

Psychic Powers & Wyrd Hired Guns

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Warp Dabbler

Hire Fee: Base+10pts

Known by many different names in many different cultures - shamans, witches, sorcerors - Warp Dabblers have just begun to tap into their psychic potential. Even in cultures where psykers may be revered, Warp Dabblers are still viewed with suspicion, if not outright contempt. Every being around them knows that they have potential, but neither the knowledge or experience to control that potential.

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	-	-	-

Species: Any + Wyrd (Level 1 or 2 only)

Weapons & Equipment:

- Select any one primitive (non-Power/Force & non-Exotic) HtH weapon , per the HG's race
- Select any one basic (costing less than 15 Throne Geld) pistol weapon, per the HG's race
- Any one of the following: Charm, 'Flects, Spur, Photo-visior, Respirator

Rating Increase: Hire Fee x3

Advance Table: Upon hiring, the Hired Gun has 2 advances from the following table. Roll a D6 and consult the chart below:

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|-----------------------|------------------------------|
| 1: +1 BS | |
| 2: +1 Initiative | |
| 3-4: +1 WS | |
| 5: +1 Attack | |
| 6: Roll a further D6: | 1-3: +1 Str
4-6: +1 Tough |

Special Rules:

Instinctual Power: When selecting psychic powers, the Wyrd must roll to determine which powers the Dabbler possesses.

Beast-Whisperer

Hire Fee: Base+15pts

Some psykers have a natural affinity for communicating with and controlling beasts and animals. Commonly known as "beast-whisperers" in the Imperium, these wyrds can be highly prized in cultures that rely heavily on animal husbandry.

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	-	-	-

Species: Any + Wyrd (Level 1 or 2 only)

Weapons & Equipment:

-Knife, Club/Maul, Stiletto, or Chain/Flail

-Select any one basic (costing less than 15 Throne Geld) pistol weapon, per the HG's race

-Any one of the following: Charm, Light Armor, Cameoline

Rating Increase: Hire Fee x3

Advance Table: Upon hiring, the Hired Gun has 2 advances from the following table. Roll a D6 and consult the chart below:

1-2: Roll a further D6:	1-3: +1 Initiative 4-6: +1 Leadership
3: +1 Attack	
4: Roll a further D6:	1-3: +1 Strength 4-6: +1 Toughness
5: +1 Wound	
6: Roll a further D6:	1-3: Dodge 4-6: Iron Jaw

Special Rules:

Dr. Doolittle: The Whisperer automatically has the *Beastmaster* minor psychic power. This replaces the selection of one minor power for both Level 1 and 2 Wyrds.

Instinctual Power: When selecting psychic powers, the Wyrd must roll to determine which powers the Whisperer possesses.

Sanctioned Psyker

Hire Fee: Base+40pts

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	-	-	+1

Species: Human + Wyrd (any Level)

Weapons & Equipment:

-Force Staff

-Laspistol, Stub Gun, or Autopistol

-Respirator

-Any one of the following: Charm, Flak Armor, Reload

Rating Increase: Hire Fee x5

Advance Table: Upon hiring, the Hired Gun has 3 advances from the following table. Roll a D6 and consult the chart below:

1: Nerves Of Steel	
2: +1 Wound	
3: +1 Attack	
4: Roll a further D6:	1-3: Sprint 4-6: Medic
5: +1 Initiative	

6: +1 Toughness

Special Rules:

Soul-bound: Sanctioned Psykers are bound to the Emperor. This process burns out their eyes but helps gird them against corruption. They are considered to be permanently equipped with a photo-visor.

Instinctual Power: When selecting psychic powers, the Wyrd must roll to determine which powers the he possesses.

For The Emperor!: Sanctioned Psykers may only be hired by Imperial warbands.

