

SORCERER OF DESTINY



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

15

NAME	ATK	HIT	DMG	WR	
Doombolt	4	3+	4/2	PSYCHIC, Devastating 2, Lethal 5+	
Inferno bolt pistol	4	3+	3/4	Range 8", Piercing 1	
Warpflame pistol	4	2+	3/3	Range 6", Piercing 1, Torrent 1"	
Force stave	4	3+	4/6	PSYCHIC, Shock	
Prosperine khopesh	4	3+	4/6	Balanced, Lethal 5+	

RULES CONTINUE ON OTHER SIDE ►

SORCERER OF DESTINY



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

15

PROTECTED BY FATE

1AP

► **PSYCHIC.** Select one friendly **WARPCOVEN** operative visible to this operative. Until the start of this operative's next activation, until it's incapacitated or until this action is performed again by a friendly operative (whichever comes first), whenever an operative is shooting that selected operative, you can re-roll any of your defence dice.

◆ This operative cannot perform this action while within control range of an enemy operative.

RAVAGE DESTINY

1AP

► **PSYCHIC.** Select one enemy operative visible to and within 9" of this operative. Until the start of this operative's next activation, until it's incapacitated or until this action is performed again by a friendly operative (whichever comes first), whenever that enemy operative is shooting, fighting or retaliating, your opponent must re-roll their attack dice results of 6, and whenever determining control of a marker, treat that enemy operative's APL stat as 1 lower. Note this isn't a change to its APL stat, so any changes are cumulative with this.

◆ This operative cannot perform this action while within control range of an enemy operative.

SORCERER OF TEMPYRION



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

15

NAME	ATK	HIT	DMG	WR
☰ Fluxblast	4	3+	3/4	PSYCHIC, Blast 2", Rending
☰ Inferno bolt pistol	4	3+	3/4	Range 8", Piercing 1
☰ Warpflame pistol	4	2+	3/3	Range 6", Piercing 1, Torrent 1"
━ Force stave	4	3+	4/6	PSYCHIC, Shock
━ Prosperine khopesh	4	3+	4/6	Balanced, Lethal 5+

RULES CONTINUE ON OTHER SIDE ►

SORCERER OF TEMPYRION



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

15

RECONSTITUTION RITUAL

1AP

► **PSYCHIC.** Select one friendly **WARCOVEN** operative visible to and within 6" of this operative. That operative regains up to 2D3 lost wounds.

◆ This operative cannot perform this action while within control range of an enemy operative, or if a friendly operative has already performed this action during this turning point.

TEMPORAL FLUX

1AP

► **PSYCHIC.** Select one friendly **WARCOVEN** operative visible to and within 6" of this operative and place your Temporal Flux marker within that operative's control range.

► At the end of that operative's next activation, if it hasn't been incapacitated and is still wholly within 6" of your Temporal Flux marker, remove that operative from the killzone and set it back up in a location it can be placed; when it's set back up, it must have your Temporal Flux marker within its control range (or as close as possible). Then remove your Temporal Flux marker from the killzone. If that operative isn't wholly within 6" of your Temporal Flux marker (including if it's incapacitated), remove that marker from the killzone.

◆ This operative cannot perform this action while within control range of an enemy operative, or if your Temporal Flux marker is currently in the killzone.

SORCERER OF WARPFIRE



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

15

NAME	ATK	HIT	DMG	WR	
☰☰☰ Firestorm	5	4+	2/3	PSYCHIC, Saturate, Seek Light, Torrent 2"	
☰☰☰ Inferno bolt pistol	4	3+	3/4	Range 8", Piercing 1	
☰☰☰ Mindburn	5	4+	1/1	PSYCHIC, Lethal 5+, Saturate, Seek Light, Mindburn*	
☰☰☰ Warpflame pistol	4	2+	3/3	Range 6", Piercing 1, Torrent 1"	
━━ Force stave	4	3+	4/6	PSYCHIC, Shock	
━━ Prosperine khopesh	4	3+	4/6	Balanced, Lethal 5+	

RULES CONTINUE ON OTHER SIDE ►

SORCERER OF WARPFIRE



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

15

***Mindburn:** In the Resolve Attack Dice step, if you inflict damage with any critical successes, the operative this weapon is being used against gains one of your Mindburn tokens (if it doesn't already have one) until the end of its next activation, until it's incapacitated or until a friendly operative uses this weapon again (whichever comes first). Whenever an operative has one of your Mindburn tokens, worsen the Hit stat of its weapons by 1 (this isn't cumulative with being injured).

