

FORGE WORLD PSYKERS UPDATE FOR SIXTH EDITION WARHAMMER 40,000

Presented here is a brief set of conversion guidelines intended to allow you to quickly put your Forge World Psyker models to use in games of sixth edition Warhammer 40,000.

Forge World is currently preparing FAQs to provide completely updated rules for all of the Imperial Armour and Imperial Armour Apocalypse books released prior to the arrival of the sixth edition of Warhammer 40,000. If you have any queries about Imperial Armour rules, army lists or units, please send an e-mail, including examples of how this query has come up in play, entitled 'Imperial Armour rules query' to forgeworld@gwplc.com. You can also call 0115 900 4995 within the UK, 011 44 115 900 4995 from the US and Canada or 00 44 115 900 4995 from much of Europe.

Thanks

The Forge World Team

Forge World Psykers

The amendments listed below will allow you to use these characters in games of sixth edition Warhammer 40,000. Some items of wargear are not included in this FAQ as these items will have any amendments and changes listed in the appropriate Games Workshop FAQ, which can be found on the Games Workshop website.

Ahazra Redth, Chief Librarian of the Mantis Warriors (IA10: *The Badab War – Part Two*, p174)

Ahazra Redth gains the following special rule: Psyker (Mastery level 2).

The Battle Psyker rule is replaced with the following:

Battle Psyker: Ahazra is a powerful Psyker. He has the special Mirage Psychic power and may also either pick one more power from those listed on page 57 of the *Space Marine Codex* or generate one power from a single discipline chosen from any of the following (see the *Warhammer 40,000* rulebook, page 418): Divination, Telepathy or Telekinesis.

The Mirage Psychic power is replaced with the following:

Mirage (Warp Charge 1)

Mirage is a *blessing* that targets the psyker, as well as any unit he has joined or vehicle in which he is being transported. Any models charging the target/s of this power count as making a Disordered Charge (see page 27 of the *Warhammer 40,000* rulebook). However, if the charged unit was already locked in combat from a previous turn, or has gone to ground, the power has no effect and the attackers gain bonus Attacks as normal. In addition all unit/models protected by this power gain the Shrouded special rule.

Magister Sevrin Loth, Chief Librarian of the Red Scorpions (IA9: *The Badab War – Part One*, p165)

Magister Sevrin Loth gains the following special rule, which replaces the Master Psyker rule: Psyker (Mastery level 3).

The rules for The Armour of Selket are changed as follows:

The Armour of Selket: This is a suit of Artificer armour that incorporates a Psychic Hood. In addition, the wearer can use their own psychic energies to empower the suit's defences further. At the beginning of his turn, by expending a Warp Charge, Loth's 2+ Armour save becomes a 2+ Invulnerable save which lasts until the beginning of Sevrin Loth's next turn.

The Psyker rule is replaced with the following:

Loth may either use Smite, Force Dome, Machine Curse, The Avenger, Quickenings, Null Zone and Vortex of Doom (see page 57 of the *Space Marine Codex*), or generate six powers from a single discipline chosen from the following: (see the *Warhammer 40,000* rulebook, page 418): Biomancy, Pyromancy or Telekinesis.

Bel-Annath, Farseer of the Mymeara Craftworld (IA11: *The Doom of Mymeara*, p144)

Bel-Annath gains the following special rule, which replaces the Psychic Powers rule: Psyker (Mastery level 1). Note that his Spirit Stones will increase his Mastery level to Mastery level 2 during play.

Bel-Annath may choose to either use the Psychic powers listed on his profile (ie, Eldritch Storm, Fortune and Mind War as detailed on page 28 of the *Eldar Codex* and amended in the Eldar FAQ found on the Games Workshop website), or he may generate three powers from either the Divination, Pyromancy or Telepathy Psychic Disciplines from the *Warhammer 40,000* rulebook.

Hector Rex (IA7: *The Siege of Vraks – Part Three*, p124)

Hector Rex gains the following special rule: Psyker (Mastery level 2). He can use the following powers (taken from *Codex: Grey Knights*, page 25): Sanctuary, Holocaust and Dark Excommunication.

