

# Wargear and Psychic Powers

## Space Marines

### Wargear

<p><b>Name: Targeters</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: All models within the unit are armed with weapons with targeters. The unit receives +2 to accuracy rolls to hit. Titans receive the bonus on one weapon.</b></p>	<p><b>Name: Targeters</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: All models within the unit are armed with weapons with targeters. The unit receives +2 to accuracy rolls to hit. Titans receive the bonus on one weapon</b></p>	<p><b>Name: Artificer Armor</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: All models in the unit wear rare artificer armor. This confers a +1 to the armor value.</b></p>
<p><b>Name: Artificer Armor</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: All models in the unit wear rare artificer armor. This confers a +1 to the armor value.</b></p>	<p><b>Name: Ceramite Composites</b></p> <p><b>Unit Type: Vehicles</b></p> <p><b>Effect: The vehicles armor is reinforced with ceramite alloy. The unit receives +1 to its armor value.</b></p>	<p><b>Name: Ceramite Composites</b></p> <p><b>Unit Type: Vehicles</b></p> <p><b>Effect: The vehicles armor is reinforced with ceramite alloy. The unit receives +1 to its armor value.</b></p>
<p><b>Name: Sacred Standard</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: All models within the unit carrying the standard act as if affected by the “inspiring presence” skill.</b></p>	<p><b>Name: Assault Weapons</b></p> <p><b>Unit Type: Terminators</b></p> <p><b>Effect: Terminators are armed with lightning claws and other powerful assault weapons. The terminators assault value is increased to 10.</b></p>	<p><b>Name: Veteran</b></p> <p><b>Unit Type: Any infantry or vehicle</b></p> <p><b>Effect: All models in unit receive +1 to armor, assault and morale values.</b></p>
<p><b>Name: Veteran</b></p> <p><b>Unit Type: Any infantry or vehicle</b></p> <p><b>Effect: All models in unit receive +1 to armor, assault and morale values.</b></p>	<p><b>Name: Artificer Weapon</b></p> <p><b>Unit Type: Any infantry or vehicle</b></p> <p><b>Effect: All models are armed with rare artificer weapons. The weapon adds +1 to its penetration bonus.</b></p>	<p><b>Name: Artificer Weapon</b></p> <p><b>Unit Type: Any infantry or vehicle</b></p> <p><b>Effect: All models are armed with rare artificer weapons. The weapon adds +1 to its penetration bonus.</b></p>

<p><b>Name: Hero</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: A hero has risen from within the ranks. Treat the unit as if it had the “hero” skill.</b></p>	<p><b>Name: Overrun</b></p> <p><b>Unit Type: Armored vehicles</b></p> <p><b>Effect: The unit may fight an immediate round of assault combat at double their assault value. If the enemy flees or is destroyed the unit may continue moving. This works only in open ground.</b></p>	<p><b>Name: Concentrated Fire</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: The unit is trained to fire with amazing frenzy. Add +1 to the unit’s firepower.</b></p>
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**Psychic Powers**

<p><b>Name: Smite</b></p> <p><b>Power Cost: 2 points per 1 bolt with penetration 1. Every 2 extra points increases the penetration bonus by 1.</b></p> <p><b>Effect: Bolts of invisible force assails the enemy. The range of the attack is 40cm. The attack may be directed at one target or several.</b></p>	<p><b>Name: Smite</b></p> <p><b>Power Cost: 2 points per 1 bolt with penetration 1. Every 2 extra points increases the penetration bonus by 1.</b></p> <p><b>Effect: Bolts of invisible force assails the enemy. The range of the attack is 40cm. The attack may be directed at one target or several.</b></p>	<p><b>Name: Aegis Helm</b></p> <p><b>Power Cost: None</b></p> <p><b>Effect: Renders the psyker resistant to psychic attack. Power cost expenditure is doubled when attacking a psyker (or unit the psyker is with) with the helm.</b></p>
<p><b>Name: Psi-rod</b></p> <p><b>Power Cost: None</b></p> <p><b>Effect: This device functions as a psychic reserve. It may contain a maximum of 5 power points.</b></p>	<p><b>Name: Null Field</b></p> <p><b>Power Cost: 1 point per mastery level for dispelling.</b></p> <p><b>Effect: The psyker may protect a unit from psychic attack. The unit may dispel powers directed at it. The range is 40cm. Lasts one turn</b></p>	<p><b>Name: Null field</b></p> <p><b>Power Cost: 1 point per mastery level for dispelling</b></p> <p><b>Effect: The psyker may protect a unit from psychic attack. The unit may dispel powers directed at it. The range is 40cm. Lasts one turn</b></p>
<p><b>Name: Lightning Arc</b></p> <p><b>Power Cost: 1 point per bolt up to a maximum of 5 bolts.</b></p> <p><b>Effect: Electrical bolts emanate from the psyker. Each bolt has a range of 40cm and a penetration bonus of 1.</b></p>	<p><b>Name: Lightning Arc</b></p> <p><b>Power Cost: 1 point per bolt up to a maximum of 5 bolts.</b></p> <p><b>Effect: Electrical bolts emanate from the psyker. Each bolt has a range of 40cm and a penetration bonus of 1.</b></p>	<p><b>Name: Teleport</b></p> <p><b>Power Cost: 2 points per 10cm up to a maximum of 50cm.</b></p> <p><b>Effect: The psyker may transport himself and the unit he is attached with to any location within distance.</b></p>

<p><b>Name: Purge Psyker</b></p> <p><b>Power Cost: 3 points</b></p> <p><b>Effect:</b> The psyker seeks out enemy psykers to do battle with. Compare mastery levels and whoever has the higher score adds it as a bonus. Roll a d10. If the casting psyker wins the enemy loses one mastery level. If he loses all his psi-points are lost for the turn. Range 40cm.</p>	<p><b>Name: Purge Psyker</b></p> <p><b>Power Cost: 3 points</b></p> <p><b>Effect:</b> The psyker seeks out enemy psykers to do battle with. Compare mastery levels and whoever has the higher score adds it as a bonus. Roll a d10. If the casting psyker wins the enemy loses one mastery level. If he loses all his psi-points are lost for the turn. Range 40cm.</p>	<p><b>Name: Destroy Demon</b></p> <p><b>Power Cost: 1 point per armor value point of the demon</b></p> <p><b>Effect:</b> The psyker casts down demons of all types with powerful bolts of psi-energy. The bolts hit and wound automatically, but only if the energy required is present.</p>
<p><b>Name: Mind Blast</b></p> <p><b>Power Cost: 1 point per penetration die</b></p> <p><b>Effect:</b> The psyker assaults the mind of one model within 40cm range.</p>	<p><b>Name: Mind Blast</b></p> <p><b>Power Cost: 1 point per penetration die</b></p> <p><b>Effect:</b> The psyker assaults the mind of one model within 40cm range.</p>	<p><b>Name: Iron Skin</b></p> <p><b>Power Cost: 1 point per +1 of armor value (maximum of 10)</b></p> <p><b>Effect:</b> The psyker augments his physical attributes to shunt aside damage. It may only be cast on itself. Lasts one turn.</p>

