

PSYKER PHASE



The following sheet provides a concise reference for the Psyker Phase in WH40K, 2nd Edition.

DRAWING PSYKER POWERS

- Psykers draw a number of powers equal to their Mastery Level (3 = 3 Powers, etc.) starting with the most powerful psyker and working down (determine conflicting ties by D6 roll).
- Psykers **must draw at least one power from their Primary Discipline**. Remaining powers may be drawn from either Primary or Tertiary Disciplines.
- A psyker drawing a restricted power (indicated on the card) may exchange it by drawing again.
- Players may keep powers drawn concealed until they are first used during the game. You are not required to reveal these to your opponent(s).
- If there are so many psykers that a psyker is left with no available powers, they do not receive powers that game (unless a spare deck of additional power cards is available).

DISCIPLINES

SPACE MARINES

Primary: Librarian Powers

Tertiary: Inquisition and Adeptus Powers

INQUISITORS AND GREY KNIGHTS

Primary: Inquisition Powers

Tertiary: Librarian and Adeptus Powers

ADEPTUS ASTRA TELEPATHICA

Primary: Adeptus Powers

Tertiary: None.

SQUAT ANCESTOR LORD

Primary: Squat Powers

Tertiary: Adeptus Powers

ORK WEIRDBOYZ

Primary: Ork Powers

Tertiary: None

ELDAR WARLOCKS AND FARSEERS

Primary: Eldar Powers

Tertiary: None

CHAOS MAGUS

Primary: Either Slaanesh, Tzeentch or Nurgle

Tertiary: Adeptus Powers

DAEMONS

Primary: Either Slaanesh, Tzeentch or Nurgle

Tertiary: None.

HIVE TYRANT AND GENESTEALER PATRIARCH

Primary: Tyranid Powers

Tertiary: None

GENESTEALER MAGUS

Primary: Tyranid Powers

Tertiary: Adeptus Powers

WARP FLUX

- The Warp Flux is represented by D6 dice, normally 2D6 (may be adjusted by players to suit game/scenario).
- **The Warp Flux may never exceed 1D6 per psyker on the table (If one psyker remains in play, the Warp Flux = 1D6, etc.)**
- Determine the Warp Flux by rolling XD6 and then deal these cards out to the players (starting with the current player whose turn it is).
- Warp cards are dealt to the player, not assigned to individual psykers.

USING POWERS

- The player whose turn it is begins by selecting a psyker and playing one psychic power. Once this is resolved the opposing player does likewise – this continues until there is nothing left to play between the players (or *Energy Drain* is played).
- A psyker casts a power by ‘spending’ the appropriate number of force cards from the player’s hand.
- **A psyker may never cast a power he does not possess** (the warp cards are shared between psykers, but powers are not!)
- Once force cards are played, the power is successfully cast unless it is nullified.
- Spent force cards are discarded face up and will be re-shuffled for the next psychic phase.

NO PSYKERS

- A side with no psykers (regardless of the reason) **may ONLY use Nullify special warp cards**. No other cards or effects may be played.
- A side with no psykers playing a **Nullify card always requires 5+** to successfully cancel an enemy power.

SPECIAL WARP CARDS

NULLIFY

- You may play a Nullify card when an opposing power is cast. Roll a D6, on a roll of 4+ the power is nullified and has no effect. If a player fails to Nullify an opposing power he may try again if he has additional Nullify cards (as many times as he has cards!)
- **A Nullify is assumed to be cast by a player’s most powerful Psyker.**

- If attempting to Nullify a power by a lower Mastery-level psyker, the dice roll required becomes 3+.
- If attempting to Nullify a power by a higher Mastery-level psyker, the dice roll required becomes 5+.
- **Only one Nullify attempt per turn may be made against a power which was previously cast and is currently in play.**
- Nullify cards may only be used against powers, not other special warp cards.

DESTROY POWER

- You may hold this card until you wish to use it.
- If an enemy psychic power is cast on your psyker or a model within 6" of them, this card can be played to immediately prevent it taking effect.
- **The power is automatically nullified.**
- Each player secretly rolls a D6 and "sacrifices" force cards (as many as you have/choose) to provide a total score.
- If the defending psyker has a score **MORE THAN** the casting psyker, the power is destroyed and no longer may be used.

ENERGY DRAIN

- This card may be played at **ANY TIME** during the current psychic phase.
- This removes all force cards and ends the psychic phase immediately, draining all Force Weapons, canceling all powers currently in play.

REFLECTION

- You may hold this card until you wish to use it.
- You may play this when an opposing power is played on one of your psykers or a model within 6" of them.
- **The power is automatically reflected 4D6" back toward the casting psyker**, in a straight line, impacting the first model it strikes.
- May be played against moving templates (Destructor, etc.) when in range.

DAEMONIC ATTACK

- You may play this card when an opponent casts a power.
- **The power is automatically nullified.**
- The targeted psyker must roll a D6:
1-3: *The psyker is dragged off screaming into the warp.*
4-6: *The psyker fights off the daemon and remains in the battle*
- The psyker adds his Mastery Level to the dice roll and subtracts the number of Force Cards used on the power he is casting.
- Daemonic Attack will only affect **Grey Knights** and **Ork Weirdboyz** on a roll of 6 on the D6.

PSYCHIC DUEL

- Play this to engage an enemy psyker in a battle of warp knowledge.
- Each psyker rolls a D6 and adds their Mastery Level.
- If one psyker rolls a score higher than their opponent, they may discard a power at random from that psyker.
- In the case of a draw, no effect.

ULTIMATE FORCE

- You may use this card as a Force Card equal to three Force.
- The power is cast perfectly and may not be **nullified, reflected or destroyed.**
- If it is a power which remains in play, it may be nullified as normal, later in the game.
- A **Daemonic Attack** may be played against an Ultimate Force power, but it is not nullified (the psyker is attacked as normal).

GENERAL PSYCHIC RULES

- Powers which count as shooting attacks ignore normal rules for line-of-sight and may be cast 360-degrees. **These attacks also do not use the normal rules for targeting enemy models.**
- Powers which "draw a straight line" ignore terrain.
- Psychic templates which strike vehicles hit each location touched on a 4+ (instead of automatically hitting the center)
- Generally powers cannot target vehicles but may target models inside or crew models.
- If a squad has a psychic ability and is impacted by a special warp card, only one model suffers the result.
- A power which targets a "squad" may target a single character or large creature if it is not within coherency range of a squad.
- See **Dark Millenium** for additional **Ork Weirdboy Rules.**

ARMOUR AND VEHICLES

- Powers which inflict hits with a Strength value reduce armour as normal unless specifically stated on the power's card (STR4 = -1 save, STR5 = -2 save, etc.)
- A power which strikes an armoured vehicle uses the following formula:

Strength + D6 + (Any variable damage caused by the Power) + Bonus Penetration (See Below)

Strength	1-3	4-5	6-7	8-10
Bonus Damage	None	D6	D12	D20