRENADE (Legendary)

A Vortex Grenade is an extremely rare type of explosive device, created using the same psycho-spoor produced by the Golden Throne that is also used to create Psyk-Out Grenades. The difference is that whereas the Psyk-Out grenade disrupts the medium of the warp directly, a vortex grenade rips a hole through the barrier separating the material world and the immaterium, creating a spinning whirlpool of destruction like a tiny black hole. This is called a Vortex Field.

	TYPE	RANGE	AREA	BLAST	DAMAGE
VORTEX GRENADE	GRENADE	E	3 YDS	-	SPECIAL

Vortex Grenades are cumbersome, so halve the throwing models BS when rolling to hit.

Special: Any model within the radius of a Vortex field or passed over by a moving field must make an I roll. If they succeed, they are only moved 2D10 yards in a random direction and stunned for D6 turns. If they fail, they and any items they are carrying are reduced to component atoms and destroyed utterly.

Vortex Fields destroy any terrain they pass over automatically.

Vortex Movement: Between Turns, when testing for Gas Clouds, roll a D10:

- 1-3 The Vortex Field Vanishes
- 4-7 The field remains unchanged.
- 8 The field moves 2D10 yards in a random direction.
- 9 The Vortex splits into two fields of equal size and move as 8 above.
- 10 The Field radius expands D10 yards and then disappears.