



# BATTLETOME: DISCIPLES OF TZEENTCH

## DESIGNERS' COMMENTARY, DECEMBER 2021

The following commentary is intended to complement *Battletome: Disciples of Tzeentch*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

Our commentaries 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.

*Q: Can I use Fate Points to summon Kairos Fateweaver or an Exalted Greater Daemon of Tzeentch?*

A: No.

*Q: Several abilities allow Tzeentch WIZARDS to cast spells they did not know at the start of the battle 'if it is possible for them to do so'. Can you explain what this means?*

A: It is not possible to cast a spell if the spell requires the caster to have a keyword in order know it or attempt to cast it and the caster does not have that keyword on their warscroll, or it requires you to use a value on a damage table and that damage table is not on the caster's warscroll. In addition, in a Pitched Battle, these abilities do not allow a **WIZARD** to attempt to summon an endless spell if you have not paid the points to use that endless spell.

*Q: Some spell lores include a list of WIZARDS that you can choose or roll for to know one spell from the lore. For example, you can only choose TZEENTCH ARCANITE WIZARDS and TZEENTCH MORTAL WIZARDS to know one spell from the Lore of Fate. Can other WIZARDS attempt to cast these spells if they are able to learn them during a battle?*

A: No.

*Q: If I spend 2 Destiny Dice to change the casting roll for a Lord of Change, does the 'Mastery of Magic' ability change the result of the Destiny Dice that I used for the casting roll?*

A: No.

*Q: Can the Changelancer's 'Fortune and Fate' ability trigger more than once in the same hero phase if the casting roll for the extra spell is 9+?*

A: Yes.

*Q: Does changing a dice roll with the 'Mastery of Magic' ability count as a modifier?*

A: Yes.

*Q: Can the same Horrors of Tzeentch or Kairic Acolytes unit use the Chronomantic Cogs to cast Channelled Pink Fire or Gestalt Sorcery more than once in the same hero phase?*

A: No.

*Q: The Legions of Chaos rule states '2 in every 4 units in the army can be a coalition unit from the Slaves to Darkness faction that has the MARK OF CHAOS keyword'. Can I include units from the Slaves to Darkness faction that already have the relevant Chaos God keyword (KHORNE, NURGLE, SLAANESH or TZEENTCH) for my army but do not have the MARK OF CHAOS keyword as coalition units?*

A: No.

## ERRATA, DECEMBER 2021

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.

### General Errata

Replace all references to a 'TZEENTCH army' with 'Disciples of Tzeentch army'.

### Page 69 – Battle Traits, Masters of Destiny

Replace both references to 'TZEENTCH unit' with 'DISCIPLES OF TZEENTCH unit'.

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 count as unmodified rolls and cannot be rerolled. They also cannot be modified, with the following two exceptions:

- 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.'

**Designer's Note:** *This means that for the purposes of Pink Horror Icon Bearers, a Destiny Dice of 1 used to replace a battleshock roll counts as an unmodified roll of 1.'*

### Page 69 – Battle Traits, Change Covens

Replace the reference to 'TZEENTCH units' with 'DISCIPLES OF TZEENTCH units'.

**Page 69 – Battle Traits**

Add the following battle trait:

**‘LEGIONS OF CHAOS**

*When an army dedicated to one of the Chaos Gods marches to war, it is often accompanied by hordes of Slaves to Darkness, snarling herds of beast-kin and other corrupted beings with similar goals.*

A Disciples of Tzeentch army can include coalition units (see below) as follows:

- 2 in every 4 units in the army can be a coalition unit from the Slaves to Darkness faction that has the **MARK OF CHAOS** keyword. Those units must be given the **TZEENTCH** Mark of Chaos keyword.

- 1 in every 4 units in the army can be a coalition unit from the Beasts of Chaos faction that does not have the **TZEENTCH** keyword. Those units gain the **TZEENTCH** keyword.

A Disciples of Tzeentch army cannot include coalition units with the **KHORNE** or **NURGLE** keyword.

**COALITION UNITS**

Coalition units do not count towards the number of Battleline units in your army. However, they do count towards the maximum number of Leader, Behemoth and Artillery units in your army. Coalition units cannot be generals. In addition, Coalition units are ignored when determining if the units in your army are from a single faction.

