

FACTION RULES

BATTLE TRAITS

Disciples of Tzeentch armies can use the following abilities:

Once Per Battle (Army), Deployment Phase

ELDRITCH ILLUSIONS: The Disciples of Tzeentch delight in spreading confusion amongst their foes with cunningly woven glamours.

Declare: Pick up to 3 friendly non-MONSTER DISCIPLES OF TZEENTCH units on the battlefield to be the targets.

Effect: Remove the targets from the battlefield and set them up in reserve masked by illusion.

Friendly units that are masked by illusion are destroyed at the end of the fifth battle round and not at the start of the fourth battle round.

Once Per Turn (Army), Any Hero Phase

SMOKE AND MIRRORS: With sudden and terrible clarity, Tzeentch's foes realise they have been fighting the wrong enemy all along.

Declare: Pick a friendly non-MONSTER DISCIPLES OF TZEENTCH unit that was not set up using this ability in the previous turn to be the target, then pick a friendly unit that is masked by illusion to be the substitute.

Effect: Set up the substitute wholly within 6" of the target and not in combat. Then, remove the target from the battlefield and set it up in reserve masked by illusion.

Once Per Battle (Army), Deployment Phase

SILVER SIMULACRUM: Like some amorphous organism, an Argent Shard splits in two to double its arcane potency.

Effect: If there is a friendly Argent Shard on the battlefield, you can set up 1 additional Argent Shard on the battlefield. It must be set up wholly within friendly territory and more than 3" from all objectives and other terrain features.

Designer's Note: The original Argent Shard is set up in Step 1 of the deployment phase using the 'Deploy Faction Terrain' ability. This ability allows you to set up a second such terrain feature and is used in Step 3 of the deployment phase, after armies have been deployed.

Passive

ALL PART OF THE PLAN: Tzeentch is all-seeing and all-knowing, and even setbacks may ultimately serve his destined ends.

Effect: You start the battle with 0 fate points. Gain 1 fate point each time:

- You lose the priority roll.
- A spell cast by a friendly DISCIPLES OF TZEENTCH unit is unbound.
- A friendly DISCIPLES OF TZEENTCH unit miscasts a spell.
- Your opponent gains control of an objective that you controlled at the start of the turn.
- A friendly Argent Shard is destroyed.

1+

Passive

DESTINED TO SERVE: Those chosen by the Change God are not permitted to fall until they have served their fated purpose.

Effect: Before allocating damage points to a friendly DISCIPLES OF TZEENTCH unit, you can spend any number of fate points. For each fate point you spend, remove 1 damage point in that unit's damage pool.

1+

Reaction: You declared a SPELL ability for a DISCIPLES OF TZEENTCH unit

DESTINED ARCANA: Tzeentch imbues the spell with a fraction of his limitless arcane might.

Used By: The unit using that SPELL ability.

Effect: Spend any number of fate points. For each fate point you spend, add 1 to the casting roll for that spell.

1+

Reaction: You declared a CHARGE ability for a DISCIPLES OF TZEENTCH unit in your turn

DESTINED FOR BATTLE: Hand-to-hand combat is a crude pursuit, but it has its uses.

Used By: The unit using that CHARGE ability.

Effect: Spend any number of fate points. For each fate point you spend, add 1 to the charge roll for that CHARGE ability.

1+

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.

FATED BLADES

✖ Passive

COMETH THE HOUR: As they approach the moment of preordained glory, these warriors attack with renewed zeal.

Effect: If you make a charge roll of 9+ for a friendly **DISCIPLES OF TZEENTCH** unit, add 1 to the Attacks characteristic of that unit's melee weapons for the rest of the turn.

MALEVOLENT SCHEMERS

✿ Once Per Turn (Army), Start of Any Turn

INEVITABLE ENDING: It is the duty of some simply to die, for their lifeblood will grease the ever-turning cogs of fate.

Declare: Pick a unit (friendly or enemy) to be the target.

Effect: If the target is destroyed this turn, gain 1 fate point.

DENIZENS OF THE SILVER TOWERS

✿ Passive

TWIST OF FATE: Those who dwell within the Silver Towers are suffused by an aura of fate-altering magic.

Effect: Each time a friendly **DISCIPLES OF TZEENTCH** unit uses an ability that requires you to spend 1 or more **fate points**, after that ability has been resolved, roll a dice. On a 4+, gain 1 fate point.

If you remove 1 or more damage points from the damage pool of a friendly **DISCIPLES OF TZEENTCH** unit as a result of the 'Destined to Serve' ability, after the damage sequence for that unit has been resolved, roll a dice. On a 4+, gain 1 fate point.

MUTANTS AND MAD THINGS

✿ Once Per Turn (Army), Your Movement Phase

HIDEOUS UNPREDICTABILITY: Tzeentch's strange blessings allow his malformed servants to outmanoeuvre and outflank their prey.

Declare: Pick a friendly unit that is masked by illusion to be the target.

Effect: Set up the target wholly within 6" of a battlefield edge and more than 9" from all enemy units.



HEROIC TRAITS

CHAMPIONS OF DESTINY (HERO only)

Your Movement Phase

SILVER SUMMONER: This hero can channel an Argent Shard's eldritch power to create uncanny simulacra of fallen warriors.

Declare: Pick a friendly non-WARFLOCK ARCANITE 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) more than 9" from all enemy units and wholly within 12" of a friendly Argent Shard that is visible to this unit.

Any Hero Phase

GRAND ILLUSIONIST: This hero is a supreme mountebank, able to fabricate convincing illusions that allow them to slip away undetected.

Effect: If this unit was set up this turn, it can move D3". That move cannot pass through or end within the combat range of an enemy unit.

Any Hero Phase

DEVOLVING AURA: Enemies that stray close to this hero are stricken by hideous malformations.

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

Effect: Roll a dice. Add 1 to the roll if any damage points were allocated to the target this phase. On a 3+, the target has a maximum control score of 1 until the start of your next turn.



'Hail, Nine-eyed One,' said the warlock, his eyes bright with imagined boons. 'I am Ruvikaur, Lord of the Glassy Wastes, Master of the Ebonfall Palace. I come to prove myself worthy to enter your service.'

'Thou com'st to bargain,' murmured the entity sat upon the silver throne. Its twin-pronged skull, studded with leering eyes, belied its daemonic nature. 'Tell me, what gives thee the right to treat with one such as I?'

Ruvikaur bristled. Even in this unhallowed chamber, he could not quell his pride.

'I shall prove it by the force of my magic,' he spat. 'Akash-z'phar-katraxi!'

His hands danced in intricate patterns, summoning motes of rage and heat from the aether. He hurled a ball of fire across the chamber. It cast angry patterns across the floor as it scorched past the Gaunt Summoner's face.

The daemon-sorcerer flicked out an idle finger and a tear appeared in mid-air – a purplish wound in reality. The fireball plunged into it, to Ruvikaur's gasp of astonishment.

'Middling,' sighed the Gaunt Summoner. It snapped its fingers.

The orb of burning magic roared back through the

ARTEFACTS OF POWER

FATED ARTEFACTS (HERO only)

End of Any Turn

FATE SLICER: This curving crystal blade can cut a victim's soul from the tapestry of fate.

Effect: Gain 1 fate point if any models were slain by this unit this turn.

Passive

CLOAKED IN WYRDFLAME: The bearer is engulfed in a wyrdflame blaze so intense that enemies shrink before it.

