

WARHAMMER
40,000

KILL TEAM



WARPCOVEN 

ARCHETYPE: RECON / SECURITY

WARPCOVEN KILL TEAM

Below you will find a list of the operatives that make up a **WARPCOVEN** kill team, including, where relevant, any wargear those operatives must be equipped with.

OPERATIVES

- ▶ 1 **SORCERER** operative equipped with a force stave and one of the following:
 - Inferno bolt pistol
 - Prosperine khopesh
 - Warpflame pistol (max one per kill team)
- ▶ 10 **WARPCOVEN** operatives selected from the following list (**ARCANA ASTARTES** operatives count as two selections):
 - **SORCERER** operative equipped with a force stave and one of the following:
 - Inferno bolt pistol
 - Prosperine khopesh
 - Warpflame pistol (max one per kill team)
 - **RUBRIC MARINE GUNNER** operative equipped with fists and a warpflamer
 - **RUBRIC MARINE GUNNER** operative equipped with fists and one of the following options:
 - Soulreaper cannon
 - Warpflamer
 - **RUBRIC MARINE ICON BEARER**
 - **RUBRIC MARINE WARRIOR**
 - **TZAANGOR CHAMPION** operative equipped with one of the following options:
 - Tzaangor greataxe
 - Tzaangor greatblade
 - **TZAANGOR FIGHTER** operative equipped with one of the following options:
 - Autopistol; chainsword
 - Tzaangor blades
 - **TZAANGOR HORN BEARER**
 - **TZAANGOR ICON BEARER**

Other than **SORCERER**, **RUBRIC MARINE WARRIOR** and **TZAANGOR FIGHTER** operatives, your kill team can only include each operative above once.

This kill team can include up to three **SORCERER** operatives.

You cannot select a second **GUNNER** operative until your kill team includes four **RUBRIC MARINE** operatives.

In the Select a Kill Team step of the mission sequence, you must select one friendly **SORCERER** operative to gain the **LEADER** keyword for the battle.

'EVERY ABOMINATION IS A CREATION OF TZEENTCH. EVERY TWISTED MONSTROSITY A CHILD OF THE CHANGER OF WAYS. IF I COULD, I WOULD DEVOUR THE THOUGHTS OF THEM ALL, THAT I TOO MIGHT KNOW THE HORROR OF THEIR EXISTENCE. BUT FOR ME THERE IS A DIFFERENT FATE.'

- Hasophet, Magister of the Mind-Eaters



TAC OPS


If your faction is **WARPCOVENS**, you can use the Warpcoven Tac Ops listed below, as specified in the mission sequence.

FACTION TAC OP 1: SCRY SECRET

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent selects one of their operatives to be holding a secret.

- If a friendly operative performs the **Scry Secret** action, you score 1VP.
- At the end of the battle, if a friendly operative has performed the **Scry Secret** action and has not been incapacitated, you score 1VP.

Friendly **SORCERER** operatives can perform the following mission action:

Scry Secret (1AP): Psychic action. An operative can perform this action while within  of the enemy operative holding a secret. An operative cannot perform this action while within Engagement Range of an enemy operative. Your kill team can only perform this action once.






FACTION TAC OP 2: SORCEROUS RITUAL


Reveal this Tac Op when a friendly operative performs the **Sorcerous Ritual** action.

- If a friendly operative performs the **Sorcerous Ritual** action in two or more Turning Points, you score 1VP.
- If a friendly operative performs the **Sorcerous Ritual** action in three or more Turning Points, you score 1VP.

Friendly **SORCERER** operatives can perform the following mission action:

Sorcerous Ritual (1AP): Psychic action. An operative can perform this action while within  of a ritual site. An operative cannot perform this action while within  of an enemy operative. A ritual site is the centre of the killzone or an objective marker that is more than  from your drop zone. Once a friendly operative performs this action, friendly operatives can only perform this action again at the same ritual site.

FACTION TAC OP 3: GRAND PLAN

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent selects one of their operatives and an objective marker that is more than  from their killzone edge (they cannot select an objective marker that can be removed during the battle).

- If that enemy operative is incapacitated, you score 1VP.
- If you control that objective marker at the end of any Turning Point, you score 1VP.



ABILITY

On this page you will find a common ability of the **WARPCOVEN** kill team.

BOONS OF TZEENTCH

Boons of Tzeentch are Chaos blessings available to **WARPCOVEN** operatives. When a **SORCERER** operative is added to your roster or dataslate, it gains one Boon of Tzeentch – select or randomly determine one for it to gain, as described below.

When an operative gains a Boon of Tzeentch by any other means (i.e. **WARPCOVEN** Spec Ops rules, pg 111), roll one D6: on a 1-2, randomly determine one for it to gain; on a 3+, select or randomly determine one for it to gain. An operative can never have the same boon more than once (if randomly determined and neither order of results would determine a unique boon, roll again). Make a note of each operative's Boons of Tzeentch on your roster or dataslate.

When you select a boon for a **SORCERER** operative to gain, you can select one from any of the categories on the right, but you cannot select one a **SORCERER** operative on your roster or dataslate already has. When you randomly determine a boon for a **SORCERER** operative to gain, roll two D3, selecting one result to determine the category of boon and the other result to determine the boon.