**Designer’s Note:** *Coalition units are not allied units, so the limitations that apply to allied units do not apply to them. This means that coalition units can be given one of your army’s enhancements, as long as they have the correct keywords or are of the correct unit type needed to receive it.*

**Page 74 – Artefacts of Power, Paradoxical Shield**

Change the rule to:

‘Ignore modifiers (positive and negative) when making save rolls for attacks that target the bearer. However, you must re-roll successful save rolls for attacks that target the bearer.’

**Page 76 – Lore of Fate**

Change the caveat under the table header to:

‘**TZEENTCH ARCANITE WIZARDS** and **TZEENTCH MORTAL WIZARDS** (including Unique units) only.’

**Page 77 – Lore of Change**

Change the caveat under the table header to:

‘**TZEENTCH DAEMON WIZARDS** (including Unique units) only.’

**Page 79 – Impossible to Anticipate**

Change the rule to:

‘You can use this command ability once per battle after a friendly **HOSTS DUPLICITOUS HORRORS OF TZEENTCH** unit is destroyed. If you do so, roll a dice. On a 5+, add a new **HOSTS DUPLICITOUS HORRORS OF TZEENTCH** unit with 10 models to your army. Set up the new unit wholly within 12" of a friendly **HOSTS DUPLICITOUS HERO** and more than 9" from all enemy units.’

**Page 81 – The Change-gift**

Change the rule to:

‘Roll a dice each time a friendly **CULT OF THE TRANSIENT FORM KAIRIC ACOLYTE** model is slain in the combat phase. On a 2-5, before removing that model from play, that model can fight. On a 6, before removing that model from play, you can add 1 model to a friendly **TZAANGORS** unit within 9" of the slain model. The new model can only be set up within 3" of an enemy unit if the unit to which it is added is within 3" of that enemy unit.’

**Pages 86-89 – Path to Glory**

These Path to Glory campaign rules are not compatible with the latest version of the Path to Glory rules from the Core Book. You can still use them to run a ‘classic’ Path to Glory campaign, or you can use the rules from the Core Book to run a ‘modern’ Path to Glory campaign.

**Page 93 – Changehost, Deceive and Dismay**

Change the rule to:

‘At the start of your hero phase, if the **LORD OF CHANGE** in this battalion is your general and is on the battlefield, you can pick 1 other friendly unit in 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 all enemy units. That unit cannot move in the following movement phase.’

**Page 98-116 – All warscrolls, Keywords**

Add the **DISCIPLES OF TZEENTCH** keyword to the keywords section of each warscroll in this battletome.

**Page 100 – Gaunt Summoner of Tzeentch, Book of Profane Secrets**

Change the first line of the summoned unit list to:

‘- 5 Horrors of Tzeentch’

**Page 105 – Burning Chariots of Tzeentch**

Add the following:

‘**CHAMPION:** If this unit has 3 or more models, 1 model in this unit can be a champion.’

**Page 105 – Burning Chariots of Tzeentch, Capricious Warpflame**

Change the rule to:

‘Add 1 to hit rolls for attacks made by this unit if the target unit has 10 or more models.’

**Page 106 – Exalted Flamers of Tzeentch**

Add the following:

‘**ELITE:** Models in this unit can issue commands to their own unit.’

**Page 106 – Exalted Flamers of Tzeentch, Capricious Warpflame**

Change the rule to:

‘Add 1 to hit rolls for attacks made by this unit if the target unit has 10 or more models.’

**Page 106 – Flamers of Tzeentch**

Delete the ‘Guided by Billowing Flames’ ability and change the ‘Capricious Warpflame’ rule to:

‘Add 1 to hit rolls for attacks made by this unit if the target unit has 10 or more models.’

**Page 107 – Horrors of Tzeentch**

Replace this warscroll with the one in this document (note that the **TZEENTCH** keyword has been added since the last errata was published).

**Page 111 – Fatemaster, Hovering Disc of Tzeentch**

Change the rule to:

‘Add 1 to save rolls for attacks made with melee weapons that target this unit unless the attacking unit is a **MONSTER** or can fly.’

