

8th ed 40k

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WARLORD TRAITS & DEPLOYMENT

- Warlord traits are chosen by players at the start of the game after lists/missions/deployment are decided/made.
- psychic powers are chosen by players at the list building stage. Psykers may not have the same combination of powers as any other friendly psyker in the list unless the the psyker has the brotherhood of psykers special rule or is unable to choose another power. Psychic powers follow 6th ed rules for casting.
- Anything not mentioned, is assumed to be as 7th ed
- Unbound is out. Lords of War are with opposing player's permission only.

DEPLOYMENT, TURN ORDER PRIORITY (TOP) /BATTLEGROUP ACTIVATION PRIORITY (BAP) DECIDED BY A D6 ROLL PLUS ARMY SIZE

BATTLEGROUPS

- Up to 1 - 3 force org slots from your army list are selected per Battlegroup up to a maximum of 500pts per Battlegroup.
- Battlegroups are designated in the list building stage of the game.
- You may have as many Battlegroups as you like in your army list.
- Units in a Battlegroup are deployed and activated (in a turn phase) at the same time.

- A battlegroup must be deployed at the same time on deployment and every unit in the battlegroup must either be deployed on the table or put in reserve.
- A battlegroup may only be comprised from units purchased in the same detachment as each other.
- A unit that embarks in a vehicle that is in another battlegroup counts as being in that battlegroup until disembarking.
- A unit may not change battlegroup during the game.

DEPLOYMENT

- D6 + Whoever has the smallest army (in number of models at the start of the turn) gains +1 to dice roll for deployment and turn order priority.
- The player who elects to deploy first deploys a Battlegroup (Warlord and his Battlegroup is always deployed before any other unit) followed by the next player's battlegroup. Keep going until each army is fully deployed. The player who won the roll for deployment can decide whether to go first or second in deployment. A player who deploys first gains +1 to the turn priority roll for first turn. If the dice roll is a draw then the player who deployed a unit first gains priority. After the first turn any other draws on priority roll are won by the player who did not have priority in the previous turn.
- In a game with more than two players the player with the smallest army compares to the next largest army and so forth. Instead of calculating the ratio for each army larger than his. He gains +1 to the dice roll for each army larger than his. The player who wins may choose to go in any place in the priority queue for turn phases and Battlegroup activation priority but must stay in that position for the remainder of the turn. No other player may do this. Only the player who first won the dice roll. If the dice roll is a draw by two or more players who did not have priority in previous turn then every player re-rolls until a player gains priority.
- Seize the Initiative is out. Any mentions of +1 to seize (4+ to seize would be a +2) or a re-roll are now in reference to the D6 rolled at the start of the first turn (first turn only) for turn order priority Battlegroup activation priority.

TURN STRUCTURE

ASSAULT/ SHOOTING/ MOVEMENT ARE NOW INTERCHANGABLE IN THE TURN PHASE

TURN ORDER PRIORITY (TOP)

- Roll at the start of each turn to see who gains turn priority for that turn. Whoever wins the turn priority roll chooses which phase of the turn is to be played first (or if they so wish let their opponent go first instead) followed by the next highest player in the order and so on. i.e. player 1 chooses shooting first, then player 2 chooses assault, then player 1 then chooses movement.
- All psychic powers that are not shooting-based are resolved at the start of the first phase regardless of the phase chosen.
- Use a marker or piece of paper to record TOP and BAP if need be for easy reference.

BATTLEGROUP ACTIVATION PRIORITY (BAP)

- The order activation for battlegroups is decided by the same die roll as the turn order priority. Each player rolls a single die at the start of each turn for both TOP and BAP.
- The player who has initiative chooses one of his battlegroups to activate at the start of the phase. This is then followed by the next player in the priority queue until all players have activated one Battlegroup. This alternation is repeated until all Battlegroups have been activated in that phase. This is then repeated in each other phase of the turn till the turn is over.
- Proceed afterwards to the next chosen phase and repeat the process.