When you select a boon for a **TZAANGOR** operative to gain, you must select one from the Mutation category, but you cannot select one a **TZAANGOR** operative on your roster or dataslate already has. When you randomly determine a boon for a **TZAANGOR** operative to gain, roll one D3 to determine the boon from the Mutation category.

Mutation

1. Warp Swell: Add 1 to the Normal Damage characteristic of melee weapons this operative is equipped with.

2. Mutant Appendage: Once per Turning Point, during this operative's activation, it can perform a mission action or the **Pick Up** action for one less AP (to a minimum of OAP).

3. Avian Talons: Each time this operative fights in combat, if it performed a **Charge** action during this activation, in the Resolve Successful Hits step of that combat, if you did not retain any critical hits, you can strike with one normal hit as if it were a critical hit.

Fate

1. Patron of Destiny: Once per Turning Point, when this operative is fighting in combat or making a shooting attack or a shooting attack is being made against it, you can use the Command Re-roll Tactical Ploy (see the *Kill Team Core Book*) without spending any CPs. Each time you do so, roll one D6: on a 1-3, this operative loses this ability for the rest of the battle.

2. Incorporeal Sight: Ranged weapons this operative is equipped with (excluding ranged weapons from a psychic power) gain the Lethal 5+ and No Cover special rules.

3. Time-walker

- Add 1 to the Attacks characteristic of melee weapons this operative is equipped with.
- Add ▲ to this operative's Movement characteristic.

Aetheric

1. Immaterial Flight: This operative gains the FLY keyword.

2. Crystalline: Improve this operative's Save characteristic by 1.

3. Empyric Ward: This operative has a 4+ invulnerable save.



PSYCHIC ACTIONS

When a **WARPCOVEN** **SORCERER** operative is added to your roster or dataslate, you must select one of the following psychic disciplines for it to study: Destiny, Tempyric or Warpfire. That operative knows the psychic powers associated with that discipline.

Each time a friendly **SORCERER** operative performs the **Manifest Psychic Power** action (pg 105), select one psychic power it knows to be resolved. You can only select each psychic power a maximum of once per Turning Point.

Destiny Discipline

Weave Fate: Select one friendly **WARPCOVEN** operative Visible to this operative. Until the end of the Turning Point, each time a shooting attack is made against that operative, in the Roll Defence Dice step of that shooting attack, you can re-roll any or all of your defence dice.

Twist Destiny: Select one enemy operative Visible to this operative. Until the end of the Turning Point:

- Each time that enemy operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that shooting attack, your opponent cannot re-roll their attack dice.
- That enemy operative ignores all positive modifiers to its APL.

Doombolt: Perform a free **Shoot** action using the following ranged weapon:

Name	A	BS/WS	D
☉ Doombolt	4	3+	3/3
Special Rules	!		
Lethal 5+	MW2		

Tempyric Discipline

Ephemeral Instability: Until the end of the Turning Point, subtract ○ from the distance that enemy operatives can move when performing **Charge** and **Dash** actions.

Temporal Manipulation: Select one friendly **WARPCOVEN** operative Visible to and within ♦ of this operative. That operative regains 2D3 lost wounds.

Fluxblast: Perform a free **Shoot** action using the following ranged weapon:

Name	A	BS/WS	D
☉ Fluxblast	4	3+	3/4
Special Rules	!		
Blast ○	Rending		

Warpfire Discipline

Warp Portal: Select one friendly **WARPCOVEN** operative Visible to and within ■ of this operative that has not performed an action in which it moved during this Turning Point. Remove it from the killzone and set it back up again within ♦ of this operative and not within Engagement Range of an enemy operative. That friendly operative cannot perform actions in which it moves during this Turning Point.

Infernal Fire: Select one enemy operative Visible to this operative. Until the end of the Turning Point, each time a friendly **WARPCOVEN** operative fights in combat or makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice.

Firestorm: Perform a free **Shoot** action using the following ranged weapon:

Name	A	BS/WS	D
☉ Firestorm	5	4+	2/2
Special Rules	!		
Barrage, Blast ▲, Indirect	-		



STRATEGIC PLOYS

If your faction is **WARPCOVEN**, you can use the following Strategic Ploys during a game.

EXALTED ASTARTES (1CP)

Until the end of the Turning Point, each time a friendly **SORCERER** operative is activated:

- If it does not perform a **Shoot** action during that activation, it can perform two **Fight** actions during that activation.
- If it does not perform a **Fight** action during that activation, it can perform two **Shoot** actions during that activation, but it must select different ranged weapons for those shooting attacks. Ranged weapons from a **WARPCOVEN**, psychic power (pg 103) are eligible weapons for this.
- In addition, until the end of the Turning Point, each time a friendly **RUBRIC MARINE** operative is activated, if it does not perform a **Fight** action during that activation, it can perform two **Shoot** actions during that activation. If it's a **GUNNER** operative, one additional action point must be subtracted to perform the second **Shoot** action.

PSYCHIC DOMINION (1CP)

Until the end of the Turning Point, friendly **SORCERER** operatives can perform the **Manifest Psychic Power** action (pg 105) twice during their activations.

SLOW AND PURPOSEFUL (1CP)

Until the end of the Turning Point, each time a friendly **RUBRIC MARINE** operative makes a shooting attack, if it has not performed a **Charge**, **Fall Back** or **Normal Move** action during this Turning Point, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).