## Imperial Guard

### Wargear

<p><b>Name: Targeters</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect:</b> All models within the unit are armed with weapons with targeters. The unit receives +2 to accuracy rolls to hit. Titans receive the bonus on one weapon.</p>	<p><b>Name: Targeters</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect:</b> All models within the unit are armed with weapons with targeters. The unit receives +2 to accuracy rolls to hit. Titans receive the bonus on one weapon</p>	<p><b>Name: Bulldozer blade</b></p> <p><b>Unit Type: Armored Unit</b></p> <p><b>Effect:</b> The model has a bulldozer blade placed in the front. This adds +2 to the armor value of the models in the unit. The bonus applies to shots coming from its front arc.</p>
<p><b>Name: Bulldozer Blade</b></p> <p><b>Unit Type: Armored Unit</b></p> <p><b>Effect:</b> The model has a bulldozer blade placed in the front. This adds +2 to the armor value of the models in the unit. The bonus applies to shots coming from its front arc.</p>	<p><b>Name: Penal Legions</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect:</b> The unit is insanely brave due to the fact they have explosive collars. The whole unit now has a morale of 9/8/7. If it ever reaches rout level the collars explode and the whole unit is destroyed and removed.</p>	<p><b>Name: Penal Legions</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect:</b> The unit is insanely brave due to the fact they have explosive collars. The whole unit now has a morale of 9/8/7. If it ever reaches rout level the collars explode and the whole unit is destroyed and removed.</p>

<p><b>Name: Battalion Standard</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The presence of the regimental colors inspires the troops to great feats. The standard confers a +2 to all morale checks.</b></p>	<p><b>Name: Battalion Standard</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The presence of the regimental colors inspires the troops to great feats. The standard confers a +2 to all morale checks.</b></p>	<p><b>Name: Veteran</b></p> <p><b>Unit Type: Any infantry or vehicle</b></p> <p><b>Effect: All models in unit receive +1 to armor, assault and morale values.</b></p>
<p><b>Name: Veteran</b></p> <p><b>Unit Type: Any infantry or vehicle</b></p> <p><b>Effect: All models in unit receive +1 to armor, assault and morale values.</b></p>	<p><b>Name: Fighter Ace</b></p> <p><b>Unit Type: Flyer</b></p> <p><b>Effect: The unit is made of veteran flyer aces. Add +2 to the assault value of all models in the squadron.</b></p>	<p><b>Name: Concentrated Fire</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: The unit is trained to fire with amazing frenzy. Add +1 to the unit's firepower.</b></p>
<p><b>Name: Hero</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: A hero has risen from within the ranks. Treat the unit as if it had the "hero" skill.</b></p>	<p><b>Name: Overrun</b></p> <p><b>Unit Type: Armored vehicles</b></p> <p><b>Effect: Thee unit may fight an immediate round of assault combat at double their assault value. If the enemy flees or is destroyed the unit may continue moving. This works only in open ground.</b></p>	<p><b>Name: Concentrated Fire</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: The unit is trained to fire with amazing frenzy. Add +1 to the unit's firepower.</b></p>

### Psychic Powers

<p><b>Name: Psi-rod</b></p> <p><b>Power Cost: None</b></p> <p><b>Effect: This device functions as a psychic reserve. It may contain a maximum of 5 power points.</b></p>	<p><b>Name: Psi-rod</b></p> <p><b>Power Cost: None</b></p> <p><b>Effect: This device functions as a psychic reserve. It may contain a maximum of 5 power points.</b></p>	<p><b>Name: Camouflage</b></p> <p><b>Power cost: 1 point per unit affected.</b></p> <p><b>Effect: The unit receiving the power blends into its surrounding making it hard to target. Any cover modifiers are doubled. This works on open ground (-1 to firing unit's accuracy). Lasts one turn.</b></p>
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<p><b>Name: Hellfire</b></p> <p><b>Power Cost: 1 point per 10cm of range (40cm maximum).</b></p> <p><b>Effect: A rain of fire covers the target area (use standard barrage template). Models touched receive a hit with a penetration bonus of 1.</b></p>	<p><b>Name: Hellfire</b></p> <p><b>Power Cost: 1 point per 10cm of range (40cm maximum).</b></p> <p><b>Effect: A rain of fire covers the target area (use standard barrage template). Models touched receive a hit with a penetration bonus of 1.</b></p>	<p><b>Name: Teleport</b></p> <p><b>Power Cost: 2 points per 10cm up to a maximum of 50cm.</b></p> <p><b>Effect: The psyker may transport himself and the unit he is attached with to any location within distance.</b></p>
<p><b>Name: Null Field</b></p> <p><b>Power Cost: 1 point per mastery level for dispelling.</b></p> <p><b>Effect: The psyker may protect a unit from psychic attack. The unit may dispel powers directed at it. The range is 40cm. Lasts one turn.</b></p>	<p><b>Name: Null field</b></p> <p><b>Power Cost: 1 point per mastery level for dispelling</b></p> <p><b>Effect: The psyker may protect a unit from psychic attack. The unit may dispel powers directed at it. The range is 40cm. Lasts one turn.</b></p>	<p><b>Name: Shield of Faith</b></p> <p><b>Power Cost: 1 point per unit affected.</b></p> <p><b>Effect: The unit gains a temporary boost in morale. The unit receiving this power gains a +2 bonus to morale rolls. Lasts one turn.</b></p>
<p><b>Name: Shield of Faith</b></p> <p><b>Power Cost: 1 point per unit affected.</b></p> <p><b>Effect: The unit gains a temporary boost in morale. The unit receiving this power gains a +2 bonus to morale rolls. Lasts one turn.</b></p>	<p><b>Name: Telepath</b></p> <p><b>Power Cost: 3 points per 10cm increase (maximum of 30cm).</b></p> <p><b>Effect: Using psychic powers it extends the command distance of the command unit. It may be cast on any command unit level. Lasts one turn.</b></p>	<p><b>Name: Telepath</b></p> <p><b>Power Cost: 3 points per 10cm increase (maximum of 30cm).</b></p> <p><b>Effect: Using psychic powers it extends the command distance of the command unit. It may be cast on any command unit level. Lasts one turn.</b></p>
<p><b>Name: Guidance</b></p> <p><b>Power Cost: 3 points per barrage fired</b></p> <p><b>Effect: The psyker may spot for a single artillery unit and all barrages from that unit are right on target.</b></p>	<p><b>Name: Guidance</b></p> <p><b>Power Cost: 3 points per barrage fired</b></p> <p><b>Effect: The psyker may spot for a single artillery unit and all barrages from that unit are right on target.</b></p>	<p><b>Name: Iron Skin</b></p> <p><b>Power Cost: 1 point per +1 or armor value (maximum of 10)</b></p> <p><b>Effect: The psyker augments his physical attributes to shunt aside damage. It may only be cast on itself.</b></p>

