



SORCERER OF DESTINY



APL **3** MOVE **6"** SAVE **3+** WOUNDS **14**

| 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 ▶

WARCOVEN, CHAOS, HERETIC ASTARTES, PSYKER, SORCERER, DESTINY

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SORCERER OF DESTINY



APL **3** MOVE **6"** SAVE **3+** WOUNDS **14**

PROTECTED BY FATE 1AP

► **PSYCHIC.** Select one friendly WARCOVEN 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 **14**

| 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 ▶

WARCOVEN, CHAOS, HERETIC ASTARTES, PSYKER, SORCERER, TEMPYRION

32

SORCERER OF TEMPYRION



APL **3** MOVE **6"** SAVE **3+** WOUNDS **14**

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 turn 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 WARFIRE



APL ▼3 MOVE ➔6" SAVE ⚡3+ WOUNDS 🔥14

| 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 ►

WARCOVEN, CHAOS, HERETIC ASTARTES, PSYKER, SORCERER, WARFIRE

(32)

SORCERER OF WARFIRE



APL ▼3 MOVE ➔6" SAVE ⚡3+ WOUNDS 🔥14

*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 WARCOVEN 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 WARCOVEN SORCERER operative is within 9" of it.

WARCOVEN, CHAOS, HERETIC ASTARTES, RUBRIC MARINE, GUNNER

(32)

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.

WARCOVEN, CHAOS, HERETIC ASTARTES, RUBRIC MARINE, ICON BEARER

(32)



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.

WARPCOVEN, CHAOS, HERETIC ASTARTES, RUBRIC MARINE, WARRIOR

(32)

TZAANGOR CHAMPION



APL ▼2 MOVE 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.

WARPCOVEN, CHAOS, TZAANGOR, CHAMPION

(32)

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 **WARPCOVEN** **TZAANGOR** operatives.

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

WARPCOVEN, CHAOS, TZAANGOR, HORN BEARER

(32)

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 **WARPCOVEN** **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.

WARPCOVEN, CHAOS, TZAANGOR, ICON BEARER

(32)



TZAANGOR WARRIOR



APL | **MOVE** | **SAVE** | **WOUNDS**

| | | | |
|------------|-------------|-----------|----------|
| ▼ 2 | ► 6" | 5+ | 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 **WARCOVEN**, **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).

WARPCOVEN, CHAOS, TZAANGOR, WARRIOR

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WARPCOVEN KILL TEAM

ARCHETYPE: RECON, SECURITY

OPERATIVES

- ↳ 6 **WARPCOVEN** operatives selected from the following list:
- **SORCERER OF DESTINY**¹
 - **SORCERER OF TEMPYRION**¹
 - **SORCERER OF WARPFIRE**¹
 - **RUBRIC MARINE GUNNER** with one of the following options:
 - Warpflamer; fists
 - Soulreaper cannon²; fists
 - **RUBRIC MARINE ICON BEARER**
 - **RUBRIC MARINE WARRIOR**
 - **TZAANGOR CHAMPION**³ with one of the following options:
 - Greataxe
 - Greatblade
 - **TZAANGOR HORN BEARER**³
 - **TZAANGOR ICON BEARER**³
 - **TZAANGOR WARRIOR**³ with one of the following options:
 - Tzaangor blades
 - Tzaangor blade & shield
 - Autopistol; chainsword

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WARPCOVEN FACTION RULE

BOONS OF TZEENTCH

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 ►

You must select at least one friendly **SORCERER** operative, and one of your selected **SORCERER** operatives must have the **LEADER** keyword for the battle. Add 1 to that **LEADER** operative's Wounds stat for the battle. Other than **WARRIOR** and **GUNNER** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two **GUNNER** operatives.

¹ With force stave, **PSYCHIC** weapons on their datacard and one of the following options:

- Inferno bolt pistol
- Prosperine khopesh
- Warpflame pistol²

² Your kill team can only include up to one warpflame pistol and up to one soulreaper cannon.

³ These operatives count as half a selection each, meaning you can select both of them and it's treated as one selection in total.

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 Dam 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: Gallowdark), 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.

WARPCOVEN FACTION RULE

ASTARTES

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.

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.



WARPCOVEN® STRATEGY PLOY

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 following Firefight phase, 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 or critical 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.

WARPCOVEN® STRATEGY PLOY

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.

WARPCOVEN® STRATEGY PLOY

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® 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.

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.



WARPCOVEN FIREFIGHT PLOY

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.

WARPCOVEN FIREFIGHT PLOY

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.

WARPCOVEN FIREFIGHT PLOY

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.

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.



WARPCOVEN FACTION EQUIPMENT

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.

WARPCOVEN FACTION EQUIPMENT

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.

WARPCOVEN FACTION EQUIPMENT

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.

UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY

OAP

- One of your Ammo Cache markers the active operative controls is used during this turning point.
- Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.



UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snare and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.



UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

- Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME

ATK HIT DMG

☰ Frag grenade

4 4+ 2/4

WR

Range 6", Blast 2", Saturate

NAME

ATK HIT DMG

☰ Krak grenade

4 4+ 4/5

WR

Range 6", Piercing 1, Saturate

UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ►



Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

- The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g. **HEARTKYN SALVAGER**, **FLY, MANDRAKE** or **SHADOW PASSAGE**).
 - Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.
 - ◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.

SMOKE GRENADE 1AP

- ▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
 - ▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.
 - ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
 - ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE

NOTES:



WARPCOVEN: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

SORCERER OPERATIVES, PROSPERINE KHOPESH WEAPON

Atk stat changed to '**4**'.

'Balanced' weapon rule added.

JULY '25

STRATEGY PLOYS, BROTHERHOOD OF SORCERERS

Relevant part deleted:

'[...] **PSYCHIC** weapons have the Balanced weapon rule,
~~or Ceaseless instead~~ if another friendly **WARPCOVEN** SORCERER operative [...]'

PREVIOUS ERRATAS

TZAANGOR WARRIOR OPERATIVE, AUTOPISTOL WEAPON

'Range 8"' weapon rule added.

FACTION RULES, BOONS OF TZEENTCH, ASTRAL BOMBARDMENT

Additional text added to end of paragraph:

'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).'

FACTION RULES, BOONS OF TZEENTCH, MASTER OF THE IMMATERIUM

Add to the end:

'Note that for the **SORCERER OF TEMPYRION**'s Temporal Flux action, this boon only affects the distance in the first effect of that rule.'

STRATEGY PLOYS, FATE ITSELF IS MY WEAPON

Relevant part of second sentence changed to read:

'[...] that replacement dice cannot be changed or re-rolled or retained as a success or critical success if it's not, and is discarded at the end of that sequence.'

STRATEGY PLOYS, AETHERIALWARDING

Changed to read:

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

FIREFIGHT PLOYS, PSYCHIC CABAL

Additional text added to end of paragraph:

'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.'

FIREFIGHT PLOYS, CAPRICIOUS PLAN

Last sentence changed to read:

'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), and/or you can change its order instead.'

SORCERER OF DESTINY OPERATIVE, DOOMBOLT WEAPON

Dmg stats changed to '4/2'.

SORCERER OF WARPFIRE OPERATIVE, MINDBURN WEAPON

'Seek' weapon rule changed to 'Seek Light'.

SORCERER OF WARPFIRE OPERATIVE, ALIGHT ACTION

Relevant part of fourth sentence of effect changed to read: '[...] that friendly operative's weapons have the **Ceaseless** weapon rule.'

SORCERER OF TEMPYRION OPERATIVE, RECONSTITUTION RITUAL ACTION

Condition changed to read:

'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.'

RUBRIC MARINE GUNNER, RUBRIC MARINE ICON BEARER & RUBRIC MARINE WARRIOR OPERATIVES

Save Stat changed to '3+'.

TZAANGOR ICON BEARER OPERATIVE, HERD BANNER RULE

Relevant part changed to read:

'Whenever an attack dice inflicts **Normal Dmg** of 3 or more [...].'

TZAANGOR WARRIOR OPERATIVE, RELIC HUNTERS RULE

Relevant part changed to read:

'Once per battle, [...].'

FACTION EQUIPMENT, ARCANE ROBES

Changed to read:

'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. You cannot use this rule for each friendly **WARPCOVEN** **SORCERER** operative more than once per turning point.'

FACTION EQUIPMENT, SORCEROUS SCROLLS

First two sentences changed to read:

'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. This takes precedence over the normal Boons of Tzeentch rules.'

PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

Q: For the Psychic Cabal firefight ploy, does the **SORCERER** operative also gain any benefits the other **SORCERER** operative has from the Boons of Tzeentch faction rule (e.g. Twist of Fate)?

A: No.

WARPCOVEN OPERATIVES

Many are the dark and terrible secrets of the galaxy, and the Thousand Sons seek to learn them all. Gathering relentless Rubricae and degenerate mutants, Warpcoven kill teams employ sorcery and savagery alike as they sweep aside those who stand in their way.

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SORCERER

Sorcerers are the leaders of the Thousand Sons Legion. They control forces of Rubric Marines, having yoked them to their will. Sorcerers direct them like puppeteers as bulwarks against their foes, channelling dark magics of manipulation through their own psychically attuned weapons.

RUBRIC MARINE GUNNER

With their armour's servos infused with sorcery, the spirit within a Rubric Marine's shell easily hefts the heaviest of arcane weapons. Their soulreaper cannons shoot streams of shells alight with magical power, while their warpflamers unleash gouts of iridescent fire.

RUBRIC MARINE ICON BEARER

Rubric Marines and their masters ultimately serve the schemes of the Chaos God Tzeentch. Some of these arcane warriors bear sorcerous icons of the Changer of the Ways that crawl with coruscating energy, which the Sorcerers can draw upon to enhance their power.

