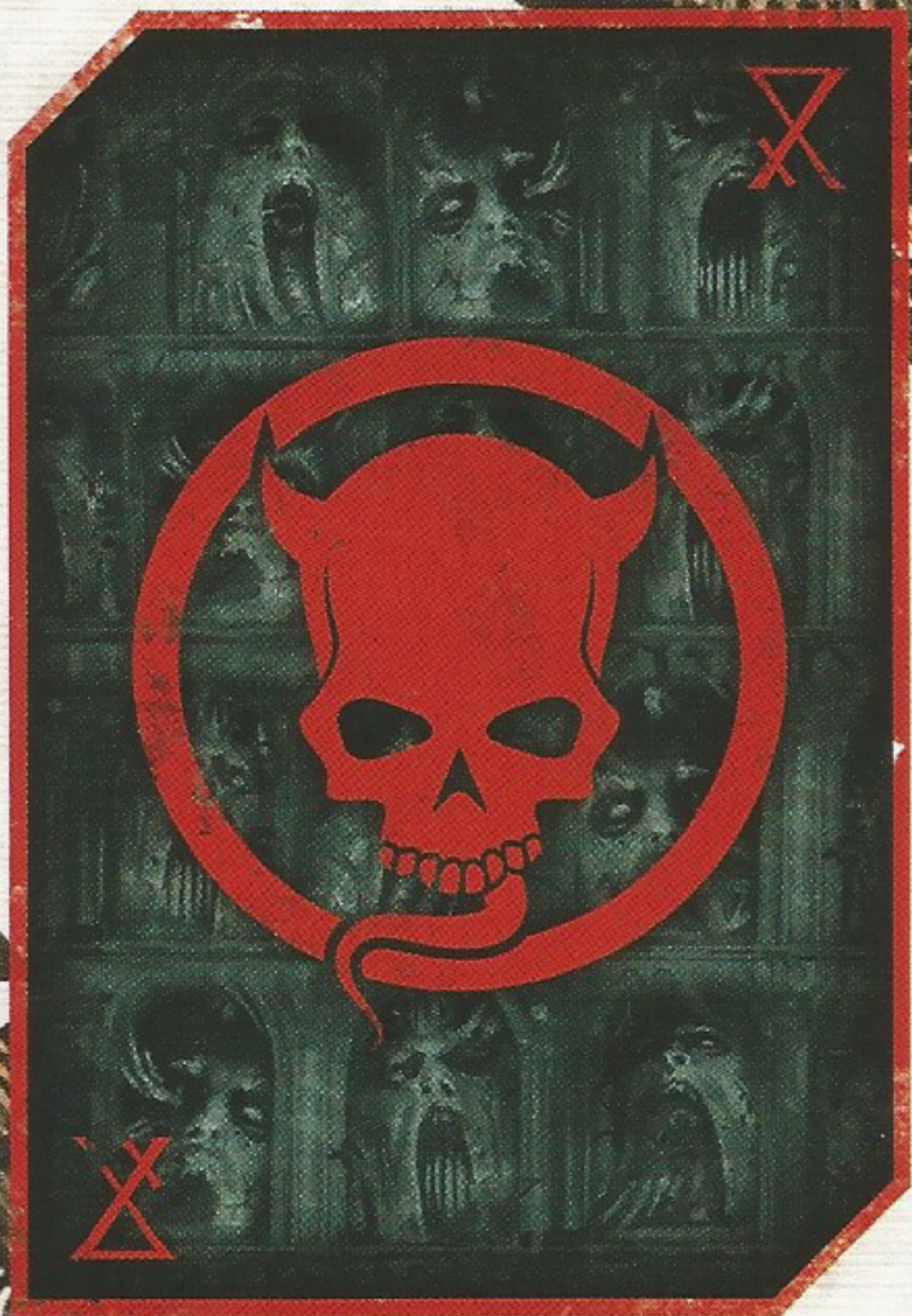




TWIST

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## BLACKOUT

*Sheer darkness consumes all, restricting the vision of your warriors.*

The maximum range of all shooting attacks and psychic powers is limited to 18".