Orks

Wargear

<p><b>Name: Armor Plating</b></p> <p><b>Unit Type: Any vehicle</b></p> <p><b>Effect: The models in this unit have fitted large metal plates to increase their armor. Add +1 armor value.</b></p>	<p><b>Name: Armor Plating</b></p> <p><b>Unit Type: Any vehicle</b></p> <p><b>Effect: The models in this unit have fitted large metal plates to increase their armor. Add +1 armor value.</b></p>	<p><b>Name: Squig Fuel Injection</b></p> <p><b>Unit Type: Vehicles</b></p> <p><b>Effect: The models in this unit have special engines for extra speed. The unit may perform a TRIPLE move. Roll a d10 when the unit moves beyond its normal double move distance. If a 1 is rolled the engine blows up and receives a hit with a penetration bonus of 2.</b></p>
<p><b>Name: Squig Fuel Injection</b></p> <p><b>Unit Type: Vehicles</b></p> <p><b>Effect: The models in this unit have special engines for extra speed. The unit may perform a TRIPLE move. Roll a d10 when the unit moves beyond its normal double move distance. If a 1 is rolled the engine blows up and receives a hit with a penetration bonus of 2.</b></p>	<p><b>Name: Stik Bombz</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: Models in unit are armed with lethal close combat grenades. Increase the assault value by 2.</b></p>	<p><b>Name: Stik Bombz</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: Models in unit are armed with lethal close combat grenades. Increase the assault value by 2.</b></p>
<p><b>Name: Kustom Force Field</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: A strong energy field protects all models in unit. It confers a +3 to the armor value (maximum of 10). Roll a d10 when hit on a 1-2 the field and bonus does not apply.</b></p>	<p><b>Name: Kustom Force Field</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: A strong energy field protects all models in unit. It confers a +3 to the armor value (maximum of 10). Roll a d10 when hit on a 1-2 the field and bonus do not apply</b></p>	<p><b>Name: Deathrolla</b></p> <p><b>Unit Type: Armored unit</b></p> <p><b>Effect: Models are armed with huge rollers to squash infantry. Add +3 to assault value. This bonus applies only if target is an infantry unit.</b></p>
<p><b>Name: Deathrolla</b></p> <p><b>Unit Type: Armored unit</b></p> <p><b>Effect: Models are armed with huge rollers to squash infantry. Add +3 to assault value. This bonus applies only if target is an infantry unit.</b></p>	<p><b>Name: G-Suits</b></p> <p><b>Unit Type: Flyer</b></p> <p><b>Effect: Flyer pilots have G-suits that increase their performance in combat. Add +2 to assault value to all models in squadrons</b></p>	<p><b>Name: Big Gunz</b></p> <p><b>Unit Type: Armored unit</b></p> <p><b>Effect: The models in this unit have modified guns that do extra damage. Add +1 penetration bonus.</b></p>

<p><b>Name: Big Gunz</b></p> <p><b>Unit Type: Armored unit</b></p> <p><b>Effect: The models in this unit have modified guns that do extra damage. Add +1 penetration bonus.</b></p>	<p><b>Name: Rokkit Packs</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: Models in the unit are equipped with rocket propelled jump packs. Unit may TRIPLE move. Any time the unit moves more than its double move roll a d10; on a 1-2 they explode inflicting a hit with a penetration bonus of 1.</b></p>	<p><b>Name: Targetters</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: Through scavenging the unit has acquired Imperial targetters to place on their weapons. Add +2 to accuracy rolls.</b></p>
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**Psychic Powers**

<p><b>Name: Hand of Gork</b></p> <p><b>Power Cost: 3 points per penetration die of protection</b></p> <p><b>Effect: A giant green hand appears to block incoming shots on a chosen unit. The hand reduces the penetration of an attack, sometimes stopping it all together.</b></p>	<p><b>Name: Hand of Gork</b></p> <p><b>Power Cost: 3 points per penetration die of protection</b></p> <p><b>Effect: A giant green hand appears to block incoming shots on a chosen unit. The hand reduces the penetration of an attack, sometimes stopping it all together</b></p>	<p><b>Name: Da Krunch</b></p> <p><b>Power Cost: 3 points per 10cm of range.</b></p> <p><b>Effect: The giant foot of Mork descends and crushes the enemy into a pulp. The area of effect is a standard barrage template. All models under the template are hit with a penetration bonus of 2.</b></p>
<p><b>Name: Da Krunch</b></p> <p><b>Power Cost: 3 points per 10cm of range.</b></p> <p><b>Effect: The giant foot of Mork descends and crushes the enemy into a pulp. The area of effect is a standard barrage template. All models under the template are hit with a penetration bonus of 2.</b></p>	<p><b>Name: Power Bolt</b></p> <p><b>Power Cost: 1 point per bolt (maximum of 6 bolts per turn)</b></p> <p><b>Effect: Bolts of psychic energy strike at the orks foes. The range of the attack is 40cm. Each bolt has a penetration bonus of 1.</b></p>	<p><b>Name: Power Bolt</b></p> <p><b>Power Cost: 1 point per bolt (maximum of 6 bolts per turn)</b></p> <p><b>Effect: Bolts of psychic energy strike at the orks foes. The range of the attack is 40cm. Each bolt has a penetration bonus of 1.</b></p>
<p><b>Name: Power Bolt</b></p> <p><b>Power Cost: 1 point per bolt (maximum of 6 bolts per turn)</b></p> <p><b>Effect: Bolts of psychic energy strike at the orks foes. The range of the attack is 40cm. Each bolt has a penetration bonus of 1.</b></p>	<p><b>Name: Power Bolt</b></p> <p><b>Power Cost: 1 point per bolt (maximum of 6 bolts per turn)</b></p> <p><b>Effect: Bolts of psychic energy strike at the orks foes. The range of the attack is 40cm. Each bolt has a penetration bonus of 1.</b></p>	<p><b>Name: Power Bolt</b></p> <p><b>Power Cost: 1 point per bolt (maximum of 6 bolts per turn)</b></p> <p><b>Effect: Bolts of psychic energy strike at the orks foes. The range of the attack is 40cm. Each bolt has a penetration bonus of 1.</b></p>