SAVAGE HERD (1CP)

Until the end of the Turning Point, each time a friendly **TZAANGOR** operative fights in combat, before rolling your attack dice for that combat, you can retain one as a successful normal hit without rolling it. If another friendly **TZAANGOR** operative is supporting them in that combat, you can retain one as a successful critical hit instead.

TACTICAL PLOYS

If your faction is **WARPCOVEN**, you can use the following Tactical Ploys during a game.

CAPRICIOUS PLAN (1CP)

Use this Tactical Ploy at the end of a friendly **SORCERER** operative's activation. You can immediately perform a free **Dash** action with that operative and change its order.

PSYCHIC CABAL (1CP)

Use this Tactical Ploy when you would select a psychic power to be resolved by a friendly **SORCERER** operative as a result of performing the **Manifest Psychic Power** action (pg 105). You can select a psychic power from a discipline another friendly **SORCERER** operative within **◆** of this operative has studied.

MUTANT HERD (1CP)

Use this Tactical Ploy at the start of a friendly **TZAANGOR** operative's activation. Select one other ready friendly **TZAANGOR** operative Visible to and within **■** of that operative that is eligible to be activated. After that operative's activation, activate that other operative before your opponent activates any operatives or performs an **Overwatch** action.

SCHEMES OF CHANGE (1CP)

Use this Tactical Ploy at the start of the Target Reveal step of the Strategy phase, or when you activate a ready friendly **WARPCOVEN** operative. Discard one of your Tac Ops (any victory points scored from it are lost) and **select a new Tac Op from those that remain from your chosen archetype, or a faction Tac Op (unless you have another faction Tac Op in use).**






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, employing Rubric Marines as bulwarks against their foes as they channel dark magics of manipulation through their psychically attuned weapons.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	13


NAME	A	BS/WS	D	SR	!
☉ Inferno bolt pistol	4	3+	3/4	Rng  , AP1	-
☉ Warpflame pistol	5	2+	2/4	Rng  , AP1, Torrent 	-
✕ Force stave	4	3+	4/6	-	Stun
✕ Prosperine khopesh	4	3+	4/6	Lethal 5+	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

Relentless: If this operative is equipped with a force stave and a Prosperine khopesh, those melee weapons gain the Relentless special rule for this operative.

UNIQUE ACTIONS

Manifest Psychic Power (1AP): Psychic action. Resolve a **WARPCOVEN**  psychic power, as specified on page 103. This operative cannot perform this action while within Engagement Range of an enemy operative.

WARPCOVEN , **CHAOS**, **ARCANA ASTARTES**, **<GREAT CULT>**, **PSYKER**, **SORCERER**



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.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Soulreaper cannon	6	3+	3/4	AP1, Fusillade	-
☉ Warpflamer	5	2+	2/4	Rng  , AP1, Torrent 	-
✕ Fists	4	3+	3/4	-	-


ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

All is Dust:

- Each time a shooting attack is made against this operative, if the ranged weapon has a Normal Damage characteristic of 3 or less, this operative is treated as having a Save characteristic of 2+ for that shooting attack.
- This operative cannot move more than 3 ○ during its activation.

Sorcerer's Command:

Each time this operative is activated, if it isn't within  of a friendly **SORCERER** operative, subtract 1 from its APL.

UNIQUE ACTIONS

WARPCOVEN , **CHAOS**, **ARCANA ASTARTES**, **<GREAT CULT>**, **RUBRIC MARINE**, **GUNNER**



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.



M	APL	GA
3	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Inferno boltgun	4	3+	3/4	AP1	-
✕ Fists	4	3+	3/4	-	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

All is Dust:

- Each time a shooting attack is made against this operative, if the ranged weapon has a Normal Damage characteristic of 3 or less, this operative is treated as having a Save characteristic of 2+ for that shooting attack.
- This operative cannot move more than 3 during its activation.

Icon Bearer: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (see the *Kill Team Core Book*).

Icon of Flame: Once per Turning Point, a friendly **SORCERER** operative within of this operative can perform a free **Manifest Psychic Power** action (pg 105) during that **SORCERER** operative's activation.

Sorcerer's Command:

Each time this operative is activated, if it isn't within of a friendly **SORCERER** operative, subtract 1 from its APL.

UNIQUE ACTIONS

WARPCOVEN, CHAOS, ARCANA ASTARTES, <GREAT CULT>, RUBRIC MARINE, ICON BEARER



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.



M	APL	GA
3	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Inferno boltgun	4	3+	3/4	AP1	-
✕ Fists	4	3+	3/4	-	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

All is Dust:

- Each time a shooting attack is made against this operative, if the ranged weapon has a Normal Damage characteristic of 3 or less, this operative is treated as having a Save characteristic of 2+ for that shooting attack.
- This operative cannot move more than 3 during its activation.

Sorcerer's Command:

Each time this operative is activated, if it isn't within of a friendly **SORCERER** operative, subtract 1 from its APL.

UNIQUE ACTIONS

WARPCOVEN, CHAOS, ARCANA ASTARTES, <GREAT CULT>, RUBRIC MARINE, WARRIOR



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.



