

WARHAMMER 40,000

TM

DARK MILLENNIUM

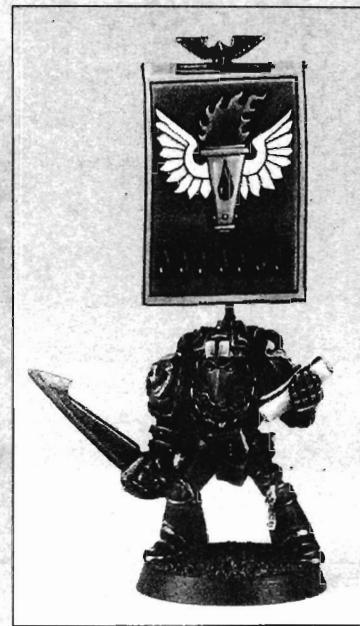




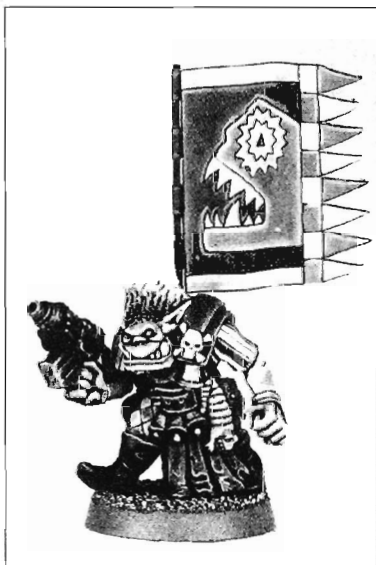
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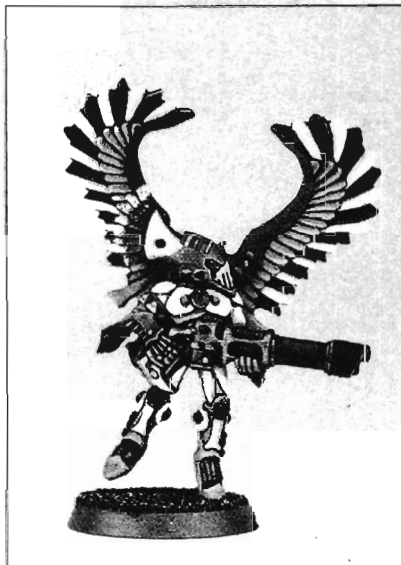
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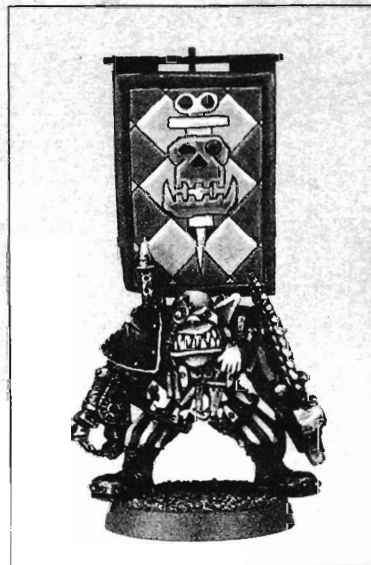
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SPACE ORK WEIRDBOY



ELDAR SWOOPING HAWK EXARCH



ORK FREEBOOTER BAD DOC



ELDAR WARLOCK



ULTRAMARINES ASSAULT MARINE



GENESTEALER MAGUS

DARK MILLENNIUM

BY ANDY CHAMBERS

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COMPONENTS

The Dark Millennium supplement contains rules, vehicle datacards and psychic power cards which enable you fight with the complete resources of your chosen force in the Warhammer 40,000 game. This rulebook explains how the full psychic rules work and includes expanded and more detailed rules sections on vehicles, victory points and notes on using the new strategy card system included in this box.

Some of the cards in Dark Millennium will already be familiar to you from the Warhammer 40,000 game – Wargear cards, mission cards and vehicle datafax cards. These all work in exactly the same way as the ones in the Warhammer 40,000 game and need little further introduction. Some pieces of wargear previously available in the Codex army lists have now been included on Wargear cards, most notably force weapons. Where this is the case the Wargear cards in Dark Millennium (and their points values) supersede the information in the army lists.

The new cards are psychic power cards, warp cards, strategy cards and vehicle cards. These are all described below.

PSYCHIC POWER CARDS



There are 60 psychic power cards in all, which are divided into 10 decks. Five (Orks, Eldar, Librarian, Inquisitor and Adeptus) have eight cards in each, and the other five (Slaanesh, Tzeentch, Nurgle, Squat and Tyranid) have four cards each. Each deck has a common design on one side and a description of the power it represents on the other.

WARP CARDS



The warp card deck has been produced as a set of 36 playing cards with rounded edges to facilitate easy shuffling and dealing. A number of these cards are dealt each psychic phase to determine whether powers can be used or nullified.

STRATEGY CARDS



There is one deck of 18 strategy cards. These have a common design on one side and a description of their effects on the other.

VEHICLE CARDS



There are 10 vehicle cards. These cards are of different design depending on what race they are used by. There are four Imperial, two Ork and four general.

COUNTERS



Dark Millennium includes nine counters which are used for various purposes. There are six Rad markers which are used in conjunction with Rad grenades to mark their area of effect - these need to be kept together and placed in a mug or box lid during play so they may be drawn at random. The Traps and Virus markers are used in conjunction with specific strategy cards and can be kept to one side until needed.

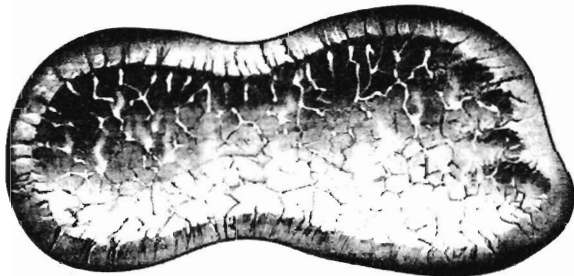
The last counter is a marker to place as a reminder that a model has been affected by the Slaanesh psychic powers *Acquiescence*, *Fleshy Curse* or *Beam of Slaanesh*.

TEMPLATES

The card templates are used to represent the area affected by various psychic powers. Note that some of the templates are printed differently on their reverse side.

Da Krunch

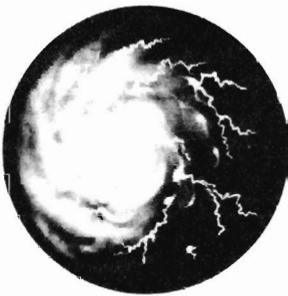
This Ork power uses a template that looks like a huge, foot-shaped crater. This is because the power summons up a huge ectoplasmic vision of the foot of Gork (one of the Ork gods) stamping down on the enemy. The template is printed on both sides so you can use the left or right foot of Gork!



Da Krunch

Eldritch Storm/Force Dome

This template is a 3" radius circle rather like the blast markers in Warhammer 40,000. One side has an illustration of a swirling psychic storm, the other shows a dome of crackling energy.



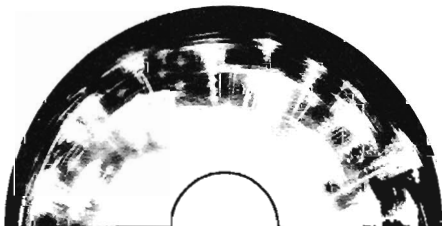
Eldritch Storm template



Force Dome template

Death Wave

The Ork power Death Wave creates a wave of energy which is represented by a semi-circular template with another semi circle cut out of its centre. When this power is used the template is placed so that its centre half encloses the base of the Ork Weirdboy. The template moves away from the Weirdboy in a straight line and continues to move in subsequent turns, so it's important to keep it aligned in its original direction.



Ork Death Wave

Destructor/Stream of Corruption

The Eldar Destructor power uses the long cone-shaped template illustrated with lightning-style bolts of energy running along it. Stream of Corruption is a Chaos power and uses the other side of the Destructor template, which is illustrated with roiling green clouds. This template is initially placed in contact with the psyker's base like a flamer template. Stream of Corruption does its damage and has no further effect. In the case of Destructor the template then moves forward in each psychic phase so it's important to keep it pointing in the right direction.

The Gate

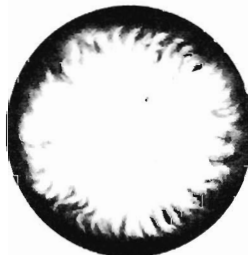
The Gate is an Adeptus power which opens a tunnel through the warp. Each end of the tunnel is represented by a rectangular template illustrated with a blue, misty tunnel. These templates clip into the two plastic bases supplied so that they stand upright on the gaming table like doorways.



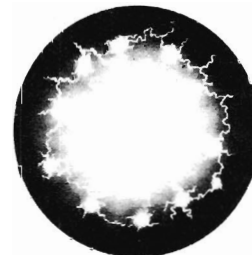
The Gate

Hellfire/Machine Curse

Hellfire is an Adeptus power which summons a pillar of raging flames and uses the 2" circular template illustrated with swirling red flames. Machine Curse is another Adeptus power and its template is printed on the reverse of Hellfire, showing chained lightning flaring about a central point.



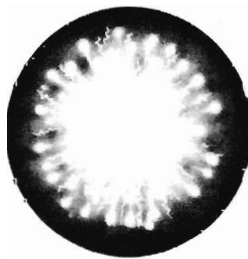
Hellfire template



Machine Curse template

Smite/Firestorm of Tzeentch

Smite is a Librarian power which unleashes a blast of psychic energy over a 2" radius template, illustrated with a burst of brightly coloured balls of energy. The Chaos psychic power Firestorm of Tzeentch uses the other side of the Smite template and is illustrated with a conflagration of flames.



Smite template



Firestorm of Tzeentch template

THE WARP



Every day spaceships race through warp space, braving the storms and currents of energy to maintain the fragile Imperium of mankind. Only the most senior functionaries of the Imperium are aware of the true nature of the warp, and even these wise and learned men realise that their understanding is severely limited. The warp is an alternate dimension that co-exists with the material universe. Though it is formed from pure energy, it too has its inhabitants, voracious beings who would consume the material universe to feed their hunger.

Some know the warp as the Realm of Chaos, for it is here that the dark gods of Chaos hold their court and exercise their absolute, unbridled power over their innumerable subjects as the whim takes them. Others know it as the Sea of Souls and these perhaps understand it best of all, for every creature in the material universe also has an existence in the warp, a spirit-self or soul. With the death of its physical body, the soul of a mortal creature is cast adrift in the limitless sea of energy. Eventually the souls of all but the strongest are drawn to the Chaos gods to feed their lusts.

Each of the gods of Chaos embodies a mortal vice or passion. Khorne the Blood God draws those whose lives have been drenched in slaughter and who thrive in battle. Nurgle is the god of physical corruption and disease and gathers all those who died in its grip. Tzeentch is the Lord of Change, the great conspirator who constantly feeds the ambition and intrigues of mortals before he consumes them in the greatest betrayal of all. Slaanesh the Lord of Pleasure, the purveyor of excess and

secret vices, collects those whose deepest desires remain unquenched.

Thus the gods of Chaos and their daemoniac minions grow stronger all the time, gathering the strength of the billions of mortal souls adrift in the warp. But this harvest does not satisfy them and they constantly seek ways to corrupt more souls and break through into the material universe to glut their lusts on its inhabitants. There are points where the material universe and the warp cross over, giving the daemons egress to the mortal world, but most are well known physical locations like the Eye of Terror. Far more insidious are the embryonic gateways that lurk in the minds of every psyker.

Psykers

The souls of mortal creatures stir currents and waves in the energies of the warp. A few, the very strongest, can draw energy from the warp and into the material universe. With experience they can give form and purpose to the raw power of the warp, reading minds, sending mental images or messages, locating people or objects, seeing into the future or the past and so on. These psykers are often trained by the Imperium to serve mankind in a myriad of ways. Some become Astropaths who speak between the stars, others fuel the great beacon of the Astronomican, others are granted the honour of sacrificing their souls to the Emperor.

With further training or greater experience, the strongest psykers can wield the energy of the warp in ever more potent ways. They can transport creatures at will, summon raging infernos of fire or cast ravaging bolts of raw power. They can assail the minds of the enemy or overwhelm their consciousness with false images. Psykers such as these serve the military forces and support ordinary troops on the battlefield with their extraordinary abilities.



Even the strongest psyker is at risk from the daemoniac entities in the warp. Just as a psyker can draw energy from the warp into the material universe so he can draw daemons too. Sometimes the power of Chaos corrupts the psyker gradually, tainting his mind with alien ideas and motivations. Sometimes a daemon is strong enough to possess the psyker's body and launch itself screaming with triumph into the material universe to wreak havoc.

Alien races have learned to curb their psykers by different means but mankind is still struggling into its infancy as a psychic race. The Eldar civilisation was all but wiped out by the daemons of its own subconscious desires. Mankind struggles to hold together its sprawling empire against the rising tide of emergent psykers rocking it from within and the alien threats battering its borders from without. Only the armed forces of the Imperium can guard humanity from these perils, these and the ever-watchful eye of the Inquisition...

PSYKERS

CHOOSING PSYKERS

Psykers are chosen along with the rest of your army using the appropriate Codex army list. The number of psykers you decide to include will depend on the size of your force, the cost of the psykers and your personal preference. Some players like to have a single powerful psyker, while others favour several less potent individuals.



DETERMINE POWERS

All psychic powers in the Warhammer 40,000 game are presented in the form of cards. There are ten decks of these cards (referred to as 'disciplines') as shown below.

Some psykers can only use one of these decks but others can use more than one. For example, Ork Weirdboyz can only use the Weirdboyz deck whereas a Genestealer Magus can use both the Tyranid deck and the Adeptus deck. This is explained in more detail below.

Discipline	Number of powers in deck
Librarian	8
Inquisition	8
Adeptus Astra Telepathica	8
Ork Weirdboyz	8
Eldar Seers	8
Squat	4
Tyranid	4
Slaanesh	4
Tzeentch	4
Nurgle	4

A psyker has between one and four powers depending on his mastery level. Before the game begins, players determine their psykers' powers by dealing out cards from the appropriate decks. A psyker keeps his powers throughout the game. He can potentially use each power once during a psychic phase and he can continue to use them on successive turns under the right circumstances.

NUMBER OF POWERS

To represent their varying levels of power psykers are rated according to the number of mastery levels they have – the higher the mastery level the better the psyker. A lowly Adeptus psyker might have a mastery level of 1 whereas a Genestealer Magus or an Inquisitor might have a mastery level of 3 or 4.

At the start of the game each psyker is dealt one psychic power card per mastery level – so a level 1 psyker receives one psychic power card, a level 2 psyker receives two powers and so on. This is summarised on the table below.

Mastery Level	Psyker	Number of Powers
1	Psyker	1
2	Psyker Champion	2
3	Master Psyker	3
4	Psyker Lord	4

DEALING PSYCHIC POWERS

Before the armies are deployed psychic power cards are dealt to all psykers from both sides. The psychic power cards are divided into distinct decks or 'disciplines' representing the different techniques of channelling warp energy. Each discipline is used by a different kind of psyker such as Ork Weirdboyz, Eldar Warlocks or Space Marine Librarians. The psychic power cards that are dealt to a psyker represent his abilities for the duration of the battle. These cards are retained throughout the battle and can generally be used once every psychic phase.

The power cards represent highly potent psychic abilities, often so potent that the psyker wouldn't consider unleashing them except in a war. The power cards don't represent the total sum of the psyker's knowledge, all psykers have innumerable lesser powers. However, such minor abilities are generally of little use on the battlefield so the psyker clears his mind and concentrates purely on his most potent capabilities for the duration of the game.

The rules for dealing psychic power cards vary slightly according to the type of psykers. The basic method is best illustrated by an Ork Weirdboy. A Weirdboy may only use the Weirdboy psychic powers so the player shuffles the eight Weirdboy cards and deals himself one power card per mastery level.

Once the cards have been dealt the player can examine them. You have the option of discarding some or all of the cards you have been dealt in favour of randomly dealt replacements. This is allowed because certain powers can be of little use on their own.

Example of dealing: An Ork Weirdboy (mastery level 2) is dealt two psychic power cards, 'Edbutz and Waaagh! Because both of these powers affect enemy psykers and neither of them can be used to make direct psychic attacks on the enemy the player decides to discard 'Edbutz in favour of another randomly dealt power. This time he is dealt Brain Bursta, a useful power for attacking both enemy vehicles and troops.

Once the power cards have been dealt players should keep them secret until they wish to use them. Place them face down on the table or a convenient surface out of the way.

DEALING PRIORITY

Some psykers can draw psychic power cards from disciplines other than their own so it is important to deal cards in a strict order. Each psyker has one discipline (card deck) which is referred to as his **primary discipline**, and some psykers have one or more **tertiary disciplines**. These are detailed more fully below. Psykers must always take at least one card from their primary discipline.

Deal all primary discipline powers first, starting with the psyker with the highest mastery level. Then deal any tertiary discipline powers, again starting with the psyker with the highest mastery level. If two or more psykers are the same mastery level roll a D6 to see who gets dealt to first.

Note that it is entirely possible that some psykers may have little choice about what powers they get and in particularly large battles some psykers may get no powers at all! If you like to play big battles with a lot of psykers it may be a good idea to combine two sets of Dark Millennium psychic power cards together.

Always keep the psychic powers dealt to each psyker separate to avoid confusion. This is important because psykers may not use each other's powers even if they use the same disciplines.

PSYKER DISCIPLINES

Space Marine Librarians

Primary Discipline: Librarian powers.

Tertiary Disciplines: Inquisition and Adeptus powers.

Inquisitors and Grey Knights

Primary Discipline: Inquisition powers.

Tertiary Disciplines: Librarian and Adeptus powers.

Adeptus Astra Telepathica Prime Psykers

Primary Discipline: Adeptus powers.

Tertiary Disciplines: None.

Squat Ancestor Lords

Primary Discipline: Squat powers.

Tertiary Disciplines: Adeptus powers.

Ork Weirdboyz

Primary Discipline: Ork powers.

Tertiary Disciplines: None.

Eldar Warlocks and Farseers

Primary Discipline: Eldar powers.

Tertiary Disciplines: None.

Some of the Eldar powers are marked "Farseers only". These powers may only be used by a Farseer and not by a Warlock. If a Warlock is dealt a Farseer power he must hand it back for a randomly dealt replacement.

Chaos Magus

Primary Discipline: Either Slaanesh, Tzeentch or Nurgle powers.

Tertiary Disciplines: Adeptus powers.

Chaos magi receive powers from the Chaos god they worship. No Chaos magus may ever have powers from two different gods.

Daemons

Primary Discipline: Either Slaanesh, Tzeentch or Nurgle powers.

Tertiary Disciplines: None.

Daemons receive powers from their Chaos god, hence no daemon may ever have powers from different gods.

Hive Tyrant and Genestealer Patriarch

Primary Discipline: Tyranid powers.

Tertiary Disciplines: None

Genestealer Magus

Primary Discipline: Tyranid powers.

Tertiary Disciplines: Adeptus powers.

THE PSYCHIC PHASE

At the end of each player's turn there is a psychic phase when psykers get a chance to use their powers. Like the hand-to-hand combat phase both players can act in the psychic phase and try to use their powers.

During the psychic phase play proceeds as follows:

1. Determine the warp flux
2. Deal warp cards
3. Use psychic powers

SUMMARY

At the start of the psychic phase each player is dealt a number of **warp cards**. These represent energy drawn from the warp by the psykers and are used to provide the energy necessary for using psychic powers or to nullify enemy psychic attacks. Stopping enemy psychic attacks is one of the most important functions of a psyker as potent psychic powers can quickly wipe out whole units of ordinary troops if left unchecked!



The ebb and flow of the warp is everchanging so warp cards are not held over from turn to turn but must be either played or discarded by the end of the psychic phase. Hence psykers must seize their opportunities to use their powers while they can, striking and countering with the energies they snatch from the warp.

Each side may use one power at a time, alternating until neither side has any warp cards and/or psychic powers left to use. The player whose turn it is goes first. He may choose one of his psykers and use one of that psyker's psychic powers by playing the appropriate psychic power card together with the indicated number of force cards.

A power may only be used once per psychic phase, but a psyker may use as many of his powers as he wants, assuming he has the force cards necessary to make them work. As powers are used, the opposing player may play Nullify cards or other special cards in an attempt to block his enemy's psychic attacks. Some of the special warp cards have unusual effects and they are used in a slightly different way – these are explained later.

1. DETERMINE LEVEL FOR THE WARP FLUX

The **warp flux** determines how influential psychic activity is on the game – the greater the flux the less influential psychic powers will tend to be. When the warp flux is great psykers are able to draw on more energy to use their powers but the extra energy also makes it easier for their opponents to defend themselves, so more powers will be used but fewer will work successfully.

The less powerful the flux the more difficult it is to use powers (particularly the more potent ones) but the harder it becomes to stop them working so psykers can become particularly dangerous. The warp flux is always expressed in terms of a number of D6 rolls – for example, 1D6, 2D6, 3D6, 4D6, etc. The number of D6s indicated is rolled in each psychic phase to determine how many warp cards are dealt to the psykers.

The normal level for the warp flux is 2D6, but by mutual agreement players can increase or decrease this number at the start of the game to produce a more or less psychically-orientated battle as desired. Initially though we would recommend that players stick with a warp flux of 2D6 until they are reasonably comfortable with the Psychic rules. The warp flux doesn't normally increase during the game except under very unusual circumstances (uncontrolled warp gates opening and so on). However, the warp flux may temporarily drop for a number of reasons.

Regardless of the level decided by the players before the game, the warp flux can never be greater than 1D6 for every psyker currently on the tabletop, disregarding dead psykers, psykers who are suffering broken morale or have left the table, and psykers who are unable to use their powers for whatever reason.

This means that if there are only two psykers on the table the maximum warp flux will be 2D6. Obviously if there is only one psyker in play the maximum is therefore 1D6. This means that a psyker's total effectiveness can never become so great as to be totally overwhelming.

2. DEAL WARP CARDS

At the start of each psychic phase determine the warp flux by rolling the number of dice determined before the battle and adding up the total. Deal out this number of warp cards between the players starting with the player whose turn it is. It is important to note that you should not shuffle the warp deck between each deal. Only shuffle the warp cards when you run out of cards to deal altogether.

Each player now has two hands of cards: his psychic power cards and a number of warp cards. Unlike the power cards which 'belong' to specific psyker models, the warp cards represent all of the energy drawn from the warp by a player's psykers and hence they can be played to utilise powers from any of his psykers.

The number and type of warp cards will obviously vary from turn to turn depending on the strength of the flux and the fortunes of the deal. The warp cards are of two kinds: simple force cards which are used to 'energise' powers and special cards which have a specific ability. The most common special card is a *Nullify* – which is used to counter the enemy's powers.



3. USING POWERS

Once both players have received their warp cards psykers may use their powers. Play proceeds as follows.

The player whose turn it is nominates one of his psykers and uses one of that psyker's powers. Psykers can only use their own powers, not those of other psykers. This is why if you have several psykers you must keep their power cards apart.

To use a power the player chooses a psychic power card and places it face up on the table together with enough force cards to make it work. Every power requires at least one force card to make it work, some require more. The number of force cards required to make a particular psychic power work is indicated on the power card itself.

Once the force cards have been expended the power will work automatically unless the opposing player can nullify it in some way. Ways of nullifying powers are discussed later. Unless the power is nullified work out its effects as described on the psychic power card.

Once a power has been used any force cards used to activate it are removed and placed face up in a discard pile on the tabletop. Used psychic power cards are placed face down in front of the player, and they cannot be used again until the following psychic phase.

Note that if the effects of a power last for several turns the card is left face up on the table to show that it remains in play, the fact that it remains in play is noted on the card itself. A power cannot be used again whilst it remains in play.

