

5 SMITE

You close your eyes and concentrate drawing upon the raw power of the warp. You stretch out your arm, sparks of lightning begin to dance around your hand. Your eyes glow white, moments later you send forth a crackling bolt from your fingertips and across to your enemy.

Pick any enemy up to a maximum of 9 squares away. This enemy is hit with 1D6 + 4 Wounds, only modified for Toughness.

Target : 1 Enemy within the Psyker's line of sight.

Duration: Immediate

ATTACK

PSYCHIC



POWER

3 IRON ARM

You target one of your fellow warriors, a stream of blinding white light pours from your eyes and mouth, engulfing the Warrior. As the light fades the Warrior's arm has been transmuted into living metal.

Pick any Warrior on the board (including the Psyker). This turn the chosen Warrior gains +2 to their strength for the purpose of resolving damage. Each Warrior may only have this power used on them once per turn.

Target : Any Warrior on the board

Duration: This Turn

ATTACK

PSYCHIC



POWER

6 SUNBURST

You begin to sing a wild song whose notes were old when the universe was young. As you do so, an incandescent aura appears about you, growing ever brighter and hotter with every refrain. Only when the song is ended does the aura explode in a supernova flash.

The supernova flash hits every enemy within 6 squares in front of the Psyker. Every enemy is hit with a Strength 5 hit attack. All bonuses for cover are ignored.

Target : All Enemies within 6 squares in front of the Psyker

Duration: Immediate

ATTACK

PSYCHIC



POWER

4 POSSESSION

Your eyes roll back as you focus your mind on one of the enemies standing in front of you. You attack their unconscious mind, tearing apart all control they have over their own thoughts and actions.

Pick any Enemy on the board and roll a D6, on a roll of 1 your psychic attack fails. On a roll of 2+ you gain control of the enemy, and may control any of their actions, including moving or attacking. If you attack you may attack anything on the board including the enemy themselves. All rule apply for Melee combat. If the Enemy has a ranged weapon they do not need to roll a ballistic skill check to attack themselves.

Target : Any Enemy on the board

Duration: Immediate

ATTACK

PSYCHIC



POWER