

# WARPCOVEN FACTION RULE

## BOONS OF TZEENTCH

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Warpcoven Sorcerers are dedicated followers of Tzeentch, and have earned many great boons from their patron deity, from beneficial mutations to diabolical knowledge.

Whenever you select a **SORCERER** operative for the battle, you must select a **BOON OF TZEENTCH** (below) for it to have for the battle. You cannot select each **BOON OF TZEENTCH** more than once per battle.

### Incorporeal Sight

The empyric energies given off by living creatures can be sensed by the Sorcerers of the Thousand Sons.

This operative's ranged weapons have the Saturate weapon rule. Whenever this operative is shooting, enemy operatives cannot be obscured.

### Time-Walk

There are few greater boons than mastery over time itself.

Add 1" to this operative's Move stat.

CONTINUES ON OTHER SIDE



## Echoes from the Warp

An ability to predict the future allows for stronger responses to enemy movement.

Once per battle, when you counteract with this operative, you can change its order, and it can perform an additional 1AP action for free during that counteraction, but both actions must be different.

## Warp Swell

An influx of warp power grants impetus to melee strikes.

Add 1 to the Normal Dmg stat of this operative's melee weapons.

## Mutant Appendage

Horrific though they may appear, additional limbs are useful indeed.

Having an enemy operative within this operative's control range doesn't prevent it from performing the **Pick Up Marker** or mission actions. Once per activation, this operative can perform the **Pick Up Marker**, **Place Marker** or a mission action for 1 less AP.

CONTINUES ON OTHER SIDE



## Immaterial Flight

The power of flight renders the recipient highly elusive.

Once per turning point, when this operative is performing the **Charge** or **Reposition** action during its activation, it can **FLY**. If it does, don't move it. Instead, remove it from the killzone and set it back up wholly within a distance equal to its Move stat horizontally of its original location. In a killzone that uses the close quarters rules (e.g. Killzone: Tomb World), this distance cannot be measured over or through Wall terrain, and that operative cannot be set up on the other side of an access point (in other words, it cannot **FLY** through an open hatchway). Note that it gains no additional distance when performing the **Charge** action. It must be set up in a location it can be placed, and unless it's the **Charge** action, it cannot be set up within control range of an enemy operative.

## Twist of Fate

What greater boon than the ability to bend fate to one's own will.

This operative's **PSYCHIC** ranged weapons have the Piercing Crits 1 weapon rule.

CONTINUES ON OTHER SIDE



## Astral Bombardment

The truly blessed drink deeply of the Warp's entropic power, wielding its destructive energies with abandon.

Select one of this operative's **PSYCHIC** ranged weapons. That weapon has the Devastating 1 weapon rule. If you select a doombolt, it has the 2" Devastating 2 weapon rule instead of Devastating 2. If you select firestorm or mindburn (**SORCERER OF WARPFIRE**), whenever that operative performs the **Shoot** action, select the Seek Light or Devastating 1 weapon rule for that weapon to have until the end of the action (it cannot have both).

## Master of the Immaterium

The gift of forbidden arcane knowledge grants the recipient terrible psychic power.


Add 3" to the distance requirements of this operative's **PSYCHIC** actions that have a distance requirement. Note that for the **SORCERER OF TEMPYRION**'s **Temporal Flux** action, this boon only affects the distance in the first effect of that rule.


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## ASTARTES

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These genetically modified superhumans are made for one purpose: war.

During each friendly **WARPCOVEN  HERETIC ASTARTES** operative's activation, it can perform either two **Shoot** actions or two **Fight** actions. If it's two **Shoot** actions and a soulreaper cannon or a warpflamer is selected for both, 1 additional AP must be spent for the second action. You cannot select the same **PSYCHIC** ranged weapon more than once per activation.

Each friendly **WARPCOVEN  HERETIC ASTARTES** operative can counteract regardless of its order.