It is now the other side's turn to use a power: repeat the same procedure. Play alternates in this fashion until both players have no more powers to use. Play may also be stopped by the special warp card *Energy Drain* as explained below.



SPECIAL WARP CARDS

Special warp cards represent powerful undercurrents in the warp that either nullify psychic powers or act as powers in their own right. Once played, these cards are placed in the warp card discard pile.

Some special warp cards may be retained in the player's hand from turn to turn and used whenever the player wishes. After they have been used these special cards are also placed on the discard pile.

NULLIFY

This card may be played as soon as any psyker uses a psychic power, in order to try and stop it working. On the D6 roll of a 4, 5 or 6 the power is cancelled: the power does not take effect and the force cards which were used with it are placed on the discard pile. If a Nullify card fails to cancel a power, then another Nullify card can be played by the 'defending' player if he has one. A player may attempt to nullify a psychic power several times in this way.

The first Nullify attempt against a particular power is always assumed to be made by your highest level psyker. If this fails the next attempt is made by your next highest level psyker, and so on. If all your psykers have tried and failed to nullify a power you can still use further Nullify cards but you will require a 5 or 6 to succeed instead of a 4, 5 or 6.

Psykers receive a +1 bonus to their dice roll when they attempt to nullify a power used by a lower level psyker. They will therefore succeed in nullifying the power on a roll of 3, 4, 5 or 6 on a D6.

Psykers receive a -1 penalty to their dice roll when they attempt to nullify a power used by a higher level psyker. They will therefore successfully nullify the power on a roll of 5 or 6 on a D6.

A Nullify card may also be played instead of a power with the intention of cancelling a power which is already in play. In the case of a power which is already in play, a psyker may only make one Nullify attempt per psychic phase. The Nullify will work on a D6 roll of a 4 or more exactly as before.

Note that a Nullify can only be played on a psychic power and never on another warp card. You cannot, for example, attempt to nullify another Nullify card.

Nullify cards still held in the hand at the end of the psychic phase are placed on the discard pile along with all the warp cards and force cards used during the phase.

DESTROY POWER

You may hold onto this card until you decide to use it. If a psychic power is used against one of your psykers or a model within 6" of one of your psykers, this card can be played immediately to prevent it taking effect. The power is instantly and automatically nullified. Alternatively, you can keep the Destroy Power card in your hand and play it in a subsequent turn.

In addition, secretly roll a D6. You may add +1 to the score for each force card you are willing to sacrifice from your hand. The enemy psyker does the same, and both players then reveal their total score. If the enemy psyker's total is equal or higher the psychic power is returned to his hand as normal. If your total is higher the psychic power is removed from the enemy psyker's hand and discarded for the rest of the game.

ENERGY DRAIN

This card may be played at any time during the current psychic phase instead of using a psychic power card.

All the volatile warp energy over the battlefield is instantly earthed through your psyker, draining the flux from the area and bringing all power use to an end for that turn. Any warp cards still held in the hands of either player are immediately placed on the discard pile, including those which can normally be retained in hand and any force cards stored in force weapons. Any powers that are currently in play are instantly and automatically nullified.

REFLECTION

You may hold onto this card until you decide to use it. Reflection can be played against a psychic power used on one of your psykers or a model within 6" of one of your psykers. The psychic power is automatically reflected 4D6" back in a straight line toward the psyker who used it. The reflected power passes over terrain features but will affect the first eligible target in its path. Reflection may be used against moving psychic templates such as the Ork Death Wave or the Eldar Destructor when they come within range.

DAEMONIC ATTACK

You may play this card when an enemy psyker uses a psychic power. Due to some horrible mischance the enemy psyker's manipulation of the warp flux opens a temporary chink between reality and the warp. A daemonic entity attempts to seize the enemy psyker and drag him away into the warp. The psychic power is automatically nullified (unless it was played using the Ultimate Force card, see later) and the enemy psyker must roll a D6.

D6 Roll	Result
4-6	The psyker fights off the daemon and remains in the battle.
1-3	The psyker is dragged screaming into the warp and killed

The psyker adds his mastery level to the dice roll and deducts the number of force cards he played with the psychic power he was attempting to use.

In squads with psychic powers, only one model is affected.

Daemonic Attack will only affect Grey Knights and Weirdboyz on a roll of 6 on a D6 because they are exceptionally resilient to Daemons.

PSYCHIC DUEL

You can play this card to engage an enemy psyker of your choice in a battle of wills. Both players roll a D6 and add their psyker's mastery level to the roll. The player with the highest total wins the duel and drives the knowledge of one psychic power out of the mind of the loser. The winner can immediately choose a power at random from the hand of the losing player and discard it for the remainder of the battle. If the two scores are equal the duel is a draw and has no effect on either psyker.

ULTIMATE FORCE

The psyker draws a mighty vortex of energy from the warp and uses it to hurl the full weight of his powers at the foe. You can use this card as a force card for a power and it counts as three force cards on its own. The power chosen is cast with such energy that it cannot be nullified, reflected or destroyed on the turn it is cast. If it is a power that remains in play it can be nullified in future turns as normal.

THE LOSS OF PSYKERS

If one side has no psykers then it is still dealt warp cards as normal. Nullify cards can be used to attempt to cancel out enemy psychic attacks (always needing a 5 or 6 to succeed as noted above), but force cards cannot be used. Energy Drain, Destroy Power, Psychic Duel and Reflection cannot be used at all.

This means that a side with no psykers may still be able to cancel out some of the enemy's psychic attacks - this represents natural resilience of the victims and the likelihood of powers simply not working. A side with no psykers is not therefore completely helpless, although it is not in a very desirable position by any means!

EXAMPLE OF A PSYCHIC PHASE

An Eldar host is battling against a Space Marine force. The Eldar have a Farseer (level 4 psyker) in their ranks and the Space Marines have a Chief Librarian (level 4 Librarian) and a Codicier (level 2 Librarian) supporting their force.

It is the Eldar turn, so the Eldar player starts off by rolling 2D6 for the warp flux and gets a 7. He deals seven cards from the warp deck, starting with himself because it's his turn. This means he gets four cards and the Space Marine player has three.

The Eldar player can unleash the first psychic power because it's his turn. He has ended up with two force cards and two Nullify cards, and he decides to play Destructor (powered by the two force cards) to attack some nearby Space Marines. The Space Marine player has been dealt two Nullify cards and a force card so (sensibly) he plays one of the Nullify cards in an attempt to stop the Destructor power working.

As the Chief Librarian is the Space Marine player's highest level psyker the Nullify is played through him. The Chief Librarian needs to roll a 4 or more on a D6 to successfully nullify the power. This roll is not adjusted because the Farseer and the Chief Librarian are the same psychic level. He rolls a 3 and fails. Though the Eldar player still has two more warp cards and so could be capable of using another psychic power the Space Marine player decides to play his remaining Nullify card to try and stop the Destructor again. This time the Nullify has to

be played through the Codicier (he can't use the Chief Librarian again because the Chief Librarian has already tried and failed to nullify the Destructor).

The Codicier rolls a D6 for the Nullify and deducts 1 from the result (because he's a lower mastery level than the Farseer). He rolls a 5, $5-1 = 4$ so, with a mighty effort of will, the Codicier succeeds in nullifying the Destructor. The two force cards and the two Nullify cards are placed on the discard pile and the Destructor psychic power card is taken back by the Farseer and placed face down to indicate that it can't be used again until the next psychic phase.

Now it is the Space Marine's turn to use a power and he chooses to play his one force card with Prescience from the Codicier. The Eldar player knows that the Space Marine player has no warp cards left at this point so there is no chance of him using any more powers this phase. With this in mind he plays his first Nullify card through the Farseer and rolls a D6, adding 1 because the Farseer is higher level than the Codicier. He rolls a 2, $2+1 = 3$ so he fails to nullify the power. The Eldar player still has one Nullify card left so he tries again, this time needing a 5 because the Nullify is not directed through a psyker (he has already attempted to use the Farseer to nullify this power). He rolls a 4 and fails again. The Prescience power now takes effect without further hindrance. Because both players have now run out of warp cards the psychic phase is at an end and it is the start of the Space Marine player's turn.

PSYCHIC POWER DESCRIPTIONS

The effects of each psychic power are described on the psychic power card itself, and in most cases the description should provide enough information to resolve the power's effects without any problems. However, because there are a lot of psychic powers and with such varied races, vehicles and psykers in Warhammer 40,000 some confusing or apparently contradictory situations may arise. This usually happens because the space available for explanations on the psychic power cards is limited. To help out we've noted down some guidelines to resolve psychic power effects.



Irresistible Forces and Immovable Objects

With so many different psychic powers and pieces of psyker-orientated wargear available to players there are inevitably going to be situations where the rules seem unclear or contradictory.

For example, a model protected by the Librarian psychic power "Psychic Shield" receives an unmodified saving throw of 3 or more against every wound inflicted on him, so what happens if he's affected by the Eldar "Doom" psychic power which causes wounds inflicted on the model to count double? Does he get a saving throw against each wound and then count two wounds for each failed save or double the wounds and then try to save against each one?

While we have done our best to make everything clear and concise limitations of space preclude us from covering every combination. (In this particular case you roll a save against each wound inflicted and suffer double wounds for each save that is failed as explained in the commentary below.)

If you run into a situation like this start off by reading the psychic power or wargear descriptions again, it's easy to miss out, misread or misinterpret things in the heat of battle. If that doesn't shed any light on the matter look at the psychic power commentaries below. If you are still in the dark discuss it with your opponent and try to agree on a solution.

If you can't agree to a solution improvise one by rolling a D6 to see who is right and then carry on playing. After the game, when passions are not running so highly, discuss the problem and come up with a definite "house" rule you can use in that situation from now on. Remember to write down your house rules for future reference and make sure you tell new opponents about them, as theirs may be different from yours.

GENERAL

The following points apply to all of the psychic powers.

Shooting Type Psychic attacks

Quite a few of the psychic powers operate rather like shooting with a boltgun in the shooting phase, except that the projectile is a psychic bolt or blast of some kind and the 'shot' is taken in the psychic phase. These attacks can be launched in any direction from the psyker – indeed psychic powers are not limited by normal fire arcs for shooting. Shooting-type psychic attacks don't use the rules for Choosing a Target on p29 of the Warhammer 40,000 rulebook even if they are being used by squads of Grey Knights or daemons.

There are two types of shooting type attacks: those which strike and affect the first model in their path and those which affect a line and can potentially strike several targets in succession.

"Strikes the First Model in its Path"

This indicates the psychic attack shoots forward in a straight line like a pistol shot and hits the first model in its path. A clear line of sight must be available between the psyker and his intended target for these powers to work (see the Line of Sight rules on p26 of the Warhammer 40,000 rulebook). It is quite legitimate to direct these attacks at characters who are within coherency distances of squads of ordinary troopers. The rules state these characters are normally impossible to pick out as targets. However, it is easier for psykers to identify specific enemy heroes or psykers because they are, well, psychic...

Obviously there must be nothing in the way of the attack which would block its path, such as a building, a hill or a wood. Rocks, hedges and walls that are not higher than the target model do not block a psychic power. If a psychic power like this is directed against a vehicle roll to see which location on the vehicle is hit as if you were shooting at the target normally.

If another model is found to be in the path of the attack it will be struck instead of the intended target (so characters can still cower behind their henchmen). For example, in the Ork psychic power "Brain Bursta" a bolt of psychic energy shoots out of the Weirdboy's head and strikes the first model in its path. If a Brain Bursta was directed at a Space Marine hero but it was found that a Gretchin was in the way, the Gretchin would be struck by the Brain Bursta bolt instead.

Remember that unless the psychic power card specifically states that the psychic power is launched along a path then it is not necessary to have a clear path to the target.

"Draw a Straight Line"

This indicates that the attack will affect everything along a line up to a maximum range stated on the psychic power card. Generally, powers which affect a line are not blocked by terrain or models and will cause damage to anything they pass

over: those which can be blocked are noted on the cards themselves. A vehicle hit by this kind of attack will suffer an automatic hit to the first location contacted. If the line crosses any other hit locations on the vehicle they will be hit on a D6 roll of 4, 5 or 6. The width of the line is generally accepted to be the width of a tape measure – about 10mm or 1/2". Using an extra-wide tape measure or ruler is cheating!

A variant of this kind of attack are powers which allow the psyker to place a template in base contact and then send it off in a specified direction, such as the Ork "Death Wave". These work as described above except that they remain on the table and continue to move in each psychic phase after they are unleashed. The templates should be moved after warp cards are dealt but before any new powers are used. Once they exit the table or are blocked by something they cannot pass the templates are nullified. Note that these moving templates will affect any models, friend or foe!

Other Psychic Attacks

Some powers enable the psyker to place a template within the stated range. These attacks do not require a line of sight and cannot be blocked by intervening models or terrain. The template may be placed freely by the player: he is not forced to pick a model as its centre point as with weapons with a blast marker.

Models under the template are hit automatically unless it says differently on the psychic power card. Psychic powers which produce a template will hit each location of a vehicle covered or partially covered by the template on a roll of 4, 5 or 6 on a D6. This is different to hits from a weapon with a blast marker which automatically hit the location at the centre of the marker and hit each other location on a roll of 4, 5 or 6 on a D6.

Other psychic attacks don't work like ordinary shooting attacks and can be directed at a model or squad within the range specified on the card. Most powers like this will state that they can be directed at a single model or squad within range. However, some powers can only be directed at single models and others can only be directed at squads – the definitions of what qualifies as a single model and what qualifies as a squad are shown below.

Single Model. If the psychic power specifies that the target is a single model the psychic power can be used against any chosen model within the range indicated on the psychic power card. Psychic powers which specify a single model as the target may be used against a model regardless of whether it is part of or close to a squad. Obviously these psychic powers are very useful for taking out specific enemy heroes and psykers. Generally, the single model chosen as a target may not be an entire vehicle but it may be a single hit location such as a track, weapon or crewman.

Squad. Some psychic powers specify that they can only be used against a squad as a whole rather than against specific models in a squad. This means that if the target is a squad led by a hero it is not possible to pick out the hero as a specific target. If the psychic power inflicts hits on the squad they are apportioned randomly like ordinary shooting hits. Although the psychic power cards specify targets as "squads" any of the following are considered to be normal, eligible targets for psychic powers of this kind.



1. A squad of troops.
2. A character model or large creature on its own and not within coherency distance of a squad.
3. A group of characters or large creatures moving together as a squad, in which case damage is randomly allocated between the models. Allot a number to each model and roll dice to determine which models are struck.
4. Individual support weapons including their crews.
5. Vehicles including any passengers and crew.

So, for example, if a psyker is confronted by a mob of Gretchin, a mob of Orks led by an Ork Boss, an Ork Warboss on his own, and a battlewagon, then any of these could be chosen as a target. In the case of the mob of Orks led by an Ork Boss any casualties would randomly allocated. In the case of the Ork Warboss on his own and the battlewagon either may be chosen as a target even though they couldn't strictly speaking be called squads – the battlewagon is hard to miss and the Warboss can be picked out as a target because he is on his own.

Range

A psychic power's range is measured from the base of the psyker to the base of the nearest model in the target (if the target is a squad) or to the base of the model itself (if the target is a single model). In the case of powers that are used on a squad, the psychic power affects the squad if any of its models are in range – even if it is just one model.

Psychic powers which have a template to represent their area of effect may be placed so that the centre of the template is at the maximum stated range from the psyker model's base.

Some squads (of daemons or Grey Knights for example) can use psychic powers. Their ranges should be measured from the squad member who has been nominated to use the power.

Armour Saving Throws

Saving throws for armour apply against all psychic powers which inflict wounds unless the psychic power card specifically states that no armour saving throws apply. If armour saving throws do apply they are modified for the Strength of the psychic attack as in hand-to-hand combat.

Attack Strength	Save Modifier
3 or less	0
4	-1
5	-2
6	-3
7	-4
8	-5
9 or more	-6

Force field saving throws are not modified by the Strength of a psychic attack.

Rolling Under Characteristics

Some psychic powers have saving throws which take the form of rolling a dice and getting a score lower than a squad or model's characteristics. Which characteristic is used varies from psychic power to psychic power – Movement or Initiative might be used to dodge out of the way of an attack. Strength to break out of an entrapment. Toughness to survive a blast of psychic energy and so on. Most rolls are made with a D6: a roll of 6 always fails regardless of the characteristic score being rolled against.



The number of dice rolled and the characteristic to be rolled against are specified on the card. It will also tell you whether you need to roll under the characteristic or equal to or under the characteristic. It is very important to read the card carefully to find out which is the case as just 1 point difference often determines whether a model lives or dies!

If a psychic power affects a whole squad just make one roll for the squad on the trooper's characteristic; characters accompanying the squad roll separately using their own characteristic score.

Several psychic powers use Leadership tests to see if they work. It should be remembered that these are powers which affect the minds of their victims directly and any re-rolls for Chaplains or battle banners do not apply. Likewise, don't count increased Leadership for characters being within squad coherency or the army commander being within 12".

Break Tests

Any squad that suffers 25% casualties in a turn will have to take a Break test, whether these are inflicted in a single phase or accumulated over the turn from shooting, hand-to-hand combat and psychic attacks. Remember that a squad only has to take one Break test due to casualties per turn, even if it is hit several times in succession.

Some psychic powers cause Break tests or other psychology tests of one kind or another. These powers are detailed more fully on the psychic power cards themselves and in the commentary below. All the normal modifiers for Break tests apply. A squad can suffer additional Break tests caused by this kind of psychic power even if it has already tested earlier in the turn.

If a squad breaks and flees from hand-to-hand to combat during the psychic phase, enemy models can immediately attack them while they disengage as detailed in the Hand-to-hand Combat rules.

Split Up Squads

Some psychic powers like the Squat psychic power "Force Dome" trap models and prevent them from moving. Other psychic powers like the Ork power "Kop Dis" and the Eldar psychic power "Eldritch Storm" take models and move them around. It is entirely possible for models to be split off from their squads because the squad moves away or they have been transported off across the battlefield.

Obviously, for characters who can move independently this isn't a problem, but what about ordinary troopers and champions that must stay with their squads? If a squad is divided by a psychic power then the two parts may be treated as two separate squads from then on until both parts of the squad are free of the psychic power which split them up (one "part" of the squad may be just a single model).

Once free of the power that split it off, the smaller part of the squad must attempt to rejoin the larger part as soon as possible. The smaller part may not declare any charges while it is trying to rejoin the main body and it will not strike at enemies disengaging from hand-to-hand combat, or use follow-up moves to engage enemy models in hand-to-hand combat. The larger part of the squad may continue to fight as normal. As soon as the two parts are within coherency distance they become a single entity again.

Remains in Play

Some psychic powers continue to have an effect over several turns and to indicate this the card "remains in play". A card which remains in play should be placed face up next to the target, or next to the psyker, so that it can be seen. In the case of some of these psychic powers the card itself acts as a marker; others are supplied with separate markers or templates to use. If players prefer not to litter the table with cards, then cards which remain in play may be placed face up either at the table edge, on a side table, or on any convenient surface.



If the psychic power has an effect which applies in each subsequent psychic phase apply the effect at the beginning of each following psychic phase after the warp cards have been dealt out but before any psychic powers or warp cards are used. This applies mostly to ongoing psychic powers like the Inquisition power "Holocaust" or the Weirdboy psychic power "Deathwave" which require dice rolls to determine their effects in following turns.

While a card remains in play it cannot be used again. The card remains in play for the rest of the battle unless it is nullified or the psyker chooses to end it. Most psychic powers also end if the psyker is slain but some, like the Eldar psychic power "Doom", continue. The psyker may always decide to end a psychic power during his turn of any subsequent psychic phase (but not the psychic phase in which it is played). Instead of playing one of his powers he opts to pick up a power already in play. The psychic power card is removed from the table and placed with the psyker's psychic powers just as if it had been nullified. The psychic power card cannot be used until the following psychic phase.

A number of powers have an effect that lasts from one psychic phase until the beginning of the next psychic phase. Typical examples are the Eldar power "Battle Fate" and the Librarian power "Prescience". Though these powers do continue to have an effect their duration is strictly limited and terminates at the very beginning of the next psychic phase. Because of this they are not subject to the normal rules for powers which remain in play and can be played (with the appropriate force cards of course) in every turn.

Psychic Powers in Hand-to-Hand Combat

Psykers can use psychic powers in hand-to-hand combat without any restrictions. Some psychic powers like the Nurgle psychic power "Aura of Decay", can only be used against opponents in hand-to-hand combat with the psyker. It is possible that casualties inflicted by a psyker using a psychic power in hand-to-hand combat may cause a squad to take a Break test for suffering 25% casualties.

VEHICLES

Psychic powers will only affect vehicles if they inflict hits with a Strength value stated on the psychic power card or if the card itself includes rules for how it works in conjunction with vehicles. No other psychic powers affect vehicles. This rule applies equally to beneficial powers like the Librarian power "Iron Arm" as well as other powers. In the particular case of Iron Arm the power doesn't work on vehicles because it doesn't say so on the card. This rule is **very important** - if you don't stick to it you'll find things get very strange very quickly, with teleporting Land Raiders and prescient Predators!

Vehicle Hit Location

Unless a psychic attack normally hits the first model in its path no separate hit location roll is required. See the notes above for specifics on working out hit location for each kind of psychic attack versus vehicles.

Armour Penetration

A separate armour penetration roll is required for each hit inflicted on a vehicle (most powers will only inflict one hit). If the penetration roll equals or beats the armour value of the location struck roll for damage on the appropriate table just as you would for a normal weapon hit.



In some cases the armour penetration value of psychic attacks will be stated on the power card, indeed some powers circumvent the armour altogether and will affect a randomly selected crewman instead. However, unless the card states otherwise, psychic attacks with a Strength value always have to penetrate the vehicle's armour or hit an exposed crewman to do any damage. Such psychic attacks have an armour penetration value worked out in the same way as close combat hits. This means that a hit from a psychic attack with a Strength value will have a penetration value equal to:

The Strength of the attack + any variable damage it inflicts + D6 + a bonus penetration dice shown below.

Psychic Attack's Strength	1-3	4-5	6-7	8-10
Bonus Penetration Dice	None	+1D6	+1D12	+1D20

For example, the Adeptus power "Lightning Arc" inflicts a S6 hit causing D3 wounds on the target. This means it would have an armour penetration value of 6 (the attack strength) + D3 (the variable damage) + D6 (the normal penetration dice) + D12 (the bonus penetration dice).

PSYCHIC POWER COMMENTARIES

The psychic power commentaries should be read alongside the psychic power cards themselves. There aren't commentaries for all of the psychic powers as many are relatively straight forward and need no extra explanation. The commentaries are arranged by discipline.

ELDAR RUNIC POWERS

Eldar runic powers mostly rely on the subtle channelling and redirection of the flow of the warp to bring an effect by indirect means. This is because too great a disturbance in the warp will bring the attentions of Slaanesh, the bane of the Eldar. Most of the Eldar powers require few force cards to use so Warlocks and Farseers can be relied on to use their powers frequently, often substantially enhancing the Eldar around them.

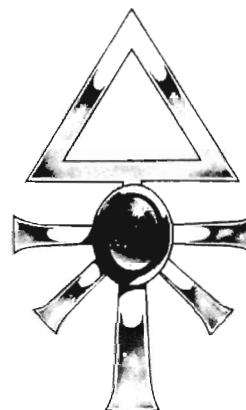
Guide

Guide is an unusual power because it must be used in conjunction with another model, but it can be very potent in combination with the right weapon and has the advantage of being cheap to use. The shot is subject to all the normal rules for fire arcs, line of sight, etc. Guide has no additional effect on template weapons such as flamers, though it can be used on them to fire an extra shot in the psychic phase. A shot from a D-cannon will deviate once when fired using Guide, rather than twice as is normally the case, which is a particularly deadly combination.



