

Psionics Rules for Gemini ARAP Warhammer 40,000

The psionics rules were originally written for earlier versions of the ARAP rules but should be fully compatible with 2.4 rules. ARAP 2.4 rules use low scores to hit so passages such as “hits on a 3+” should be read as “hits on a 4 or less”.

3rd Edition reduced the Psionics element of the game considerably when compared to Rogue Trader. In Chapter Approved 2003, page 60 Andy Chambers comments that 3rd edition may have restricted Psionics too much. 5th edition rules have simplified the Psionic Rules even further. 7th Edition introduced a dice-pool system like that of Warhammer Fantasy Battle.

For those who want more of a Psionic element in their games (such as an operation against a Rogue Psyker) these alternate rules are offered, based on the rules in WH40K-RT and subsequent editions but with a few modifications.

Unlike in Rogue Trader there is no longer a distinct “Psionics Phase”. Psychic abilities are used in the phase that is most appropriate for their effects. Each psyker can use one ability in each of their turns. Using a Force weapon does not count as using an ability.

If you are using the **Gemini-ARAP Rules** the psyker may only use one power per turn unless otherwise permitted by a Special Rule. The psyker can attempt to use his powers when making a Movement or Shooting action and some powers can be used during other actions such as Charging or when in Close Combat. Each attempt to use powers uses up psi-points

and successfully using a power will be dependent on a successful Psi-test. If the psyker fails his Psi-test he may use any remaining actions to make another attempt for each action, expending psi-points and taking a Psi-test until he is successful or has no more actions that turn.

Some Special Rules allow a psyker to use more than one ability in a turn. If this is the case the psyker usually cannot use the same ability twice in the same turn. This rule may be waived for some of the more defensive or passive powers.

Psi-Points and Psi-Level

Unlike some of the more recent systems, the Gemini Psionics rules retain the concept of psi-points. A psyker expends psi-points whenever they use or attempt to use a Psionic Power. The number of psi-points a psyker has is his Psi-level. The Psi-level is usually randomly generated at the start of the game. During a campaign, events may increase or



decrease the maximum Psi-level a psyker has. The GM may award an increase to a particularly successful psyker or use of powers such as limbo may decrease the maximum Psi-level. If a scenario is set immediately after another battle the psyker may start the game with the number of psi-points he finished the previous battle with.

The use of psi-points helps balance out some of the more powerful abilities.

WH40K-RT rules divided psykers into four mastery levels. While this makes sense for Wizards in Warhammer Fantasy Battle it didn't ring quite right for psykers. An alternate system is to generate Psi-Point levels and number of Abilities randomly, ignoring levels.

Gemini Psionics Rules

The use of Psychic powers comes with a penalty. psykers draw power from the Warp and there are many psychically attuned creatures living either in our galaxy or Warp space itself. Many of these creatures will prey upon psykers that lack the abilities or mental fortitude to resist them, feeding on their energy or using them as gateways or conduits for possession or manifestation.

Primary Psykers.

Psykers who have the mental fortitude to resist most of the predations of Warp creatures are known as Primary Psykers, irrespective of how potent their actual Psychic powers are. Some Primary Psykers can barely move a cup or sense a hostile thought.

Primary Psykers in service of the Imperium are often known as "The Chosen".

Secondary Psykers

Psykers who are not sufficiently resistant to predations are known as Secondary Psykers. Secondary Psykers are vulnerable to the Perils of the Warp unless they have undergone the Soul Binding ritual.

Soul Binding

Telepathy is the main means of interstellar communication in the Imperium so the manpower requirements of the Adeptus Astra Telepathica cannot be met by Primary Psykers alone.

Since there is considerable demand for Primary Psykers by other branches of the Imperium the Adeptus Astra Telepathica uses Secondary Psykers who undergo a ritual in the presence of the Emperor known as Soul Binding. Soul Binding greatly strengthens the Astropath's resistance to psychic predators but one of the side effects of the process is that the optic nerves are usually destroyed. Most Astropaths are therefore blind.

Grey Knights are also rumoured to undergo a ritual known as Soul binding with the Emperor. Since Grey Knights are recruited only from Primary Psykers and appear to have functioning eyes some aspects of the ritual must be different to that undergone by the Astropaths.



Protected Psykers

Primary Psykers and Secondary Psykers who have undergone Soul Binding are known as Protected Psykers. In the Imperium such individuals who serve the Emperor are known as the “Blessed”.

Any other psykers are likely to be unprotected, especially if they are human and working against the Imperium.

Protected Psykers include:

- Members of the Inquisition and psykers in their retinues
- Sensei and psykers in their retinues.
- Marine Librarians
- Grey Knights
- Psi-marines
- Astropaths
- Psychic Imperial Assassins
- Imperial Guard and PDF Sanctioned psykers.
- Eldar Farseers and Warlocks.
- Chaos Daemons with Psychic Powers
- Anyone designated as such by the GM.

If a Protected Psyker has to make a “Perils of the Warp” roll they only roll one D6. Other psykers must roll 2D6.

How to Use Psychic Abilities in Gemini Rules

Using a Psychic ability has two stages.

- Expend psi-points.
- Psychic Test.

psi-points are spent to attempt to use an ability. To use the ability successfully the psyker must make a Psychic test by rolling a 2D6 equal or less than their Ld value. This roll is made against the number of remaining psi-points if the number is less than Ld.

If a successful test roll is made the ability is used. If it is not then the ability does not work. In either case the psi-points cost of the ability is deducted from the psyker’s total. If the Psychic test rolls a natural 2 or a 12 then a roll on the Perils of the Warp chart is made.



As Psychic powers are used the psyker will tire. If they continue to use their powers they will literally run out of energy and will eventually have to rest before they can use any more powers. psi-points represent the psyker’s mental reserves and their ability to concentrate and use their powers. Each time a psyker attempts to use a power the psi-points cost of the power is subtracted from the psykers psi-points total.

Expending psi-points allows the psyker to attempt to use a power, not to use the power so points are deducted regardless of if the power is used successfully or not.

A psyker may regain a Psi-Point by spending an entire player turn doing nothing. The psyker must be activated for that turn but may not move, shoot or use their powers and cannot be fighting in Close Combat.

When the psi-point level falls to below the psyker's Ld success rolls are made against the number of remaining points. Hence as the psyker becomes fatigued it becomes harder for them to use their powers. If the psyker is wounded his success rolls are also made against Ld-2 or Psi-level-2 (whichever is lower) until the wounds are healed.

A simple way to keep account of a model's Psi-Point level is to use counters such as matchsticks or poker chips. When a player uses or attempts to use an ability or expends points modifying a Psychic save they "pay" the GM the required amount. Regaining points by resting or other means has the player paid by the GM.

Perils of the Warp

If a psyker rolls a natural 2 or 12 when making a Psi-test roll on the table below. Unprotected psykers roll 2D6 while Protected Psykers roll a single D6.

Perils of The Warp.	
D6/2D6	
1-5	Soul Shock.
6	Mental Overload.

7-9	Psi-Swipe.
10-11	Possession
12	Unwelcome Visitor!

1-5 Soul Shock

For a brief moment, the psyker perceives the true power and vastness of the Warp. Stunned, for a short while they can do nothing but vomit, hug themselves, drool or stare aimlessly into the distance. The psyker can only move at half rate and may not shoot, charge, make attacks, run or use psionic powers until the end of their next turn. If attacked in Close Combat the disorientated psyker may only defend and is a basic 3+ to hit.

6 Mental Overload

The psyker is so overwhelmed by the power of the Warp they pass out and remain in a coma for the rest of the battle. The psyker is still alive so friends may attempt to move him to safety and enemies may attempt to capture him.

7-9 Psi-Swipe

The psyker's conduit of energy into the Warp strays too close to a creature of the Warp and the psyker lacks the ability to protect themselves. A creature in Warp Space makes a Psychic attack on the character. The character is hit by a D6 strength hit with no save.

