



THE EMPEROR'S TAROT

The deck of Fate cards which comes with the Epic 40,000 game is an entertaining way of including the unpredictability of battle in your games. However, we thought we could add even more character if we did a deck specifically tailored to an individual army. Enter the Emperor's Tarot...

THE TAROT DECK

The full Emperor's Tarot is a deck of 78 cards, used by his loyal followers to divine his will and aid in making important decisions. The cards themselves are elaborate works of art, each is a thin wafer of liquid crystal, lovingly hand-crafted by specialist scribe-artists of the Administratum. Each scribe labours his entire lifetime lavishly illuminating a single precious card. When laid out in their entirety the cards form a picture of the entire Imperium, its heroes and its foes. There is a card for each: the Warrior, the Space Marine, the Inquisitor, the Preacher, the Assassin, the Chaplain, the Astropath and the Judge, to name but a few. The most potent card is that of the Emperor himself. Conversely there are such horrors as the Daemon, the Traitor, the Warlock, the Mutant, the Heretic, the Hulk and the wild card of the pack, a card which is notoriously difficult to interpret, the Harlequin.

The picture on each card is never constant. The cards are psychically attuned to the strengthening and weakening of influences within the warp, but although the image shifts, perhaps due to the reader's state of mind at the time, the basic meaning remains the same. Interpreting the mutable images is part of the art of understanding the cards.

No reading of the Tarot is ever undertaken lightly. A reading is a sacred ritual with strict codes of conduct that must be followed. The placing of the cards is highly significant, a circle of five arrayed about two central cards is the most basic reading. If more cards are used then further into the future can be seen, however, the information gleaned will become more vague and harder to interpret correctly. Cards mean different things depending on their position upon the table, their orientation and their relationship to other cards. The ramifications of a large reading can be thousand-fold and every reader might reach a different conclusion. For especially important events or dangerous threats to the Imperium, the High Lords of Terra themselves will look to the cards. The senate will convene to debate the card's meaning and each High Lord is advised by his own council of psykers and seers. The ensuing debates can last for weeks.

In the darkened chamber, its ancient walls shrouded by old tapestries, the wizened old seer sat behind a large stone table, awaiting his audience. Glow-candles illuminated the yellow smoke of incense burners. The cloying vapours of sacred herbs lay heavily across the chamber as his patrons arrived, a silent procession of five men, all dressed in the long ornate robes of the Ministorum. Pontifex-Urba Judah spoke first.

"The cards are prepared, anointed with oils, thrice blessed before the image of Him on Earth, as you required. Make your reading." He passed a deck of cards, wrapped in silken cloth, to the old man who carefully shuffled them. Each card was a beautifully worked wafer-thin sliver of crystal. The Pontifex and his aides took their seats around the stone table.

First the seer took the card of the High Priest. The image was one of a robed figure carrying a hammer and a book, the picture's face changed to that of the Pontifex himself. The seer placed it face up. "Your talisman I presume." It was common practice for high-ranking members of the Ecclesiarchy to take this card as their signifier, the talisman card for whom the reading was to be made.

The seer's laboured breathing became rhythmic as he attuned his senses, then with careful precision the old man laid seven cards face down on the table. Two inside a circle of five. The reading proper had begun.

In a trance he addressed the onlookers. "We stand alone facing the universe and seek the path of wisdom. Each card has its cosmic meaning, for humanity, for this world and for each individual present." The old seer began the reading with a prayer.

"I invoke thee, beloved Emperor. Infuse these cards that I might attain true insight of things hidden, to thy greater glory and the salvation of humanity." He turned the cards, one by one, studying the changing face of each one as he did. Finally he spoke.

"Your true self, the Heretic, but inverted." The Pontifex drew in a sharp breath and shuffled uneasily in his seat at the implications. The others looked unsettled too. "Do not judge the cards until all is revealed", warned the old seer. He turned the next card.

"Your perceived self, the Kraken. Two cards of the Discordia Arcana lying together..." the seer pronounced warily. Discordia – the Arcana of threats and enemies, around the table suspicions were further aroused and nervous glances exchanged. The Pontifex had recently preached against the dangers of idolatry in the light of the worshipping of four-armed gods by Thalla's native tribesmen. Yet still the Emperor was trying to warn those present. Beneath the table, the seer secretly eased off the safety-catch on his laspistol...

THE EMPEROR'S WISDOM

The merits of the Emperor's Tarot are the subject of fierce theological debate within the Imperium. Many of the Emperor's most dedicated servants rely upon the Tarot's prescient powers to guide their actions. They believe the Tarot is a direct channel to the Emperor's Will, that it is the Emperor himself who, through the medium of the Tarot, warns his loyal servants of threats to Mankind. Many wars have been fought on information interpreted from the Tarot, many disasters have been averted. For most this is enough evidence of the Divine nature of the Tarot, that despite being immobilised within the Golden Throne on Earth, the Emperor maintains his omniscient vigilance over his subjects, scrying the tides of fate and relating his wishes through the turn of the cards.

For some the Tarot is superstitious nonsense, a diversion from the real business of ruling the Imperium. For others it is the reader himself, not the Emperor who controls the cards. Factions of the Ecclesiarchy believe the Tarot's readings to be influenced by the Chaos Gods and that they serve as a channel for secret teachings to be handed down. Many shun their use altogether, others regard them as a dangerous heresy.