Using Psychic Powers

It requires intense focus and concentration to summon and control psychic powers. To represent this, a psyker who wishes to use one of its powers may take a Leadership test, also known as a Psychic Test, at the beginning of its turn. Roll a 2D6 and consult the psyker's Ld characteristic. If the result is higher than its Ld value, the test is failed. The Wyrd may end its turn as normal, with no restrictions (unless it suffers a Perils Of The Warp attack or the power it attempts to use has a negative effect, see below).

If this test is passed, the Wyrd may not shoot this turn but its chosen power is used as described until the end of the turn. The psychic power it uses is considered its shooting attack, even if no shot is made.

Psychic-Foci

Certain charms, "magical" devices, and force weapons have the ability to soothe and hence focus a psyker's sub-consciousness, so he may more easily use his powers.

Multiple instances of *Focus Power* are NOT cumulative.

If a psyker possesses a weapon or piece of equipment with the *Focus Power* attribute, the psyker may re-roll one dice of its Psychic Test. The second result MUST be accepted, even if it is worse or leads to a Perils Of The Warp attack. Psychic-Foci do open doors within the mind...but not all of them are good...

Perils Of The Warp

Being untrained and untested, most Wyrds have no idea how to truly control their power and what danger they are truly in. Untrained psykers glow brightly within the warp, attracting all manner of lesser and greater warp predators and daemons. When they use their powers, the barrier between the warp and the material universe diminishes and it is much easier for those warp denizens to hurt the psyker or others around him.

To represent this, if a Wyrd rolls a natural 2 or 12 (double 1s or double 6s) when it takes its psychic test, he must roll on the Perils Of The Warp chart to represent the chance that a daemon may attack the psyker.

1: Shadow Of The Warp

The psyker, and all models within 2", must take a Ld test. If passed, all models may act normally (though the psyker may not use his power this

2-3: Attacked

turn). If failed, no model may make any voluntary actions this round.

The warp predator or raw power of the Warp sears into the psyker's mind. The wyrd suffers one automatic hit at D6 Strength, with no saves allowed.

4-5: Possessed

The Wyrd takes an immediate Ld test. If he succeeds he manages to ward off the daemon's attack, but can do nothing more this turn other than defend itself in HtH combat. If he fails, he suffers from the effects of Possession (see below).

6: Drawn Into The Warp

Unless the wyrd can successfully pass an Initiative test, he is drawn screaming into the Warp! Remove the model from play. It is immediately considered killed. If there are other models (both friend and foe) within 1", they must also take an Initiative test or suffer the same fate.

Possession

Possessed models are taken over completely by the daemon within them and will attempt to cause as much destruction and death as possible, before their time in the material realm runs out.

Once a psyker is possessed, the controlling player loses his or her control over the model and the psyker is subject to the following rules:

- The model will no longer use any weapons or equipment carried by the model, other than non-field armor.
- The model now causes *Fear* (this fear is considered to be the same as one caused by a Daemon model).
- Possessed models are never Pinned and are not affected by flesh wounds or Down results (though it does help to banish them, see below)
- The model's WS, Strength, Toughness, and Attacks are all doubled!
- At the start of each turn, before either player resumes play, roll a scatter die and 2D6. The possessed model moves the total number of inches on each dice, in the direction indicated by the scatter dice. If this takes it into base contact with another model, it stops moving and is considered to be in HtH combat with that model, as if it had charged.
- If the possessed model remains unengaged at the end of its movement, it will unleash a blast of warp energy at the nearest model (those in LOS will be targeted first). This attack is a shooting attack, hitting on 2+, and causing D3 Strength 5 hits, with no normal armor save allowed. Hexagrammic Wards and Field saves may be used as normal.
- At the end of each player's turn, roll a D6. On a result of 6 or more, the psyker's physical body finally succumbs and the daemon is banished. Add the following modifiers, if applicable:
 - +1 for each Flesh Wound the possessed model has
 - +2 if the possessed model suffered a Down result (this effect is not cumulative)
 - +3 if the possessed model has been possessed for 4 or more player turns

Any model which takes a possessed model Out Of Action immediately receives 20 Experience points. If the fighter is a Redemptionist or Puritan member of the Inquisition or Ecclesiarchy, it earns 30 Experience points. These points may be earned in addition to any others, per the scenario rules.

