

SPEARHEAD

DISCIPLES OF TZEENTCH FLUXBLADE COVEN



This Spearhead army consists of the following units:

GENERAL

- ◆ Magister on Disc of Tzeentch

UNITS

- ◆ 3 Flamers of Tzeentch
- ◆ 3 Screammers of Tzeentch
- ◆ 5 Tzaangors
- ◆ 5 Tzaangors
- ◆ 10 Kairic Acolytes



A Fluxblade Coven is a weapon of anarchy and subversion, a dagger thrust into the spine of those who languish in sterile stasis, fearing the inevitability of change. These hidden cells propagate for years, sometimes centuries under the cruel tutorship of a Magister of Tzeentch, awaiting the anointed hour when they will rise up and drown the enemies of disorder in liquid warpflame.

Come that time, the Magister will unleash the full measure of their sorcerous gifts. Stood atop a daemonic Disc of Tzeentch, they soar across the skies, hurling bolts of magic and calling upon their uncanny gifts of precognition to ensure victory in the name of the Change God. The Magister's infernal charges add to the mayhem: Flamers of Tzeentch spew torrents of flesh-mutating fire to corral the foe, while Screammers dart and swoop from on high, tearing strips out of their prey with their razor-sharp teeth.

With the battlefield ablaze, the Tzaangors and Kairic Acolytes of a Fluxblade Coven run rampant, hoping to earn the favour of their duplicitous deity by ritually slaughtering those who would dare defy his will.

'Fate consumes souls as hungrily as the fiercest inferno.'

– Xavistilix Silverstaff, Magister of Tzeentch

BATTLE TRAITS

◊ Once Per Battle, Start of the First Battle Round

MASTERS OF DESTINY: *To serve the Changer of the Ways is to instinctively understand the ebb and flow of future events and manipulate them at will.*

Effect: Roll 9 dice and put them to one side. These are your **destiny dice**. During the battle, instead of rolling the dice for 1 of the rolls from the list opposite, you can pick one of your **destiny dice** and use it as the roll. Once a destiny dice has been used, it is discarded.

If you want to replace a roll that uses more than one D6, you must use the same number of **destiny dice** (e.g. you would need to use 2 **destiny dice** in place of a 2D6 casting roll). Rolls that are replaced count as unmodified rolls and cannot be re-rolled or modified unless noted.

The following rolls can be replaced with **destiny dice**:

- Casting rolls
- Run rolls
- Charge rolls
- Hit rolls
- Wound rolls
- Save rolls – you must still modify the roll by the Rend characteristic of the attacking weapon.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

🏳️ Passive

TRANSIENT FORMS: *Some Kairic Acolytes actively seek transformation into Tzaangors, whom they revere as beings closer in nature to their mercurial deity.*

Effect: Roll a dice each time a friendly **Kairic Acolytes** model is slain in the combat phase. On a 4+, you can return 1 slain model to a friendly **Tzaangors** unit within 9" of the slain model.

🔥 Passive

ETERNAL CONFLAGRATION: *Some cults of Tzeentch seek to set the very cosmos aflame with the ever-burning fires of change.*

Effect: Add 1 to the Rend characteristic of ranged weapons used by friendly **Flamers of Tzeentch** units.

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ENHANCEMENTS: Give your general 1 of the following enhancements.

U Your Hero Phase

SHIELD OF FATE: *There is little better protection than to be guided by destiny itself.*

Declare: Pick a visible friendly unit wholly within 18" of your general, then make a casting roll of 2D6.

Effect: On a 6+, until the start of your next turn, that unit has **WARD (6+)**. If that unit already has a ward save, add 1 to ward rolls for that unit until the start of your next turn instead.

G Your Hero Phase

GLIMPSE THE FUTURE: *By focusing on the skeins of potential fates, the sorcerer can glean hints of future events in time to manipulate them.*

Declare: If you have fewer than 6 **destiny dice**, make a casting roll of 2D6.

Effect: On a 7+, you can roll a dice and add it to your **destiny dice**.

