WH40K 6th edition randomsheet

D6	Missions pg 126-131
1	Crusade
2	Purge the alien
3	Big Guns Never Tire
4	The Scouring
5	The Emperor's Will
6	The Relic

D3	Deployment pg 119
1	Dawn o War
2	Hammer & Anvil
3	Vanguard Strike

Warlord Traits pg 111

D6	Command
1	Inspiring Presence
2	Intimidating Presence
3	The Dust of a Thousand worlds
4	Master of the Vanguard
5	Target Priority
6	Coordinated Assault

D6	Personal
1	Master of Defence
2	Master of Offence
3	Master of Manoeuver
4	Legendary Fighter
5	Tenacity
6	Immovable Object

D6	Strategic
1	Conqueror of Cities
2	Night Attacker
3	Master of Ambush
4	Strategic Genius
5	Divide to Conquer
6	Princeps of Deceit

D6	Mysterious Objectivs pg 125
1	Sabotaged!
2	Nothing of Note
3	Skyfire Nexus
4	Targeting Relay
5	Scatterfield
6	Grav Wave generator

Psychic Powers

D6	Biomancy pg 419
1	Iron Arm
2	Enfeeble
3	Endurance
4	Life Leech
5	Warp Speed
6	Haemorrhage
P	Smite

D6	Divination pg 420
1	Foreboding
2	Forewarning
3	Misfortune
4	Perfect Timing
5	Precognition
6	Scrier's Gaze
P	Prescience

D6	Pyromancy pg 421
1	Fiery Storm
2	Fire Shield
3	Inferno
4	Spontaneous Combustion
5	Sunburst
6	Molten Beam
P	Flame Breath

D6	Telekinesis pg 422
1	Crush
2	Gate of Infinity
3	Objuration Mechanicum
4	Shockwave
5	Telekine Dome
6	Vortex of Doom
P	Assail

D6	Telepathy pg 423
1	Dominate
2	Mental Fortitude
3	Puppet Master
4	Terrify
5	Invisibility
6	Hallucination
P	Psychic Shriek