

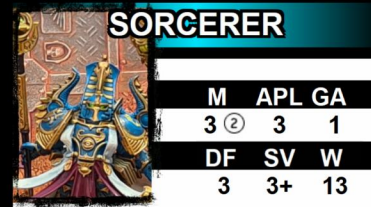


Warpcover



Prosperine khopesh
Lethal 5+ Relentless
force stave
Relentless

Favoured by Change: This operative has a 5+ invulnerable save.
Rubric Command: Each time a friendly RUBRIC MARINE operative is activated, if it isn't within 6" of a friendly SORCERER operative, subtract 1 from its APL.
Manifest Psychic Power (1AP): Psychic action. Resolve a WARPCOVEN psychic power, as specified here. This operative cannot perform this action while within Engagement Range of an enemy operative.



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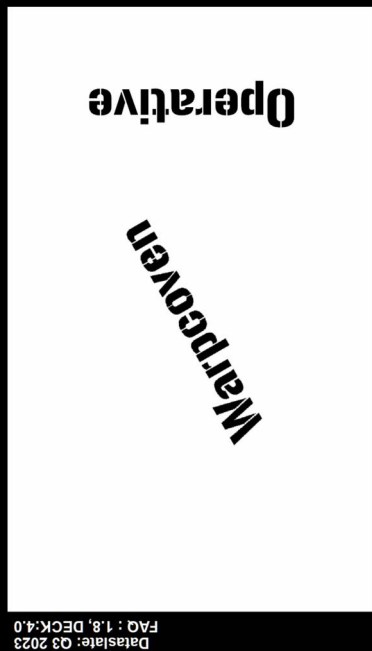


Inferno bolt pistol
Rng 6 AP1
force stave

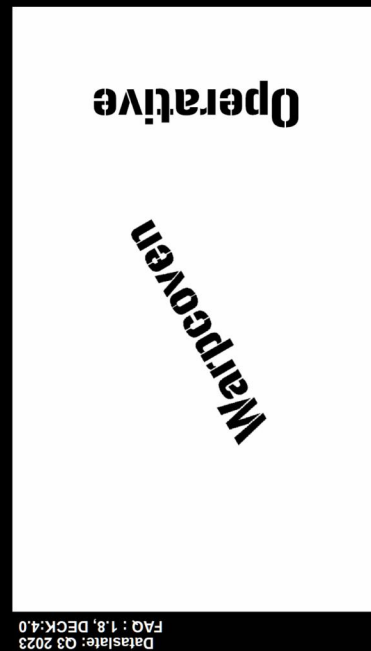
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SORCERER

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	13

Warpflame pistol	5	2+	2/4
Rng ④ AP1 Torrent ▲			
force stave	4	3+	4/6
			! Stun

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

Rubric Command: Each time a friendly RUBRIC MARINE operative is activated, if it isn't within ④ of a friendly SORCERER operative, subtract 1 from its APL.

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



GUNNER

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	12

Soulreaper cannon	6	3+	3/4
AP1 Fusillade			
Fists	4	3+	3/4

All is Dust

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

Note: When this operative is activated, if it isn't within ④ of a friendly SORCERER operative, subtract 1 from its APL.



ICON BEARER

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	12

Inferno boltgun	4	3+	3/4
AP1			
Fists	4	3+	3/4

All is Dust

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. In narrative play, this is cumulative with the Focused Battle Honour.

Icon of Flame: Once per Turning Point, a friendly SORCERER operative within ④ of this operative can perform a free Manifest Psychic Power action during that SORCERER operative's activation.

Note: When this operative is activated, if it isn't within ④ of a friendly SORCERER operative, subtract 1 from its APL.



RUBRIC WARRIOR

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	12

Inferno boltgun	4	3+	3/4
AP1			
Fists	4	3+	3/4

All is Dust

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

Note: When this operative is activated, if it isn't within ④ of a friendly SORCERER operative, subtract 1 from its APL.

Operative

Warpcoven

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Operative

Warpcoven

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Operative

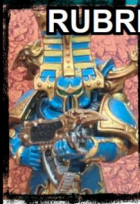
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Operative

Warpcoven

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RUBRIC WARRIOR

M	APL	GA
3	2	3
1		
DF	SV	W
3	3+	12

Inferno boltgun	4	3+	3/4
AP1			
Fists	4	3+	3/4

All is Dust
Favoured by Change: This operative has a 5+ invulnerable save.
Note: When this operative is activated, if it isn't within 6" of a friendly SORCERER operative, subtract 1 from its APL.




