

WARPCOVEN[¶] STRATEGY PLOY

AETHERIAL WARDING

The Sorcerers of the Thousand Sons ward their warriors with spells, shielding them with a barrier of empyric force.

Whenever an operative is shooting a friendly **WARPCOVEN[¶]** operative, weapons with the Piercing 1 weapon rule have the Piercing Crits 1 weapon rule instead.

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FATE ITSELF IS MY WEAPON

By manipulating the skeins of fate, a Sorcerer may stay the blade of a foe, or ensure their own warriors land a killing strike.

Roll two D6 and reserve them (put them to one side). In the Firefight phase of this turning point, whenever an operative is shooting, fighting or retaliating, after you or your opponent roll their attack dice, but before re-rolls, you can use one of your reserved dice to replace one of the D6 rolled for that sequence (yours or your opponent's); that replacement dice cannot be re-rolled or retained as a success if it's not, and is discarded at the end of that sequence. Then, if the combined result of both reserved dice was less than 9, discard the other dice. You cannot use more than one reserved dice per sequence. Discard any remaining reserved dice at the end of the turning point.

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BROTHERHOOD OF SORCERERS

By forming covens bound by blood and magick, the Sorcerers of the Thousand Sons greatly increase the potency of their psychic powers.

Friendly **WARPCOVEN** **SORCERER** operatives' **PSYCHIC** weapons have the Balanced weapon rule if another friendly **WARPCOVEN** **SORCERER** operative is within 9" of that operative.

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SAVAGE HERD

Though bestial of form, the Tzaangor possess great cunning to match their savagery, particularly when fighting in the presence of a powerful Sorcerer.

Friendly **WARPCOVEN[¶] TZAANGOR** operatives' melee weapons have the Accurate 1 weapon rule. Whenever a friendly **WARPCOVEN[¶] TZAANGOR** operative is assisted by a friendly **WARPCOVEN[¶] SORCERER** operative, or is fighting while visible to and within 6" of a friendly **WARPCOVEN[¶] SORCERER** operative, that friendly **WARPCOVEN[¶] TZAANGOR** operative's melee weapons also have the Severe weapon rule.