WARHAMMER
AGE OF SIGMAR



FACTION PACK

DISCIPLES OF TZEENTCH

BATTLE TRAITS

Disciples of Tzeentch armies can use the following abilities:

Deployment Phase

MASTERS OF DESTINY: *To serve the Changer of the Ways is to instinctively understand the ebb and flow of future events and be able to manipulate their potential to the fullest.*

Effect: Roll 9 dice and place them to one side. These are your **destiny dice**. **Destiny dice** can be spent during the battle to change certain dice rolls. You can never have more than 9 **destiny dice** at once.

During the battle, instead of making a roll from the list below for a friendly **DISCIPLES OF TZEENTCH** unit, you can spend your **destiny dice**. The roll you would have made is replaced with the roll on the **destiny dice** you spend. If you want to replace a 2D6 roll, 3D6 roll, etc. you must spend a number of **destiny dice** equal to the number before 'D6'. Any rolls that have been replaced count as unmodified rolls, and they cannot be re-rolled, they cannot be modified by other friendly abilities except for those that apply negative modifiers (but they can be modified by enemy abilities). You cannot spend **destiny dice** to replace re-rolls.

Destiny dice can be spent in place of the following dice rolls:

- Casting rolls
- Unbinding rolls
- Banishment rolls
- Run rolls
- Charge rolls in your turn
- Hit rolls
- Wound rolls
- Save rolls

Once Per Turn (Army), Any Shooting Phase

CONFLAGRATION OF TZEENTCH: *Many worshippers of Tzeentch desire one thing above all: to engulf the realms in an inferno of wyrdflame and watch in gleeful amusement as the world burns.*

Declare: Pick an enemy unit that had any damage points allocated to it this turn by **WYRDFLAME SPELL** abilities or shooting attacks made with weapons that have the **Wyrdflame** weapon ability to be the target.

Effect: The target has the **BURNING** keyword.

Once Per Turn (Army), End of Any Turn

BURNING WYRDFLAME: *The profane flames that spew from the mouths and pointing fingers of the twisted worshippers of Tzeentch are nothing natural. Instead of merely scorching flesh, they cause horrific mutative wounds, causing skin and bones alike to bubble and twist.*

Effect: Inflict D3 mortal damage on each **BURNING** enemy unit, **MANIFESTATION** and faction terrain feature.

Passive

QUENCHING THE FLAMES: *Those touched by wyrdflame thrash around desperately in an attempt to extinguish the mutagenic fires.*

Effect: If an ability would heal or return slain models to a **BURNING** enemy unit, **MANIFESTATION** or terrain feature, that ability does not heal or return any slain models to it. Instead, it no longer has the **BURNING** keyword.

BATTLE FORMATIONS

You can pick 1 of the following battle formations for a Disciples of Tzeentch army. Each battle formation grants a different ability you can use in the battle.

ARCANITE CABAL

Passive

SINISTER COUNTER-HEXES: *Arcanite cultists delight in unravelling the spellcraft of other, less blessed mages.*

Effect: Add 1 to unbinding rolls for friendly **ARCANITE** units. In addition, if a friendly **ARCANITE** unit unbinds a spell, no command points are spent for that unit to use the 'Magical Intervention' command in that phase.

CHANGE HOST

Once Per Battle (Army), End of Your Turn

TWIST OF FATE: *To battle a Change Host is a sanity-warping experience, for the Great Conspirator's servants make mockery of the laws of nature.*

Declare: Pick a friendly **DISCIPLES OF TZEENTCH DAEMON** unit that is in combat to be the target.

Effect: Roll a dice. On a 3+, remove the target from the battlefield and set it up again on the battlefield. Each model in the target unit must be set up in combat with any of the enemy units that the target was in combat with before it was removed from the battlefield.

TZAANGOR COVEN

Passive

SCREECHING WARFLOCK: *The promise of new-found knowledge or arcane trinkets spurs the bestial Tzaangors into a frenzy.*

Effect: Each time a friendly **WARFLOCK** unit uses the 'Rally' command, you can make 3 additional rally rolls of D6.

WYRDFLAME HOST

Passive

MUTAGENIC INFERNO: *Those set ablaze by a Wyrdflame Host find their bodies writhing with possibility, stealing strength and focus from their sword-arms.*

Effect: Subtract 1 from wound rolls for attacks made by **BURNING** enemy units.

HEROIC TRAITS

CHAMPIONS OF DESTINY (**Hero** only)

Passive

ILLUSIONIST: *This warrior uses misdirection and cunning to render their enemies clueless.*

Effect: Subtract 1 from hit rolls for attacks that target friendly units while they are wholly within this unit's combat range.

Your Hero Phase

NEXUS OF FATE: *Tzeentch's favoured servants manipulate what mortals consider 'destiny' as if it were a puppet.*

Effect: Roll a dice. You must replace 1 of your **destiny dice** with that roll.

Passive

CULT DEMAGOGUE: *This cabalist's resounding spells draw the gaze of their master's minions quicker than most.*

Effect: If each dice in a casting roll for this unit has the same value and the spell is not miscast, add 3 to the casting roll.

ARTEFACTS OF POWER

FATED ARTEFACTS (**Hero** only)

Passive

NINE-EYED TOME: *Some of the most terrible arcane secrets known to the Change God are contained within this ancient tome, the surface of which is dotted with unblinking eyes.*

Effect: Add 1 to casting rolls and banishment rolls for this unit.