Effect: Subtract 1 from wound rolls for attacks that target this unit.

Reaction: You declared a SPELL ability for a DISCIPLES OF TZEENTCH unit wholly within 6" of this unit

KAIRIC TOME: Said to be penned by the Fateweaver himself, this tome is filled with all manner of eldritch secrets.

Effect: Add 1 to or subtract 1 from the casting roll for that spell. This unit can use this ability more than once per phase but only once per SPELL ability.



SPELL LORES

LORE OF FATE

✖ 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 18" of them that has not been picked to be the target of this spell this turn to be the target, then make a casting roll of 2D6.

Effect: Roll either 5 dice or a number of dice equal to the number of fate points you have. For each 4+, inflict 1 mortal damage on the target.

KEYWORDS SPELL, UNLIMITED

✖ Your Hero Phase

6

WYRDFLAME HAZE:
The caster causes the smoke from arcane blazes to linger on the battlefield, obscuring those lurking within.

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

Effect: Until the start of your next turn, friendly DISCIPLES OF TZEENTCH units are not visible to enemy units more than 12" from them while those friendly units are wholly within 12" of a friendly DISCIPLES OF TZEENTCH unit that was set up in the same turn.

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 12" of them to be the target, then make a casting roll of 2D6.

Effect: Until the start of your next turn:
• The target has WARD (5+).
• Subtract 1 from hit rolls for attacks that target that unit.

KEYWORDS SPELL

LORE OF CHANGE

✖ Your Hero Phase

7

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 that has not been picked to be the target of this spell this turn to be the target, then make a casting roll of 2D6.

Effect: Inflict D3 mortal damage on the target. Subtract 1 from wound rolls for the target's attacks until the start of your next turn.

KEYWORDS SPELL, UNLIMITED

✖ Your Hero Phase

6

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, then make a casting roll of 2D6.

Effect: You can pick a friendly non-MONSTER DISCIPLES OF TZEENTCH unit wholly within 12" of the caster and set it up in reserve masked by illusion. Then, you can pick a friendly unit that is masked by illusion and set it up wholly within 12" of the caster and more than 9" from all enemy units.

Designer's Note: Both parts of the effect are optional; you can carry out either part or both.

KEYWORDS SPELL

✖ Your Hero Phase

6

TRANSFORMED TO SPAWN: Tzeentch is 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 18" 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, you can pick a friendly Chaos Spawn of Tzeentch unit that is masked by illusion and set it up on the battlefield in combat with the target and not in combat with any other enemy units.

KEYWORDS SPELL

MANIFESTATION LORE

MANIFESTATIONS OF TZEENTCH

◆ Your Hero Phase

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

6

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 18" of the caster and visible to them.

KEYWORDS SPELL, SUMMON



◆ Your Hero Phase

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

7

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

◆ Your Hero Phase

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

5

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 18" of the caster and visible to them.

KEYWORDS SPELL, SUMMON

'The Primal Flame take you, heathen!' screeched the mage. Sparks burst from the man's fingers, spearing out like daggers of fire. Mikolysh snarled, snuffing out the spell with a wave of his hand. 'You have power,' the Magister said, baring his fangs. 'Power untapped.'

His three eyes rolled back into his skull as he spoke the profane words of his conjuration, letting the magic of the Change God flow through him unchecked. A burning portal opened behind the fire wizard, and through it darted twin avian heads shaped from pure wyrdflame. Each beak seized one of the man's arms, and Mikolysh cackled at the fool's helpless struggles.

'I thought you liked to burn?' he said mockingly. He snapped his fingers.

In truth, the spell-entity had no physical form. It was a mirage – an illusion so convincing that one could feel the heat radiating from it in blistering waves. Yet for the man caught in its grasp, the manifestation blazed with such intensity that he watched, the wretch shuddered and mouth as the

FACTION RULES



DISCIPLES OF TZEENTCH WARSROLL

KAIROS FATEWEAVER

5+

MELEE WEAPONS

	Atk	Hit	Wnd	Rnd	Dmg
Staff of Tomorrow	4	3+	2+	1	D3
Curved Beaks	5	4+	3+	1	2



Passive

MASTERY OF MAGIC: To master the arcane is to embody Tzeentch's designs.

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

Passive

BEACON OF SORCERY: Spreading his arms, Kairos saturates the area with magic.

Effect: Add 1 to casting rolls and unbinding rolls for friendly DISCIPLES OF TZEENTCH WIZARDS while they are wholly within 12" of this unit.

In addition, if a friendly DISCIPLES OF TZEENTCH WIZARD wholly within 12" of this unit unbinds a spell, no command points are spent for that WIZARD to use the 'Magical Intervention' command in that phase.

Passive

MASTER OF DESTINY: Kairos sees both past and future, granting him unchecked power of the fate of his victims.

Effect: If this unit has not already engineered the outcome this battle round, instead of making a casting roll, unbinding roll, banishment roll, hit roll, wound roll or save roll for a visible friendly DISCIPLES OF TZEENTCH unit wholly within 12" of this unit, this unit can engineer the outcome.

If the roll would have been a D6 roll, you can use a value of 6 for it that cannot be modified. If the roll would have been a 2D6 roll, you can use a value of 9 for it that cannot be modified.

Your Hero Phase

8

FATEFUL REVERSE: Tzeentch's oracle invades his enemies' minds with false visions of victory, causing them to charge willingly to their doom.

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

Effect: Until the start of your next turn:

- If the target charged in the same turn, friendly DISCIPLES OF TZEENTCH units in combat with the target have STRIKE-FIRST.
- The target's weapons cannot be affected by the Charge (+1 Damage) weapon ability.

KEYWORDS WARMASTER, UNIQUE, HERO, MONSTER, WIZARD (3), FLY, WARD (5+)

CHAOIS, DISCIPLES OF TZEENTCH, DAEMON



The greatest of Tzeentch's daemons, the Lord of Magic shimmers with raw energy. With a flick of their claws, they can pull foes into the nightmares of Chaos, blast entire units with wyrdfire or drive them mad with illusions and warpings.



The Disciples of Tzeentch's most powerful servants, the Lords of Change, are masters of raw magic. With a single thought or spell, they can hurl fireballs or marish Realm feasts. They can turn enemies with a single look, or turn insane with a single word.

• DISCIPLES OF TZEENTCH WARSCROLL •

LORD OF CHANGE

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
	Storm of Wyrdfire Crit (Auto-wound)	18"	5	3+	3+	-	D3
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
	Eldritch Weapons		6	4+	3+	1	3

Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, subtract 1 from its power level.

Once Per Turn (Army), Your Movement Phase

1

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: Pick a friendly non-HERO 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 12" of this unit and more than 9" from all enemy units.

Passive

LOCUS OF IMPOSSIBILITY:

The aura of maddening instability surrounding Tzeentch's greatest daemons fuels their own power whilst ensuring that foes can scarcely land a telling blow.

Effect: Add 1 to casting rolls for this unit. In addition, subtract 1 from hit rolls for attacks that target friendly DISCIPLES OF TZEENTCH DAEMON units while they are wholly within 12" of this unit.

Your Hero Phase

6

TEMPORAL MANIPULATION: Lords of Change can alter the very flow of time, calling minions to their side in the blink of an eye.

