

# BATTLEZONE: EMPYRIC STORMS

So long as you and your opponent agree, any Warhammer 40,000 battle can use Battlezone rules. If you have chosen these Battlezone rules, raging warp tides will affect your armies and their surroundings, changing the laws of reality, manifesting fell creatures and imbuing psykers with unfathomable power.

**Raging Storms:** Each player must generate a single Empyric Storms event at the start of each of their turns. To generate an Empyric Storms event, roll two dice, one after the other: the first dice represents tens and the second represents digits, giving you a result between 11 and 66. Then consult the table on the right.

Some Empyric Storms events are 'Instantaneous' – these are resolved as soon as they are generated. Other events are 'Persistent'. If you generate a Persistent event, the effects listed for that event apply to both players until the start of your next turn, at which point they will cease to have any effect and you will then generate a new event. If a Persistent event that is already in effect is generated, then a new event should be generated instead.

## Empyric Reinforcements

Some Empyric Storm events can summon a new unit to the battlefield, or transform one model into a different model. Note that these new units do not cost either player any points in a matched play game. They cannot include any additional models, but can otherwise be given any upgrades or options normally available to them. The event that creates a new unit will describe how to set it up on the battlefield. It cannot move in the Movement phase of the turn in which it is set up, and counts as having moved for any rules purposes (e.g. if firing Heavy weapons, etc.), but can otherwise act normally during the rest of its turn (i.e. it can shoot, charge, etc.).

## BATTLEZONE: EMpyRIC STORMS CARD DECK

*If you own a deck of Battlezone: Empyric Storms cards, you can generate your Empyric Storms event by shuffling the deck and drawing the top card instead of rolling a D66. These should be kept face up so that you and your opponent can both see what events are currently in play.*

### EMPYRIC STORMS TABLE

| D66 | RESULT                    | TYPE          |
|-----|---------------------------|---------------|
| 11  | Psychic Interference      | Persistent    |
| 12  | Psychic Boon              | Persistent    |
| 13  | Empyric Shield            | Persistent    |
| 14  | Null Tide                 | Persistent    |
| 15  | Total Power               | Persistent    |
| 16  | The Denizens Hunger       | Persistent    |
| 21  | Warp Surge                | Persistent    |
| 22  | Warp Ebb                  | Persistent    |
| 23  | Psychic Apotheosis        | Instantaneous |
| 24  | Warp Tunnel               | Instantaneous |
| 25  | Reality Speeds            | Persistent    |
| 26  | Reality Slows             | Persistent    |
| 31  | Warp Shadows              | Persistent    |
| 32  | Empyric Might             | Persistent    |
| 33  | Empyric Resilience        | Persistent    |
| 34  | Empyric Fury              | Persistent    |
| 35  | Empyric Courage           | Persistent    |
| 36  | Empyric Terror            | Persistent    |
| 41  | Warp Regeneration         | Instantaneous |
| 42  | Empyric Foresight         | Persistent    |
| 43  | Empyric Feedback          | Instantaneous |
| 44  | Conduit of the Immaterium | Instantaneous |
| 45  | Warp Resurrection         | Instantaneous |
| 46  | Empyric Mastery           | Persistent    |
| 51  | Overwhelming Power        | Persistent    |
| 52  | The Warp Be calmed        | Persistent    |
| 53  | Psychic Devastation       | Persistent    |
| 54  | Empyric Invulnerability   | Persistent    |
| 55  | Uncontrolled Mutation     | Instantaneous |
| 56  | Dark Possession           | Instantaneous |
| 61  | Terrors of the Warp       | Persistent    |
| 62  | Warp Blast                | Instantaneous |
| 63  | Unreality Reigns          | Persistent    |
| 64  | Psychic Stun              | Instantaneous |
| 65  | Daemontide                | Instantaneous |
| 66  | Empyric Breach            | Instantaneous |

**11****PSYCHIC INTERFERENCE***Persistent*

Screaming voices clamour upon the winds of the Empyrean. Surging psychic static fills the thoughts of psykers across the battlefield, fouling their connection to the powers of the warp and making it ever more difficult to focus. Powers sputter and fizz, dispersing like mist amidst a gale.