Passive

WYRDFLAME BLADE: *The flames that flicker around the bearer's blade can ignite the soul of its victim.*

Effect: If any damage points are allocated to an enemy unit by this unit's combat attacks, that enemy unit has the **Burning** keyword.

Once Per Battle, Any Combat Phase

AMBITION'S END: *Many a sorcerer's quest to master the magical arts has ended upon this weapon's blade, for it spills not only blood but knowledge itself.*

Declare: Pick an enemy **Wizard** in combat with this unit to be the target.

Effect: Inflict D3 mortal damage on the target. In addition, subtract 1 from casting rolls for the target for the rest of the battle.

SPELL LORE

LORE OF FATE

Your Hero Phase 7

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

Declare: Pick a friendly **DISCIPLES OF TZEENTCH WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set aside any **destiny dice** that have a value of 6, and roll all of your other **destiny dice** again. If you have no **destiny dice**, roll a dice and add it to your **destiny dice**.

KEYWORDS	SPELL, UNLIMITED

Your Hero Phase 6

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

Declare: Pick a friendly **DISCIPLES OF TZEENTCH WIZARD** to cast this spell, pick a visible enemy unit within 12" of them to be the target, then make a casting roll of 2D6.

Effect: Roll either 4 dice or a number of dice equal to the number of **destiny dice** you have left, whichever is greater. For each 4+, inflict 1 mortal damage on the target.

KEYWORDS	SPELL

Your Hero Phase 7

SHIELD OF FATE: *There is little better protection than to be guided by destiny itself and to be defended by the very hand of fate.*

Declare: Pick a friendly **DISCIPLES OF TZEENTCH WIZARD** to cast this spell, pick a visible friendly **DISCIPLES OF TZEENTCH** unit wholly within 18" of them to be the target, then make a casting roll of 2D6.

Effect: The target has **WARD (5+)** until the start of your next turn. In addition, if you have 4 or more **destiny dice** left, subtract 1 from hit rolls for attacks that target that unit until the start of your next turn.

KEYWORDS	SPELL

SPELL LORE

LORE OF CHANGE

Your Hero Phase 6

BOLT OF TZEENTCH: *This spell manifests as a prismatic beam of raw magic that tears its victims apart in a display of multispectral colour.*

Declare: Pick a friendly **DISCIPLES OF TZEENTCH WIZARD** to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

Effect: Inflict D3 mortal damage on the target.

KEYWORDS	SPELL, UNLIMITED, WYRDFLAME

Your Hero Phase 7

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 friendly **DISCIPLES OF TZEENTCH WIZARD** to cast this spell, pick a visible friendly **DISCIPLES OF TZEENTCH** unit wholly within 12" of them to be the target, then make a casting roll of 2D6.

Effect: Remove the target from the battlefield and set it up again on the battlefield more than 9" from all enemy units.

KEYWORDS	SPELL

Your Hero Phase 7

TRANSFORMED TO SPAWN: *Tzeentch is known as the Changer of the Ways; to be in the presence of his minions risks being mutated into a Chaos Spawn.*

Declare: Pick a friendly **DISCIPLES OF TZEENTCH WIZARD** to cast this spell, pick a visible enemy unit within 12" of them to be the target, then make a casting roll of 2D6.

Effect: Inflict D3 mortal damage on the target. If any models are slain by this ability, pick a friendly **Chaos Spawn of Tzeentch** unit that is in reserve **as a potential fate** or that has been destroyed.

If you picked a unit in reserve **as a potential fate**, set it up on the battlefield in combat with the target. If you picked a unit that has been destroyed, set up an identical replacement unit on the battlefield in combat with the target.

KEYWORDS	SPELL

MANIFESTATION LORE

MANIFESTATIONS OF TZEENTCH

Your Hero Phase 5

SUMMON TOME OF EYES: *With a snap of the conjurer's fingers, the Tome appears at their side from a spark of blue wyrdflame.*

Declare: If there is not a friendly **Tome of Eyes** on the battlefield, pick a friendly **Disciples of Tzeentch Wizard** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Tome of Eyes** wholly within 12" of the caster and visible to them.

Keywords	Spell, Summon

Your Hero Phase 5

SUMMON BURNING SIGIL OF TZEENTCH: *Brief incantations in the Dark Tongue see these burning symbols of worship spark into reality.*

Declare: If there is not a friendly **Burning Sigil of Tzeentch** on the battlefield, pick a friendly **Disciples of Tzeentch Wizard** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Burning Sigil of Tzeentch** wholly within 12" of the caster and visible to them.

Keywords	Spell, Summon

Your Hero Phase 7

SUMMON DAEMONIC SIMULACRUM: *The wizard draws upon their understanding of change-lore to create a temporary portal for this mirage to enter the fray.*

Declare: If there is not a friendly **Daemonic Simulacrum** on the battlefield, pick a friendly **Disciples of Tzeentch Wizard** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Daemonic Simulacrum** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

Keywords	Spell, Summon



• DISCIPLES OF TZEENTCH WARSCROLL •

KAIROS FATEWEAVER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Bolts of Change	18"	9	4+	3+	1	1	Wyrdflame
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**	**Ability**
Staff of Tomorrow and Beaks		9	4+	3+	1	D3	-

Passive

BATTLE DAMAGED
Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Staff of Tomorrow and Beaks** is 6.