Fortune

Fortune is useful because it helps to counterbalance the natural fragility of Eldar warriors by bolstering their armour saving throws to a high level. Fortune only adds to the saving throw of physical armour, it has no effect whatsoever on force fields of any kind. Note however that it is possible to have an automatic (ie 1+ or even 0+) saving throw with Fortune.



Destructor

Destructor is one of the few offensive Eldar powers. It is very potent and relatively easy to power up, being most useful for driving enemy troops out of an area or position because its gradual progress is so unnerving. Destructor is also quite powerful against vehicles because of its high Strength, though it is blocked when it strikes a vehicle. The Destructor template does not block line of sight but it will score a S6 hit on any models which move over it during the turn unless they roll equal to or under their Initiative. This means Destructor can also be useful for blocking a route of advance or retreat for the enemy.

Executioner

The Executioner power is very useful because it allows you to pick off opposing models with a great deal of precision. The Warlock does not have to be able to see the model(s) he wants to attack, so he can attack any model within 18". Note that the use of the power doesn't move the Warlock's psychic projection around from opponent to opponent. This means that if the Warlock wants to attack several enemy models, the models must be close enough to each other so that the Warlock model can be placed in base-to-base contact with all of them.

The easiest way to check this is to place a marker at the Warlock's current position and then move the Warlock model anywhere within 18". If the model is placed in contact with multiple models the Warlock can make an attack on each of them assuming he expended the requisite number of force cards when he played the power. The Warlock can use any close combat weapons or wargear he is equipped with in the fights. If the Warlock loses any of the combats the power is nullified immediately and any further attacks the Warlock expended force cards to make are lost.

Doom

When a model is 'doomed' the number of wounds inflicted on it is doubled after saving throws have been made for armour, fields etc. Doom is surprisingly effective and again very cheap to energeise. The combined use of the Doom and Guide powers have brought about the downfall of many a powerful character!

LIBRARIAN PSYCHIC POWERS

The bulk of Librarian powers concentrate on the enhancement and protection of the Librarian himself or those about him. This reflects the Librarian's vocation as a warrior monk and how they have learned to perform super-human feats with the aid of energy siphoned off from the warp. Space Marine Librarians are at their best in the thick of the action where their extraordinary abilities can take immediate effect. Even Greater Daemons have reason to fear the attentions of a high level Space Marine Librarian!

Psychic Shield

The saving throw given by a psychic shield should not be confused with an armour saving throw. It is not modified at all and is rolled against each wound the Librarian suffers rather than each wounding hit he takes. For example, a Librarian with a psychic shield is hit and wounded by a lascannon. Unsurprisingly he fails his armour saving throw and takes 2D6 wounds from the hit. The 2D6 roll is 7 (an average roll) so seven D6's are rolled for the psychic shield, with each roll of 3 or more negating 1 wound.

Although the psychic shield will protect the Librarian from the effects of a psychic attack it doesn't nullify the attack. If the Librarian is attacked by a power that uses a template, Hellfire for example, the psychic shield will save the Librarian from any wounds on a D6 roll of 4, 5 or 6. Other targets are not protected and are affected whether the Librarian saves or not. Remember that the psychic shield is automatically nullified if it successfully protects the Librarian against a psychic attack.

Teleportation

When the Librarian plays this power he is allowed to roll the dice for distance before deciding where he wants to move to. If he teleports into hand-to-hand combat and then other enemy models charge in to fight him during the following movement phase both the Librarian and the charging enemy models count the Combat Score bonus for charging during the first round.

Prescience

Prescience only affects dice rolls made by the Librarian himself so it doesn't affect to hit rolls or wound rolls made by the enemy against him. Prescience doesn't affect rolling attack dice but it will affect rolls to nullify psychic powers which are made in the same psychic phase as when Prescience is played.

Iron Arm

The saving throw given by Iron Arm works just like a force field saving throw. It only applies to attacks and psychic powers which inflict wounds; it provides no defence against powers such as Smiter which kill outright. However, Iron Arm is not nullified when it is used to save against psychic attacks as is the Psychic Shield power for example.

ADEPTUS POWERS

The Adeptus powers represent a broad range of common psychic abilities which are relatively easy to master. This is why so many different psykers can draw upon the discipline of the Adeptus Astra Telepathica as a secondary discipline. However the Adeptus discipline does contain some of the best attacks and most useful "general" powers in the whole game so it's well worth considering taking some Adeptus powers for any psyker who can have them.

Machine Curse

Machine Curse only affects the things noted on the card, so it doesn't affect power armour, force fields, grenades, bionics, scanners, jump packs etc. etc. Machine Curse will immobilise support weapons which have their own motive power and grav platforms as well as vehicles. Dreadnoughts and other vehicles with a Weapon Skill will not be able to fight in hand-to-hand combat while affected by Machine Curse. If they are attacked in hand-to-hand combat they will be hit automatically like normal vehicles instead.

Assail

While at first glance Assail appears rather harmless it is in fact a very useful power, particularly for shoving enemy models into hand-to-hand combat, out into the open or into blast markers or psychic effect templates. It can also be usefully employed for pushing enemy move or fire weapons out of sight so that they have to miss their next shot regaining their position. At a pinch Assail can also be used to move a friendly model, but if a model is pushed into hand-to-hand combat neither side counts as charging.

The Gate

With planning, The Gate can be considerably more powerful than Displacement, though its effects are of course less immediate. A degree of caution is also wise as it is entirely possible for enemy troops to make use of the gate too!

Both gate markers must be placed within 18" of the psyker but there is nothing to stop them being placed so that one is 18" in front of him and the other is 18" behind to form a tunnel up to 36" long. It is possible to place a Gate marker out of sight of the psyker – inside a building or bunker for example, but it can't be placed in or on a mobile feature such as a vehicle.

You can move through the gate but you can't shoot or use psychic powers through it. In fact, the Gate markers block line of sight through them. It is possible to enter or exit a gate through either side of the marker (weird, eh!).

Displacement

Displacement can be used on friendly troops anywhere on the battlefield. If you place models on a pinnacle or other precarious position and the models subsequently fall off they are judged to have actually fallen off and will suffer a wound on a roll of 4, 5 or 6 on a D6, normal armour saves apply. Note that Displacement may not be used on vehicles at all.

INQUISITION POWERS

The Inquisition powers are mostly directed at combating daemons and psykers or bringing down mass destruction on the foe. Though Inquisitor-psykers and Grey Knights must always take at least one power from this discipline it's worth considering taking some from the Adeptus and Librarian disciplines if you aren't battling Chaos or Tyranids, though the bulk of Inquisition powers are still useful against most opponents.



Purge Psyker

If psychic feedback occurs it can't be blocked with a Nullify card or a special warp card such as Reflection. However, it is possible to save against the damage with an Aegis suit, or a power like Psychic Shield, Aura of Fortitude, Strength of Mind etc. If a squad of Grey Knights is affected by psychic feedback only one model in the squad (the model nominated as using the power) is affected.

Aura of Fortitude

Aura of Fortitude is an invaluable power in the presence of daemons and Tyranids. Squads with even one of their models within 9" of the psyker gain the benefits of increased Leadership, though any models not within 9" do not gain the psychic saving throw.

Vortex

Vortex is probably one of the most sought after psychic powers in Dark Millennium because of its potential for devastation. Once the vortex has been created and made its initial move it acts exactly like a vortex created by a Vortex grenade, see the rules for Vortex grenades in the Wargear book for further details.

Holocaust

Holocaust is a difficult power to use properly but is so powerful that it can win the battle for you if it's played at the right time. The psyker using Holocaust cannot move, shoot or do anything else if he fails to stop it or chooses to continue it.

WEIRDBOY PSYCHIC POWERS

The Ork Weirdboy "discipline" is undoubtedly the most brutal set of powers available. Nearly all of the Weirdboyz' powers are attacks of one sort or another, though the Waaagh! power is useful for enthusing da Boyz when they charge into hand-to-hand combat. Though many Ork powers are expensive to energise, the Weirdboyz' special ability of using any warp card as a force card makes it easy for Ork players to hit their opponents with a barrage of psychic attacks.

Da Krunch

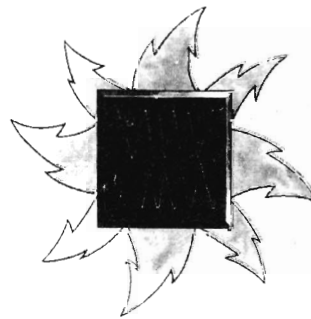
Da Krunch is best at squashing vehicles flat, as they don't get an opportunity to dodge unless they have an Initiative characteristic (like Dreadnoughts do) to roll against. The foot-shaped template for Da Krunch is double-sided and can be used as either a right foot or a left foot at the Ork player's discretion!

Death Wave

Death Wave is a particularly deadly power especially if it is lined up properly to sweep along a line of enemy troops or vehicles. Death Wave is unusual because it remains in play until it is successfully nullified or leaves the table; it cannot be taken back into the Weirdboy's hand in a subsequent psychic phase. In effect, once the Death Wave has been energised it must be actively blocked or allowed to run its course.

Waaagh!

Psykers who are knocked flat by the Waaagh! can get up again in their next movement phase for free but in the meantime count only half their Weapon Skill (rounding up) in hand-to-hand combat. The re-roll on Leadership tests for Orks and Gretchin within range applies in addition to re rolls for battle banners and the like.



Squish

There is no simple way of escaping the effects of Squish such as via a Displacer field or by dodging, and saving throws have to be made against each hit inflicted. If Squish is used against a vehicle roll random locations for each hit inflicted rather than selecting a single location as the target.

Kop Dis

The model struck is hurled backwards in a straight line directly away from the Weirdboy, so this power is most effective if the Weirdboy has moved into a good position in the first place.

SLAANESH PSYCHIC POWERS

Acquiescence

Though Acquiescence has a continuing effect the power card itself does not remain in play. This means it can be used on other victims in subsequent psychic phases even if the first victim is still affected. A counter marked with the symbol of Slaanesh is included in Dark Millennium to mark victims of Acquiescence or The Beam of Slaanesh.

Beam of Slaanesh

Like Acquiescence the Beam of Slaanesh has a continuing effect but the card itself does not remain in play, so it can be used on other victims in subsequent magic phases.

Fleshy Curse

The Fleshy Curse also has a continuing effect but does not remain in play. In the case of vehicles, only exposed crewmen can be attacked with the Fleshy Curse, but they will inflict damage to their vehicle if they are turned into Chaos Spawn.

TZEENTCH PSYCHIC POWERS

Tzeentch's Firestorm

If the correct models are not available the Pink Horrors are not created. It may be possible to place the Pink Horrors created by this spell directly into hand-to-hand combat with the survivors of the firestorm. If this is done the enemy unit will have to take a Fear test immediately (providing they are not exempt from fear) but no blows are struck until the next hand-to-hand combat phase and neither side counts as charging.

NURGLE PSYCHIC POWERS

Plague Wind

As with Tzeentch's Firestorm Plaguebearers created by this spell can be placed directly into hand-to-hand combat with the survivors of the Plague Wind. If the correct models are not available the Plaguebearers can not be created.

Aura of Decay

In order for models to claim immunity to this spell as "followers of Nurgle" they must be obviously devoted to Nurgle. Eg they must have a suitably decaying banner, or be painted in putrid colours or marked with the symbol of Nurgle.

Miasma of Pestilence

As with the Aura of Decay, models claiming immunity to this spell as "followers of Nurgle" must be obviously devoted to Nurgle.

SQUAT PSYCHIC POWERS

Though they are limited in their applications the Squat psychic powers are potent, driven as they are by the Ancestor Lords' formidable will power.

Force Dome

Force Dome is a useful power because it can be used to entrap enemy models or to protect friendly ones in an exposed position. Models only half within the dome can choose to be inside or outside it at the discretion of the owning player. If models from both sides are caught inside a Force Dome it is possible for them to shoot and use psychic powers on each other and/or move into hand-to-hand combat with each other.

Domination

It's important to note that the model becomes the puppet of the controlling player, but only for an instant. The affected model will not do anything outrageously self-destructive. The simplest way to judge whether an action is legal is to consider whether you would do it with your own troops or characters. They will not, for example, commit suicide, hurl themselves off cliffs, drop or give away equipment, weapons or wargear, break or leave the table. Dominated psykers may not use their powers. It is perfectly acceptable for the Squat player to force the dominated model to fire at his compatriots or to move dominated models into dangerous positions that expose them to fire, charges etc.

TYRANID PSYCHIC POWERS

Psychic Scream

It's important to note that only a single 2D6 roll is made for each psyker. The score rolled is then compared to the psyker's Toughness and Leadership characteristics. As is usual for psychic attacks no modifiers for other characters' Leadership or re-rolls apply to this roll.



WAAAGH! POWER

Orks and Gretchin have a metabolism which is quite unlike that of humans, and as their physical make-up is entirely different it is hardly surprising that their psychological make-up is different too. This has a profound effect on the way Orks and Gretchin interact with the warp. Whereas other creatures with psychic powers utilise the raw power of the warp, Orks and Gretchin generate their own psychic energy.

Each Ork and Gretchin unconsciously creates a weak psychic field around himself. When they become excited, such as in a battle, this field becomes stronger and stronger and merges with the psychic fields of all the other Orks and Gretchin around them.

This psychic energy is perceived by the Orks as a feeling of communal excitement and invulnerability known as the Waaagh! As the Ork Boyz march into battle they feel strong and unbeatable as the mounting spirit of the Waaagh! overtakes them. This unique psychic field interferes with the powers of other races and so makes Orks and Gretchin difficult to affect with psychic attacks. At the same time the power of the Waaagh! can be focused by Ork Weirdboyz to unleash terrifying destructive psychic assaults upon their enemies.

Ork Weirdboyz are, through a fluke of genetics, particularly susceptible to the power of the Waaagh! When other Orks around them become excited and their psychic field glows strongly, the power of the Waaagh! tries to find some means of discharging itself. Like it or not, the power vents itself through

the most susceptible mind in the vicinity – usually that of a Weirdboy. The Waaagh! resonates within the Weirdboy and he becomes suffused with its energy, driven wild with excitement and pain. It is so difficult to contain the growing power that the Weirdboy may die in a particularly spectacular fashion if he does not find some way of releasing the pent-up psychic energy.



Weirdboyz learn at an early age that the only way to avoid extreme pain and even death is to allow their minds to vent the mounting energy in the form of a destructive psychic manifestation. In an immature Ork this may take the form of uncontrolled poltergeist activity in which objects mysteriously fly about the room or smash onto the floor. The mature Weirdboy learns to control these powers and turn them to his advantage in the form of powerful energy blasts or radiant psychic powers of destruction.

The Ork Weirdboy is recognised for what he is at an early age – whenever his mates brawl or argue his head starts to hurt, lights flash in front of his eyes, and then things start to happen. Solid objects are hurled about as if by invisible hands or just shatter apart. Bolts of lightning shoot from his head, his eyes glow bright red, and noxious steam burbles from his mouth. When this happens it is all too obvious that the poor Ork is destined to become a Weirdboy if he survives long enough.

Weirdboyz are dangerous to be around and other Orks tend to shun them. They are forced to wear distinctive costumes so they can be easily recognised (and avoided) and sent out beyond the confines of the camp to commune alone with the Ork gods Gork and Mork. All the largest Ork communities have a special Weirdhouse where the Weirdboyz are confined most of time. The Weirdhouse has to be carefully placed far enough away from the firing ranges and the Speed Freeks' race tracks to avoid a wave of Orky excitement setting off the Weirdboyz.

Gork and Mork

Gork and Mork are the Ork gods, crude brawling figures in Ork legends who embody the spirit of the Waaagh! The Orks tell legends about how mighty Gork and Mork are, about how Gork is the strongest thing in the 'ooniverse and Mork is the most cunning. Orks don't worship Gork and Mork, or pray to them in times of adversity – they know that their gods are as likely to stomp all over puny little Orks as pay any attention to them. The howls of gleeful Orks careering into a fight, the thunder of guns and the roar of explosions are more fitting prayers to Gork and Mork. The Orks dedicate their constant battles and countless wars to their gods, and even build monstrous smoke-belching war machines in their image – great metal idols called Gargants.

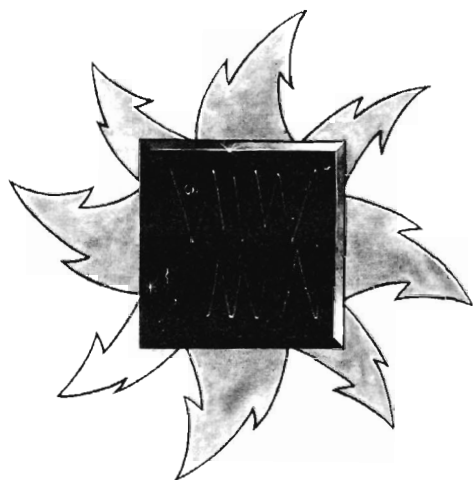


Weirdboyz spend a lot of time drinking fungus beer which causes wild and colourful hallucinations to dance around their brains, so even when they are fully conscious they tend to be a bit strange. They are convinced that Gork and Mork are real, as they have seen them in their dreams, and that if they can call upon them when the spirit of the Waaagh! is great, they will avoid the inevitable head explosion. Many Weirdboyz manifest their psychic powers by chanting to Gork and Mork, requesting one or other god's assistance in the battle. So, for example, Da Krunch is a psychic power which calls upon Gork to stamp his great big Orky foot right on top of the stinkin' enemy. Because the Weirdboy's fevered brain conjures such a spectacle while possessed of a massive amount of psychic energy a big green ectoplasmic foot may well descend to crush the enemy.

WEIRDBOYZ IN BATTLE

Ork armies don't have psykers (unless they have allies with them), they have Weirdboyz instead. Weirdboyz blast the enemy with waves of Orky power capable of destroying enemy psykers and even daemons. Their psychic powers tend to be of the crude but effective sort, low on subtle manipulation but big on raw energy. On the tabletop Ork Weirdboyz act as a focus for the power of the Waaagh! so they don't have to concentrate on gathering power from the warp flux; energy pours into their bodies from the excited Orks and Gretchin around them.

A Weirdboy must constantly try to build up the power to a critical point and then release it before it's lost or (ulp!) his head explodes! To make sure they can absorb enough psychic energy the Weirdboyz always try to stick with the mass of Orks – the danger is that if there are too few Orks around the Weirdboy won't gather enough energy to use a psychic power but will pick up enough to be in danger of something horrible happening to him. It's not unknown for Weirdboyz in a really big battle to leg it off to a quiet corner of the battlefield until the Orks calm down enough for it to be safe to come out.



Ork Weirdboyz are dealt psychic power cards at the beginning of the game just like normal psykers. They get a number of psychic powers from the special Ork psychic power deck equal to their mastery level. Ork psychic powers tend to be cruder but more powerful than many normal psychic powers – this reflects the raw energy generated by the Orks in battle.

The Dangers of Waaagh! Power

During the psychic phase the Ork player is dealt half the number of warp cards rolled for the warp flux as normal, though the warp cards the Ork uses are actually generated by the Orks themselves instead of being drawn from the warp. Before any psychic powers are played the Ork player has to roll for each of his Weirdboyz to see if they can control the power of the Waaagh! properly. Calculate how much Waaagh! power each Weirdboy has absorbed on the following table:

Number of models within 12"	Waaagh! power of the Weirdboy
Any number of Gretchin	1
Up to five Orks	2
Up to ten Orks	3
Over ten Orks or any number of Madboyz	4*
Any hand-to-hand combat in the preceding phase anywhere on the battlefield.	+2*

* Draw one extra warp card for each Weirdboy who absorbs a total Waaagh! power of 4 or more.



The Waaagh! power is not cumulative, rather you always count the single highest source of Waaagh! power. So, for example, if a Weirdboy was within 12" of ten Orks and some Gretchin you would count a Waaagh! power of 3 for the Orks and ignore the power of 1 for the Gretchin.

Models that are hiding or fleeing don't count towards the Waaagh! power (such unOrky behaviour doesn't generate it). If any hand-to-hand combat involving Orks, Gretchin or Madboyz occurred in the preceding hand-to-hand combat phase anywhere on the battlefield count the +2 Waaagh! power modifier noted above. This is because Orks bustin' heads in hand-to-hand combat generate more Waaagh! power.

To control the Waaagh! power roll a D6 and add the Weirdboy's mastery level to it. If the Weirdboy's total score is greater than the Waaagh! power he has absorbed he remains in control. If the roll is equal to or less than the Waaagh! power the Weirdboy is in trouble and has to roll on the 'Eadbangerz Table below.

Weirdboyz that are more than 12" away from any Ork or Gretchin models may be far enough away to escape the Waaagh! power providing no hand-to-hand combat took place in the preceding phase. If this is the case the Weirdboy can't use any psychic powers but he can use warp cards to nullify enemy psychic attacks as normal. The blessed relief of getting away from the Boyz is that the Weirdboy doesn't have to roll to control the Waaagh! power either so he doesn't run the risk of having to roll on the 'Eadbangerz Table.

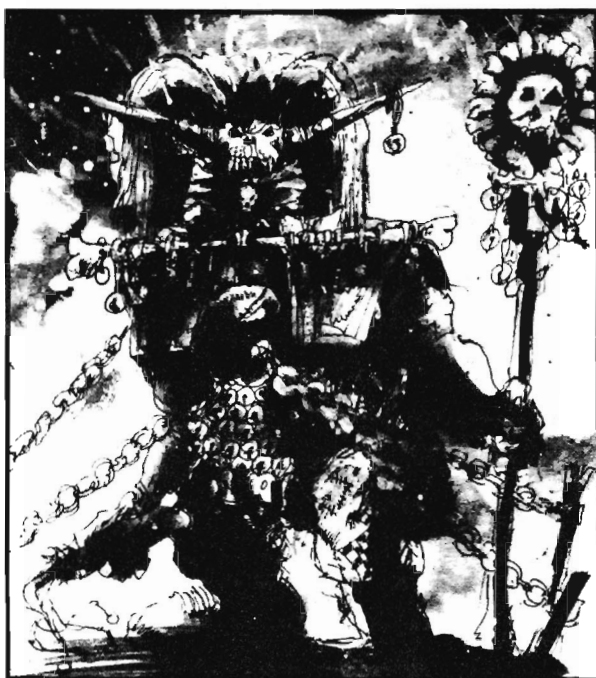
The Benefits of Waaagh! Power

Ork Weirdboyz never have to struggle to find the psychic energy for their powers like other psykers – usually they have rather too much of it! To represent this an Ork player can count any warp card as a force card if he wants to, so a Weirdboy could, for example, play the Weirdboy power Death Wave (requiring three force cards) by using two force cards and a Nullify card which he chooses to count as a force card to make up the number required. Nullify cards and other special warp cards expended as force cards by a Weirdboy are discarded when a psychic power is played just like ordinary force cards. They may not be used again in that psychic phase even if the power is cancelled in some way.

Ork Weirdboyz can also draw more power from the Waaagh! by getting right in the thick of the action! Of course most Weirdboyz wouldn't even contemplate doing such an insane thing, but they may not have a choice if their Minderz decide to drag them forward. Weirdboyz who absorb a Waaagh! power of 4 or more get an extra warp card as noted on the table above. The extra warp card(s) are added to your hand and can be used by any Weirdboy, they don't have to be used by the one who absorbed a Waaagh! power of 4 or more. Note that you still get the bonus warp card even if the Weirdboy fails to control the Waaagh! power, though he may well lose it again when he has to roll on the 'Eadbangerz Table.

The natural resilience of Orks and Gretchin is represented by the Nullify cards and special warp cards drawn in the warp flux: it is not the conscious efforts of the Weirdboy that stop psychic attacks (although his presence helps), rather it is the Orks' and Gretchin's natural Orky toughness!

Because Orks generate their own psychic energy they are unlikely to draw the attention of daemons in the warp. If a Weirdboy has the special warp card Daemonic Attack played on him he will only be affected by it on a roll of 6 on a D6, and even if the card does affect him he can still try to make the D6 roll to avoid being dragged away into the warp.