AP NOW REDUCES ARMOUR SAVES

Armour saves and Saves work differently now

- **If AP is less than a target's armour then the save is ignored. If it is the same as the target's armour save then the target receives a -2 penalty to the saving throw, and if the AP is one higher then the target suffers a -1 penalty to the saving throw. This way you can still hurt an enemy's armour by being close, meanwhile AP3 doesn't just wipe power armour out of the equation.**
- **As well as this any wound caused by a weapon with a strength double or higher than the target's toughness adds an additional -1 to the armour save.**

COVER SAVES NOW REDUCE BALLISTIC SKILL AND AP VALUE OF INCOMING FIRE.

- **5+ or worse cover counts as light cover.**
- **4+ or better cover counts as heavy cover.**
- **Light cover adds a -1 BS modifier (to a minimum of 1) and adds +1 to a weapon's AP value (to maximum of 6)**
- **Heavy cover adds -2 BS modifier (to a minimum of 1) and adds +2 to a weapon's AP value (to maximum of 6)**
- **Blast weapons add +2 to the weapon's AP if the centre marker of the blast is placed out of the cover the target unit is in due to scatter.**
- **However if a model's armour save is worse than the cover itself. The model may replace it with the save that is allocated by the cover instead of the model's original save. (i.e. an Ork Boy has a save of 6+ but is in a forest and has to take a save from incoming fire. The model may replace its worse armour save of a 6+ than the 5+ cover save that the protection of the forest provides and therefore could opt take any saves on the 5+ instead.)**
- **Cover saves are now modified by the AP system also.**

Personally I've always wanted Cover acting more realistic against small arms fire but anyone sitting around in it long enough will take significant damage if ordnance hits them is a logical and a fair solution to trees somehow eating earthshaker rounds. Also it makes assaulting units in cover more of an alternative due to assault being more decisive than inaccurate shots at range targeting the same unit.

VEHICLES

• HULLPOINTS NOW DON'T DESTROY VEHICLES

- When hull points are reduced to 0 on a vehicle instead of becoming destroyed, all damage now taken as glancing hits become penetrating hits and all rolls on the penetrating hits table are at +2. This represents the slight damage a vehicle keeps receiving to stack up and eventually create weak points that can be exploited to devastating effect. If a vehicle is reduced to 0 hullpoints by the same weapon or enemy unit in the same phase. The +2 modifier along with glancing hits turning into penetrating hits automatically comes into effect as soon as Hullpoints are reduced to zero.
- ALL VEHICLES THAT HAVE A BASE ARMOUR VALUE OF 13 OR OVER ON ANY SIDE GAIN +1 HULLPOINT
(An ork truck should not have the same amount of hull points as a leman Russ!)

USE THE 6TH EDITION DAMAGE TABLE FOR DAMAGE ROLLS.

VEHICLES CAN NOW OVERWATCH WITH SPECIFIC WEAPONS

- Up to two weapons on a vehicle str 6 or lower can be used in overwatch if the vehicle is assaulted and if they have an arc that gives line of sight
- You can now assault out of a stationary transport that has not moved in the last phase regardless of its vehicle type.
- Extra Armour now nullifies the first glancing hit taken against shooting attacks. Add 5pts per AV point past AV 12 (front armour) if purchased however.
- Walkers can now halve their strength and add +3 to their AP in exchange for doubling their attacks in combat.
- You may consolidate after a combat phase with a vehicle even if it is not destroyed. unless it is a walker.

(Ive always thought vehicles from 6th ed onwards have been way too weak, they should be feared not thought of as easy VPs, this is coming from someone who runs mainly infantry based armies too)

VEHICLES NOW ALSO RECEIVE ARMOUR SAVES.