M	APL	CA
3 ○	2	1
DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
✘ Tzaangor greataxe	4	3+	4/5	Brutal, Lethal 5+	-
✘ Tzaangor greatblade	4	3+	4/5	Lethal 5+	Reap 1

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

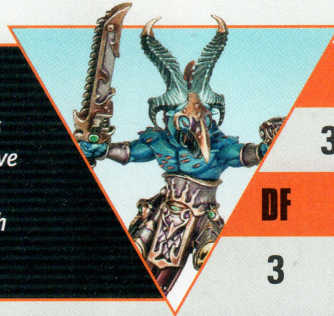
Savage Assault (1AP): Perform a free **Fight** action with this operative. After completing that action's fight sequence, if this operative is still within Engagement Range of an enemy operative, you can immediately fight in combat with this operative again (you do not have to select the same target).

WARPCOVEN, CHAOS, TZAANGOR, CHAMPION



TZAANGOR FIGHTER

Tzaangor fighters 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.



M	APL	CA
3 ○	2	1
DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
⊕ Autopistol	4	4+	2/3	Rng	-
✘ Chainsword	4	4+	4/5	-	-
✘ Tzaangor blades	4	4+	4/5	Relentless	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

-

WARPCOVEN, CHAOS, TZAANGOR, FIGHTER





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.

M	APL	GA
3 ○	2	1
DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
✘ Dagger	4	4+	3/4	-	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

Brayhorn (1AP): Until the end of the Turning Point, add ▲ to the Movement characteristic of friendly TZAANGOR operatives.

WARPCOVEN, CHAOS, TZAANGOR, HORN BEARER



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.

M	APL	GA
3 ○	2	1
DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
✘ Dagger	4	4+	3/4	-	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

Icon Bearer: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier.

UNIQUE ACTIONS

Herd Banner (1AP): Until the end of the Turning Point, while a friendly TZAANGOR operative is within ■ of this operative, that friendly operative is invigorated by the herd banner. While an operative is invigorated by the herd banner, improve its invulnerable save by 1.

WARPCOVEN, CHAOS, TZAANGOR, ICON BEARER



EQUIPMENT

WARPCOVEN operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

GARGOYLE BAYONET (2EP)

RUBRIC MARINE operative only. The operative is equipped with the following melee weapon for the battle:

Name	A	WS	D
Gargoyle Bayonet	4	3+	4/4
Special Rules	!		

HIGH CAPACITY MAGAZINE (1/3EP)

Select one autopistol, inferno bolt pistol or inferno boltgun the operative is equipped with. That weapon gains the Ceaseless special rule for the battle. If you selected an autopistol, this equipment costs 1EP; otherwise, it costs 3EP.

OCCULT TALISMAN (2EP)

The operative gains the following ability for the battle:

Occult Talisman: Each time this operative would lose a wound as a result of a mortal wound or a shooting attack from a psychic power, roll one D6: on a 5+, that wound is not lost.

SORCEROUS SCROLL+ (4EP)

SORCERER operative only. The operative gains the following ability for the battle:

Sorcerous Scroll: When this operative gains this ability, select one psychic power from a discipline this operative has not studied (pg 103). Once in the battle, when this operative performs the **Manifest Psychic Power** action (pg 105), if it is not within Engagement Range of an enemy operative, you can select that psychic power to be resolved for that action.

ARCANE ROBES (2EP)

SORCERER operative only. The operative gains the following ability for the battle:

Arcane Robes: Once per battle, when Critical Damage would be inflicted upon this operative, you can use this ability. If you do so, that attack dice inflicts Normal Damage instead.

ENSORCELLED ROUNDS (2EP)

TZAANGOR FIGHTER operative only. Select one autopistol the operative is equipped with. Add 1 to that weapon's Damage characteristics for the battle.

GILDED HORNS (1EP)

TZAANGOR operative only. The operative gains the following ability for the battle:

Gilded Horns: Each time this operative fights in combat, if it performed a **Charge** action during that activation, in the Roll Attack Dice step of that combat, you can retain one of your attack dice results of 5+ that is a successful hit as a critical hit.



WARPCOVEN SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **WARPCOVEN** as your Faction keyword.

BATTLE HONOURS

Each time a **WARPCOVEN** operative gains a Battle Honour, instead of determining one from its specialism, you can instead determine one from the appropriate table on this page. You can either roll one D3 to randomly determine the Battle Honour from the appropriate table (re-rolling if it isn't suitable), or you can select one from the appropriate table. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).

RUBRIC MARINE SPECIALIST


D3 Specialism

- 1 Warded:** The first time an attack dice would inflict damage on this operative in each battle, halve the damage inflicted (rounding up).
- 2 Unwavering:** This operative has a 4+ invulnerable save.
- Automata:**
 - Each time this operative is activated, you can ignore any or all modifiers to its APL.
 - This operative is not affected by the Stun critical hit rule.

SORCERER SPECIALIST


D3 Specialism

- 1 Boon:** This operative gains one Boon of Tzeentch (pg 102).
- 2 Studios:** Select one psychic power from a discipline this operative has not studied (pg 103). This operative knows that psychic power.
- Rubric Affinity:**

Select one friendly **RUBRIC MARINE** operative from your dataslate. For the purposes of that operative's Sorcerer's Command ability, this **SORCERER** operative only needs to be in the killzone (instead of within )
- 3**

TZAANGOR SPECIALIST

D3 Specialism

- Avian Mobility:**
 - You can ignore any or all modifiers to this operative's Movement characteristic.
 - Each time this operative climbs or drops, you can ignore the first vertical distance of  it travels for that climb or drop.
- 1**
- 2 Mutation:** This operative gains one Boon of Tzeentch (pg 102).
- 3 Savage:** Weapons this operative is equipped with gain the Rending critical hit rule.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **WARPCOVENS**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. OCULUS (1/2EP)

Select an autopistol or inferno pistol the operative is equipped with. Remove its Rng **◆** special rule for the battle. If you selected an autopistol, this equipment costs 1EP; if you selected an inferno pistol, this equipment costs 2EP.

