

5 LIFE LEECH

Your hands age becoming all gnarled, you reach out to touch your enemy with one hand, directing your other at a fellow Warrior. As your hand touches your enemy, their life-force is drained and channelled to your companion.

Pick any Warrior on the same board section as you. Roll 1D6 the result is how many wounds (with no modifiers) is caused to the enemy, if this causes the enemy to hit 0 wounds you only drain the amount it takes to kill the enemy. This amount is then healed on the chosen Warrior.

Target : 1 Enemy within melee range, and any Warrior on the same board section.

Duration: This Turn

HEALING

PSYCHIC

POWER

6 RESURRECTION

You open a portal to the Warp, knowing you risk your own sanity. Concentrating you search for the lost soul of your companion, and direct it back to the mortal plane.

You may pick any dead Warrior in the game and bring them back to life. Place them on the same board section as the Psyker. They are restored to full Wounds, but have lost any credits or equipment they have earned. This power may be used even if the Warrior died several turns ago.

Target : Any dead Warrior

Duration: Immediate

HEALING

PSYCHIC

POWER

4 COSMIC BLOOD

Raising your arms to the cosmos you draw upon the very life force of the universe, sending forth a surge of healing energy into your hands. Your hands begin to glow suffusing an injured Warrior in the healing energies.

Pick any Warrior on the board (including the Psyker) and heal 1D6 of their Wounds.

Target : Any Warrior on the board

Duration: Immediate

HEALING

PSYCHIC

POWER

2 ENDURANCE

Reaching into the essence of your companions, you begin to knit together bones, heal flesh and banish fatigue so that they can carry on the fight.

Every Warrior on the board has 1 Wound healed, up to their starting Wounds.

Target : All Warriors on the board

Duration: Immediate

HEALING

PSYCHIC

POWER