10-11 Possession

A daemon or similar creature attempts to take over the psyker. The psyker must make a Psychic save or become possessed.

A possessed psyker activates automatically each player turn and is controlled by the player whose turn it is not. It is used before any other figures. The possessed may move D6" in the controlling player's choice of direction and can use this move to enter Close Combat.

If not in close combat at the end of the move the possessed can unleashes a single S6 ranged attack at the nearest model they can see, no armour saves allowed. This is 2+ to hit subject to normal to hit modifiers.

If in Close combat the possessed psyker's original WS, Strength and Attacks are all tripled.

The possessed causes Fear and is Fearless.

At the end of each player turn roll a D6 for the possesse. On a 1 the host body is burn up and destroyed and the daemon returns to the warp.

12 Unwelcome Visitor!

A creature from the Warp is drawn into the universe within 2D6" of the psyker. While this creature has the profile of a Chaos Spawn and can be represented by a Chaos Spawn model it will not be aligned with any Chaos power. It has been pulled out of the Warp against its will and is basically mad at everything it sees. Each game turn the Creature will be automatically activated and will move 2D6" towards the nearest unit or individual, irrespective of their

alignment. If there is a choice of targets within the same distance the creature will prefer those containing psykers. If there is a choice of psykers within the same distance it will prefer to attack the one that summoned it.

Unwelcome Visitor!										
	M	WS	BS	S	T	W	I	A	Ld	Sv
Warp Spawn	2D6	3	0	5	5	2	3	D6	9	3+

If the creature's move brings it into contact with a unit it will enter Close Combat with it. A mass of rage, the creature is Fearless and Immune to all other Psychology. It cannot be Routed, Pinned or Suppressed and will not Break off from combat. It will always pursue unless the pursuit brings it into contact with a new unit to fight.

The creature will continue to attack whatever unit is closest or closest with a psyker until it is destroyed.

Psychic Saves

Some Psychic powers allow the target to make a Psychic save. Psychic saves are made by rolling 2D6 less than or equal to Ld.

Psychic players can expend psi-points to augment their Psychic saves. The number of points to be used is declared

before making the Psychic Save roll. Each point used reduces the dice score by 1.

Augmented Saves and Attacks.

If the successful use of a power forces a target to make a Psychic Save the psyker can choose to Augment his attack by spending additional psi-points. The number of extra points he wishes to use are declared before the roll is made. Each Additional point used over those needed to use the power causes +1 to be added to the target's 2D6 roll to decrease the chances of rolling less than Ld.

If a psyker needs to make a Psychic Save they may choose to expend psi-points to increase their chance of making the save. Each Psi-Point used reduces the rolled score by 1.

Obviously, it is possible that a psyker Augmenting his Save may be the target of an Augmented Attack. In such a situation each player conceals the number of psi-points they are using for Augmentation until after the dice are rolled. The score is then modified by the difference.

Using psi-points to Augment Saves or Attacks does not require a Psi-test.

Psyker Powers and Abilities

All psykers also have two inherent abilities, the Psychic Sense and Psychic Awareness ability ([see later](#)).

In addition to the Psychic Sense and Awareness abilities the psyker will have a number of other abilities. A typical psyker will have D6 other abilities although some such as Marine Librarians may have more.

These abilities are rolled on the General Psionic Abilities Table, although if the psyker has a 3rd edition or later codex one ability (sometimes more) can be taken from the codex.

General Psionic Abilities are randomly selected using the dice detailed below, while codex abilities are brought or randomly generated as the codex dictates. Powers from later editions can be adapted to this system.

Codex Powers

Psionic abilities from the codexes are used in the same way as other powers. They will usually require the expenditure of psi-points and then a psi-test. A codex power typically costs 4 psi-points to attempt. 6th edition or later powers that have a "Warp Charge" value cost 4 psi-points per point of warp charge. The GM may modify these costs as they see fit.

Randomly Rolling Powers

There are 50 powers on the following table. There are [internet sites](#) and computer programs that can let you roll a "D50". Alternately, if you do not own a D5, roll a D10 and subtract 5 from scores of 6 or more. A 1 indicates powers 1 to 10, a 2 powers 11 to 20 and so on. Roll a D10 to see which power in this range is selected. Not all powers will be available to some psykers. Where the selection is limited generate abilities by rolling a suitable Polyhedral Dice such as a D10, D12, D20 etc. If you have a larger choice of abilities use a pair of dice such as a D3 or D4 and a D10.

If duplicate powers are rolled the player may reroll for another power from any it was entitled to select from. Some entries on the table have an alternate power in [brackets]. If they roll a power they already have they may take the power in [brackets] instead of rerolling. If the player does not like some of the powers generated they may discard them and buy additional rolls on the table for 20pts a roll.

This is best illustrated by some examples:-

Sanctioned Psykers

Sanctioned Psykers are usually associated with the Imperial Guard but may also be found in the retinues of Inquisitors, Planetary Governors, Rogue Traders etc. While they have been judged tough enough to withstand most of the dangers and temptations of the Warp they are usually psykers of relatively modest power.



Sanctioned Psykers are Protected Psykers.

A Sanctioned psyker has D6 abilities randomly selected from the first 10 abilities on the [General Battle Powers Table](#) (so roll a D10). One random ability can also be taken from the table in the 3rd to 6th Edition Imperial Guard Codex.

A Sanctioned Psyker has 3D6 psi-points.

Psionics Rules

A Sanctioned Psyker accompanying an Inquisitor or Senior Imperium Official may be more powerful. Add +6 psi-points and roll a D20 on the [General Battle Powers Table](#).

Weak Psyker

The Weak Psyker profile can be used as a stock profile for most Human psykers not in Imperial service. It can be used for a generic rogue psyker, a candidate or fugitive from the Black Ships or any psyker that lacks training and/or experience.

A powerful rogue or renegade psyker may have several weaker psykers as followers.

A Weak Psyker has D6 abilities randomly selected from the first 12 abilities on the [General Battle Powers Table](#) (so roll a D12).

A Weak Psyker has 3D6 psi-points and will probably be an Unprotected psyker. There is about a 10% chance the Weak Psyker has sufficient innate ability to be a Primary Psyker.

Marine Librarian

Marine Librarians have D6+2 abilities selected from the first 30 abilities on the [General Battle Powers Table](#) (roll a D3 and D10). They may also choose an ability from the 3rd to 6th Edition Marine Codex, or two abilities if they are an Epistolary.

Marine Librarians are Protected Psykers and have 10 + 6D6 psi-points.

More detailed rules for the various types of psyker will be given in a [later section](#).

General Battle Powers

The [General Battle Powers Table](#) and the Codexes mainly cover the Psionic powers most likely to be useful on the battlefield. There are many other kinds of Psionic Powers and

GMs should feel free to include these if they have an appropriate scenario in mind. An Empath or Truthsayer may not be much use in a fight, but getting them safely to where they can interview a captive might be crucial to a mission.

Physical or Mental Attacks

Some of the powers listed below work directly on the target's mind, nervous system or other internal organs. Collectively we'll call these Mental Attacks even if the targeted organ is not the brain. Mental Attacks generally ignore physical armour but usually allow the target to make a psychic save to resist their effects.

Physical Attacks are when the psyker uses their powers to manipulate matter or energy to attack a target. A Pyrokinetic might attack with fire, an Electrokinetic might attack with lightning or a Telekinetic might try to crush the target or throw objects at it. Armour and other means of protection are effective against physical attacks.

Psychic Sense

This is an inherent ability common to nearly all psykers. Assume the psyker has this ability unless its absence is specified in the scenario.

If the psyker handles an object that has been effected by psychic powers or has powers they will be aware of it, but will not be aware of the actual nature of such powers. They can also sense if a creature is psychic by touching it.