<p><b>Name: Power Bolt</b></p> <p><b>Power Cost: 1 point per bolt (maximum of 6 bolts per turn)</b></p> <p><b>Effect: Bolts of psychic energy strike at the orks foes. The range of the attack is 40cm. Each bolt has a penetration bonus of 1.</b></p>	<p><b>Name: Power Bolt</b></p> <p><b>Power Cost: 1 point per bolt (maximum of 6 bolts per turn)</b></p> <p><b>Effect: Bolts of psychic energy strike at the orks foes. The range of the attack is 40cm. Each bolt has a penetration bonus of 1.</b></p>	<p><b>Name: Waargh!</b></p> <p><b>Power Cost: 3 points per unit</b></p> <p><b>Effect: The unit affected is charge with the knowledge of the supremacy of ork dominance. Assault value is doubled and morale rolls gain a +2 bonus. Multiple units may be affected</b></p>
<p><b>Name: Waargh!</b></p> <p><b>Power Cost: 3 points per unit</b></p> <p><b>Effect: The unit affected is charge with the knowledge of the supremacy of ork dominance. Assault value is doubled and morale rolls gain a +2 bonus. Multiple units may be affected. Lasts one turn.</b></p>	<p><b>Name: Force Field</b></p> <p><b>Power Cost: 3 points</b></p> <p><b>Effect: The wierdboy sets up a defensive barrier around itself to protect it from incoming fire. The shield has an armor rating of 10. Lasts one turn.</b></p>	<p><b>Name: Force Field</b></p> <p><b>Power Cost: 3 points</b></p> <p><b>Effect: The wierdboy sets up a defensive barrier around itself to protect it from incoming fire. The shield has an armor rating of 10. Lasts one turn.</b></p>

**Squats**

**Wargear**

<p><b>Name: Targeters</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: All models within the unit are armed with weapons with targeters. The unit receives +2 to accuracy rolls to hit. Titans receive the bonus on one weapon.</b></p>	<p><b>Name: Targeters</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: All models within the unit are armed with weapons with targeters. The unit receives +2 to accuracy rolls to hit. Titans receive the bonus on one weapon</b></p>	<p><b>Name: Early Warning</b></p> <p><b>Unit Type: Anti-aircraft units</b></p> <p><b>Effect: The unit is armed with superior tracking devices to follow and shoot down enemy flyers. The models in the unit receive a +2 bonus to their accuracy rolls.</b></p>
<p><b>Name: Ceramite Composites</b></p> <p><b>Unit Type: Vehicles</b></p> <p><b>Effect: The vehicles armor is reinforced with ceramite alloy. The unit receives +1 to its armor value.</b></p>	<p><b>Name: Ceramite Composites</b></p> <p><b>Unit Type: Vehicles</b></p> <p><b>Effect: The vehicles armor is reinforced with ceramite alloy. The unit receives +1 to its armor value.</b></p>	<p><b>Name: Counter Battery Fire</b></p> <p><b>Unit Type: Artillery units</b></p> <p><b>Effect: Artillery may immediately and accurately fire counter battery fire to any enemy artillery that fired regardless of orders. No check is required.</b></p>

<p><b>Name: Ancestral Banner</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: All models within the unit carrying the banner act as if affected by the “inspiring presence” skill.</b></p>	<p><b>Name: Ancestral Banner</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: All models within the unit carrying the banner act as if affected by the “inspiring presence” skill.</b></p>	<p><b>Name: Combat Engineers</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: The unit may convert any terrain type or structure to provide the same benefits as fortifications. This takes one full turn in which the unit may not move or fire and they defend at half their assault value if attacked.</b></p>
<p><b>Name: Combat Engineers</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: The unit may convert any terrain type or structure to provide the same benefits as fortifications. This takes one full turn in which the unit may not move or fire and they defend at half their assault value if attacked.</b></p>	<p><b>Name: Demolition Team</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: This unit may effect buildings and other structures if they are in base to base contact with it. The structure suffers 2 hits with a penetration bonus of 3.</b></p>	<p><b>Name: Demolition Team</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: This unit may effect buildings and other structures if they are in base to base contact with it. The structure suffers 2 hits with a penetration bonus of 3.</b></p>
<p><b>Name: Armor Piercing</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The weapon uses armor piercing rounds. If the weapon is not armor piercing it becomes one with a bonus of 1. Weapons that are already armor piercing get a +1 bonus to penetration.</b></p>	<p><b>Name: Armor Piercing</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The weapon uses armor piercing rounds. If the weapon is not armor piercing it becomes one with a bonus of 1. Weapons that are already armor piercing get a +1 bonus to penetration.</b></p>	<p><b>Name: Armor Piercing</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The weapon uses armor piercing rounds. If the weapon is not armor piercing it becomes one with a bonus of 1. Weapons that are already armor piercing get a +1 bonus to penetration.</b></p>

**Psychic Powers**

<p><b>Name: Force Dome</b></p> <p><b>Power Cost: 3 points per unit</b></p> <p><b>Effect: An invisible dome of force protects the unit from incoming fire. The dome has an armor rating of 10 and is immune to armor piercing bonuses. The power lasts until knocked down or the turns end.</b></p>	<p><b>Name: Force Dome</b></p> <p><b>Power Cost: 3 points per unit</b></p> <p><b>Effect: An invisible dome of force protects the unit from incoming fire. The dome has an armor rating of 10 and is immune to armor piercing bonuses. The power lasts until knocked down or the turns end.</b></p>	<p><b>Name: Healing</b></p> <p><b>Power cost: 1 point per unit healed</b></p> <p><b>Effect: The psyker may heal as many units as his points allow within 20cm. Roll a d10 for each eliminated stand within range. On a 5+ the stand avoids being eliminated. Only infantry may be healed.</b></p>
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<p><b>Name: Healing</b></p> <p><b>Power cost: 1 point per unit healed</b></p> <p><b>Effect: The psyker may heal as many units as his points allow within 20cm. Roll a d10 for each eliminated stand within range. On a 5+ the stand avoids being eliminated. Only infantry may be healed.</b></p>	<p><b>Name: Healing</b></p> <p><b>Power cost: 1 point per unit healed</b></p> <p><b>Effect: The psyker may heal as many units as his points allow within 20cm. Roll a d10 for each eliminated stand within range. On a 5+ the stand avoids being eliminated. Only infantry may be healed.</b></p>	<p><b>Name: Healing</b></p> <p><b>Power cost: 1 point per unit healed</b></p> <p><b>Effect: The psyker may heal as many units as his points allow within 20cm. Roll a d10 for each eliminated stand within range. On a 5+ the stand avoids being eliminated. Only infantry may be healed.</b></p>
<p><b>Name: Ancestral Wisdom</b></p> <p><b>Power Cost: 1 point per unit</b></p> <p><b>Effect: The spirits of the ancestors guide the unit towards victory. A unit receiving this spell may re-roll any failed morale-based test this turn- once. Range 40cm.</b></p>	<p><b>Name: Ancestral Wisdom</b></p> <p><b>Power Cost: 1 point per unit</b></p> <p><b>Effect: The spirits of the ancestors guide the unit towards victory. A unit receiving this spell may re-roll any failed morale-based test this turn- once. Range 40cm.</b></p>	<p><b>Name: Ancestral Wisdom</b></p> <p><b>Power Cost: 1 point per unit</b></p> <p><b>Effect: The spirits of the ancestors guide the unit towards victory. A unit receiving this spell may re-roll any failed morale-based test this turn- once. Range 40cm.</b></p>
<p><b>Name: Resilience</b></p> <p><b>Power Cost: 3 points per unit</b></p> <p><b>Effect: Squat skin and armor become an ashen gray as its strength increases. Add +1 to the models armor value. Range is 40cm. Lasts one turn.</b></p>	<p><b>Name: Resilience</b></p> <p><b>Power Cost: 3 points per unit</b></p> <p><b>Effect: Squat skin and armor become an ashen gray as its strength increases. Add +1 to the models armor value. Range is 40cm. Lasts one turn.</b></p>	<p><b>Name: Resilience</b></p> <p><b>Power Cost: 3 points per unit</b></p> <p><b>Effect: Squat skin and armor become an ashen gray as its strength increases. Add +1 to the models armor value. Range is 40cm. Lasts one turn.</b></p>
<p><b>Name: Ancestral Rage</b></p> <p><b>Power Cost: 3 points per unit</b></p> <p><b>Effect: The spirits of the brotherhood occupies the bodies of unit. Stands in the unit receive a +3 to their assault value. Only infantry may be affected. Lasts one turn.</b></p>	<p><b>Name: Ancestral Rage</b></p> <p><b>Power Cost: 3 points per unit</b></p> <p><b>Effect: The spirits of the brotherhood occupies the bodies of unit. Stands in the unit receive a +3 to their assault value. Only infantry may be affected. Lasts one turn.</b></p>	<p><b>Name: Ancestral Rage</b></p> <p><b>Power Cost: 3 points per unit</b></p> <p><b>Effect: The spirits of the brotherhood occupies the bodies of unit. Stands in the unit receive a +3 to their assault value. Only infantry may be affected. Lasts one turn.</b></p>

