

Force 1

Range: 18"

THE CARMINE ASSASSIN

Carmine energy oozes from the psyker's eyes, ears, nose and mouth, and forms a misshapen mass around a single model within 18" engulfing and crushing it. The victim must roll under its Toughness on 1D6, and if the test is failed the model is killed regardless of how many wounds it has. No armour saving throwing is permitted against the *Carmine Assassin*. The *Carmine Assassin* may be used to attack a single crewman but if the vehicle is enclosed he can roll two D6 and pick the lowest when attempting to roll under his Toughness.

Force 1

Range: 36"

SCAN

The psyker opens his mind to sense the presence of all enemy models within 36" of him. All hidden enemy models within range are detected automatically (the psyker communicates their positions to his comrades). If any enemy psykers are within range the player can examine his opponent's hand of warp cards; he can also look at one randomly chosen psychic power of each enemy psyker in range.

Force 1

Range: 18"

THE GATE

The psyker opens a gate through the warp. Take the two special Gate markers and place them anywhere within 18" of the psyker. The two markers represent either end of a tunnel through reality. Any models which move into one of the Gate markers disappear, instantaneously reappearing out of the other Gate marker. Models expend no movement being transported between the Gate markers and may charge or make run moves through them as normal. Only models small enough to get through the Gate may use it, so no vehicles etc can pass through. The Gate remains in play until it is nullified or the psyker using it is killed. Place this card with the Gate markers or at the edge of the table to show that it is in play.

Force 1

Range: 24"

ASSAIL

The psyker unleashes his powers against a single model within 24". The model is flung about by a series of blows as from a giant invisible assailant. The player can move the model up to 6" in any direction, even into hand-to-hand combat or onto blast markers or dangerous terrain (provided the terrain doesn't entirely block movement) and choose its facing. This attack will knock models out of *overwatch*. *Assail* will not move a vehicle around but it will cause a moving vehicle to go out of control in its next movement phase on a D6 roll of 4, 5 or 6.

ADEPTUS

PSYCHIC POWER

ADEPTUS

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ADEPTUS

PSYCHIC POWER

Force 2

Range: 3D6"

DISPLACEMENT

This psychic power enables the psyker to transport a friendly squad or single model across the battlefield in any direction. Affected troops are swathed in energy and disappear, reappearing seconds later at their new location. Troops may be moved up to 3D6", ignoring intervening models, buildings or any other obstacles or scenery. Troops may be moved onto a roof, rocky pinnacle or other elevation. Displacement may be used to move troops into hand-to-hand combat, in which case they fight in the next combat round and count as charging in the first round. Displacement may not be used to move enemy troops or models at all.

Force 2

Range: 24"

HELLFIRE

A mighty pillar of fire bursts from the ground and engulfs everything in flames. The player places the special 2" radius Hellfire template anywhere on the table within 24" of the psyker - the template represents the area covered by the raging flames. Each model touched by the Hellfire template suffers a S4 hit. The Hellfire template may be left in place on the tabletop. The template blocks line of sight and any model that touches it will suffer an S4 hit. A Hellfire template which is left in place lasts until it is nullified or the Hellfire power is used again.

Force 3

Range: 24"

LIGHTNING ARC

With a crack of thunder a bolt of searing lightning leaps up to 24" from the psyker's palms and strikes the first model in its path. The target sustains a S6 hit causing not 1 but D3 wounds. If the first target is killed by the bolt the psyker can cause it to hit another model within 6" of the first, inflicting another S6 hit causing D3 wounds. If this model is killed the psyker can strike another model within 6" and so on up to a total of six hits in succession. If a vehicle's armour is penetrated by *Lightning Arc* the psyker can cause it to strike another model within 6" or a different location on the same vehicle up to a total of six hits as noted above.

Force 2

Range: 24"

MACHINE CURSE

The psyker calls upon his powers to pronounce a curse on the machine spirits of his enemies. Place the 2" radius Machine Curse template anywhere within 24" of the psyker. Anything partially or fully under the template will be affected. All ranged weapons affected will be unable to fire (including pistols used in close combat) and robots, Terminators, Dreadnoughts or vehicles will be unable to move until the curse is nullified. If an object is taken out of the area of effect it will start working again and troops may fire into or through the area without penalty. The Machine Curse remains in play until it is nullified or the psyker using it is killed. Place this card with the target or at the edge of the table to show that it is in play.

