



PSYCHIC POWER CARDS

PSYCHIC POWERS

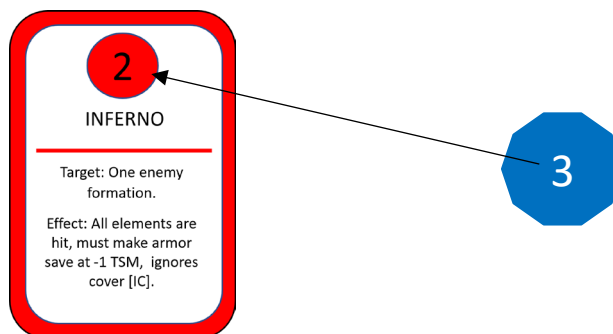
Beyond the standard attacks of conventional weaponry and melee there are *Psychic Powers* and their effects on the battlefield. Psychic Powers have the following rules:

1. Psychic attacks are performed in the same activation as the formation they belong to in accordance with the orders the formation has.
 - a. Example: A formation on first fire orders that contains an element capable of psychic attacks can use its powers in the same first fire segment the formation performs its ranged attacks.
2. The Psychic Attack is IN ADDITION to the normal ranged or close combat attacks the formation can perform.
 - a. Example: An infantry formation on advance orders fires in the advance fire segment and makes its ranged attacks. Once ranged attacks are performed the psychic power can also be performed and resolved. Note that the player can choose to perform the psychic attack first then ranged fire. It is up to the player.
3. Psychic attacks that involve powers that function as ranged attacks follow the standard rules for range attack procedure and resolution (including cover modifiers).
4. **All Psychic Power with to-hit/target number of 5+.**
5. **All Psychic Powers with a ranged effect have a range of 25cms.**
6. **A Psychic Element may cast ONE psychic power per turn.**
7. All Psychic Power effects, have a duration of 1 Game turn (they automatically stop having a game effect in the end phase of the next turn **AFTER** they are cast. This **DOES NOT** apply to powers with a ranged attack effect.
8. For each level of psychic ability [P], the player will select ONE psychic card from the deck corresponding to its faction/army. **See specific faction/army book for details on psychic powers descriptions.**
 - a. Example: A level 2 psychic element [P2] selects 2 psychic power cards from the appropriate deck. A player with an army containing 2 [P1], 1 [P2] and 1 [P3] psychic elements would draw a total of SEVEN CARDS (2 for the [P1] {one each}; 2 for the [P2] and 3 for the [P3]).
9. The player may assign the selected cards amongst all the psychic elements in the army however the player chooses. You may only assign **ONE** card **PER** psychic level the element has to it.
 - a. Example: in the example above the player can take those 7 cards selected and assign those psychic powers to those 4 psychic elements anyway the player chooses. However, the player may only assign 1 card to each of the [P1], two cards to the [P2] and 3 cards to the [P3].
10. Once assigned a psychic element **MAY ONLY USE THE POWER(S) ASSIGNED TO IT.** You may not use a power assigned to another psychic element after assignment.

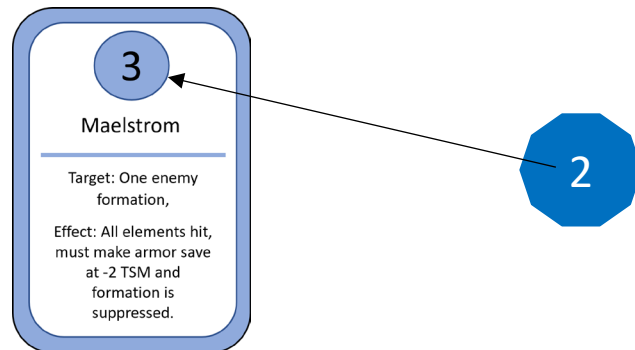
CASTING A PSYCHIC POWER

Once a formation with a psychic element is activated follow this procedure:

1. Roll a D10 to see if the power can be successfully cast. The To-hit/target number is 5+.
2. If the roll is successful apply the effect written on the psychic power card used. See appropriate army book/faction for list of available cards and effects).
3. **IF THE ROLL IS FAILED**, the player will compare the die roll result with the level of the psychic power used and two scenarios may occur:
 - a. The roll fails but the number rolled on the die is **GREATER** than the level of the power used. Psychic Power fails and the psychic element is finished for this turn. No additional effects happen.
 - i. Example: The player has cast the psychic power below, but has rolled a 3 (FAILS, needs 5+ to cast). However, the value of 3 on the die is **GREATER** than the psychic power level, which is TWO. The Psychic Power fails, and nothing further happens. The psychic elements turn has ended.

