



BATTLETOME: BEASTS OF CHAOS

DESIGNERS' COMMENTARY, OCTOBER 2022

The following commentary is intended to complement *Battletome: Beasts of Chaos*. 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: Does the Herdstone Shard affect the Ghorgon's Ravenous Bloodgreed ability?

A: No.

Q. With the Great Bray-Shaman's Devolve spell, does the opponent have to move all of the models in the unit?

A: Yes. Note that the models are moved one at a time.

ERRATA, OCTOBER 2022

The following errata correct errors in *Battletome: Beasts of Chaos*. 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.

Page 61 – Allegiance Abilities, Battle Traits, Greatfrays

Add the following text to the end of the rule:

'If a unit already has a **GREATFRAY** keyword on its warscroll, it cannot gain another one. This does not preclude you from including the unit in your army, but you cannot use the allegiance abilities for its Greatfray.'

Page 61 – The Herdstone

Delete this rule (it is replaced with the rule on the updated Herdstone warscroll in this document).

Page 66 – Spell Lores

Delete the sentence under the header.

Page 66 – Savage Dominion

Change the rule to:

'Savage Dominion is a spell that has a casting value of 5 and a range of 18". If successfully cast, pick 1 enemy **MONSTER** that is within range and visible to the caster, and roll 2D6. If the roll is equal to or greater than that **MONSTER**'s Bravery characteristic, pick 1 other enemy unit within 3" of that **MONSTER** and roll a number of dice equal to that **MONSTER**'s Wounds characteristic. For each 4+, that enemy unit suffers 1 mortal wound.'

Page 66 – Lore of the Twisted Wilds

Change the caveat under the table header to:

'**BRAYHERD WIZARD** (including Unique units) only.'

Pages 74-77 – 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 86 – Great Bray-Shaman, Devolve

Change the rule to:

'Devolve has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them and not within 3" of any friendly units. If it is possible to do so, your opponent must make a normal move with that unit of up to 2D6" so that each model in the unit ends its move as close as possible to a model from the friendly unit that was closest to it at the start of the move.'

Page 88 – Ungor Raiders, Baying Anger

Change the rule to:

'Add 1 to wound rolls for shooting attacks made by this unit while it has 10 or more models.'

Page 93 – Dragon Ogors, Description

Add the following:

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

Page 98 – Tzaangor Skyfires

Replace this warscroll with the **Beasts of Chaos Tzaangor Skyfires warscroll** in this document.

Page 99 – Tzaangor Shaman

Replace this warscroll with the **Beasts of Chaos Tzaangor Shaman warscroll** in this document.

Page 100 – Tzaangor Enlightened

Replace this warscroll with both the **Beasts of Chaos Tzaangor Enlightened warscroll** and the **Beasts of Chaos Tzaangor Enlightened on Discs of Tzeentch warscroll** in this document.

Page 101 – Tzaangors

Replace this warscroll with the **Beasts of Chaos Tzaangors warscroll** in this document.

Pages 102-103 – Endless spell and faction terrain warscrolls

Replace these warscrolls with the ones in this document.

Page 104 – Pitched Battle Profiles

Replace the **Tzaangor Shaman, Tzaangor Enlightened, Tzaangor Enlightened on Discs of Tzeentch, Tzaangor Skyfires and Tzaangors Pitched Battle profiles** with the **Pitched Battle profiles** in this document (located after their warscrolls), respectively.

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Page 25 – Beasts of Chaos Monstrous Rampages, Primal Roar

Change the rule to:

'Roll a dice. On a 3+, you receive 1 primordial call point.'



Mounted atop a Disc of Tzeentch, a Tzaangor Shaman is a potent agent of change. With dark magics, the Shaman will grant a boon of mutation to their foes, transforming them as they writhe and scream into a more pleasing form – that of a Tzaangor.

WARSCROLL BEASTS OF CHAOS TZAANGOR SHAMAN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Change	2"	1	4+	3+	-1	D3
Ritual Dagger	1"	2	4+	4+	-	1
Teeth and Horns	1"	D3	4+	3+	-1	D3

A *Beasts of Chaos Tzaangor Shaman* is armed with a *Staff of Change* and *Ritual Dagger*.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

FLY: This unit can fly.

MOUNT: This unit's Disc of Tzeentch is armed with *Teeth and Horns*.