Psychic Awareness

This is an inherent ability common to nearly all psykers. Assume the psyker has this ability unless its absence is specified in the scenario.

If the psyker is inactive for an entire turn, neither moving, shooting, fighting or using other psychic powers they will be

aware of the presences and rough direction of any other psykers within 48", including those in Astral form.

Gemini WH40K Psionic Rules General Battlefield Powers Table

Some entries on the table have an alternate power in [brackets]. If the player rolls a power, they already have they may take the power in [brackets] instead of rerolling. If the player does not like some of the powers generated they may discard them and buy additional rolls on the table for 20 points a roll.

1.	Telepathy 1. Range 24" 10 words	1
2.	Precision Telekinesis. Range 8" 1 kilo M6	1
3.	Cure Injury. Range 3" Cures 1 wound. Causes wound if fails Psi-test [Lucky]	3
4.	Fists of Force. 2xS +1A [Crush]	2 + 1 per turn.
5.	TK Impulse. Telekinetic power. An individual or D3 members of a unit are knocked off their feet so cannot fire or move in their next turn. They fight in close combat at half WS, rounding down (min 1). Targets must be same size category or smaller than the psyker.	1
6.	Immunity from Poison. Lasts a day. Can be transferred, range 4"	2
7.	Mental Attack 1. Automatic wound if Psi-save failed. Range 24" [Lucky]	1
8.	Wind Blast. 2" radius, Range 24" lasts	2

	until psyker ends it, moves or is engaged in hand to hand.	
9.	Bewilder 1. Psyker and any unit he is with always requires a Ld test before they can be fired upon and is -1 to hit. If the psyker/unit is hidden enemies within spotting distance do not automatically spot the unit. They must roll against Initiative to spot the hidden unit.	5+2
10.	Psionic Protective Aura. [Psychic Barrage]	5
11.	Sense Presence. Detect living creatures and astral forms within 12"	3
12.	Lightning Arc. Range 24" S3 AP 6 Assault D6 Physical attack	5
13.	Telepathy 2. Range 24" [Lucky]	6
14.	Steal Mind. Range 12" Mindless d6 turns WS1, random half move	4
15.	Psionic Protective Aura.	5
16.	Teleport/Levitate 1. Move 4D6" [Teleport 2]	3
17.	Telekinesis 1. 10kg, M6" Range 12" D4 S3 hits Physical attack	3
18.	Mental Attack 2. Range 24" D3 hits	4
19.	Jinx. Disrupt machines range 24". Cleared by same ability	4

20.	Force Blast. Range 12" S4 AP2 Assault 1/blast. Physical attack	4
21.	Smash. Touch, Inanimate targets take S10 D4 damage points. [Crush]	3
22.	Psionic Protective Aura. [Cannot be Possessed]	5
23.	Force Bolt. Range 24" S5 AP4 Assault 2 Physical attack	3
24.	Miasma/Ectoplasmic mist. 5" diameter D3 turns	4
25.	Rally. Rally automatically	4
26.	Mental Attack 3. Range 24" D6 hits	6
27.	TK Blast. Affected models thrown 4" Physical attack	4
28.	Control 1. Affects Individual [Control 2]	2
29.	Cause Confusion. Will persist till Ld roll	5
30.	Cause Fear.	5
31.	Combat Prescience. Gain +1 to shooting and close combat to hit rolls [Lucky]	4
32.	Speed Burst. Gain two extra actions that turn	4
33.	Teleport 2. 1 mile, through 1 metre walls. Can Deep Strike [Displacement]	6
34.	Stasis 1. lasts D3 turns	6

35.	Destroy Aura. Also effects Jinx and Bewilder [Nullify Power]	4
36.	Telekinesis 2. Range 24". Move small vehicle 12" or D6 S5 hits Physical attack [Telekinesis 3]	6
37.	Psionic Protective Aura.	5
38.	Cause Rout. Range 24".	5
39.	Restore Wounds.	10 per wound
40.	Mental Attack 4. Range 24" 2D6 hits.	10
41.	Warp Fire. Range 24" S5 AP5 Assault 1/Blast Physical attack	5
42.	Telekinesis 3. Range 24" Move large vehicle 12" or D10 S7 hits Physical attack	9
43.	Displacement.	5
44.	Bewilder 2. psyker and any unit he is with always requires a Ld test before they can be fired upon. All shots against the unit need at least a 6 to hit. Close combat against the unit needs at least a 6.	6 + 2 per turn.
45.	Telepathy 3. Range 24" any or all individuals.	8
46.	Mental Duel. D6+Ld contested roll. psyker with the lower score takes one wound for each point of difference	8

47.	Control 2. Range 24" affects up to 10 individuals in one squad.	8
48.	Stasis 2. Range 24". 2" stasis bubble last 24 hours	12
49.	Temporal Distortion. Repeat a phase. Only friendlies strike blows	12
50.	Limbo. psyker is incorporeal D6 days and loses D6 Psi points	8

Telepathy 1

Can transmit a single brief image or a message of about 10 words to a single individual within 24"

Telepathy 2

Can transmit more information in greater detail to a single individual within 24".

Telepathy 3

Can transmit to any or all individuals within a range of 24".

How useful the telepathy ability is in a game depends on the scenarios. If there is not hindrance to radio communication having a telepath about has few advantages. If communications are being jammed a telepath can be invaluable. Certain security systems or alien artifacts may require telepathic ability for operation.

If a telepath can see a target and is in telepathic connection to a fighter with an Area weapon the Area weapon can fire at the target normally, even if the shooter does not have LOS to the target.

Telepathic abilities are mainly included on the chart to add balance. Not all Psi-abilities make the user a better fighter.

Bewilder 1

Bewilder is a catchall category for a variety of powers that can be used to fog the enemy's mind, distract, confuse or obscure. The 1994 film "[The Shadow](#)" has some nice examples of the use of Bewilder type powers.

The psyker and any unit he is with always requires the shooter to pass a Ld test before they can be fired upon and are -1 to hit if the test is successful. Once cast this power remains in effect at a cost of 2 more psi-points each turn until the psyker is wounded, uses another Power, is Killed or Routed. The Destroy Aura Power used against the unit or psyker will end the effect of Bewilder until the power is cast again, as will entering the effect area of a Null Rod.

If the psyker or the psyker and a unit with him are hidden enemies within spotting distance do not automatically spot the unit. They must roll against Initiative to spot the hidden unit.

Bewilder 1 has no effect on an enemy in close combat with the unit.

Bewilder 2

Bewilder 2 is a more powerful version of Bewilder 1 that causes an enemy's mind to ignore certain things, effectively making its subject invisible and inaudible. Master psykers have used it to hide entire buildings for years at a time. The psyker and any unit he is with always requires the shooter to pass a Ld test before they can be fired upon. If the test is passed the shooter will still be uncertain as to exactly where the target is so all shots against a unit affected by Bewilder 2 are taken to be wild shots, needing at least a 6 to hit irrespective of the shooter's BS. The GM may rule that modifiers such as cover and size may take the required roll to 7+. Area weapons firing at the unit/psyker treat their targets as hidden, so use Guessed range, no BS modifier to the scatter roll and deviate by the sum

of highest scoring pair of three D6. If a hit is rolled the marker still scatters the score of the highest D6".

Fighters in close combat with a unit affected by Bewilder 2 need to roll at least a 6 to hit, irrespective of WS. (*roll 1 or less in 2.4 rules*)

Sentries approached by a unit affected by Bewilder 2 cannot raise the alarm unless they pass a Ld test. Sensors may detect the unit but the creature viewing them will still be Bewildered and ignore the displays. The GM may rule non-organic or mindless enemies cannot be affected.

Bewilder 2 is more difficult than Bewilder 1 so requires 6 psi-points to attempt. Maintaining the effect for subsequent turns requires an additional 2 psi-points per turn and a successful Psi-test each turn. If the psyker is wounded, uses another Power, is Killed or Routed the effect ends. The Destroy Aura Power used against the unit or psyker will end the effect of Bewilder 2 until the power is cast again, as will entering the effect area of a Null Rod.