Eldar

Wargear

<p><b>Name: Targeters</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: All models within the unit are armed with weapons with targeters. The unit receives +2 to accuracy rolls to hit. Titans receive the bonus on one weapon.</b></p>	<p><b>Name: Targeters</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: All models within the unit are armed with weapons with targeters. The unit receives +2 to accuracy rolls to hit. Titans receive the bonus on one weapon</b></p>	<p><b>Name: Exarch Weapons</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: The unit is armed with powerful exarch weapons. Add +1 to fire power and penetration.</b></p>
<p><b>Name: Wraithbone Armor</b></p> <p><b>Unit Type: Vehicles</b></p> <p><b>Effect: The vehicles armor is reinforced with wraithbone alloy. The unit receives +1 to its armor value.</b></p>	<p><b>Name: Wraithbone Armor</b></p> <p><b>Unit Type: Vehicles</b></p> <p><b>Effect: The vehicles armor is reinforced with wraithbone alloy. The unit receives +1 to its armor value.</b></p>	<p><b>Name: Exarch Weapons</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: The unit is armed with powerful exarch weapons. Add +1 to fire power and penetration.</b></p>
<p><b>Name: Stealth</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: Unit gains all the advantages of the “stealth” skill.</b></p>	<p><b>Name: Stealth</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: Unit gains all the advantages of the “stealth” skill.</b></p>	<p><b>Name: Stealth</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: Unit gains all the advantages of the “stealth” skill.</b></p>
<p><b>Name: Flight Packs</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: The unit is equipped with flight packs and may perform a TRIPLE move.</b></p>	<p><b>Name: Flight Packs</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: The unit is equipped with flight packs and may perform a TRIPLE move.</b></p>	<p><b>Name: Waystone</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: The power of the waystone can heal wounded infantry on a 5+ on a d10 when eliminated. Only the models of ONE unit may receive the benefits of this wargear and ONLY once per turn.</b></p>
<p><b>Name: Waystone</b></p> <p><b>Unit Type: Infantry</b></p> <p><b>Effect: The power of the waystone can heal wounded infantry on a 5+ on a d10 when eliminated. Only the models of ONE unit may receive the benefits of this wargear and ONLY once per turn.</b></p>	<p><b>Name: Turbo Weapon</b></p> <p><b>Unit Type: Armored Unit</b></p> <p><b>Effect: The weapon has additional energy packs to fire sustained bursts. Add +1 to fire power and +1 to penetration.</b></p>	<p><b>Name: Turbo Weapon</b></p> <p><b>Unit Type: Armored Unit</b></p> <p><b>Effect: The weapon has additional energy packs to fire sustained bursts. Add +1 to fire power and +1 to penetration.</b></p>

## Psychic Powers

<p><b>Name: Eldritch Storm</b></p> <p><b>Power Cost: 1 point per 10cm</b></p> <p><b>Effect: A vicious storm appears over the enemy and the wind buffets them around. Use a standard barrage template. All models under the template are hit with a penetration bonus of 1.</b></p>	<p><b>Name: Eldritch Storm</b></p> <p><b>Power Cost: 1 point per 10cm</b></p> <p><b>Effect: A vicious storm appears over the enemy and the wind buffets them around. Use a standard barrage template. All models under the template are hit with a penetration bonus of 1.</b></p>	<p><b>Name: Eldritch Storm</b></p> <p><b>Power Cost: 1 point per 10cm</b></p> <p><b>Effect: A vicious storm appears over the enemy and the wind buffets them around. Use a standard barrage template. All models under the template are hit with a penetration bonus of 1.</b></p>
<p><b>Name: Warpstone</b></p> <p><b>Power Cost: None</b></p> <p><b>Effect: The stone is a psychic reserve where the psyker can store psychic energy. The stone may store up to 6 points.</b></p>	<p><b>Name: Warpstone</b></p> <p><b>Power Cost: None</b></p> <p><b>Effect: The stone is a psychic reserve where the psyker can store psychic energy. The stone may store up to 6 points.</b></p>	<p><b>Name: Warpstone</b></p> <p><b>Power Cost: None</b></p> <p><b>Effect: The stone is a psychic reserve where the psyker can store psychic energy. The stone may store up to 6 points.</b></p>
<p><b>Name: Psychic Lock</b></p> <p><b>Power Cost: 1 point per model</b></p> <p><b>Effect: The psyker concentrates on severing the mind of the victim from his body and immobilize them. Only infantry may be affected. Models held can not move or fire and their assault value is zero. Range is 40cm. Lasts one turn.</b></p>	<p><b>Name: Psychic Lock</b></p> <p><b>Power Cost: 1 point per model</b></p> <p><b>Effect: The psyker concentrates on severing the mind of the victim from his body and immobilize them. Only infantry may be affected. Models held can not move or fire and their assault value is zero. Range is 40cm. Lasts one turn.</b></p>	<p><b>Name: Psychic Lock</b></p> <p><b>Power Cost: 1 point per model</b></p> <p><b>Effect: The psyker concentrates on severing the mind of the victim from his body and immobilize them. Only infantry may be affected. Models held can not move or fire and their assault value is zero. Range is 40cm. Lasts one turn.</b></p>
<p><b>Name: Mind Blast</b></p> <p><b>Power Cost: 1 point per penetration die</b></p> <p><b>Effect: The psyker assaults the mind of one model within 40cm range.</b></p>	<p><b>Name: Mind Blast</b></p> <p><b>Power Cost: 1 point per penetration die</b></p> <p><b>Effect: The psyker assaults the mind of one model within 40cm range.</b></p>	<p><b>Name: Mind Blast</b></p> <p><b>Power Cost: 1 point per penetration die</b></p> <p><b>Effect: The psyker assaults the mind of one model within 40cm range.</b></p>