ALIGHT

1AP

► **PSYCHIC.** Select one enemy operative visible to this operative. Until the start of this operative's next activation, until it's incapacitated or until this action is performed again by a friendly operative (whichever comes first), that enemy operative gains one of your Alight tokens (if it doesn't already have one). Whenever a friendly **WARPCOVEN** operative is shooting against, fighting against or retaliating against an enemy operative that has one of your Alight tokens, that friendly operative's weapons have the Ceaseless weapon rule.

◆ This operative cannot perform this action while within control range of an enemy operative.

RUBRIC MARINE GUNNER



APL

▼ 3

MOVE

5"

SAVE

3+

WOUNDS

14

NAME	ATK	HIT	DMG	WR
████ Soulreaper cannon (focused)	5	3+	4/5	Piercing 1
████ Soulreaper cannon (sweeping)	4	3+	4/5	Piercing 1, Torrent 1"
████ Warpflamer	4	2+	4/4	Range 8", Saturate, Piercing 1, Torrent 2"
━ Fists	3	3+	3/4	-

Sorcerous Automata: Whenever this operative is activated, subtract 1 from its APL stat until the end of that activation, unless a friendly **WARPCOVEN** **SORCERER** operative is within 9" of it.

RUBRIC MARINE ICON BEARER



APL

▼ 3

MOVE

5"

SAVE

3+

WOUNDS

14

NAME	ATK	HIT	DMG	WR
Inferno boltgun	4	3+	3/4	Piercing 1
Fists	3	3+	3/4	-

Sorcerous Automata: Whenever this operative is activated, subtract 1 from its APL stat until the end of that activation, unless a friendly **WARCOVEN SORCERER** operative is within 9" of it.

Icon Bearer: Whenever determining control of a marker, treat this operative's APL stat as 1 higher. Note this isn't a change to its APL stat, so any changes are cumulative with this.

RUBRIC MARINE WARRIOR



APL

▼ 3

MOVE

5"

SAVE

3+

WOUNDS

14

NAME	ATK	HIT	DMG	WR
Inferno boltgun	4	3+	3/4	Piercing 1
Fists	3	3+	3/4	-

Sorcerous Automata: Whenever this operative is activated, subtract 1 from its APL stat until the end of that activation, unless a friendly **WARPCOVEN SORCERER** operative is within 9" of it.

Slow and Purposeful: Whenever this operative is shooting, if it hasn't performed the **Charge** or **Reposition** action during the activation, or if it's a counteraction, its ranged weapons have the Ceaseless weapon rule. Note this operative isn't restricted from performing these actions after shooting.

TZAANGOR CHAMPION

APL
▼ 2MOVE
► 6"SAVE
5+WOUNDS
10

NAME	ATK	HIT	DMG	WR
Greataxe	4	3+	4/5	Brutal, Lethal 5+
Greatblade	4	3+	4/5	Lethal 5+, Rending

Savage Brutality: The first time this operative performs the **Fight** action during each of its activations, if it isn't incapacitated, it can immediately perform a free **Fight** action afterwards (you don't have to select the same enemy operative to fight against). This takes precedence over action restrictions.

TZAANGOR HORN BEARER



APL

▼ 2

MOVE

6"

SAVE

5+

WOUNDS

9

NAME	ATK	HIT	DMG	WR
Dagger	4	4+	3/5	-

BRAYHORN

OAP

- Until the Ready step of the next Strategy phase, add 1" to the Move stat of friendly **WARCOVEN** TZAANGOR operatives.

- ◆ This operative cannot perform this action while within control range of an enemy operative.

TZAANGOR ICON BEARER



APL
▼ 2

MOVE
► 6"

SAVE
5+

WOUNDS
9

NAME	ATK	HIT	DMG	WR
Dagger	4	4+	3/5	-

Herd Banner: Whenever an attack dice inflicts Normal Dmg of 3 or more on a friendly **WARCOVEN** **TZAANGOR** operative that's visible to and within 3" of this operative, subtract 1 from that inflicted damage.

Icon Bearer: Whenever determining control of a marker, treat this operative's APL stat as 1 higher. Note this isn't a change to its APL stat, so any changes are cumulative with this.

TZAANGOR WARRIOR

APL
▼ 2MOVE
► 6"SAVE
5+WOUNDS
9

NAME	ATK	HIT	DMG	WR
Autopistol	4	4+	2/3	Range 8"
Chainsword	4	4+	4/5	-
Tzaangor blade & shield	4	4+	3/4	Shield*
Tzaangor blades	4	4+	4/5	Balanced

Relic Hunters: Once per battle, one friendly **WARPCOVEN** **TZAANGOR WARRIOR** can perform the **Pick Up Marker**, **Place Marker** or a mission action for 1 less AP if that friendly operative is within your opponent's territory.

*Shield: This operative has a 4+ Save stat, and whenever it's fighting or retaliating with this weapon, each of your blocks can be allocated to block two unresolved successes (instead of one).