If the psyker or the psyker and a unit with him are hidden enemies within spotting distance do not automatically spot the unit. They must roll against Initiative to spot the hidden unit. Shots or attacks against a spotted unit will still need at least a 6 to hit.

Cause Confusion

When attacked by this power the enemy unit may attempt a Psychic Save. If the unit contains any psykers itself it may use one of the psyker's Ld and expend psi-points to augment the save. If the save is unsuccessful the unit will become Confused.

A Confused model or unit is:

- -1 to-hit enemies in close combat
- -1 to hit any target when shooting

- Moves at half rate
- Cannot use Psionic powers.
- Cannot be placed in Overwatch and loses Overwatch if it was already in Overwatch.
- Immune to all other psychological tests while Confused.

The effect of this power will persist until the unit makes a successful roll against Ld or Cl. One attempt to throw off the effects can be made each subsequent turn the unit is activated.

Range of this ability is 24".

Sense Presence

Sense Presence allows the psyker to detect any living creature within a 12" radius, even if hidden. "Blips" are revealed. They can also sense Astral forms, although most psykers can do this as part of their inherent Psychic Awareness ability.

Sense Presence is a relatively passive and safe power to use so using it does not require a Psi-test, only the expenditure of psi-points.

Hidden models so detected can be fired upon by the psyker. Models without this ability in the same unit may join in firing at the hidden targets the psyker fires on.

If the psyker also has Sense Presence and a Telepathic ability then he can make targets he has detected visible to other members of his unit and they may fire upon detected hidden targets the psyker is not firing at.

Steal Mind

The Steal Mind power can be directed against a single living target in the nearest unit within 12". If this power is rolled twice when generating abilities the range is increased to 24"

The target must attempt a Psychic Save against Ld or be affected. The victim becomes mindless for D3 turns, moves randomly at half rate and is WS1 if attacked in Close Combat.

For military vehicle crews/Dreadnought pilots use a Leadership of 10. For vehicles where the driver is exposed or that are poorly protected such as a city car use the same Ld as the equivalent infantry model as the driver.

Mental Duel

The Mental Duel power can only be used against another psyker and has a range of 18". Both the attacker and the target roll a D6, add their Ld and compare values. This roll cannot be augmented with psi-points.

The psyker with the lower score takes one wound for each point of difference. Roll a Psychic save for each wound. psi-points may be expended to augment one's save or decrease an opponent's save as normal.

Precision Telekinesis

Range 8". Can move a 1 kilo object up to 6". Also gives fine control.

Telekinesis 1

Range 12". Can move a 10 kilo object up to 6" or produce D4 S3 hits.

Telekinesis 2

Range 24". Can move a single weight equal to a small vehicle up to 12" or inflict D6 S5 hits.

Telekinesis 3

Range 24". Can move a weight equal to a large vehicle 12" or inflict D10 S7 hits.

While **Precision Telekinesis** does not have any directly lethal applications it can with imagination prove very useful. It can be used to remotely operate door controls, trigger tripwires or move objects to distract sentries.

TK1 will make D4 S3 hits on a targeted unit, **TK2** D6 S5 and **TK3** D10 S7. These can be thought of as using the power to pick up local objects and hurl them at enemies or using the power to crush and tear at the target. All hits from such attacks must be aimed at a single unit, solitary character,

monstrous creature or vehicle. **TK2** and **TK3** can also be used to pick up larger objects and move them about, halt their movement, smash them into things, make them float etc. **TK2** can pick up a single object that is up to the equivalent in weight to a small vehicle such as a Land Speeder or City Car.



TK3 can move weights equivalent to a single Large Vehicle. At the GM's discretion **TK3** can be used to pick up several objects with a total weight no greater than that of a Large Vehicle.

Use the [ramming rules](#) to work out the damage from being hit by a vehicle or similar object.

TK Impulse

Range 12". This is a Telekinetic power of greater strength than **TK1** but with less focus and control. While **Precision TK** can operate keypads and **TK1-3** can make objects float **TK Impulse** acts more like a brief forceful shove or jerk. **TK Impulse** may push open a door, hit a lever or a solitary button but it couldn't operate a keypad since it would just hit all of the buttons at once.

In combat the use of this ability will cause an individual or D6 members of a unit to be knocked off their feet so they cannot fire or move in their next turn. Targets must be same size category or smaller than the psyker. The fallen can be attacked in Close Combat while down and defend at half WS, rounding down (min 1). In ARAP rules getting up if knocked down requires one Action point. If a target is within 1" or less of a ledge when affected by **TK Impulse** they must roll against Initiative-1 or will fall over the edge.

TK Blast

TK Blast is a more potent and violent form of **TK Impulse**. The psyker nominates a point within 12". On a successful Psi-test all Size 1 or Size 2 models within 4" of the point are thrown to the edge of this area. Models already at the edge of the area are knocked down. All models affected by the **TK Blast** are considered to have been knocked off their feet, as described under **TK Impulse**.

Models hit by the **TK Blast** are considered to have been thrown up in the air so they may be thrown over parapets or

low walls or on to minefields. Those landing within 1" or less of a ledge must test against Initiative-1 or fall over the edge.

Size Three targets such as Dreadnoughts will be knocked down but not moved 4". Small floating vehicles may be moved by the blast, other vehicles may be stalled or unaffected.

Teleport 1/Levitate

The psyker is able to move horizontally or vertically up to 4D6", ignoring penalties for intervening dangerous or difficult terrain. The psyker cannot pass through walls or into vehicle interiors. They may only pass into a building or vehicle if there is an open access point.

Teleport 2

The psyker can move themselves up to 1 mile and pass through walls of up to a metre thick. The psyker can use the Deep Strike special rules but need not roll for Hazards and Mishaps.

Displacement

The psyker can use his Teleportation powers to move a friendly squad (including a unit the psyker is with) up to 3D6". This move can be used to move them into close combat and they count as charging if this is done. A unit moved into close combat cannot use offensive grenades but is not affected by defensive grenades. The teleported unit cannot fire while Charging, but cannot be fired upon while Charging.

Wind Blast

The psyker uses his TK abilities to violently displace the air or physically restrain his targets.

All Size 1 or 2 models within a 2" radius of a point within 24" of the psyker are knocked over and cannot move, shoot or get up till the effect is ended. Note that this point does not deviate and does not require a BS roll.

The psyker must have at least partial line of sight of the point where he creates the Wind Blast. He can create it inside a room if he can see through an open door or window. He can create it behind low cover such as a wall if he can see behind the wall.

The effect lasts till psyker chooses to end it, uses another ability, moves, fails an activation roll, is wounded or is engaged in Hand to Hand Combat.

If directed against units in Close Combat the number of hits scored by all sides that round is halved, rounding down.

Cure Injury

This power will restore 1 wound to a model the Healer is within 3" of. It cannot revive dead models. If the Psi-test rolls a 2 or 12 the power will instead cause a wound to the patient in addition to any other Perils of the Warp results that affect the psyker.

Restore Wounds

This power can be used by the psyker to heal either themselves or a model within 3". 1 wound is restored for each 10 psi-points used but only one Psi-test is required in a turn if healing more than one wound.

This power will not work on a slain creature.

Immunity from Poison

This ability uses telekinesis at a molecular level to convert dangerous compounds into harmless substances. This gives the psyker immunity from poisons, toxins, viral and chemical attacks for 24 hours.

The effects of this ability can be transferred to a model within 4" and persists for as long as the psyker has line of sight to the subject and the psyker is not killed, Routed, fails an activation or uses another ability.

This power protects from poisons, animal venom, Choke, Hallucinogen, Scare, Stumm, Toxin gas, Virus, Web toxins, Needler chemicals, Frenzon and Stimulant.