Declare: Pick another visible friendly DISCIPLES OF TZEENTCH unit that was not set up this turn and that is wholly within 18" of this unit to be the target. Then, make a casting roll of 2D6.

Effect: The target can use the 'Normal Move' ability as if it were your movement phase, but it must end that move closer to this unit.

KEYWORDS SPELL



HERO, MONSTER, WIZARD (3), FLY, WARD (5+)
CHAOS, DISCIPLES OF TZEENTCH, DAEMON

KEYWORDS

• DISCIPLES OF TZEENTCH WARSROLL •

THE CHANGELING

A master of illusionary disguise, the Changeling hides amongst its quarry, sowing confusion amongst their ranks. Upon throwing aside its fleshly masquerade, the Changeling uses sorcery and its Trickster's Staff to openly blast its foes.

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

Passive

PUCKISH MISDIRECTION: The Changeling uses illusion and misdirection to mask the movements of its accomplices.

Effect: While they are wholly within 12" of this unit, friendly DISCIPLES OF TZEENTCH units can use the 'Redeploy' command even if they were set up in the same turn.

Your Hero Phase

ARCH-DECEIVER: None can detect the veil of the Changeling. Assuming the form of an ally, it sows arcane discord before vanishing.

Declare: This unit can only use this ability if it is masked by illusion. Pick a model in a friendly DISCIPLES OF TZEENTCH unit to be the target.

Effect: This unit can immediately use a SPELL ability. When it does so, measure the range and visibility of that SPELL ability from the target. The target is treated as the caster for the purpose of other abilities such as 'Unbind'.

Your Hero Phase

WHISPERS OF TREACHERY: The Changeling spreads thoughts of betrayal amongst the enemy, inciting a bitter spree of bloodshed.

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

Effect: Roll a dice for each model in the target unit. For each 5+, inflict 1 mortal damage on the target.

KEYWORDS **SPELL**

UNIQUE, HERO, WIZARD (2), INFANTRY, WARD (5+)

CHAOS, DISCIPLES OF TZEENTCH, DAEMON

'Sigmar avail me!' Augurmester Peroille yelped, the words sounding pitiful in the echoing vastness of the Prophesiers' Guildhall.

'Your god's not coming to save you,' his attacker said. 'Now you just get us into the augur-vaults, there's a good chance we'll never see the light again.'

There was a sudden silver flash. A red line spread across Peroille's neck. He frowned and coughed, and a spray jettisoned into Peroille's face. Through a reddish haze, Augurmester watched as an armoured figure disected man's three companions with a slender sword.

They toppled, having hardly raised their blades.

The newcomer scanned the room before sheathing her blade. She was a familiar sight, clad in gold half-plated armor.

'First Marshal Vyska,' sighed Peroille. 'Sigmar be thanked.'

'No time for that,' said the senior commander. 'Excelsian Freeguilds, all business. The very safety of the city is under threat. You must unlock the Perehelion vault.'

Peroille blinked. 'The Perehelion? But that is a Chamonite-level Vault. Such omens can be only accessed—'

'By order of the Conclave,' Vyska finished. 'Of course.'

Unease flashed through Peroille's dazed mind. Could command of a single Conclave official even suffice to override the wards of a Chamonite-level Vault?

That significance were potentially of realm-wide importance, just why was the Marshal here alone?

Vyska grasped his arm. Her grey eyes bore into his.

'The fate of this city may rest upon this moment,' her voice quivering. 'Do your duty.'

Swallowing, Peroille nodded. He led her across the floor and along corridors lined with bodies. Each death strengthened his resolve. At last, he reached the Perehelion, a pentagram-shaped wedge of invictumite. He muttered the command phrase and his baton of office to the wall, and the door yielded.

'Marvellous. You have been so helpful, Augurmester. I was not lying. What lies inside this vault may indeed change the fate of Excelsis.'

Vyska's voice was different. Triumphant. Melodious, like ringing crystal. Peroille turned to find that the First Marshal of Excelsis was gone. In her place was a cloaked figure, its face a gaping void.

Somehow, Peroille knew it was smiling.



• DISCIPLES OF TZEENTCH WARSROLL •

FATESKIMMER

HERALD OF TZEENTCH ON BURNING CHARIOT



Trailing flames and maniacal laughter, a Fateskimmer streaks across the skies on a Burning Chariot, the Screamers at the vehicle's fore biting their prey as they speed by. This Herald of Tzeentch Change God far and wide, and nearby daemons are swept up in its gleeful wake.

MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
Staff of Change and Ritual Dagger		3	4+	3+	1	D3
Screamers' Lamprey Bites	Charge (+1 Damage), Companion	6	4+	4+	1	1

Passive

SPREAD THE INFERNO: The Fateskimmer's fiery determination to burn reality to ashes incites nearby daemons to a murderous frenzy.

Effect: Companion weapons used by friendly DISCIPLES OF TZEENTCH units have Crit (2 Hits) while they are wholly within 12" of this unit.

Once Per Turn (Army), Any Hero Phase

FUEL FOR THE FLAMES: Even the blazing ruin of its own kind serves a Fateskimmer's ends, each death fuelling the spreading fires.

Declare: Pick a visible friendly DISCIPLES OF TZEENTCH unit wholly within 12" of this unit to be the target.

Effect: If the target is destroyed this turn, before removing it from play, gain 1 fate point.

• DISCIPLES OF TZEENTCH WARSROLL •

CHANGECASTER

HERALD OF TZEENTCH



Loping into battle on foot, the sour-tempered Heralds known as Changecasters act as Tzeentch's infantry generals, browbeating lesser entities into line. Their mere presence seems to strengthen nearby daemons' connection to reality, while their powers of transmutation melt enemy blades and guns to bubbling liquid.

MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
Staff of Change and Ritual Dagger		3	4+	3+	1	D3

Passive

LOCUS OF COMMAND: Granted a fraction of Tzeentch's authority, Changecasters anchor the battleline with their stern presence.

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.

Once Per Turn (Army), Your Hero Phase

WEAPON CURSE: The Changecaster's strange powers of mutation warp and dull enemy weapons, rendering them near useless.

Declare: Pick a visible friendly DISCIPLES OF TZEENTCH DAEMON unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. Add 1 to the roll if the target was set up this turn. On a 3+, until the start of your next turn, other than the Companion weapon ability, weapon abilities for attacks that target that unit have no effect.



KEYWORDS

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

CHAOS, DISCIPLES OF TZEENTCH, DAEMON



KEYWORDS

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

CHAOS, DISCIPLES OF TZEENTCH, DAEMON

• DISCIPLES OF TZEENTCH WARSCROLL •
BURNING CHARIOT
OF TZEENTCH



Drawn through the skies by a pair of Screamers, a Burning Chariot rides upon a wave of multicoloured flames that scorch all in its wake, while the Exalted Flamer that writhes and twists upon its back breathes out sheets of unnatural, billowing fire.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Wyrdflame Blast Anti-INFANTRY (+1 Rend), Shoot in Combat	16"	4	2+	4+	-	D3
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
Flaming Maws and Blue Horrors' Jabs		6	4+	3+	-	1
Screamers' Lamprey Bites Charge (+1 Damage), Companion		6	4+	4+	1	1

Once Per Turn (Army), Any Charge Phase

FIERY DEATH FROM ABOVE: The Burning Chariot barges through enemy lines, spreading flaming ruin in its wake.