RUBRIC MARINE WARRIOR

Rubric Marine Warriors are animated suits of power armour inhabited by the bound souls of their former occupants. With ruinous proficiency, they steadily fire bursts of eldritch shells from their inferno boltguns, advancing upon their psychic masters' enemies.

TZAANGOR CHAMPION

These ferocious Tzaangor wield enormous two-handed blades or axes that can cleave enemy warriors in two. It takes fighters with great skill as well as aggression to carry such formidable weapons, and they cause as much terror as they do casualties.

TZAANGOR WARRIOR

Tzaangor Warriors are mutated fusions of avian beasts and corrupted Humans. In thrall to Tzeentch, they serve the Thousand Sons as bestial shock troops, attacking with savage blows from ritual blades and tearing flesh with their jagged beaks.



TZAANGOR HORN BEARER

Often, a member of a Tzaangor flock will carry a daemonically mawed instrument, the piercing blasts of which stir its fellow creatures into a bestial frenzy. Their shrill cries echo and their horns clatter together as they vie to be first into the fray to hack their victims apart.

TZAANGOR ICON BEARER

Driven by a desire to accumulate arcane knowledge, Tzaangor hope to use such a prize to gain even more favour with Tzeentch. Particularly fervent Tzaangor carry sinuous icons and banners they believe draw their deity's gaze and mutative blessings.

'ALL MUST CHANGE, FOREVER, IN ALL WAYS, AT ALL TIMES. ALL MUST BURN IN THE LEAPING FIRES OF THE CHANGER OF THE WAYS. UNLEASH THE POTENTIAL TRAPPED BY FLESH AND BONE, BY METAL AND STONE AND AIR. SET LOOSE THE BOUNDLESS MUTATION AND GLORY IN ITS INFINITE FORMS!'

- Azmoth, High Mutator of the Warpcoven of The Twisted Sigil

WARCOVEN KILL TEAM



Below you will find a list of the operatives that make up a **WARCOVEN** kill team, including, where relevant, any weapons specified for that operative.



OPERATIVES

✓ 6 **WARCOVEN** operatives selected from the following list:

- **SORCERER OF DESTINY**¹
- **SORCERER OF TEMPYRION**¹
- **SORCERER OF WARPFIRE**¹
- **RUBRIC MARINE GUNNER** with one of the following options:
 - Warpflamer; fists
 - Soulreaper cannon²; fists
- **RUBRIC MARINE ICON BEARER**
- **RUBRIC MARINE WARRIOR**
- **TZAANGOR CHAMPION**³ with one of the following options:
 - Greataxe
 - Greatblade
- **TZAANGOR HORN BEARER**³
- **TZAANGOR ICON BEARER**³
- **TZAANGOR WARRIOR**³ with one of the following options:
 - Tzaangor blades
 - Tzaangor blade & shield
 - Autopistol; chainsword

You must select at least one friendly **SORCERER** operative, and one of your selected **SORCERER** operatives must have the **LEADER** keyword for the battle. Add 1 to that **LEADER** operative's Wounds stat for the battle. Other than **WARRIOR** and **GUNNER** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two **GUNNER** operatives.

¹ With force stave, **PSYCHIC** weapons on their datacard and one of the following options:

- Inferno bolt pistol
- Prosperine khopesh
- Warpflame pistol²

² Your kill team can only include up to one warpflame pistol and up to one soulreaper cannon.

³ These operatives count as half a selection each, meaning you can select both of them and it's treated as one selection in total.

ARCHETYPES



RECON



SECURITY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.



SORCERER



Force stave

Inferno bolt pistol

RUBRIC MARINE GUNNER



Warpflamer

Soulreaper cannon

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WARCOVEN ➤ KILL TEAM SELECTION

'THOSE WHO CLAIM TO STAND UPON THE SIDE OF ENLIGHTENMENT AND UNFETTERED WISDOM WOULD DO WELL NOT TO IMPEDE US. YET THE DISMAL TRUTH OF OUR TIME IS THAT WE EXIST IN AN ERA OF STULTIFYING IGNORANCE WHEREIN BELLIGERENCE AND STUPIDITY ARE MISTAKEN FOR COURAGE AND HONOUR ON A DAILY BASIS. IN SUCH TIMES, WE ARE ONLY TOO HAPPY TO ENLIGHTEN OUR FOES, AND RELIEVE THEM OF THE BURDEN OF THEIR MORTAL WOES.'

- T'kemtoch the Seer, Magister of the Ninth Eye Warcoven

RUBRIC MARINE ICON BEARER



Inferno boltgun

RUBRIC MARINE WARRIOR



Inferno boltgun

TZAANGOR CHAMPION**TZAANGOR WARRIOR****TZAANGOR HORN BEARER****TZAANGOR ICON BEARER**