Minor Psychic Powers (Roll D66)

11-16	Cursed Luck	The psyker may re-roll any one roll it makes this turn (NOT the Psychic Test used to take this power though!). However, the opposing player may also force the psyker to re-roll any one roll this turn! The second result of both re-rolls must be accepted.
21	Tragic Suggestion	The psyker may target any model within 16" and 1" of a ledge or gap. The unfortunate victim believes they can fly...until they realize they can't. The model suffers damage as normal from falling.
22	Levitate	Until the end of the turn, the psyker floats a foot above the ground, ignoring difficult terrain. It may fall, but does not suffer damage from falling, while this power is in effect.
23	Deus Ex Machina	Until the next turn, any model making a ranged attack specifically targeting the psyker must make an Ammo Roll.
24	Beastmaster	The psyker can control beasts without the use of a control collar. If there is a neutral or enemy beast within 6", the psyker may attempt to control it. Roll D3 and add the psyker's Ld. If the result is higher than the beast's Ld, the psyker may control the beast as if it were a friendly model.
25	Sunder Veil	The psyker attempts to break down the barriers between the material world and the Warp. If successful, all models (excluding the psyker) of Ld 6 or less within 6" must pass a Ld test or be Pinned. During the subsequent turn, any Psychic tests suffer a Perils Of The Warp attack on a natural roll of 2, 3, 11, or 12.
26	Ground Swell	Any time the psyker is charged by an enemy model, that model must pass an Initiative test. If passed, it may charge as normal. If failed, it ends its move 2" from the psyker's base and is Pinned. This power has no effect on Daemons or Large models. This power is Persistent - a psychic test does not need to be taken to use this power.
31	Distracting Sound	If passed, any models within 24" in Overwatch are immediately removed from Overwatch. Affected models may attempt to negate this effect by passing an Initiative test.
32	Fearful Aura	The psyker causes Fear until its next activation. If the psyker already causes Fear (without the help of this power), it instead causes Terror.
33	Trigger Spasm	The Wyrd may force one enemy model within 24" and LOS to make one ranged attack with a weapon of the controller's choice at the nearest enemy model in LOS. If the target is out of range, a to hit roll must still be made to determine if an Ammo Roll must be made.
34	Sixth Sense	The Wyrd can sense the presence of any models

35	Wall Walker	within 12", even if he could not normally detect them. This power is Persistent – a Psychic Test does not need to be taken to use this power. The psyker may move up and down vertical surfaces at its normal movement rate, even if there is no ladder or stairs available.
36	Unerring Aim	The psyker may make one normal shooting attack with one of its ranged weapons this turn at one target within LOS and range. This attack automatically hits.
41	Cast Glow	If in Low Light Conditions, the psyker immediately negates the conditions for the remainder of the scenario. If in normal conditions, the psyker changes this to Blinding Conditions.
42	Bend Shadows	The psyker is considered to possess powers equivalent to Cameoline. This power is Persistent - a psychic test does not need to be taken to use this power.
43	Doppelganger	At the end of HtH combat, if the psyker wishes, he may move out of HtH combat, up to 2" away. This power is Persistent - a psychic test does not need to be taken to use this power.
44	Embolden	The psyker may attempt to stoke the courage of one non-Construct, non-Beast friendly model in LOS. The targeted model may immediately test to recover from Pinning.
45	Riddle Me This!	The psyker fills the mind of one enemy model with several conflicting thoughts. The targeted enemy model must be within 24" and LOS. The enemy model immediately takes a Ld test. If passed, the power has no effect. If failed, the model is subject to <i>Stupidity</i> until its next activation.
46	Healing Hands	The psyker may use this power if it moves into base contact with another friendly model. That model makes a Recovery roll with a -2 modifier. If this roll is failed, and the friendly model goes Out of Action, the psyker may not use this power again in this scenario!
51	Stigmata	The psyker suffers terrible wounds to outside observers, much like a famous saint (or sinner). The psyker has +1 Toughness until its next activation.
52	Walk Through Walls	The psyker may walk through ANY intervening terrain 1" wide or less during this movement with no penalties.
53	Distort Perception	The psyker causes one enemy model within 24" (it does NOT have to be within LOS) to suffer a -2 to hit modifier on its next ranged attack. This is in addition to any other negative modifiers.
54	Freeze Time	The psyker uses his powers to momentarily step out of normal space-time and enemies believe he is moving incredibly fast. The psyker adds D6" to its move and +1 Initiative in HtH combat this turn.
55	Inner Calm	The psyker naturally possesses the <i>Focus Power</i> attribute. This power is Persistent - a psychic test