Passive

MASTERY OF MAGIC
Effect: When you make a casting roll for this unit, you can change the lowest D6 to match the highest D6.

Once Per Battle (Army), Start of Your Turn

ORACLE OF ETERNITY
Effect: Pick 1 battle tactics card that is on your roster and discard it. Then, for the rest of the battle, replace it with a battle tactics card that is not on your roster.
If that new battle tactics card requires either player to pick something, they must do so immediately when the new battle tactics card is picked.
The combined total of victory points earned by both the discarded battle tactics card and the new battle tactics card is 15. Any additional victory points beyond 15 that are earned by completing the battle tactics on both of those battle tactics cards are lost.

Passive

BEACON OF SORCERY
Effect: Add 1 to casting rolls and unbinding rolls for friendly **Disciples of Tzeentch Wizards** while they are wholly within 12" of this unit.

Your Hero Phase 8

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

Effect: Pick 1 of the following effects to apply to the target until the start of your next turn:

It's Hopeless: The target cannot use commands.

Drop Your Weapons: Subtract 1 from hit rolls and wound rolls for the target's attacks.

Kneel: Subtract 1 from save rolls for the target.

Keywords | **Spell**

KEYWORDS

Warmaster, Unique, Hero, Monster, Wizard (3), Fly, Ward (5+)

Chaos, Disciples of Tzeentch, Daemon



• DISCIPLES OF TZEENTCH WARSCROLL •

LORD OF CHANGE

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Rod of Sorcery	18"	2D6	3+	3+	1	1	Wyrdflame
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**	**Ability**
Staff of Tzeentch		4	3+	3+	-	D3	Anti-Wizard (+1 Rend)
Baleful Sword		4	4+	3+	2	3	-
Curved Beak		4	4+	3+	1	2	-

This unit is armed with a Staff of Tzeentch, Curved Beak and 1 of the following options:

- *Rod of Sorcery*
- *Baleful Sword*

Passive

BATTLE DAMAGED
Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Curved Beak** is 3.

Once Per Turn (Army), Your Movement Phase

SUMMON DAEMONS OF TZEENTCH: *To challenge the fractal plans of the Architect of Fate is to face strange daemons born from chaotic sorcery itself.*

Declare: Discard 1 **destiny dice**. Then, pick a friendly non-**Hero** non-**Unique Disciples of Tzeentch Daemon** unit that has been destroyed to be the target.

Effect: Set up a replacement unit with half the number of models from the target unit (rounding up) wholly within 9" of this unit and more than 9" from all enemy units.

Passive

LOCUS OF CHANGE: *The aura of instability surrounding Tzeentch's greatest daemons can send even the most focused warriors insane.*

Effect: Subtract 1 from hit rolls for combat attacks that target friendly **Disciples of Tzeentch Daemon** units while they are wholly within 12" of this unit.

Your Hero Phase 7

TZEENTCH'S FIRESTORM: *An apocalyptic inferno of raging wyrdflame surges from the daemon's hands to engulf its victims in a fiery maelstrom.*

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

Effect: Roll 9 dice. For each 6, inflict D3 mortal damage on the target.

Keywords Spell, Wyrdflame

KEYWORDS

Hero, Monster, Wizard (2), Fly, Ward (5+)

Chaos, Disciples of Tzeentch, Daemon



• DISCIPLES OF TZEENTCH WARSCROLL •

FATESKIMMER

HERALD OF TZEENTCH ON BURNING CHARIOT

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Iridescent Flames	12"	3	4+	4+	1	D3	Wyrdflame
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**	**Ability**
Staff of Change and Ritual Dagger		3	4+	3+	1	D3	-
Screamers' Lamprey Bites		6	4+	3+	1	1	Anti-Monster (+1 Rend), Companion

Your Movement Phase

WAKE OF FIRE: *Enemies unfortunate enough to be passed by a Burning Chariot are consumed by waves of unnatural fire.*

Declare: Pick an enemy unit that this unit passed across this phase to be the target.

Effect: Roll a dice. On a 3+, the target has the **Burning** keyword.

End of Any Turn

FUELLING THE INFERNO: *The mere presence of a Fateskimmer causes wyrdflame to blaze brightly.*

Declare: Pick up to 3 **Burning** enemy units within 12" of this unit to be the targets.

Effect: Inflict 1 mortal damage on each target.



KEYWORDS

Hero, War Machine, Wizard (1), Fly, Ward (6+)

Chaos, Disciples of Tzeentch, Daemon



• DISCIPLES OF TZEENTCH WARSCROLL •

CHANGECASTER

HERALD OF TZEENTCH

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Iridescent Flames	12"	3	4+	4+	1	D3	Wyrdflame
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**	**Ability**
Staff of Change and Ritual Dagger		3	4+	3+	1	D3	-

Passive

LURID FLAMES: *The Heralds known as Changecasters summon the lurid flames of Tzeentch to engulf their foes. These screaming, living torches are thus marked as the next targets to be annihilated by the Change God's faithful.*

Effect: Add 1 to hit rolls for combat attacks made by friendly units that target a **Burning** enemy unit within 12" of this unit.

Passive

DAEMONIC LOCUS: *Daemons are drawn to a Changecaster's arcane aura.*

Effect: Each time a friendly **Disciples of Tzeentch Daemon** unit wholly within 12" of this unit uses the 'Rally' command, you can make 3 additional rally rolls of D6.