Despite these arguments the Tarot remains a popular tool among many of the Imperium's most powerful men. Planetary Governors, Imperial Guard Colonels, Inquisitors (especially those of the secretive daemon hunting Ordo Malleus), Space Marine Commanders, Prefectus of the Administratum, Chancellors and Provost Marshals all regularly look to the Tarot cards' prophetic powers for guidance.

USING THE EMPEROR'S TAROT FATE CARDS IN EPIC 40,000

In this issue we have provided a new deck of Fate cards for Epic 40,000, based on the Emperor's Tarot. An Army of the Imperium may draw cards from the Emperor's Tarot instead of using the normal Fate card deck from the Epic 40,000 game. Armies of the Imperium must draw from one deck or the other, not both.

The Emperor's Tarot works exactly like the normal Fate deck except that the cards come in four Arcana. Each card can be used in one of two ways. Firstly as the power of the individual face card, which is given on the card itself, for example the Judge, the Space Marine or the Emperor. Alternatively, each card can also be used as its Arcana.

The Arcana, or suits, are as follows: **Adeptio** – the Arcana of heroes, servants and great deeds (blue), **Discordia** – the Arcana of enemies and threats (green), **Mandatio** – the Arcana of government, stability, wealth and leadership (purple), **Excuteria** – the Arcana of the unknown, exploration, the future and the mind (red).

As well as its face ability, each Arcana has another power associated with it, as follows:

Adeptio and Discordia Cards: Any cards of these Arcana can be used to re-roll a single close combat or firefight dice. Only one re-roll is allowed per close combat or firefight. Play the card after rolling the dice for a close combat or firefight for the first time.

Note: The Harlequin card is an exception to this, although it is of the Discordia Arcana it cannot be used as a re-roll like other Discordia cards, it is a wild card and has a special ability of its own (see the box on the right).

Mandatio and Excuteria: Any card of these Arcana can be used as a psychic blast. Pick an enemy unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic attack card of a higher value. Each card has its psychic blast value marked on it.

These powers are also summarised on the card. Although they have two powers each card can only be used once per battle. Each card also indicates when it can be played.

Example: *The Assassin* card is from the Adeptio Arcana. It can be played at any time to attack an enemy detachment commander or psyker – place a blast marker on the detachment. Alternatively it can be used as a re-roll, played after rolling the dice for a close combat or a firefight. Once the card has been used in either way then it is discarded.



THE HARLEQUIN

This card cannot be used as a re-roll like other Discordia cards, instead *The Harlequin* can be used as a wild card. *The Harlequin* can be played at any time, allowing the Imperial player to take a card at random from the unused Tarot deck. He must play this new card immediately, using it either as the face card or its Arcana. If this new card cannot be used because of the battlefield situation or because it must be played at a certain time, then it must be discarded and *The Harlequin* is wasted.

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

ADEPTIO ARCANA
 This card allows you to re-roll a single firefright or close combat dice roll. No dice may be re-rolled more than once.
 Play this card after dice roll for a close combat or firefright.

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

ADEPTIO ARCANA
 This card allows you to re-roll a single firefright or close combat dice roll. No dice may be re-rolled more than once.
 Play this card after dice roll for a close combat or firefright.

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

ADEPTIO ARCANA
 This card allows you to re-roll a single firefright or close combat dice roll. No dice may be re-rolled more than once.
 Play this card after dice roll for a close combat or firefright.

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

ADEPTIO ARCANA
 This card allows you to re-roll a single firefright or close combat dice roll. No dice may be re-rolled more than once.
 Play this card after dice roll for a close combat or firefright.

DISCORDIA ARCANA
THE KRAKEN
"Fierce rages the Kraken o' the deep."
 A Tyrant 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

DISCORDIA ARCANA
 This card allows you to re-roll a single firefright or close combat dice roll. No dice may be re-rolled more than once.
 Play this card after dice roll for a close combat or firefright.

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

DISCORDIA ARCANA
 This card allows you to re-roll a single firefright or close combat dice roll. No dice may be re-rolled more than once.
 Play this card after dice roll for a close combat or firefright.

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

DISCORDIA ARCANA
 This card allows you to re-roll a single firefright or close combat dice roll. No dice may be re-rolled more than once.
 Play this card after dice roll for a close combat or firefright.

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

SPECIAL WILD CARD
 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 of the Arcana.
 Play this card at any time.

MANDATIO ARCANA

THE JUDGE

"Justice nemo nocens absoluitur."

A single Imperial detachment may reroll 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.

PSYCHIC BLAST (1)

Pick one enemy 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.

MANDATIO ARCANA

THE HIGH PRIEST

"Faith is our shield."

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

Play this card at the start of the turn.

USE ONE ONLY

Play this card at any time.

PSYCHIC BLAST (1)

Pick one enemy 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.

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.

PSYCHIC BLAST (2)

Pick one enemy 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.

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.

PSYCHIC BLAST (3)

Pick one enemy 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.

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.

PSYCHIC BLAST (2)

Pick one enemy 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.

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.

PSYCHIC BLAST (1)

Pick one enemy 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.

EXCUTERIA ARCANA

THE ASTROPATH

"The eyes of the blind lead you."

You may make an attack on an 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.

USE ONE ONLY

Play this card at any time.

PSYCHIC BLAST (3)

Pick one enemy 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.

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.

PSYCHIC BLAST (2)

Pick one enemy 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.