**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.’

**Pages 117-118** – Endless spell warscrolls

Replace these warscrolls with the ones in this document.



# WARSCROLL

## HORRORS OF TZEENTCH

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magical Flames	12"	☀	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Taloned Hands	1"	☀	4+	4+	-	1

DAMAGE TABLE			
Horror Colour	Magical Flames	Taloned Hands	Petty Vengeance Roll
Iridescent	6	2	3+
Pink	3	1	4+
Blue	2	1	5+
Brimstone	1	2	6+

Each model in a Horrors of Tzeentch unit is armed with Magical Flames and Taloned Hands.

**BATTLE ABILITY:** When you pick this unit to be part of your army or when you add this unit to your army during a battle, you must decide if this unit will have either the **Split and Split Again** ability or the **Petty Vengeance** ability (it cannot have both). Note your choice on your army roster.

**HORRORS:** Each model in a Horrors of Tzeentch unit must be either a Pink Horror, a Blue Horror or a Brimstone Horror (you can have different types of Horror in the same unit). You cannot allocate wounds or mortal wounds to a Blue Horror if its unit includes any Iridescent or Pink Horrors, and you cannot allocate a wound to a Brimstone Horror if its unit includes any Blue Horrors.

**CHAMPION:** 1 Pink Horror in this unit can be an Iridescent Horror instead.

**STANDARD BEARER:** 1 in every 10 Pink Horrors in this unit can be a Pink Horror Icon Bearer instead. At the start of your hero phase, if you have a Disciples of Tzeentch army, roll 1 dice for each Pink Horror Icon Bearer in this unit. For each 3+, you receive 1 Fate Point.

**MUSICIAN:** 1 in every 10 Pink Horrors in this unit can be a Pink Horror Hornblower instead. Add 1 to save rolls for this unit while it includes any Pink Horror Hornblowers.

**Split and Split Again:** Should a Horror meet its end at the hands of the enemy, it is capable of splitting itself into lesser daemons and renewing its assault twice over.

Each time an Iridescent Horror or Pink Horror in this unit is slain by a wound or mortal wound, it does not count as having been slain but you must immediately remove it from play and replace it with 2 Blue Horrors that are added to its unit.

Each time a Blue Horror in this unit is slain by a wound or mortal wound, it does not count as having been slain but you must immediately remove it from play and replace it with 1 Brimstone Horrors model that is added to its unit.

### ADDING AND REMOVING HORRORS

Replacement models that are added to this unit must be set up one at a time within 1" of the position that was occupied by the model they are replacing.

Replacement models that are added to this unit can only be set up within 3" of an enemy unit if a model from this unit is already within 3" of that enemy unit.

Replacement models added to this unit can take it above its maximum size.

**Designer's Note:** Horrors that flee cannot Split and Split Again. If a Horror Splits and Splits again, it is immediately removed from play and the replacement models are added to the unit before the next wound or mortal wound is allocated to the unit. A Horror that is removed from play because it has Split and Split Again does not count as a slain model for the purposes of the Battleshock rules (core rules, 15.0) and it cannot be returned through the use of rules that allow you to return slain models to the unit.

**Petty Vengeance:** Some Horrors take petty vengeance on those who harm them by exploding in a blast of flame.

If a model in this unit is slain, you can pick 1 enemy unit within 1" of this unit and roll a dice. If the roll is equal to or greater than the Petty Vengeance Roll for the slain model, that enemy unit suffers 1 mortal wound.



Gibbering with lunatic energy, the luminescent Pink Horrors whirl and flail, generating raw magic that can manifest as blasts of unnatural fire that scour the enemy. Should they be slain, Horrors split in twain to form two lesser incarnations.

**KEYWORDS** CHAOS, DISCIPLES OF TZEENTCH, DAEMON, TZEENTCH, HORRORS OF TZEENTCH



Drizzling ectoplasm and daemonic fire, the conjured sigil of Tzeentch is so redolent with mutative energies that it can transform those around it into a thousand fleshy forms. To stand close by is to risk horrific transmutation – though in the final reckoning of battle, some of these mutations are as much a blessing as they are a curse.

