



BATTLETOME: DISCIPLES OF TZEENTCH

Official Errata, February 2020

The following errata correct errors in *Battletome: Disciples of Tzeentch*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Designer's Note – Destiny Dice and Changehost: *While the intention of 'unmodified' Destiny Dice was to control unruly casting rolls and other exploits that were identified during testing, and an attempt to keep the Destiny Dice mechanic as straightforward and interpretation-free as possible, we unfortunately did not foresee the consequences this change would have on battleshock and save rolls, especially with regards to units like Pink Horrors, which can tie up enemy units in frustrating ways. This is also contributed to the Changehost becoming an incredibly powerful warscroll battalion in very short order. However, with the help of our dedicated and passionate community, we have adjusted both how Destiny Dice and the Changehost work to achieve their original intent. The Age of Sigmar team deeply thanks each and every one of you for your feedback, and we look forward to continuing to develop our beloved game with all of you together.*

Page 69 – Battle Traits, Masters of Destiny

Change the final paragraph to:

'Each Destiny Dice spent only allows you to replace a single dice roll. If you want to replace a 2D6 roll (such as a casting roll or charge roll), you must spend 2 Destiny Dice. In addition, any rolls that have been replaced (with the exception of save rolls and battleshock tests) count as unmodified rolls and cannot be re-rolled or modified further.

If you spend a Destiny Dice to replace a save roll, the result of that Destiny Dice is modified by the Rend characteristic of the attack as normal.

If you spend a Destiny Dice to replace a battleshock test, the result of that Destiny Dice is modified by the number of models slain from that unit as normal.'

Page 93 – Changehost, Deceive and Dismay

Change the rule to:

'At the start of your hero phase, if the **LORD OF CHANGE** from this battalion is your general and is on the battlefield, you can pick 1 other friendly unit from this battalion and remove it from the battlefield. If you do so, set up that unit again anywhere on the battlefield more than 9" from any enemy units. The unit you set up in this manner cannot move in the following movement phase.'

Page 98 – Lord of Change, Beacon of Sorcery

Change the rule to:

'You can use this command ability at the start of your hero phase. If you do so, pick 1 friendly model with this command ability. Until your next hero phase, you can add 1 to casting and unbinding rolls for friendly **TZEENTCH DAEMON WIZARDS** while they are wholly within 18" of that model. The same unit cannot benefit from this command ability more than once per turn.'

Page 103 – The Changeling, Description

Change the description to:

'The Changeling is a named character that is a single model. It is armed with the Trickster's Staff.'

Page 104 – The Blue Scribes, Description

Change the description to:

'The Blue Scribes is a named character that is a single model. It is armed with Sharpened Quills.'

Page 112 – Kairic Acolytes, Description

Change the final sentence to:

'3 in every 10 models in this unit can replace their weapon option with a Cursed Glaive and Arcanite Shield.'