'EADBANGERZ TABLE

D6 Roll

Effect

6

"Yuuurgh!"

The Weirdboy struggles to keep control but some psychic power slips out as poltergeist activity and swirling lights. Discard one warp card of your choice; the Weirdboy is otherwise unharmed and can use psychic powers normally.

5

Fzzzzzzzap!

Bolts of pure energy rocket out of the Weirdboy's ears, nose and mouth as he loses off his power involuntarily. Your opponent can draw one warp card at random out of your hand and discard it immediately, the Weirdboy is otherwise unharmed and can use psychic powers normally.

4

"My 'ead urts"

The power buzzing around in the Weirdboy's head makes it far too painful for him to concentrate. The Weirdboy can't use any psychic powers this turn but he can still use warp cards to nullify enemy psychic attacks.

3

"I've fergot!"

The Weirdboy suffers a temporary brainstorm and forgets one of his psychic powers for the rest of the game; your opponent picks a psychic power at random from the Weirdboy's hand. Because he's busy trying to remember what he was doing the Weirdboy can't use any psychic powers this turn.

2

"I fink I'm gonna..."

The Weirdboy reels around for a moment before vomiting out an explosive blast of Waaagh! power and collapsing in an unconscious heap. The heads of any models in base-to-base contact with the Weirdboy will explode unless they can roll equal to or under their Toughness on a D6. Head explosions kill their victims regardless of armour saves and wounds. Place the Weirdboy model on its side – he can't move or fight or do anything else until the start of the next psychic phase when he wakes up automatically.

1

'Eadbang!

The Weirdboy's head explodes! Obviously this is an exceptionally fatal experience so remove the Weirdboy as a casualty. The heads of any models within D6" of the Weirdboy will also explode unless they can roll equal to or under their Toughness on a D6. Head explosions kill their victims regardless of armour saves and wounds.

WEIRDBOY WARPHEADZ

Warpheadz are Weirdboyz who have survived enough battles for their minds to become totally saturated with Orky power. Whereas ordinary Weirdboyz suffer agonising spasms when they use their powers Warpheadz have been driven to the point that they actually enjoy it! They become so exhilarated by the near-fatal discharges of psychic energy they unleash that they suffer from a mad sort of addiction and actually seek out excited Orks and battles whenever they can. Warpheadz are quite unlike the morose Weirdboyz, being full of manic energy and overconfidence, recklessly plunging into the thickest fighting whenever they can. Warpheadz are also possessed of a low cunning and often give their Minderz the slip.

Of course this is a real headache for the Warboss – the crazed Warphead will constantly escape from the Weirdhouse and sneak off to find some brawling Orks or a nice close-run Gnasher Squig eating competition so that he can soak up the psychic energy the Orks produce. Before anybody knows what's happening half the camp has been levelled by the Warphead blasting off random bolts of raw energy just for the thrill of it. Warpheadz are too useful to just boot out of the camp because they have become far more powerful than ordinary Weirdboyz by absorbing such prodigious amounts of energy and surviving.

Most Warbosses opt for chaining the Warphead to the top of a fifty-foot high copper pillar a goodly distance away from camp (the chain isn't there to restrain the Warphead, just to stop him hurling himself off the pillar in his wilder deliriums). The pillar earths out the Warphead's more excessive blasts of energy and keeps him conveniently out of the way. Madboyz, drawn by the Warphead's pyrotechnics, often gather at the bottom of the pillar and chant to the Warphead to encourage him to blast off more power. Indeed Warpheadz (being halfway towards becoming Madboyz themselves) frequently draw a devout following of Madboyz who follow them into battle, chantin' and stompin' for all they're worth.

Profile	M	WS	BS	S	T	W	I	A	Ld
Warphead	4	5	3	4	5	3	5	3	8
Minderz	4	4	3	4	4	1	2	1	7

SPECIAL RULES

Psychic Powers

Warpheadz use all the normal rules for Weirdboyz but they have a mastery level of 4 rather than the normal Weirdboy mastery level of 2.

Minderz

A Weirdboy Warphead is always escorted by four burly Minderz who must remain in base contact with him at all times. Their job is to make sure the Warphead doesn't run riot, plunging into the thick of battle and blasting away at the nearest rock, tree, friend or foe that takes their fancy! The Minderz can fight normally as well as holding onto the Warphead.



If all of the Warphead's Minderz are killed the Warphead will make a run move towards the biggest group of Orks he can find, trying to get within 12" of the best source of Waaagh! power. In the psychic phase a Warphead without any Minderz will always fire off a psychic power picked at random. If you have other Weirdboyz in your force you can only use psychic powers from them after the Warphead has used one of his psychic powers. If you don't have enough warp cards to make the randomly chosen power work there is no further effect and you can play powers from other Weirdboyz freely – the Warphead just looks thoroughly disappointed!

Madboyz

Warpheadz exert a strange influence over Madboyz. They are able to affect Madboy moods with their ravings and flashes of brightly coloured lights and sparks. Hence Madboyz can take Leadership tests using the Warphead's Leadership of 8 if he is within 2" of them even though Madboyz can't normally benefit from a character's higher Leadership characteristic.

This entry may be added to the character section of the Ork army list in the Codex army lists. This does not replace the Weirdboy Warphead entry in the Codex army list, which represents renegade Warpheadz who have escaped their Warboss and gathered a retinue of Madboyz.

0-1 WEIRDBOY WARPHEAD 194 points

Each Weirdboy Warphead is accompanied by four Minderz. The Warphead has flak armour (6+ save). The Minderz are armed with bolter or bolt pistol and axe, frag stikkbomz, and flak armour (6+ save). A Warphead may have up to one Wargear card.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warphead	4	5	3	4	5	3	5	3	8
Minderz	4	4	3	4	4	1	2	1	7

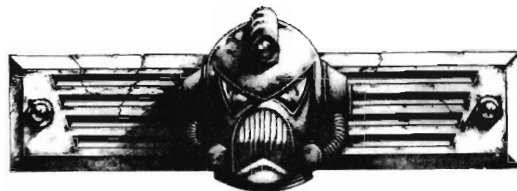
GREY KNIGHT TERMINATORS

The Grey Knights Chapter of Space Marines serves as the fighting arm, or Chamber Militant, of the Ordo Malleus - the elite daemon-hunters of the Inquisition. The Grey Knights Chapter was the sole creation of the Seconding Founding in the 31st Millennium. Legend has it that the Knights were created upon the direct orders of the Emperor to form a special Chapter of Space Marines dedicated solely to rooting out and destroying daemons in face to face combat. The Grey Knights are part of the Inquisitorial forces and their Chapter Grand Master is traditionally a member of the Inner Conclave of the Inquisition.

Bio-engineering and psycho-surgery were lavished on the Grey Knights at their inception to make them the hardest and most loyal Space Marines ever created. In addition to the considerable stoicism they share with their brother Space Marines the Grey Knights are heavily psycho-conditioned against the horrors of daemonic incursions and the whispered seductions of Chaos. Their lives are ones of self-denial and spartan purity, filled with rituals to strengthen the mind and the heart against the horrors they must face. To date these extraordinary measures have been effective: in 10,000 years of combat against the forces of darkness not one Grey Knight has faltered in battle or betrayed the Emperor in word or deed.

The Grey Knights are based in a secret fortress-monastery on Titan, the largest of Saturn's moons. Here the young aspirants are sent to undergo hundreds of trials of both body and spirit. Finally the handful of survivors (for none who fail survive) are implanted with the Chapter's gene-seed and begin their real

training. Their bodies are hardened to withstand pain and fear and their minds are disciplined to fight against the foul machinations of Chaos.



The fortress monastery also contains a unique repository of knowledge about the warp and Chaos which has been painstakingly pieced together by the Ordo Malleus down the millennia in the Librarium Daemonica. This gloomy and forbidding place contains tens of thousands of tomes of arcane lore and diabolism, cracked with age and heavy with the psychic evil they have brought upon the universe. Every Grey Knight carries the Chapter's sacred tome of battle rituals, the Liber Daemonicus, in a special ceramite case on his breastplate. This holy book contains the essential tenets of warp lore rendered from the dusty shelves of the Librarium Daemonica and is one of the Grey Knights' greatest weapons.

The majority of the Chapter's strength is scattered across the Imperium in fast ships guided by the finest navigators of the Navis Nobilite. These forces are typically organised in small teams that have trained and fought together for their entire lives. Thus they stand ready to respond instantly to the first reports of daemonic incursions anywhere in the Imperium. Grey Knights may be stationed in the farthest reaches of the galaxy for decades at a time. All Grey Knights hope to be returned to their adopted homeworld of Titan when they die. There they can rest at last from their constant vigilance in the hallowed crypts far beneath the monastery amongst some of the Imperium's greatest and most unsung heroes.

The Grey Knights are screened to exclude all but the strongest and most resilient psykers. The strongest and purest of them are rigorously trained to combine their psychic abilities together into a gestalt power far greater than any of them could muster individually. Once they have distinguished themselves in battle these Grey Knights may become part of the elite First Company. The Knights of the First Company fight in heavily ornamented and modified Terminator tactical dreadnought armour and are armed with the fearsome Nemesis force weapon. Squads of Grey Knight Terminators are the utter bane of daemons who enter the material universe and one of the few forces strong enough to face a Greater Daemon and banish it back to the warp.

GREY KNIGHT TERMINATORS IN BATTLE

Though the Grey Knights do have Librarians like other Space Marine Chapters (though considerably more powerful) they are unusual because all the Terminators of their First Company possess a varying degree of psychic ability. Because of this all Grey Knight Terminator squads are able to use psychic powers in a similar fashion to units of daemons.



Unlike daemons the mastery level of a Grey Knight Terminator squad is variable but the size of the unit is not. The mastery level of a Grey Knights Terminator squad is decided when it is chosen as part of your force between a minimum of mastery level of 1 and a maximum mastery level of 4. Psychic power cards are drawn for the squad (not for each model in the squad) at the start of the game along with other psykers. The squad's mastery level also determines the Strength bonus they receive with their Nemesis force weapons. As is usual with force weapons, the Grey Knights receive a +1 Strength bonus in hand-to-hand combat per mastery level of the squad.

As the Grey Knights suffer casualties and the size of the squad is reduced its mastery level will also drop. The mastery level of the squad can never exceed the number of Grey Knights left in it. For example, a squad with a mastery level of 4 suffering two casualties (leaving three members of the squad alive) would be reduced to mastery level 3. A squad with a mastery level of 2 would be unaffected by casualties until there was only one Knight left, who would have a mastery level of 1. If it does become necessary to discard some of the squad's psychic power cards draw them at random from the squad's hand.

When a squad of Grey Knights uses a psychic power it's worth noting that it doesn't work on the whole squad unless it would normally do so. When the squad uses a psychic power nominate one model in the squad as the Grey Knight who's using the power and if it remains in play leave the power card next to that model as a reminder that he's the one affected.

The following powers are exceptions to this rule and will affect the whole squad if they are used successfully:

Inquisition powers: Aura of Fire

Librarian Powers: Teleportation, Psychic Shield

For example, all of the Grey Knights would be protected by the Psychic Shield power or all of them would be teleported when the Teleport power was used. These powers may still be nullified normally and only require one Nullify card to cancel them. Aura of Fire and Psychic Shield are nullified instantly if any models in the squad are killed or, in the case of Psychic Shield, the shield is nullified if it successfully cancels a psychic attack against any member of the squad.



GREY KNIGHTS TERMINATOR SQUAD

Mastery level 1	350 points
Mastery level 2	375 points
Mastery level 3	400 points
Mastery level 4	425 points

The Grey Knight Terminators are elite warriors even amongst humanity's greatest fighting force, the Imperial Space Marines. Strengthened by their own psychic powers Grey Knights Terminators can face the mind-wrenching horrors spawned in the warp and defeat them.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Grey Knight	4	5	5	4	4	1	5	1	9

SQUAD: A Grey Knights Terminator squad consists of five Grey Knights.

WEAPONS: Nemesis force weapons (see Wargear cards).

ARMOUR: Terminator tactical dreadnought armour (3+ save on 2D6).

WARGEAR: The entire squad may be given any combination of the following equipment:

Aegis suits 50 pts/ squad
(4+ save against psychic attacks)

Refractor fields 30 pts/ squad
(5+ unmodified save)

SUPPORT: A Grey Knights Terminator squad may be mounted in a Land Raider at an additional cost of 220 points.

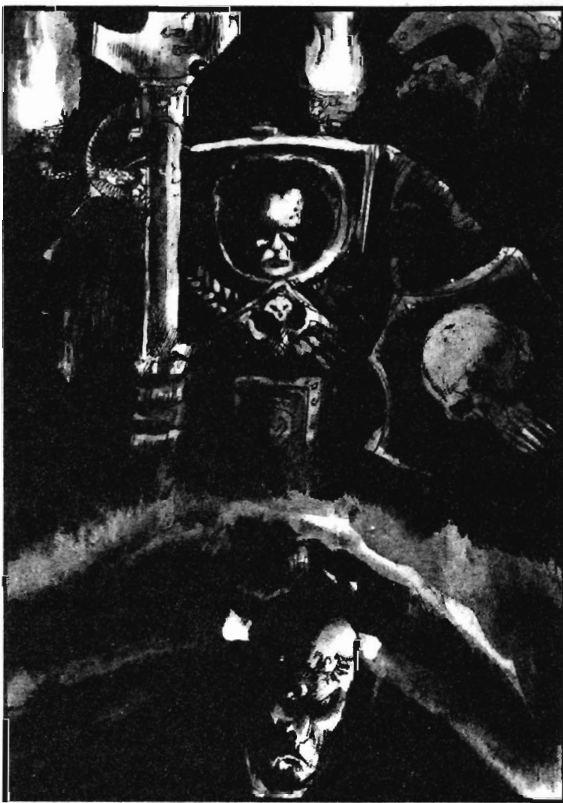
Any Grey Knight Terminator squad not mounted in a Land Raider can be teleported into battle but their points value is increased by 50%.

Brother-Captain Stern stood directly in the centre of the teleport pentagram. He glanced around him at his fellow Grey Knights, his gimlet gaze seeming to look directly into each man's soul and seek out any flaw there. His battle-brothers met his gaze without flinching. Stern felt secure in the knowledge that their faith in the Emperor was unshakable, and that no impious thought allowed any chink in their spiritual armour.

Robed Tech-Priests moved round the edges of the pentagram, being careful not to cross any of the silver lines and disturb the forces that would soon shift the Terminators across the warp and bring them to grips with their foes.

Hooded apprentices swung their autocensors. The smell of purifying incense filled the air. Each youth sang the plainsong chants of their Order in time to the measured thrumming of the giant generators. Overhead chained lightning leaped between two huge glass globes, and for a moment the acrid taint of ozone warred with the sweetness of the daemonbane and witchroot.

At his control lectern Chief Tech-Priest Hieronymous Laski made last-second adjustments to the controls. The phosphorescent runes scrolling up the lectern underlit his face and made him look sinister in the extreme. Laski raised one metal claw above his head and the Tech-Priests fell silent. The air thrummed with the surge of barely contained energies as the ancient machines prepared to perform the tasks they were designed for.



Stern took a deep breath and closed his eyes. He checked his mind-blocks and thought-screens, and one by one, recited the last six of the six hundred and sixty-six secret words. Tension built in the pit of his stomach. He fought to expel it.

It was always the same before he went into action. He did not like teleporting. He hated the sudden gut-twisting sense of dislocation, and the freezing cold, and the momentary touch of nightmare tentacles as his body was suddenly elsewhere. He reminded himself that it was his sworn task to endure such things, and that there were far worse things to be faced in the line of duty. There were things like the foes he would soon face.

He felt a surge of justifiable pride in his ability to defeat the spawn of Chaos. He swiftly suppressed it. Pride was one of the six hundred and sixty six sins which enabled the spawn of the warp to control their mortal pawns. Had not the Warmaster himself, greatest of the Emperor's Chosen Primarchs, fallen victim to pride? It had been Horus's folly to believe that he could master Chaos rather than be its slave. Stern knew this to be sheer madness. The daemons of Chaos acknowledged no masters save the four Great Powers themselves, and what were those except daemons grown mighty beyond mortal reckoning?

Stern knew that he had to be doubly on his guard because he was a psyker, and psykers were particularly vulnerable to the malign influence of Chaos. For psykers drew their power from the warp itself, and what was the warp save the immaterial sea in which daemons swam? Stern knew that he must be ever on his guard against the terrible lure of Chaos. Daemons devoured the souls of unwary psykers, and used the burned-out shells of their bodies to perform their unspeakable acts of evil among mortal men. He knew this because he had spent his entire adult life hunting down such creatures.

His fist clenched around the grip of his Nemesis force weapon. He had ritually purified it himself, seen it blessed in the ship's chapel and anointed with unguents inimical to the daemons of the warp. With this weapon Stern had dispatched countless foes of the Emperor to their well deserved graves. With it he had banished dozens of the lost and the damned back to their home in the warp.

He glanced at his men once more, certain that their faith was stronger than steel and more enduring than the malice of daemons.

As children they had been handpicked from among the deadliest warrior races of the Imperium, and brought to the fortress monastery on Titan, the greatest moon of Saturn. They had been implanted with the gene-seed of their Chapter, and been transformed into towering supermen, capable of withstanding the worst that the Universe could throw at them.

They had been put through the sort of training that would have killed lesser men, and that had been only the start of their testing. Each man present had endured the six hundred and sixty-six tests, and had survived not only with their sanity intact but with it strengthened. These were elite of the Imperium, the best of the best, the finest fighters ever to be fielded by the human race.

None of them knew his world of origin. None of them had any allegiance other than to their Chapter and their Emperor. They were privy to the most nightmarish secrets that humanity had uncovered during its long slow expansion across the galaxy. They knew all that humans had uncovered about the daemons of Chaos and the warp that contained them. They lived with knowledge that would have blasted the sanity of ordinary men, and they endured. Theirs was the burden of facing the minions of Chaos wherever they should appear to menace the citizens of the Imperium.

The chained lightning crackled once more, and for a moment reality flickered. The air shimmered and the temperature dropped. Cold mist began to appear in an area that mere moments before had been warm. Laski passed his hand across the lectern and muttered an incantation. The protective amulets he wore blazed with power. A frown of concentration passed across the Tech-Priest's face as he wrestled to bring the gigantic energies of the teleporter under control.

Stern wondered for a moment whether some daemoniac influence could be tampering with the teleporter's ancient mechanism. This ship was as well protected as any ever devised by man, but Stern of all people knew that no protection was infallible. Still, if it were truly the case that the Powers of Chaos were tampering with their ship there was nothing to do except pray and have faith in the Emperor.

Suddenly Laski smiled and made the sign of the Great Engine over his breast. The air shimmered once more. Phosphorescent fire danced around the lines of the pentagram. For a moment the cold of interstellar space seared Stern to the bone. He heard the gibbering voices of daemons and the oozing touch of tentacles. He tried to dismiss them as figments of his imagination but part of him knew that they were horribly real.

The sensation lasted but a moment and then was gone so swiftly that it was like a dream. Stern stood in the throne room of the rebel governor's palace. Gazing at the man who sat on the huge brazen throne he knew that the worst fears of those who had reported the uprising were justified.

The governor was a tall man, powerfully built. Once he had been a warrior and only now was he running to fat. He rubbed his neatly trimmed goatee beard with pudgy fingers and cocked his head to one side curiously, as if five mighty Terminator Marines

teleporting into his audience chamber was an everyday occurrence. Reading his aura Stern could tell the man was worse than mad. He was possessed.

The governor's guards, men whose lined face spoke of witnessing many horrors, brought their weapons to bear on the Grey Knights. They died almost instantly in a hail of bolter fire from the hafts of the Grey Knights' force weapons. The shells pattered like gentle rain from the glowing aura that surrounded the governor. The possessed man laughed and the sound of his wild mirth echoed through the richly decorated chamber.

"Surely you can do better, Brother-Captain Stern," he announced. Stern did not pause to wonder how the daemon could know his name. He had long ago become accustomed to the powers and knowledge these mighty creatures could possess. Instead he began the Exorcism, bringing the full force of his mighty will to bear on the creature.

As he chanted the governor began to writhe. The muscles in his neck stood out like hawser cables drawn tight. It looked as if giant snakes were writhing underneath his skin distorting the lines of his body. Suddenly, the man exploded, gobbets of flesh showered outward. Blood splattered all over Stern's armour. Now came the worst part.

The man's skeleton still stood upright. All the internal organs were revealed in their pulsing horror. Slowly but surely they unwound. Muscles unravelled and veins unknit then all the flesh began to flow together again in a new and hideous form. From somewhere additional mass and bulk was added.

The thing was towering and serpent-necked with a hideous vulpine head and enormous wings that fanned the stinking odour of the creature's body towards the Grey Knights. A nimbus of multi-coloured light surrounded its flesh. It was a Lord of Change. Worse, it was a Lord of Change that Stern recognised.

"M'kachen," Stern breathed.

"I told you we would meet again, my dear Captain," said the daemon, its voice strangely sweet and seductive.

"I banished you once. I can do it again."

"Oh Captain, you disappoint me. Couldn't you tell I was just playing with you?"

"In the name of the Emperor, be gone," shouted Stern, lashing out with a bolt of pure psychic power. The daemon reeled backwards, its outline shimmering. For a moment it seemed to totter on the verge of dissolution but then it pulled itself back and its outline stabilised.

"If that's the best you can do, Captain, commend your soul to Chaos," it sniggered.

"Fire at will, men," was Stern's only reply.

DAEMONS

Beyond the material universe lies the Realm of Chaos, a strange and unfathomable alternate reality only entered at the utmost peril. Psychic energy is the raw material of Chaos just as physical matter is the raw material of the galaxy. Creatures dwell in the Realm of Chaos, nightmarish monsters of pure psychic energy which serve the Gods of Chaos, monsters which men know as daemons.

To daemons the material universe is a dry, suffocating place lacking in the life-giving psychic energy of the warp. Daemons seldom enter the material world save at one of the handful of places in the galaxy where reality is fractured and the warp vomits psychic power into the void. The largest of these places is the Eye of Terror, a region of the galaxy where entire worlds are overrun with daemons capering in the energy flow. Other than this daemons must wait until they are given access to the physical universe by foolish mortals seeking to bind Chaos to serve their purposes, or they find a vulnerable and unprotected psyker to possess.

Many daemons have the power to twist psychic energy to their will, indeed the huge Greater Daemons are as adept at it as the mightiest of mortal psykers. Other daemons cannot use psychic powers on their own, but are capable of joining their energy together so that between them they can unleash a potent psychic attack.

Greater Daemons do not draw psychic power cards at the start of the game as described in the rules on psykers. Their equivalent mastery levels and psychic disciplines are shown below.



	Mastery Level	Discipline
Keeper of Secrets	4	Slaanesh
Great Unclean One	4	Nurgle
Lord of Change	4	Tzeentch

Because Greater Daemons always have all four of the psychic powers in their discipline they will always take all of the cards for that discipline, leaving none for Chaos Magi and other daemons. To avoid this do not draw psychic power cards for Greater Daemons – they are always assumed to have all of the powers for their discipline even if the actual cards are held by other psykers. This is one of the few circumstances where specific psychic powers can be used by more than one model.

Other daemons are permitted psychic power cards for units rather than individual models. These power cards are only drawn once all Chaos magi have taken their cards. Daemons may only take their powers from their patron god (if there are any left). Hence, it is possible that in some games some units of daemons will not have any powers at all because they've all been taken by other units of daemons or Chaos Magi.

The mastery level of a unit of daemons depends on the number of models in it, as shown on the table below. As the daemons suffer casualties and the size of the unit is reduced its mastery level will also drop, so it may become necessary to discard some of the unit's psychic power cards.