Mental Attack 1

Single Target.

Mental Attack 2

D3 Targets in the same unit.

Mental Attack 3

D6 Targets in the same unit.

Mental Attack 4

2D6 Targets in the same unit.

Mental Attacks are an umbrella category for a variety of powers that mainly affect the target's mind or internal physiology. For this reason they tend to have little effect on plants, machines or inanimate objects.

Mental Attacks ignore the target's Armour Save or Invulnerable Saves from Force Fields etc. They can be negated by Psychic Auras and Daemonic Auras.

A Mental Attack inflicts between 1 and 2D6 hits. These hits can be inflicted on a single individual or spread among members of the same unit. Targets affected by Mental Attacks can make a Psychic saves against each hit.

Using a Mental Attack follows the usual rules for Line of Sight but no roll against BS is made. A successful Psi-Test results in the target being hit automatically. If the target does not make its Psychic Save it takes a wound.

A hidden model that uses a Mental Attack does not reveal its position as it would if firing conventional weapons or using some other powers.

Mental Attacks must be directed against the nearest enemy model in line of sight within 24". Astral forms can be attacked at up to 24" even if there is a nearer physical enemy.

Some rare psykers can target enemies within this range that are not in sight, while others can direct attacks against minds other than those that are closest. The GM might like to award such enhanced abilities in a campaign game or for a duplicate roll of a power.

Force Bolt

Force Bolt is a generic term for a number of physical Psionic attacks. It includes the Pyrokinetic's Fire bolt, the Cryokinetic's chill attack, Electrokinetic arc attacks and focused Telekinetic attacks. As a physical attack the Force Bolt can be resisted by armour but can be effective against targets immune to mental attacks.

Force Bolt is Range 24", S5 AP4 Assault 2.

Lightning Arc

Lightning attacks can be produced by Electrokinesis or by the creation of a miniscule warp portal. This category also covers other Pyrokinetic, Telekinetic and Cryokinetic attacks with similar performance.

Lightning Arc is a Physical Attack.

Lightning Arc is Range 24" S3 AP6 and inflicts D6 hits.

Lightning Arc is a Codex power for Imperial Guard Sanctioned psykers. If you have already rolled Lightning Arc as a Codex power you can either choose a new General Battle power from the list or roll another Codex power.

In Gemini Rules Lightning Arc is considered to be equivalent to an Assault D6 weapon rather than a Heavy D6 weapon.

Force Blast

Force Blast is another category that covers a variety of physical attacks.

The psyker must have at least partial line of sight of the point where he creates the Force Blast. He can create it inside a room if he can see through an open door or window. He can create it behind low cover such as a wall if he can see behind the wall.

Force Blast has a Range 12", S4 AP2 Assault 1/blast.

Warp Fire

The psyker opens a small portal to the Warp, allowing some of its energy to bleed through. The result is a terrifying blast of energy and flame. The psyker can place the 3" area marker anywhere within 24".

The psyker must have at least partial line of sight of the point where he creates the Warp Fire. He can create it inside a room if he can see through an open door or window. He can create it behind low cover such as a wall if he can see behind the wall.

Any model within this marker takes a S5 AP5 hit. This is a physical attack.

Fists of Force

The psyker channels energy into themselves to make them a more potent Close Combat fighter. This power is usually activated when the psyker enters Close Combat so the attempt to activate it can be made as part of a Charge move, when receiving a Charge or when at the start of a Close Combat round.

Fists of Force doubles the psyker's Strength and gives them an additional attack. Since the power is flowing down their hands the psyker is treated as using a pair of hand weapons.

While using Fists of Force they cannot use Power weapons or any other close combat weapon with its own strength or strength modifier. If the psyker was unarmed Fists of Force also negates the usual penalties for this.

Fists of Force: 2 x S, A+1.

To activate the Fists of Force power takes 2 psi-points and a Psi-test. Once activated the power consumes a further Psi-Point per Assault Phase, even if the psyker is not fighting. The psyker may end the power at will. The Power also becomes deactivated if the psyker takes a wound, uses another ability or is Routed.

Smash

Smash is a power that requires the psyker to physically touch the target and can only be used against inanimate/non-living objects. Used successfully it inflicts a S10 hit and will do D4 points of damage against targets that have Damage Points.

Crush

This power is used against the nearest enemy model in sight within 24". Roll 2D6 for the psyker and 1D6 plus the model's Strength for the target, If the target's score is equal to or higher than the psyker's, then the attack has no effect. If the psyker's score is higher then 1 wound is inflicted on the victim per point of difference between the two scores. This is a physical attack so armour saves may be taken.

Crush power requires 3 psi-points.

Nullify Power

The psyker can attempt to use this power if an enemy psyker that is in sight and within 24" succeeds in making a Psi-test to use a power. This power is used in the enemy's turn and may be considered to be an automatic reaction. If the Nullify Power works, then the enemy psyker's power is negated and cannot be used this turn.

Nullify Power requires 4 psi-points.

Lucky

The psyker is simply very lucky. Once per game turn the psyker can force a re-roll of one dice roll that affected the psyker directly. For example, he could force an opponent to re-roll to hit if the opponent were firing at the psyker, but not if the opponent were firing at another model in the same unit as the psyker. The psyker must accept the result of the re-roll, even if it is worse than the first roll.

This power always works - the psyker does not have to take a Psi-test to use it and it requires no psi-points.

Cannot Be Possessed

This psyker is immensely strong-willed and cannot be possessed by daemons or other Warp creatures. Treat any 'Possessed' results on the Perils of the Warp Table as having no effect. This power always works – the psyker does not have to take a Psi-test to use it and it requires no psi-points.

Jinx

Jinx covers a range of telekinetic, electrokinetic and other abilities that can disrupt machinery. A unit targeted by the Jinx power will be unable to use ranged weaponry unless it is something very simple such as a bow or sling. Power weapons and Chainsaws effectively become simple hand weapons, pistols become improvised weapons. Thunder hammers are considered to be S+1 hand weapons and Storm Shields function as normal shields. Force Weapons work as normal. Life support and armour motive systems are luckily not affected. Vehicles are treated as temporary immobilized and unable to use their weapons. This may cause skimmers to crash.

Jinx has a range of 24" and once used the psyker can choose to maintain the effect for multiple turns at the cost 2

additional psi-points per turn. The effect ends if the psyker is killed, wounded, routed, engaged in hand to hand or fails to activate.

The effects of a Jinx can be removed by another psyker using the same ability or with the Destroy Aura ability. A Null Rod moving into range of the affected unit or the responsible psyker will also negate the Jinx.

Psionic Protective Aura

The psyker creates a protective Aura around themselves. Once created the Aura remains active even if the psyker uses other Psychic powers. An Aura gives the psyker a 3+ Invulnerable save against conventional attacks. The Aura also gives a 4+ save against non-physical Psychic attacks.

Psionic Protective Auras are dispelled if hit or touched by a Force Rod or Force Weapon or if they come within 6" of a Null Rod.

This is a relatively common ability so appears on the table more than once.

Psychic Barrage

Psychic Barrage is a physical psionic attack with the property that several psykers can combine their abilities to increase its power. If used by a single psyker the attack is Strength 3, AP6, Assault 1/Large blast. For each psyker in the same unit helping Strength and AP are improved by 1, so for two psykers the attack will be S4, AP5, for three S5, AP4 etc. Only one psyker in the unit has to have Psychic Barrage ability to use this group effect. Only one Psychic Barrage attack by a unit can be made per turn regardless of the number of psykers in the unit and a single Psi-test is made. If the psykers have different Psi-levels the highest level of any psyker with the Psychic Barrage ability is used. Range of this attack is 36" but if

more than one psyker is contributing the distance can be measured from the psyker nearest the target.

