

Masters of the Forge On Your Tabletop

Wrath of Magnus: 10th Edition Glow-Up

The Warp Charge Dice:

In some missions, players may receive a special dice called the “Warp Charge Dice”. Players may use this dice at any time in order to reroll any roll pertaining to a psychic attack or ability, or they may use them to reroll one of the dice on the Warp Storm Table. Players may retain these dice for as long as they like, but at the end of each turn, if a player is still holding onto Warp Charge Dice, for each one they have retained, their opponent may deal 1 mortal wound to any psychic unit in that player’s army. Players may discard any number of Warp Charge Dice at the end of their Command Phase.

Tzeentchian Warp Storm Table:

At the start of the Battle Round each player rolls a d6. The player going first may use a Warp Charge Dice to reroll their result, then the player going second may do so. Combine the result and consult the table below for effects.

2: Boundless Mutation: Randomly select a character (friend or foe) and deal d3 Mortal Wounds to it. If the model is destroyed, replace the model with a Chaos Spawn under the control of the controlling player.

3: Warp Flux: All psychic attacks have the *Hazardous* special rule. If the attack already has this rule, then reroll all passed Hazardous tests for that attack.

4: Mirror Step: Randomly select a unit. The Daemon of Tzeentch or Thousand Sons player may immediately remove this unit from play, then Deepstrike it. If both armies are either Daemons of Tzeentch or Thousand Sons, randomly determine who gets to place the unit.

5: Gale of Change: Each player gets d6 Warp Charge dice.

6: Mutagenic Fire: All Torrent weapons improve their AP by 1.

7: Visions from Beyond the Veil: Each player receives d3 Command Points

8: Warp Surge: Increase the Strength of all Psychic attacks by 1. In addition, these psychic attacks have the *Hazardous* special rule. If the attack already has this rule, then reroll all passed Hazardous tests for that attack.

9: Storm of Fire: Roll a d6 for every unit on the battlefield. On a 1 or a 2, the unit suffers d3 Mortal Wounds.

10: Brimstone Rain: Set up a unit of 10 Brimstone Horrors under the control of the Daemons of Tzeentch player or the Thousand Sons

player. If all armies are either Daemons of Tzeentch or Thousand Sons, randomly determine who has control of this unit.

11: Herald’s Possession: Randomly select a Character, not counting any Daemons of Tzeentch. The Character must make a Leadership test. If the test is failed, it is replaced with a Herald of Tzeentch under the control of the Daemons of Tzeentch or Thousand Sons player. Place the model as close as possible to where the host character was, but not within engagement range of enemy units. If all armies are either Daemons of Tzeentch or Thousand Sons, randomly determine who has control of this unit.

12: Avatar of Change: Randomly determine a Daemon of Tzeentch or Thousand Sons player involved in this battle. That player selects a character. That character rolls a Leadership test. If the test is failed, it is removed as a casualty. If it is passed, replace the model with a Lord of Change model with no damage taken. It should be placed as close to the host model as possible and not within engagement range of enemy models. If the character had an Enhancement that a Lord of Change could have, it still has that Enhancement. If the Leadership check was passed, then that model was not counted as having been destroyed at that time for the purposes of a mission’s victory conditions or other triggered abilities. It is up to the players whether this character’s change is permanent on their Crusade Datacard.

Tzeentch Daemons Mission 1: The Ritual

Deployment Zones: Players are arranged in the Hammer & Anvil style deployment, 12” from the center line of the battlefield.

Objective Markers: Six objective markers are arranged in the symbol of Tzeentch, two in each deployment zone and two in no-mans land.

Terrain: Terrain should be placed so that it respects the placement of the objective markers.

Priority: Roll off as normal for first deployment and first turn.

Game Length: 5 turns

Victory Conditions: The Tzeentch player wins the game if they complete the ritual, otherwise, their opponent wins instead.