## BLINDING SUN

*In a cloudless sky the sun's rays blind those who must face it.*

At the start of the first battle round, one player randomly selects one battlefield edge to determine the sun's battlefield edge.

At the start of the third battle round, one player randomly selects one battlefield edge adjacent to the sun's battlefield edge. That battlefield edge is now the sun's battlefield edge.

Subtract 1 from hit rolls for ranged attacks that target units that are closer to the sun's battlefield edge than the firing model is.

## TWIST

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# CHAMPION

*Whilst two forces clash, mighty warriors step forward to defend the honour of their army.*

Before the battle, each player selects one **CHARACTER** model or one model with a Wounds characteristic of 9 or less from their army to be their army's Champion. Increase that model's Strength and Toughness characteristics by 1 and its Attacks and Wounds characteristics by 2.

TWIST

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## CYCLONE

*The elements dictate the battle, curtailing projectiles on their flight path towards the enemy.*

Subtract 1 from the Strength of attacks if the target is more than 18" away.

TWIST

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## EXHAUSTED

*Your forces are on their last legs, but their sheer willpower keeps them standing to try to finally snatch a victory.*

Subtract 1 from the Strength characteristic of all models.

TWIST

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## GALES

*Intense winds gust across the battlefield, hampering all attempts at haste.*

Subtract 1 from the Move characteristic of all models. Subtract 1 from Advance and charge rolls.

TWIST

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## HATRED

*Seething enmity drives your forces to rid the galaxy of a hated foe.*

When making an attack against the closest enemy unit, re-roll a wound roll of 1.

## TWIST

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# INDISCRIMINATE PROJECTILES

*Falling debris, burning meteors and orbital barrages rain down indiscriminately across the battlefield.*

Each player rolls three D6 at the start of their turn. For each roll of 6, they can select one enemy unit on the battlefield and inflict D3 mortal wounds upon it, or 1 mortal wound if that unit is a **CHARACTER** with a Wounds characteristic of less than 10. Each unit can be selected no more than once per turn.

TWIST

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## INIMICAL ATMOSPHERE

*The chemistry of the planet's atmosphere has an adverse effect on those present, compromising peak performance.*

Units cannot Advance and you can only declare units within 7" of a charging unit as the target of its charge.

TWIST

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## INVIGORATED

*Energised and eager, your forces are quick to join the fray.*

Add 1 to the Move characteristic of all models.  
Add 1 to Advance and charge rolls

TWIST

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## LAST STAND

*Retreat is not an option. Your forces must fight to the last.*

Units automatically pass Morale tests.

## TWIST

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# NULL ZONE

*The area creates a shadow of psychic blank, rendering psykers near useless in its midst.*

Subtract 2 from Psychic tests. You cannot re-roll any dice when taking Psychic tests.

## TWIST

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# RAGE

*Your warriors give in to the rage burning through them – a fire only battle will extinguish.*

Add 1 to the Attacks characteristic of all models.

TWIST

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## SYSTEM INTERFERENCE

*Stellar flares, malicious scrapcode and electromagnetic energy restrict communications.*

The range of all aura abilities is reduced to 2".

TWIST

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## TEMPEST

*Torrential rain and wind make it all but impossible to focus on an enemy at a distance.*

Models receive the benefit of light cover if they are more than 18" away from the attacking unit.

TWIST

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## UNRELENTING TURMOIL

*Little respite or sanctuary is available across the galaxies of the 41st millennium.*

Draw two more Twist cards and use both.

TWIST

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## UNSTABLE REALITY

*Reality contorts before the eyes of your forces,  
moving them to question their strength of mind  
and will.*

Subtract 1 from the Leadership characteristic of all models. Subtract 1 from Combat Attrition tests.

## TWIST

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# WARP STORM

*The roiling tides of the warp spill out into realspace.*

Add 1 to Psychic tests and add 6" to the range of psychic powers. If a **PSYKER** suffers Perils of the Warp, it suffers 3 mortal wounds rather than D3.