If a Perils of the Warp result is rolled do not roll on the table. Each psyker contributing to the power will take an automatic wound, no armour saves permitted. Invulnerable saves can be taken but successes must be rerolled.

Using Psychic Barrage costs 3 points, plus 1 point for each additional psyker contributing. If used as a unit power psi-points cost can be shared or distributed among all psykers contributing to the attack as the controlling player sees fit.

Range 36" Strength 3 (+1 for each additional psyker)
AP6 (-1 for each additional psyker) Assault
1/Large blast.

Destroy Aura

Destroy Aura automatically dispels any Psionic Protective Auras within a 5" diameter area centered on a nominated point within 24". It will also neutralize the effects of the Jinx and Bewilder abilities.

Combat Precience

Using this ability the psyker has some idea of what is about to happen. The combat effect of this is the psyker gains +1 to their Shooting and Close Combat to-hit rolls that turn.

The GM may allow the use of this ability to increase the chances of spotting events such as ambushes or avoiding mines or traps.

Speed Burst

The psyker slows time around himself, making it appear he is moving faster. Successful use of this ability gains the psyker two extra actions that turn.

Successful use of this ability in a Fast Draw competition means the psyker gets to fire first, irrespective of other modifiers.

Miasma/ Ectoplasmic Mist

The psyker manipulates local dust or water vapour or draws on the energy of the warp to create an evershifting swirling cloud charge with random psychic energy. Infravision and Psychic senses are of no use within the cloud.

The cloud covers a 5" diameter area and lasts D3 turns. Troops in the mist cannot be seen and cannot see out. Movement in the mist is at half rate and in a random direction each move. Shooting into, through and out of the mist is treated as blind firing. Close Combat in the mist can only take place if a 6 is rolled first for each combatant.

Cause Fear

The psyker uses his telepathic abilities to subtly amplify a targeted unit's fears and doubts. When attacked by this power the unit may attempt a Psychic Save. If the unit contains any psykers itself it may use one of the psyker's Ld and expend psi-points to augment the save.

If the save is unsuccessful the unit will be affected for the next 6 hours. An affected unit fears all enemies. Enemies that would normally cause Fear now cause Terror. Terror tests for enemies that would have caused Terror are made with an additional -1 modifier, so tests are made at at least Ld-2 or Cl-2. Positive modifiers for Hated or Preferred Enemies are not applied.

This ability cannot be used on Fearless units.

Range of the ability is 24".

Cause Rout

The psyker telepathically saps a unit's confidence. When attacked by this power the unit may attempt a Psychic Save. If the unit contains any psykers itself it may use one of the psyker's Ld and expend psi-points to augment the save. If the save is unsuccessful the unit will automatically Rout. Range of the **Cause Rout** ability is 24".

This ability cannot be used on Fearless or Dogged units or any other target that does not take Rout tests or automatically passes them.

Rally

This is effectively the opposite of the Rout ability. The power can be directed at any routing unit that is passing within 24" of the psyker. The unit automatically rallies and may be activated as normal in their next turn.

Range of the ability is 24".

Control 1

The psyker briefly takes over an enemy's mind. Range of this Power is 24" and the enemy can attempt a Psychic Save to resist the influence. If the Save is unsuccessful the target is controlled for one turn and can be made to perform the equivalent of two Action Points of Actions. The controlled model cannot be made to do something obviously harmful to themselves such as shoot themselves or jump over a cliff.

Control 2

Control 2 works in the same way as Control 1 but the psyker can control a whole squad of up to 10 models for a turn. If the targeted squad has more than 10 members the 10 nearest the psyker are controlled. The controlled models cannot be made to do something obviously harmful to themselves such as shoot each other or jump over a cliff but can be made to fire on or attack other units on the same side.

Stasis 1

The psyker uses his powers to slow time to a standstill. This power has a range of 24" and affects an area of 2" radius around the targeted point. Everything within this area is frozen in time for D3 turns. Those within the Stasis bubble cannot do anything and cannot be harmed by any external forces. Nothing may enter or leave the bubble while it exists.

Stasis 2

Stasis 2 has the same range and effects as Stasis 1 but the bubble will last 24 hours.

Temporal Distortion

The psyker slows time down for a unit within 24". This power can be used on a unit and allows them to repeat one action they make in a turn. If they both moved and shot that turn they may either shoot again or move again. If they only moved they may only move again and if they only shot they may only shoot again. This can be used on a unit in Close Combat, in which case the unit fights another round with only members of the unit striking blows.

Limbo

The psyker becomes incorporeal and escapes into Warpspace. A tactic of desperation, the psyker will be gone for at least D6 days and may reappear anywhere in the galaxy. Using this power has a weakening effect and the psyker will lose D6 psi-points from their maximum level.

Types of Psykers

Sanctioned Psykers

Sanctioned Psykers are usually associated with the Imperial Guard but may also be found in the retinues of Inquisitors, Planetary Governors, Rogue Traders etc. While they have been

judged tough enough to withstand most of the dangers and temptations of the Warp they are usually psykers of relatively modest power.

Sanctioned Psykers are Protected Psykers.

A Sanctioned Psyker has D6 abilities randomly selected from the first 10 abilities on the [General Battle Powers Table](#) (so roll a D10). One random ability can also be taken from the table in the 3rd to 6th Edition Imperial Guard Codex.

A Sanctioned Psyker has 3D6 psi-points.

A Sanctioned Psyker accompanying an Inquisitor or Senior Imperium Official may be more powerful. Add +6 psi-points and roll a D20 on the [General Battle Powers Table](#).

Weak Psyker

The Weak Psyker profile can be used as a stock profile for most Human psykers not in Imperial service. It can be used for a generic rogue psyker, a candidate or fugitive from the Black Ships or any psyker that lacks training and/or experience. A powerful rogue or renegade psyker may have several weaker psykers as followers.

A Weak Psyker has D6 abilities randomly selected from the first 12 abilities on the [General Battle Powers Table](#) (so roll a D12).

A Weak Psyker has 3D6 psi-points and will probably be an Unprotected psyker. There is about a 10% chance the Weak Psyker has sufficient innate ability to be a Primary Psyker.

Marine Librarian

Marine Librarians have D6+2 abilities selected from the first 30 abilities on the [General Battle Powers Table](#) (roll a D3 and D10). They may also choose an ability from the 3rd to 6th Edition Marine Codex, or two abilities if they are an Epistolary.

Marine Librarians are Protected Psykers and have 8D6 psi-points.

Astropath

Astropaths have 2D6 randomly generated abilities from the first 20 entries on the Generic chart. They also have the two inherent abilities common to all psykers and between D4 of the Astropath abilities on page 148 WH40K-RT. See that page for a full description of the abilities.

An Astropath has 6D6 psi-points and due to the Soul Binding ritual is a Protected Psyker.

Astropath Abilities are:

Astrotelepathy

Requires 4 psi-points but no Psi-test. Can send or receive a message of up to 10 words to a range of 50,000 Light Years. The message has a 50% chance of being garbled, distorted or lost, however.

Locate Warpgate or Portal

Requires 4 psi-points but no Psi-test. Can locate a gates or portals into warp space within 10 light years. If the Astropath is



in Warpspace the ability can locate portals into realspace, but with only a 10% chance of success.



Psychic Beacon

Requires 4 psi-points but no Psi-test. Creates a 10 light year radius Psychic Beacon that can be used by a Navigator to guide a ship even if without access to the Astronomican. Cannot be used while the Astropath is within Warpspace.

Resist Psychic Attack

Requires 4 psi-points but no Psi-test. The Astropath can ignore damage from any Psychic attack that turn, including special attacks from certain Warp creatures. This power can be used during an enemy's turn and may be used more than once per turn.

Warp Space Trial

Requires 4 psi-points but no Psi-test. Allows the Astropath to place a homing signal in the mind of a target. This will last D6+4 days and allows the Astropath to track the subject so long as they are within 1000km. If the subject makes a Warp Jump the Astropath can sense the destination.