Declare: If this unit charged this turn, pick a visible enemy unit within 1" of it to be the target.

Effect: Roll a D3. On a 1, gain 1 fate point. On a 2+:

- Inflict an amount of mortal damage on the target equal to the roll.
- This unit can immediately use a RETREAT ability as if it were your movement phase. No mortal damage is inflicted on this unit by that RETREAT ability.



• DISCIPLES OF TZEENTCH WARSCROLL •
EXALTED FLAMER
OF TZEENTCH



An Exalted Flamer can project gouts of multicoloured flame, turning entire enemy units into piles of blackened bones. The shifting wyrdflame seems to have a mind of its own, forming hideous faces and ominous sigils with its tongues of fire.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Wyrdflame Blast Anti-INFANTRY (+1 Rend), Shoot in Combat	16"	4	2+	4+	-	D3
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
Flaming Maws		3	3+	4+	-	1

Once Per Turn (Army), Your Shooting Phase

HEART OF THE INFERNOS: The Exalted Flamer causes the fires of its lesser kin to reach truly horrific levels of intensity.

Declare: Pick up to 2 visible friendly Flamers of Tzeentch units wholly within 12" of this unit to be the targets.

Effect: Add 1 to wound rolls for the targets' shooting attacks for the rest of the turn.

Once Per Turn (Army), Any Shooting Phase

UNNATURAL HEAT: An Exalted Flamer's streams of warping fire melt armour to slag and devour defensive wards.

Declare: Pick an enemy unit that was targeted by this unit's shooting attacks this phase to be the target.

Effect: Roll a dice. Add the number of damage points allocated to the target this phase by this unit's shooting attacks to the roll. On a 5+, subtract 1 from save rolls for the target for the rest of the turn.



• DISCIPLES OF TZEENTCH WARSROLL •
FLAMERS OF TZEENTCH



Bounding in a disturbing fashion, Flamers of Tzeentch spring towards the foe spouting the warpfires of Chaos. No natural flames, these conjurations twist and warp the victim's flesh, unable to be quenched by either water or magical means as they eat through everything they touch.

RANGED WEAPONS

	Rng	Atk	Hit	Wnd	Rnd	Dmg
Warping Flames Anti-INFANTRY (+1 Rend), Shoot in Combat	12"	3	2+	4+	-	D3

MELEE WEAPONS

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

Once Per Turn (Army), Any Shooting Phase

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

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

Effect: The target has the **BURNING** keyword for the rest of the battle.

Once Per Turn (Army), End of Any Turn

LINGERING BURNS: Wyrdflame clings to the enemy, near impossible to quench as it agonisingly devours their bodies and souls.

Declare: This unit can use this ability even if it has been destroyed.

Pick any number of BURNING enemy units to be the targets.
Effect: Roll a D3 for each target. On a 1, the target no longer has the **BURNING** keyword. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

• DISCIPLES OF TZEENTCH WARSROLL •

SCREAMERS OF TZEENTCH



Speeding blurs that leave shimmering trails of change-magic in the air, Screamers streak across the skies with a wailing cry. They slash those foes they pass with razor-sharp horns and fins, and they have a particular taste for enemy spells and conjurations.

MELEE WEAPONS

	Atk	Hit	Wnd	Rnd	Dmg
Lamprey Bite Charge (+1 Damage), Companion	3	4+	4+	1	1

Passive

BEAST

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

Once Per Turn (Army), Any Charge Phase

DRAWN TO MAGIC: These eldritch creatures like to feast upon arcane manifestations, which they hungrily pursue on sight.

Declare: If this unit is not in combat, pick an enemy MANIFESTATION to be the target. Then, make a charge roll of 3D6.

Effect: This unit can move a distance up to the value of the charge roll. It can move through the combat ranges of enemy units and must end that move within $\frac{1}{2}$ " of the target. If it does so, this unit has charged.

Then, if this unit charged this turn, inflict D3 mortal damage on each enemy MANIFESTATION in combat with this unit.

KEYWORDS CORE, MOVE, CHARGE



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



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

• DISCIPLES OF TZEENTCH WARSROLL •

PINK HORRORS



Gibbering and warbling, 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, Pink Horrors can split in twain to form two lesser incarnations.

RANGED WEAPONS Rng Atk Hit Wnd Rnd Dmg

Arcane Flames Crit (Auto-wound)	12"	2	4+	4+	-	1
------------------------------------	-----	---	----	----	---	---

MELEE WEAPONS Atk Hit Wnd Rnd Dmg

Taloned Hands	2	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 visible 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, then roll a dice. On a 5+, inflict 1 mortal damage on the target.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10),
STANDARD BEARER (1/10), WARD (6+)

• DISCIPLES OF TZEENTCH WARSROLL.
BLUE HORRORS AND
BRIMSTONE HORRORS



Blue Horrors are grumbling daemons that despise existence and all who dwell within it, and they delight in burning it down. If they are destroyed, they transform into bounding Brimstone Horrors that continue to attack with mindless spite.

RANGED WEAPONS Rng Atk Hit Wnd Rnd Dmg

Arcane Flames Crit (Auto-wound)	12"	2	4+	4+	-	1
------------------------------------	-----	---	----	----	---	---

MELEE WEAPONS Atk Hit Wnd Rnd Dmg

Spiteful Talons	2	4+	4+	-	1
-----------------	---	----	----	---	---

This unit starts the battle with 10 Blue Horror models or, if it is a reinforced unit, 20 Blue Horror models.

Brimstone Horrors models can be added to this unit using the 'Split Again' ability.

End of Any Turn

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: Roll a dice for each Blue Horror model in this unit that is slain. 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.

Models that have been slain and returned to this unit do not count as being slain for the purposes of this ability.



KEYWORD

INFANTRY, WARD (6+)

• DISCIPLES OF TZEENTCH WARSROLL •

GAUNT SUMMONER

ON DISC OF TZEENTCH

Tzeentch's dreaded Gaunt Summoners often go to war atop a daemonic mount known as a Disc of Tzeentch, a flying platform from which they can unleash their most devastating and spectacular spells.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Changestaff Crit (Mortal)	12"	3	4+	3+	1	D3

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Warptongue Blade	3	3+	3+	1	2
Disc's Teeth and Horns Companion	2	4+	3+	1	D3

Passive

MASTERS OF THE SILVER TOWERS: Gaunt Summoners are attuned to the esoteric magic of the Argent Shards and can call upon their power to violently repulse charging foes.

Effect: Enemy units cannot end a charge move within $\frac{1}{2}$ " of a friendly Argent Shard that is wholly within 12" of this unit and was set up on the battlefield in the same turn.

Once Per Battle (Army), Start of Any Turn

ALL BELONGS TO TZEENTCH: The Gaunt Summoners have spent centuries remaking reality in their master's image.

Declare: Pick an objective you do not control and that you controlled earlier in the battle to be the target.

Effect: You control the target objective.

Your Hero Phase

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 and cannot be replaced for the rest of the battle.

KEYWORDS HERO, WIZARD (2), CAVALRY, FLY, WARD (5+)

KEYWORDS CHAOS, DISCIPLES OF TZEENTCH, DAEMON

The vortex raged at the boundaries of its prism clashing and crashing against walls of blinding violence of magic – the unrestrained potency the rigid, perfect symmetry of Hysh – filled the thrum and the skies with lurid, oily colours. In the growing storm loomed two silver monoliths cracking and splintering under tremendous pressure.