The discarded powers are drawn at random. When a unit of daemons uses a psychic power it's worth noting that a power used by a unit doesn't work on the whole unit unless it normally does so. So, for example, if a unit of Plaguebearers used Aura of Decay only one Plaguebearer would be affected.

Number of Daemons in unit	1-5	6-10	11-15	16+	Discipline
Daemonette mastery level	1	2	3	4	Slaanesh
Plaguebearer mastery level	1	2	3	4	Nurgle
Horror * mastery level	1	2	3	4	Tzeentch

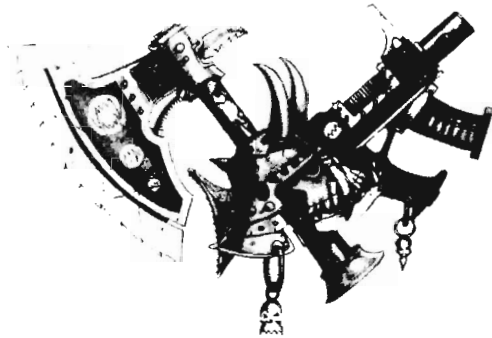
(* Only Pink Horrors count)

STRATEGY CARDS

Luck, fate and cunning ploys all have their parts to play in every battle. Forces may arrive on the battlefield earlier or later than planned, acts of individual heroism can turn the tide, there may be unexpected reinforcements on hand or a traitor in the enemy's ranks. All these possibilities, and many others, combine to add an element of the unknown when a commander makes his plans. The strategy cards place these possibilities in your hands – and your opponent's!

Dark Millennium includes a deck of eighteen strategy cards which should be shuffled together at the start of the game. After the terrain has been set up but before players start to deploy their troops one strategy card is dealt to each player for every 1000 points (or part of 1000 points) in their force. So, for example, if two players were about to fight a battle with two 1500 point armies each player would be dealt two strategy cards. If three players were going to fight a battle with one force of 4000 points battling two smaller forces of 2000 points each the player with 4000 points would be dealt four strategy cards and the other two players would be dealt two cards each.

The strategy cards themselves include all the information you need to use them. Some of the cards must be played before the start of the game and affect deployment of troops, strategy ratings or set-up. This means that it's important to examine your strategy cards before you start to place your troops, otherwise you may find the cards you have are wasted. Other cards are played while the battle is in progress and can help your own force and even attack enemy troops. Note that you



don't have to use your strategy cards if you don't want to, you can always opt to ignore them if you like.

The strategy deck is designed to be usable by all armies. Some players may find certain cards inappropriate for specific races – particularly Tyranids. One would not expect to find a traitor in a Tyranid army for example. However, an Assassin could use polymorphine to infiltrate a Tyranid force and observe their positions, or psykers might unravel transmissions from the hive mind to find out similar information. Feel free to invent logical explanations for these situations yourselves. In future issues of White Dwarf and the Codex supplements we will hopefully be able to present more strategy cards for specific races. Until then remember that the Warhammer 40,000 galaxy is a big place and anything can happen...



VEHICLE SQUADRONS AND SUPPORT WEAPON BATTERIES

Across the galaxy it is common practice to organise vehicles or support weapons into units on the battlefield. This makes it considerably easier for the commander to give orders and ensures that such valuable assets are not frittered away in innumerable pin-prick attacks for little gain. The combined firepower of a battery of support weapons is reckoned far superior to that of individual weapons by Imperial tacticians. Batteries like these can crush sections of the enemy battleline in moments with devastating salvos of fire. Similarly, vehicles prove much more effective when deployed in a cohesive fighting formation instead of being divided up to give individual squads support. By acting as a concerted body the vehicles can break through hotly contested areas of the battlefield to deliver a knockout punch to the enemy.

Squadrons of vehicles and batteries of support weapons usually consist of units with similar capabilities – a squadron containing a mix of skimmers and ground-based units would have great difficulty staying together at speed. However, it is not unusual for the specific types to vary. For example, a fairly typical squadron of four Ork vehicles might contain four Nobz warbikes or else a wartrak, a war buggy and two warbikes. In this case all of the vehicles have approximately the same speeds so they can stick together easily.

SUPPORT WEAPON BATTERIES

Support weapons with a points value of less than 100 points must be formed into batteries. If an army contains three or less support weapons they must be formed into a single battery. If it has up to six support weapons they can be formed into up to two batteries of approximately equal size; if it has up to nine weapons they can be divided into up to three batteries of approximately equal size, and so on.



For example if an Imperial Guard force contained three thudd guns and two Rapier Laser Destroyers it could form a battery of three weapons and a battery of two weapons, but it could not field two batteries of two weapons each and a single weapon on its own. It would be quite legitimate for the Imperial Guard to field a single battery of five support weapons if desired.

The following rules apply to support weapon batteries:

1. Batteries are deployed as groups of models at the start of the game like ordinary squads. They may be deployed in terrain which would ordinarily be impassable to them, in woods or buildings for example (the crew clear a position for their weapon before the start of the battle). If support weapons are deployed in positions which would be impassable to them they may not be moved during the game.
2. Support weapons in batteries are subject to the special Battery Coherency rules detailed below.
3. If a battery takes a special action like going into overwatch or hiding, all the weapons in the battery must take the same action, just like an ordinary squad.
4. The weapons in a battery may select their targets individually but they are still subject to the Choosing a Target restrictions in the Warhammer 40,000 rulebook. When a battery is fired upon the attacker must fire at the support weapon nearest to them.
5. Batteries take Break tests just like squads. So, if 25% of a battery's support weapons were destroyed in one turn the survivors must take a Break test. A support weapon is considered destroyed if the weapon itself is wrecked or its entire crew is killed. Batteries take Break tests with +2 added to their crew's Leadership characteristic, increasing it to a maximum of 10 (the crews draw great reassurance from their weaponry!). Support weapons crewed by Servitors do not take Break tests.
6. If a battery fails its Break test the weapon crews will hide if they are in cover. This means the crew can't be shot at unless they are detected, but the support weapons are still fair game. If they are in the open the crews will flee 2D6" towards the nearest cover like ordinary troops, abandoning their support weapons until they can rally and return to them.
7. Victory points are scored for batteries like squads, with points awarded for batteries with 50% or more of their support weapons destroyed. More points are awarded for batteries with all of their support weapons destroyed or suffering broken morale at the end of the game.

For example, if a battery of three thudd guns (points value $39 \times 3 = 117$ points) had two weapons destroyed during the game it would have taken 50%+ casualties and be worth 1 victory point. If all three thudd guns were destroyed it would be worth another victory point for a total of 2 victory points. Consult the Victory Point Tables for details of how many points batteries are worth.

VEHICLE SQUADRONS

If an army contains three or less vehicles which are worth less than 100 points each they must be formed into a single squadron. If it has up to six vehicles worth less than 100 points each they can be formed into one squadron or two squadrons of approximately equal size. If it has up to nine vehicles worth less than 100 points each they can be divided into up to three squadrons of approximately equal size, and so on.

For example, if an Ork force contained two warbikes, two war buggies and a wartrak it could form a squadron of two vehicles and a squadron of three vehicles, but it could not field two squadrons of two vehicles each and a single vehicle on its own. It would be quite legitimate for the Orks to field a single squadron of five vehicles if desired.

Troop Transports and Bike Squads

Vehicles used for transporting infantry squads (such as the Imperial Rhino) do not have to be formed into squadrons, but may be placed in squadrons if the player wishes. Squads of troops mounted on bikes use the Squadron rules but do not count towards the number of vehicles in the army. Instead, each bike-mounted squad becomes, in effect, a separate squadron.

The following rules apply to vehicle squadrons:

1. Like ordinary squads, squadrons are deployed as groups of models at the start of the game. They may not be deployed in terrain which would ordinarily be impassable to them.
2. Squadrons are subject to special Squadron Coherency rules detailed below.
3. A squadron must travel at the same speed, so a single speed counter is placed for the entire squadron at the start of the turn. Likewise, if any vehicles in the squadron go into overwatch the whole squadron has to go into overwatch.
4. The vehicles in a squadron may select separate targets for each of their weapons. However, they are still subject to the Choosing a Target restrictions in the Warhammer 40,000 rulebook. When a squadron is fired upon the attacker must fire at the vehicle nearest to them.
5. Vehicle squadrons are immune to psychology and do not need to take Break tests.
6. Victory points are scored for squadrons like squads, with victory points awarded for squadrons which have 50% or more of their vehicles destroyed or disabled. More points are awarded for squadrons with all of their vehicles destroyed or disabled at the end of the game.

For example, if a squadron of three Ork warbikes and a wartrak (points value $45 \times 3 + 50 = 185$ points) had two vehicles destroyed during the game it would have taken 50%+ casualties and be worth 1 victory point. If all four vehicles were destroyed it would be worth another victory point for a total of 2 victory points. Consult the Victory Point Tables for details of how many points squadrons are worth.

Players should feel free to experiment with fielding vehicle squadrons containing machines worth over 100 points each, such as Land Raider squadrons or even Dreadnought squadrons. Though these larger and more potent vehicles are

usually deployed individually it is by no means unusual for them to be used in squadrons. In this case, however, all the vehicles in a squadron must be of the same type, so you could not field a squadron consisting of a Land Raider and two Predators, for example.

Characters

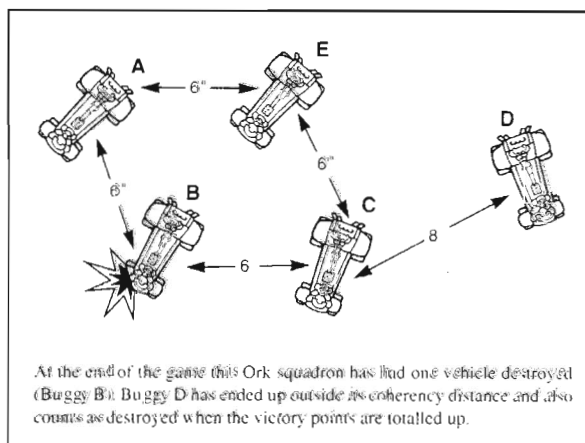
Individual vehicles ridden by characters don't count towards the number of vehicles in the army for the purposes of forming squadrons. Likewise, characters mounted in or on vehicles which are worth less than 100 points are not subject to the Squadron rules, but may be placed in squadrons if the player wishes.

SQUADRON & BATTERY COHERENCY RULES

Like ordinary squads of troopers, the vehicles and support weapons in a squadron or battery are subject to coherency rules. Squadron and battery coherency distance is 6", so the vehicles or support weapons may move a maximum of 6" apart.

If a model ends up over 6" away from its squadron or battery because of damage or because another model is destroyed there is no morale penalty as there is for infantry squads. This is because the communication net of the squadron or battery is superior and the crew members themselves are more used to fighting individually.

It is also fine to temporarily break this coherency distance while moving to avoid crashing into walls or the like. However, at the end of the game, any vehicles or support weapons which are over 6" away from their squadron or battery count as destroyed for the purposes of calculating victory points.



Support weapon crew must remain within 4" of their weapons at all times unless they flee or their weapon is destroyed. The crews of destroyed weapons are free to join another support weapon in the same battery. Crewmen acting as spotters for Mole Mortars are not subject to the Coherency rules (it's worth noting that a single crewman may act as a spotter for all the Mole Mortars in a battery).

Dismounted crews from individual vehicles are subject to the normal rules for dismounted vehicle crews and do not have to maintain squadron coherency.

VEHICLE CARDS

The battle tanks, bikes, troop transports and walking war machines that fight across the battlefields of the 41st millennium are built in many different places and many different ways. Some are knocked together by individualistic Ork Mekboyz working to some half-remembered plan. Others are churned out in their thousands on the hellish forge worlds of the Adeptus Mechanicus. Others still are delicately crafted by Eldar Bonesingers using psychic engineering.

Improvements, upgrades and special features are often added to a vehicle when it is built. Imperial command tanks are fitted with improved communications and detection gear as standard, for example. Equally, Ork Mekboyz can't help but build a wartrak or bike differently every time, "improving" the design with each new project. Ultimately though, it is the vehicle's crew that makes a standard battle tank or personnel carrier into an individual fighting machine. They get hold of extra pieces of equipment and armour to upgrade the vehicle's capabilities and survivability (always of great interest to the crew), tinker with the engine to make it go faster and experiment with mounting different weapons.

The vehicle cards allow you to modify vehicles yourself. The cards represent improvements and variations for individual vehicles and are purchased with points, rather like Wargear cards for characters. The points costs for the various modifications are included on the cards themselves along with rules for them and any limitations on which types of vehicle can have a particular card. Some of the vehicle cards are

specifically limited to particular races (Orks and Imperium, in Dark Millennium) and may only be used by them; the others are available to all races. In the future we will be publishing more vehicle cards in White Dwarf magazine and the Codex army books.



There is no limit to the number of vehicle cards you can purchase for a specific vehicle. Indeed, unlike Wargear cards, the vehicle cards can be duplicated within a force, so for example you could pay points for Reinforced Armour for two vehicles in your force, even though there is only one Reinforced Armour card.

However, no more than one vehicle may have the same combination of vehicle cards - the whole point about vehicle cards is that they represent non-standard improvements after all! This means you could not have a land speeder and a Predator both with Supercharged Engines and Reinforced Armour, for example. This rule also applies to individual cards, so you could not have two vehicles carrying just a single Hunter/killer missile. It would be perfectly legitimate to have one vehicle with a Hunter/killer missile and Reinforced Armour while another had Reinforced Armour and a Supercharged Engine.

With nearly all of the vehicle cards the equipment or weapons shown on the card should be represented on the vehicle model in some way - bigger exhaust pipes for a Supercharged Engine, a launcher tube or rack for a Hunter/killer missile and so on. Such simple conversions are easy to carry out and improve the look of the model by making it an individual war machine. The vehicle cards are provided so you can easily carry this individuality across into the game itself.

DESIGNING AND CONVERTING VEHICLES

Many players enjoy building or converting their own model vehicles for Warhammer 40,000. There are numerous plastic kits and die-cast models on the market which lend themselves splendidly to conversion, and of course it's a simple matter to use one of the Games Workshop plastic kits such as the Rhino or the Land Raider as a basic chassis. A great source of bits for such projects is the Games Workshop mail order service where individual weapons, wheels and other pieces can be ordered from any Games Workshop models.

Of course, working out game rules for individual vehicles can be tricky. Players sometimes ask us to supply rules on how to design their own vehicle statistics so that they can use their creations in games of Warhammer 40,000. Unfortunately we aren't able to help because we don't use a points-based system



for designing vehicles ourselves! When a new vehicle arrives from the forges of the Adeptus Miniature Designicus we work out a datacard, an approximate points value for it, and play some games with it. After each game we discuss the new arrival's performance and consider whether to make changes to its statistics and/or points value. After four or five games we have usually settled on the vehicle's capabilities and points value.

As dedicated players of Warhammer 40,000 you are well capable of going through this process yourselves. In fact the resulting vehicle statistics may well be more appropriate to the size of game you play, the amount of scenery you use, and your opponent's force, than anything we could devise. If you do want to take a crack at designing your own vehicle here are some pointers.

Firstly, base your new datacard around one of the ones already published. So, for example, if you were designing a datafax for a main battle tank take a look at the Lemn Russ battle tank, the Land Raider and the Predator. The existing vehicle datacards will give you an idea about what armour values to give locations, what damage tables to use and how fast the vehicle should be. Be wary about increasing the armour values of vehicles past those shown on the cards in case they become impenetrable – always leave a weakness that a man with a krak grenade and good fortune can exploit.

Secondly, you should work together with your opponent to make up the statistics for the vehicle's datacard. Once you have worked out the stats and points value for a vehicle let your opponent use it in the first few games that you play. You'll find your perspective is entirely different when you have to face your own creation!

Don't feel constrained to send in stats for vehicles to us here at Games Workshop. We will be much happier if you can come to an amicable decision with your opponent as this stays within the spirit of the game, and we won't give out "official" sanctions. Ultimately, if you can't agree with your opponent or you play a new opponent who doesn't want to use non-standard fighting machines you must respect their wishes and save your creation for another day. The bottom line is that if your opponent doesn't agree with you to use the vehicle(s) in question you will have to limit yourself to the official Games Workshop datacards supplied in this supplement, the ones in the Warhammer 40,000 game and any published later.

WEAPON CONVERSION POINTS VALUES

One of the easiest ways to convert vehicles is to take existing Games Workshop models and change the weapons on them. To cover situations like this we have included a list of points values for the various weapons commonly used on vehicles. Simply deduct the value of the weapon you have removed and add the points value of its replacement. Multiple linked



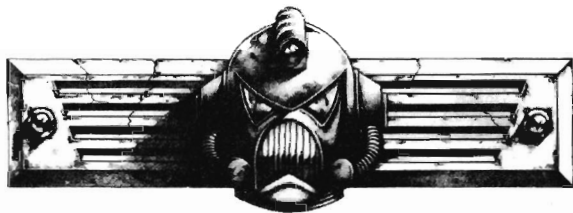
weapons cost as much for each individual weapon linked together as they would for separate weapons – the advantages of linked weapons compare very favourably with separate ones. Weapons are only fitted with a targeter if the original had one. If you wish to add extra guns to a vehicle which will require additional crew members you will need to work out a new datafax card for it and go through the process detailed above.

Weapon	Points
Assault Cannon	45
Autocannon	25
Battlecannon	55
Heavy Bolter	15
Conversion Beamer	50
Cyclone Missile Launcher	65
Heavy Flamer	25
Lascannon	45
Meltagun	8
Missile Launcher with Frag & Krak Missiles	45
Multi-melta	65
Plasma Gun	8
Heavy Plasma Gun	40
Heavy Stubber	10
Shuriken Cannon	20
Shuriken Catapult	5
Storm Bolter	4



SPACE MARINE DREADNOUGHTS

Dreadnoughts are huge fighting machines which stand two or three times the height of a man and weigh several tons. As they stride into battle, incoming fire spatters like rain off their thick ceramite hide, fiery death roars from the myriad of weapons mounted on their towering hulls and their great metal arms smash through anything in their path. No serious assault can begin without a wave of Dreadnoughts to first drive a wedge through the enemy's defences.



Dreadnoughts are often mistaken for robots or very large armoured fighting suits. In fact they are similar in design to both and yet the same as neither. Dreadnoughts are quite unique because each one contains a single sentient creature whose nervous system is permanently interfaced with the electro-fibre bundles and magna-coils which form the machine's 'muscles', enabling it to walk and balance with the ease of a living creature. It is a sentient creature that stares out through the machine's crystal lenses and which motivates the machine's metal limbs. Once a creature is interred inside Dreadnought armour it cannot leave its metal womb and still survive; it is destined for a life of endless battle until its walking tomb is destroyed.

The Space Marine Dreadnoughts are possibly the most ancient Dreadnought design, with some machines dating back tens of thousands of years to the Age of Strife. Dreadnoughts are complex machines, requiring special materials and skills to construct and all Space Marine Dreadnoughts are revered in themselves because the art of their construction is almost lost. The operator of each Space Marine Dreadnought is not an ordinary Space Marine, he is one of the Old Ones – a heroic Space Marine warrior mortally wounded in battle long ago and given the honour of continuing to serve the Emperor as a deathless, living Dreadnought. The Old One's body lies curled in a foetal position inside the Dreadnought's shell with his nervous system linked directly to the machine's systems. In this way the Old One is reborn into a body of metal which has become his sarcophagus.

The memories of some of the Old Ones may extend back tens of centuries to the founding of their Chapter and its earliest history. Thus they are revered by the other Space Marines not just as potent warriors but also as ageless forebears and as a living embodiment of battles fought long ago. The Dreadnoughts that still survive are carefully maintained and repaired when necessary. If a Space Marine Dreadnought is destroyed in action the Space Marines will fight with righteous anger to retrieve the shell so that they may lay its occupant to rest in the Chapter's mausoleum. The Dreadnought armour itself will be repaired and prepared for another dying Space Marine who will become an Old One to future generations.

SPECIAL RULES

Like most Dreadnoughts, Space Marine Dreadnoughts have variable configuration weapon mounts on their arms. This facilitates easy conversion of the Dreadnought to a number of different weapon fits according to different tactical situations. The weapons mounted on the Space Marine Dreadnought are superficially similar to heavy weapons carried by Space Marines or Space Marine Terminators. However, Dreadnought weapon systems are superior in a number of ways because of their sturdier construction, increased ammunition capacity and improved targeting systems. These improvements are partially subsumed into the Space Marine Dreadnought's Ballistic Skill and its ability to move and fire heavy weapons, but in addition to these the following special rules apply to Space Marine Dreadnought weapons.

Assault Cannon and Storm Bolter

The most frequent causes of jams for sustained fire weapons like assault cannon and storm bolters are faulty ammunition, overheating components or empty magazines. The Space Marine Dreadnought features a large ammo hopper holding many thousands of rounds of ammunition for its sustained fire weapons. This is combined with a liquid nitrogen cooling system and a flexible powered ammo feed which literally pushes rounds into the weapon and extracts any dud rounds before they can block the breach.



To represent these improvements a Space Marine Dreadnought firing an assault cannon or a storm bolter ignores the first jam rolled on the sustained fire dice each turn. This means that a storm bolter will never jam if it's mounted on a Dreadnought and an assault cannon will only jam if it rolls two or more jams together. However, if an assault cannon rolls three jams together it will still explode, automatically destroying the assault cannon itself but inflicting no further damage to the Dreadnought.

Missile Launcher

Though some older Space Marine Dreadnoughts carry a normal missile launcher, most have been upgraded to carry a specialist salvo-firing launcher capable of launching up to three missiles simultaneously. Unfortunately, the launcher has a slightly temperamental guidance system which occasionally locks on to only some, or none, of the extra designated targets. However, the masters of the Space Marine Chapters generally consider the extra firepower supplied by the launcher a worthwhile trade off.

A Space Marine Dreadnought armed with a missile launcher can opt to either fire a normal shot or salvo fire. The decision to use salvo fire must be made before the to hit roll is made. If salvo fire is used roll a sustained fire dice, the number rolled is the number of missiles launched. Roll to hit for each missile separately; the missiles can be fired at different targets but the targets can't be more than 2" apart. The whole salvo must be either Frag or Krak missiles, not a mix of both. If a jam is rolled on the sustained fire dice no missiles are fired and the missile launcher is affected in exactly the same way as a sustained fire weapon. This means the missile launcher (but not the Dreadnought's other weapons) must miss its shot in the next shooting phase while it clears the 'jam' (or to be more accurate, the Dreadnought resets its guidance system).

Multi-Melta

A normal melta weapon fires a fairly tight stream of energy which strikes the target and instantly super heats it to a point where it vapourises explosively. The Space Marine Dreadnought mounts a multi-melta with a variable focus, allowing it to broaden the energy beam. This sacrifices range and power to burn a wider area more thoroughly. This is particularly useful when fighting at close quarters against large groups of troops.

A Space Marine Dreadnought armed with a multi-melta can opt to fire either narrow beam with the effects of a standard multi-melta, or it can be fired on a broad focus with the same effects as a heavy flamer.

Twin Lascannon

A common Space Marine Dreadnought weapon is a twin lascannon mount for destroying vehicles and fortifications at long range. The twin lascannon weapon system features a sophisticated scanning system which can separate and identify the different components of a target. This system allows the Dreadnought to adjust its aim with pinpoint accuracy to strike the desired component.

A Space Marine Dreadnought armed with a twin lascannon rolls to hit normally. If a hit is scored against a vehicle make a D6 roll for hit location as usual, the Space Marine player is then allowed to add +1 or deduct -1 from the hit location roll.



So, for example, if the Dreadnought hit a Predator and rolled a 4 for the hit location it would normally hit the sponson. However, the Space Marine player could opt to add +1 to the location roll to make it a 5 (hitting the turret) or deduct -1 from the roll to make it a 3 (hitting the hull). Note, however, that it is not possible to hit a location which is behind cover by adjusting the hit location roll.