Eldar Corsair Void Dreamer (IA11: *The Doom of Mymeara*, p162)

Eldar Corsair Void Dreamers gain the following special rule, which replaces the Psychic Powers rule: Psyker (Mastery level 1).

An Eldar Corsair Void Dreamer uses the three powers that follow: Withering Radiance, Spiritshield and Soul Scry. These versions completely replace the powers detailed in IA11: *The Doom of Mymeara*.

Withering Radiance (Warp Charge 1)

The Void Dreamer perilously unleashes a spear of deadly energy from the turbulent realm beyond, offering a hideous death to their enemies who wither and crumble as if a life-age had passed them by in mere moments.

Withering Radiance is a witchfire power with a range of 12". The target unit suffers D6 hits with a Strength value of 10 minus the unit's Toughness score, with an AP of 2. Against targets with an Armour value this power inflicts a single hit. Roll a D6 to determine the effect of this hit, on a roll of 1-3 the target is unaffected, on a 4-5 it takes an automatic Glancing hit, and on a 6 it takes an automatic Penetrating hit.

Spiritshield (Warp Charge 1)

The Void Dreamer extends their powers to shield themselves and others from the power of the Daemon and the wrath of the Psyker.

Spiritshield is a *blessing* that targets the Void Dreamer, any unit they join and any vehicle they are being transported in. Any Deny the Witch tests made by a unit protected by the Spiritshield are made with a +2 modifier, and if they are assaulted by a Psyker or Daemon while protected

by the Spiritshield, the charging units do not gain bonus attacks from charging. However, if the charged unit was already locked in combat from a previous turn, or has gone to ground, the power has no effect and the attackers gain bonus attacks as normal.

Soul Scry (Warp Charge 1)

The Void Dreamer manipulates the wefts of courage, fate and happenstance, both predicting what is to be and working their will upon changing it.

Soul Scry is a *blessing* that targets one friendly Eldar unit within 12" of the Void Dreamer. Whilst the power is in effect the target unit may re-roll any Leadership-based test (other than the use of Psychic powers) it is forced to take if the Eldar player wishes.

Eldar Wraithseer (Imperial Armour Apocalypse, Second Edition, p59)

Eldar Wraithseers gain the following special rule, which replaces the Wraithseer Powers rule: Psyker (Mastery level 1).

Wraithseer Psychic powers: Wraithseers have the following Psychic powers. These powers completely replace those listed in *Imperial Armour Apocalypse, Second Edition*.

Foreboding (Warp Charge 1)

The Wraithseer invokes the terror of death upon the lesser species, clouding their minds with dread.

Foreboding is a *nova* power, except that it targets any one enemy unit within 18". The target unit must make an immediate Pinning test at -2 to their Leadership.

Enliven (Warp Charge 1)

The Wraithseer enlivens the Eldar spirit stones around him, bringing them fresh vigour and life.

Enliven is a *blessing* that targets a single friendly Wraithlord or Wraithguard squad within 12" of the Wraithseer. Whilst this power is in effect the target unit gains the Fleet special rule.

Deliverance (Warp Charge 1)

The fates are marshalled to protect the Wraithseer and its charges.

Deliverance is a *blessing* that targets a single friendly Wraithlord or Wraithguard within 6" of the Wraithseer (the Wraithseer may be chosen as the target of this power). Whilst this power is in effect the target unit gains the Feel No Pain (4+) special rule.

Necrosius (IA7: The Siege of Vraks – Part Three, p143)

Necrosius gains the following special rule: Psyker (Mastery level 2). He retains the Psychic powers listed in IA7: *The Siege of Vraks – Part Three* (Nurgles Rot and Gift of Chaos), both of which are detailed in the *Chaos Space Marine Codex*, page 88, as well as the following power:

Wasting Disease (Warp Charge 1)

Wasting Disease is a focussed *witchfire* power that does not require a To Hit roll and automatically hits the target. Damage from Wasting Disease is resolved with the following profile: Wasting Disease; Range: 24; Strength: 3; AP: 2; Assault 1, Fleshbane.