Increase the warp charge value of all psychic powers by 1.

**12****PSYCHIC BOON***Persistent*

Wave upon wave of warp energy flows across the battlefield, like an incoming tide that inundates a drowning shore. Eyes burning with power, the psykers of the warring armies find themselves able to siphon off all the empyric energies they require to fuel even their most terrifying abilities.

Decrease the warp charge cost of all psychic powers by 1 (to a minimum of 1).

**13****EMPYRIC SHIELD***Persistent*

Billowing soul-mists roll in across the battlefield, barely perceptible yet cloying and thick. They gather about warriors fighting all across the battlefield, shifting in and out of reality at random. Where the warp mists solidify, blasts and blades are stopped dead.

All models gain a 6+ invulnerable save. If a model already has an invulnerable save, you can instead add 1 to the roll when making invulnerable saving throws for it.

**14****NULL TIDE***Persistent*

Entropic currents drag at the warring armies, moaning data ghosts and rip-tides of misery draining away the protective powers of sorcery and technology alike. Power fields flicker out in showers of sparks. Sorcerous barriers fade like smoke. Even Daemons find themselves stripped of their normal empyric defences by the sucking null tide.

Models cannot use invulnerable saves.

**15****TOTAL POWER***Persistent*

A raging squall of fury sweeps across the battlefield, downpours of glowing crimson ectoplasm splattering upon every surface. Searing rage fills the minds of the battling psykers, charging them with energy and transforming their powers into empyric battering rams.

If a PSYKER rolls any doubles when taking a Psychic test, that power is automatically manifested and no attempts to Deny the Witch can be made to resist it.

**16****THE DENIZENS HUNGER***Persistent*

As the veil of reality thins, so terrible warp predators begin to circle like sharks drawn by blood in the ocean. Across the battlefield, psykers shudder and struggle to focus as they feel questing tendrils brush their minds, and hot, sulphurous breath upon the backs of their necks.

If a PSYKER rolls any doubles when taking a Psychic test, they suffer Perils of the Warp.

**21****WARP SURGE***Persistent*

As howling psychic gales blast across the battlefield, warring psykers find the distance across which they can hurl their powers greatly magnified. Sorcerous flames and psychic shields alike are carried far and fast upon the surging tides of the empyrean.

The range of all psychic powers is doubled.

**22****WARP EBB***Persistent*

Though warp storms rage beyond the veil, this battlefield has become becalmed. The powers of the immaterium fade, until it becomes difficult for psykers to project their powers even beyond the cages of their own minds. For some warriors this proves a reprieve, for others it is a curse.

The range of all psychic powers is halved.

**23****PSYCHIC APOTHEOSIS***Instantaneous*

Boundless change roils beneath the thin skin of reality. Strands of fate are rewoven, and hidden potential is suddenly unlocked. Like dawn breaking through the darkness, a powerful mind is awoken like never before, and a newfound – if dangerous – power is harnessed.

Randomly select one CHARACTER in your army that is not a PSYKER: that model immediately becomes a PSYKER and remains one for the rest of the battle. This model can attempt to manifest the Smite psychic power once in each of your Psychic phases. However, this model suffers Perils of the Warp any time they fail a Psychic test.



**24****WARP TUNNEL***Instantaneous*

*As the warp rages, its wayward currents draw in the unwitting and propel them through reality to unexpected quarters. So swift is this transition that those warriors barely have time to realise that they have moved at all.*

Select any unit from your army (but not a VEHICLE) that is more than 1" from any enemy models and remove it from the battlefield. Then, set up that unit anywhere on the battlefield that is more than 9" from any enemy model. The unit cannot move again during the Movement phase of this turn, and counts as having moved for any rules purposes (e.g. if firing Heavy weapons, etc.), but can otherwise act normally during the rest of its turn (i.e. it can shoot, charge, etc.).