Aelven spellcasters stood in a shape of a circle, chanting as they wove delicate shafts of light.

'They dare,' hissed the Eater of Tomes, over the spectacle atop his Disc of Tzeentch.

His Tzaangors averted their eyes, cowering before the Gaunt Summoner's simmering fury. War sorcerer Xypalisthix drifted closer to the Eater of Tomes.

'Master?' he croaked.

The Eater of Tomes did not respond at first, remembering all the torments he had known the Great Conspirator since the destruction of his realm. His skin burned, recalling the boiling mercury that had been plunged repeatedly. His eyes ached, the impaling talons of greater daemons, and the terrible chambers of the Impossible Fortress. He had been pulled apart, body and mind, again and again.

Terror, rage and wounded pride battled for control of the Gaunt Summoner's soul.

'Master?' Xypalisthix repeated.

The Eater's nine eyes blinked, and once more he focused himself and his purpose. His warring emotions were driven by a keenly desperate rage. He could not let the sorcerers of the Light Realm work their magic upon his shattered Tower. Only by recovering the shards upon thousands upon thousands like it – might

his lair and regain the Change.

Sorcery crackled and flared, a flash of cyan flame.

Lightning appeared.

Sparks spat a violent

Th

mag

th

indign

of Ton

desc

rig



DISCIPLES OF TZEENTCH WARSCROLL

GAUNT SUMMONER

To the daemonic Gaunt Summoners, reality is but a plaything to be mutilated and twisted according to the desires of Almighty Tzeentch. Gazing into infinity with myriad glistening eyes, these lords of the Silver Towers devastate the enemy with their master spellcraft.

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

Passive

MASTERS OF THE SILVER TOWERS: Gaunt Summoners are attuned to the esoteric magic of the Argent Shards and can call upon their power to violently repulse charging foes.

Effect: Enemy units cannot end a charge move within $\frac{1}{2}$ " of a friendly Argent Shard that is wholly within 12" of this unit and was set up on the battlefield in the same turn.

Once Per Battle (Army), Start of Any Turn

ALL BELONGS TO TZEENTCH: The Gaunt Summoners have spent centuries remaking reality in their master's image.

Declare: Pick an objective you do not control and that you controlled earlier in the battle to be the target.

Effect: You control the target objective.

Your Hero Phase

LEADEN LIMBS: The Gaunt Summoner turns the bones of their foes to heavy lead, slowing them to a pained crawl.

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

Effect: Until the start of your next turn:

- Halve the target's Move characteristic.
- The effects of the 'Fly' ability do not apply to the target.

KEYWORDS **SPELL**



• DISCIPLES OF TZEENTCH WARSROLL •

FATEMASTER



The military masterminds of the Arcanite cults, Fatemasters are charismatic firebrands who weave plots and illusions to ensure their enemies' annihilation. Their cursed glaive carves through flesh and metal with unnatural ease, while a loyal Twistwing familiar provides them with an unimpeded view of the battlefield.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Cursewrought Glaive	4	3+	4+	2	2

Once Per Turn (Army), Enemy Hero Phase

LONG IN THE PLANNING: Carefully prepared deceptions and illusions pave the way for a merciless Arcanite assault.

Declare: Spend 2 fate points. Then, pick a visible friendly ARCANITE unit wholly within 12" of this unit to be the target.

Effect: For the rest of the turn, the first time an enemy unit ends a charge move within 3" of the target, you can remove the target from the battlefield and set it up in reserve masked by illusion.

Once Per Turn (Army), Your Movement Phase

BOUND RETINUE: The Fatemaster's Twistwing relays the locations of favoured followers, and when the uprising breaks out, it is these chosen blades who form an honour guard for their master.

Declare: This unit can only use this ability if it is masked by illusion. Pick up to 1 other friendly unit that is masked by illusion to be the target.

Effect: Set up this unit on the battlefield more than 9" from all enemy units. Then, set up the target wholly within 6" of this unit and more than 9" from all enemy units.



'You were a Dawner once,' said Krinnon, sipping from her glass. 'How many hundreds of souls did you see perish, cast aside on the altar of this endless war?'

Daynik winced. 'Too many.'

'And how many strive and toil their way to an early grave in service of a deity who does not even answer their prayers? When does it end, Daynik?

'Some things are not for mere mortal.' Krinnon snorted, shaking her head, and learning such as yourself surely can. I know you, my friend. You are ambitious time with the Collegiate, I never met a n

'What are you trying to tell me?' Da slate grey and coolly composed, his frie sparked with a strange light. If he didn't better, he would have said she had imb deal more potent than a goblet of bright

'I am saying that there are those w who would see a man of your talents fl ground down until there is nothing le

Daynik said nothing, waiting for h

'I am the master of a distinguished said at last. 'An esoteric order of like-theorists, united by the pursuit of kn proclaimed "better" would conceal

'You speak of heresy.'

'I speak of the freedom to decide

Daynik was silent for a time, dim

the course of his life might rest upon

'Tell me... tell me... tell me...'

DISCIPLES OF TZEENTCH WARSROLL.

MAGISTER
ON DISC OF TZEENTCH



Magisters are powerful sorcerers in service to their Disc of Tzeentch. Filled with eldritch energies as they ride onslight to annihilate the foe, they unleash a magical surging energies of change in order to redouble their own warriors' attacks.

RANGED WEAPONS Rng Atk Hit Wnd Rnd Dmg

Tzeentchian Runestaff	18"	1	3+	4+	-	D3
-----------------------	-----	---	----	----	---	----

MELEE WEAPONS Atk Hit Wnd Rnd Dmg

Warpsteel Sword	3	3+	4+	-	2
-----------------	---	----	----	---	---

Disc's Teeth and Horns Companion	2	4+	3+	1	D3
----------------------------------	---	----	----	---	----

Once Per Turn (Army), Reaction: You declared a SPELL ability for a WIZARD within 30" of this unit

SPELLMASTER: Tzeentch's foremost mortal disciples are masters of magic, capable of absorbing powerful arcana to fuel their own spells.

Effect: Make an unbinding roll of 2D6. If the roll exceeds the casting roll for the spell, the spell is unbound and its effect is not resolved.

If the spell is unbound, add 1 to casting rolls for this unit for the rest of the phase.

KEYWORDS UNBIND

Passive

FATES CONVERGE: As the paths of Tzeentch's endless plots cross, the Magister imbues their warriors with a sense of destiny.

Effect: While you have 6 or more fate points, add 1 to the Attacks characteristic of melee weapons used by friendly ARCANITE units while they are wholly within 12" of this unit.

KEYWORDS

HERO, WIZARD (1), CAVALRY, FLY

DISCIPLES OF TZEENTCH, ARCANITE

DISCIPLES OF TZEENTCH WARSROLL.

MAGISTER



As a central figure of the cabal that leads an Arcanite cult, a Magister will use all their fell powers to inflict change and ruin upon the Mortal Realms in the name of the Great Conspirator. Those who enter battle on foot are master enchanters who can imbue their allies' blades with arcane flames.