ADEPTUS

PSYCHIC POWER

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PSYCHIC POWER

Force 1

Range: 36"

PURGE PSYKER

The psyker assaults one of the enemy psykers in a battle of wills. The enemy psyker rolls a D6 and adds his mastery level to the roll; the attacking psyker rolls two D6 and adds his mastery level to the highest dice roll. If the enemy psyker's score is lower he loses and suffers 1 wound for every point he lost by. If the scores are tied or the enemy's score is higher the *Purge Psyker* attack has no effect unless the defender's score is double the attacker's. If this happens, the attacking psyker suffers D6 wounds from psychic feedback.

Force 1

AURA OF FIRE

An aura of flickering flames forms around the psyker. The *Aura of Fire* will negate any wound suffered by the psyker on the D6 roll of a 4, 5 or 6. In hand-to-hand combat any wound saved by means of the *Aura of Fire* is rebounded against the model that struck it, causing a wound for each wound saved. Place this card next to the psyker model or turn it face up and put it somewhere convenient along the table edge to indicate that it is in play. Once case, the *Aura of Fire* remains effective for the rest of the game, until it is nullified, or until the psyker is slain. Only one *Aura of Fire* may be used at a time.

Force 1

Range: 9"

AURA OF FORTITUDE

The psyker projects a powerful mental shield to protect himself and those nearby against psychic attack. The psyker and all friendly models within 9" increase their Ld characteristic to 10 as long as the *Aura of Fortitude* is in effect. The psyker and all friendly models within 9" gain a saving throw of 4, 5 or 6 on a D6 against psychic attacks. *Aura of Fortitude* remains in play until it is nullified or the psyker is killed. This card should be placed with the psyker or at the edge of the table as a reminder that it is in play.

Force 3

Range: 12"

STORM OF WRATH

The psyker unleashes a mighty psychic storm of terrifying intensity which affects all enemy models within 12" of him. All enemy units in range have to pass a Ld test on 2D6 before they can move or charge. Enemy vehicles will go out of control on a roll of 5 or 6 on a D6 when they move. All enemy shooting within or into the area suffers a -2 modifier to hit. Friendly models are completely unaffected. The *Storm of Wrath* remains in play until it is nullified or until the psyker is killed. This card should be placed with the target or at the edge of the table to show that it is in play.

INQUISITION

PSYCHIC POWER

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Force 2

Range: 24"

DESTROY DAEMON

The psyker hurls his powers against a daemon in an attempt to banish it back into the warp. The *Destroy Daemon* power travels up to 24" and strikes the first target in its path. The psyker rolls 2D6 and adds his mastery level to the result; the daemon rolls 1D6 and adds its current number of wounds to the result. If the psyker's score beats the daemon's score the daemon is instantly destroyed. If the scores are drawn the daemon loses half its remaining wounds, rounding down. If the psyker's score is lower the *Destroy Daemon* power does not work. If the daemon's score is twice that of the psyker or more the psyker suffers D3 wounds from psychic feedback.

Force 1

Range: 24"

SCOURGING

Cracking bolts of power lash out from the psyker's fingers up to 24", striking the first target in their path. The target suffers D3 S4 hits and must pass a Ld test or be stunned and unable to do anything until the next psychic phase. If this happens leave this card next to the affected model as a reminder and take it back at the beginning of the next psychic phase. Daemons struck by *Scourging* suffer D3 hits at S8 rather than S4.

Force 3

Range: 12"

HOLOCAUST

The psyker releases his mightiest powers in a mighty conflagration of flames raging out from his body. Every living creature, friend or foe, within 12" of the psyker takes a S4 hit from the flames. After damage has been assessed the psyker must pass a Ld test in order to stop the *Holocaust*. If he fails, or decides to continue the *Holocaust*, he suffers a wound as the flames start to consume his body and (assuming he's still alive) the *Holocaust* card remains in play, scoring another S4 hit on every living creature within 12" at the start of the next psychic phase. After the damage has been done the psyker makes another test to stop the *Holocaust* again with the same effects if he fails. While the *Holocaust* remains in play the psyker may not use warp cards and may not use any other psychic powers, if he passes the Ld test to control the *Holocaust* the card is taken back into his hand as normal.

