


PSYKER



Wounds: 1D6 + 6
Move: 4
Weapon Skill: 2
Ballistic Skill: 5+
Strength: 3
Toughness: 3
Initiative: 6
Willpower: 4
Attacks: 1

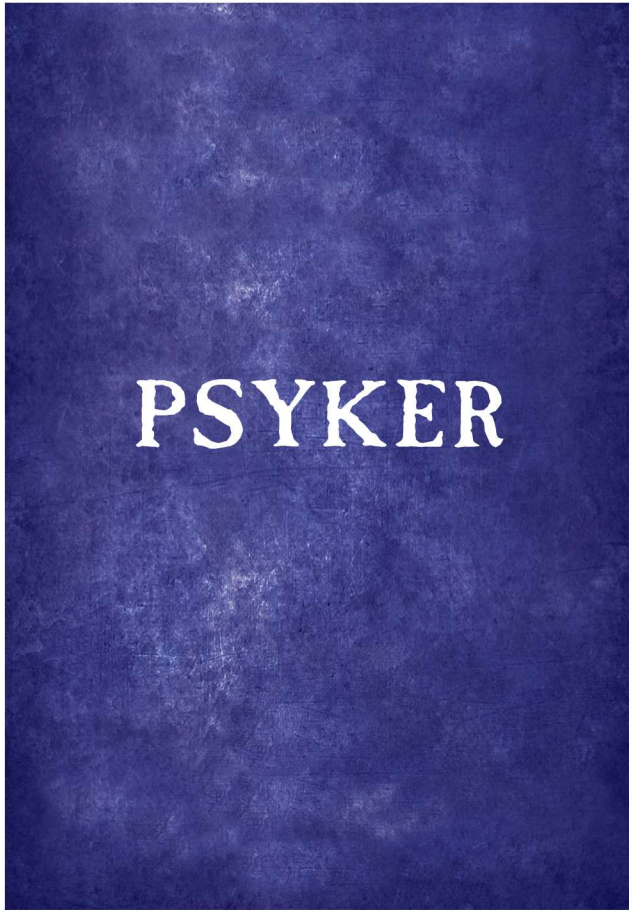
Equipment: Force Staff
Weapon: Laspistol (see Weapon card)
Armour: None
Pinning: Breaks from pinning on a roll of 4+

Special Rules:
 Psyker - See the Psyker power section of the Rule Book

II
 Current
 Power
 II


Perils of the Warp - If the Psyker dies (reaches 0 wounds and not healed), roll 1D6. On a roll of 1, the Warp takes control of the Psyker's mind, warping it's body. Remove the Psyker and replace them with a Chaos Spawn Enemy.

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit	3	4	4	4	5	5	6	6	6	6



FORCE STAFF

The Psyker draws on the power of the warp to change events. Once per adventure the Psyker can use the Force staff to ignore any Wounds caused during a turn.



LASPISTOL



Laspistol Range: 6 Strength: 3

Assault: Weapon can be used in Melee