Sorcerous Elixir: *Tzaangor Shamans drink strange concoctions in battle to augment their sorcerous might.*

Once per battle, in your hero phase, this unit can attempt to cast 1 extra spell. If it does so, you can add 3 to the casting roll for that spell.

Boon of Mutation: *The Shaman curses its foes with the dubious gift of Tzeentch's mutagenic power, transforming its victims into a form more pleasing to the Changer of the Ways.*

Boon of Mutation is a spell that has a casting value of 7 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers D3 mortal wounds.

For each model that is slain by a mortal wound caused by this spell, you can add 1 Tzaangor model that is not a Tzaangor Champion or Tzaangor Mutant to a friendly **TZAANGOR HOST** within 12" of the caster. Set up models that are added to a unit one at a time within 1" of the unit they are being added to. Models that are added to a unit can only be set up within 3" of an enemy unit if a model from their unit is already within 3" of that enemy unit. The models added to a unit can take it above its maximum size.

KEYWORDS

CHAOS, BEASTS OF CHAOS, TZAANGOR, TZEENTCH, BRAYHERD, HERO, WIZARD, TZAANGOR SHAMAN



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.

WARSCROLL BEASTS OF CHAOS TZAANGOR SKYFIRES

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Arrow of Fate	24"	1	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bow Stave	1"	2	5+	5+	-	1
Vicious Beak	1"	1	4+	3+	-	1
Teeth and Horns	1"	D3	4+	3+	-1	D3

Each model in a *Beasts of Chaos Tzaangor Skyfires* unit is armed with an *Arrow of Fate*, *Bow Stave* and *Vicious Beak*.

FLY: This unit can fly.

MOUNT: This unit's Discs of Tzeentch are each armed with *Teeth and Horns*.

CHAMPION: The leader of this unit is an Aviarth. Add 1 to the Attacks characteristic of that model's *Arrow of Fate*.

Guided by the Future: *The attacks of these warriors are directed by glimpses of the future.*

Ignore negative modifiers to hit rolls or wound rolls for attacks made with missile weapons by this unit, and ignore positive modifiers to save rolls for attacks made with missile weapons by this unit.

Judgement from Afar: *To be struck by an Arrow of Fate is to be judged by destiny itself.*

If the unmodified hit roll for an attack made with an *Arrow of Fate* is 6, the target suffers D3 mortal wounds and the attack sequence ends (do not make a wound roll or save roll).

KEYWORDS

CHAOS, BEASTS OF CHAOS, TZAANGOR, TZEENTCH, BRAYHERD, TZAANGOR SKYFIRES



Tzaangor Enlightened are arrogant creatures, for they can see the lessons of the past as easily as mortals see daylight. They gleefully caw out the past mistakes of their enemies, unnerving them before moving in to capitalise with each blow.

WARSCROLL BEASTS OF CHAOS TZAANGOR ENLIGHTENED

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tzeentchian Spear	2"	3	4+	3+	-1	2
Vicious Beak	1"	2	4+	3+	-	1

Each model in a Beasts of Chaos Tzaangor Enlightened unit is armed with a Tzeentchian Spear and Vicious Beak.

CHAMPION: 1 model in this unit can be an Aviarach. Add 1 to the Attacks characteristic of that model's Tzeentchian Spear.

Babbling Stream of Secrets: *The dark truths revealed by the Tzaangor Enlightened utterly unnerve the foe.*

In the combat phase, enemy units within 3" of any friendly units with this ability cannot receive commands.

Guided by the Past: *These warriors see at once every moment that led to the present and use this knowledge to deadly effect.*

You can add 1 to wound rolls for attacks made with melee weapons by friendly units with this ability if you are taking the second turn in the current battle round. This ability does not affect attacks made by a mount.

KEYWORDS

CHAOS, BEASTS OF CHAOS, TZAANGOR, TZEENTCH, BRAYHERD, TZAANGOR ENLIGHTENED



Some Tzaangor Enlightened soar into battle atop the bladed, daemonic mounts known as Discs of Tzeentch, recounting their foes' most terrible failures and sins as they strike out with gilded spears.

WARSCROLL BEASTS OF CHAOS TZAANGOR ENLIGHTENED ON DISCS OF TZEENTCH

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tzeentchian Spear	2"	3	4+	3+	-1	2
Vicious Beak	1"	2	4+	3+	-	1
Teeth and Horns	1"	D3	4+	3+	-1	D3

Each model in a Beasts of Chaos Tzaangor Enlightened on Discs of Tzeentch unit is armed with a Tzeentchian Spear and Vicious Beak.