Force 3

Range: 3D6"

VORTEX

A sphere of utter darkness opens between the outstretched hands of the psyker and widens into a swirling vortex. The Vortex can be sent in any direction and will move forwards destroying all in its path! The Vortex is represented by the special Vortex template - place the template on the table and move it to indicate the path of the Vortex. The Vortex moves 3D6" immediately and anything touched by it is affected as by a Vortex grenade (in most cases this means instant annihilation). At the beginning of each subsequent turn roll on the Vortex chart as normal for a Vortex grenade. The Vortex lasts until it is nullified, dissipates or leaves the battlefield. While the Vortex template is still in play this power may not be used again.

INQUISITION

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Force 1

PSYCHIC SHIELD

The Librarian conjures a shield of psychic energy to protect himself. Should the Librarian subsequently suffer 1 or more wounds from either shooting or close combat the shield will absorb and negate each wound on the D6 roll of a 3, 4, 5 or 6; roll 1D6 per wound caused. If the Librarian is attacked by a psychic power which either causes wounds or kills him outright, then the *Psychic Shield* will save him on the D6 roll of a 4, 5 or 6. When used to save against a psychic power the shield is automatically nullified if the save is successful. Once used the shield remains in play until nullified or the Librarian is killed. This card may be placed with the Librarian or at the edge of the table.

Force 1

Range: 4D6"

TELEPORTATION

The Librarian takes on a bright glow which suddenly flashes into blinding light. When the light fades he has disappeared. The Librarian reappears up to 4D6" away as a bright glow which flares into a sudden flash. *Teleportation* can be used to carry the Librarian into hand-to-hand combat, in which case he fights as normal in the next combat round and counts as charging in the first round.

Force 1

PRESCIENCE

This psychic power enables the Librarian to look forward in time and predict the outcome of his actions, though of course he's not always entirely accurate! From the moment the psychic power is used to the beginning of the next psychic phase the Librarian may reroll any of his failed dice throws – this includes to hit rolls, damage rolls, armour saves, Leadership tests and so on. This card should be placed next to the Librarian or face up on the table edge to indicate it is in play and taken back into the Librarian's hand at the very start of the next psychic phase.

Force 2

Range: 3"

QUICKENING

The Librarian creates an accelerated time field around himself or another model within 6", making it seem that the subject speeds up to a blur while everything else is hardly moving at all. The subject doubles its Movement, Initiative and Attacks characteristics as long as *Quickening* is in play and can fire twice in the shooting phase if it doesn't run or charge in the movement phase. Once used, *Quickening* remains in play until nullified or the Librarian is killed. This card may be placed with the Librarian or at the edge of the table to show that it's in play. *Quickening* may be used on only one model at a time.

LIBRARIAN

PSYCHIC POWER

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PSYCHIC POWER

Force 2

Range: 6"

STRENGTH OF MIND

The Librarian draws upon his inner reserves of strength to fortify himself and those about him against psychic attack. Psychic attacks against the Librarian or any models within 6" of him are automatically nullified unless they roll higher than the Librarian's mastery level on a D6. *Strength of Mind* remains in play until it is nullified or the Librarian is killed. This card may be placed with the Librarian or at the edge of the table as a reminder that it's in play.

Force 2

Range: 3"

IRON ARM

The Librarian may cast Iron Arm on himself or any single model within 3". A flow of powerful psychic energy rushes over and through the subject, infusing him with power. The model's Toughness and Strength are doubled up to maximum of 10. He can fight normally, but his Move characteristic is halved, rounding up. The subject also gains an additional armour saving throw of a 4, 5 or 6 which is rolled before his normal armour save. This extra armour saving throw is not affected by weapon saving throw modifiers and applies to all wounds no matter how they are sustained, including those inflicted by psychic powers. Place this card next to the model or put it face up on the table edge to indicate that it is in play. Once used *Iron Arm* remains in play for the rest of the game, until it is nullified or until the subject is slain. *Iron Arm* may be used on only one model at a time.

Force 3

Range: 24"

SMITE

The psyker unleashes a devastating psychic attack on an area within 24". The player places the 2" Smite template anywhere on the table within 24" of the Librarian – the template represents the area being assaulted by waves of potent psychic energy. Each model covered by the template is hit; any models partially covered are hit on a D6 roll of 4, 5 or 6. If a vehicle is hit by *Smite* one randomly selected crewman will be affected. Models hit must pass a Ld test on 2D6 with a -2 modifier to their Leadership characteristic. If the test is failed the victim dies immediately, regardless of how many wounds it has. Armour saving throws do not protect against *Smite*.

