

DISCIPLES OF TZEENTCH

TZAANGOR WARFLOCK

This Spearhead army consists of the following units:

GENERAL

- ◆ Tzaangor Shaman

UNITS

- ◆ 10 Tzaangors
- ◆ 3 Tzaangor Enlightened
- ◆ 3 Tzaangor Skyfires



Mercurial and violent, the Tzaangor Warflocks surge forth from the twisted wilds of the realms, intent upon drowning the sterile cities of Order in madness, mutation and flame. These are no primitive beastmen; they wield uncanny powers over fate and destiny, and their gilded weapons glow with eldritch energies.

Tzaangor Warflocks rule over the sorcery-blasted wastelands that Tzeentch has remade in his image. They roam far and wide to serve the Change God's will, led by cunning Shamans who intuit strange fluctuations in magic in order to decide where the warflock should strike. Accompanied by a retinue of elite Tzaangor Enlightened, the Shaman plunges into battle with the same ferocity as their kin, their staff unleashing waves of mutagenic sorcery that turn mortals into gibbering mutants.

In the skies above, Tzaangor Skyfires wheel and spin atop their Discs of Tzeentch, loosing fated arrows that seek out their targets with unnerving, nigh-impossible accuracy.

'A sacred change is coming, city-dwellers. Kawaaaaark! Soon you shall be kin to us, remade to serve the Change God!'

– Shaman Takz'ykan



Tzaangor Warflocks are expert ambushers. They charge forth from their magically irradiated territories to a chorus of deafening war cries, desperate to inflict their own mutation and madness upon the Change God's foes.

BATTLE TRAITS

Your Tzaangor Enlightened unit is not set up during the deployment phase. Instead, from the second battle round onwards, it can use the following ability:

Your Movement Phase

FATED ARRIVAL: *Followers of Tzeentch ride the waves of fate to ultimate victory.*

Effect: Set up this unit wholly within friendly territory, within 1" of a battlefield edge and more than 6" from all enemy units.

Your Hero Phase

PREDICT THE FUTURE: *Foresighted is forearmed, as the old saying goes.*

Effect: You can look at up to 3 cards from the top of your battle tactic deck without adding them to your hand. Then, in any order, return each card face down to either the top or the bottom of your battle tactic deck.

Reaction: You used a command on a battle tactic card

CHEAT DESTINY: *Can destiny truly be deceived, or are we pulled by strings we cannot see?*

Effect: Instead of discarding that card, return it face down to the bottom of your battle tactic deck.

REGIMENT ABILITIES:

Pick 1 of the following regiment abilities.

Passive

CONSTANT FLUX: *Tzeentch's plans often involve elements of self-sabotage to achieve the final goal.*

Effect: Subtract 1 from the Rend characteristic of weapons used for attacks that target friendly units while you are the underdog.

Passive

ARCANE RITUALISTS: *This host specialises in esoterically gruesome sorcerous rituals.*

Effect: Add 1 to casting rolls for your general while they are wholly within 6" of another friendly unit.

ENHANCEMENTS:

Give your general 1 of the following enhancements.

Once Per Battle, Enemy Movement Phase

PREDICTED STRIKE: *Few seers are more accomplished when it comes to predicting an enemy's movements.*

Declare: Pick a visible friendly unit wholly within 12" of your general and that is not in combat to be the target.

Effect: The target can move D6". It cannot move through the combat ranges of enemy units or end that move in combat.

Your Hero Phase

FOLD REALITY: *The sorcerer contorts the very fabric of the cosmos, allowing their minions to slip from hither to thither in an eye-blink.*

Declare: Pick a visible friendly unit wholly within 12" of your general to be the target, then make a casting roll of 2D6.

Effect: On a 6+, remove the target from the battlefield and set it up again wholly within 12" of your general and more than 6" from all enemy units.

Your Hero Phase

INFERNAL GATEWAY: *The sorcerer opens a portal to the Realm of Chaos, pulling enemies to their doom.*

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

Effect: On a 5+, roll either 3 dice or a number of dice equal to the number of battle tactic cards you have discarded this battle. For each 4+, inflict 1 mortal damage on the target.

End of Any Turn

MUTAGENIC SORCERY: *As warriors fall around the Tzaangors, some mutate to become the creature that struck them down.*

Declare: Pick a visible enemy unit within 12" of your general to be the enemy target. Then, pick a friendly Tzaangor unit in combat with the enemy target to be the friendly target.

Effect: Roll a D3. On a 2+:

- Inflict an amount of mortal damage on the enemy target equal to the roll.
- You can return 1 slain model to the friendly target.



Tzaangor Shamans are the most powerful of their bestial kind. Born amongst dark omens, they are favoured by the Architect of Fate and granted a daemonic Disc to raise them above their kin. They combine savage strength with instinctive magical prowess, a combination that few can resist.

• SPEARHEAD WARSCROLL •

TZAANGOR SHAMAN

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Staff of Change and Ritual Dagger	3	4+	3+	1	D3	-
Disc's Teeth and Horns	2	4+	3+	1	D3	Companion

✖ Your Hero Phase

MUTATIVE AURA: Those who strike a Tzaangor Shaman are oft reduced to bubbling pools of twisted flesh.

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 7+, until the start of your next turn, each time an unmodified hit roll for a combat attack made by the target is 1, inflict 1 mortal damage on the target after the **FIGHT** ability has been resolved.



KEYWORDS

HERO, WIZARD, CAVALRY, FLY



Tzaangor Enlightened are arrogant creatures, for they can see the lessons of the past as easily as mortals see daylight. They gleefully exploit their prey's weaknesses in battle, unnerving them with an uncanny understanding of their strategies before moving in to capitalise with a killing blow.

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TZAANGOR ENLIGHTENED

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Tzeentchian Spear and Vicious Beak	3	4+	3+	1	2	-
Disc's Teeth and Horns	2	4+	3+	1	D3	Companion

↗ Passive

DELIVER ON FATE: When on the back foot, the Enlightened use the knowledge they have of their enemy's past battles to predict their movements, taking great satisfaction in running their destined prey to ground.

Effect: Add 1 to charge rolls for this unit while you are the underdog.



KEYWORDS

CAVALRY, FLY

MOVE

14"

4

4+

SAVE

HEALTH

1

CONTROL

Tzaangor Skyfires soar across the battlefield, raining death upon the foe. Able to catch glimpses of the future, the Skyfires send their Arrows of Fate on baffling trajectories, striking their target's most vulnerable weak spots with confounding accuracy.

• SPEARHEAD WARSCROLL •

TZAANGOR SKYFIRES

	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Arrow of Fate	18"	2	4+	3+	1	2	-
	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Bow Stave and Vicious Beak		1	4+	3+	-	1	-
	Disc's Teeth and Horns		2	4+	3+	1	D3	Companion

✖ Your Shooting Phase

DESTINED QUARRY: Skyfires often select a target to utterly obliterate and erase from the tapestry of fate.

Declare: Pick an enemy unit that had any damage points allocated to it this phase by this unit's shooting attacks to be the target.

Effect: Add 1 to hit rolls for combat attacks made by friendly units that target that enemy unit for the rest of the turn.



KEYWORDS

CAVALRY, FLY

MOVE

6"

2

5+

SAVE

HEALTH

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 Blades and Vicious Beak	3	4+	3+	1	1	-

✖ Passive

ELDRITCH RAIDERS: Tzaangors plunge into enemy lands, desperately seeking the arcane trinkets and treasures they crave – as well as victims to be transformed in their own bird-like image.

Effect: Add 1 to wound rolls for this unit's attacks while it is wholly within enemy territory.



KEYWORDS

INFANTRY