**25****REALITY SPEEDS***Persistent*

*Within the aegis of some warp storms, the temporal flow of reality accelerates like water rushing through rocky rapids. Warriors find themselves flung across the battlefield, with those whose souls are bound closest to the warp able to travel swiftest of all.*

All models add 1" to their Move characteristic. PSYKERS and DAEMONS add 3" to their Move characteristic instead.

**26****REALITY SLOWS***Persistent*

*The air itself thickens, becoming a leaden, sucking miasma that clings to combatants and slows their advance. Those through whom the warp's energies flow strongest are the worst encumbered, moving as though encased in slowly setting ferrocrete.*

All models subtract 1" from their Move characteristic (to a minimum of 0"). PSYKERS and DAEMONS subtract 3" from their Move characteristic instead (to a minimum of 0"). If a model has a minimum and maximum Move characteristic, subtract 1" from the maximum value only.

**31****WARP SHADOWS***Persistent*

*The warp storm brings an unnatural dusk, shrouding the battlefield in shifting shadows and crawling gloom. Warriors peer through the cold darkness, their souls filled with dread at this unnatural phenomenon and the invisible dangers that doubtless lurk within it.*

When making hit rolls in the Shooting phase, subtract 1 from the result if the target is more than 12" away from the firing model, subtract 2 if it is more than 24" away, or subtract 3 if it is more than 36" away.

**32****EMPYRIC MIGHT***Persistent*

*Amidst the churning tides of the warp, fanged maws yawn wide to vomit forth the souls of mighty warriors. These soul-echoes bind themselves to the corporeal forms of battling warriors and potent psykers, and lend ethereal might to their blows.*

All models add 1 to their Strength characteristic. PSYKERS and DAEMONS add 2 to their Strength characteristic instead.

**33****EMPYRIC RESILIENCE***Persistent*

*A roaring tornado of empirc energy churns across the battlefield. Where it passes over the warring armies, combatants find their flesh toughening like leather, their sinews thickening and skin growing unnatural scales or horned plates that repel attacks from the foe.*

All models add 1 to their Toughness characteristic. PSYKERS and DAEMONS add 2 to their Toughness characteristic instead.

**34****EMPYRIC FURY***Persistent*

*Blood-red clouds drift silently down upon the battlefield, settling in a noxious miasma over the warring armies. Warriors find their hearts thudding faster and adrenaline surging as unnatural fury fills them, driving them on to hack and batter madly at their enemies with howls of rage.*

All models add 1 to their Attacks characteristic. PSYKERS and DAEMONS add 2 to their Attacks characteristic instead.

**35****EMPYRIC COURAGE***Persistent*

*Singing warp-winds sweep across the battlefield, bringing with them the voices of the heroic dead. Words of encouragement and strength fill the minds of the battling armies, the stirring exhortations of champions long dead steeling their nerves and hardening their hearts.*

All models add 1 to their Leadership characteristic. PSYKERS and DAEMONS add 2 to their Leadership characteristic instead.

**36****EMPYRIC TERROR***Persistent*

*As the warp presses close to the skin of reality, malefic spirits seep through to haunt the denizens of realspace. Things shudder and twitch in warriors' peripheral vision. Crawling horror and unreasoning terror fill men's minds, along with the sense that terrible, hateful things lurk just beyond sight.*

All models subtract 1 from their Leadership characteristic. PSYKERS and DAEMONS subtract 2 from their Leadership instead.



**41****WARP REGENERATION***Instantaneous*

*A rolling storm-surge of empyric energy sweeps across the battlefield, reknitting sundered flesh and setting shattered bone. What the warp takes in exchange for this apparent miracle, none can say, but though seemingly benevolent, there is always a price for such largesse.*

Every model on the battlefield regains 1 lost wound.