Power Fist

Power fists mounted on Space Marine Dreadnoughts incorporate extra power servos so that they can grip and then rotate to tear pieces off the target. This is most useful for ripping apart vehicles, inflicting catastrophic damage on the component attacked.

The special tear attack can only be used against other vehicles including Dreadnoughts. The Dreadnought can make one tear attack for every two hits it would have normally scored. For example, if the Dreadnought was in combat with an Ork Dreadnought and won the combat by two points, it could opt to score two normal hits or make one tear attack. If the Dreadnought was attacking a vehicle, it would normally score three hits, but it could choose to make one tear attack and score one normal hit instead.

To resolve a tear attack the Space Marine player nominates a single location on the target. The Dreadnought seizes that location and attempts to tear part of it away. Roll for penetration as normal. If the location chosen is penetrated the part is torn away, roll for damage with a +2 modifier on the damage chart.

VICTORY POINTS TABLES

The short Victory Points Tables presented in Warhammer 40,000 are fine for small games but as forces get larger and more heavily armed you will need to use the more expansive tables shown below.

The victory points given are cumulative, so if you destroy a vehicle which is worth 101 to 200 points you receive 2 victory points (1 for damaging it and 1 for destroying it.). Likewise, a squad worth between 101 and 200 points is worth 1 victory point when it takes 50%+ casualties and another point when it is wiped out.



VICTORY POINTS TABLE - SQUADS

Each Enemy Squad	50% Casualties	Broken*/Wiped Out
If it has a value of up to 100 points	0 victory point	1 victory point
If it has a value of 101 to 200 points	1 victory point	1 victory point
If it has a value of 201 to 300 points	1 victory point	2 victory points
If it has a value of 301 to 400 points	2 victory points	2 victory points
If it has a value of more than 400 points	2 victory points	3 victory points

*A squad which is broken (not shaken) at the end of the game counts as wiped out for the purposes of counting victory points.

The points value of a squad includes the cost of any additional wargear it has and any other upgrades such as being mounted on bikes or being equipped with jump packs. If a squad includes any Champions who are worth 50 points or less their points value is included in the points value of the squad for the purposes of calculating victory points.

Space Marine squads form a special case because they are bought as squads of ten and then split up into two five-man combat squads. Victory points are scored for the Space

Marine combat squads as if they were entirely separate squads so you should halve the total points value of the ten-man squad to find out how many victory points the combat squads are worth.

In some cases (Devastator squads, for example) the points value of a Space Marine squad may not be neatly split into its two combat squads. Players should feel free to work out the points value of individual combat squads if desired, though the method given above works just as well and can save unnecessary headaches.

VICTORY POINTS TABLE - VEHICLES

Each Enemy Vehicle	Damaged	Destroyed or Disabled
If it has a value of up to 100 points	0 victory point	1 victory point
If it has a value of 101 to 200 points	1 victory point	1 victory point
If it has a value of 201 to 300 points	1 victory point	2 victory points
If it has a value of 301 to 400 points	2 victory points	2 victory points
If it has a value of more than 400 points	2 victory points	3 victory points

*A vehicle is considered disabled if it can't move and all of its weapons have been destroyed and/or all of its crew has been killed or dismounted from the vehicle.

VICTORY POINTS TABLE – CHARACTERS

Each Enemy Character	Wounded	Killed
With a value of 50 points or less	0 victory point	0 victory point
With a value of 51 to 100 points	0 victory point	1 victory point
With a value of 101 to 200 points	0 victory point	2 victory points
With a value of 201 to 300 points	0 victory point	3 victory points
With a value of 301 points or more	0 victory point	4 victory points

The points value of characters includes the value of any additional wargear. Wargear cards and psychic powers.

VICTORY POINTS TABLE – VEHICLE SQUADRONS

Each Enemy Squadron	50%+ vehicles disabled	All vehicles disabled
With a total value of up to 100 points	0 victory point	1 victory point
With a total value of 101 to 200 points	1 victory point	1 victory point
With a total value of 201 to 300 points	1 victory point	2 victory points
With a total value of 301 to 400 points	2 victory points	2 victory points
With a total value of 401 to 500 points	2 victory points	3 victory points
With a total value of more than 500 points	3 victory points	4 victory points

A vehicle counts as disabled if it is destroyed, it can't move and all of its weapons have been destroyed or all of its crew have been killed or have dismounted from the vehicle.

Vehicles that are outside their squadron coherency distance at the end of the game are also considered disabled (see the Squadron and Battery rules for more details).

VICTORY POINTS TABLE – SUPPORT WEAPON BATTERIES

Each Enemy Battery	50%+ destroyed	Wiped out
With a total value of up to 100 points	0 victory point	1 victory point
With a total value of 101 to 200 points	1 victory point	1 victory point
With a total value of 201 to 300 points	1 victory point	2 victory points
With a total value of more than 300 points	2 victory points	2 victory points

Support weapons are considered destroyed if the weapon itself is destroyed or it has no crew at the end of the game. Support weapons which are outside their battery coherency distance at the end of the game are also considered destroyed (see the Squadron and Battery rules for more details).





The earth shook. The Leman Russ bounced. Tracks creaked as the suspension settled. Leif thought about the amount of fire being concentrated on the Ork positions and wondered how anything could survive it. Not that he doubted that the Orks would. They always seemed to. They were well dug-in up ahead. The forces of Ghazghkull Thraka were far from beaten.

"Do you think," asked Eriksonn conversationally, "that those artillery boys ever get it wrong and hit our side too?"

"Shut it, Eriksonn," the Chief said. Leif smiled. The old man might well have the comm-net earpieces jammed over his ears but he still noticed every thing said within his tank. It was an impressive feat particularly considering the thunderous roar of the artillery barrage.

"It's just that you keep hearing these stories," Eriksonn continued, as if he had never heard the order. "You know - the comm-net gets scrambled and some new recruit reads out the wrong co-ordinates, and the next thing you know - *kerbloom!*"

The blonde-haired giant made an exploding gesture to illustrate his point. Throwing his arms wide, he hit the walls on either side of the turret. The cramped quarters of the tank were not spacious. Leif often wondered whether Eriksonn got claustrophobic. Squeezing himself into the gunner's seat in the turret could not be pleasant for such a big man.

"I said shut it, Eriksonn," said the Chief automatically. There was no real rancor in his voice. They were all used to listening to Eriksonn's depressing theories before they went into battle. They all knew it was the giant's way of dealing with the tension.

Howler prayed to the Emperor. Gunther told stories of the fish he would catch when they went on leave. The Chief listened endlessly to the static crackle on the comm-net, as if afraid that he would miss the order to advance. Leif told himself that he was the only one who didn't have some strange little habit, his hand toying constantly with the amulet his mother had given him on the day he joined the Planetary Defence Force.

The little rituals were as much part of life in the Leman Russ as the smell of their unwashed bodies and the constant maddening whirring and clicking of the defective air filtration fan. That reminded him, it was time to harass Howler again.

"Haven't you fixed that filtration fan yet?" he shouted, twisting his head round so he could look over the back of his seat. Howler's lean, feverish face twisted into an annoyed grin.

"No! Took the thrice-cursed thing to pieces again

yesterday. Oiled the parts with the sacred unguents. Said all the right prayers. Even got the Chaplain to bless the rotor blades. Thing still clicks. Can't figure it myself. Think it just does it to annoy me. Guess I'll just take it to the Adeptus when we get back to *Castra Pavonis*."

"You don't want to do that," muttered the Chief. "Don't want to go bothering no Tech-priests with our little problems. They got bigger things to worry about. Like them Titans. Did you see them? They looked pretty shot up to me. Things must be getting pretty hot up there."



"What could shoot up a Titan, Chief?" Eriksonn smiled happily. He had found something new to worry about. The Chief sucked his upper lip then rubbed his stubbled cheek. Leif wondered if he looked so bad. They'd all been stuck in the tank for three days now with no chance to wash or shave. None of them were exactly fit for a regimental parade.

"Gargants, maybe," said the Chief. "Saw one of those once, on Delta Tau Five. Just wreckage really. It was big as that hill there and studded with guns."

"Bet those guns could flatten this tank with one shot, eh Chief?" asked Eriksonn, grinning. "Bet they could just blow us to a thousand tiny bits."

"Shut it, Eriksonn," the crew chorussed.

"Just a thought," said Eriksonn, returning to the task of checking the power systems of the turret's battle-cannons. "Howler, you check the feed-lines of the cannon like I asked you?"

"Yes. Checked and re-checked. Invoked the Emperor's name six times and sprinkled them with the sacred lubricants."

Not finding anything more to complain about Eriksonn fell silent. The rest of the crew joined him in furiously checking and re-checking their equipment. All of them knew that their lives would soon depend on it.

Leif wiped sweat away from his brow and let out a long sigh. Outside the snows covered the ice plains. Inside the sealed shell of the Leman Russ it was warm as summer back home on Taurus Six. In

a way Leif was glad. Eriksonn had heard that some crews had been found frozen to death when the heating systems of their tanks had failed. He claimed that the crew all had frozen icicles of snot hanging from their noses. That was exactly the sort of detail Eriksonn would know. Sometimes he thought the big man made these things up.

"That's it, men. Time to go!" said the Chief, pulling the comm-net phones from his ears.

Almost in unison the crew slapped the buckles of their restraining harnesses and dropped their command helmets onto their heads. Now there was no more bickering. Now they were not just five men who had been stuck in a confined space together for three days. Now they were a crew. The engine of the Leman Russ roared to life. All around the air thrummed with the vibration as all the other tanks in their formation started up.

Leif took a deep breath and prayed to the spirit of his gun. Slowly, as the power of the weapon took him over, the view through the eyes of the helmet changed. He now saw what the gun's targeter saw.

He saw the immense white snow drifts and the great hill that loomed before them. He saw the grey clouds, pregnant with the threat of another blizzard, racing through the sky overhead. He saw the other tanks in the unit, turning the snow to slush with the heat of their engines, treads churning and sending showers of the white stuff spraying backward. He saw the hot air from exhaust vents form clouds. He thought of breath

on a cold winter's morning.

He ran the hull lascannon through all the post-invocation checks. He swivelled it left and right, he fed small amounts of power through the barrel, and felt the elements respond. He muttered activation runes and the litany against misfiring. The gun responded as if it were his own arm. He knew he was ready and patched himself into the comm chatter on the Leman Russ's own internal net.

"Main battlecannon seems a little off-centre," said Eriksonn. "Don't know if I'll be able to hit anything with this piece of junk. Howler, you sure you checked the gyroscopes."

"Yes."

Leif smiled. Eriksonn said exactly the same thing every time and then went on to hit everything in sight. It was just another part of the big man's ritual of complaint.

"Engines fine," said the Chief. "Hold on everybody. Here we go."

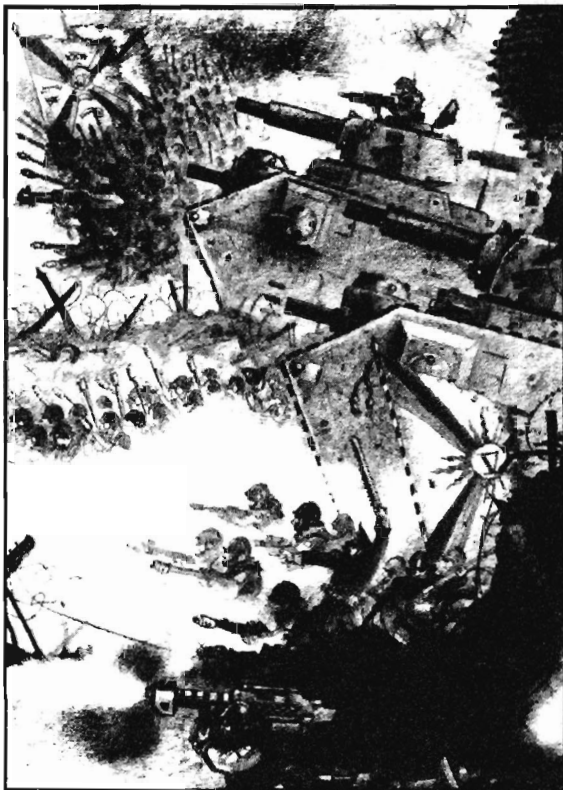
There was an exhilarating sense of speed as the vehicle accelerated up the hill. Leif's view jumped as the tank reared over some invisible snow-covered obstruction and he felt his padded command helmet slam into the back of his chair as the tank dropped into an invisible pit that had been covered in the snow. The engine roared deafeningly as the Chief fed it enough power to climb out again.

"By the Emperor, would you look at that?" he heard Eriksonn gasp as they crested the hill. Ahead of them spread the full panorama of the battle. Across the frozen plain they could see the Ork position. Two mighty Gargants, each almost as large as the hills on which they sat, opened fire. Bolters blazed from the Ork trench line. Huge numbers of crude Ork vehicles raced forward over the snow. Even through the thick armoured hull of the tank Leif heard the slow and increasingly loud howling as the Gargant's shell approached. An enormous plume of snow erupted just ahead of them, for a moment obscuring all vision. As it settled Leif saw that a vast number of Ork troops had emerged from their underground bunkers.

"So much for the barrage," muttered Eriksonn.

To their left Imperial Guard troopers moved up into position. To their right, more Leman Russ tanks moved into position. The tank bounced again as it raced downhill towards the enemy formation. Carefully Leif sighted on an approaching Ork battlewagon.

"Fire at will," said the Chief. Leif opened fire. The battlewagon exploded, turned to a tumbling heap of disintegrating metal, rolling side over side until it came to rest.

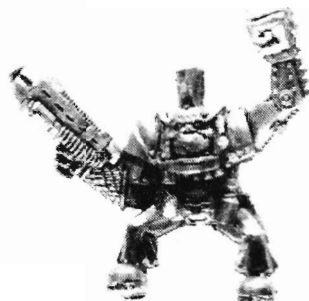


ORK WARBIKES

THE COMPLETE NOBZ WARBIKE CONSISTS OF:
 1 x BIKE CHASSIS 1 x HANDLE BARS
 1 x DRIVER 1 x DRIVER'S LEGS
 1 x NOB PASSENGER WITH PLASMA GUN
 1 x PASSENGER SEAT WITH BANNER POLE
 PLEASE STATE WHICH DRIVER YOU REQUIRE WHEN ORDERING.



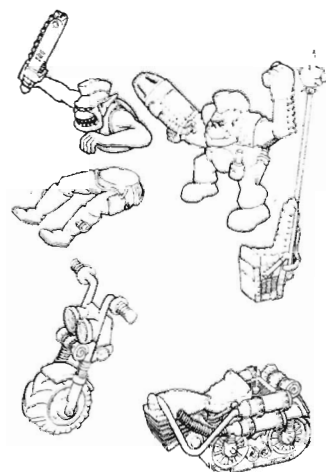
THE COMPLETE NOBZ WARBIKE



NOB PASSENGER
WITH PLASMA GUN
070598/5



PASSENGER SEAT
WITH BANNER POLE
070598/6



THE COMPLETE ORK WARBIKE CONSISTS OF:
 1 x BIKE CHASSIS 1 x HANDLE BARS
 1 x DRIVER 1 x DRIVER'S LEGS
 1 x DUAL AUTO CANNONS
 PLEASE STATE WHICH DRIVER YOU REQUIRE WHEN ORDERING.



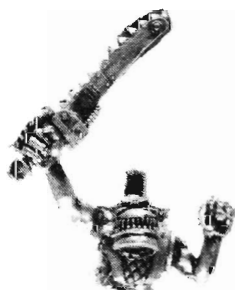
THE COMPLETE ORK WARBIKE



BIKE CHASSIS
070598/1



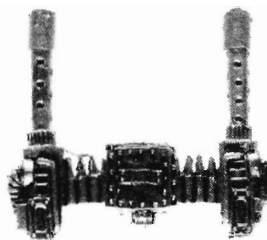
HANDLE BARS
070546/2



DRIVER WITH
CHAINSWORD
070598/4



DRIVER'S
LEGS
070546/4



DUAL AUTO CANNONS
070598/2



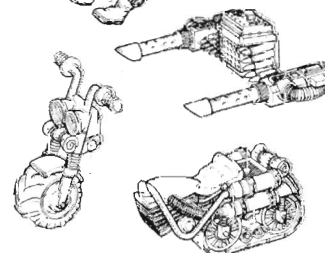
DRIVER 1
070598/3



DRIVER 2
070546/5



DRIVER 3
070546/21

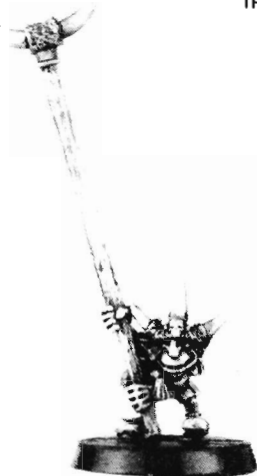


ORK BOSSES

THESE MODELS, EXCEPT THOSE MARKED WITH AN ASTERISK, ARE ALL SUPPLIED WITH AN ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD



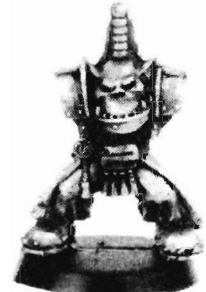
DEATH SKULL
070669/6



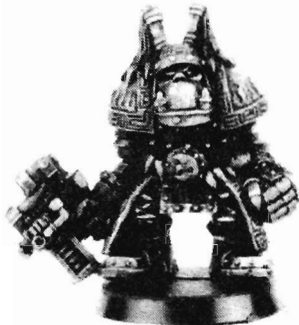
GRETCHIN
STANDARD BEARER*
070794/2



WARLORD
GHAZGHKULL THRAKA*
070794/1



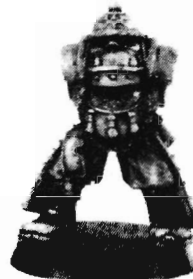
SNAKE BITE 2
070561/7



BAD MOON 1*
070669/4



GOFF 3
070561/8



EVIL SUNZ 2
070561/10



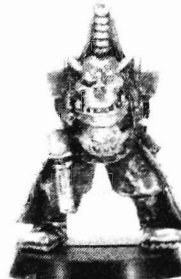
BLOOD AXE 1*
070669/1



BAD MOON 2
070669/11



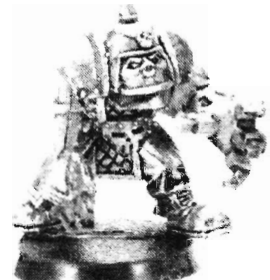
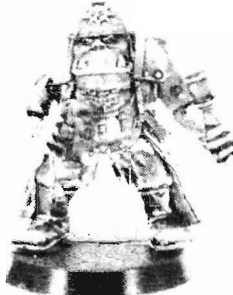
GOFF 1
070669/3



EVIL SUNZ 1
070669/5



BLOOD AXE 2
070561/9



EXAMPLES OF THE COMPLETED ORK BOSSES

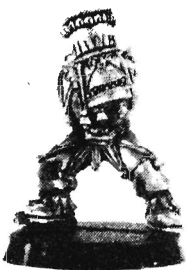
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WEIRDBOYZ

WEIRDBOYZ



WEIRDBOY 2
070657/4



WARPHEAD WEIRDBOY
070683/15



EVIL SUNZ
070620/4



BAD MOON
070620/6



WEIRDBOY 1
070657/5



BLOOD AXE
070620/8



DEATH SKULL
070620/5

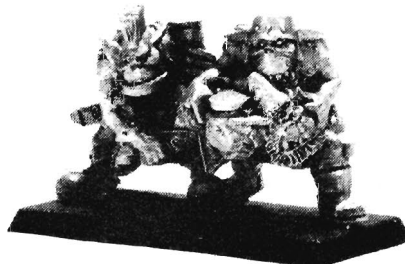


GOFF
070620/7

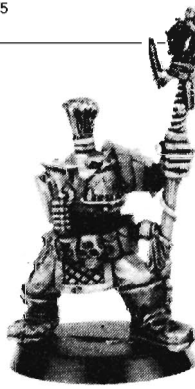


SNAKE BITE
070620/9

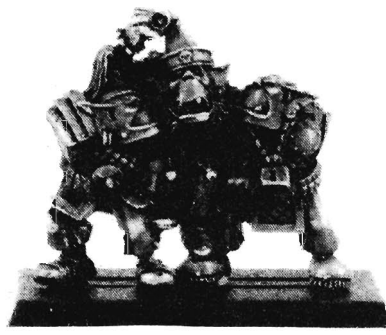
MINDERZ



MINDERZ FIRING
WEIRDBOY
070657/2



MINDER HOLDING
COPPER STAFF
070605/19



MINDERZ HOLDING
WEIRDBOY
070657/1

ALL OF THESE MODELS,
EXCEPT THE GOFF, ARE
SUPPLIED WITH AN ORK
ARMS SPRUE AND AN ORK
WEAPONS SPRUE AS
STANDARD

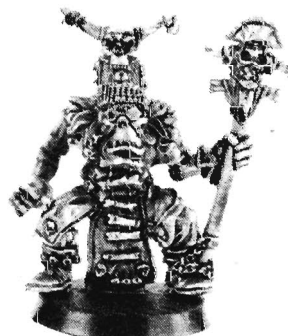


FREEBOOTER MINDER
070657/3



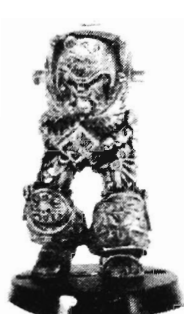
MINDER 1
070605/25

EXAMPLES OF THE COMPLETED ORK WEIRDBOYZ



TERMINATORS

GREY KNIGHT TERMINATORS



GREY KNIGHT 1
70065/2



GREY KNIGHT 2
70065/28



GREY KNIGHT 3
70065/29

EACH COMPLETE GREY KNIGHT
TERMINATOR CONSISTS OF:
1 x GREY KNIGHT BODY
1 x GREY KNIGHT LEFT ARM
1 x GREY KNIGHT RIGHT ARM
1 x NEMESIS FORCE WEAPON
1 x SHIELD
PLEASE STATE WHICH
ARMS, SHIELD AND NEMESIS
FORCE WEAPON YOU REQUIRE
WHEN ORDERING

NEMESIS FORCE WEAPONS



NEMESIS FORCE HALBERD
70065/4



NEMESIS FORCE GREAT SWORD
70065/34

GREY KNIGHT RIGHT ARMS



GREY KNIGHT
RIGHT ARM 1
70065/1



GREY KNIGHT
RIGHT ARM 2
70065/31



GREY KNIGHT
RIGHT ARM 3
70065/30

GREY KNIGHT LEFT ARMS



GREY KNIGHT
LEFT ARM 1
70065/3



GREY KNIGHT
LEFT ARM 2
(WILL TAKE SHIELD)
70065/32



GREY KNIGHT
LEFT ARM 3
(WILL TAKE SHIELD)
70065/33

SHIELDS



SHIELD 1
70065/35



SHIELD 2
70070/15



SHIELD 3
70070/16



EXAMPLES OF THE COMPLETED GREY KNIGHT TERMINATOR MODELS

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CITADEL
MINIATURES

TERMINATORS

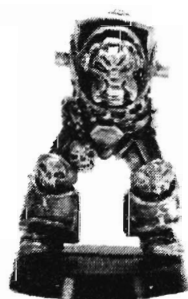
CHAOS TERMINATORS



CHAOS TERMINATOR CAPTAIN
70442/3



CHAOS TERMINATOR 1
70445/28



CHAOS TERMINATOR 2
70441/25

EACH COMPLETE CHAOS
TERMINATOR CONSISTS OF:
1 x CHAOS TERMINATOR BODY
1 x CHAOS LEFT ARM
1 x CHAOS RIGHT ARM
PLEASE STATE WHICH ARMS YOU
REQUIRE WHEN ORDERING