Mission Special Rules:

- **Warp Storm:** Players use the Tzeentchian Warp Storm table.
- **Performing the Ritual:** At the end of each of their turns, the Daemons of Tzeentch player consecrates any Objective Markers controlled by units from their army. Have special objective markers handy which can be flipped over or replaced to denote an Objective Marker has been consecrated. Once all Objective Markers have been consecrated, the ritual is completed.
- **Psychic Stormclouds Gather:** At the start of each Command Phase, each player receives 1 Warp Charge Dice.

Victor Bonus: If the Tzeentch player wins, they may increase their Supply Limit by 200. If their opponent wins, a surviving unit (or, barring that, the unit which was destroyed last) receives 1 free Battle Honour.

Tzeentch Daemons Mission 2: The Schemes of Tzeentch

Deployment Zones: Armies deploy as per the Dawn of War style.

Objective Markers: As per the current Warhammer 40k Objectives Deck (usually 5 with one in each deployment zone).

Victory Conditions: Use the current Warhammer 40k Objectives Deck, drawing and using the Purge the Foe Primary Mission (At the end of each command phase, score 4vp for holding at least one objective and 4vp for holding more than their opponent, then at the end of the battle round, score 4vp if you killed at least one enemy unit and 4 more if you killed more units than your opponent). The Tzeentch player must use random objectives. Do not draw a Mission Rule or Deployment as those are determined by the special rules here.

Mission Special Rules:

- **Warp Storm:** Players use the Tzeentchian Warp Storm table.
- **Indiscernible Agenda:** Instead of generating Secondary Objectives at the start of their Command Phase, the Tzeentch player draws 6 Secondary Objectives at the end of their turn and scores them based on their actions during the previous turn or battle round as proscribed by the card. The player may choose to score up to two of these Secondary Objectives and discard them. The rest are shuffled back into their deck. The player may, if they wish, use the New Orders stratagem at this time if they wish.

Victor Bonus: The winning player's Warlord is Marked for Greatness at the end of the battle in addition to the usual one they get.

Tzeentch Daemons Mission 3: Psychic Equinox

Deployment Zones: The Daemons of Tzeentch deploy within 9” of the center of the battlefield and the Attacker deploys 24” away from the center of the battlefield.

Game Length: 5 turns

Victory Conditions: Players score 1 Victory Point every time they make a psychic attack or activate a psychic ability (this does not include passive psychic abilities). The Attacker scores 1 Victory Point for every enemy unit they destroy.

Mission Special Rules:

- **Warp Storm:** Players use the Tzeentchian Warp Storm table.
- **The Call of the Warp:** It is suggested that both players create an army list with as many Psykers as possible.
- **Fuelled by the Warp:** Daemons of Tzeentch treat failed Battleshock tests as passed. Other effects of Battleshock are still resolved normally.
- **Encircling Miasma:** Whenever a unit arrives from reserve, it can arrive along any battlefield edge not within 9” of any enemy units. If it is impossible to deploy a unit, the player may Deepstrike that unit instead. If it is still impossible to deploy that unit, the unit may deploy closer than 9” to enemy units, but not within 1”.
- **The Veil is Thinned:** At the end of the Daemons of Tzeentch player’s movement phase, they may return any destroyed non-Character units to play. Roll a dice; on a 4+, it may use Deepstrike.
- **Warp Maelstrom:** Once per turn, during the shooting phase, a unit may attack with one of their eligible Psychic weapons even if they have already attacked with it.

Victor Bonus: The winner may add a new Weapon Enhancement to one psychic attack equipped by two different models.

Thousand Sons Mission 1: Fury of the Storm

Deployment Zones: The Thousand Sons deploy within 9” of the center of the battlefield and the Attacker deploys 24” away from the center of the battlefield.

Priority: The Thousand Sons player deploys their entire army first, followed by the Attacker. The Thousand Sons player takes the first turn.

Game Length: 5 turns

Victory Conditions: The Thousand Sons player wins if they have at least one Psyker unit remaining on the battlefield at the end of the game, otherwise the Attacker wins.