Force 1

Range: 5D6"

THE SALAMANDER

The Librarian draws on the terrifying legends of Chapter history to create a monstrous spectral creature. The manifestation shoots forwards, crackling and spitting as it burns a trail of destruction in its path. The player draws a line 5D6" from the Librarian. Every model crossed by the line suffers one S5 hit causing 1 wound. Any squad suffering one or more casualties from the *Salamander* must take a Break test.

LIBRARIAN

PSYCHIC POWER

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Force 1

Range: 36"

DOOM

The Farseer searches for the thread of destiny that spells the destruction of a single enemy model within range. Once a *Doom* has been placed on a model all hits caused either by shooting, hand-to-hand combat or psychic attacks automatically wound – you don't need to roll. In addition, any wounds inflicted on the model are automatically doubled so a hit from boltgun would inflict 2 wounds, for example. Armour saving throws are unaffected. Vehicles cannot be Doomed. This card should be placed by the target or face up on the table edge to indicate it is in play. *Doom* remains in play until it is nullified, until the target is slain, or until the Farseer decides to end it.

FARSEER ONLY

Force 1

Range: 72"

BATTLE FATE

The Farseer examines the skeins of probability to try to determine which courses of action will give a single Eldar squad or vehicle the best chances of success. As a result a +1 modifier is applied to all the squad's or vehicle's shooting to hit rolls and Combat Scores in close combat. This card should be placed next to the affected unit or face up on the table edge to indicate it is in play. *Battle Fate* remains in play until the beginning of the next psychic phase when it is returned to the Farseer's hand and may be used again.

FARSEER ONLY

Force 1

Range: 8"

FORTUNE

The Warlock summons protective energies about himself and the Eldar nearby. All Eldar within 8" of the Warlock get a +2 bonus on armour saving throws as long as this power is in effect. *Fortune* has no effect on vehicles or Dreadnoughts, only living Eldar. This card should be placed next to the Warlock or face up on the table edge to indicate it is in play. *Fortune* remains in play until it is nullified, the Warlock is killed, or he voluntarily ends it.

Force 1-3

Range: 36"

MIND WAR

The Farseer reaches out and blasts the mind of a single enemy model within range. The Farseer rolls 4D6 plus +1D6 for each force card he uses to energise the power. *Mind War* automatically inflicts 1 wound on the target for each 6 the Farseer rolls, with no armour saving throws possible. *Mind War* may be used on a vehicle crewman but the Farseer only rolls 2D6 + 1D6 per force card used. If the Farseer uses *Mind War* on enemy psyker he must take one random psychic power card from the psyker for each 6 he rolled instead of inflicting a wound. The power(s) are discarded and may not be used again for the remainder of the game. If the enemy psyker has less than the required number of psychic power cards he loses all of his powers and suffers D3 wounds.

FARSEER ONLY

ELDAR

PSYCHIC POWER

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Force 1-3

Range: 18"

EXECUTIONER

Strands of incandescent energy stream from the Warlock's outstretched fingertips and weave themselves into a monstrous, glowing form near a single model within 18". The form is a psychic projection of the Warlock himself which immediately springs forward to attack the enemy in hand-to-hand combat. Each force card used to energise this power allows the Warlock to attack one enemy model. Fight out the hand-to-hand combat immediately. The Warlock counts as charging and if he is fighting more than one opponent the normal rules for multiple combats do not apply. If the Warlock loses any of the combats he suffers no damage but the Executioner power is nullified immediately.

Force 1-2

Range: 12"

GUIDE

The Warlock reaches into the mind of a nearby Eldar and guides him as he fires his weapon. Select any single Eldar model within 12". The affected model can immediately fire its weapon at up to double its normal range and will hit automatically. Just select the target and calculate damage from the shot as normal. Using *Guide* with a pistol or basic weapon requires the expenditure of one force card; two force cards are necessary to fire ancient weapons, heavy or support weapons. The weapon may only fire once so even weapons with sustained fire or multiple shots can only score a single hit using *Guide*.

Force 3

Range: 24"

ELDRITCH STORM

The Warlock conjures a howling storm of psychic energy which sends troops flying. Place the Eldritch Storm template anywhere within 24" of the Warlock. Roll a scatter dice for any models more than half under the template. If an arrow is rolled the model is flung in the direction indicated to the storm's edge and may not move or shoot in the next turn. If a "hit" is rolled the model suffers an S3 hit and is flung to the storm's edge as above. Vehicles in the storm will go out of control when they next move. This card should be placed next to the Warlock or face up on the table edge to indicate it is in play. The Storm template remains in play until the Warlock is killed or wishes to end it. While the Eldritch Storm remains in play nothing can move, see or shoot through it.