X Once Per Battle, Any Combat Phase

DAEMONHEART: *Through a dark ritual, the heart of a daemon dwells within your general's chest, where its dread power can be unleashed to greatly augment the strength of its host.*

Declare: Pick an enemy unit within 1" of your general.

Effect: Inflict an amount of **mortal damage** on that unit equal to the number of the current battle round.

U Once Per Battle, Any Combat Phase

TIMESLIP PENDANT: *Time is a mutable concept to the bearer of this amulet.*

Declare: Pick an enemy unit within 9" of your general.

Effect: That unit has **STRIKE-LAST** this phase.

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DISCIPLES OF TZEENTCH - FLUXBLADE COVEN

MAGISTER

ON DISC OF TZEENTCH

Magisters are amongst the most magically powerful of Tzeentch's mortal servants. It is they who lurk at the heart of an Arcanite cult, manipulating all and sundry to ensure the Change God's will is carried out. Though they prefer to operate from their sorcerous lairs, when Magisters take to the field, they revel in unleashing their most devastating evocations. With a gesture, these master sorcerers summon roaring flames of every colour or exude rays of pure change-magic that warp enemies beyond recognition. The more outlandish the fate they can inflict, the more honour they do to the Changer of the Ways.

Magisters who take a particular delight in the carnage of open magical warfare will seek out a Screamer to act as their mount, warping the daemonic creature's flesh and alloying it with strange metals until it serves as a Disc of Tzeentch. Having eschewed the subtlety typical to their kind, they have embraced their role as the bringers of violent change. Contrails of flame billow in their wake as they blaze through the skies alongside other airborne minions. The Magisters hungrily draw upon these fires to wield as tools of annihilation, scouring the lands until they are more pleasing to Tzeentch's ninefold gaze.



HEALTH

6

MOVE

14"

4+

SAVE

2



CONTROL

Magisters are amongst the most powerful of Tzeentch's mortal agents, corrupted in body and soul by the mind-shattering secrets they bear witness to. It is they who command the Arcanite cults, weaving webs of intrigue in the name of the Change God. Filled with eldritch energies as they ride their Discs of Tzeentch, they can wield fantastical fires to scorch the foe or turn men into bestial Tzaangor allies ready to fight for Chaos.

• SPEARHEAD WARSCROLL •

MAGISTER

ON DISC OF TZEENTCH

|  RANGED WEAPONS | Range | Attacks | Hit | Wound | Rend | Damage | Ability |
|--------------------------------------------------------------------------------------------------|---------|---------|-------|-------|--------|-----------|---------|
| Tzeentchian Runestaff | 18" | 1 | 3+ | 4+ | - | D3 | - |
|  MELEE WEAPONS | Attacks | Hit | Wound | Rend | Damage | Ability | |
| Warpsteel Sword | 3 | 3+ | 4+ | - | D3 | - | |
| Disc's Teeth and Horns | 2 | 4+ | 3+ | 1 | D3 | Companion | |

 Your Hero Phase

BOLT OF CHANGE: *The Magister hurls a coruscating bolt of energy at the foe, causing their flesh to run like wax and remould into a form more pleasing to Tzeentch.*

Declare: Pick a visible enemy unit within 18" of this unit to be the target, then make a casting roll of 2D6.

Effect: On a 6+, inflict D3 mortal damage on the target. If any models are slain by this ability, you can pick a friendly Tzaangors unit wholly within 18" of this unit and return 1 slain model to that Tzaangors unit.



KEYWORDS

HERO, WIZARD, CAVALRY, FLY

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KAIRIC ACOLYTES

The majority of the Arcanite cults are mortal folk. They lurk within the societies of Order, working to bring them down from within. Kairic Acolytes hide in plain sight for years, waiting for the command to rise up in open insurrection. On the day of battle, they throw off their civilian guises to reveal imposing physiques. Rather than being honed through honest toil, this power is only borrowed, temporarily conjured through enchantments. The Acolytes find no shame in this. With a mere incantation, they can briefly acquire a physique that a warrior might take decades to achieve – what better way to prove the superiority of magic?