Rogue Psyker

The Rogue Psyker represents a more experienced individual than the Weak Psyker and may select powers from the first 30 abilities on the [General Battle Powers Table](#). A truly powerful psyker may select from the first 40 or even all 50 abilities, although such an individual would be very rare.

Rogue Psykers have 7D6 psi-points.

Wyrds

Wyrds are untutored but often powerful psykers. Wyrds usually only have a few abilities but tend to be very effective at using those they have.

Wyrds tend to stick to what they are good at and know so will have a specialization such as Pyrokinetic, Telepath, Beastmaster etc.

Use the charts in the [Outlanders Rulebook](#) to generate one Primary and one Secondary Power. These charts are written for Necromunda games so not all of the powers will be relevant to Gemini Rules. Adapt the rules, treat as a null result or reroll as you see fit. Minor Powers require 3 psi-points to use. Primary powers do not require psi-points but do require a Psi-test. Wyrds will normally have to target the closest target they are aware of. This is because for the Wyrd's unrefined skills only the minds of the closest foe stand out with any clarity.

The Wyrd has 5+2D6 psi-points and is an Unprotected psyker.



Chaos Space Marines/Daemonic Powers

Chaos Space Marines and Daemons use the Major and Minor Powers given in the 3rd to 6th Edition Chaos Space Marine Codex. The Chaos Marines and Daemons that serve the Chaos Powers are so imbued with the energy of the Warp that they do not need psi-points to use these powers.

Chaos Space Marines are Unprotected psykers so subject to all Perils of the Warp if they roll a 2 or 12 on a Psi-test. Chaos Daemons not aligned with Tzeentch are treated as Protected Psykers when making a Perils of the Warp roll.

Sorcerers and Daemons aligned with **Tzeentch** do not usually have to take Psi-tests to use their powers.

Grey Knights

Grey Knights are no ordinary Marines. As well as being recruited from the strongest psykers and undergoing an unparalleled training regime they are implanted with silver hexagrammic and pentagrammic purity wards under their skin which cover their entire body.

In 4th Edition Daemonhunter Codex Grey Knight psychic powers take the form of a gestalt psychic chant that confounds enemies firing on the unit and repels daemons. So practiced in this are the Grey Knights that this requires no expenditure of psi-points or Psychic test. Maintaining this incantation,

however, prevents them from using any other Psionic powers at the same time. Grey Knight Terminators have sufficient experience that they can maintain the protective incantation and also use the Holocaust ability. This requires no psi-points but does require a Psychic test.



If using the 5th Edition Grey Knight Codex rules Grey Knights using their powers must make a Psi-test but do not

need psi-points. The “Brotherhood of psykers” rule requires one Psi-test for the whole unit and Perils of the Warp results are only applied to one member, usually the leader.

Grey Knights and Grey Knight Terminators are Protected Psykers.

Bound Daemonhosts

Bound Daemonhosts do not expend psi-points and automatically pass any Psychic tests. However, which ability they use in a turn is randomly generated each turn from the relevant 3rd to 6th Edition codex.

Tyranids

Tyranid Hive Mind Powers do not require the expenditure of psi-points. Hive mind powers do not require a Psychic test unless stated so in their description in the 3rd to 6th Edition Codex.

Tyranids count as Unprotected psykers in the event of a Perils of the Warp roll.

Eldar Farseers and Warlocks

Eldar Farseers may choose from 1 to 4 Farseer Powers from the Eldar Codex and do not need to take Psychic tests to use a Farseer power. They may have D4 General Battle powers randomly selected from the first 40 abilities. Using General Battle powers needs psi-points and Psi-tests as normal. Farseers have 2D6 psi-points.

Eldar Warlocks may choose one Warlock Power and do not need to take Psychic tests to use the Warlock power. Other Psychic powers are used as normal, needing psi-points and a Psi-test. They may have D6+1 randomly generated abilities from the first 20 entries on the General Battle chart and have 2D6 psi-points.

Farseers and Warlocks are Protected Psykers.

Psionics Rules



Other Eldar with Psychic powers are treated in the same way as humans.

Ork Weirdboys and Warpheads

Weirdboys and Warpheads do not expend psi-points but randomly generate which ability they use in a turn. They still make a Psychic test and are subject to Perils of the Warp rolls as Unprotected psykers.

Weirdboys and Warpheads may be given 2D6 psi-points for augmenting Psychic Saves etc.

Psionic Hardware

Psychic Hoods

When an enemy psyker makes a successful Psi-test a model wearing a Psychic Hood can attempt to negate the power. Both

psykers roll a D6 and add Ld. If the roll of the model with the Psychic Hood is greater the power cannot be used, but the psyker still has to pay psi-points for attempting to use the power. A Hood can be used each time an enemy model uses a Psychic power. Only one wearer may use his hood against a single use of a Psi-power.

If Augmenting a Psychic Save a model wearing a Psychic Hood reduces its dice roll by 2 for each Psi-Point used.

A psyker with the Nullify Power and a Psychic hood may choose to either use the hood or the Nullify power. Using the Nullify power requires the expenditure of psi-points and a Psi-test.



Force Weapons

If used by either psykers or Non-psykers Force Weapons have the following properties:

- Force Weapons hit as normal hand weapons of their type if used by a Non-psyker.
- Attacks with Force Weapons ignore Saves from Protective Psychic Auras. In addition, any hit or touch from a Force Weapon will automatically dispel and destroy a Protective Psychic Aura so there is no Aura Save against any other attacks made in that or the following combat rounds.
- Attacks with Force Weapons against Daemonic Auras have a -1 Save modifier. This means a Daemon with a 4+ Daemonic Aura Save will have to roll a 5+ and a Daemon with a 5+ save can only save on a 6.

If used by a psyker a Force weapon has the following additional properties:

- If used by a psyker the Force weapon strikes with the user's strength but has increased AP. A Force sword has AP3. (AP4 for Force Staves).
- The Force Weapon can be used for a **Life Drain** attack. Before any rolls to hit are made the psyker makes a Psi-test to Channel power into the weapon. If successful any unsaved wounds inflicted with the Force weapon that round are doubled. If a 2 or 12 is rolled for the Psi-test, the power backfires and the user takes a Psi-Swipe attack (see "[Perils of the Warp](#)").

Attempting to use a Life Drain attack costs a number of psi-points equal to the intended target's Basic Toughness.

	Strength	AP	Notes
Force Weapon (used by psyker)	As User	3	Can Life Drain. See Notes above for full rules.
Heavy Force Weapon (used by psyker)	User +1	3	Can Life Drain. Two-handed except for Terminators.
Force Stave/ Mace (used by psyker)	User +1	4	Can Life Drain , Concussive.

Force Rod

The Force Rod is effectively a storage device for Psychic energy. A psyker with a Force Rod can use the psi-points within the Rod instead of his own points to augment Psychic Saves and Attacks. The psyker may also draw psi-points from the Rod to replenish his Psi-level. Drawing power from the rod to replenish Psi-level costs 2 actions. Drawing psi-points from the Rod cannot take the Psi-level beyond the psyker's starting level. A Force Rod will contain 5+3D6 psi-points.

Most Force Rods resemble short 15" rods made from a black substance and weighing about a pound. Some take the form of circlets suitable for wearing on the wrist, head or neck. Some are fashioned as small statues, pommel stones or bracelets and they are sometimes built into staves or scepters.

It is not practical to carry both a Force Rod and a Force Weapon. If kept in close proximity for any length of time the Force Weapon tends to drain the Force Rod. A few arcane devices seem to incorporate the abilities of both a Force weapon and a Force rod but these are extremely rare and few, if any, now know the secret of how to successfully harmonize the two devices.

A Force Rod will dispel a Protective Psychic Aura if it comes into contact with it. Other than this ability a Force Rod is an improvised weapon in hand to hand combat unless built into something like a staff.