RANGED WEAPONS Rng Atk Hit Wnd Rnd Dmg

Tzeentchian Runestaff	18"	1	3+	4+	-	D3
-----------------------	-----	---	----	----	---	----

MELEE WEAPONS Atk Hit Wnd Rnd Dmg

Warpsteel Sword	3	3+	4+	-	2
-----------------	---	----	----	---	---

Once Per Turn (Army), Reaction: You declared a SPELL ability for a WIZARD within 30" of this unit

SPELLMASTER: Tzeentch's foremost mortal disciples are masters of magic, capable of absorbing powerful arcana to fuel their own spells.

Effect: Make an unbinding roll of 2D6. If the roll exceeds the casting roll for the spell, the spell is unbound and its effect is not resolved.

If the spell is unbound, add 1 to casting rolls for this unit for the rest of the phase.

KEYWORDS UNBIND

Once Per Turn (Army), Any Combat Phase

IMBUED WITH ARCANE FIRE: The Magister sets their allies' blades ablaze with deadly wyrdflame that can melt through steel.

Declare: Pick a visible friendly ARCANITE unit wholly within 12" of this unit to be the target.

Effect: The target's melee weapons have Crit (Mortal) until the start of your next turn.

1

KEYWORDS

HERO, WIZARD (1), INFANTRY
CHAOS, DISCIPLES OF TZEENTCH, ARCANITE

• DISCIPLES OF TZEENTCH WARSROLL •

OGROID THAUMATURGE

6+

Combining bestial strength with dark occult powers, the Ogroid Thaumaturge is a deadly foe. With snarled invocations, it hurls blasts of devastating magic into the enemy ranks, absorbing the eldritch aura of those spellcasters or divine champions that it kills.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Thaumaturge Staff Shoot in Combat	12"	3	3+	4+	-	D3

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Great Horns and Cloven Hooves Charge (+1 Damage)	6	4+	2+	1	2

Reaction: Opponent declared a **SPELL** ability for a unit within 30" of this unit

THAUMATURGIC HUNGER: The ogroid senses the coalescence of arcane motes and charges forth in search of this brewing power.

Effect: This unit can move 6". It can move into combat and must end that move closer to the caster. If this unit was in combat at the start of the move, it must end that move in combat.

KEYWORDS MOVE

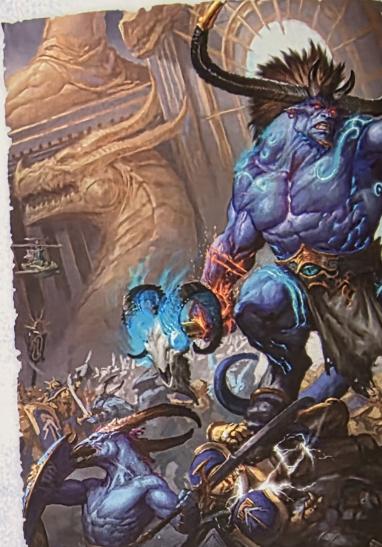
End of Any Turn

ARCANE ABSORPTION: Ogroid Thaumaturges feast upon the eldritch power of those they slay.

Effect: If any damage points were allocated to an enemy **WIZARD** or **PRIEST** by this unit's attacks this turn and that enemy unit has been destroyed:

- Heal (7) this unit.
- Add 1 to this unit's power level for the rest of the battle.

This unit can be affected by this ability multiple times and the effects are cumulative.



Arzakkoroth seized the soldier's wrist, shocked expression on the creature's face brawny strength would not be enough to Thaumaturge touched his staff to the wrist the man's head ignited like a living torch.

Dropping his writhing victim, the ogroid sniffed the air. He sensed the bitter tang

A sudden deafening blast split the air. Arzakkoroth staggered as the far wall exploded in a spray of stained glass and stone. Several figures evaporated in a cloud of pinkish mist as they ploughed across the flagstones, transforming fulminating energy into hulking armoured hammers and shields of meted'cultists foolish enough to charge them to ground with brutish efficiency.

More Kairic minions swarmed the Thaumaturge only sneered; it would take humans to face such warriors.

Throwing back his head with a roar, he summoned every iota of his prodigious strength. He glowed with eldritch energy as he forgot reality and felt his own flesh disintegrate.

Suddenly he was amongst his Kairic hand's reach of the nearest Stormcast Eternals. He pointed his staff, and a stream of molten energy seeped from its tip, seeping into his war master's torso, seeping into his war master's torso, seeping into his war master's torso.

"Pathetic," Arzakkoroth said. "You stand in the face of my knowledge, I, who stands on the foot of—"

A hammer struck him on the side, chunk of his right horn and sending him overtook him as he looked upon his shield-bearing brutes in gold.

DISCIPLES OF TZEENTCH WARSROLL.

CURSELING

EYE OF TZEENTCH

A Curseling is a potent warrior-mage imbued with daemonic power through a conjoined, spell-moulding Tretchlet. They love nothing more than overwhelming their foes with an arcane onslaught, melting their armour to liquid before dealing a killing blow.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Hurled Arcane Energy	18"	D6	3+	3+	1	1

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Staff of Tzeentch and Blazing Sword	5	3+	4+	1	2

Once Per Turn (Army), Any Combat Phase

WITH SPELL AND SWORD: The Curseling casts deadly spells even in the midst of blade-on-blade combat.

Effect: If this unit is in combat, it can use a non-SUMMON SPELL ability as if it were your hero phase, as if that ability had the UNLIMITED keyword and as if this unit had not cast any spells this turn.

Your Hero Phase

ARMOUR-BANE CURSE: The Tretchlet mutters an arcane hex, transforming the enemy's armour into a molten, dripping ruin.

Declare: Pick a visible enemy unit within 12" of this unit to be the target. Then, make a casting roll of 2D6.

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

KEYWORDS: SPELL



• DISCIPLES OF TZEENTCH WARSROLL •

TZAANGOR SHAMAN



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

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Staff of Change and Ritual Dagger	3	4+	3+	1	D3
Disc's Teeth and Horns Companion	2	4+	3+	1	D3

Your Hero Phase

AVIAN SWIFTNESS: The Shaman invests nearby allies with avian speed, allowing them to close with the foe in moments.

Declare: Pick a visible friendly ARCANITE unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 3+, until the start of your next turn, the target can use CHARGE abilities even if it used a RUN ability in the same turn.

Once Per Turn (Army), Any Combat Phase

WIT OF BEASTS: The Shaman curses the enemy with an atavistic madness, causing them to see themselves as the beasts they ride – or as the beast within.

Declare: Pick a visible enemy MONSTER or CAVALRY unit within 6" of this unit to be the target.

Effect: The target's melee weapons have the Companion weapon ability for the rest of the turn.



Tzaangor Shaman (1/10)

• DISCIPLES OF TZEENTCH WARSROLL •

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	Atk	Hit	Wnd	Rnd	Dmg
Savage Blades and Vicious Beak Crit (2 Hits)	3	4+	3+	1	1

Passive

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

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



Tzaangor (1/10)

• DISCIPLES OF TZEENTCH WARSROLL •
**TZAANGOR
ENLIGHTENED**



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

MELEE WEAPONS

	Atk	Hit	Wnd	Rnd	Dmg
Tzeentchian Spear and Vicious Beak Charge (+1 Damage)	3	4+	3+	1	2
Disc's Teeth and Horns Companion	2	4+	3+	1	D3

Any Combat Phase

ALL TOO PREDICTABLE: The Enlightened are able to glimpse snapshots of their enemy's past battles, giving them a vital edge in combat.