Force 2

DESTRUCTOR

The Warlock unleashes a devastating surge of psychic power. Place the special Destructor template so that its narrow end touches the Warlock and its broad end covers the target. Anything more than half under the template is hit unless it can roll equal or under its Initiative on a D6. Models hit suffer an S6 hit with no armour save possible. Vehicles and buildings are hit automatically and the Destructor bolt is stopped if it strikes a vehicle or building. Otherwise, the template moves 12" forward in the same direction at the start of each subsequent psychic phase. The Destructor template remains in play until the Warlock decides to end it by taking the card back into his hand during the psychic phase, the Warlock is killed, the Destructor is nullified, or until the template eventually leaves the battlefield.

ELDAR

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Force 2

Range: 24"

SQUISH

The Weirdboy grunts as he exerts his powers on a single model within 24". Glowing lights trap the victim, solidify, constrict, and crush the life out of it. The target suffers 2D6 minus his own Strength S5 hits. Vehicles deduct their ram value Strength characteristic from the number of hits inflicted.

Force 1

Range: 36"

'EADBUTZ

The Weirdboy smashes one of the enemy psykers with an 'eadbut of pure Waaagh!-power. Both players roll a D6 and add the mastery levels of their respective psykers to their score. If the enemy psyker loses he suffers 1 wound and can't use any powers until the next psychic phase (though he can continue to use warp cards to nullify etc. as normal). If the scores are drawn or the Weirdboy loses the 'Eadbutz has no effect.

Force 1

Range: 24"

KOP DIS!

The Weirdboy hurls a torrent of psychic energy which travels up to 24" and strikes the first model in its path. The model is hurled back D6+1". If the model hits anything its move is halted and both models take an S5 hit. *Kop Dis!* can also be used on area effect templates such as Vortex, Hellfire and plasma bursts. If an area effect template is moved it will score a hit on anything it moves over.

Force 3

Range: 24"

DA KRUNCH

The Weirdboy's fevered brain conjures up a huge ectoplasmic vision and the might foot of Gork himself stomps down to squish the enemy into splutchy pancakes! Use the special template to represent the area covered by the foot by placing it over the desired target. Any models under the template are automatically hit unless they can roll under their Initiative rating on a D6 to get out of the way. Any models which fail to dodge suffer an S10 hit.

ORK

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Force 2

Range: 18"

POWER VOMIT

The Weirdboy hurls a ball of fluorescent green psycho-plasma from his churning innards. Draw a straight line 18" from the Weirdboy. Any models that lie under the line are struck by the *Power Vomit* and sustain an S5 hit. The *Power Vomit* will pass through any target, even if it causes no damage. Its progress is not blocked by models, scenery or buildings, the psychic energy automatically passes right through them.

Force 2

Range: 24"

BRAIN BURSTA

A violent bolt of power erupts from the Weirdboy's sloping forehead and rockets up to 24" across the battlefield in a dead straight line. The first model the bolt touches is overloaded with Ork power and must roll under its Toughness on a D6 or its head explodes! Head explosions always kill their victims regardless of the number of wounds they have. Armour saving throws do not protect against the *Brain Bursta*. Vehicles hit by the *Brain Bursta* suffer a hit to one randomly determined crewman who must roll to survive as above.

Force 3

Range: 4D6"

DEATH WAVE

A glowing wave of psychic power bursts from the Weirdboy's eyes. Place the Death Wave template so that its centre touches the Weirdboy and then move it 4D6" in a straight line away from him. Any models covered by the template as it moves suffer a hit; models partially covered are hit on a roll of 4, 5 or 6 on a D6. Roll a D6 for any models that are hit. If the roll equals or beats their Toughness they are killed regardless of armour saving throws and how many wounds they have. Vehicles are not affected but crews are – each crew member suffers a hit from the Death Wave on a roll of 5 or 6 on a D6. The Death Wave will pass through any target, even if it causes no damage. Its progress is not blocked by models, scenery or buildings as the psychic energy automatically passes right through them. The Death Wave continues to move 4D6" in the same direction at the start of each subsequent psychic phase. The wave remains in play until it is nullified or until it eventually leaves the battlefield.