CHAMPION

M	APL	GA
3	2	1
DF	SV	W
3	6+	8

Tzaangor greataxe	4	3+	4/5
Brutal Lethal 5+			

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




CHAMPION

M	APL	GA
3	2	1
DF	SV	W
3	6+	8

Tzaangor greatblade	4	3+	4/5
Lethal 5+			! Reap 1

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



FIGHTER

M	APL	GA
3	2	1
DF	SV	W
3	6+	8

Tzaangor Blades	4	4+	4/5
Relentless			

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

Operative

Warpcoven

Operative

Warpcoven

Operative

Warpcoven

Operative

Warpcoven



FIGHTER

M APL GA

3 ② 2 1

DF SV W

3 6+ 8

Tzaangor Blades 4 4+ 4/5

Relentless

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



FIGHTER

M APL GA

3 ② 2 1

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FIGHTER

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DF SV W

3 6+ 8

Tzaangor Blades 4 4+ 4/5

Relentless

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

Operative

Warpcoven

Operative

Warpcoven

Operative

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Operative

Warpcoven

(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. Friendly SORCERER operatives can perform the following mission action:

SCRY SECRET 1AP Psychic action. An operative can perform this action while within ② 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.

► 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.

Action on enemy

(2) SORCEROUS RITUAL

Reveal this Tac Op when a friendly operative performs the Sorcerous Ritual action. Friendly SORCERER operatives can perform the following mission action:

SORCEROUS RITUAL 1AP Psychic action. An operative can perform this action while within ② of a ritual site. An operative cannot perform this action while within ② of an enemy operative. A ritual site is the centre of the killzone or an objective marker that is more than ② from your drop zone. Once a friendly operative performs this action, friendly operatives can only perform this action again at the same ritual site.

► 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.

2/3 actions on points

(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 ② 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.

Kill enemy and point

WARPFIRE DISCIPLINE

Ability

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, Tempyr or Warfire. That operative knows the psychic powers associated with that discipline.

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

- Warp Portal
- Infernal Fire
- Firestorm

WARPFIRE DISCIPLINE

Tac Op

Warpcoven

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Tac Op

Warpcoven

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Tac Op

Warpcoven

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Ability

Warpcoven

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WARP SWELL

Boon

0CP

Mutation

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

Melee +1/0 D

MUTANT APPENDAGE

Boon

0CP

Mutation

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 0AP).

Mission Action -1 AP

AVIAN TALONS

Boon

0CP

Mutation

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.

Charge Always Crit

PATRON OF DESTINY

Boon

0CP

Fate

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 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.

1 Reroll

Boon

Warpcore

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Boon

Warpcore

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Boon

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Boon

Warpcore

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INCORPOREAL SIGHT

Boon

0CP

Fate

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.

Lethal 5+ and No Cover

TIME-WALKER

Boon

0CP

Fate

Time-walker:

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

+1A +1M

IMMATERIAL FLIGHT

Boon

0CP

Aetheric

Immaterial Flight: This operative gains the FLY keyword.

Fly

CRYSTALLINE

Boon

0CP

Aetheric

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

SV + 1

Boon

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Boon

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Boon

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EMPYRIC WARD

Boon

0CP

Aetheric

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

4+ Invul

Boon

Warpcover

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EXALTED ASTARTES

Strategic

1CP

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. 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 are eligible weapons for this.

Shoot or fight x2

Strategic

Warpcover

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PSYCHIC DOMINION

Strategic

1CP

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

Spell x2

Strategic

Warpcover

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SLOW AND PURPOSEFUL

Strategic

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).

Reroll DF if no move

Strategic

Warpcover

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SAVAGE HERD

Strategic

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.

Tzaangor Retain Hit

CAPRICIOUS PLAN

Tactical

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.

Dash and Change Order

PSYCHIC CABAL

Tactical

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. You can select a psychic power from a discipline another friendly SORCERER operative within 🎲 of this operative has studied.

Cast Friends Spell

MUTANT HERD

Tactical

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 3 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.

GA2 with near friend

Strategic

Warpcoven

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Tactical

Warpcoven

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Tactical

Warpcoven

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Tactical

Warpcoven

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SCHEMES OF CHANGE

Tactical

1 CP

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 randomly determine a new Tac Op from those remaining in your Tac Ops deck.

If playing Critical Ops, this Tac Op can be freely chosen, but must not be a faction specific Tac Op if one has already been selected.

Change Tac Op

ALL IS DUST

Ability

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 (2) (including climbing and traversing) during its activation.

Note: Each time a friendly RUBRIC MARINE operative is activated, if it isn't within 1 of a friendly SORCERER operative, subtract 1 from its APL.

RUBRIC MARINES

DESTINY DISCIPLINE

Ability

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 Warfire. That operative knows the psychic powers associated with that discipline.

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

- Weave Fate
- Twist Destiny
- Doombolt

DESTINY DISCIPLINE

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DESTINY DISCIPLINE

Tactical

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Ability

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DESTINY DISCIPLINE

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

- Weave Fate
- Twist Destiny
- Doombolt

DESTINY DISCIPLINE

TEMPYRIC DISCIPLINE

Ability

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 Warfire. That operative knows the psychic powers associated with that discipline.

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

- Ephemeral Instability
- Temporal Manipulation
- Fluxblast

TEMPYRIC DISCIPLINE

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Ability

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 Warfire. That operative knows the psychic powers associated with that discipline.

