

PRIMARIS PSYKER - IMPERIUM - ASTRA
MILITARUM

60 PTS

M	T	Sv	W	LD	OC
6"	3	5+	3	7+	1

AUFSTELLUNG
1x Primaris Psyker (32mm)
Equipped with: Laspistol, ► Psychic maelstrom - focused witchfire, ► Psychic maelstrom - witchfire, Force weapon

KEYWORDS: Primaris Psyker, Imperium, Character, Infantry, Psyker, Leader
FACTION KEYWORDS: Astra Militarum

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laspistol PISTOL	12"	1	3+	3	0	1
► Psychic maelstrom - focused witchfire BLAST, DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC	18"	D6+1	3+	6	-2	2
► Psychic maelstrom - witchfire BLAST, DEVASTATING WOUNDS, PSYCHIC	18"	D6	3+	5	-2	1

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	3	4+	6	-1	D3

ABILITIES

CORE - Leader

Malign Wardings (Psychic)
While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against **Psychic** Attacks.

Psychic Barrier (Psychic)
At the start of your opponent's Shooting phase, you can roll one D6: on a 1, this Psyker's unit suffers D3 mortal wounds; on a 2+, until the end of the phase, models in this Psyker's unit have a 4+ invulnerable save.

Leader
This model can be attached to the following units:

- CADIAN SHOCK TROOPS
- CATACHAN JUNGLE FIGHTERS
- DEATH KORPS GRENADIER SQUAD
- DEATH KORPS OF KRIEG
- KASRKIN
- KRIEG COMBAT ENGINEERS
- TEMPESTUS SCIONS

WEAPON ABILITIES

Blast
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

CORE RULES

Feel No Pain
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.