Force 3

Range: 36"

WAAAGH!

The Weirdboy's floods the area with the power of the Waaagh! All enemy psykers in range are knocked flat and suffer 1 wounds if the Ork player can roll higher than their mastery level on a D6. If they are knocked flat they can't use any more powers until the next psychic phase, though they can continue to use warp cards to nullify etc. as normal. All Ork and Gretchin units within 36" of the Weirdboy add 1 to their WS and can reroll any Ld tests they take until the end of the next turn. Leave this card face up next to the Weirdboy as a reminder and take it back at the beginning of the next psychic phase.

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Force 3

Range: 24"

PLAGUE WIND

The Chaos Magus calls down a foetid, plague-ridden wind accompanied by moaning, insane laughter and other sounds of death and delirium. The hideous *Plague Wind* inflicts Nurgle's Rot upon the recipients, a wasting disease which changes its victims into Plaguebearers. The *Plague Wind* can be cast a single living enemy model or squad within 24". The *Plague Wind* inflicts 3D6 hits minus the target's Toughness. Each hit causes a wound on a roll of 4, 5 or 6. For every 3 wounds inflicted by the *Plague Wind* one Plaguebearer is created, forming a new unit within 3" of the victims of the *Plague Wind*.

Force 2

MIASMA OF PESTILENCE

The Chaos Magus summons a stinking cloud of pestilence and magically wraps the diseased vapours about himself like a monstrous shroud. Any living models within 6" of the Magus are affected by the miasma and suffer an S3 hit as soon as they are within range. Followers and daemons of Nurgle are unaffected. The psychic power remains in play until it is nullified, the Chaos Magus is slain, or the Chaos Magus decides to end the psychic power. Place this card next to the Chaos Magus or at the edge of the table.

Force 1

AURA OF DECAY

With a leering grin the Chaos Magus bestows a blessing from Nurgle on himself or a single model in base-to-base contact with him. The target starts to exude an aura of psychic power so disgusting that it and all models within 3" of it lose 1 from their Attacks characteristic as they retch uncontrollably. Followers and daemons of Nurgle are unaffected by the putrescent aura. The psychic power lasts until it is nullified, until the affected model is slain, or until the Chaos Magus decides to stop using the psychic power. Place this card next to the affected model or at the edge of the table.

Force 2

STREAM OF CORRUPTION

The Chaos Magus vomits forth a stinking jet of putrid blood, pus, maggots, slime and other foulness. Place the Stream of Corruption template with the pointed end touching the Chaos Magus model and the round end over the target. Any living models, friend or foe, more than half under the template will be overwhelmed and choked to death by the foulness unless they can roll their armour save. Models with a Toughness of 7 or greater will not be automatically killed by the Stream but sustain D6 wounds instead. Enclosed vehicles are unaffected by the *Stream of Corruption*.

NURGLE

PSYCHIC POWER

NURGLE

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NURGLE

PSYCHIC POWER

Force 1

Range: 6"

PINK FIRE OF TZEENTCH

Guttering flames of pink magic spurt from the Chaos Magus's outstretched hands and strike the first model in their path. A model struck by the flickering *Pink Fire of Tzeentch* will suffer D6 hits with a Strength of 4 + D6. Make one roll to determine the Strength of all the hits.

Force 1

BOON OF TZEENTCH

The Chaos Magus chants, appealing to Tzeentch, Lord of Magic, to grant him new magics to destroy his foes. If the psychic power succeeds the Chaos player can draw two more cards from the warp deck immediately. These cards are added to the Chaos player's current hand of cards dealt to him by the warp flux this turn.

Force 3

Range: 24"

TZEENTCH'S FIRE STORM

The Chaos Magus launches a fiery mass of flames up to 24" to strike the first model in its path. The flames drain away the victims' souls to the capricious realm of Tzeentch and Pink Horrors are drawn back by the energy flow. Place the Fire Storm template over the target. Every model touched by the template suffers an S5 hit with no armour saving throw possible. Vehicles touched by the template suffer an S5 hit to one randomly determined crewman. For every full 3 wounds inflicted by *Tzeentch's Fire Storm* a Pink Horror is created. Place newly created models in the area affected by the template. The Pink Horrors form a new unit under the control of the Tzeentch player.