**Name: Psychic Duel**

**Power Cost: 1 point per 10cm**

**Effect: The psyker searches for the minds of psychically active opponents. The opponents roll a d10 and add their mastery level. If the caster wins the opponent psyker loses one mastery level. If the caster loses he may cast no more powers this turn and loses all psi-points.**

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**Effect: The psyker searches for the minds of psychically active opponents. The opponents roll a d10 and add their mastery level. If the caster wins the opponent psyker loses one mastery level. If the caster loses he may cast no more powers this turn and loses all psi-points.**

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**Chaos**

**Wargear**

**Name: Targeters**

**Unit Type: Any**

**Effect: All models within the unit are armed with weapons with targeters. The unit receives +2 to accuracy rolls to hit. Titans receive the bonus on one weapon.**

**Name: Targeters**

**Unit Type: Any**

**Effect: All models within the unit are armed with weapons with targeters. The unit receives +2 to accuracy rolls to hit. Titans receive the bonus on one weapon**

**Name: Iron hard Skin**

**Unit Type: Infantry**

**Effect: All models within the unit have their skins hardened to steel like quality. Add +2 to their armor value**

**Name: Iron hard Skin**

**Unit Type: Infantry**

**Effect: All models within the unit have their skins hardened to steel like quality. Add +2 to their armor value**

**Name: Demon Weapon**

**Unit type: Infantry**

**Effect: The unit is armed with demon weapons and is vicious in assault combat. Add +3 to their assault value.**

**Name: Demon Weapon**

**Unit type: Infantry**

**Effect: The unit is armed with demon weapons and is vicious in assault combat. Add +3 to their assault value.**

**Name: Flying Discs**

**Unit Type: Infantry**

**Effect: The unit all has flying discs attached to them. Unit may perform a TRIPLE move.**

**Name: Flying Discs**

**Unit Type: Infantry**

**Effect: The unit all has flying discs attached to them. Unit may perform a TRIPLE move.**

**Name: Demon Engine**

**Unit Type: Armored Unit**

**Effect: All models in unit are considered demon engines and receive their bonus powers (player's choice).**

<p><b>Name: Demon Engine</b></p> <p><b>Unit Type: Armored Unit</b></p> <p><b>Effect: All models in unit are considered demon engines and receive their bonus powers (player's choice).</b></p>	<p><b>Name: Fear</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The unit causes the psychology related to fear as per the fear rules.</b></p>	<p><b>Name: Fear</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The unit causes the psychology related to fear as per the fear rules.</b></p>
<p><b>Name: Fear</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The unit causes the psychology related to fear as per the fear rules.</b></p>	<p><b>Name: Fear</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The unit causes the psychology related to fear as per the fear rules.</b></p>	<p><b>Name: Fear</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The unit causes the psychology related to fear as per the fear rules.</b></p>

**Psychic Powers**

<p><b>Name: Minor Bolt of Power</b></p> <p><b>Power Cost: 1 point per bolt</b></p> <p><b>Effect: Bolts emanate from the chaos sorcerer to smite its foes. Each bolt has a 40cm range and a penetration bonus of 1.</b></p>	<p><b>Name: Bolt of Change</b></p> <p><b>Power Cost: 3 points per target</b></p> <p><b>Effect: The bolt changes the structure and form of the victim into a pink horror under the control of the chaos player. The range is 40cm and has a penetration bonus of 2. If eliminated a pink horror appears in its place.</b></p>	<p><b>Name: Firestorm of Tzeentch</b></p> <p><b>Power Cost: 3 points per 10cm range.</b></p> <p><b>Effect: A rain of pink fire descends on the enemy. Use the standard barrage template. All models under it are hit with a penetration bonus of 2. Models eliminated appear as flamers under the chaos players control.</b></p>
<p><b>Name: Nurgle's Rot</b></p> <p><b>Power Cost: 1 point per model</b></p> <p><b>Effect: The victim suffers an accelerated form of the rot. The stand receives a hit with a penetration bonus of 1. If eliminated it may pass the plague to another stand within 5cm on a 7+ on a d10. Only infantry with an armor value less than 6 may be effected.</b></p>	<p><b>Name: Stream of Corruption</b></p> <p><b>Power cost: 1 point per attack</b></p> <p><b>Effect: A stream of filth and putrefaction flows over the enemy. Use the small flame template. All models touched suffer a hit with a penetration bonus of 2.</b></p>	<p><b>Name: Nurgle's Curse</b></p> <p><b>Power Cost: 3 points per stand attacked.</b></p> <p><b>Effect: The sorcerer curses a stand and it receives a hit with a penetration bonus of 1. If eliminated a plaguebearer arises from the rotting corpse that is under the chaos player's control. Range 40cm</b></p>

<p><b>Name: Dance of Pleasure</b></p> <p><b>Power Cost: 1 point per model</b></p> <p><b>Effect: The sorcerer can effect one model per point in 40cm range to dance until it is exhausted and dies. The effected model must make a morale check with a -2 penalty. If failed remove the model. Only infantry may be effected.</b></p>	<p><b>Name: Slayer of Will</b></p> <p><b>Power Cost: 3 points per attack</b></p> <p><b>Effect: The sorcerer destroys the will to resist of the enemy and makes him a slave of chaos. Victims must make a morale check at -3 or become demonettes in the service of Slaanesh.</b></p>	<p><b>Name: Destroy Mind</b></p> <p><b>Power Cost: 1 per 10cm range (maximum of 40cm)</b></p> <p><b>Effect: The sorcerer seeks to crush the victim's mind and life. One model may be attacked within range and is hit with a penetration bonus of 1. The victims armor is at half value for this attack.</b></p>
<p><b>Name: Invisibility</b></p> <p><b>Power Cost: 1 point per model rendered invisible</b></p> <p><b>Effect: The units are made invisible and ca not be fired upon or engaged in any way. The invisible units may move but not fire or engage in assault combat. Range 40cm. Lasts one turn.</b></p>	<p><b>Name: Invisibility</b></p> <p><b>Power Cost: 1 point per model rendered invisible</b></p> <p><b>Effect: The units are made invisible and ca not be fired upon or engaged in any way. The invisible units may move but not fire or engage in assault combat. Range 40cm. Lasts one turn.</b></p>	<p><b>Name: Mutate</b></p> <p><b>Power Cost: 3 points per model</b></p> <p><b>Effect: The model mutates into horrible chaos spawn. Add +4 to assault value. The model loses any ranged attacks. Base movement increases by 15cm. Range 40cm</b></p>
<p><b>Name: Mutate</b></p> <p><b>Power Cost: 3 points per model</b></p> <p><b>Effect: The model mutates into horrible chaos spawn. Add +4 to assault value. The model loses any ranged attacks. Base movement increases by 15cm. Range 40cm</b></p>	<p><b>Name: Terror</b></p> <p><b>Power Cost: 3 points per unit.</b></p> <p><b>Effect: Any unit within 40cm may be effected with terror as per its effects in the psychology section of the core rules. Lasts one turn.</b></p>	<p><b>Name: Terror</b></p> <p><b>Power Cost: 3 points per unit.</b></p> <p><b>Effect: Any unit within 40cm may be effected with terror as per its effects in the psychology section of the core rules. Lasts one turn.</b></p>