Rogue Psykers (IA5: The Siege of Vraks- Part One, p159)

Rogue Psykers of Nurgle gain the Psyker (Mastery level 1) special rule.

The Psychic Powers table in IA5: *The Siege of Vraks – Part One* is replaced with the one below:

Psychic Powers: The Rogue Psyker has one random Psychic power for the game. Roll a D6 and consult the table below. A second roll on this table may be purchased for +10 pts, but this does not increase the Rogue Psyker's Mastery level.

D6 Result

- 1 Insane Clarity:** The Psyker has his Leadership permanently reduced by 1, and he may pick any one of the Psychic powers shown in results 2-5 on this table.
- 2 Protection of the Gods (Warp Charge 1):** This power is a *blessing* that targets one friendly non-vehicle unit within 12". The target unit gains a 6+ Invulnerable save while this power is in effect. Note that if the target already has an Invulnerable save it does not stack with the save provided by this power, the target unit must choose which of the two Invulnerable saves to use for the duration of the power.
- 3 Warp Fist (Warp Charge 1):** This power is a *blessing* that targets the Psyker. Whilst this power is in effect the Psyker counts as being armed with a power fist in addition to all other equipment.
- 4 Psychic Lash (Warp Charge 1):** This power is a *blessing* that targets the Psyker. Whilst this power is in effect the Psyker gains an additional D3 Attacks resolved at his base Weapon Skill with the following profile: Psychic Lash; Range: -; Strength: 3; AP: 3; Melee, Specialist Weapon.
- 5 Battle Fury (Warp Charge 1):** This power is a *blessing* that targets a single non-vehicle unit within 12". Whilst this power is in effect the target gains +1 Weapon Skill.
- 6 Lightning Arc (Warp Charge 1):** Lightning Arc is a *witchfire* power with the following profile: Lightning Arc; Range: 24"; Strength: 3; AP: 6; Heavy D6.

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Rogue Psyker of Nurgle (IA7: *The Siege of Vraks – Part Three*, p179)

Rogue Psykers of Nurgle gain the Psyker (Mastery level 1) special rule.

Their Psychic Powers table in IA7: *The Siege of Vraks – Part Three* is replaced with the one below:

Psychic Powers: The Rogue Psyker of Nurgle has one random Psychic power for the game. Roll a D6 and consult the table below. A second roll on this table may be purchased for +10 pts, but this does not increase the Rogue Psyker's Mastery level.

D6 Result

- 1 **Insane Clarity:** The Psyker has his Leadership permanently reduced by 1, and he may pick any one of the Psychic powers shown in results 2-5 on this table.
- 2 **Protection of Nurgle (Warp Charge 1):** This power is a *blessing* that targets one friendly non-vehicle unit within 12". The target unit gains a 6+ Invulnerable save while this power is in effect. Note that if the target already has an Invulnerable save it does not stack with the save provided by this power, the target unit must choose which of the two Invulnerable saves to use for the duration of the power.
- 3 **Quagmire (Warp Charge 1):** This power is a *malediction* that targets a single enemy unit within 24" of the Psyker. Whilst this power is in effect the target unit counts as being in difficult terrain in addition to any other terrain rules affecting them. This power has no effect on either Jump units or Jet Pack units.
- 4 **Wasting Disease (Warp Charge 1):** Wasting Disease is a *focussed witchfire* power that does not require a To Hit roll and automatically hits the target. Damage from Wasting Disease is resolved with the following profile: Wasting Disease; Range: 24; Strength: 3; AP: 2; Assault 1, Fleshbane.
- 5 **Battle Fury (Warp Charge 1):** This power is a *blessing* that targets a single non-vehicle unit within 12". Whilst this power is in effect the target gains +1 Weapon Skill.
- 6 **Destroyer Plague (Warp Charge 1):** Destroyer Plague is a *nova* power. Damage from Destroyer Plague is resolved with the following profile: Destroyer Plague; Range: 12; Strength: 1; AP: -; Assault D6, Poisoned (6+).