Force 2

Range: 12"

BOLT OF CHANGE

The Chaos Magus summons a bolt of raw magical power and hurls it up to 12", striking the first model in its path. The victim must roll equal to or under its Toughness on 2D6 to resist the power of change which engulfs him, otherwise the magic rips through him, twisting and warping his body in a blur of growth and change. In a matter of moments the psychic power is spent, leaving nothing but a pile of indescribable slime. Armour does not protect against the *Bolt of Change*. Vehicles suffer a randomly allocated hit with an armour penetration value of 3D6+6.

TZEENTCH

PSYCHIC POWER

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PSYCHIC POWER

Force 2

Range: 36"

PSYCHIC SCREAM

A great scream of psychic energy from the hive mind scours across the battlefield, causing psykers to writhe in agony or driving them insane. Every enemy psyker within 36" of the Hive Tyrant, Patriarch or Magus must roll 2D6. If a psyker rolls equal to or under his Toughness characteristic he is unaffected by the Psychic Scream. If he rolls over his Toughness but equal to or under his Leadership characteristic he is stunned by the scream and incapable of using any warp cards or taking any actions until the start of the next psychic phase. Stunned psykers fight in hand-to-hand combat with a WS of 1. If the psyker rolls over his Leadership he is driven insane by the Scream and takes no further part in the battle, counting as a casualty for victory points.

Force 1-3

Range: 6-18"

THE HORROR

The Horror fills the minds of living creatures with visions of their own worst fears. It affects every squad and character model within a 6 to 18" radius of the Hive Tyrant, Patriarch or Magus. The radius of effect of the Horror is centred on the user and varies according to how many force cards are expended; 1 force card equals 6", 2 force cards equals 12" and 3 force cards equals 18". The affected squads and models must take an immediate Break test even if they have already taken a Break test this turn. The Horror has no effect on creatures which cannot be broken or which are not living creatures, so it does not affect daemoniac targets, vehicles, robots or dreadnoughts, for example.

Force 1

Range: 18"

HYPNOTIC GAZE

Part of the awesome power of the hive mind reaches out through its minions to paralyse the foe with its terrible gaze. Hypnotic Gaze can be used on a brood of Tyranid Warriors, Genestealers or 'Stealer Hybrids within 18" of the Hive Tyrant, Patriarch or Magus. Roll a 1d test on 2D6 for every enemy model which is within 6" and visible to one of the brood. Any models which fail are paralysed and can't perform any actions as long as the Hypnotic Gaze remains in play – place affected models on their side as a reminder. Paralysed models are hit automatically in hand-to-hand combat but psykers may continue to use their powers. Hypnotic Gaze remains in play until it is nullified or the brood is destroyed. Any affected models which end up more than 6" away from the brood at the start of either player's turn recover automatically. This card should be placed with the target or at the edge of the table to show that it is in play.

Force 3

Range: 18"

CATALYST

A surge of psychic energy from the hive mind impels its brood forward. The creatures are possessed of such unnatural vitality that they shrug off the most hideous damage as they swarm towards the foe. Catalyst can be used on a single brood within 18" of the Hive Tyrant, Patriarch or Magus. The brood becomes frenzied for as long as the Catalyst remains in play, see the psychology rules in the Warhammer 40,000 rulebook for full details for frenzy. Additionally, the brood takes its armour saving throws on 2D6 just like models wearing Terminator armour. For example, Genestealers would need to roll 5 or more on 2D6 to make their armour saving throw while the Catalyst remains in play. Catalyst remains in play until it is nullified or the brood is destroyed. This card should be placed with the brood or at the edge of the table to show that it is in play.

TYRANNID

PSYCHIC POWER

TYRANNID

PSYCHIC POWER

TYRANNID

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TYRANNID

PSYCHIC POWER

Force 1

Range: 12"

MENTAL FORTRESS

The Ancestor Lord weaves a powerful mental barrier around himself and those nearby. The Ancestor Lord and all friendly models within 12" gain a saving throw of 5 or 6 on a D6 against psychic attacks. Mental Fortress remains in play until it is nullified or the Ancestor Lord is killed. This card should be placed with the psyker or at the edge of the table as a reminder that it is in play.