2. ANIMATE AVIANS (3EP)

The operative gains the following ability for the battle:

Animate Avians: While an enemy operative is within Engagement Range of this operative, subtract 1 from the Attacks characteristic of melee weapons that enemy operative is equipped with.

3. WITCHFIRE MANTLE (3EP)

SORCERER operative only. The operative gains the following ability for the battle:

Witchfire Mantle: Each time this operative makes a shooting attack with a ranged weapon from a psychic power (pg 103), in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.

4. AEONGLASS (3EP)

The operative gains the following ability for the battle:

Aeonglass: Once per battle, when this operative is activated, you can use this ability. If you do so, add 1 to this operative's APL.

5. FLUXHELM (3EP)

SORCERER operative only. The operative gains one Boon of Tzeentch (pg 102) for the battle (that boon is removed at the end of the battle). It must be randomly determined.

6. CHANGEBLADE (3EP)

The operative can perform the following action during the battle:

Changeblade (1AP): Select one friendly **TZAANGOR** operative Visible to and within **▲** of this operative and roll one D6:

- On a 1-2, that operative suffers 1 mortal wound.
- On a 3-4, until the end of the battle, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons that operative is equipped with by 1.
- On a 5-6, that operative gains 3 wounds. This can take it above its Wounds characteristic (any wounds gained above its Wounds characteristic are removed at the end of the battle).

Each friendly operative can only be selected for this action once. This operative cannot perform this action while within Engagement Range of an enemy operative.



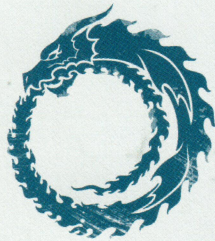
STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **WARPCOVEN**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

REBINDING ALTAR

Upon this altar, following perilous rituals and unholy offerings, rent and ruined plates of Rubricae armour are made whole, and the damned echoes of their imprisoned wearers are conjured back to serve again.

Each time you roll one D6 to determine a Battle Scar (see the *Kill Team Core Book*) for a friendly **RUBRIC MARINE** operative, you can treat all results (excluding Slain) as Cerebral Affliction.



REQUISITIONS

In a Spec Ops campaign, if your faction is **WARPCOVEN**, you can use the following Requisitions in addition to those presented in other publications.

BESEECH THE CHANGER OF THE WAYS (1RP)

The Thousand Sons are ever seeking new favours from their divine patron, willing to do almost anything to win his blessings - but Tzeentch is fickle, and not every gift he gives is as beneficial as it appears...

Purchase this Requisition before or after a game. Remove one Boon of Tzeentch (pg 102) from one friendly **WARPCOVEN** operative. That operative then gains one Boon of Tzeentch.

LORE STUDY (1RP)

The Sorcerer delves into ancient and forbidden tomes, refocusing their efforts on a new discipline of powerful sorcery.

Purchase this Requisition before or after a game. Select a new **WARPCOVEN** psychic power discipline (pg 103) for one friendly **WARPCOVEN** **SORCERER** operative to study; that operative knows the psychic powers associated with that discipline instead. If that operative has the Studious Battle Honour (pg 111), you can also select a different psychic power for that Battle Honour in addition to, or instead of, selecting a new discipline to study.

DIVINE ORRERY

This complex set of darkly esoteric equipment reads the strands of fate, alignments of planets and the falling sands of time to give the kill team knowledge of a key moment in their future.

At the start of the battle, secretly make a note of a specific Turning Point other than the first (e.g. Turning Point 3). When rolling off to determine initiative for that Turning Point, roll a D3 and add the result to your score. If you re-roll your dice for this roll off, you must also re-roll the D3.

HERDSTONE

This nexus of change serves as a focal point for the Tzaangors' worship of Tzeentch. In return, it ignites ever-changing mutations within select Beastmen.

After selecting your kill team for each battle, you can select one friendly **TZAANGOR** operative selected for deployment that does not already have any Boons of Tzeentch (pg 102). That operative gains one Boon of Tzeentch for the battle (that boon is removed at the end of the battle).

PURSUIT OF THE ARCANE (1RP)

All manner of ancient artefacts and strange curios are articles for study and collection. For Tzaangor they are precious treasures; for the Thousand Sons of the Legion they are potential sources of power.

Purchase this Requisition when you add an item of rare equipment to your stash, or when you increase your asset capacity by one. Select one friendly **WARPCOVEN** operative (excluding a **RUBRIC MARINE** operative) to gain 2XP.



SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **WARPCOVEN**, you can select one from the list below instead of selecting one from another source.



LABYRINTHINE PLANS

A series of key spells and rituals, their purpose bizarre and labyrinthine, must be performed to bring about a future that serves the Thousand Sons and their interests.

OPERATION 1: STRANDS

The kill team manipulate the strands of fate, the ripples causing a key moment to occur in their futures.

Complete five games in which you scored victory points from the 'Sorcerous Ritual', 'Triangulate' and/or 'Plant Signal Beacon' Tac Op.