KEYWORDS

Hero, Wizard (1), Infantry, Ward (6+)

Chaos, Disciples of Tzeentch, Daemon



• DISCIPLES OF TZEENTCH WARSCROLL •

CHAOS SPAWN OF TZEENTCH

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Freakish Mutations	2D6	5+	4+	-	1	Crit (2 Hits), Companion

Deployment Phase

A TWISTED FATE: *For some, their destiny is to become a mewling abomination – they just do not know it yet.*

Effect: Set up this unit in reserve **as a potential fate**. It has now been deployed.

Designer's Note: *If deployed using this ability, this unit can only be set up on the battlefield using the 'Transformed to Spawn' spell.*

KEYWORDS	DEPLOY

Passive

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

Passive

WAVES OF MUTATION: *There is no limit to Tzeentch's appetite for change.*

Effect: Each friendly **Chaos Spawn of Tzeentch** unit can be replaced any number of times.



KEYWORDS	BEAST, CHAOS, DISCIPLES OF TZEENTCH



• DISCIPLES OF TZEENTCH WARSCROLL •

THE CHANGELING

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
The Trickster's Staff	3	3+	3+	1	D3	-

Deployment Phase

ARCH-DECEIVER: *None can detect the veil of the Changeling. Assuming the form of comrade and ally, it reveals itself only when its plans have been made a reality.*

Effect: Remove this unit from the battlefield and set it up again on the battlefield more than 3" from all enemy units.

Your Hero Phase



DISCORD AND CONFUSION: *The Changeling is a master of deception and bait-and-switch tactics.*

Declare: Make a casting roll of 2D6.

Effect: Subtract 1 from hit rolls for attacks that target this unit until the start of your next turn.

In addition, until the start of your next turn, roll a dice each time this unit is targeted by an ability that is not an **Attack** ability. On a 4+, another eligible unit must be targeted by that ability instead of this unit. If it is not possible to target another unit, that ability has no effect.

Keywords Spell

Enemy Hero Phase

PUCKISH MISDIRECTION: *The Changeling can manipulate the most stalwart of warriors while appearing as a trusted advisor or comrade.*

Declare: Pick an enemy unit within 9" of this unit to be the target.

Effect: Roll a dice. On a 3+, halve the target's Move characteristic for the rest of the turn.

KEYWORDS

Unique, Hero, Wizard (2), Infantry, Ward (6+)

Chaos, Disciples of Tzeentch, Daemon



• DISCIPLES OF TZEENTCH WARSCROLL •

PINK HORRORS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Arcane Flames	12"	2	4+	4+	-	1	Wyrdflame
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**	**Ability**
Taloned Hands		1	4+	4+	-	1	-

Passive

LUNATIC DEMISE: *Should a Pink Horror be slain, it is capable of bursting into two smaller daemons or else detonating in a blast of wyrdflame.*

Effect: Each time a model in this unit is slain, before removing the model from play, pick 1 of the following effects:

Split: Pick a friendly **Blue Horrors and Brimstone Horrors** unit within 12" of this unit. Return up to 2 slain **Blue Horror** models to that unit.

Petty Vengeance: Pick an enemy unit in combat with this unit to be the target and roll a dice. On a 4+, inflict 1 mortal damage on the target.



KEYWORDS

Infantry, Champion, Musician (1/10), Standard Bearer (1/10), Ward (6+)

Chaos, Disciples of Tzeentch, Daemon



• DISCIPLES OF TZEENTCH WARSCROLL •

BLUE HORRORS AND BRIMSTONE HORRORS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Arcane Flames	12"	2	4+	4+	-	1	Wyrdflame
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**	**Ability**
Spiteful Talons		2	4+	4+	-	1	-
Impish Talons		2	4+	5+	-	1	-

This unit starts the battle with 10 Blue Horror models or, if it is a reinforced unit, 20 Blue Horror models. Each is armed with Spiteful Talons and Arcane Flames.

Brimstone Horrors models can be added to this unit using the 'Split Again' ability. Each is armed with Impish Talons and Arcane Flames.

Passive

SPLIT AGAIN: *Should a Blue Horror meet its end at the hands of the enemy, it is capable of splitting itself into two lesser daemons.*

Effect: Each time a **Blue Horror** model in this unit is slain, before removing the model from play, roll a dice. On a 3+, you can add 1 **Brimstone Horrors** model to this unit.

Designer's Note: *You cannot have more than 10 Blue Horror models and 10 Brimstone Horrors models in a non-reinforced unit. You cannot have more than 20 Blue Horror models and 20 Brimstone Horrors models in a reinforced unit.*





KEYWORDS

INFANTRY, WARD (6+)

CHAOS, DISCIPLES OF TZEENTCH, DAEMON



• DISCIPLES OF TZEENTCH WARSCROLL •

BURNING CHARIOT OF TZEENTCH

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Wyrdflame Blast	16"	4	3+	4+	-	D3	Anti-Infantry (+1 Rend), Wyrdflame

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Flaming Maws and Blue Horrors' Jabs	6	4+	3+	-	1	-
Screamers' Lamprey Bites	6	4+	3+	1	1	Anti-Monster (+1 Rend), Companion

Your Movement Phase

WAKE OF FIRE: *Enemies unfortunate enough to be passed by a Burning Chariot are consumed by waves of unnatural fire.*

Declare: Pick an enemy unit that this unit passed across this phase to be the target.