**46****EMPYRIC MASTERY***Persistent*

*The battlefield resides at the eye of the storm, an island of calm empyric currents amongst the madness of the maelstrom. Psykers find themselves able to control their powers – and to unmake those of the foe – with greater ease than they have ever known in their lives.*

Re-roll failed Psychic tests and Deny the Witch tests.

**42****EMPYRIC FORESIGHT***Persistent*

*Flashes of foresight bombard those fighting upon the battlefield, sudden squalls of prophecy and storms of foretelling showing them when and where to strike at their foes. Those closest bound to the warp benefit greatest of all, gaining godlike insight of the skeins of fate.*

You can re-roll hit rolls of 1. You can instead re-roll failed hit rolls made for DAEMONS or PSYKERS.

**43****EMPYRIC FEEDBACK***Instantaneous*

*A keening shriek begins to build across the battlefield, a screaming empyric gale that howls louder and more savagely by the moment. Psykers drop to their knees, hands clutched to their ears, tear ducts weeping blood, as the malefic screams reach an unbearable pitch.*

Roll a dice for each PSYKER on the battlefield: on a 4+ that model immediately suffers a mortal wound.

**44****CONDUIT OF THE IMMATERIUM***Instantaneous*

*Like lightning striking a tree, a spike of warp energy earths itself through one of the psykers battling here. Knowing that to let that power ground within them is to invite an agonising death, the psyker desperately channels the sudden surge of power and unleashes it.*

Randomly select a PSYKER on the battlefield. That PSYKER immediately manifests a psychic power it knows as if it were its Psychic phase. No Psychic test is necessary and no attempt to Deny the Witch can be made. After resolving the psychic power, the PSYKER suffers Perils of the Warp.

**45****WARP RESURRECTION***Instantaneous*

*With the warp in wild flux all around, the natural order of reality is perverted. The ghosts of the recently slain slither from the cold grip of death and flow back into their abandoned bodies, reknitting flesh and bone to rise and do battle once more.*

Select one of your INFANTRY units that is on the battlefield: you can immediately return one slain model to that unit. You can instead return D3 slain models if the unit chosen has the Troops Battlefield Role.

**51****OVERWHELMING POWER***Persistent*

*From amidst the seething madness of the warp storms, a meteoric blast of power roars down to strike one of the psykers upon the field of battle. Blazing with energy and potential, the suddenly energised warrior begins a rampage through the enemy forces.*

Randomly select a PSYKER on the battlefield. Double that model's Strength, Toughness and Attacks characteristics.

**52****THE WARP BECALMED***Persistent*

*The warp storm dissipates as suddenly as it roared into being, vanishing so completely that – for a brief and blessed moment – the dangers of psychic predation vanish completely. The warring psykers seize their chance to wield their powers safely, knowing that such a blessing cannot last.*

PSYKERS cannot suffer Perils of the Warp.

**53****PSYCHIC DEVASTATION***Persistent*

*Clouds of psychic energy roll low over the battlefield, and disembodied eyes the size of spacecraft appear in the sky. Wherever psychic energies are unleashed in the shadow of this warp storm, their effects are vastly magnified.*

Each time a psychic power is manifested and not resisted by a Deny the Witch test, resolve its effects, then resolve its effects again. If the psychic power allows you to target a unit, you can choose to select a different target for the second set of effects, or you can inflict double the damage, bestow twice the bonuses or inflict twice the penalties on the same unit. No additional Psychic test is required, and no Deny the Witch test can be taken to attempt to nullify the second set of effects.

**54****EMPYRIC INVULNERABILITY***Persistent*

*Warp winds howl down in a tight, spiralling mass of dark energy and lashing, ectoplasmic tentacles, engulfing a psyker and warding away the blades, bolts and energy blasts of their enemies.*

Randomly select a PSYKER on the battlefield. Re-roll failed saves for that model.