AV 11/12 – 5+ save

AV 13 – 4+ save

AV 14 – 3+ save

FLYERS NOW WORK COMPLETELY DIFFERENTLY

- Flyers roll to see if they come in from reserve, if successful, nominate an enemy unit. The flyer may move on from either a friendly or a neutral board edge in a straight line nominated by the player that intersects the target unit. Proceed to roll to attack when the flyer comes within 18" of the enemy unit they nominated to target. The flyer has move onto the table at least 18" to be able to initiate an attack run however. As well as this, to represent the chance of being intercepted by flying through contested airspace, any flyer that attempts to come on from a neutral board edge does so at -2 modifier to the reserve roll. After resolving the flyer's attack, follow nominated line off of the edge of the board. This means that flyers do ignore the regular sequence of play and perform their possible actions before or after their attack run.
- If a unit with the interceptor/skyfire rule is in range of flyer's line of movement then they may attempt to shoot the flyer down as it moves along the line whenever they are in range before/during or after it is attacking its nominated target. (skyfire weapons now engage enemy flyers in this way at half of the maximum range of their weapons – if the unit has both rules, it has full range on weapons). Unit with only interceptor USR may only snapshot as per usual.

(This new set of flyer rules is Dropzone Commander inspired, as I think the rules for fast movers make a lot more sense for models that are supposed to be jet fighters and spaceships than the 6/7th ed rules for them).

- Flyers that have the skimmer or hover rule do not have to start in reserve. They may be placed on the table normally and act as skimmers for the turn. but if they do they start in reserve they must move at least 18 inches onto the table if they do enter as normal. They then count as skimmers for the rest of turn unless they complete their attack run and move off the table. In the following turns if they remain on the table as long as they are not stunned/shaken or immobilised they then may revert into flyers again and follow a straight line of their choosing off of the table.
- Units without the skyfire or interceptor special rule may not fire at moving flyers unless the flyer elects to become a skimmer then they may be fired at normally. *(its too hard to hit a fighter jet with any accuracy with a rifle)*

ENEMY FLYERS MAY ATTEMPT TO INTERCEPT THE FLYER MAKING ITS ATTACK RUN.

- Roll to see if they arrive from reserve when a flyer has nominated an attack run (this is done at -1 to reserves roll due to the limited window of opportunity to intercept an enemy flyer). If successful, make a straight line for the flyer to go and intersect the line that has already been made by attack run flyer. The flyer being intercepted must be at least 18" onto the board for this to happen. This interceptor may only be intercepted by enemy ground units - not another interceptor. (Otherwise this would go on forever.) Flyers that are intercepting may only make intercept once per turn. Interceptors may not intercept and make an attack run in the same turn.
- Flying Monstrous Creatures (FMC's) work just like flyers with the skimmer/hover special rule, they do not have to start in reserve and nominate a target, and may be deployed normally on the table at the start of the game. If they do come in from reserve as a flyer, then after moving at least 18" on the straight line that was nominated they then can count as a Jump or Jet (depending on their type) Monstrous Creature for the rest of turn. This counts as their movement and they may not charge in the assault phase. However if an FMC lands within 3" of an enemy unit instead of shooting they

may make d6 attacks at the model's unmodified strength and an of Ap 3 at an enemy unit within 3". As well as this in the following movement phase they may revert into FMC's again and follow a straight line of their choosing off of the table.

- A FMC is only unable to be targeted by enemy units without skyfire if acting as a flyer. Otherwise it moves and acts normally as a Monstrous Creature of its type on the battlefield.

WOUND ALLOCATION IS THE SAME AS 5th EDITION WITH A COUPLE OF TWEAKS

5th ed allocation worked by allocating wounds by the owning players choice and had to be spread as equally as possible through the unit until every model was wounded, any excess wounds could be then allocated by the firing player across the unit equally also till there were no more wounds to allocate. Saves were then made and models were removed). As personally i think it is more cinematic, effective and efficient. And stops one model in the unit becoming a sponge for the rest of the unit.

This is with the following exceptions:

- models that are out range in the unit being fired upon unless out of sight are still counted as in range of the firing unit. Bullets clearly don't magically stop at a gun's maximum range shown but for simplicity's sake and game play this is the case. *(unless im getting confused with another edition then Im pretty sure this was the case in 5th ed)*
- A model from the original unit that is is wounded but still alive must be the recipient of any unsaved wounds until the model is removed as casualty unless for some reason it is untargetable. This stops ork biker-esque shenanigans. Independent Characters are exempt from this.