56	Resist Possession	does not need to be taken to use this power. If the psyker were to suffer a Possessed result due to a Perils of The Warp roll, the psyker may re-roll that result. The second result must be accepted. This power is Persistent - a psychic test does not need to be taken to use this power.
61	Terrify	The psyker may target one enemy model within 24" and LOS. That model takes an immediate Break test using its own Ld. If failed, the victim is broken and flees 2D6". The victim recovers automatically on its next turn.
62-65	Well Of Power	The Wyrd may roll an additional D3 minor psychic powers. If the Wyrd rolls this power again, it has no further effect.
66	Warp Tap	The Wyrd may select one additional major psychic power at random. Make a note of which major power is taken. When taking a Psychic Test for this power, the psyker will suffer a Perils Of The Warp on a natural roll of 2, 11, or 12. If the Wyrd rolls this power again, it has no further effect.

Major Psychic Powers

To select major psychic powers, first roll D6. This roll represents the major area of power the psyker possesses. Note that some psykers do not have to make this roll and may choose their area of power, however they must still roll within the major power chart to see what powers they actually possess.

Once the psyker has its major area of power, it again rolls D6 and consults the powers under that major power chart.

1 - Divination (Roll D6)

Divination is the most powerful and the most dangerous type of power a psyker can possess. The Eldar are undisputed masters of this craft and are able to weave their way to the correct future path without getting stuck in a temporal trap. To represent this, any Eldar with Divination may re-roll one result on the following table. The second result must be accepted.

1	Precognition	The psyker can see the near future and attempt to avoid danger. After setup, take a Psychic Test. If failed, nothing happens. If passed, the psyker's controller may re-deploy D3 friendly models anywhere within their deployment zone.
2	Guide	The psyker may guide the shots of one friendly model in 12". If the model is in Overwatch, it does not suffer the to hit penalty when it takes its shot. If it shoots this turn, it may re-roll one failed to hit roll.
3	Righteous Cause	The psyker and two friendly models within 6" are +1 Initiative and +1 Ld until the end of the scenario. The

effects of this power are not cumulative.

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| 4 | Preternatural Awareness | The psyker strikes first in HtH combat and all enemy models in HtH combat count Fumbles double. This power lasts until the psyker's next activation. This power cannot be used against Warp Creatures. |
| 5 | Augury | The psyker may force all opposing warbands to re-roll any Subversion Rating for setup purposes before each scenario begins. The second result must be accepted. This power is Persistent - a psychic test does not need to be taken to use this power. |
| 6 | Sense Danger | The psyker can sense where his opponents shots may come from. The psyker cannot be targeted by models in Overwatch. This power is Persistent - a psychic test does not need to be taken to use this power. This power may never be taken by Level 1 psykers. |

2 - Telepathy (Roll D6)