**Tyranids**

**Wargear**

<p><b>Name: Telescopic Eyes</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The unit has evolved superior eyesight that confers it a +2 bonus to accuracy rolls.</b></p>	<p><b>Name: Telescopic Eyes</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The unit has evolved superior eyesight that confers it a +2 bonus to accuracy rolls.</b></p>	<p><b>Name: Hardened Exo-armor</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The unit has evolved and exo-skeleton of remarkable durability. Add +2 to all the models armor value.</b></p>
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<p><b>Name: Hardened Exo-armor</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The unit has evolved and exo-skeleton of remarkable durability. Add +2 to all the models armor value.</b></p>	<p><b>Name: Regenerate</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The unit has the ability to regenerate if eliminated. It may do so if a roll of 7+ is made on a d10 when the elimination occurs. A creature that already has regeneration gains a +1 bonus to its rolls.</b></p>	<p><b>Name: Regenerate</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The unit has the ability to regenerate if eliminated. It may do so if a roll of 7+ is made on a d10 when the elimination occurs. A creature that already has regeneration gains a +1 bonus to its rolls.</b></p>
<p><b>Name: Acidic Ammunition</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The creatures ammunition is coated with a virulent acidic coat to eat away at armor. Weapon becomes an armor piercing weapon or receives a +1 bonus if already armor piercing.</b></p>	<p><b>Name: Acidic Ammunition</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The creatures ammunition is coated with a virulent acidic coat to eat away at armor. Weapon becomes an armor piercing weapon or receives a +1 bonus if already armor piercing.</b></p>	<p><b>Name: Assault Appendages</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The creature has evolved more arms or tentacles to engage in assault combat. Add +3 to all the creatures assault values.</b></p>
<p><b>Name: Assault Appendages</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The creature has evolved more arms or tentacles to engage in assault combat. Add +3 to all the creatures assault values.</b></p>	<p><b>Name: Stealth</b></p> <p><b>Unit Type: Any (except Dominatrix)</b></p> <p><b>Effect: The creatures have evolved color changes to adapt to its environment. All advantages of the “stealth” skill apply.</b></p>	<p><b>Name: Stealth</b></p> <p><b>Unit Type: Any (except Dominatrix)</b></p> <p><b>Effect: The creatures have evolved color changes to adapt to its environment. All advantages of the “stealth” skill apply.</b></p>
<p><b>Name: Infiltrate</b></p> <p><b>Unit Type: Any (except Dominatrix)</b></p> <p><b>Effect: The creatures of the brood have all the capacity to infiltrate at the game deployment as if they had the “infiltrate” skill.</b></p>	<p><b>Name: Infiltrate</b></p> <p><b>Unit Type: Any (except Dominatrix)</b></p> <p><b>Effect: The creatures of the brood have all the capacity to infiltrate at the game deployment as if they had the “infiltrate” skill.</b></p>	<p><b>Name: Infiltrate</b></p> <p><b>Unit Type: Any (except Dominatrix)</b></p> <p><b>Effect: The creatures of the brood have all the capacity to infiltrate at the game deployment as if they had the “infiltrate” skill.</b></p>

**Psychic Powers**

<p><b>Name: Psychic Blast</b></p> <p><b>Power Cost: 3 points per 10cm</b></p> <p><b>Effect: The creature sends psychic shock waves that incapacitate psychically active units. Such units make a morale check at half value and if failed may not use psychic powers this turn.</b></p>	<p><b>Name: Psychic Blast</b></p> <p><b>Power Cost: 3 points per 10cm</b></p> <p><b>Effect: The creature sends psychic shock waves that incapacitate psychically active units. Such units make a morale check at half value and if failed may not use psychic powers this turn.</b></p>	<p><b>Name: Psychic Blast</b></p> <p><b>Power Cost: 3 points per 10cm</b></p> <p><b>Effect: The creature sends psychic shock waves that incapacitate psychically active units. Such units make a morale check at half value and if failed may not use psychic powers this turn.</b></p>
<p><b>Name: Terror Shriek</b></p> <p><b>Power Cost: 3 points per 5cm radius.</b></p> <p><b>Effect: A wave of terror emanates from the creature in a radius of effect. All units in this radius suffer the effects of terror as per psychology rules.</b></p>	<p><b>Name: Terror Shriek</b></p> <p><b>Power Cost: 3 points per 5cm radius.</b></p> <p><b>Effect: A wave of terror emanates from the creature in a radius of effect. All units in this radius suffer the effects of terror as per psychology rules</b></p>	<p><b>Name: Terror Shriek</b></p> <p><b>Power Cost: 3 points per 5cm radius.</b></p> <p><b>Effect: A wave of terror emanates from the creature in a radius of effect. All units in this radius suffer the effects of terror as per psychology rules</b></p>
<p><b>Name: Evolve</b></p> <p><b>Power Cost: 3 points per unit effected.</b></p> <p><b>Effect: The creatures affected immediately evolve to more efficient killers. Add +1 to accuracy, armor and assault value. Lasts one turn.</b></p>	<p><b>Name: Evolve</b></p> <p><b>Power Cost: 3 points per unit effected.</b></p> <p><b>Effect: The creatures affected immediately evolve to more efficient killers. Add +1 to accuracy, armor and assault value. Lasts one turn.</b></p>	<p><b>Name: Evolve</b></p> <p><b>Power Cost: 3 points per unit effected.</b></p> <p><b>Effect: The creatures affected immediately evolve to more efficient killers. Add +1 to accuracy, armor and assault value. Lasts one turn.</b></p>
<p><b>Name: Control Brood</b></p> <p><b>Power Cost: 1 point per brood</b></p> <p><b>Effect: The creature may momentarily overcome the creature's instinctual behavior. The affected brood will ignore instinctual behavior for the turn and follow its given orders. Lasts one turn.</b></p>	<p><b>Name: Control Brood</b></p> <p><b>Power Cost: 1 point per brood</b></p> <p><b>Effect: The creature may momentarily overcome the creature's instinctual behavior. The affected brood will ignore instinctual behavior for the turn and follow its given orders. Lasts one turn.</b></p>	<p><b>Name: Control Brood</b></p> <p><b>Power Cost: 1 point per brood</b></p> <p><b>Effect: The creature may momentarily overcome the creature's instinctual behavior. The affected brood will ignore instinctual behavior for the turn and follow its given orders. Lasts one turn.</b></p>

