

# WARPCOVEN☠ FACTION EQUIPMENT

## ENSORCELLED ROUNDS

The placing of hexes and casting of dark magicks enhance the lethality of autopistol and bolt rounds.

Friendly **WARPCOVEN☠** operatives' inferno boltguns, inferno bolt pistols and autopistols have the Devastating 1 weapon rule.



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## DAEMONMAW WEAPONS


The weapons of the Rubricae have been warped by millennia spent immersed in the immaterium. Daemonic maws erupt around gun muzzles, their razor beaks serving as effective melee weapons.

Add 1 to the Atk stat of friendly **WARPCOVEN☠ RUBRIC MARINE** operatives' melee weapons. Whenever a friendly **WARPCOVEN☠ RUBRIC MARINE** operative is retaliating, its melee weapons have the Accurate 1 weapon rule.

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## ARCANE ROBES


Powerful defensive wards in the Sorcerer's cloaks allow them to deflect attacks, absorbing the force of the most powerful strikes.

Once per turning point, whenever an attack dice would inflict Critical Dmg on a friendly **WARPCOVEN  SORCERER** operative, you can use this rule. If you do, that attack dice inflicts Normal Dmg instead.

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## SORCEROUS SCROLLS

Rare and dangerous scrolls from the vaults of Prospero allow the Sorcerers to beseech Tzeentch for even greater power.

Once per battle, when a friendly **WARPCOVEN**  **SORCERER** operative is activated or counteracts, you can select a different **BOON OF TZEENTCH** for it to have until the end of the battle (it loses any it previously had). It cannot be the same **BOON OF TZEENTCH** any other friendly operative has. Note that if you use this rule when a friendly operative counteracts and you select Echoes from the Warp, it can be used immediately to change the operative's order and perform a free action during that counteraction.