Effect: Roll a dice. On a 3+, the target has the **Burning** keyword.



KEYWORDS

War Machine, Fly, Ward (6+)

Chaos, Disciples of Tzeentch, Daemon



• DISCIPLES OF TZEENTCH WARSCROLL •

SCREAMERS OF TZEENTCH

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Lamprey Bite	3	4+	3+	1	1	Anti-Monster (+1 Rend), Companion

Your Movement Phase

SLASHING FINS: *A pack of Screamers travelling at great speed can slash and eviscerate an enemy formation to ribbons.*

Declare: Pick an enemy unit that this unit passed across this phase to be the target.

Effect: Roll a dice for each model in this unit that passed across the target. For each 4+, inflict 1 mortal damage on the target.

Passive

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



KEYWORDS	Beast, Fly, Ward (6+)
	Chaos, Disciples of Tzeentch, Daemon



• DISCIPLES OF TZEENTCH WARSCROLL •

EXALTED FLAMER OF TZEENTCH

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Wyrdflame Blast	16"	4	3+	4+	-	D3	Anti-Infantry (+1 Rend), Wyrdflame

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Flaming Maws	3	3+	4+	-	1	-

Passive

CAPRICIOUS WYRDFLAME: *The mutagenic fires expelled by Flamers are most drawn to those already ablaze with the potential for change.*

Effect: Add 1 to wound rolls for this unit's shooting attacks that target a **Burning** enemy unit.

Once Per Turn (Army), Your Shooting Phase

TRANSMOGRIFYING BEACON: *Wyrdflame shimmers and crackles around an Exalted Flamer, empowering those daemons who draw upon such energies.*

Declare: Pick another friendly **Exalted Flamer of Tzeentch** or **Flamers of Tzeentch** unit within this unit's combat range to be the target.

Effect: Roll a dice. On a 3+, the target's ranged weapons have **Crit (2 Hits)** for the rest of the turn.



KEYWORDS

Infantry, Fly, Ward (6+)

Chaos, Disciples of Tzeentch, Daemon



• DISCIPLES OF TZEENTCH WARSCROLL •

FLAMERS OF TZEENTCH

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Warping Flames	12"	3	3+	4+	-	D3	Anti-INFANTRY (+1 Rend), Wyrdflame

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Flaming Maws	3	3+	4+	-	1	-

Passive

CAPRICIOUS WYRDFLAME: *The mutagenic fires expelled by Flamers are most drawn to those already ablaze with the potential for change.*

Effect: Add 1 to wound rolls for this unit's shooting attacks that target a **BURNING** enemy unit.



KEYWORDS	INFANTRY, CHAMPION, FLY, WARD (6+)
	CHAOS, DISCIPLES OF TZEENTCH, DAEMON



• DISCIPLES OF TZEENTCH WARSCROLL •

GAUNT SUMMONER

ON DISC OF TZEENTCH

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Changestaff	12"	3	4+	3+	1	D3	Crit (Mortal)
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**	**Ability**
Warptongue Blade		3	3+	3+	1	2	-
Disc's Teeth and Horns		2	4+	3+	1	D3	Companion

Deployment Phase

MINIONS OF THE SILVER TOWER: *The warped fortresses of the Gaunt Summoners are infested with their thrall hosts.*

Declare: Pick a friendly unit that has not been deployed to be the target.

Effect: The target is set up in reserve **in a Silver Tower**. It has now been deployed.

KEYWORDS: DEPLOY

Your Movement Phase

BOOK OF PROFANE SECRETS: *Using this arcane tome, the Gaunt Summoner calls forth minions from their Silver Tower.*

Declare: Pick a friendly unit **in a Silver Tower** to be the target.

Effect: Set up the target on the battlefield wholly within 12" of this unit and more than 9" from all enemy units.

Your Hero Phase

7

ARCANE IMPRISONMENT: *Gaunt Summoners delight in banishing foes to their Silver Towers.*

Declare: Pick an enemy **HERO** in combat with this unit to be the target, then make a casting roll of 2D6.

Effect: If the unmodified casting roll exceeds the target's Health characteristic, it is automatically destroyed. For the rest of the battle, that unit cannot be picked to be the target of an ability that allows a replacement unit to be set up.

KEYWORDS: SPELL

KEYWORDS

HERO, WIZARD (2), CAVALRY, FLY, WARD (6+)

CHAOS, DISCIPLES OF TZEENTCH, DAEMON, DISC OF TZEENTCH



• DISCIPLES OF TZEENTCH WARSCROLL •

GAUNT SUMMONER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Changestaff	12"	3	4+	3+	1	D3	Crit (Mortal)
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**	**Ability**
Warptongue Blade		3	3+	3+	1	2	-

Deployment Phase

MINIONS OF THE SILVER TOWER: *The warped fortresses of the Gaunt Summoners are infested with their thrall hosts.*

Declare: Pick a friendly unit that has not been deployed to be the target.

Effect: The target is set up in reserve **in a Silver Tower**. It has now been deployed.

KEYWORDS: DEPLOY

Your Movement Phase

BOOK OF PROFANE SECRETS: *Using this arcane tome, the Gaunt Summoner calls forth minions from their Silver Tower.*

Declare: Pick a friendly unit **in a Silver Tower** to be the target.