MISCELLANEOUS RULES CHANGES

– assume anything not mentioned are 7th ed rules unless explicitly stated

6th ed FOCUS FIRE IS BACK IN

This is where a firing unit can choose to shoot at part of an enemy unit that is out of cover and in range of the firing unit.

Look out sir is removed.

Deny the witch is at a stat of - unless improved on in any way. Admantium will now gives a +2 to this.

Night Fighting – 6th ed rules

Run may now be used in the assault phase instead of the shooting phase.

Charge range may be chosen as 6" or 2d6" (declare when declaring charge)

Assaulting a unit in cover now gives the unit charging the disordered charge rule instead of an Initiative of 1. Defenders gain the Counter-Attack special rule if the assaulting unit does not have assault grenades.

Jet pack assault move maybe chosen as 6" or 2d6" (declare before moving unit)

Once per game defensive grenades may be used by a unit in the shooting phase instead of firing a weapon. the unit instead of shooting gains shrouding until end of the turn. Units may run when using this ability. Declare when you are using this ability when the unit is targeted or has been activated in the shooting phase.

Crusader now also gives the Stubborn USR when outside your own deployment zone.

Fear – Any unit within 6" of a unit with fear must immediately take a morale check at -2 LD or be reduced by -1 WS, BS and Initiative and re-roll successful overwatch hits for the turn. Units immune to fear are unaffected by this. A unit must test at the start of every turn immediately if within range of a unit with fear.

Furious Charge is now back to +1 Strength and Initiative

Soul Blaze now causes any leadership checks to be taken by a unit hit by this a weapon with this USR at -1. As well as this, if the model targeted has a leadership 9 or higher, then the weapon with Soul Blaze has +1 to wound against that target.

Vector Dancer allows the Flyer to pivot 90 degrees after flying over the target unit it just fired at.

Units may assault out of reserves.

DEEP STRIKE: A unit may assault when using this special rule only if it does not scatter or suffer a mishap when entering the battlefield. The unit may also only charge up to 6" instead of having the option to choose 2D6".

Units firing at models with Stealth may only fire when they or a friendly unit is within 36" of target models. Still adds +1 to cover save.

Units firing at models with Shrouding may only fire when they or a friendly unit is within 24" of target models. Still adds +2 to cover save. As well as this any enemy units targeting this unit suffer an additional -1 BS to hit.

Units firing at models with both Stealth and Shrouding may only do so when they or a friendly unit is within 12" of target model. Still adds +3 to cover save. As well as this any enemy units targeting this unit suffer an additional -1 BS to hit.

NEW SPECIAL RULES

High ground advantage: a model that is firing at a unit is at a lower elevation gains +1 BS while firing at them. (This has to be at least the models base to the enemy models head)

Expendable: Any unit with this special rule when in combat with an enemy unit do not count as being in combat for the purposes of targeting the enemy unit in the shooting phase. The friendly unit with this special rule that is in combat with the enemy unit itself may not fire however. Any misses from shooting

at the enemy unit by other friendly units count as hits against the friendly unit with this special rule whilst in combat. Any hits allocated with multiple friendly units with this USR in the same assault are randomised. Roll to wound and remove casualties as normal. Any casualties caused by these shooting attacks count towards combat resolution in the following assault phase. If any unit in the combat takes 25% or more casualties from the shooting that occurred then must immediately take a morale check and if failed, fall back as per the assault rules. The victorious unit(s) may also consolidate as per usual.

Strength In Numbers: Any unit that outnumbered an enemy unit in combat by more than 2:1 gains the stubborn USR or if already stubborn gains the Fearless USR instead. If there is an enemy unit in the combat that has the Fear USR then Tarpit USR has no effect.

general codex specific fixes (for now):

Heavy Bolters are now Salvo 3/3

Bolt weapons (i.e. bolt pistol, boltgun, heavy bolter) now re-roll failed wounds of a 1.)

All purchasable close combat weapons are reduced by 5pts to a minimum of 5pts. *Overpriced combat weapons are the bane of my existence.*

Morale.