CHAOS TERMINATOR RIGHT ARMS



CHAOS STORM BOLTER 1
70442/2



CHAOS STORM BOLTER 2
70441/27



CHAOS ASSAULT CANNON
70443/1



CHAOS HEAVY FLAMER
70444/15

CHAOS TERMINATOR LEFT ARMS



DAEMON SWORD
70442/4



CHAOS POWER SWORD
70445/14



CHAOS POWER FIST
704421/26



CHAOS CHAINFIST
70444/29

INQUISITOR TERMINATORS

EACH COMPLETE INQUISITOR TERMINATOR CONSISTS OF:
1 x INQUISITOR BODY
1 x COMBI-WEAPON ARM OR PSYCANNON ARM
1 x INQUISITOR POWER FIST OR FORCE ROD ARM
PLEASE STATE WHICH ARMS YOU REQUIRE WHEN ORDERING



DAEMON HUNTER
70069/22



INQUISITOR
70069/19



COMBI-WEAPON ARM
70069/18



PSYCANNON ARM
70069/21



INQUISITOR POWER FIST
WITH DIGITAL WEAPONS
70069/20



FORCE ROD ARM
70069/23

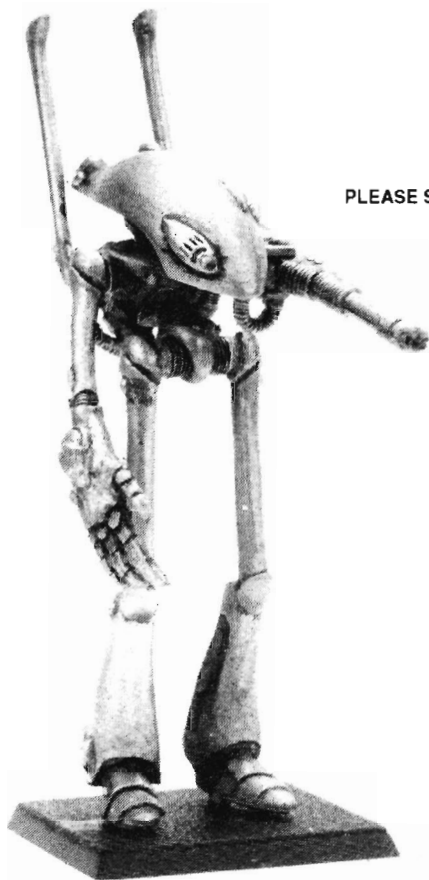
ELDAR

ELDAR DREADNOUGHT

THE COMPLETE
ELDAR DREADNOUGHT CONSISTS OF:

- 1 x ARM
- 1 x HEAD
- 1 x TORSO
- 1 x LEFT LEG
- 1 x RIGHT LEG
- 1 x DUAL MOUNT
- 1 x POWER PLANT
- 1 x WEAPON MOUNT
- 1 x HEAVY WEAPON

PLEASE STATE WHICH ARM YOU REQUIRE



EXAMPLE OF COMPLETED ELDAR DREADNOUGHT



LAS CANNON
71521/5



D-CANNON
071617/2



MISSILE LAUNCHER
071521/19



SCATTER LASER
071521/11



HEAVY PLASMA GUN
071521/16



POWER PLANT
071521/2



HEAD
071521/3



DUAL MOUNT
071521/20



WEAPON MOUNT
071521/6



TORSO
071521/1



LEFT FLAMER ARM
071521/22



LEFT SHURIKEN ARM
071521/9



RIGHT FLAMER ARM
071521/21



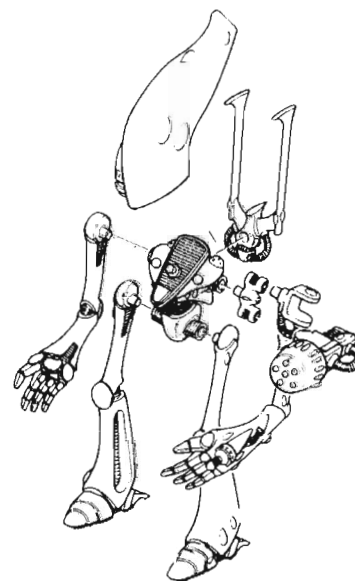
RIGHT SHURIKEN ARM
071521/4



LEFT LEG
71521/8



RIGHT LEG
71521/7



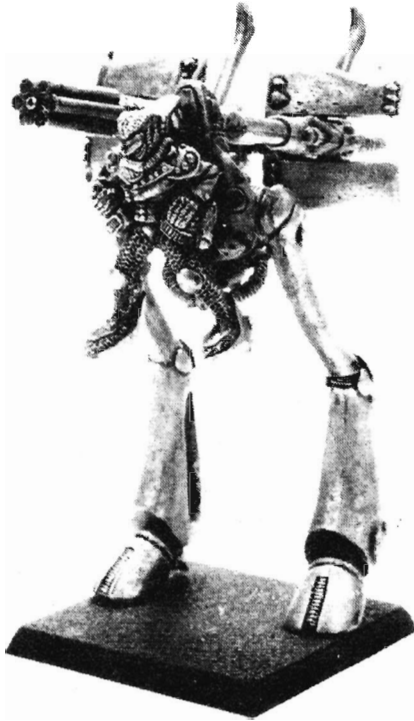
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CITADEL
MINIATURES

ELDAR

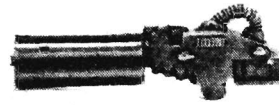
ELDAR WAR WALKER



THE COMPLETE WAR WALKER CONSISTS OF:

- 1 x WAR WALKER ELDAR
- 1 x TORSO
- 1 x LEFT LEG
- 1 x RIGHT LEG
- 1 x POWER PLANT
- 2 x WEAPON SHIELDS
- 2 x HEAVY WEAPONS

PLEASE STATE WHICH ELDAR AND WEAPONS YOU REQUIRE WHEN ORDERING



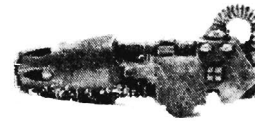
SCATTER LASER
071521/11



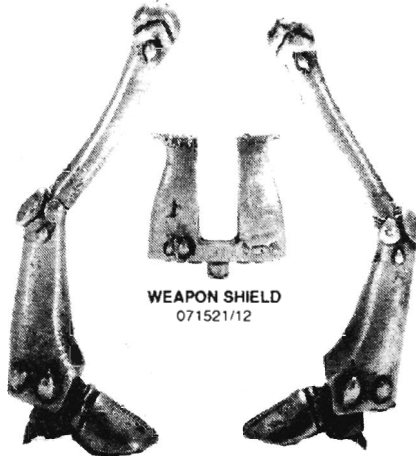
LASCANNON
71521/5



MISSILE LAUNCHER
071521/19



HEAVY PLASMA GUN
071521/16



WEAPON SHIELD
071521/12

RIGHT HOOFED LEG
071521/13

LEFT HOOFED LEG
071521/14

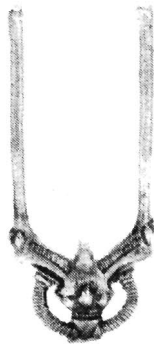
EXAMPLE OF COMPLETED WAR WALKER



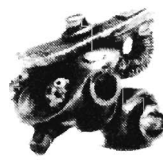
WAR WALKER
ELDAR 1
071521/10



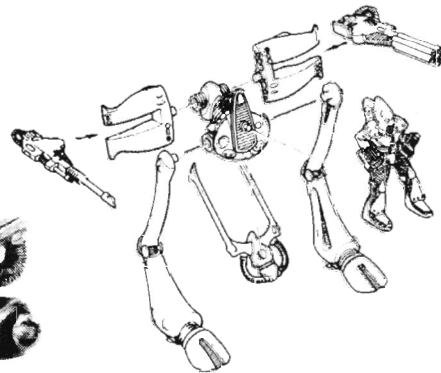
WAR WALKER
ELDAR 2
071521/10



POWER PLANT
071521/12



TORSO
071521/1



WARLOCKS AND FARSEER



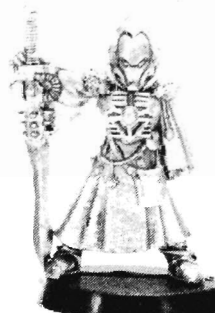
FARSEER
71600/3



WARLOCK WITH
FORCE STAFF 1
71600/4



WARLOCK WITH
WITCH BLADE 1
71600/5



WARLOCK WITH
WITCH BLADE 2
71600/1



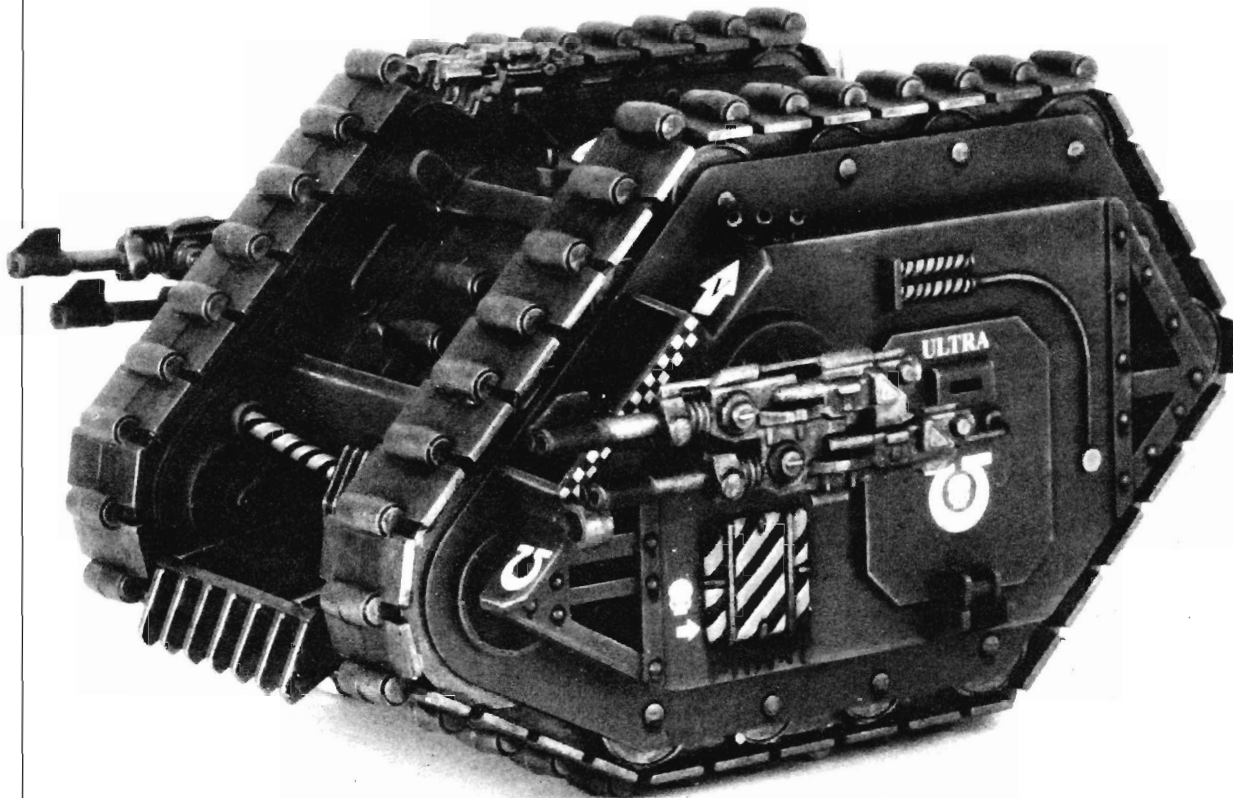
WARLOCK WITH
FORCE STAFF 2
71600/2

PLASTICS

SPACE MARINE LAND RAIDER

THE COMPLETE
SPACE MARINE LAND RAIDER
CONSISTS OF:

- 1 x LAND RAIDER CHASSIS SPRUE
- 2 x LAND RAIDER TRACK SPRUE



THE ASSEMBLED LAND RAIDER PAINTED AS AN ULTRAMARINE VEHICLE

THESE PLASTIC KITS ARE DESIGNED TO BE USED WITH THE WARHAMMER 40,000 GAME SYSTEM. THIS RANGE OF MODEL KITS IS CONSTANTLY EXPANDING TO ENCOMPASS THE LIMITLESS VARIETY OF WAR MACHINES WHICH BATTLE IN THE NIGHTMARE FUTURE OF THE 41ST MILLENNIUM

NOT SUITABLE FOR CHILDREN UNDER 36 MONTHS DUE TO SMALL PARTS AND ESSENTIAL POINTED COMPONENTS.
THESE KITS ARE SUPPLIED UNPAINTED AND NEED TO BE ASSEMBLED USING POLYSTYRENE CEMENT.

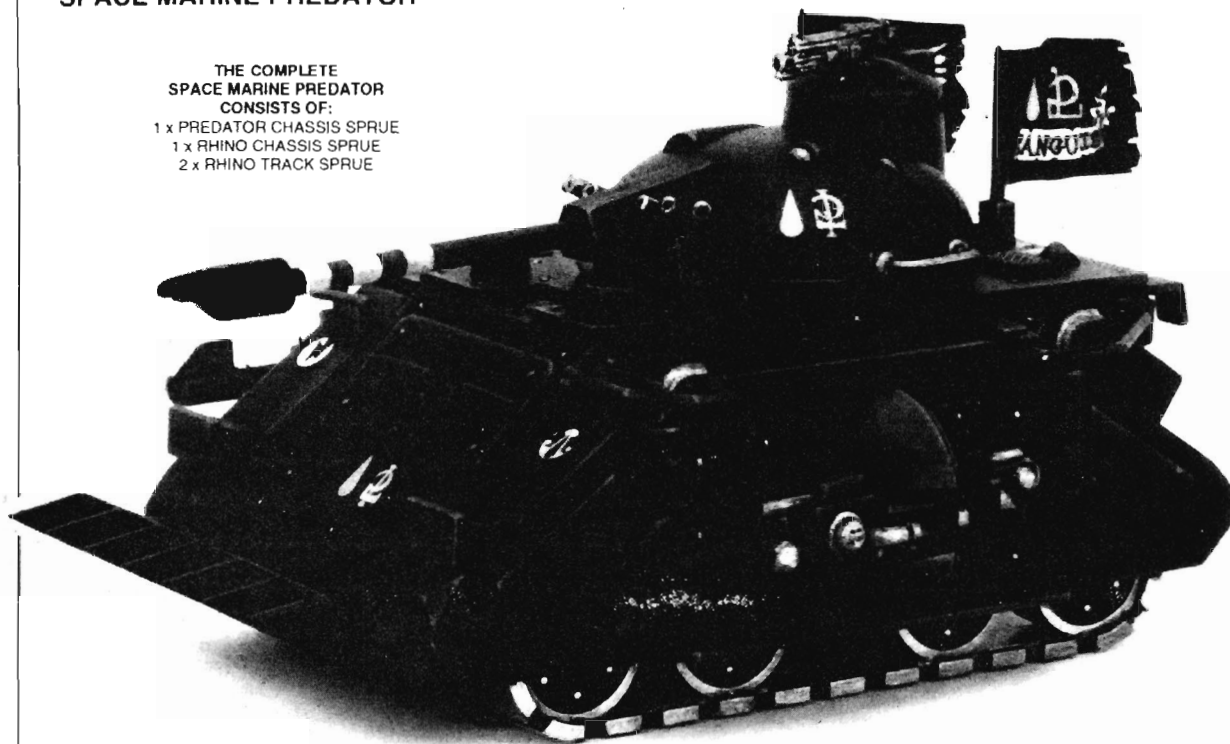


EACH MODEL KIT INCLUDES A DETAILED CONSTRUCTION SHEET AND CITADEL TRANSFER SHEET. THE TRANSFER SHEET INCLUDES ALL THE MARKINGS NEEDED FOR THE DARK ANGELS, ULTRAMARINES, SPACE WOLVES AND BLOOD ANGELS SPACE MARINE CHAPTERS. ALL MODELS ARE SHOWN ACTUAL SIZE.

PLASTICS

SPACE MARINE PREDATOR

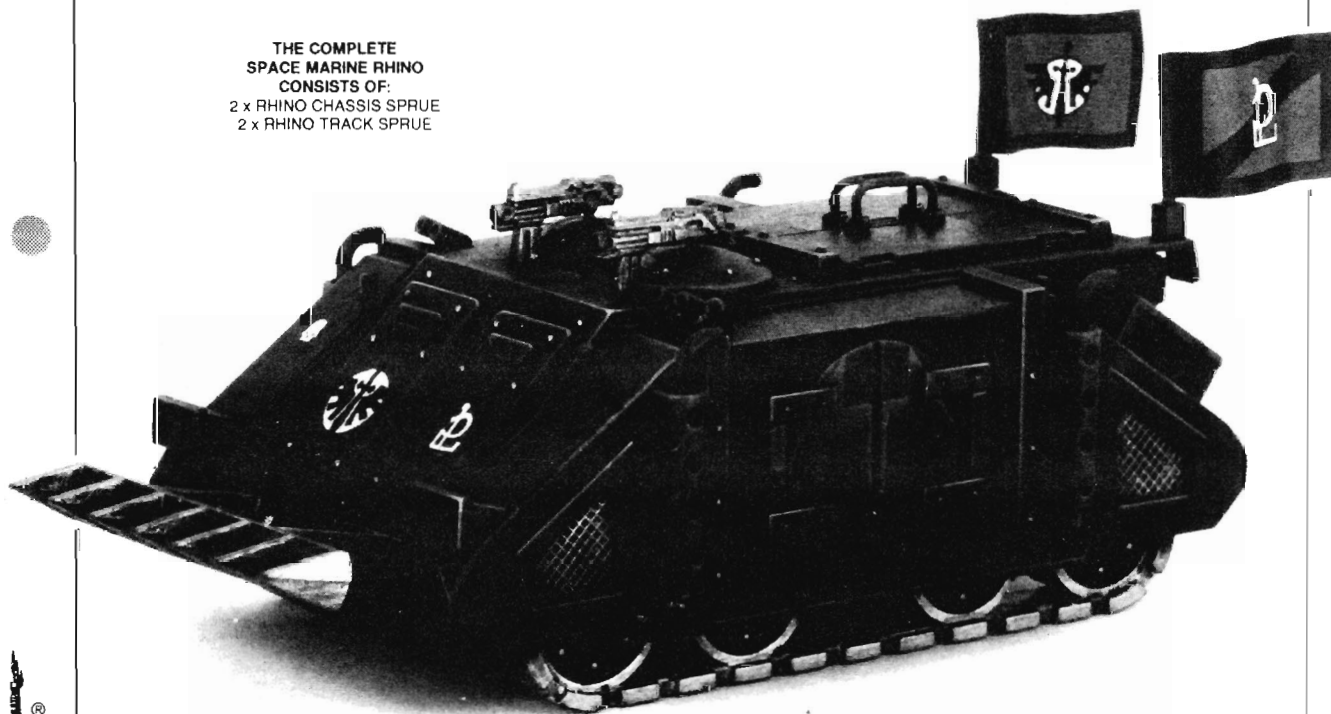
THE COMPLETE
SPACE MARINE PREDATOR
CONSISTS OF:
1 x PREDATOR CHASSIS SPRUE
1 x RHINO CHASSIS SPRUE
2 x RHINO TRACK SPRUE



THE COMPLETED PREDATOR KIT IN THE COLOURS OF THE BLOOD ANGELS CHAPTER OF THE SPACE MARINES

SPACE MARINE RHINO

THE COMPLETE
SPACE MARINE RHINO
CONSISTS OF:
2 x RHINO CHASSIS SPRUE
2 x RHINO TRACK SPRUE



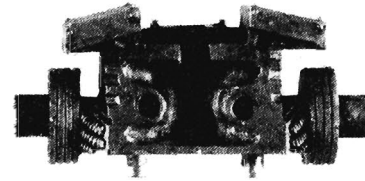
THE RHINO KIT ASSEMBLED AND PAINTED IN THE COLOURS OF THE DARK ANGELS

BLOOD ANGEL DREADNOUGHT

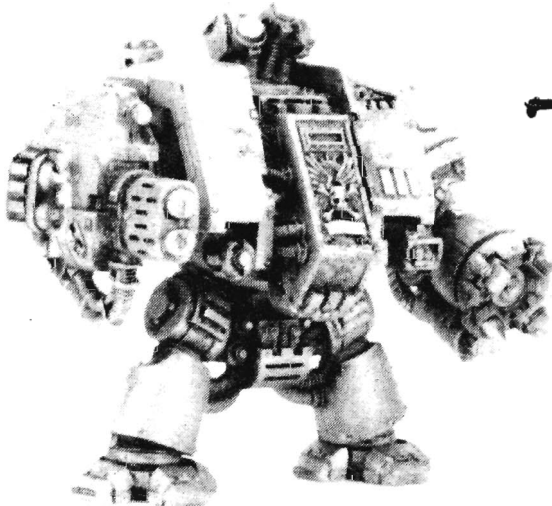
BLOOD ANGEL DREADNOUGHT

THE COMPLETE
BLOOD ANGEL DREADNOUGHT
CONSISTS OF:

- 1 x SARCOPHAGUS 1
- 1 x REAR BODY
- 1 x LOWER BODY
- 1 x LEGS
- 2 x FOOT
- 1 x BACK SECTION
- 1 x MULTIMELTA
- 1 x POWER FIST ARM
- 1 x POWER FIST
- 1 x AUTO LAUNCHER
- 1 x BANNER POLE 1



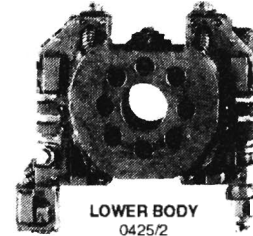
REAR BODY
0425/11



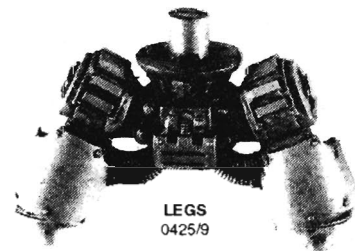
EXAMPLE OF COMPLETED DREADNOUGHT



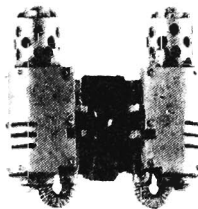
BANNER POLE 1
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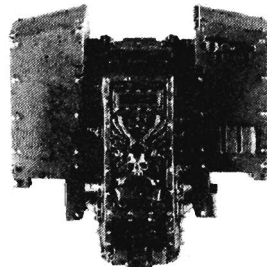
LOWER BODY
0425/2



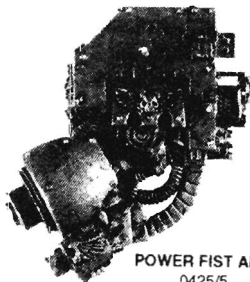
LEGS
0425/9



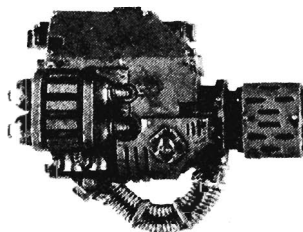
BACK SECTION
0425/4



SARCOPHAGUS 1
0425/1



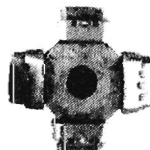
POWER FIST ARM
0425/5



MULTIMELTA
0425/3



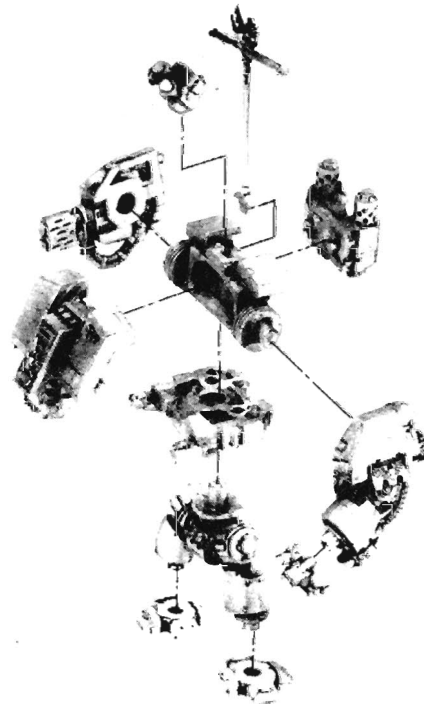
POWER FIST
0425/6



FOOT
0425/8



AUTO LAUNCHER
0425/7



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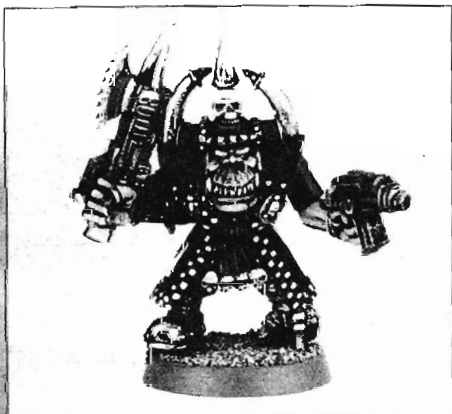