Force 1

Range: 12"

DOMINATION

The Ancestor Lord turns his immense will power on the mind of a single enemy model and takes over its body for a moment. The player nominates a single model in range as his victim. The victim must pass a Ld test with a -2 modifier to resist the power of the Domination. If the model fails the player can force it to perform one action immediately – this could be to make a normal move, fire a weapon, throw a grenade etc. Any firing uses the dominated model's BS and normal rules apply as regards targeting, line of sight etc. Vehicle crew can be targeted with Domination but those in enclosed vehicles count as having a Ld of 10; exposed vehicle crew test on their basic Leadership. A dominated model cannot be forced to kill itself.

Force 3

Range: 9"

HAMMER OF FURY

The Ancestor Lord unleashes a mighty psychic hammer blow against his foes, smashing them back with supernatural force. All enemy models within 9" of the Ancestor Lord are blasted backwards 3" directly away from him and suffer a S5 hit. Vehicles suffer a S5 hit to each hit location. Moving enemy vehicles will go out of control in their next movement phase. Models with a Strength of 6 or more will not be driven back by the Hammer of Fury, though they will suffer a S5 hit as normal.

Force 2

Range: 24"

FORCE DOME

Force Dome may be used anywhere within 24" of the Ancestor Lord. A giant dome of energy busts from the ground – take the special Force Dome template and place it within range. The Force Dome prevents all movement across its edge, trapping models inside. The dome stops models seeing, shooting or using psychic powers through it. At the end of each of their own movement phases models in contact with the dome can try to destroy it by rolling under their Strength on 3D6 (close combat weapons may be used). Vehicles can destroy the dome by rolling 2D6 and scoring equal to or under the Strength characteristic of their ram value. If they fail they take damage as if they had collided with a vehicle of equal size. Force dome remains in play until it is nullified, the trapped models inside break free or the Ancestor Lord decides to end it. This card should be placed with the target or at the edge of the table to show that it is in play.

SQUAT

PSYCHIC POWER

SQUAT

PSYCHIC POWER

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PSYCHIC POWER

SQUAT

PSYCHIC POWER

Force 2

Range: 24"

BEAM OF SLAANESH

A dazzling burst of rainbow light shoots from the Chaos Magus's fingertips to strike the first model in its path. The victim must roll equal to or under his Ld on 3D6 to fight the intense waves of sensation which threaten to overwhelm him. If the victim fails the test he enters a rapturous, euphoric state which halves all of his characteristics (rounding up) and makes him subject to the rules for Stupidity for the rest of the battle. A successful nullify used on the affected model will bring him to his senses again.

Force 2

Range: 24"

ACQUIESCENCE

The Chaos Magus reaches out a hand overflowing with multi-coloured light and touches a victim in base-to-base contact with him. As he does so the victim staggers back with an idiotic grin of pleasure on his face. The victim must roll under his Initiative on a D6 roll to avoid the touch. If the victim fails to avoid the *Acquiescence* he enters a rapturous euphoric state which halves all of his characteristics (rounding up) and makes him subject to the psychology rules for Stupidity for the rest of the battle. A successful nullify played on the affected model will bring him to his senses.

Force 3

Range: 24"

FLESHY CURSE

The Chaos Magus summons the power of raw psychic energy and directs it at a single living model within 24". The victim must roll equal to or under its Toughness on 2D6 to resist the power which engulfs him, otherwise the curse twists and warps his body into a Chaos Spawn. The mindless Spawn immediately shambles, crawls or slithers off 2D6" in a random direction rolled on the scatter dice. It will then move 2D6" in a random direction in the compulsory movement of each of its own movement phases. The Spawn moves directly over troops in its path, causing an automatic S4 hit on any model it touches. The Spawn does not fight in hand-to-hand combat and it hit automatically if it is attacked. It cannot be broken and is immune to psychology. The Spawn retains its old Toughness and number of wounds. Note that a nullify will not revert the Spawn back to its original form.

Force 2

Range: 24"

PAVANE OF SLAANESH

The Chaos Magus unleashes the corrupting power of his magic against a single enemy squad or model within 24". The victim(s) must roll equal to or under their Ld on 2D6 or be overcome by the psychic power, beginning to leap and cavort uncontrollably, howling with glee. If the power works place this card next to the affected models. The models can no longer move or shoot and may not roll any attack dice in hand-to-hand combat, being far too involved in their dancing. The *Pavane* last until it is nullified, until the Magus is slain, or until he chooses to end it by taking this card back during any of his psychic turns. The *Pavane* can then be used in the next psychic phase.

SLAANESH

PSYCHIC POWER

SLAANESH

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