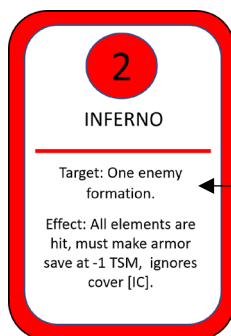


- a. The roll fails but the number rolled on the die is **EQUAL TO OR LOWER** than the level of the power used. In this case the power fails **AND** the psychic element rolls of the *PERILS OF THE WARP* table and applies its effects on itself.
- i. Example: The player casts the psychic power below, but rolls 2 (FAILS, needs 5+ to cast). However, the value of 2 on the die is **EQUAL TO OR LOWER** than the psychic power level, which is THREE. The psychic Power fails, but now the psychic elements must roll on the Peril of the Warp table and apply its effects.

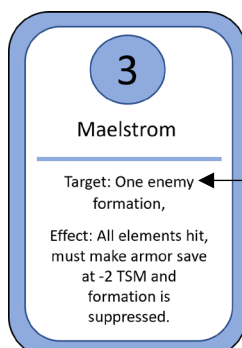


PSYCHIC POWERS AND TARGET FORMATION SIZE

When a psychic power has as a target a formation the card description applies to formations of STANDARD SIZE. When the player selects as a target a GRAND FORMATION the level of the used power is INCREASED by ONE.



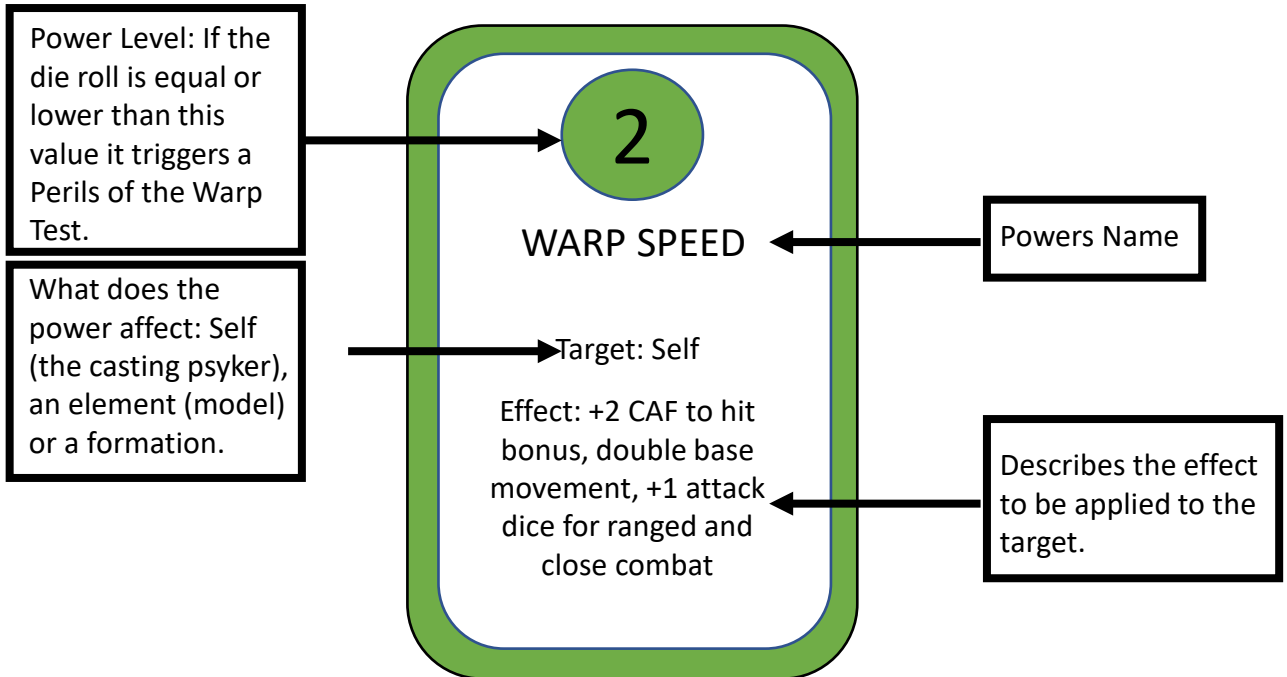
This Power targets a standard formation at as a level 2 power. If it were to target a GRAND FORMATION, it becomes a LEVEL 3 Power.