FLY: This unit can fly.

MOUNT: This unit's Discs of Tzeentch are each armed with Teeth and Horns.

CHAMPION: 1 model in this unit can be an Aviarach. Add 1 to the Attacks characteristic of that model's Tzeentchian Spear.

Babbling Stream of Secrets: *The dark truths revealed by the Tzaangor Enlightened utterly unnerve the foe.*

In the combat phase, enemy units within 3" of any friendly units with this ability cannot receive commands.

Guided by the Past: *These warriors see at once every moment that led to the present and use this knowledge to deadly effect.*

You can add 1 to wound rolls for attacks made with melee weapons by friendly units with this ability if you are taking the second turn in the current battle round. This ability does not affect attacks made by a mount.

KEYWORDS

CHAOS, BEASTS OF CHAOS, TZAANGOR, TZEENTCH, BRAYHERD, TZAANGOR ENLIGHTENED, TZAANGOR ENLIGHTENED ON DISCS OF TZEENTCH

WARSCROLL
BEASTS OF CHAOS
TZAANGORS



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	Range	Attacks	To Hit	To Wound	Rend	Damage
Savage Greatblade	1"	1	4+	3+	-1	2
Savage Blade	1"	2	4+	3+	-	1
Pair of Savage Blades	1"	3	3+	3+	-	1
Vicious Beak	1"	1	4+	3+	-	1

This unit is referred to as a Beasts of Chaos Tzaangor Host. Each model in a Beasts of Chaos Tzaangor Host is armed with a Vicious Beak and 1 of the following weapon options: Savage Blade and Arcanite Shield; or Pair of Savage Blades. All models in the unit must be armed with the same weapon option. 2 in every 5 models can replace their weapon option with a Savage Greatblade.

CHAMPION: 1 model in this unit can be a Twistbray. Add 1 to the Attacks characteristic of that model's melee weapons.

STANDARD BEARER: 1 in every 10 models in this unit can be an Icon Bearer. While this unit includes any Icon Bearers, it can use the Ornate Totems ability.

MUSICIAN: 1 in every 10 models in this unit can be a Brayhorn Blower. While this unit includes any Brayhorn Blowers, it can run and still charge later in the turn.

TZAANGOR MUTANT: 1 in every 5 models in this unit can be a Tzaangor Mutant armed with a pair of Savage Blades and Vicious Beak. Add 1 to the Attacks characteristic of that model's pair of Savage Blades.

Arcanite Shields: *These ornate shields are imbued with potent wards.*

A model that has an Arcanite Shield has a ward of 6+.

Savagery Unleashed: *Favoured by their god, these warriors unleash a flurry of attacks upon their foes.*

Add 1 to the Attacks characteristic of this unit's Vicious Beaks if it made a charge move in the same turn.

Ornate Totems: *The icons carried by the Tzaangors can steal magical power from wizards and use it to blast the enemy.*

While this unit includes any Icon Bearers, at the start of your hero phase, you can pick 1 enemy unit within 18" of this unit that is visible to it and roll 1 dice for each **WIZARD** that is within 9" of this unit. For each 4+, the unit you picked suffers 1 mortal wound.

KEYWORDS

CHAOS, BEASTS OF CHAOS, TZAANGOR, TZEENTCH, BRAYHERD, TZAANGOR HOST

BEASTS OF CHAOS

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Beasts of Chaos Tzaangor Shaman	1	135	Leader	Single
Beasts of Chaos Tzaangor Enlightened	3	95		
Beasts of Chaos Tzaangor Enlightened on Discs of Tzeentch	3	180		
Beasts of Chaos Tzaangor Skyfires	3	190		
Beasts of Chaos Tzaangors	10	175		Battleline if general is a Tzaangor Shaman

ENDLESS SPELL WARSCROLL
RAVENING DIREFLOCK



The spectral crows of a Ravening Direflock are harbingers of doom, filling the minds of those who hear their piercing caws with an inescapable sense of dread. They circle over the battlefield, harrying those who try to flee the carnage. Left unattended, they fly off to roost in the warping wilds, with some even nesting in the crenellations of the Varanspire.

PARTS: This endless spell has 3 parts.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 12". If successfully cast, set up the parts of the endless spell within 3" of each other, wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **BEASTS OF CHAOS WIZARDS** can attempt to summon this endless spell.

