



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.

RULES COMMENTARY

NOVEMBER '25

This section provides clarification on ambiguous and complex rules interactions.

Q: *If a friendly operative selected for the Temporal Flux rule is activated within, or ends its activation within, an area in which it cannot use **PSYCHIC** additional rules (e.g. **NOVITIATE** **CONDEMNOR** Null Rod), can that operative be removed and set back up as a result of the Temporal Flux rule?*

A: No to both.

PREVIOUS ERRATAS

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.

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 parts 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, AETHERIAL WARDING

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.~~

STRATEGY PLOYS, BROTHERHOOD OF SORCERERS

Relevant part deleted:

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

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, TEMPYRION & WARPFIRE OPERATIVES, OPERATIVE STATS

Wounds stat changed to '15'.

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.'

SORCERER OPERATIVES, PROSPERINE KHOPESH WEAPON

Atk stat changed to '4'.

'**Balanced**' weapon rule added.

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**, [...].'

TZAANGOR WARRIOR OPERATIVE, AUTOPISTOL WEAPON

'**Range 8**' weapon rule added.

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.'

TEAM SELECTION

Arrow bullet point changed to read:

'5 **WARPCOVEN** operatives selected from the following list:'

Relevant parts of first paragraph deleted:

'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.'

PREVIOUS RULES COMMENTARIES

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

WARPCOVEN KILL TEAM

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WARPCOVEN » KILL TEAM SELECTION



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



OPERATIVES

5 **WARPCOVEN** operatives selected from the following list:

- **SORCERER OF DESTINY**¹
- **SORCERER OF TEMPYRION**¹
- **SORCERER OF WARPFIRE**
- **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. Other than **WARRIOR** operatives, your kill team can only include each operative on this list once.

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



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

SORCERER



RUBRIC MARINE GUNNER



'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 Warpcoven

RUBRIC MARINE ICON BEARER



RUBRIC MARINE WARRIOR



TZAANGOR CHAMPION



TZAANGOR WARRIOR



TZAANGOR HORN BEARER



TZAANGOR ICON BEARER