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| 1 | Dominate | The psyker may attempt to use this power at any point during the enemy's turn. If the Psychic Test is passed, he may try to take over the mind of one enemy model within 24" and LOS. The victim takes a Ld test. If passed, this power has no effect but the model is considered Pinned. If failed, the psyker may control the actions of the victim until the end of the turn. The victim may NOT act suicidal (I.e. it may not shoot itself, jump off a high ledge, etc.). |
| 2 | Impending Doom | This power may be used once per scenario. Target one non-Leader enemy model within 36" of Ld 9 or less. That model must pass a Ld test using its own Ld or immediately leave play. If this occurs, the model does NOT roll on the Injury chart, collects experience as applicable, and MAY participate in the next battle (even if it wouldn't normally be able to). |
| 3 | Cloud Mind | The psyker may target the closest enemy model within 24". That model may not target the psyker or any friendly model until the next turn, unless it first passes a Ld test. If the victim is in HtH combat with a friendly model, its WS is halved. |
| 4 | Hallucinate | Target one enemy model within 36". The victim suffers the same effects of a Hallucinogen grenade attack. |
| 5 | Mind War | The psyker and his target fight a furious battle within |

the victim's mind. Target one enemy model within 24". Both the psyker and the victim roll D6 and add their unmodified Ld value. Whichever model has the higher total is the winner. The loser suffers one automatic wound, with no saves allowed.

If the enemy model loses and is not taken Out of Action, it is affected by *Hatred* towards the psyker.

6 Astral Projection

The pinnacle of the Telepath's power, where the psyker's spirit leaves its physical body to effect events elsewhere.

This power may never be used if the psyker is engaged in HtH combat or is within LOS of any enemy model when the test is made.

If successful, the psyker may add any of its characteristic values to any one friendly model until the end of the turn. The psyker may do this any number of times.

If the psyker is attacked while using this power, the Enemy receives one automatic hit in HtH combat. If the psyker survives, it immediately returns to its body, this power is cancelled, and may defend itself as normal.

This power may never be taken by Level 1 psykers!

3 - Telekinesis (Roll D6)

1 Catch Bullets

The psyker can stop incoming solid projectiles before they hit him. If passed, non-energy based ranged attacks made against the psyker have no effect. The firing model must still roll to see if an Ammo Roll is necessary.

This power has no effect against energy-based shots or psychic powers.

2 Psychic Shove

This power lasts until the psyker's next turn.

The psyker may target D3 enemy models within 24" and LOS. Roll to hit. Each hit target may be moved D6" in any direction. If this takes a victim into contact with a vertical surface, the movement stops and the victim suffers one Strength 3 hit. If this takes a victim into contact with another model, both suffer one Strength 3 hit and are Pinned.

If a victim ends its movement not on a flat surface, it suffers damage from falling, if applicable.

If the psyker fails its Psychic Test to use this power, it is Pinned.

3 Crush

Probably the most brutal of all the telekine powers, The psyker attempts to physically crush its victim. Target the closest enemy model within 18". The

		victim rolls D6 and adds its Strength. The psyker rolls 2D6 and compares totals. If the psyker has a higher total, the difference is the number of wounds the victim suffers. If the victim's total is higher by 3 or more points, the psyker is broken and flees 2D6". He may recover next turn.
4	Debris Field	The psyker takes any detritus in the area and makes it swirl around him like a force field. The psyker and any models within 2" receive a Field saving throw of 5+ from any ranged attacks. Any models who model into HtH combat with models inside the debris field suffer one Strength 2 hit. This power may not be used if the psyker is in HtH combat.
5	Psychic Weapon	The psyker forms a blade of pure psychic energy. The psyker adds +2 WS, +1 Attack, and this weapon acts as a Force weapon. While this power is in effect, the psyker may use no other weapons (though he may use armor, equipment, and grenades). The psychic weapon is considered a two-handed weapon in HtH combat. This power lasts until the psyker's next turn. This power may not be taken by Level 1 psykers.
6	Teleport	Known as the Gate Of Eternity to Astartes Librarians, this power allows the psyker or one friendly model within 12" and LOS of the psyker to immediately move 3D6" in any direction, ignoring intervening terrain. The affected model may not end its move in impassable terrain or beyond the table edge. Eldar and Dark Eldar models using this power may open a stable portal into the web way, this allows them (and any models within 1") to move up to 36" in one direction of their choosing, ignoring intervening terrain. The affected model(s) may not end its move in impassable terrain or beyond the table edge. This power may only be taken by Level 3 psykers.