## ENDLESS SPELL WARSCROLL BURNING SIGIL OF TZEENTCH

**SUMMONING:** This endless spell is summoned with a spell that has a casting value of 5 and a range of 18". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **DISCIPLES OF TZEENTCH WIZARDS** can attempt to summon this endless spell.

**Radiant Transmogrification:** *The 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.*

At the end of their movement phase, if this endless spell is on the battlefield, the commanding player must roll a dice on the following table:

- 1 **Dismembered by Change:** Pick 1 unit within 9" of this endless spell and visible to it, and roll a dice. On a 4+, that unit suffers D3 mortal wounds. If any models are slain by those mortal wounds, before removing the first slain model, you can add 1 **TZEENTCH CHAOS SPAWN** to your army and set it up within 3" of the slain model's unit.
- 2 **Crippling Appendages:** Pick 1 unit within 9" of this endless spell and visible to it. Halve the Move characteristic of that unit until the start of your next hero phase.

3-4 **Mutative Flux:** Pick 1 unit within 9" of this endless spell and visible to it. That unit can move D6" even if it ran in the same turn.

5 **Spawning Limbs:** Pick 1 unit within 9" of this endless spell and visible to it. Add 1 to the Attacks characteristic of that unit's melee weapons until the start of your next hero phase.

6 **Shifting Aura:** Pick 1 unit within 12" of this endless spell and visible to it. Subtract 1 from hit rolls for attacks that target that unit until the start of your next hero phase.



By conjuring a Tome of Eyes, a spellcaster can read knowledge inscribed by daemonic forces as the tome reads them in turn; in doing so, they gain access to the fabled Parchment Curse. A particularly disturbing spell, this turns the enemies of the caster into scattering sheafs of paper, each detailing a dark and twisted version of the victim's life story.

## ENDLESS SPELL WARSCROLL TOME OF EYES

**SUMMONING:** This endless spell is summoned with a spell that has a casting value of 5 and a range of 1". If successfully cast, set up this endless spell within range and visible to the caster, and more than 1" from all other models, other endless spells and invocations. Only **DISCIPLES OF TZEENTCH WIZARDS** can attempt to summon this endless spell.

A **WIZARD** in a garrison cannot attempt to summon this endless spell, and if this endless spell is summoned, the **WIZARD** that summoned it cannot join a garrison until this endless spell has been removed from play.

**LINKED:** After the model that summoned this endless spell has moved, remove this endless spell from the battlefield and set it up again within 1" of that model and more than 1" from all other models, other endless spells and invocations. If the model that summoned this endless spell is removed from play, then this endless spell is removed from play.

**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.*

You can re-roll casting rolls for the model that summoned this endless spell while this endless spell is on the battlefield.

**The Parchment Curse:** *The Tome's flames intensify, its eyes twitching frantically as it seeks new prey for the curses on its parchment leaves.*

The Parchment Curse is a spell that is known by the model that summoned this endless spell while this endless spell is on the battlefield. It has a casting value of 8 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster, and roll a dice. On a 3+, that unit suffers D3 mortal wounds. In addition, for each model slain by those mortal wounds, subtract 1 from the Bravery characteristic of that model's unit (to a minimum of 1) for the rest of the battle.



The twin-headed monstrosity known as the Daemonic Simulacrum is not a true daemon but a living mirage, a manifestation of the duplicity and cunning of the Lords of Change that guide their Arcanite puppets to war. Though ephemeral, when these illusory creatures bite, they can tear away the minds of the foe to leave them drooling imbeciles.

#### ENDLESS SPELL WARSCROLL

## DAEMONIC SIMULACRUM

**SUMMONING:** This endless spell is summoned with a spell that has a casting value of 7 and a range of 12". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **DISCIPLES OF TZEENTCH WIZARDS** can attempt to summon this endless spell.

**PREDATORY:** This endless spell is a predatory endless spell. It can be moved up to 9" and can fly.

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

After this endless spell has moved, roll 9 dice for the closest unit within 6" of it. If more than 1 such unit is equally close, the commanding player can choose which unit to roll for. For each 5+, that unit suffers 1 mortal wound. If that unit is a **WIZARD**, it suffers 1 mortal wound for each 4+ instead.