

# WARHAMMER 40,000

## BETA RULES

### Psychic Focus and Targeting Characters

#### PSYCHIC FOCUS

With the exception of *Smite*, each psychic power can be attempted only once per turn, rather than once per psyker per turn. In addition, subtract 1 from the result of any psychic test taken when attempting to manifest *Smite* for each other attempt (whether successful or not) that has been made to manifest *Smite* during this Psychic phase.

For example, if a psyker attempts to manifest *Smite* during a Psychic phase in which two other psykers have already attempted to manifest *Smite*, then you would subtract 2 from the result of the psychic test.

#### TARGETING CHARACTERS

An enemy **CHARACTER** with a Wounds characteristic of less than 10 can only be chosen as a target in the Shooting phase if it is both visible to the firing model and it is the closest enemy unit to the firing model. Ignore other enemy **CHARACTERS** with a Wounds characteristics of less than 10 when determining if the target is the closest enemy unit to the firing model.

This means that if any other enemy units (other than other **CHARACTERS** with a Wounds characteristics of less than 10) are closer, whether they are visible or not, then the enemy **CHARACTER** cannot be targeted.