Harbingers of Dark Omens: *Those who hear the cawing of these fell creatures experience terrifying visions of their own impending doom.*

Models cannot issue the Inspiring Presence or Rally command while they are within 12" of this endless spell. This ability has no effect on **BEASTS OF CHAOS** models.

Black-souled Cowardice: *Should a combatant approach the eldritch avians of the Direflock in the vain hope of ending the waking nightmares that afflict them, the birds will take wing, only to settle elsewhere on the battlefield and resume their dispiriting cawing.*

If a unit finishes a move within 1" of this endless spell, remove this endless spell from the battlefield. At the end of that phase, the player whose turn is taking place must set up the parts of the endless spell anywhere on the battlefield, within 3" of each other and more than 1" from all models, other endless spells and invocations.

ENDLESS SPELL WARSCROLL
DOOMBLAST DIRGEHORN



Wrought from coalesced Chaos energies, the Doomblast Dirgehorn emits an unending dolorous blast that drowns out all thought. The howling cacophony strips the minds of those in earshot of their sanity, reducing skilled warriors to fumbling fools who lash out in a state of animal stupor.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 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 **BEASTS OF CHAOS WIZARDS** can attempt to summon this endless spell.

Booming Cacophony: *In the terrible blasting of the Dirgehorn can be heard the bestial growls of a thousand beasterds, a discomposing sound that grows ever louder until it reverberates across the entire battlefield.*

After this endless spell is set up, its range is 3". At the start of each subsequent battle round, its range is increased by 3".

Subtract 1 from hit rolls for attacks made by units within range of any endless spells with this ability. This ability has no effect on hit rolls for attacks made by **BEASTS OF CHAOS** units.

Designer's Note: *If this endless spell is removed from play, the next time it is set up, its range resets to 3".*



Wildfire Tauruses are summoned from the fires of the largest Herdstones. They take the shape of gargantuan flaming bulls, stampeding through massed ranks of armoured warriors without breaking stride, setting flesh ablaze and flattening those not consumed in the conflagration.

ENDLESS SPELL WARSCROLL WILDFIRE TAURUS

SUMMONING: This endless spell is summoned with a spell that has a casting value of 7 and a range of 6". 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 **BEASTS OF CHAOS WIZARDS** can attempt to summon this endless spell.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 12" and can fly.

Whirlwind of Destruction: *Warriors are sent sprawling, set aflame and trampled underhoof as the Wildfire Taurus charges headlong through their ranks.*

After this endless spell has moved, roll a dice for each unit that has any models it passed across and each other unit that is within 1" of it at the end of its move. On a 2+, that unit suffers D3 mortal wounds. In addition, the strike-last effect applies to units that are within 3" of this endless spell.



Wrought from the Chaos-infused substance of the realms, Herdstones are the sites at which the Beasts of Chaos carry out their savage rituals. As the Greatfrays stampede further into civilised territories, they continue to erect Herdstones, from which the corruptive taint of the anarchic wilds bleeds freely into the land.

FACTION TERRAIN WARSCROLL HERDSTONE

FACTION TERRAIN: Only Beasts of Chaos armies can include this faction terrain feature.

SET-UP: After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives and other terrain features. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

IMPASSABLE: You cannot move a model over this terrain feature unless it can fly, and you cannot move a model onto this terrain feature or set up a model on this terrain feature (even if it can fly).

Entropic Lodestone: *As the corrupting influence of the Herdstone spreads, buildings, armour and other trappings of civilisation and order begin to crumble to dust, allowing even the crude weapons of the Beasts of Chaos to cut through their defences with ease.*

Improve the Rend characteristic of melee weapons used by all friendly **BEASTS OF CHAOS** units on the battlefield by 1. From the start of the third battle round, improve the Rend characteristic of melee weapons used by all friendly **BEASTS OF CHAOS** units on the battlefield by 2 instead of 1.

Locus of Savagery: *A Herdstone marks the domain of the Beasts of Chaos, and in its presence they fight with unflinching vigour.*

After this terrain feature is set up, its range is 12". At the start of each battle round after the first, its range is increased by 6".

If a friendly **BEASTS OF CHAOS** unit wholly within range of this terrain feature fails a battleshock test, halve the number of models that flee from that unit (rounding down). In addition, if a friendly **BEASTS OF CHAOS** unit wholly within range of this terrain feature receives the Rally command, you can return 1 slain model to that unit for each 4+ instead of each 6.