Freed to unleash their potential, Kairic Acolytes seize the opportunity by conjuring torrents of pink and blue bolts to bombard their foes. Avian helms hide their features, whilst ornate blades and flame-shaped shields are wielded in close quarters. Some carry scraps of arcane lore or avian Vulcharc familiars, the better to aid the cultists as they perform dark rituals around sites of power, channelling natural magic into Chaotic energy. Yet though every Acolyte may believe themselves favoured, they are ultimately pawns, each to be expended as their masters see fit.





Kairic Acolytes are the chosen human cultists of Tzeentch. They wear masks and weave illusions to conceal their identities, for they have infiltrated cities and war-camps across the Mortal Realms, awaiting the hour when Change God calls upon them to rise up in open insurrection.

Harnessing their collective magical might, Acolytes unleash it in the form of searing bolts that burn through armour with ease. Enemies that do not fall before this arcane fusillade must face their curved blades, which they wield with a strength and skill granted them not by toil and experience but by forfeiting their soul to the Architect of Fate.

• SPEARHEAD WARSCROLL •

KAIRIC ACOLYTES



|  RANGED WEAPONS | Range Attacks | Hit | Wound | Rend | Damage | Ability |
|--------------------------------------------------------------------------------------------------|---------------|-----|-------|------|--------|---------|
| Sorcerous Bolts | 18" | 1 | 4+ | 3+ | - 1 | - |
|  MELEE WEAPONS | Attacks | Hit | Wound | Rend | Damage | Ability |
| Cursed Blade | 2 | 4+ | 4+ | - 1 | - | |

Your Shooting Phase

GESTALT SORCERY: *Through combined worship, a cult of Acolytes can swell their arcane power to new levels of ferocity.*

Declare: Make a casting roll of 2D6.

Effect: On a 6+, add 1 to the Rend characteristic of this unit's **Sorcerous Bolts** this phase.



KEYWORDS

INFANTRY, REINFORCEMENTS

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SCREAMERS OF TZEENTCH

Screamers are sky-sharks that ride upon currents of magic. These daemons drift about, fangs constantly gnashing and eyes revolving on their flattened undersides as they hunt for prey. Souls are their favoured delicacy, but aetheric energies are similarly ripe for consumption. Mortal flesh makes for a fine meal, too – though the act of ripping open prey with their circular, shredding maws sustains the Screamers far more than any physical nourishment.

Champions of Tzeentch have long used Screamers as aerial shock cavalry. They are single-minded in hunting for their next mouthful of magic; Screamer shoals have been known to chase endless spells across entire landmasses. Sharpened spines and ridges jut out from the Screamers' sleek forms, and the speeds they can reach make them deadly living missiles. Screamer shoals dart through an enemy formation without pause, scything down foes without breaking pace. Even monsters must be wary of these daemons; there are tales of Mega-Gargants that thought to pluck one of these strange beasts out of the sky for a quick snack, only to be whittled down to the bone by a sudden hurricane of fangs.



• SPEARHEAD WARSCROLL •

SCREAMERS OF TZEENTCH

| ⚔ | MELEE WEAPONS | Attacks | Hit | Wound | Rend | Damage | Ability |
|---|---------------|---------|-----|-------|------|--------|---------|
| | Lamprey Bite | 3 | 4+ | 3+ | 1 | 1 | - |

⚔ Your Movement Phase

SLASHING FINS: *Screamers swoop from discoloured skies to slash at their foes, performing fly-by attacks and effortless manoeuvres.*

Declare: Pick an enemy unit that any models in this unit passed across this phase to be the target, then roll a dice for each model in this unit that did so.

Effect: For each 4+, inflict 1 mortal damage on the target.



KEYWORDS

BEAST, FLY, WARD (6+)

MOVE

14"

HEALTH

3

5+

SAVE

1

CONTROL

Speeding daemon-beasts that leave shimmering trails of change-magic in the air, Screamers streak across the skies with wailing cries. They slash any foes they pass with razor-sharp horns and fins before darting down to savage their chosen quarry.

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TZAANGORS

Tzaangors are a strange species, their origins as varied as they are horrific. Some were once gor-kin, corrupted by the Change God. Others are humans who have been subjected – sometimes willingly, but more often not – to horrific rituals of transmogrification. Yet more are beast-children, abandoned by their birth families but raised by Arcanite cults.