Still 2d6 on leadership

Units that suffer casualties 25% less than their starting strength must take LD tests at -1

Units that suffer casualties 50% less than their starting strength must take LD tests

At -2

Units that suffer casualties 75% less than their starting strength must take LD tests

At -3

Stubborn/Fearless units ignore this

Units gain +1 ld if their warlord is within 12" for moral checks

Pinning tests are always taken at -2 unless there are more modifiers in addition to this.

GAME DEPLOYMENT

First blood removed. All other secondaries still in.

Reserve rolls occur as per 5th edition

Choose mission and deployment amicably with opponent - if you cant do that roll some dice

Only Troops can score points for objectives. All non-troops can contest unless specifically stated in their rules.

ARENA STYLE MISSIONS – THIS IS ALL OPTIONAL

Missions

Attrition

6 objectives placed in the centre of each 24" by 24" tile. Player who controls the most objectives at the end wins. One extra point if you control the opponent's home objective. Units fully destroyed may be placed in reserve and brought in on the next turn. Units with dedicated transports may elect to wait until transport is destroyed as well or vice versa. The player with priority starts in either the far right side tile on their board edge or the far left. The opposing player then starts to deploy in the tile furthest away from the opponent on their board edge.

Reserves may be brought in on from any tile edge in which that tile objective is controlled by the player. If the tile objective marker is contested then they are unable to unless it is a players home objective tile.

Domination

Setup same as attrition but units are not placed back in reserve when destroyed. And you gain one VP per objective you control at the end of each turn. If you control an opponents home territory you gain 3vp per turn for that territory.

Take and hold

3 objectives on the centre line. Placed in 12" from the board edge and 12" away from each other. 3" leeway if scenery impedes placing of marker. Side objectives are 1 VP a turn when controlled. Middle is 3 VP. Points are scored at the end of every turn. Player with most vps at the end wins.

Bomb assault

Each army starts with a bomb marker that they have to place in their opponents home territory objective marker. They have to spend a whole turn (from the end of a movement phase to the end of the 3rd phase in the next turn) planting the bomb to score. The marker cannot be destroyed but will be dropped if the unit carrying it is destroyed. It may be picked up by any friendly unit other than vehicles. Friendly units may be transported in vehicle. Walkers may also carry it. Friendly units may not pick up the enemy bomb. The first army to detonate their bomb wins the scenario or if the opposing force is completely destroyed.

The unit with the bomb may not start in reserve.

Slay the warlord

Same as previous versions

Annihilation

Same as previous versions

Convoy raid

A neutral convoy is carrying vps across the centre line of the board.

There are 3 chimeras-equivalents moving at 18" a turn down a road placed across the centre of the board. Any infantry unit may hijack a chimera at the end of the movement phase only if the unit size can fit inside the chimera's unit capacity. Placing it under the player's control. You gain 5 vps for taking

the vehicle off your board edge

You may elect to shoot the vehicles instead. If destroyed roll 3d6. For each 4+ place a 1vp marker where the wreck is or where the vehicle used to be if it was completely destroyed.

When the convoy is completely destroyed or has got off the other side of the table. Then at the beginning of the next turn place the convoy coming in from the opposite direction it was previously moving. All convoys at the start of the game come in from the right side of the player who has priority. If a convoy is blocked for whatever reason. They will tankshock infantry to get through or if there is something unmovable by tank shock in the way then move them round the the quickest way possible to get back on the centre line moving towards the table edge.

King of the Hill

Place an objective marker in the centre of the board. For each unit within 12" of it at the end of the turn you gain 1 VP

Mysterious Objectives D3**1 Targeting Relay:**

Unit in control re-rolls shooting hits of 1.

2 Scatterfield:

Unit in control has +1 cover save.

3 Grav Wave Generator:

-1 to enemy charge ranges.

Mysterious Terrain is out.

Strategic Traits

1 Conqueror of Cities:

Your units have either Move Through Cover (Ruins) and Stealth (Ruins) for the first turn or the last turn of the game. Declare at the start of the turn when you are using this trait.

2 Night Attacker:

You may force Night Fighting on Turn 1. Your units have Night Vision.

3 Master of Ambush:

A non-monstrous creature non vehicle Warlord and two non-vehicle non-mc units have Infiltrate.