This Power targets a standard formation at as a level 3 power. If it were to target a GRAND FORMATION, it becomes a LEVEL 4 Power! That means if the roll to cast the power is failed it automatically causes a Perils from the warp test!

HOW TO READ A PSYCHIC POWER CARD

All psychic powers are successfully activated on a roll of 5+ on 1d10.



Generally, each psyker may only use one psychic discipline and the number of cards is equal to the psykers level.

PRIMARIS
POWER

SMITE

Target: One element per level of the psyker's power

Effect: Target must make Armor save at -1 TSM

1

IRON ARM

Target: Self

Effect: +2 CAF bonus attack die and +2 to armor save

1

ENFEEBLE

Target: Any one enemy formation.

Effect: Each element receives -1 to CAF to hit and half base movement

1

LIFE LEECH

Target: One infantry element

Effect: Target must make Armor save at -2 TSM. If an element is eliminated, one friendly eliminated infantry element can be returned to the game.

2

WARP SPEED

Target: Self

Effect: +2 CAF to hit bonus, double base movement, +1 attack dice for ranged and close combat

2

ENDURANCE

Target: One friendly formation.

Effect: All elements gain invulnerable [6]+

2

HEMORRHAGE

Target: One enemy infantry formation.

Effect: All Elements are hit and must make an armor save at -2 TSM. Formation is now suppressed.

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**PRIMARIS
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PRESCIENCE

Target: One friendly formation

Effect: Re-roll all missed attack dice (ranged and close combat). Second die result stands.

1

FOREBODING

Target: One friendly formation

Effect: Gains the counter-attack [CA] ability and may Overwatch fire on advance orders.

1

FOREWARING

Target: One friendly formation

Effect: Re-roll failed armor saves once per turn. Second result stands.

1

PERFECT TIMING

Target: One friendly formation

Effect: Gains ignore cover [IC] one weapon

1

PRECOGNITION

Target: Self

Effect: Re-roll all failed rolls (second result stands). Does not apply to die roll to activate this power.

2

MISFORTUNE

Target: One enemy formation

Effect: -1 TSM bonus from all friendly ranged fire

2

SCRIER'S GAZE

Target: Friendly formation

Effect: +2 Bonus to reserve rolls.

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PSYCHIC POWER

DIVINATION

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FLAME BREATH

Target: One element per
psyker's level

Effect: Target makes
armor save at -1 save
modifier, ignores cover
[IC]

1

FIERY FORM

Target: Self

Effect: Gains
invulnerable [6]+,
weapons gain
ignore cover [IC]

1

FIRE SHIELD

Target: One friendly
formation

Effect: Re-roll failed armor
saves once per turn,
opposing elements in close
combat with formation
make unmodified armor
saves to survive flames

1

COMBUSTION

Target: One element

Effect: Target makes
armor save at -1 TSM. If
target is eliminated all
elements within 6cms
are hit -1 TSM

1

SUNBURST

Target: Self

Effect: All elements
within 6cms are hit and
must make an armor
save at -1 TSM, ignores
cover [IC]

2

INFERNO

Target: One enemy
formation.

Effect: All elements are
hit, must make armor
save at -1 TSM, ignores
cover [IC].

2

MOLTEN BEAM

Target: One element,

Effect: Must make
armor save at -2 TSM
Attack has Destroyer
[D] Trait

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PYROMANCY

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PYROMANCY

**PRIMARIS
POWER**

ASSAIL

Target: One element
per psykers level

Effect: Target must
make armor save at -1
TSM

1

CRUSH

Target: One element

Target: Target must
make armor save at
-1 TSM, has the
Destroyer [D] trait.

1

OBJURATION

Target: One enemy
formation

Effect: Re-roll all hits.
Second result stands.
The mechanicum [MK]
ability cannot be used
on affected vehicles.