**55****UNCONTROLLED MUTATION***Instantaneous*

*As the tides of the warp surge higher, the energies they unleash begin to overwhelm the psykers on the battlefield. Flesh runs like candle wax. Tentacles, eyes and yawning maws tear through bone, and the screaming psyker degenerates into a bloated Spawn.*

Randomly select a PSYKER on the battlefield and roll 2D6: if the result is equal to or greater than that model's Leadership characteristic, it is slain and transformed into a Chaos Spawn. Before removing that psyker as a casualty, both players roll off. Whoever wins the roll-off takes control of the Chaos Spawn for the rest of the battle and sets it up anywhere within 6" of the psyker and more than 1" from any enemy models.

**56****DARK POSSESSION***Instantaneous*

*Upon the screaming winds of the warp storm, an insidious voices hisses and beguiles, threatens and curses. Should one of the psykers upon the field of battle prove too weak-willed to resist its call, the Daemon approaching through the storm will steal their flesh for its own...*

Randomly select a PSYKER on the battlefield and roll 2D6: if the result is equal to or greater than that model's Leadership characteristic, it is slain and transformed into a Daemon Prince of Chaos. Before removing that psyker as a casualty, the player whose psyker was slain takes control of the Daemon Prince for the rest of the battle and sets it up anywhere within 6" of the psyker and more than 1" from any enemy models.

**61****TERRORS OF THE WARP***Persistent*

*With the warp storm raging more furiously by the moment, predatory abominations from the empyric depths draw near to the battlefield. Their tendrils wind around the minds and souls of their prey, while their fangs gnash in anticipation of the feast.*

Each time a PSYKER suffers Perils of the Warp, it suffers D6 mortal wounds instead of D3.

**62****WARP BLAST***Instantaneous*

*The sky above the battlefield fills with racing clouds of black smoke and flaring green lightning. Arcing bolts of warp energy leap down to flay the battlefield, blasting warriors to atoms and melting war engines into slag.*

Roll a dice for each unit on the battlefield. On a 1 that unit suffers D3 mortal wounds.

**63****UNREALITY REIGNS***Persistent*

*Time stutters and blinks. Gravity fluctuates, and the immutable laws of physics unravel to leave warriors flailing wildly, reeling in bewildered incomprehension.*

All dice rolls of 1 count as 6, and all dice rolls of 6 count as 1.

**64****PSYCHIC STUN***Instantaneous*

*The warp storm is lit by a sudden flash of blinding light. Those with psychic sensitivity look desperately away, attempting to shield their senses from the overwhelming blast of light and sound.*

Roll a dice for each PSYKER on the battlefield: on a 6 that PSYKER immediately loses one randomly selected psychic power it knows. It cannot use this psychic power for the rest of the battle.

**65****DAEMONTIDE***Instantaneous*

*As the warp storm rages across the battlefield, reality tears open with a terrible ripping sound, and a tide of unnatural entities spills through.*

Both players roll off and whoever wins adds one unit of the following to their army and sets it up anywhere on the battlefield that is more than 9" from any enemy models: 10 Bloodletters, 10 Pink Horrors, 10 Plaguebearers or 10 Daemonettes.

**66****EMPYRIC BREACH***Instantaneous*

*The catastrophic power of the warp storm surges, and a mighty rent in the empyrean opens upon the field of battle. Through the breach steps a mighty daemonic lord, an entity of cruelty and destruction that emits a triumphant roar of freedom before wading into the fight.*

Both players roll off and whoever wins adds one of the following to their army and sets it up anywhere on the battlefield that is more than 9" from any enemy models: Bloodthirster of Unfettered Fury, Bloodthirster of Insensate Rage, Wrath of Khorne Bloodthirster, Lord of Change, Great Unclean One or Keeper of Secrets.

