

**WARP**



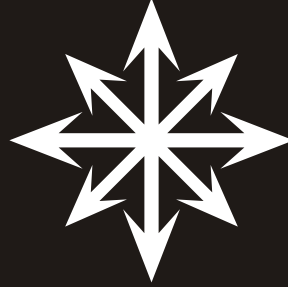
**WARP**

**FORCE**



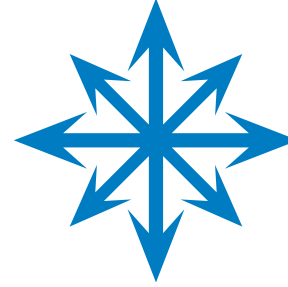
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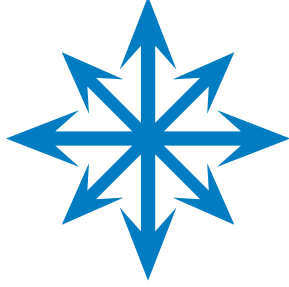
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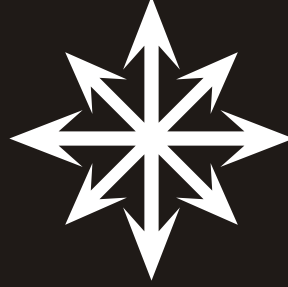
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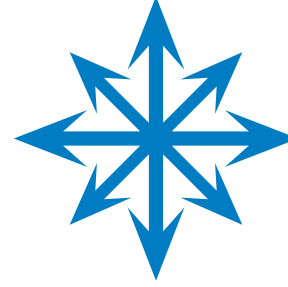
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This card is used to cancel a psychic power anywhere on the battlefield. Play either when an enemy uses a psychic power or against a psychic power that is already in play. Roll a D6:

1-3	NULLIFY FAILS
4-6	NULLIFY WORKS

This roll is modified as follows:

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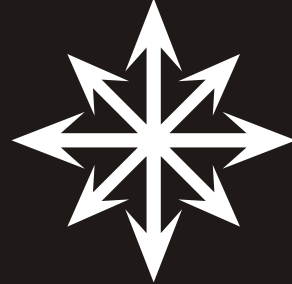
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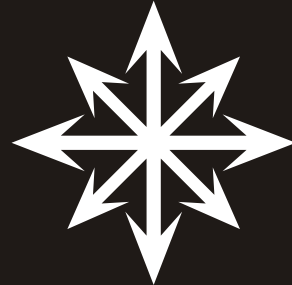
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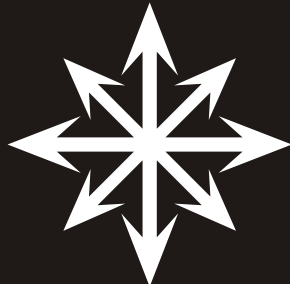
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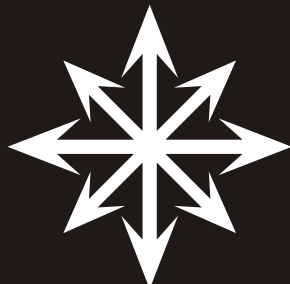
### **DAEMONIC ATTACK**

Play this card when an enemy psyker uses a power. The power is automatically nullified.

In addition, roll a D6; on a 1-3, a Daemon destroys the enemy psyker. The enemy psyker adds his level to the die roll, and deducts the number of force cards used.

This card will only affect Grey Knights and Ork Weirdboyz on a roll of 6 because they are resilient to Daemons.

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### **DESTROY POWER**

May retain in hand. If a psychic power is used at a model within 6" of one of your psykers (including the psyker itself), this card will nullify the power.

Both players secretly roll a D6, and add +1 for each force card they sacrifice. If your total is lower, the power is returned to the opponent's hand as normal. If not, the enemy loses the power for the battle.



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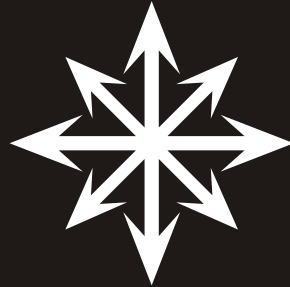
**ULTIMATE FORCE**

Use this card as a power is being used; this card counts as 3 Force Cards on its own.

The power chosen may not be nullified, reflected or destroyed on the turn in which it is cast.



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**ENERGY DRAIN**

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

The psychic phase is ended instantly; any warp cards still held in the hands of either player are immediately placed in the discard pile, including those which may be kept until needed.

All psychic powers currently in play are instantly and automatically nullified.

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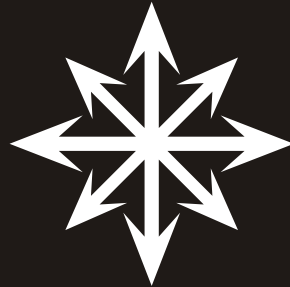
**PSYCHIC DUEL**

Pick an enemy psyker and a friendly psyker. Each player rolls a D6 and adds their selected psyker's level to the roll.

The player with the highest total wins the duel, and drives one psychic power out of the mind of the loser.

The winner may choose a power at random from the powers the enemy psyker may discard it. Ties have no effect on either psyker.

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**REFLECTION**

May be kept until you decide to use it. May be played against a psychic power used on one of your psykers or on a model within 6" of one of your psykers.

The 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.