<p><b>Name: Rampage</b></p> <p><b>Power Cost: 3 point per unit</b></p> <p><b>Effect: The hive mind demands its creatures to charge and obliterate the enemy. Add +5/10/15cm to base move and +3 to assault value. Lasts one turn.</b></p>	<p><b>Name: Rampage</b></p> <p><b>Power Cost: 3 point per unit</b></p> <p><b>Effect: The hive mind demands its creatures to charge and obliterate the enemy. The unit may perform a TRIPLE move and receives +3 to assault value. Lasts one turn.</b></p>	<p><b>Name: Rampage</b></p> <p><b>Power Cost: 3 point per unit</b></p> <p><b>Effect: The hive mind demands its creatures to charge and obliterate the enemy. The unit may perform a TRIPLE move and receives +3 to assault value. Lasts one turn.</b></p>
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Slann

Wargear

<p><b>Name: Targeters</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: All models within the unit are armed with weapons with targeters. The unit receives +2 to accuracy rolls to hit. Titans receive the bonus on one weapon.</b></p>	<p><b>Name: Targeters</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: All models within the unit are armed with weapons with targeters. The unit receives +2 to accuracy rolls to hit. Titans receive the bonus on one weapon</b></p>	<p><b>Name: Adamantium Armor</b></p> <p><b>Unit Type: Armored Units</b></p> <p><b>Effect: The armor is reinforced with adamantium alloy. All models in unit gain +2 to their armor value.</b></p>
<p><b>Name: Adamantium Armor</b></p> <p><b>Unit Type: Armored Units</b></p> <p><b>Effect: The armor is reinforced with adamantium alloy. All models in unit gain +2 to their armor value.</b></p>	<p><b>Name: Energy Armor</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: Unit is equipped with energy armor (1). If unit already has enemy armor add a +1 bonus to it. Energy armor works as per the energy armor skill.</b></p>	<p><b>Name: Energy Armor</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: Unit is equipped with energy armor (1). If unit already has enemy armor add a +1 bonus to it. Energy armor works as per the energy armor skill.</b></p>
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<p><b>Name: Warp Jump Generator</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The unit is equipped with warp jump generators. The unit functions as if it had the warp jump skill.</b></p>	<p><b>Name: Warp Jump Generator</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The unit is equipped with warp jump generators. The unit functions as if it had the warp jump skill.</b></p>	<p><b>Name: Warp Jump Generator</b></p> <p><b>Unit Type: Any</b></p> <p><b>Effect: The unit is equipped with warp jump generators. The unit functions as if it had the warp jump skill.</b></p>

**Psychic Powers**

<p><b>Name: Warp Gate</b></p> <p><b>Power Cost: 3 points per 10cm.</b></p> <p><b>Effect: The Magi may effect on unit within 40cm to enter a warp gate and materialize a distance away. The gate is large enough to permit any unit to enter except titans.</b></p>	<p><b>Name: Warp Gate</b></p> <p><b>Power Cost: 3 points per 10cm.</b></p> <p><b>Effect: The Magi may effect on unit within 40cm to enter a warp gate and materialize a distance away. The gate is large enough to permit any unit to enter except titans.</b></p>	<p><b>Name: Warp Gate</b></p> <p><b>Power Cost: 3 points per 10cm.</b></p> <p><b>Effect: The Magi may effect on unit within 40cm to enter a warp gate and materialize a distance away. The gate is large enough to permit any unit to enter except titans.</b></p>
<p><b>Name: Stasis</b></p> <p><b>Power Cost: 3 points per unit.</b></p> <p><b>Effect: The Magi manipulates the time stream around the victim stopping it in time. The unit may not move or fire but it is also impervious to damage. The effect ends at the turn end. Range is 40cm.</b></p>	<p><b>Name: Stasis</b></p> <p><b>Power Cost: 3 points per unit.</b></p> <p><b>Effect: The Magi manipulates the time stream around the victim stopping it in time. The unit may not move or fire but it is also impervious to damage. The effect ends at the turn end. Range is 40cm.</b></p>	<p><b>Name: Stasis</b></p> <p><b>Power Cost: 3 points per unit.</b></p> <p><b>Effect: The Magi manipulates the time stream around the victim stopping it in time. The unit may not move or fire but it is also impervious to damage. The effect ends at the turn end. Range is 40cm.</b></p>

<p><b>Name: Saurian Frenzy</b></p> <p><b>Power Cost: 3 points per unit</b></p> <p><b>Effect: The Magus ignites the cold blood of the Slann and their saurian servants to bloodlust. Add +3 to their assault value. Range is 40cm. Lasts one turn.</b></p>	<p><b>Name: Saurian Frenzy</b></p> <p><b>Power Cost: 3 points per unit</b></p> <p><b>Effect: The Magus ignites the cold blood of the Slann and their saurian servants to bloodlust. Add +3 to their assault value. Range is 40cm. Lasts one turn.</b></p>	<p><b>Name: Saurian Frenzy</b></p> <p><b>Power Cost: 3 points per unit</b></p> <p><b>Effect: The Magus ignites the cold blood of the Slann and their saurian servants to bloodlust. Add +3 to their assault value. Range is 40cm. Lasts one turn.</b></p>
<p><b>Name: Shield of Invulnerability</b></p> <p><b>Power Cost: 1 point per penetration die of the attack.</b></p> <p><b>Effect: The Magus throws up an invincible shield that stops any attack in its tracks. The power has a range of 40cm and encompasses one unit or model. Lasts one turn.</b></p>	<p><b>Name: Shield of Invulnerability</b></p> <p><b>Power Cost: 1 point per penetration die of the attack.</b></p> <p><b>Effect: The Magus throws up an invincible shield that stops any attack in its tracks. The power has a range of 40cm and encompasses one unit or model. Lasts one turn.</b></p>	<p><b>Name: Shield of Invulnerability</b></p> <p><b>Power Cost: 1 point per penetration die of the attack.</b></p> <p><b>Effect: The Magus throws up an invincible shield that stops any attack in its tracks. The power has a range of 40cm and encompasses one unit or model. Lasts one turn.</b></p>
<p><b>Name: Time Seer</b></p> <p><b>Power Cost: 1 points per unit</b></p> <p><b>Effect: The Magus looks into the future and predicts the best course of action for the Slann. The unit may re-roll any failed morale based test during this turn-once!</b></p>	<p><b>Name: Time Seer</b></p> <p><b>Power Cost: 1 points per unit</b></p> <p><b>Effect: The Magus looks into the future and predicts the best course of action for the Slann. The unit may re-roll any failed morale based test during this turn-once!</b></p>	<p><b>Name: Time Seer</b></p> <p><b>Power Cost: 1 points per unit</b></p> <p><b>Effect: The Magus looks into the future and predicts the best course of action for the Slann. The unit may re-roll any failed morale based test during this turn-once!</b></p>