OPERATION 2: DESTINY'S MOMENT

The moment of destiny arrives, a seemingly inconsequential event that will echo into the future.

Complete a game in which you scored victory points from a randomly generated Tac Op. To randomly generate a Tac Op, draw and select the first card of your Tac Op deck (discard the second, then proceed selecting Tac Ops as normal). A Tac Op randomly generated from the Schemes

of Change Tactical Ploy (pg 104) is also a valid Tac Op for this operation.

COMMENDATION:

- You gain two Requisition points.
- You can distribute 5XP across the operatives on your roster.
- You can use the 'Beseech the Changer of the Ways' Requisition once without spending any Requisition points. When determining that Boon of Tzeentch, you can select or randomly generate it.

SPEC OPS BONUS:

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Perform Ritual' Spec Op.

ARCANE ARTEFACT

Whether it be an ancient tome of lore, a strange relic or a seemingly trivial trinket, the Thousand Sons know of a powerful arcane artefact hidden within the area. The kill team must discover its location from those unknowing of its true power, then claim it for themselves.

OPERATION 1: DISCERN LOCATION

The kill team use all manner of subterfuge and tricks to discern the location of the arcane artefact they seek.

Complete five games in which you scored victory points from the 'Scry Secret', 'Rob and Ransack' and/or 'Interloper' Tac Op.

OPERATION 2: EXTRACT ARTEFACT

With the location of the arcane artefact now known, the kill team must hold the enemy at bay for it to be extracted from its repository.

Complete a game in which you scored victory points from the 'Sorcerous Ritual' Tac Op.

COMMENDATION:

- You gain one Requisition point.
- You can add one item of rare equipment to your stash.
- The friendly operative that scored you victory points from the 'Sorcerous Ritual' Tac Op earns 5 XP. This is not affected by a passed Casualty test.

SPEC OPS BONUS:

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Recover Archeotech' Spec Op.

NAMES AND DEMEANOURS

Every Warpcoven has a name, be it an arrogant self-referential title chosen by the Sorcerer who leads it or an arcane moniker imbued with mystery and unknowable horror.

This section is a tool to help you determine the names of your Thousand Sons warriors, the title of your Warpcoven and its quirks and background. If you wish to generate any of these randomly, roll the appropriate number of dice as indicated by the corresponding table(s). Otherwise, choose whichever are your favourites – feel free to mix and match if that suits you, or to use multiple quirks, names or background ideas if you feel they work for you.



TABLE 1

D6	Result
1	Infernal
2	Sckolasticar
3	Coil(s)
4	Serpent(s)
5	Coven
6	Ghost(s)

KILL TEAM NAME

Thousand Sons Warpcovens go by many names and none. Some are named for the Sorcerers who lead them and control the Rubricae of the squad. If you would like to use your Sorcerer's name as a part of your kill team name, generate a name randomly or otherwise from the operative name generator tables. If you do this, you could combine the name with some of the kill team name table results below. You could, for example, call your kill team Apophitar's Ghosts, the Coven of Tolbek Shen or Phosis' Sckolasticar Infernum. It is far from required that you use these tables to name your kill team. You can roll or choose your favourite elements from them, or you can use them as inspiration for a name of your own invention.

TABLE 2

D6	Result
1	Sons
2	Infernum
3	Magicka
4	of Magnus
5	of Fire
6	Corvidiads

THOUSAND SONS OPERATIVE NAMES

If you wish to create a name for one of your Thousand Sons warriors you can use the tables below, either by picking your favourite or rolling a D66 on one or both

tables. To roll a D66, roll two D6, one after the other – the first represents tens and the second represents digits, giving you a result between 11 and 66.

FIRST NAME

D66	Result	D66	Result
11	Phosis	41	Sektoth
12	Amonhep	42	Az'mekh
13	Basteq	43	Zah'mat
14	Apophitar	44	Ultak'h
15	Thotek	45	Daedophet
16	Kalophis	46	Azhek
21	Phael	51	Azhtar
22	Imhoden	52	Iskandar
23	Ankhu	53	Mhotep
24	Naratt	54	Hedara
25	Kahotep	55	Amarhotep
26	Khadeth	56	Hakor
31	Revuel	61	Myrakh
32	Tolbek	62	Aarthrat
33	Onoris	63	Thotmas
34	Gilameht	64	Merhet
35	Amon	65	Kasaikrah
36	Sanakht	66	Kahzmut

SECOND NAME

D66	Result	D66	Result
11	T'Kor	41	Sum
12	Basth	42	Qezremah
13	Takar	43	Arvida
14	Kallisar	44	Temekh
15	Rhan	45	Aktera
16	P'Tra	46	Bekti
21	Manahkmor	51	Metenh
22	Shen	52	Thothmet
23	Apophontar	53	Pashet
24	H'Kett	54	Kashtoh
25	Maat	55	Harpakrut
26	Anen	56	Amen'ket
31	Khayon	61	Ammon
32	Manutec	62	Z'kar
33	Qu'rastis	63	Kh'nem
34	Uthizzar	64	As'rahk
35	Toron	65	Hata'kah
36	Daast	66	Takhm

BASE OF OPERATIONS

D6	Location
1	Cursed Moon: This floating rock has spent too long close to the corrupting influence of the warp and is now tainted to its core.
2	Warp Gate: The Warpcoven controls a warp gate. This edifice, powered by malefic energy, can be used by the Thousand Sons to travel the galaxy in service of their god.
3	Forbidden Library: The Thousand Sons have long learned that if something is 'forbidden', then it likely contains something of great value. A whole library of forbidden treasures will hold all manner of arcane secrets.
4	Corrupted Asylum: The line between genius and insanity is a fine one indeed, and there is much wisdom hidden in the ravings of the now long-dead detainees for a sorcerer with mind to claim it.
5	Empyric Sub-realm: Many Heretic Astartes have made home for themselves in the warp. Few enemies can interrupt a sorcerer conducting a ritual or studying ancient lore in such a place.
6	Ancient Ruin: Over the centuries, countless civilisations have lived and died in the galaxy. Parts of them remain on many worlds, their discoveries ripe for the seizing.