1

SHOCKWAVE

Target: One element

Effect: All elements in
a straight line from the
psyker to the target are
hit with a -1 TSM

1

LEVITATION

Target: One friendly
infantry formation

Effect: Gains the
jump pack [J] ability

2

FORCE DOME

Target: One Friendly
formation

Effect: Re-roll failed
armor saves (second
result stands), or +1 to
their invulnerability save
if they have one.

3

Maelstrom

Target: One enemy
formation,

Effect: All elements hit,
must make armor save
at -2 TSM and
formation is
suppressed.

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PSYCHIC POWER

TELEKINESIS

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PRIMARIS
POWER

SHRIEK

Target: One enemy formation

Effect: suffers the effects of fear [FR]

1

DOMINATE

Target: One enemy formation

Effect: Must make morale checks to perform any action (shoot, move, recon, special abilities). If morale roll is failed action is forfeit

1

MENTAL
FORTITUDE

Target: One formation with fallback condition.

Effect: Fallback condition is removed, and formation gains indomitable [ID] ability

1

TERRIFY

Target: One enemy formation

Effect: suffers the effects of terror [TER]

1

SHROUDING

Target: One friendly infantry or vehicle formation

Effect: gains stealth [SH] ability

2

MIND HOWL

Target: All enemy formations within 25cms

Effect: Re-roll all hits and CC rolls (second result stands)

2

HALLUCINATION

Target: All enemy formations within 25cms

Effect: lose their orders (no orders)

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TELEPATHY

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TELEPATHY

PRIMARIS
POWER

BANISHMENT

Target: One demonic formation.

Effect: Their invulnerable save is negated

1

GATE OF INFINITY

Target: One friendly infantry or vehicle formation

Effect: Can be relocated via Deep Strike [T] (resolved immediately)

1

HAMMERHAND

Target: One friendly formation

Effect: Elements gains +1 CAF to hit bonus, +2 CAF to hit bonus versus demons

1

SANCTUARY

Target: One friendly formation

Effect: Re-roll failed armor saves once per turn, elements gain invulnerable 6+ versus demonic attacks

1

PURGE SOUL

Target: Self

Effect: May fight close combat at range with one element. Psyker adds psy level as CAF to hit bonus. Gains +1 attack dice for this CC resolution.

2

CLEANSING FLAME

Target: Self:

Effect: Elements within 6cms are hit -1 TSM and ignores cover [IC]. Versus daemons -2 TSM.

3

VORTEX OF DOOM

Target: One element

Effect: target takes 1 hit at -3 TSM Destroyer 3 [D3]. Attack ignores cover and has the Blast trait.

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DAEMONOLOGY
SANTIC

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DAEMONOLOGY
SANTIC

PRIMARIS POWER

SUMMONING

Target: One Demonic Formation

Effect: Create one minor daemon element in an existing formation. May not exceed the max number of elements allowed in that formation.

1

CURSED EARTH

Target: One friendly demonic formation

Effect: Demonic elements gains +1 to their demonic invulnerable save

1

DARK FLAME

Target: One Opposing formation

Effect: One element per psyker's level, Target makes an armor save at -1 save modifier, attack has the [FW] trait

1

INFERNAL GAZE

Target: One opposing element

Effect: One opposing element makes an armor save at -1 TSM per psykers level (max -3TSM)

2

SACRIFICE

Target: One friendly infantry formation

Effect: Friendly formation takes 1 DR of damage per psyker level. The player may transfer these lost DR to another friendly formation to heal or replace lost elements. May not exceed max number of elements allowed in that formation.

2

INCURSION

Target: One Demonic Formation

Effect: One demonic formation on the battlefield may re-deploy through a present Warp Rift. No reserve movement roll necessary.

3

POSSESSION

Target: One friendly infantry formation

Effect: Creates a Greater Demon that forms is own formation. Target formation receives 1-5 DR points of damage (no save).

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DAEMONOLOGY
MALEFIC

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MALEFIC

RUINSTORM PSYCHIC POWERS

1

TORRENT OF UNREALITY

Target: One
enemy formation

Effect: Blast
attack, -1 TSM

2

WARP BURST

Target: One Enemy
formation

Effect: Blast 2, -2
TSM

3

REND TIME AND SPACE

Target: Self

Effect: Player gains 1
warp rift token. Cannot
be placed within 25cms of
existing warp rift.

Formations receive +2
bonus for reserve rolls for
one turn.

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