Effect: Set up the target on the battlefield wholly within 12" of this unit and more than 9" from all enemy units.

Your Hero Phase

7

DIVERT REALMGATE: *Whispering fell incantations, a Gaunt Summoner can temporarily divert the path of a realmgate, allowing malefic Chaos entities to storm the battlefield.*

Declare: Make a casting roll of 2D6.

Effect: Units set up this turn using this unit's 'Book of Profane Secrets' ability can be set up wholly within 18" of this unit and more than 7" from all enemy units instead of the distances in the ability.

KEYWORDS: SPELL

KEYWORDS

HERO, WIZARD (2), INFANTRY, WARD (6+)

CHAOS, DISCIPLES OF TZEENTCH, DAEMON



• DISCIPLES OF TZEENTCH WARSCROLL •

MAGISTER

ON DISC OF TZEENTCH

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Tzeentchian Runestaff	18"	1	3+	4+	-	D3	Wyrdflame
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**	**Ability**
Warpsteel Sword		3	3+	4+	-	D3	-
Disc's Teeth and Horns		2	4+	3+	1	D3	Companion

Your Hero Phase

MAGIC-TOUCHED: *Magisters are attuned to magical energy and can harness the raw essence of Chaos. There are those however, that delve too deep into this source of power.*

Effect: If this unit successfully cast a spell this phase, for the rest of the turn:

- Add 1 to this unit's power level.
- If 2 or more dice in a casting roll for this unit have the same value, the spell fails, its effect is not resolved and D6 mortal damage is inflicted on this unit.

Passive

MASTER OF THE BLAZING SKIES: *A Magister takes to the air surrounded by sorcerers and minions riding daemonic Discs.*

Effect: While they are within this unit's combat range, friendly **Disc of Tzeentch** units can use **Charge** abilities even if they used a **Run** ability in the same turn.



KEYWORDS

Hero, Wizard (1), Cavalry, Fly

Chaos, Disciples of Tzeentch, Arcanite, Disc of Tzeentch



• DISCIPLES OF TZEENTCH WARSCROLL •

CURSELING

EYE OF TZEENTCH

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Hurled Arcane Energy	18"	D6	3+	3+	1	1	Wyrdflame
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**	**Ability**
Staff of Tzeentch and Blazing Sword		5	4+	4+	1	2	-

Passive

DISRUPTER OF THE ARCANE: *A Curseling can reach into a spell and undo the magical forces that keep it whole.*

Effect: Each time this unit unbinds a spell, roll a dice. On a 4+, subtract 1 from the power level of the enemy **Wizard** that used that **Spell** ability, to a minimum of 0, until the start of your next turn.

Your Hero Phase 5

INFUSION ARCANUM: *The sorcerer's body becomes saturated with death-dealing energies, transforming even the frailest warlock into a truly formidable adversary.*

Declare: Make a casting roll of 2D6.

Effect: Until the start of your next turn, add 1 to the Rend and Damage characteristics of this unit's **Staff of Tzeentch and Blazing Sword**.

Keywords Spell



KEYWORDS

Hero, Wizard (2), Infantry

Chaos, Disciples of Tzeentch, Arcanite



• DISCIPLES OF TZEENTCH WARSCROLL •

MAGISTER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Tzeentchian Runestaff	18"	1	3+	4+	-	D3	Wyrdflame
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**	**Ability**
Warpsteel Sword		3	3+	4+	-	D3	-

Your Hero Phase

MAGIC-TOUCHED: *Magisters are attuned to magical energy and can harness the raw essence of Chaos. There are those however, that delve too deep into this source of power.*

Effect: If this unit successfully cast a spell this phase, for the rest of the turn:

- Add 1 to this unit's power level.
- If 2 or more dice in a casting roll for this unit have the same value, the spell fails, its effect is not resolved and D6 mortal damage is inflicted on this unit.

Your Hero Phase

WEB OF INTRIGUE: *Magisters excel in pre-empting the crude schemes of their enemies, directing their cultic minions to outmanoeuvre them in turn.*

Declare: Pick an enemy unit within 12" of this unit to be the target.

Effect: Until the start of your next turn, each time your opponent declares a **Move** ability for the target, before reactions are used, you can pick a friendly **Arcanite** unit that is not in combat and is within 12" of the target. That friendly unit can move 3", but it cannot move into combat during any part of that move.



KEYWORDS

Hero, Wizard (1), Infantry

Chaos, Disciples of Tzeentch, Arcanite



• DISCIPLES OF TZEENTCH WARSCROLL •

OGROID THAUMATURGE

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Thaumaturge Staff	12"	3	3+	4+	-	D3	-
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**	**Ability**
Great Horns and Cloven Hooves		3	4+	2+	1	2	Charge (+1 Damage)
Thaumaturge Staff		2	4+	3+	-	D3	-

Passive

THAUMATURGE RAGE: *When wounded, the ogroid's rage gives rise to bursts of renewed energy.*

Effect: Add 1 to hit rolls and wound rolls for this unit's combat attacks while it is damaged.

Once Per Turn (Army), End of Any Turn

BURNING FURY: *As an Ogroid Thaumaturge rages and roars, the multi-hued flames of Tzeentch erupt from their totemic stave to ravage the enemy.*

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

Effect: The target has the **Burning** keyword.