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

- Ephemeral Instability
- Temporal Manipulation
- Fluxblast

TEMPYRIC DISCIPLINE

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Ability

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 Warfire. That operative knows the psychic powers associated with that discipline.

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

- Ephemeral Instability
- Temporal Manipulation
- Fluxblast

TEMPYRIC DISCIPLINE

Ability
Warpcoven

Ability
Warpcoven

Ability
Warpcoven

Ability
Warpcoven

WARPFIRE DISCIPLINE

Ability

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 Warfire. That operative knows the psychic powers associated with that discipline.

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

- Warp Portal
- Infernal Fire
- Firestorm

WARPFIRE DISCIPLINE

WARPFIRE DISCIPLINE

Ability

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 Warfire. That operative knows the psychic powers associated with that discipline.

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

- Warp Portal
- Infernal Fire
- Firestorm

WARPFIRE DISCIPLINE

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 1 EP; otherwise, it costs 3EP.

Ceaseless

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 1 EP; otherwise, it costs 3EP.

Ceaseless

Ability

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Ability

Warpcoven

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Equipment

Warpcoven

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Equipment

Warpcoven

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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.

5+ Against MW

SORCEROUS SCROLL

Max: 1

4EP

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

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

Cast Other Spell

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.

Crit to Normal Once

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.

Crit to Normal Once

Equipment

Warpcoven

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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.

Autopistol +1/1 D

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.

1 crit 5+ on charge

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.

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Equipment

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1 crit 5+ on charge

DESTINY WEAVE FATE

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.

Reroll DF

DESTINY TWIST DESTINY

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.

No Rerolls or APL+

DESTINY DOOMBOLT

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

Doombolt	4	3+	3/3
Lethal 5+			1 MW2

Equipment

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Spell

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TEMPYRIC EPHEMERAL INSTABILITY

Ephemeral Instability: Until the end of the Turning Point, subtract ② from the distance that enemy operatives can move when performing Charge and Dash actions.

Slow Enemy

TEMPYRIC TEMPORAL MANIPULATION

Temporal Manipulation: Select one friendly WARPCOVEN operative Visible to and within ⑤ of this operative. That operative regains 2D3 lost wounds.

Heal 2D3

TEMPYRIC FLUXBLAST

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

Fluxblast	4	3+	3/4
Blast ②	! Rending		

WARPFIRE WARP PORTAL

Warp Portal: Select one friendly WARPCOVEN operative Visible to and within ③ 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 ⑤ 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.

Teleport Friend

Spell

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WARPFIRE INFERNAL FIRE

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.

Relentless against target

WARPFIRE FIRESTORM

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

Firestorm	5	4+	2/2
Barrage Blast	▲	Indirect	

GARGOYLE BAYONET

2EP

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

Gargoyle Bayonet	4	3+	4/4
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2EP

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

Gargoyle Bayonet	4	3+	4/4
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Spell

Warpcoven

Spell

Warpcoven

Equipment

Warpcoven

Equipment

Warpcoven

WARPCOVEN KILL TEAM

Security, Recon

1 Sorcerer and 10 Operatives

SORCERER

SORCERER (x2, Cost:2)

RUBRIC MARINE GUNNER (Cost:2)

RUBRIC MARINE ICON BEARER (Cost:2)

RUBRIC MARINE WARRIOR (Cost:2)

TZAANGOR CHAMPION

TZAANGOR FIGHTER

TZAANGOR HORN BEARER

TZAANGOR ICON BEARER

BOONS OF TZEENTCH


Faction Ability

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

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.

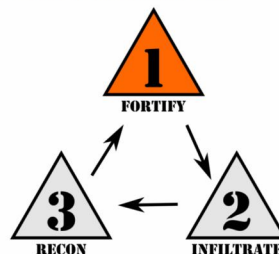
FORTIFY

Matched Play

Set up one additional barricade within  of your drop zone

Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



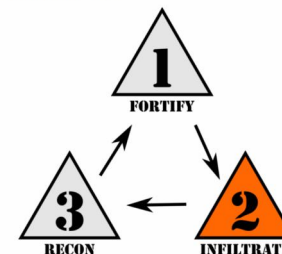
INFILTRATE

Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



Team

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Abilities

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Scouting

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Scouting

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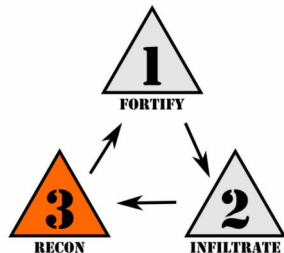
RECON

Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone

Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

TURN SEQUENCE

- INITIATIVE PHASE
READY OPERATIVES
DETERMINE
INITIATIVE
- STRATEGY PHASE
GENERATE
COMMAND POINTS
PLAY STRATEGIC
PLOYS
TARGET REVEAL
- FIREFIGHT PHASE
PERFORM ACTIONS

SCORE CARD

COMMAND POINTS	PRIMARY			
	SECONDARY			
	1	2	3	4
	1	2	3	4

Scouting

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Matched

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Matched

Warpcoven

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Scorecard

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