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MINIATURES

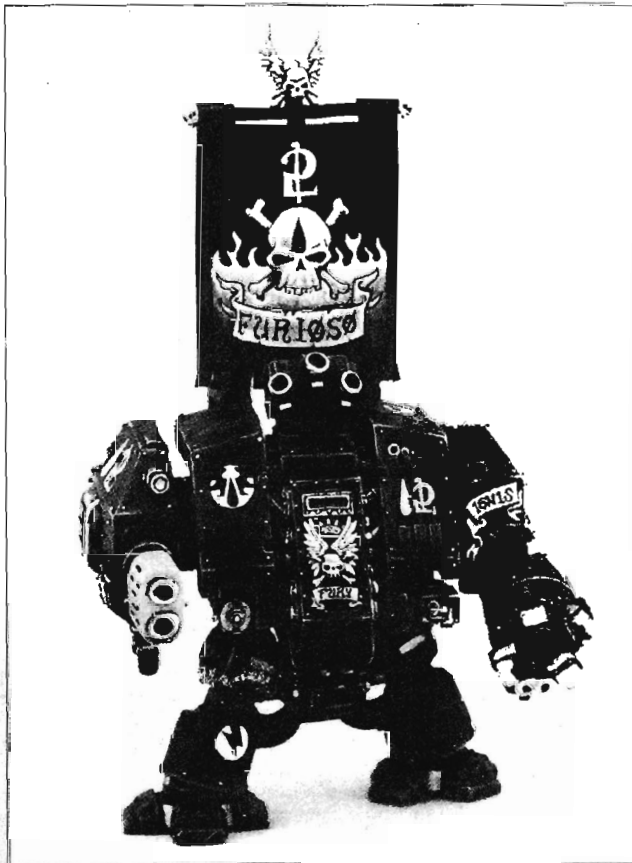
HEAVY METAL



SPACE WOLVES SCOUT SERGEANT



SPACE ORK GOFF NOB



BLOOD ANGELS DREADNOUGHT



SQUAT CHAMPION



IMPERIAL ASSASSIN



ELDAR HARLEQUIN



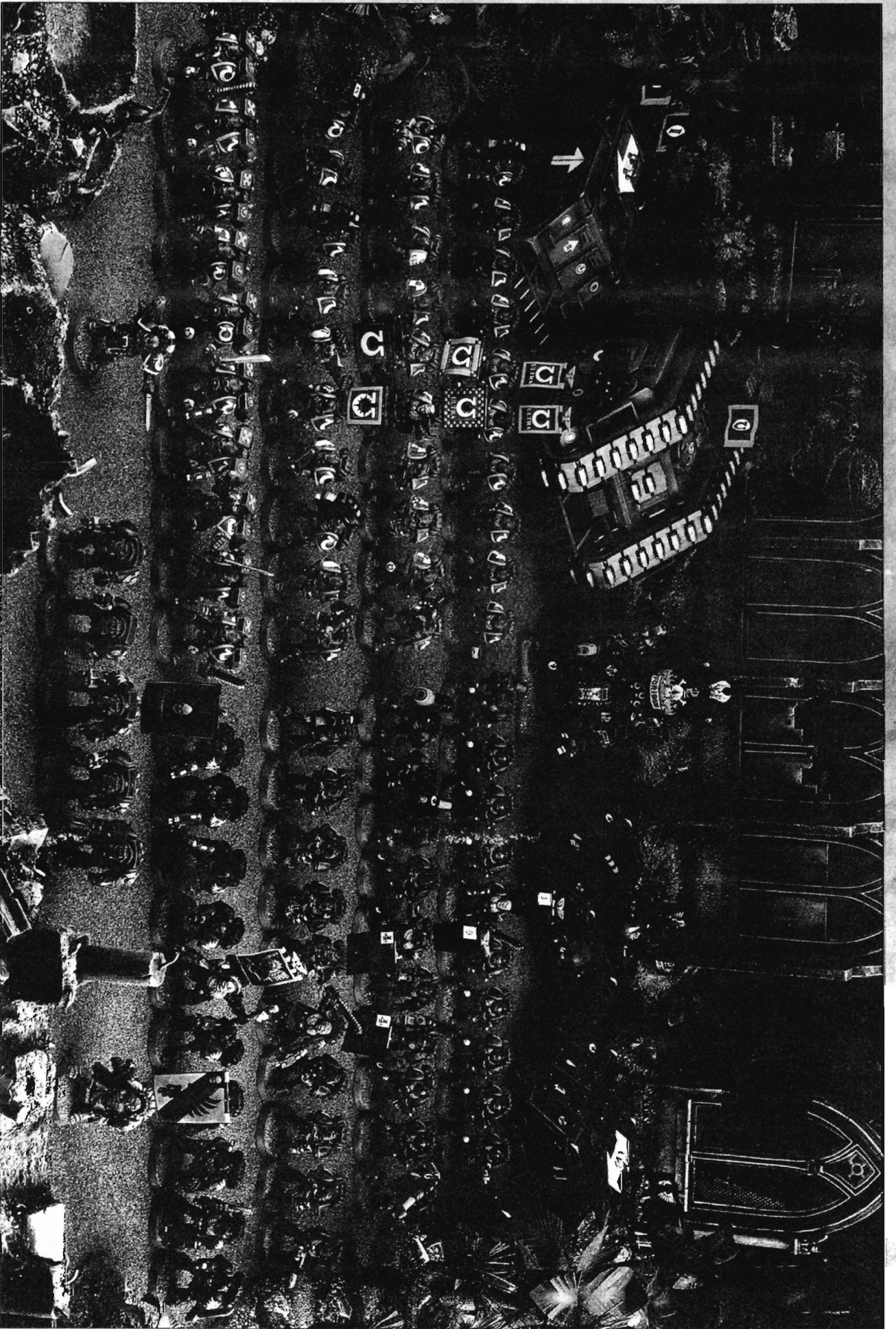
ELDAR FARSEER



SQUAT WARRIOR



ELDAR WARLOCK



MIGHTY WARRIORS OF THE ULTRAMARINES AND BLOOD ANGELS SPACE MARINE CHAPTERS

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.

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 daemonic 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 broods 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 of 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.

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 a 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: 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 1-3

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 an 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

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 to 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.

Force 2

Range: 24"

SQUISH

The Weirdboy grunts as he exerts his powers on a single model within 24". Glowing lights trap the victim, solidity, 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 mighty 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.

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 floods the area with the power of the Waaagh! All enemy psykers in range are knocked flat and suffer 1 wound if the Ork player can roll higher 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 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.

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**URA 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 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 at 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**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*.

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 bursts 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.

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.

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 a 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 2

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.

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 cast, 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.

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

Crackling 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 a 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.

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 1

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 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 is 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* lasts 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.

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 card 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.

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 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 throw 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 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.

SAVED!

You may play this card at any time on a model (not vehicle) which has just been eliminated for any reason. Somehow, miraculously, the model is saved from its fate – it ducks at the last second, is blown clear of an explosion, hurled out of a crashing vehicle, whatever. If the model is within the area of effect of a blast marker which remains in play (such as plasma or vortex) move it outside the edge of the marker.

BARRAGE

An orbiting starship or distant artillery battery provides your troops with some fire support. You may play this card during any of your shooting phases. Take the 3" radius blast marker and place it anywhere on the table. Then roll a scatter dice and deviate the marker 2D6" in the direction indicated. Any model under the marker will be hit on a D6 roll of 4, 5 or 6. Hits are resolved at Strength 5, inflicting D10 damage and having a -3 saving throw modifier. The armour penetration value of the barrage is D6+D10+5.

BRILLIANT STRATEGY

A cunning and entirely original plan gives you an opportunity to steal the initiative from your foe. Play this card before deployment takes place. Roll a D6 and add the score to your force's strategy rating for the rest of the game.

AMBUSH!

You may play this card on one of your squads during deployment. The squad has crawled forward during the night to set up an ambush. You may deploy the squad up to 24" onto the table, and you may place them in hiding if they are in or behind cover. In addition, the squad begins the game in overwatch.

CRACK SHOT

You may play this card during your own shooting phase when you hit an enemy vehicle but before the armour penetration roll is made. The gunner succeeds in locating a weak point in the vehicle's armour so its armour value is halved (rounding up) for that shot only. This card will not work for weapons which use a blast marker.

VIRUS OUTBREAK

A dormant virus becomes active. You may play this card at any time. Place the Virus counter anywhere on the table. Any models within 2" of the counter are affected by it as if a Virus grenade had detonated at that spot. Work out the result of the Virus Outbreak immediately and leave the counter in place for the rest of the game. Anything which approaches within 2" of the Virus counter in subsequent movement phases will be attacked by the virus again.

DELAYED

You may play this card before your opponent sets up. A single enemy squad or vehicle of your choice is delayed by infiltrators fighting behind the lines and does not deploy with the rest of the enemy force. Instead it arrives during the opposing player's first movement phase and must move on from the edge of the table, starting at a point inside the enemy's deployment zone.

FORCED MARCH

By pushing your army through the night you arrive early enough to scout the battlefield and deploy before your foe arrives. You may play this card at the beginning of the battle before the forces are deployed. It allows you to deploy any of your force up to 18" onto the table. However, any squads or vehicles which you wish to deploy between 12" and 18" onto the table must be deployed before any enemy forces, regardless of relative strategy ratings.

LOOK OUT SIR – AAARGH!

You may play this card when any of your characters is killed for any reason providing there is another of your models within 3" at the time. The nearby trooper heroically leaps forward and pushes the character out the way, taking the hit himself. The character model survives, and the heroic trooper is rather sadly killed for his efforts.

CRAVEN COWARDICE

You can play this card on an enemy squad with broken morale at any time. The broken squad completely scatters as its cohesion disappears and individual members run off to hide in the deepest, darkest holes they can find. Though the troopers are not dead there is no longer any chance of rallying them and they will play no further part in the battle. Remove the remaining models in the squad as casualties. Craven Cowardice may also be played on shaken Space Marines to cause them to break.

SPECIAL ISSUE

You may play this card on one of your character models at the start of the game. Shuffle all the remaining Wargear cards together and then draw one at random. The character is permitted to keep the Wargear card even if it is normally limited to a certain race or the character already has his full complement of Wargear cards. He may redraw if the first card is unusable by him. For example, a non-psyker drawing a force weapon.

DIVINE INSPIRATION

You may play this card at the start of the game. Your commander inspires the troops with a masterful speech before the battle. All of your troops add +1 to their Ld characteristics for the entire game.

MALFUNCTION

You may play this card when the enemy fires a heavy weapon. The weapon in question suffers a catastrophic malfunction and explodes! This inflicts a S4 hit inflicting 1 damage with a -1 save modifier on the bearer if it is a trooper. If the weapon was mounted on a vehicle roll on the weapon damage chart to see what effect the explosion has.

INSANE COURAGE

You may play this card instead of rolling the dice when you attempt to rally a broken squad. The squad is truly inspired and rallies automatically. Furthermore, the troops leap straight back into action without pause! The squad may immediately take a normal turn so they may, for example, move and fire or charge into hand-to-hand combat or go into overwatch or whatever. After this initial burst of activity the squad acts as normal from the player's next turn onwards and may be subsequently broken again.

BOOBY TRAPS

Your scouts have booby trapped part of the battlefield to deny it to the enemy. You may play this card at any time to activate the booby traps. Take the Traps counter and place it anywhere on the table. Any models within 3" of the Traps counter will trigger a booby trap on a roll of 5 or 6 on a D6. A 2" blast marker is centred on the model which triggered the booby trap. The model and anyone else covered by the blast marker take a Strength 4 hit inflicting 1 damage with a -1 save modifier. Models half under the marker are hit on a roll of 4, 5 or 6 on a D6. The Traps counter remains in play and will immediately attack any other models which move within 3" as noted above.

TRAITOR

A traitor in the enemy's ranks has revealed their plans to you. You may play this card at the beginning of the game to increase your force's strategy rating by the roll of a D3. Alternatively you can hold onto this card and use it to cancel out any one of the following strategy cards: Barrage, Reinforcements, Flank March (the enemy force counts as Delayed instead), Booby Traps, Brilliant Strategy, Forced March, Delayed or Ambush.

FLANK MARCH

You may play this card during any of your own movement phases after the first turn of the game. Flank March allows you to move a squad or vehicle which you did not deploy at the start of the game onto one of the "neutral" edges of the battle zone (the left or right table edge in most circumstances). A Ld test is required for the force to enter on the desired turn. If the test is failed the force has got lost and may not move on until they pass a Ld test at the start of a subsequent movement phase.

REINFORCEMENTS

Unexpected reinforcements arrive from a different sector of the front. You may play this card at the start of any of your movement phases. It allows you to pick one of your squads or vehicles which has been destroyed during the game and return it to play. The reinforcements must move on from your own table edge during the movement phase but they may not pick an entry point within 24" of any enemy models. The enemy scores victory points normally for damaging or destroying the reinforcing model(s) a second time.

THE ASSASSINS

You've uncovered information which indicates that an infamous enemy leader is in command of a force entering no-mans land. You've convinced your immediate superiors that the death of this foe will be worth hundreds of lives and now you've been despatched with a force of your own to eliminate him.

Primary Objective

Kill the enemy commander. If you can't kill him wound him instead. In addition to the normal victory points gained for destroying enemy models you receive the following bonus victory points for killing or wounding the opposing commander.

Enemy Commander wounded: +1 victory point
Enemy Commander killed: +5 victory points

Secondary Objective

Destroy enemy forces wherever possible, minimise own losses.

ENGAGE AND DESTROY

Enemy forces have been spotted advancing into no-mans land. Your command has been detailed to move against the forward elements, engaging and destroying them before they reach friendly territory. A successful battle against the foe could turn aside his entire advance at this point, particularly if sufficient casualties can be inflicted with minimal friendly losses.

Primary Objective

Destroy enemy forces wherever possible, minimise own losses. In addition to the normal victory points gained for destroying enemy forces you receive the following bonus victory points.

Each enemy squad destroyed: +1 victory point
Each enemy vehicle destroyed: +1 victory point
Each enemy character killed: +1 victory point

Secondary Objective: None

DAWN RAID

You've been creeping through no-mans land all night. Your orders are to sneak through the enemy's front lines and cause as much damage to supply dumps and communications as possible. Now you can see an enemy force right ahead of you and it's starting to get light. Your only choice is to break through and keep going.

Primary Objective

In addition to the normal victory points gained for destroying enemy forces you receive the following bonus victory points for getting some of your forces into your opponent's deployment zone by the end of the game.

Having a squad with less than 50% casualties or an undamaged vehicle in opponent's deployment zone at the end of the game: +5 victory points

Secondary Objective

Destroy enemy forces wherever possible, minimise own losses.

TAKE AND HOLD

It's strategically vital that you take and hold an objective situated far out in no-mans land. The location you've been given is just co-ordinates on a map so it could be anything – high ground, a building or a road – anything. Whatever it is you've got to clear the enemy away from it and hold onto it until further notice.

Primary Objective

Your objective is a point 24" onto the table and 36" from the left hand edge. In order to take control of the objective you must move some of your models within 3" and make sure no enemy models are closer to it than you are. In addition to the normal victory points gained for destroying enemy forces you receive the following bonus victory points.

Controlling the objective at the end of the game: +5 victory points

Secondary Objective

Destroy enemy forces wherever possible, minimise own losses.

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TAKE AND HOLD

It's strategically vital that you take and hold an objective situated far out in no-mans land. The location you've been given is just co-ordinates on a map so it could be anything – high ground, a building or a road, anything. Whatever it is, you've got to clear the enemy away from it and hold onto it until further notice.

Primary Objective

Your objective is a point 24" onto the table and 36" from the left hand edge. In order to take control of the objective you must move some of your models within 3" and make sure no enemy models are closer to it than you are. In addition to the normal victory points gained for destroying enemy forces you receive the following bonus victory points.

Controlling the objective at the end of the game: +5 victory points

Secondary Objective

Destroy enemy forces wherever possible, minimise own losses.

WITCH HUNT

A powerful enemy psyker has been wreaking havoc in this sector. He is thought to be accompanying an enemy force which has recently entered no-man's land. It is imperative to seek out and destroy this psyker before he can do any more harm.

Primary Objective

Kill the enemy psyker with the highest mastery level. If you can't kill him, wound him instead. In addition to the normal victory points gained for destroying enemy models you receive the following bonus victory points for killing or wounding the highest ranked opposing psyker.

Most powerful enemy psyker wounded: +1 victory point

Most powerful enemy psyker killed: +5 victory points

Secondary Objective

If there are no enemy psykers present concentrate on wiping out the enemy command structure instead. In this case you receive the following bonus victory points for killing enemy characters worth 50 points or more.

Each enemy character worth 50 pts or more killed: +1 victory point

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GUERRILLA WAR

Your force has been living out in no-man's land and fighting a guerrilla war against the foe. Now you are cut off and running low on food and ammunition. You have sought out and engaged an enemy force so that you can loot rations and ammo pouches from the fallen. Your primary concern is to kill enemy troops in hand-to-hand combat so that your warriors can strip them of equipment immediately and then move on.

Primary Objective

Keep every enemy model that you kill in hand-to-hand combat until the end of the battle. You receive the following bonus victory points in addition to the normal victory points gained for destroying enemy forces.

Every 3 enemy models killed in hand-to-hand combat: +1 victory point

Secondary Objective

Destroyed or disabled vehicles will be particularly useful to strip for equipment and spares. In addition to receiving the normal victory points for destroying enemy forces you receive the following bonus victory points for destroying or disabling enemy vehicles within 24" of your edge of the table.

Every enemy vehicle destroyed or disabled within 24" of your own table edge: +1 victory point

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Every enemy vehicle destroyed or disabled within
24" of your own table edge: +1 victory point

ENGAGE AND DESTROY

Enemy forces have been spotted advancing into no-mans land. Your command has been detailed to move against the forward elements, engaging and destroying them before they reach friendly territory. A successful battle against the foe could turn aside his entire advance at this point, particularly if sufficient casualties can be inflicted with minimal friendly losses.

Primary Objective

Destroy enemy forces wherever possible, minimise own losses. In addition to the normal victory points gained for destroying enemy forces you receive the following bonus victory points.

Each enemy squad destroyed: +1 victory point

Each enemy vehicle destroyed: +1 victory point

Each enemy character killed: +1 victory point

Secondary Objective: None

THE ASSASSINS

You've uncovered information which indicates that an infamous enemy leader is in command of a force entering no-mans land. You've convinced your immediate superiors that the death of this foe will be worth hundreds of lives and now you've been despatched with a force of your own to eliminate him.

Primary Objective

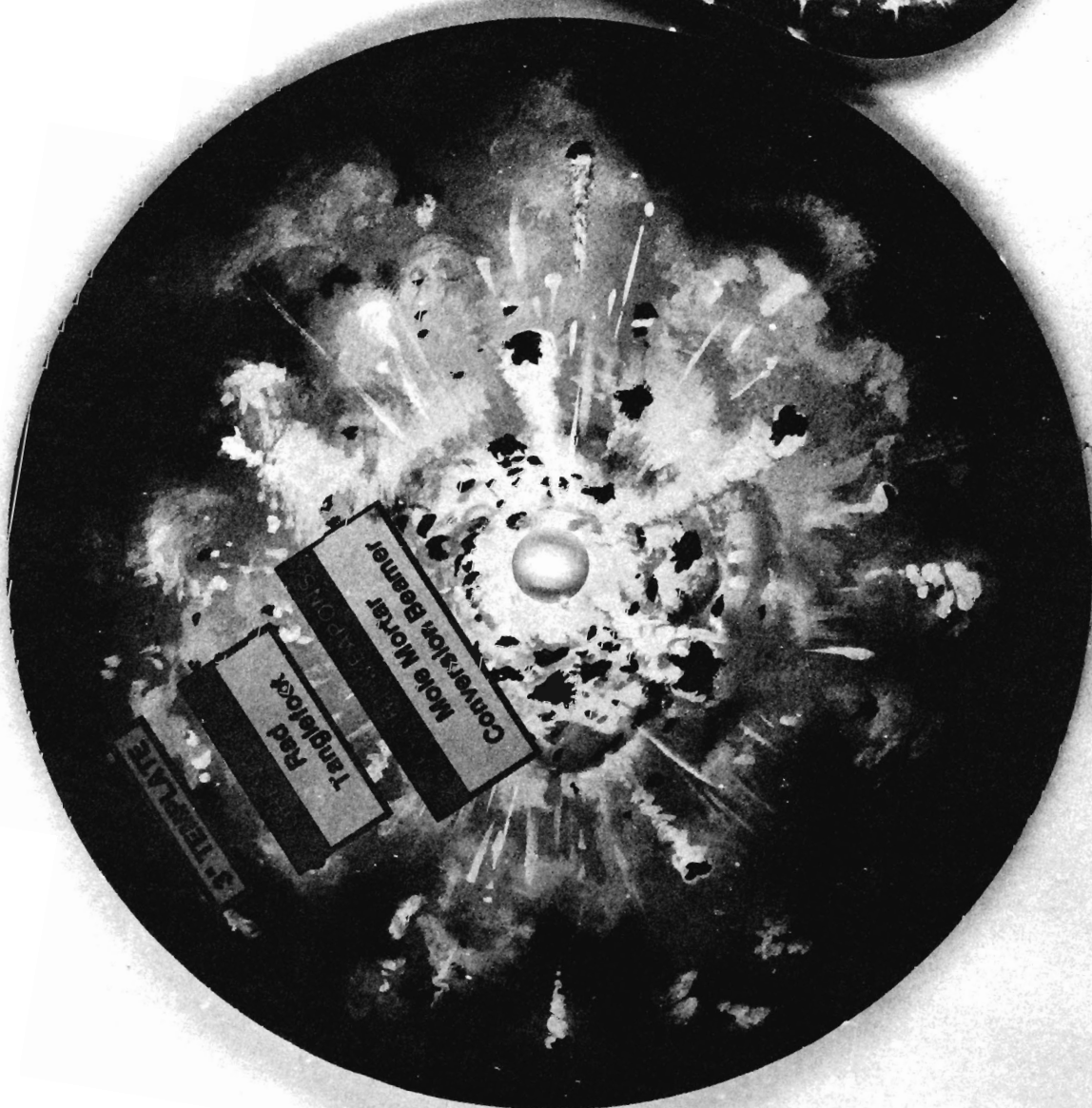
Kill the enemy commander. If you can't kill him wound him instead. In addition to the normal victory points gained for destroying enemy models you receive the following bonus victory points for killing or wounding the opposing commander.

Enemy Commander wounded: +1 victory point

Enemy Commander killed: +5 victory points

Secondary Objective

Destroy enemy forces wherever possible, minimise own losses.





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 daemonic 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 broods 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 of 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.

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 card 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.

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 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 throw 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 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.