KEYWORDS

Hero, Wizard (1), Infantry, Ward (6+)

Chaos, Disciples of Tzeentch, Arcanite



• DISCIPLES OF TZEENTCH WARSCROLL •

TZAANGOR SHAMAN

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	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

RITE OF HASTE: *Tzaangor Shamans guide their warflocks through fell rites to push them beyond their mortal limits.*

Declare: Pick a friendly **Warflock** unit that does not have **Fly** and is wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 3+, for the rest of the turn, the target can use a **Run** ability and still use **Shoot** and/or **Charge** abilities later in the turn.

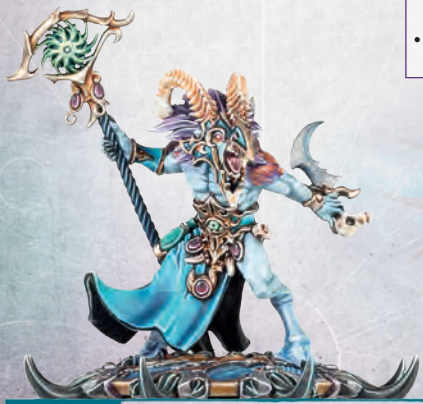
End of Any Turn

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

Declare: Pick an enemy unit within 12" of this unit to be the enemy target. Then, pick a friendly **Tzaangors** unit in combat with that enemy unit 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.
- Return a number of slain models to the friendly target equal to the roll.



KEYWORDS

Hero, Wizard (1), Cavalry, Fly

Chaos, Disciples of Tzeentch, Arcanite, Warflock, Disc of Tzeentch



• DISCIPLES OF TZEENTCH WARSCROLL •

TZAANGOR SKYFIRES

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Arrow of Fate	18"	2	4+	3+	1	D3	-
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**	**Ability**
Bow Stave and Vicious Beak		1	4+	3+	-	1	-
Disc's Teeth and Horns		2	4+	3+	1	D3	Companion

Passive

GUIDED BY THE FUTURE: *The attacks of these warriors are directed by glimpses of the future.*

Effect: Ignore negative modifiers to hit rolls and wound rolls for this unit's shooting attacks.

Your Shooting Phase

JUDGEMENT FROM AFAR: *To be struck by an Arrow of Fate is to be judged by destiny itself.*

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

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



KEYWORDS

Cavalry, Champion, Fly

Chaos, Disciples of Tzeentch, Arcanite, Warflock, Disc of Tzeentch



• DISCIPLES OF TZEENTCH WARSCROLL •

TZAANGORS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Savage Blade and Vicious Beak	2	4+	3+	1	1	-
Savage Greatblade	2	4+	3+	1	2	-

Each model in this unit is armed with a Savage Blade and Vicious Beak.

- *2/5 models can replace their Savage Blade and Vicious Beak with a Savage Greatblade.*
- *The champion cannot replace their weapons.*

Passive

SCREECHING RAIDERS: *Tzaangor flocks are ferocious when ransacking enemy territory for arcane secrets.*

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



KEYWORDS

Infantry, Champion, Musician (1/10), Standard Bearer (1/10)

Chaos, Disciples of Tzeentch, Arcanite, Warflock



• DISCIPLES OF TZEENTCH WARSCROLL •

TZAANGOR ENLIGHTENED

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Tzeentchian Spear and Vicious Beak	2	4+	3+	1	2	-

Any Charge Phase

BABBLING STREAM OF SECRETS:
The dark truths revealed by the Tzaangor Enlightened utterly unnerve the foe.

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

Effect: Roll a dice. On a 3+, the target cannot use commands for the rest of the turn.



KEYWORDS

INFANTRY, CHAMPION

CHAOS, DISCIPLES OF TZEENTCH, ARCANITE, WARFLOCK



• DISCIPLES OF TZEENTCH WARSCROLL •

TZAANGOR ENLIGHTENED

ON DISCS OF TZEENTCH

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Tzeentchian Spear and Vicious Beak	2	4+	3+	1	2	-
Disc's Teeth and Horns	2	4+	3+	1	D3	Companion

Passive

GUIDED BY THE PAST: *These warriors see at once every moment that led to the present and seek retribution against those who set the chain of events in motion.*

Effect: This unit's **Tzeentchian Spears and Vicious Beaks** have **Charge (+1 Damage)** if you are the underdog or it was determined at the start of the battle round that you would take the second turn.



KEYWORDS

Cavalry, Champion, Fly

Chaos, Disciples of Tzeentch, Arcanite, Warflock, Disc of Tzeentch



• DISCIPLES OF TZEENTCH WARSCROLL •

KAIRIC ACOLYTES

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Sorcerous Bolt	18"	1	4+	3+	-	1	Wyrdflame
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**	**Ability**
Cursed Blade		2	4+	4+	-	1	-
Cursed Glaive		1	4+	3+	1	2	-

Each model in this unit is armed with a Cursed Blade and Sorcerous Bolt.

- *3/10 models can replace their Cursed Blade with a Cursed Glaive.*
- *1/10 models armed with a Cursed Blade can be accompanied by a Vulcharc.*
- *1/10 models armed with a Cursed Blade can carry a Scroll of Dark Arts.*
- *The champion cannot be accompanied by a Vulcharc or carry a Scroll of Dark Arts.*



Passive

VULCHARC: *Especially talented Kairic Acolytes are gifted with magic-eating Vulcharcs that act as familiars.*

Effect: While this unit includes any models accompanied by **Vulcharcs**, subtract 1 from casting rolls for enemy **Wizards** within 12" of this unit.

