

SCOURGE OF AQSHY

FACTION RULES: DISCIPLES OF TZEENTCH

ARTEFACTS OF POWER

You can pick an artefact from this table instead of from other Artefacts of Power tables available to this faction.

FATED ARTEFACTS (HERO only)

⚡ Reaction: You declared a non-SUMMON SPELL ability for this unit

TOME OF SCORCHED INSIGHT: *This book is a double-edged gift: it grants incredible arcane prowess but at a steep price, as the book slowly consumes the bearer's own knowledge of magic.*

Effect: Change the casting roll for that spell to a value of 12 that cannot be modified. That spell cannot be unbound and this unit cannot use that SPELL ability again for the rest of the battle.

➤ Passive

THE FIVE VERSES OF VOLARIAN: *Upon reciting these stanzas, the reader is granted the gift of flight. Some acquire a Disc of Tzeentch; others sprout iridescent wings; others still find themselves propelled through the aether by an invisible force.*

Effect: This unit has a Move characteristic of 14" and has FLY.

⚡ Reaction: You declared a SPELL ability for a DISCIPLES OF TZEENTCH unit wholly within 12" of this unit

THE SEARING EYE: *This unblinking orb is said to be the eye of a Lord of Change, its purpose as much to spy on potential rivals as to reward minions with foresight of future events.*

Effect: Spend 1 **rage dice**. If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7.

Then, roll a dice. If the roll is the same as any of the dice in the casting roll, that spell is miscast. Otherwise, add the roll to the casting roll.

VISIONS OF FATE

Visions of Fate are unique enhancements that can be given to non-HERO non-BEAST DISCIPLES OF TZEENTCH units. A unit can only have 1 Vision of Fate.

⚡ Once Per Battle, Any Hero Phase

VISION OF DEFIANT SUPREMACY: *As the tide of battle turns, you and your brethren will find yourselves in the thick of the fighting, but you will have the upper hand.*

Effect: If you won the priority roll this battle round and chose for your opponent to take the first turn or if your opponent seized the initiative this battle round, this unit has **STRIKE-FIRST** for the rest of the turn.

⚡ Once Per Battle, Start of Your Turn

VISION OF DESTINED CONQUEST: *The winds of fate will blow strong as you and your warriors overrun a site of import deep in enemy lands.*

Effect: If this unit is contesting an objective that you control that is wholly outside friendly territory:

- If you are the **underdog**, gain 1 **fate point** for each command point you have.
- If you are not the **underdog**, roll a dice for each command point you have. For each 3+, gain 1 **fate point**.

⚡ Passive

VISION OF ARCANESACRIFICE: *All around you, incantations will wither on lips and spells will backfire catastrophically – until the moment of your fated demise.*

Effect: While units (friendly or enemy) are within 6" of this unit:

- Add 1 to unbinding rolls for those units.
- Spells cast by those units are miscast on an unmodified casting roll of 4 or less.

The first time this unit is destroyed, gain D6 **fate points**.

SCOURGE OF AQSHY

• SCOURGE OF AQSHY WARSCROLL •

SCREAMERS OF TZEENTCH



Flocks of Screamers glide above the battlefields of Aqshy, swooping and soaring through the ash-choked skies with undulating grace before descending to feast upon the flesh of the warriors battling below.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Lamprey Bite Charge (+1 Damage), Companion	3	4+	4+	1	1

● Passive

BEAST

Effect: This unit has a maximum control score of 1.

⚔ Once Per Turn (Army), Any Charge Phase

IMPERILLING SLASHES: *The Screamers' sharp fins and horns slice apart shields and armour as if they were parchment, leaving the foe vulnerable to attack.*

Declare: If this unit charged this turn, pick an enemy unit in combat with it to be the target.

Effect: Subtract 1 from save rolls for the target for the rest of the turn.



KEYWORDS

BEAST, FLY, WARD (6+)
CHAOS, DISCIPLES OF TZEENTCH, DAEMON

• SCOURGE OF AQSHY WARSCROLL •

OGROID THAUMATURGE



Creatures of magic as well as brawn, Ogroid Thaumaturges are proud of their cerebral gifts, and many Arcanite cults in the Bright Realm worship them as living idols. Nevertheless, at heart, they are hulking monsters, ever ready to rip and impale the foe with their colossal horns.

⚔ RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Thaumaturge Staff Shoot in Combat	12"	3	3+	4+	-	D3

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Great Horns and Cloven Hooves Charge (+1 Damage)	6	4+	2+	1	2

🛡 Passive

SOUL-DEEP DEVOTION: *Thaumaturges surround themselves with staunchly faithful cultists who are willing to sacrifice their souls in the defence of their sorcerous idol.*

Effect: While this unit is within a friendly non-HERO ARCANITE unit's combat range:

- This unit has **WARD** (4+).
- Each time you make a successful ward roll for this unit, allocate 1 damage point to a friendly non-HERO ARCANITE unit within this unit's combat range after the damage sequence for this unit has been resolved (ward rolls cannot be made for those damage points).

⚔ Once Per Turn (Army), Any Charge Phase

WRATH OF THE THAUMATURGE: *With a sweep of its staff, the Thaumaturge steps into a rift to the Crystal Labyrinth, only to re-emerge in the midst of foes who have had the temerity to assault its devotees.*

Declare: If this unit is not in combat, pick a friendly ARCANITE unit in combat to be the target.

Effect: Remove this unit from the battlefield and set it up again within 1" of the target and in combat. This unit has charged.

KEYWORDS CORE, CHARGE

KEYWORDS

HERO, WIZARD (1), INFANTRY, WARD (6+)
CHAOS, DISCIPLES OF TZEENTCH, ARCANITE