



AMBITION KNOWS NO BOUNDS

Life is not measured in years, but by the deeds of men. Let us travel into this dark frontier and make it ours.

Play this card to produce one piece of wargear of Value (Tier +3) up to Rare rarity. It is assumed your character acquired it before the adventure began.



WRATH OF MARS

Witness the Omnissiah's fury, the purity of His design! Sing praise to the god of all Machines!

Make a short statement regarding technology or machine-spirits. Select (Tier) enemies in sight (or one mob). The targets all immediately suffer a Combat Complication appropriate to their wargear. Add 1 Glory.



WISDOM OF THE ORDOS

Turning the weapons of the enemy against him is, of course, of grave danger to one's soul. It is nonetheless a satisfying thing to see.

Play this card when the GM uses a point of Ruin to act first during a round of combat. The Ruin is still spent, but the player characters act first instead.



HERESY BEGETS RETRIBUTION

Sisters, let us raise our song to the Golden Throne! 11th Movement, 'We Bless the Sinner as He Burns'.

Play this card upon taking damage from an attack. The attacker suffers the exact same damage with all the same effects (such as critical hits, etc.).

All heroes gain 1 Wrath.



GIFTS OF CHAOS

The temptations of the Warp are as wicked as they are varied.

All heroes may gain 1 Wrath. Any hero who gains this Wrath point must make a Corruption Test (DN Tier +2).



AELDARI LAMENT

Our time has not yet ended. We shall burn bright before we fade away.

Play this card when you are required to make a Defiance check (or you are reduced to 0 Wounds by a single attack). Regain 1d3 Wounds, and regain all Shock. Add 1 Glory.



PLANETARY INSTABILITY

In the Dark Imperium, no world is safe.

No character, friend or foe, may gain bonuses from cover for the rest of the scene.



AUSPEX SCAN

Trust in your wargear, and it will not fail you.

You gain +2d to Awareness tests for the rest of the scene.



SILENT DEATH

Master the shadows, strike in silence, and deliver death before the enemy knows you are there.

Any surprise attacks (friend or foe!) gain +1 ED damage for the rest of the scene.



INSANE BRAVERY

In an age of Insanity look to the madman to show the way.

You are immune to Fear and Terror for the rest of the scene. You immediately suffer 1 Corruption.

Add 1 Glory.