


# WARPCOVEN FIREFIGHT PLOY

## ALL IS DUST


No longer warriors of flesh and blood, the Rubricae are possessed of an unnatural resilience.

Use this firefight ploy when an attack dice inflicts Normal Dmg on a friendly **WARPCOVEN  RUBRIC MARINE** operative. That attack dice inflicts 1 damage instead.

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## CAPRICIOUS PLAN



Sorcerers dart from skirmish to firefight in the furtherance of their unknowable schemes, their goals and ambitions indecipherable to even the most insightful of foes.

Use this firefight ploy at the end of a friendly **WARPCOVEN  SORCERER** operative's activation. That friendly operative can immediately perform a free **Dash** action (even if it's performed an action that prevents it from performing the **Dash** action), or you can change its order instead.

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## PSYCHIC CABAL



Pooling their power, a coven of Sorcerers may share their learnings, rendering their psychic powers even more deadly.

Use this firefight ploy when a friendly **WARPCOVEN ** **SORCERER** operative is activated. Select one other friendly **WARPCOVEN ** **SORCERER** operative visible to and within 9" of that operative, then select one of that other friendly operative's **PSYCHIC** unique actions or **PSYCHIC** ranged weapons for that first friendly operative to have until the end of its activation. You cannot select a **PSYCHIC** ranged weapon that has been used by that other friendly operative during this turning point, and that other friendly operative cannot use the selected weapon during this turning point.

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## MUTANT HERD

Tzaangor herds share an instinctive understanding, coordinating their attacks with eerie precision.

Use this firefight ploy when a friendly **WARPCOVEN  TZAANGOR** operative is activated. Select one other ready friendly **WARPCOVEN  TZAANGOR** operative visible to and within 2" of it to activate at the same time. Complete their activations action by action in any order.