Your Shooting Phase

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

Effect: If this unit includes any models carrying a **Scroll of Dark Arts**, roll a dice. Add 1 to the roll for each other friendly **Kairic Acolytes** unit within this unit's combat range. On a 5+, add 1 to the Rend characteristic of this unit's **Sorcerous Bolts** for the rest of the turn.

KEYWORDS

Infantry, Champion

Chaos, Disciples of Tzeentch, Arcanite



• DISCIPLES OF TZEENTCH WARSCROLL •

JADE OBELISK

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Antithete Bow	18"	1	4+	4+	-	1	-
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**	**Ability**
Mason's Tools		2	4+	3+	1	1	Anti-Faction Terrain (+1 Rend)
Jade Dagger		1	4+	4+	-	1	-
Stone-like Beak		1	3+	3+	1	D3	Companion

Each model in this unit is armed with Mason's Tools.

- *4/10 models can replace their Mason's Tools with an Antithete Bow and Jade Dagger.*
- *1/10 models is an Idolarc and is armed with a Stone-like Beak instead of any other weapons.*
- *The champion is a Nephrite Priestess and cannot replace their weapons.*

Passive

STONE-CURSED RESOLVE: *These rock-skinned warriors are virtually impossible to move against their will.*

Effect: Ignore all modifiers to save rolls for this unit (positive and negative).

Passive

CAST DOWN THE IDOL: *The Jade Obelisk turn former tools of construction upon blasphemous effigies, rendering them little more than rubble.*

Effect: Add 1 to the Damage characteristic of this unit's melee weapons for attacks that target **Faction Terrain**.



KEYWORDS

Infantry, Champion (1/10)

Chaos, Disciples of Tzeentch, Arcanite



• DISCIPLES OF TZEENTCH WARSCROLL •

BURNING SIGIL OF TZEENTCH

Any Hero Phase

RADIANT TRANSMOGRIFICATION: *The Burning Sigil channels the energies of the Impossible Fortress; with each pulse comes a handful of blessings and curses as fickle as the bastion's master.*

Declare: This **MANIFESTATION** must use this ability in each hero phase. Pick each unit (friendly and enemy) within 9" of this **MANIFESTATION** to be the targets.

Effect: Roll 2 dice, pick either result, then apply the corresponding effect for the rest of the turn:

1 No effect.

2-3 Add 2" to the Move characteristic of friendly **DISCIPLES OF TZEENTCH** targets and subtract 2" from the Move characteristic of enemy targets.

4 Add 1 to hit rolls for friendly **DISCIPLES OF TZEENTCH** targets and subtract 1 from hit rolls for enemy targets.

5 Add 1 to wound rolls for friendly **DISCIPLES OF TZEENTCH** targets and subtract 1 from wound rolls for enemy targets.

6 Add 1 to the Attacks characteristic of melee weapons used by friendly **DISCIPLES OF TZEENTCH** targets, and inflict D3 mortal damage on each enemy target.



KEYWORDS

MANIFESTATION, ENDLESS SPELL, WARD (6+)

CHAOS, DISCIPLES OF TZEENTCH



• DISCIPLES OF TZEENTCH WARSCROLL •

DAEMONIC SIMULACRUM

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Snapping Jaws	4	4+	3+	1	D3	Anti-WIZARD (+1 Rend)

Passive

MANIFESTED JAWS: *The Simulacrum feeds upon the minds of any beings in its path and is especially drawn to sources of the arcane.*

Effect: While this **MANIFESTATION**'s attacks target a **WIZARD**, add a number equal to that **WIZARD**'s power level to the Damage characteristic of this unit's **Snapping Jaws**.



KEYWORDS	MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)
	CHAOS, DISCIPLES OF TZEENTCH



• DISCIPLES OF TZEENTCH WARSCROLL •

TOME OF EYES

Reaction: You declared a SPELL ability for a WIZARD within this MANIFESTATION's combat range

TRANSFIXED BY COUNTLESS EYES: *As the Tome flicks through its endless pages, it peers into the mind of its summoner, giving knowledge to the loyal and punishing the insatiable as it sees fit.*

Effect: You can add 1 or 2 to the casting roll for that spell. Roll a number of dice equal to the amount added. For each 1-2, allocate 1 damage point to the caster. If the caster is destroyed by this ability, the spell has no effect.



KEYWORDS

MANIFESTATION, ENDLESS SPELL, WARD (6+)

CHAOS, DISCIPLES OF TZEENTCH

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 Screamers 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 Screamers 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.

ENHANCEMENTS: Give your general 1 of the following enhancements.

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.

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**.

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.

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.



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



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

• SPEARHEAD WARSCROLL •

SCREAMERS OF TZEENTCH

MOVE	HEALTH	SAVE	CONTROL
14"	3	5+	1

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.

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+)

• SPEARHEAD WARSCROLL •

TZAANGORS

MOVE	HEALTH	SAVE	CONTROL
6"	2	5+	1

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.

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

• SPEARHEAD WARSCROLL •

FLAMERS OF TZEENTCH

MOVE	HEALTH	SAVE	CONTROL
9"	2	5+	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+)