4 Strategic Genius:

Once per game – You double the result of your turn priority roll.

5 Divide to Conquer:

Your opponent has -1 to Reserve rolls.

6 Tactical Genius:

Once per game you may activate two friendly Battlegroups at the same time

Command Traits

1 Inspiring Presence:

Friendly units in 12" can use the Warlord's Leadership.

2 Skilled Motivator

Once per game all friendly units gain the stubborn and counter-attack special rule for turn. Declare at the start of the turn.

3 The Dust of a Thousand Worlds:

Warlord and all friendly units within 12" have Move Through Cover.

4 Master of the Vanguard:

Warlord and all friendly units within 12" add 1" to Run range and may re-roll Run rolls of a 1.

5 Target Priority:

Once per game the Warlord and all friendly units within 12" re-roll shooting To Hit for the turn against a single nominated enemy unit.

6 Co-ordinated Assault:

Once per game the Warlord and all friendly units within 12" re-roll assault To Hit rolls for the turn.

Personal Traits

1 Master of Defence:

Warlord has +1 Ld +1 Attack and counter attack while in Cover.

2 Master of Offence:

Warlord has Furious Charge, Rage and Stubborn.

3 Master of Manoeuvre:

Warlord and two other non-vehicle units have the scout special rule.

4 Legendary Fighter:

Army gains +1VP for each character slain by the Warlord in a challenge.

5 Tenacity:

Warlord has Feel no Pain, It will not die and Stubborn.

6 Immovable Object:

Warlord is a scoring unit and is fearless when within 3" of an objective.

PSYCHIC POWERS

Same as 6th ed psychic rules. Apart from you choose your powers before the game as previously mentioned for the points cost that is given. Psychic powers are cast before any other sequence in the turn unless they are a shooting attack and therefore are cast in the shooting phase instead.

Daemonology is out.

Overload: A psychic power with the overload rule is unable to be used by the psyker who casted it for (x) number of turns until after the power has been cast. (x) is specified under the specific psychic power entry itself.

Warp Drain: If a psyker is using more than one power per turn. Subtract the warp charge number of any power after the first being cast from the leadership of the psyker. This is not cumulative with multiple powers cast after the first power.

(i.e. Eldrad Ulthuan casts Scrier's Gaze, this is the first power cast this turn. Therefore he suffers no negative effects from Warp Drain, however, he also attempts to cast Prescience and therefore suffers a -2 to his Ld when trying to cast this power.)

Biomancy

P **Life Leech** (Witchfire 1)

R18" S6 AP2 Assault 2

If this causes an unsaved wound, the Psyker or a friendly model within 6" regains a lost wound.

1 **Iron Arm** (Blessing 1)

Psyker gains +1S, +1T and Smash.

2 **Enfeeble** (Malediction 1, 24")

Target has -1S, -1T and treats all terrain (inc. open ground) as Difficult Terrain.

3 **Swift** (Blessing 1)

Psyker and unit gain fleet and may charge after running.

4 **Warp Speed** (Blessing 1) (Overload 1)

Psyker gains +2I, +2A and Fleet.

5 **Endurance** (Blessing 2, 24") (Overload 1)

Target gains either Feel no Pain (5+), +1 to existing Feel no Pain, Eternal Warrior or Relentless.

6 **Blood Boil** (Witchfire 2, 18") (Overload 1)

Target unit must take a toughness test for each model in the unit. If failed the unit must take a save modified by Ap3 per failed test.

Divination

P Foreboding (Blessing 1)

Psyker and unit gain Counterattack and can fire Overwatch at +1 BS.

1 Prescience (Blessing 2, 18")

Target can re-roll failed To Hit rolls.

2 Forewarning (Blessing 2, 18") (Overload 1)

Target gains a 5+ invulnerable save or +1 to existing invulnerable save up to a maximum of 3+.

3 Perfect Timing (Blessing 1) (Overload 1)

Psyker and unit gain the Ignores Cover special rule.

4 Precognition (Blessing 2)

Psyker and unit can re-roll failed To Hit, To Wound and saving throws of a 1.