SQUAD QUIRK

D6	Mysterious Boon
1	Aetheric Coronae: This Warpcoven advances into battle wreathed in spectral soul-fire.
2	One Will: Like puppets marching to a single beat, this Warpcoven acts with eerie coordination.
3	Single-minded: The warriors of this Warpcoven show no concern for their own safety, shrugging off incoming fire as they advance relentlessly upon their objective.
4	Ancient Dust: The Rubricae of this Warpcoven have begun to lose their grip upon reality, and they occasionally pause or wander as though lost.
5	Superior: The leaders of this Warpcoven look down upon their foes from towering heights of dark wisdom and arrogance.
6	Ghosts of the Warp: So saturated with sorcery are these warriors that they flicker in and out of reality, pale shades one moment, solid and deadly the next.

BACKGROUND

D6	Path of Fate
1	Heralds of Madness: This Warpcoven seeks to drive its enemies insane, burning away their wits amidst the fires of magic and mutation.
2	Seekers After Sorcery: These warriors were gathered to quest after arcane treasures, going to whatever ends they must to acquire them for their sorcerous masters.
3	Arch-coven: This Warpcoven serves an exceptional gathering of psychically gifted warriors.
4	Relentless Destroyers: This Warpcoven comprises a hardened core of automaton-like warriors, armed for the extermination of all who stand against them.
5	Warriors Out of Time: Trapped on a daemon world or caught in the warp for millennia, these verdigrised warriors have emerged like risen ghosts to continue the Long War.
6	Daemonologists: This Warpcoven's every action is ritual, its every deed calculated to facilitate the summoning of Tzeentch's daemonic servants.

'The warriors of the Corpse God believe themselves to be strong – but we have seen a greater truth. Their empire is built upon sinking sand, and they themselves are naught but clay. By Tzeentch's will we have been shown the power to mould their weak minds and bodies to our liking.'

– Nezchad Aratos, Arch Magister of the Warp Gheists



WARHAMMER
40,000

KILL TEAM

WARPCOVEN

UPDATE 1.5

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*) before the page reference.

ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in [blue](#).

WHITE DWARF ISSUE 469 & KILL TEAM ANNUAL 2022

Pages 109 (White Dwarf) & 93 (Annual),

Occult Talisman ability

Change to read (comma added):

'Each time this operative would lose a wound as a result of a mortal wound, or a shooting attack from a psychic power, roll one D6: on a 5+, that wound is not lost.'

Pages 104 (White Dwarf) & 88 (Annual),

Schemes of Change Tactical Ploy

Change the final sentence to read:

'Discard one of your Tac Ops (any victory points scored from it are lost) and [select a new Tac Op from those that remain from your chosen archetype, or a faction Tac Op \(unless you have another faction Tac Op in use\)](#).'

DESIGNER'S COMMENTARY


This section presents commentary from game designers to clarify and expand on rare and more complex rules.

WHITE DWARF ISSUE 469 & KILL TEAM ANNUAL 2022

Q: If an enemy operative has a rule that allows it to ignore modifiers to its Movement characteristic, can it ignore the subtracted distance from the Ephemeral Instability psychic power (pg 103)?

A: No, as Ephemeral Instability does not modify the operative's Movement characteristic.


Q: For the Warp Portal psychic power, can I select the operative performing the action to warp portal itself?

A: Yes. Before the operative is removed, mark its original location or intended destination so you can accurately set it back up again within  of its original location.

*Q: If a **SORCERER** operative has already performed a **Dash** action during its activation, can I still use the Capricious Plan Tactical Ploy just to change its order?*

A: Yes.

*Q: How does the All is Dust ability (**RUBRIC MARINE**) interact with traversing?*

A: Traversing must be included when determining its move limit. Therefore, if a **RUBRIC MARINE** operative traverses, it can only move 2  horizontally.

**Q: If I use the Schemes of Change Tactical Ploy, is the new Tac Op unrevealed?*

A: Yes. It's revealed when it specifies, so if that time has passed, you won't be able to score any VP from it.

CLOSE QUARTERS

*Q: With the changes to the Exalted Astartes Strategic Ploy in the Balance Dataslate, can a **GUNNER** operative perform a **Shoot** action then a **Guard** action?*

A: Yes, if one additional action point is subtracted to perform a **Guard** action.

THE BALANCE DATASLATE

Q3 2023

This document contains the collected Q3 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (*) bullet point.



CORE RULES

- **New Core Rule:** Some rules allow you to activate operatives in succession before your opponent can activate. Regardless of such rules, you can never activate more than two operatives in the same Turning Point before your opponent has had a turn to activate a ready operative or perform **Overwatch**.
- **New Core Rule:** The Movement characteristic cannot be modified to less than 2 (even if injured).