4 - Pyromancy (Roll D6)

Any Tzeentchian model or model with the Mark of Tzeentch with Pyromancy may re-roll one result on the following table. The second result must be accepted.

1	Molten Body	The psyker's body is consumed in flames or covered in tough, lava-like scales. The psyker is immune to attacks caused by Flame and Melta weapons and receives a 3+ save against any Pyromancy attacks it is targeted by. The psyker also receives an un-
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		modified save of 4+ against any other type of normal attack, except those made by Force weapons. Any model in HtH combat with the psyker takes an automatic Strength 6 hit at the start of each HtH round.
2	Spontaneous Combustion	Target one model within 12" and LOS. The victim must take an immediate Ld test. If passed, the victim is unscathed but must take a Break Test. If failed, the victim suffers D3 Strength 4 hits with no armor save.
3	Thermal Agitation	The psyker may attempt to agitate the atoms of a small area within 24" and LOS. If the Psychic Test is passed, the psyker can lay the small blast template anywhere within 24" and LOS. Any models fully under the template suffer a Strength 4 hit and may <i>Catch Fire</i>. Any models partially under the template are hit on a 4+ and suffer a Strength 3 hit. If the Psychic Test is passed and the psyker rolls doubles (i.e. two 2s, etc.), the psyker may use the Large blast template. This power may not be used in Void Conditions.
4	Wall Of Fire	The psyker produces a searing wall of flame to shield itself and its companions. Select and mark two spots within 8" of the psyker. These point may not be more than 16" away from each other. The Wall Of Fire is produced on a straight line between these two points (it may be represented by a string or custom-made template). This barrier and its effects last until the psyker's next activation or until the psyker goes Out Of Action. Models within the line of the wall when it forms are immediately moved 1" away. No model may cross the Wall Of Fire, unless it possesses Power Armor or Hexagrammic Wards. Models wishing to shoot though it have a -4 to hit modifier. Flame weapons may not shoot through the Wall.
5	Flame Burst	The psyker creates a burst of flame, exactly as if the model were armed with a Flamer. No Ammo Roll is ever made for this power and it does not malfunction. The psyker may place the firing end of the flamer template anywhere within 2" of its base. This power may NOT be used while engaged in HtH combat.
6	Holocaust	Only the strongest psykers have the power and the will needed to summon this soul-searing flame. As such, this power may only be taken by Level 3 Wyrds or above. If successful, the psyker places the large blast template centered over its base. The psyker itself takes one automatic Strength 3 hit, with no save allowed. All other models fully under the template

suffer D3 Strength 4 hits, with no armor save allowed. Warp Creatures do not receive their 4+ invulnerable save from Holocaust.
Models touched by the template are hit on a 4+ and suffer one Strength 4 hit.
This power MAY be used while the psyker is engaged in HtH combat.

5 – Biomancy (Roll D6)

Any Nurglite model, model with the Mark of Nurgle, or Genestealer Cult model with Biomancy may re-roll one result on the following table. The second result must be accepted.