5 Misfortune (Malediction 2, 24") (Overload 1)

Target unit must discard any rolls of a 6 to Hit, to Wound and must re-roll 6's to any saves they must take.

6 Scrier's Gaze (Blessing 2)

Targets the Psyker. The player may re-roll Reserves, Outflank and Mysterious Objectives until the end of the turn.

Pyromancy

P Flame Breath (Witchfire 1) (Torrent 6")

Template S5 AP4 Assault 1 Soul Blaze.

1 Fiery Form (Blessing 1) (Overload 1)

Psyker gains 5+ invulnerable save or +1 existing save up to a 3+ and Soul Blaze in CC. Re-rolls failed To Wound rolls with other Pyromancy powers.

2 Fire Shield (Blessing 1, 18")

Target unit gains stealth. enemy units within 6" of target unit also treat all terrain as dangerous.

3 Spontaneous Combustion (Focus Witchfire 1, 18")

Target model suffers S6 AP3 hit with Soul Blaze and Ignores Cover. If slain, center a Blast over him. Hit models suffer a S5 AP4 hit with Soul Blaze and Ignores Cover.

4 Sunburst (Nova 1) (Overload 1)

R9" S4 AP5 Assault D3+3, Ignores Cover, Soul Blaze.

5 Inferno (Witchfire 2) (Overload 1)

R24" S4 AP5 Assault 1, Ignores Cover, Large Blast, Soul Blaze.

6 Molten Fusilade (Witchfire 2) (Overload 2)

R24" S8 AP1 Assault 3 Melta.

Telekinesis

P Throw (Beam 1) R18"

Target unit takes d6 x (x is always equal to the armour save of the target) ap6 hits and is moved d6" directly away from the psyker.

1 Crush (Focus Witchfire 1, 18")

Model suffers an ap 4 hit (ap 2 if psyker's Ld is +2 higher than targets) and is wounded using psykers leadership as strength and the targets leadership as toughness. (i.e. psyker Ld 10, target Ld 9, would be wounding on a 3+)

2 Objuration Mechanicum (Malediction 1, 24") (Overload 1)

Target's weapons have Gets Hot and each vehicle in unit suffers a S1 Haywire hit.

3 Shockwave (witchfire 1) (Torrent 6")

x (x is always equal to the armour save of the target) AP6 template, Strikedown.

4 Levitation (Blessing 1)

Unless psyker and unit are Zooming, Swooping or locked in combat, Psyker and unit make a 12" move instead of moving normally. This move ignores intervening models & terrain. If psyker and unit starts or ends in Difficult Terrain, it count as Dangerous.

Psyker and unit Cannot Charge after this move.

5 Telekinetic Dome (Blessing 2) (Overload 1)

Psyker and all models in 12" have a 5+ invulnerable save (or +1 if the unit already has an invulnerable save) against shooting up to a maximum of a 3+.

6 Psychic Maelstrom (Witchfire 2) (Overload 2)

R24" S10 AP1 Assault 1, Large Blast, Ordnance, Barrage. Perils always on a double for Psychic test.

Telepathy

P Dominate (Malediction 1, 24")

Target must pass Ld test to shoot, move, Run, Charge, overwatch or manifest powers.

1 Psychic Shriek (Witchfire 1)

Template. Any Model hit suffers an ap 4 hit (ap 2 if psyker's Ld is +2 higher than targets) and is wounded using psykers leadership as strength and the targets leadership as toughness. (i.e. psyker Ld 10, target Ld 9, would be wounding on a 3+)

2 Mental Fortitude (Blessing 1, 24")

Target immediately regroups.

3 Terrify (Malediction 1, 24")

Target has -2Ld, treats all enemies as having Fear.

4 Transfer Consciousness (Blessing 2, 24") (Overload 1)

Target model becomes your Warlord.

5 Invisibility (Blessing 2, 24") (Overload 1)

Enemy units may only target the unit with invisibility if there is a friendly unit within 6" and the invisible unit gains a 3+ invulnerable save in combat.

6 Hallucination (Malediction 2, 24") (Overload 1)

Unit treats successful hits as unsuccessful and unsuccessful hits as successful.

Leprechaun-