EQUIPMENT

- You can only select each equipment with the Indirect special rule (e.g. dynamite, krak grenade, fusion grenade) once per battle. If a friendly operative already equipped with such equipment is selected for deployment (e.g. **ASSAULT GRENADIER PATHFINDER** operative), this counts as your selection.



REPLACED ARMY LISTS

Over time, certain new army lists will be introduced that are designed to replace similar army lists from the Compendium. We recommend the newer army list replaces the older one where balance is concerned, particularly in an organised play setting such as a tournament. These army lists and their replacements are as follows:

FORGE WORLD replaced by **HUNTER CLADE**

THOUSAND SONS replaced by **WARPCOVEN**

TROUPE replaced by **VOID-DANCER TROUPE**



CRITICAL OPERATIONS 2022

- Each player cannot score more than 16 victory points in total from the mission objective during the battle (instead of 12), and a maximum of 24 victory points from the game (instead of 20).
- Loot mission action: Each objective marker can be looted a maximum of four times during the battle (instead of three).





KILL TEAM: MOROCH

PHOBOS STRIKE TEAM

- Can use the following Strategic Ploy:

DEADLY SHOTS

1CP

Until the end of the Turning Point, bolt weapons that friendly **PHOBOS STRIKE TEAM** operatives are equipped with gain the P1 critical hit rule. This has no effect on weapons that already have the APx special rule or Px critical hit rule respectively.

- **REIVER** operatives' **Terror** action: OAP.
- **INCURSOR** operatives' Multi-spectrum Array ability: Change first bullet point to read: 'The intended target cannot be Obscured.'
- **Guerrilla Warfare** and **LEADER** operatives' **Strategise** actions: Change distance requirement to ■ (instead of ◆).
- Guerrilla Battle Honour: Change to read 'while not within Engagement Range of an enemy operative' (instead of ■).
- Add the following to Vanguard Strategic Ploy: 'It can perform a mission action or the **Pick Up** action for one less action point (to a minimum of OAP).'



KILL TEAM ANNUAL 2022

HUNTER GLADE

- Doctrina Imperatives can be selected each Turning Point (instead of only twice per battle).
- Ignore each Imperative's Deprecation effect during first Turning Point that it's active for your kill team during the battle.
- Operative selection:
 - Your kill team cannot include more **SICARIAN** operatives than it does **RANGER** and **VANGUARD** operatives combined (but it can include the same).
 - If your kill team includes no more than 4 **SICARIAN** operatives, it can include 1 additional **RANGER** or **VANGUARD** operative (for 11 operatives in total).

VOID-DANCER TROUPE

- Cegorach's Jest Strategic Ploy: Change relevant part of first sentence to read: 'once in the Resolve Successful Hits step of that combat, when your opponent strikes with a normal hit'.
- Saedath ability: Delete third bullet point from the effects of adding the fourth mark to your Performance tally.
- Domino Field Strategic Ploy: 1+CP. This Strategic Ploy costs 1 additional Command point for each previous time you've used it during the battle (e.g. 1CP the first time you would use it, 2CP the second time, etc.).

WARPCOVEN

- Add the following to Exalted Astartes Strategic Ploy: 'In addition, until the end of the Turning Point, each time a friendly **RUBRIC MARINE** operative is activated, if it does not perform a **Fight** action during that activation, it can perform two **Shoot** actions during that activation. If it's a **GUNNER** operative, one additional action point must be subtracted to perform the second **Shoot** action.'
- **RUBRIC MARINE** operatives: Change APL characteristic to 3 and change Attacks characteristic of their fists and gargoyle bayonets to 4.
- * Delete **SORCERER** operative's Rubric Command ability.
- * **RUBRIC MARINE** operatives gain the following ability: '**Sorcerer's Command**: Each time this operative is activated, if it isn't within ◆ of a friendly **SORCERER** operative, subtract 1 from its APL.'
- * Change Rubric Affinity Battle Honour to the following: 'Select one friendly **RUBRIC MARINE** operative from your dataslate. For the purposes of that operative's Sorcerer's Command ability, this **SORCERER** operative only needs to be in the killzone (instead of within ◆).'
- * Archetypes: Recon or Security, regardless of operatives selected.

GELLERPOX INFECTED

- Techno-curse ability: Distance requirement is reduced to ○ (instead of ■), and ■ for **GLITCHLING** operatives (instead of ◆).
- Revoltingly Resilient ability: **GLITCHLING** and **GELLERPOX MUTANT** operatives ignore lost wounds on a 6 (instead of a 5+).
- **VULGRAR THRICE-CURSED** operative's Lead the Infection ability: You can only use it once per battle.
- * Rust Emanations Strategic Ploy: While within Engagement Range of a friendly **NIGHTMARE HULK** operative only.

ELUCIDIAN STARSTRIDER

- **LECTRO-MAESTER**'s **Voltageist Field** and **Voltageist Charge** actions: OAP.
- Archeotech Beam Privateer Support Asset: Improve its BS characteristic by 1.
- **VOIDSMAN** operative's rotor cannon: Gains the Relentless special rule.
- * Undaunted Explorers Strategic Ploy:
 - The first time attack dice are resolved against it (instead of each time it fights in combat or a shooting attack is made against it).
 - Damage halved to a minimum of 2 (rounding up).