- Effect: If this unit charged this turn, pick 1 of the following effects to apply for the rest of the turn:
- This unit's Tzeentchian Spear and Vicious Beak has Crit (2 Hits).
 - Add 1 to the Rend characteristic of this unit's Tzeentchian Spear and Vicious Beak.



KEYWORDS

CAVALRY, CHAMPION, FLY,
CHAOS, DISCIPLES OF TZEENTCH,
ARCANITE, WARFLOCK

• DISCIPLES OF TZEENTCH WARSROLL •
TZAANGOR SKYFIRES



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.

RANGED WEAPONS Rng Atk Hit Wnd Rnd Dmg

Arrow of Fate	18"	2	4+	3+	1	2
---------------	-----	---	----	----	---	---

MELEE WEAPONS

	Atk	Hit	Wnd	Rnd	Dmg
Bow Stave and Vicious Beak	1	4+	3+	-	1
Disc's Teeth and Horns Companion	2	4+	3+	1	D3

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

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

Declare: Pick an enemy unit that had any damage points allocated to it 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

• DISCIPLES OF TZEENTCH WARSCROLL •

KAIRIC ACOLYTES



Kairic Acolytes are the chosen human cultists of Tzeentch. Each has sworn their immortal soul to the Architect of Fate in exchange for the promise of power. In death or in life, they serve their master's constantly changing agenda.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Kairic Blades	2	4+	3+	1	1

Once Per Turn (Army), Enemy Movement Phase

DRIVEN BY DESTINY: Willing pawns in the Change God's schemes, Kairic Acolytes are driven by the winds of fate to wherever they can cause the most bloodshed and confusion.

Effect: If this unit is more than 6" from all enemy units, it can move X", where X is the number of fate points you have. It cannot move into combat during any part of that move.

KEYWORDS MOVE

Neerand held out his hand as the robed man and his entourage of finely armoured guards passed.

'Food?' he croaked.

The silver-haired dignitary barely spared him a but Neerand moved with surprising speed. Before a guards could react, he stood and grasped the man's blades were drawn, but their master waved the

He stared at Neerand's filthy hand with obvious dis

'Do you know who I am?' the silver-haired man

Neerand grinned, exposing black teeth.

'Someone important, I reckon,' he said. 'Got a High Azyr in that accent, eh?'

'You are addressing Lord High Mercantor Rol Phulvern of Hallowheart,' said one of the heavies

half-helm, grabbing Neerand and shoving him to

Lying in a puddle of icy rainwater, Neerand's to the far end of the alley, where four cowled fig unnoticed by the distracted guards. He smiled.

'No need for that, Sergeant,' said Phulvern, from his sleeve. 'Toss him a hunk of seedbread.'

A gurgling scream saw them spin around. The soldiers toppled, run through by ornate daggers.

Cursing, the plume-helmeted officer fumble longsword. Neerand rose behind him, flicking he did so to banish his glamour. His muddled rags disappeared, revealing a tattooed torso and half-moon mask. Plunging his dagger into the he stretched out his other hand to release a small pinkish magic, which burned through the chest of the last guard.

Phulvern stood there dumbly, paralysed by fear.

'Lord High Mercantor,' said Neerand, no longer smiling.

'I think you might find time for me now.'



• DISCIPLES OF TZEENTCH WARSROLL •

JADE OBELISK



Cursed artificers skilled in stonework, the Jade Obelisk are acutely aware of their finite time as living flesh. They are single-minded in their purpose to desecrate the idols of false gods before their mortal bodies succumb to inevitable petrification.

MELEE WEAPONS

Mason's Tools	Atk	Hit	Wnd	Rnd	Dmg
Anti-FACTION TERRAIN (+1 Rend)	2	4+	3+	1	1

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

• 4/9 models can carry an Antithete Bow.

• The champion cannot carry an Antithete Bow.

Passive

IDOLARC: Fashioned from crystal and given life by dark ritual, Idolars are the messengers of the Speaker in the Stone.

Effect: This unit's Idolarc is a token. After setting up this unit on the battlefield for the first time, place its Idolarc next to it.

Passive

SILVER MONOLITHS: The Jade Obelisk draw power from Argent Shards to augment their defence, seeing them as sacred monuments to their deity's glory.

Effect: Subtract 1 from the Rend characteristic of weapons used for attacks that target this unit while it is wholly within 12" of a friendly Argent Shard.

Once Per Turn (Army), Your Shooting Phase

CHOSEN BY THE STONE: The Jade Obelisk loose a cursed arrow at a chosen foe, marking them out to the Idolarc as a potential sacrifice to the Speaker in the Stone that must be detained.

Declare: If this unit has any models carrying an Antithete Bow, pick a visible enemy unit within 18" of this unit to be the target.

Effect: Roll a dice. On a 3+, place the Idolars of all other friendly Jade Obelisk units next to their respective units. Then, place this unit's Idolarc next to the target.

While a friendly Idolarc is next to an enemy unit, subtract 1" from that enemy unit's Move characteristic for each fate point you have. This ability cannot reduce an enemy unit's Move characteristic below half its unmodified value.

KEYWORDS

INFANTRY, CHAMPION (1/9)
CHAOS, DISCIPLES OF TZEENTCH, ARCANITE

• DISCIPLES OF TZEENTCH WARSROLL •

CHAOS SPAWN OF TZEENTCH



Tzeentch Chaos Spawn are, if anything, even more horrifically mutated than others of their kind. Altered at the whim of the Change God, they tear their prey limb from limb with their freakish array of claws, tentacles and hooked appendages.

MELEE WEAPONS

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

Passive

BEAST

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

Deployment Phase

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

Declare: This unit must be deployed using this ability.

Effect: Set up this unit in reserve masked by illusion. It has now been deployed.

KEYWORDS **DEPLOY**

Passive

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

Effect: Each time this unit is destroyed, set up an identical replacement unit in reserve masked by illusion. Each friendly Chaos Spawn of Tzeentch unit can be replaced any number of times.



KEYWORDS
BEAST
CHAOS, DISCIPLES OF TZEENTCH

• DISCIPLES OF TZEENTCH WARSROLL •

BURNING SIGIL 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 transmogrification – though in the final reckoning of battle, some of these mutations are as much a blessing as they are a curse.

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 Heal (D3) each friendly **DISCIPLES OF TZEENTCH** target. Inflict D3 mortal damage on each enemy target.
- 4 Friendly **DISCIPLES OF TZEENTCH** targets can use **CHARGE** abilities even if they used a **RUN** ability in the same turn. Enemy targets cannot use **RUN** abilities.
- 5 Add 1 to hit rolls for attacks made by friendly **DISCIPLES OF TZEENTCH** targets. Subtract 1 from hit rolls for attacks made by enemy targets.
- 6 Add 1 to wound rolls for attacks made by friendly **DISCIPLES OF TZEENTCH** targets. Subtract 1 from wound rolls for attacks made by enemy targets.

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

• DISCIPLES OF TZEENTCH WARSROLL •

TOME OF EYES

By conjuring a Tome of Eyes, a spellcaster can read knowledge inscribed by daemonic forces as the Tome examines their essence in turn. Tzeentch's sorcerers can invoke a dizzying variety of dangerous and devious magic by reading from the Tome's smouldering pages, though they do so at the risk of their immortal soul.