1	Regenerate	If the psyker is suffering a Flesh Wound at when using this power, roll a D6. If he rolls under the his unmodified Toughness, one Flesh Wound is removed.
2	Boil Blood	The psyker may target the closest enemy model within 12" (the victim does not have to be in LOS). Roll 2D6, subtracting -1 for every 2" the victim is closer to the psyker. If the total is less than the victim's unmodified Toughness, the victim suffers one automatic wound, with no save allowed. This power has no effect on Warp Creatures or Constructs.
3	Cellular Control	If the psyker passes its Psychic Test for this power, it adds +2 to its Toughness, +1 to its Strength, and is immune to the effects of <i>Toxic</i> and <i>Stun</i> weapons (though he may still suffer damage from them). These effects last until the psyker's next activation. If the psyker fails its Psychic Test to use this power, it is Pinned.
4	Hammerhand	If the psyker passes its Psychic Test for this power, it adds +1 to its Attacks, +1 to its WS, and strikes at double Strength in HtH combat, with a -3 armor save modifier. The psyker is considered armed with two hand weapons but may not use any other weapon in HtH combat, while this power is in effect. These effects last until the psyker's next activation. If the psyker fails its Psychic Test to use this power, it is Pinned.
5	Destructor	When used, this power has one of two effects, depending on whether the psyker is in HtH combat or not. If the psyker is currently engaged in HtH combat, all models in base contact with the psyker receive one Strength 5 hit, with a -2 armor save modifier.

If the psyker is not in HtH combat, he may target the closest enemy model in 12". This hit uses one Sustained Fire dice, though no Ammo Roll is ever made. Any hits are at Strength 4, with a -1 armor save modifier.

6 Knit Flesh

The pinnacle of the biomancer's power, the psyker gains a host of natural weapons and defenses. If passed, the psyker gains the following: +1 Move, +2 WS, -1 BS, +1 Strength, +2 Toughness, +1 Attack, +1 Initiative. It may use none of its weapons while this power is in effect (though it may use any equipment and armor). The psyker is considered to be armed with two *Toxic* hand weapons and has a 4+ armor save while this power is in effect. These effects last until the psyker's next activation. If the psyker fails its Psychic Test to use this power, it suffers one automatic wound. This power may never be taken by Level 1 psykers.

6 – Shamanism

Astartes models or Mutant Mob models with Shamanism may re-roll one result on the following table. The second result must be accepted.

1 Call Tempest

Target one piece of terrain within 36" of the psyker. Any models within 1" of the terrain are Pinned and are knocked out of Overwatch, if applicable. ANY model (even those unaffected by psychic powers) treat the terrain piece as one level worse (i.e. open becomes difficult, etc.) than it already is until the start of the next turn.

2 Fault Line

Pick one spot within 18" of the psyker and describe a straight line starting from the psyker and ending at the chosen point. Any models' bases on this line must make an immediate Initiative test. If passed, they are unaffected. If failed, they take one Strength 6 hit and are Pinned. If the psyker fails its Psychic Test to use this power, it is Pinned. This power has no effect on models that *Hover* or *Fly*. Models with the Wings mutation may re-roll their Initiative Test, if they fail. The second result must be accepted.

3 Control Environs

The psyker may choose to cancel or re-instate (after cancelling via this power) the Environmental Conditions for the entire board until its next activation.

4	Tar Heels	Target one enemy model within 24". That model halves its movement on its next activation. If the victim is in difficult terrain when affected by this power, it may instead make no move on its next activation.
5	Hail Storm	Target one enemy model within 24" and place the Large blast template centered over this model. Roll the scatter die and D6. The template is moved that number of inches in the direction indicated. Any models fully under the template suffer D3 Strength 3 hits. Any model partially under the template is hit on a roll of 5+ and will suffer one Strength 3 hit. All models wounded in this way are broken and will flee 2D6". They may recover next turn, if applicable.
6	Toxic Gas Cloud	Target one enemy model within 24" and place the Large blast template centered over this model. Roll the scatter die and D6. The template is moved that number of inches in the direction indicated. Any models fully under the template suffer one Strength 4 hit. Any model partially under the template is hit on a roll of 4+ and will suffer one Strength 3 hit. Any models (whether fully or partially under the template) without a respirator, enclosed armor, and/or Power Armor suffer an additional Strength 3 hit with the <i>Toxic</i> attribute. If these models manage to survive this hit, they are Pinned. If the Psychic Test for this power is failed, the psyker is Pinned. This power cannot be taken by Level 1 psykers!