Believing themselves to be uniquely blessed by Tzeentch, Tzaangors possess a greater command of speech than other Chaos beastmen, though their voices are reedy and avian. They are drawn to the arcane, seeking to amass it wherever it is found – whether a thaumaturgical relic or a confluence of ley lines, the Tzaangors covet it all the same.

Tzaangors carry a variety of ornate blades crafted by their cultist allies, which they wield with surprising skill. They supplement these with vicious natural weapons, such as stabbing beaks that can pierce a human's skull. Many Tzaangors also possess limited prophetic abilities; though this foreknowledge renders their movements twitchy and unnatural, they take great pride in what they see as a boon of their patron, and they jealously hoard any gleaned secrets.



MOVE

HEALTH

2

6"

5+

SAVE

1

CONTROL

Tzaangors are savage, avian beastmen dedicated to Tzeentch and gifted with his dark blessings. Eager to impress their duplicitous god, the Tzaangors fight with lunatic energies, hoping to earn further gifts of change.

• SPEARHEAD WARSCROLL •

TZAANGORS



| ⚔ MELEE WEAPONS | Attacks | Hit | Wound | Rend | Damage | Ability |
|-------------------------------|---------|-----|-------|------|--------|---------|
| Savage Blade and Vicious Beak | 2 | 4+ | 3+ | - | 1 | - |

⚔ Passive

LONG-PLANNED STRIKE: *Tzaangors are fearsome agents of change on the attack, pushing their long-planned assault into enemy territory with impressive skill and strength.*

Effect: While this unit is wholly within enemy territory, its melee weapons have Crit (2 Hits).



KEYWORDS

INFANTRY, REINFORCEMENTS

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FLAMERS OF TZEENTCH

Flamers may well be the most physically bizarre of Tzeentch's daemonic underlings. Tentacles writhe and twitch across their tubular bodies, and their long arms end in webbed digits that are wreathed in auras of wyrdflame. Across their roiling flesh sprout grimacing, mocking faces and gnashing mouths that constantly squeal in a dreadful cacophony. Flamers do not possess legs; instead, they have a strange skirt of frilled flesh that undulates and inflates, drawing in both hot air and motes of aether before expelling them to propel the daemons forwards with ungainly haste.

So eldritch are the Flamers that they possess little active malice, but this makes them no less dangerous. A Flamer's arms can be swung with bone-cracking force, but worse are the streams of warping flame they exude. Any being, be they mortal or immortal, caught in these clouds of raw Chaos energy is doomed to be wracked by the energies of change. All manner of horrific mutations overcome them, their form twisting and twisting again as the Flamers continue their inane gibbering. There are even accounts of some unfortunates travelling backwards in time or collapsing into a swarm of homunculus-esque doppelgängers that screech in pain before burning to a crisp.



• SPEARHEAD WARSCROLL •

FLAMERS OF TZEENTCH

MOVE 9"

HEALTH 2 SAVE 5+

CONTROL 1

Flamers of Tzeentch are bizarre entities created solely to spread the Change God's fires across reality and beyond. Bounding forward on hot gusts of discoloured aether, they spew streams of sorcerous flame from their limbs and multiple gnashing mouths. The more tightly packed the ranks of the foe, the more damage such a barrage will do.

| ⚡ | RANGED WEAPONS | Range | Attacks | Hit | Wound | Rend | Damage | Ability |
|---|----------------|-------|---------|-----|-------|------|--------|---------|
| | Wyrdflame | 12" | 3 | 3+ | 4+ | - | D3 | - |
| ⚔ | MELEE WEAPONS | | Attacks | Hit | Wound | Rend | Damage | Ability |
| | Flaming Maws | | 3 | 3+ | 4+ | - | 1 | - |

⚡ Passive

CAPRICIOUS WYRDFLAME: *The lurid fires of change spread as though they were possessed of a malign, mischievous sentience.*

Add 1 to hit rolls for attacks made by this unit if the target unit has 5 or more models.



KEYWORDS INFANTRY, FLY, WARD (6+)