Nemesis Force Weapons

Nemesis Force Weapons usually take the form of a two-handed sword or a glaive. Occasionally they may be formed as large axes, hammers, staves or other polearms. Their great size and the physical and mental training of the Grey Knights makes all Nemesis Force Weapons AP2.

All Nemesis Weapons used by Grey Knights are treated as Force Weapons used by psykers so ignore Armour Saves, dispel Protective Psychic Auras and have a -1 Save modifier against Daemonic Auras.

- Attacks with Nemesis Force Weapons ignore Saves from Protective Psychic Auras. In addition any hit or touch from a Nemesis Force Weapon will automatically dispel and destroy a Protective Psychic Aura so there is no Aura Save against any other attacks made in that or the following combat rounds.
- Attacks with Nemesis Force Weapons against Daemonic Auras have a -1 Save modifier. This means a Daemon with a 4+ Daemonic Aura Save will have to roll a 5+ and a Daemon with a 5+ save can only save on a 6.

All Nemesis Weapons used by Grey Knights can be used to make **Life Drain** attacks. Most Grey Knight units have the "Brotherhood of psykers" rule so only one Psi-test has to be made and this is taken at the start of a round before hits are rolled. A successful result applies to all members of that unit to all attacks made during that Close Combat round. In other words, Nemesis armed fighters can inflict multiple Life Drains if they have more than one attack. A "[Psi-Swipe](#)" result is only applied to one member of the unit.

Grey Knights do not expend any psi-points to use the **Life Drain** ability.

Different forms of Nemesis weapon have different additional abilities:

Nemesis Force Sword. Adds +1 to the Invulnerable Save in Close Combat if the user has one.

Nemesis Force Glaive or Halberd. Requires two hands to use, +2 to Initiative in Close Combat



Nemesis Falchions. Used in pairs to give +1 Attack.

Nemesis Warding Stave. Gives the user a 2+ Invulnerable Save when in Close Combat.

Nemesis Daemon Hammer. Acts as a Thunder Hammer but strikes at the user's normal initiative.

Nemesis Doomfist. Dreadnoughts and Dreadknights only. Other than its basic Nemesis weapon abilities this follows standard Dreadnought close combat weapon rules.

Nemesis Greatsword. Only used by Dreadknights. Re-rolls failed to-hit, to-wound and Armour Penetration roles in Close Combat.

Two-handed Nemesis weapons have little effect on Grey Knights who use forearm mounted bolters and fire control systems that allow them to shoot as normal and therefore treat any Nemesis weapon as one-handed unless in Close Combat.

Nemesis Weapons are psychically attuned to their user, preventing non-Grey Knights from using them. While these security measures can be removed given time it is not possible for a psyker to pick up the Nemesis weapon of a fallen Grey Knight and immediately use it to its full potential. In the hands of other psykers the Nemesis weapon is just a close combat weapon and its only special ability is its effects against Daemonic and Protective Psychic Auras.

Null Rod

A Null Rod prevents the use of any Psionic powers against the model carrying it and the unit they are with. It also prevents the carrier and the unit using any powers of their own, however.

At times it may be useful to know the size of the area a Null rod negates powers in. This may be taken as being a radius of 6" around the figure carrying the Null Rod and/or to the most distant member of the unit still in unit coherency.

Phurba

The Phurba is a telekinetically wielded weapon and can only be used by a psyker. They usually take the form of an ornate dagger but may also be a flying disc or a swarm of smaller blades or insect shapes.

The Phurba has the same number of actions as its controller that turn. It must remain within 16" of its controller. If the distance between the Phurba and the controller exceeds this because the controller is routed or for any other reason the Phurba falls to the ground and is inactive. An inactive Phurba can be taken over by any psyker that comes in range.

Phurba										
	M _S	W _S	B	S	T	W	I	A	Ld	Sv
Phurba	6	4	0	4	4	1	4	1 _A	N	0

The Phurba is a non-living object moved by telekinesis so is not affected by psychology, pinning or morale checks. It will stop fighting if its controller is killed, stunned or routed. The Phurba itself cannot see, so will not attack enemies the controller is unaware of. The Phurba therefore has no spotting distance against hidden troops, for example.

The Phurba is a low-level flying object and due to its small size is -1 to hit as a shooting target. Melee Radius is 2".

Psyk-Out Munitions

Psyk-Out grenades and warheads are made from materials impregnated with negative psychic energy. The only known source of such materials are Sensei and byproducts of the Emperor's metabolism, so Psik-Out weapons are incredibly rare and seldom used by anyone other than the Grey Knights and Inquisition. In addition to any mundane effects the weapon will also cause *Psi-shock*.

Psi-shock automatically causes a wound, no armour save if it hits a psyker, Daemon, Warp-creature or any creature with Psi-based abilities. If the victim survives, they also lose D6 psi-points for the remainder of the battle. Any psychic powers

being employed in the area, through it or into it are instantly negated, including protective psychic (but not daemonic) auras.

If a unit with Psik-Out Grenades throws them when making a charge to assault any daemons or psykers in the charged unit will be at Initiative 1 for that close combat round. Any psychic powers already being employed by the charged unit are instantly negated, including protective psychic (but not daemonic) auras. Once combat is joined either side may use new powers such as Fists of Force or the use of Force weapons.

Psy-Magnum

The Psy-Magnum is a long, elegant handgun based on bolt gun technology. Each round contains a concentrated pellet of the negative psychic material used in Psik-Out munitions. Such ammunition is incredibly rare, so Psy-Magnums are only carried by Ordo Malleus and High Inquisitors. Even the Grey Knights have turned over most of the few Psy-Magnums they held to the Inquisition, only a couple of examples being kept in the museum on Titan as venerated relics.

The scarcity of the materials used means the Psy-Magnum uses a small calibre bolt and cannot use standard bolter ammunition or specialist rounds intended for standard bolters such as stalker, metalstorm or hellfire bolts. The Psy-Magnum varies in effect dependent on whether it is used on psykers/Daemons or more mundane targets.

Psy-Magnum	Effective Range	Strength	AP	Type	Notes
Psykers/ Daemons	12	6	5	Pisto 1	Hit target also suffers Psi-shock.

					Ignores Psychic and Daemonic Invulnerab le Saves.
Other targets	12	3	5	Pisto l	

Appendix

In the original version of this page “Astral Projection/Remote Viewing” was at no.44 on the above table. Since this is a somewhat specialized power, I have chosen to replace it with Bewilder 2, which is probably more useful for general battles.

Below are the original rules for this power, should the GM find a use for them.

Astral Projection/Remote Viewing

The psyker’s consciousness leaves his body to roam ahead. The psyker’s “astral form ” appears anywhere within 4D6" and may then move 6" per move action. The astral form is not affected by difficult or dangerous terrain and can pass through walls. The astral form cannot attack or touch anything and the

psyker cannot use other Psionic powers while in astral form. This ability is mainly used to for reconnaissance, spying and scouting ahead. The astral form may make itself visible if it wishes so that it can talk to someone.

Astral forms can be detected by the Sense Presence ability, even if invisible and the user of Sense Presence will be able to detect where the astral psyker’s physical body is. Astral form s can be attacked with mental powers such as Mental Attacks or Mental Duel. Astral forms cannot be harmed by physical weapons.

While in astral form the psyker’s body cannot move or fight and is effectively unconscious. If the physical body is killed the astral form is also destroyed. If the astral form is killed or wounded by Mental Attacks or Mental Duel the psyker is wounded or killed.

Unless it is being attacked the astral form can return to the physical body anytime in the psyker’s own turn. Entering astral form takes a Psi-test and 6 psi-points while staying in astral form uses 2 psi-points per game turn.

Some areas or locations may be shielded from intrusion by astral forms. An astral form may not enter the effect area of a Null Rod and if such an area moves onto an Astral form the form must retreat out of range back towards its host.



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