Mission Special Rules:

- **Warp Storm:** Players use the Tzeentchian Warp Storm table.
- **Channeling the Storm:** At the start of each turn, if it is their turn, a player may attempt to channel Warp Charge Dice. If they do so, they must roll a dice for each Psyker unit in their army. On a 3+, they generate a Warp Charge Dice. On a 1, they suffer 1 Mortal Wound.
- **From the Warp they Come:** The Thousand Sons player uses Deepstrike for all reserves. Thousand Sons reserves must arrive within 9” of the center of the battlefield, but they may arrive within 9” of enemy units, but not within engagement range.
- **Psychic Backlash:** All Psyker units have Deadly Demise 1. If they already have Deadly Demise, then increase the Mortal Wounds caused by 1. If the unit has more than one model, the deadly demise is triggered by and measured from the last model destroyed in the unit.

Victor Bonus: The victor receives +1 Requisition Point in addition to the one they receive from playing the game.

Thousand Sons Mission 2: Timeless Vengeance

Deployment Zones: The Thousand Sons' opponent (the Defender) deploys anywhere on the battlefield at least 12" from any battlefield edge, occupying the middle of the battlefield. The Thousand Sons player does not deploy their army.

Priority: The Defending player deploys their entire army first, and they may not have any units in Reserve. Units that are normally required to be in reserve must, instead, be deployed. Then, the Thousand Sons player "deploys" their entire army (declaring deepstrikes, transports, etc.) but they do not actually deploy any units on the battlefield. The Thousand Sons player has the first turn.

Game Length: 5 turns

Victory Conditions: If the entire Defending force is wiped out, the Thousand Sons will be victorious, otherwise, the Defender is the victor.

Mission Special Rules:

- **Warp Storm:** Players use the Tzeentchian Warp Storm table.
- **All According to Plan:** The Thousand Sons player may begin arriving from reserves on turn 1. Units which are not using another special rule to arrive (such as Deepstrike), may do so along any battlefield edge not within 9" of an enemy unit. If it is impossible to deploy a unit, the Thousand Sons player may Deepstrike that unit instead. If it is still impossible to deploy that unit, the Thousand Sons player may deploy closer than 9" to enemy units, but not within 1".
- **Courage Born of Desperation:** The Defending player's units do not take Battleshock tests during this game and all of their attacks re-roll wound rolls of 1.
- **Lines of Retreat:** The Defending player may not move their units within 6" of the battlefield edge, move them off the battlefield, or use rules which allow units to be removed from play and put into Reserves.

Victor Bonus: The victor does not need to take out of action tests for this battle.

Thousand Sons Mission 3: The Quest for Knowledge

Deployment Zones: Players deploy their armies into deployment zones similar to the Dawn of War style, except the Thousand Sons deploy 15” from the center line and their opponents may deploy their army in the entire other half of the battlefield.

Objective Markers: Place 5 objective markers, starting with the Defending player as per the rules in the current Warhammer 40k Mission Cards rules, except that any number of Objective Markers may be placed in the Defending player’s Deployment Zone.

Terrain: It would make sense for each Objective Marker to represent a different library, either with a Ruin, a Building, or wrecked vehicle of some kind.

Priority: As per the normal rules.

Game Length: 5 turns

Victory Conditions: Players will use the current 40k Objectives deck, drawing the Priority Targets Primary Mission (score 5vp per turn for each objective you control, to a maximum of 10 per turn, then 5vp for each objective you control at the end of the game). Do not draw a Mission Rule or Deployment as those are determined by the special rules here.

The **Thousand Sons** player must use Random Secondary Objectives.

The **Defending** player must use the Static Secondary Objective, Storm Hostile Objective (points for stealing objectives held by the enemy). That player, then, will be drawing one Random Secondary Objective every turn instead of two.

Mission Special Rules:

- **Warp Storm:** Players use the Tzeentchian Warp Storm table.
- **A Solemn Duty:** Units within range of Objective Markers may re-roll Battleshock tests.
- **Seeking Knowledge:** At the beginning of their Command Phase, the Thousand sons player rolls a dice for each Objective Marker they control. On 4+, they may collect a Warp Charge Dice.

Victor Bonus: One psychic unit may receive one free Battle Honour.