MELEE WEAPONS

	Atk	Hit	Wnd	Rnd	Dmg
Incinerating Gaze	2D6	4+	4+	-	1

Your Hero Phase

COMPENDIUM OF DARK KNOWLEDGE: *As the Tome flicks through its endless pages, it peers into the minds of nearby mages and gives knowledge to the loyal.*

Declare: Pick a visible friendly **DISCIPLES OF TZEENTCH WIZARD** within 3" of this **MANIFESTATION** to be the target.

Effect: The target can immediately use a **SPELL** ability from the Lore of Change or the Lore of Fate.

Designer's Note: That spell does not count towards the number of **SPELL** or **BANISH** abilities the target can use this phase.

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

DISCIPLES OF TZEENTCH WARSROLL.
DAEMONIC
SIMULACRUM



The twin-headed monstrosity known as the Daemon 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.

MELEE WEAPONS

	Atk	Hit	Wnd	Rnd	Dmg
Snapping Jaws Anti-Wizard (+1 Rend), Crit (Mortal)	2D6	4+	3+	1	1

Passive

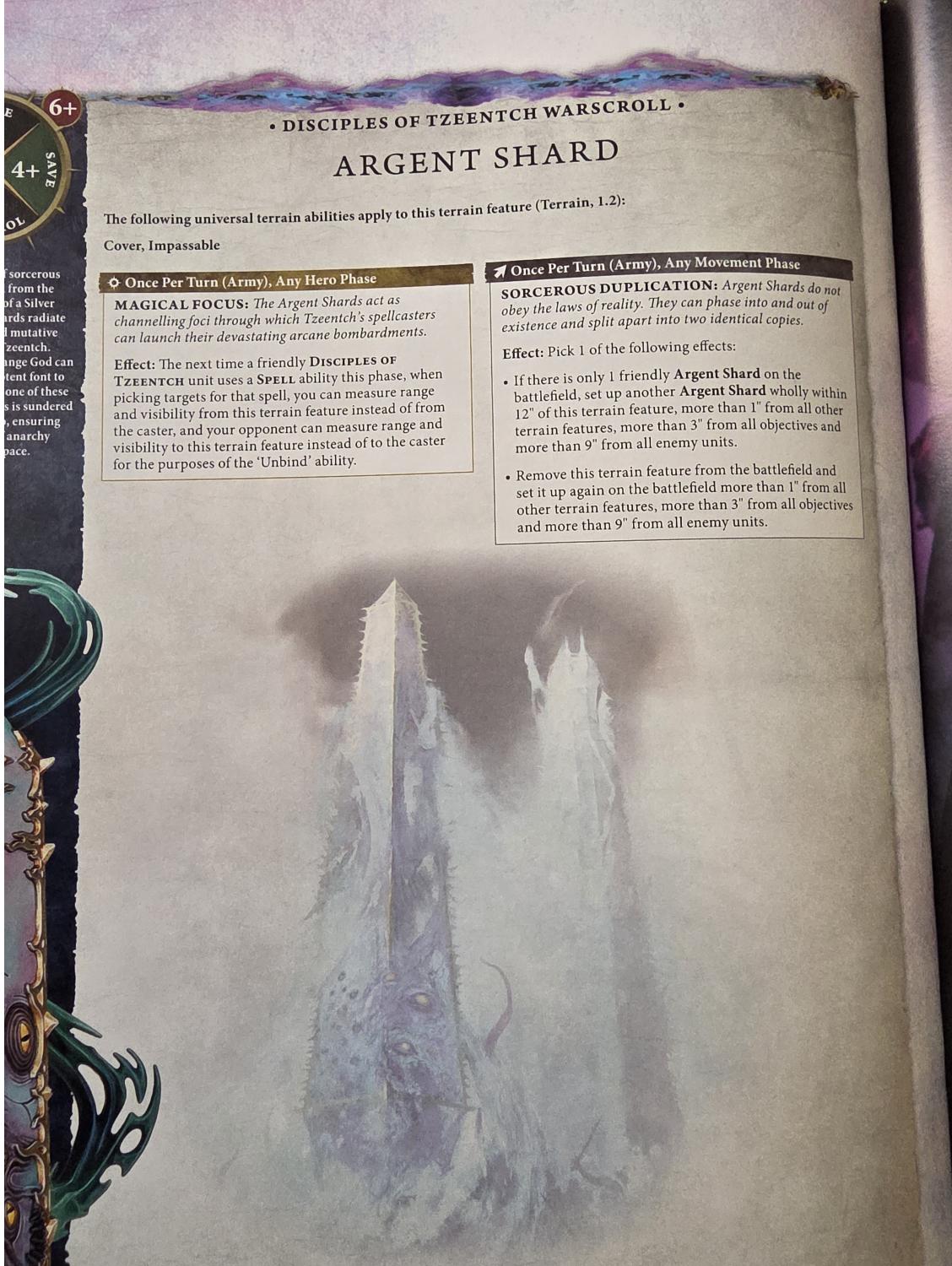
JAWS OF FATE: *The more potent the aura of Tzeentchian magic, the more terrifyingly corporeal the Simulacrum's teeth become.*

Effect: Add 2 to the Attacks characteristic of this unit's Snapping Jaws for each fate point you have.



ENDLESS SPELL, FLY, WARD (6+)





ARMY OF RENOWN

CHANGE-CULT UPRIISING

When you pick the Disciples of Tzeentch faction for your army, you can choose for it to be a Change-cult Uprising Army of Renown. If you do so, use the faction rules on these pages instead of the Disciples of Tzeentch faction rules. Every unit in your army must be drawn from the units listed in the roster options box opposite. All units in your army gain the CHANGE-CULT keyword.

ROSTER OPTIONS

- ◆ Any non-WARFLOCK ARCANITE units
- ◆ You cannot include Regiments of Renown

BATTLE TRAITS

Once Per Battle (Army), Deployment Phase

SILVER SIMULACRUM: Like some amorphous organism, an Argent Shard splits in two to double its arcane potency.

Effect: If there is a friendly Argent Shard on the battlefield, you can set up 1 additional Argent Shard on the battlefield. It must be set up wholly within friendly territory and more than 3" from all objectives and other terrain features.

Designer's Note: The original Argent Shard is set up in Step 1 of the deployment phase using the 'Deploy Faction Terrain' ability. This ability allows you to set up a second such terrain feature and is used in Step 3 of the deployment phase, after armies have been deployed.

Once Per Battle (Army), Deployment Phase

ILLUSORY INFILTRATION: Cunning glamour conceals the advance of Kairic cultists.

Declare: Pick up to 3 friendly non-reinforced CHANGE-CULT Kairic Acolytes units to be the targets.

Effect: Remove the targets from the battlefield and set them up again wholly within 3" of a terrain feature and not in combat.

Once Per Turn (Army), Any Hero Phase

PUPPET ON A STRING: Whether they know it or not, the enemy hero serves the will of Tzeentch.

Declare: Pick an enemy HERO within 24" of and visible to a friendly CHANGE-CULT HERO to be the target.

Effect: For the rest of the turn, each time the target uses a CORE ability, gain 1 fate point.

Designer's Note: You can only gain fate points using this ability and the 'Spell-eater Pendant' ability.

Once Per Turn (Army), Any Hero Phase

OVERTAKEN BY EVENTS: Stricken by indecision, the enemy's leader flails helplessly.

Declare: Spend 1 fate point. Then, pick an enemy unit within 24" of and visible to a friendly CHANGE-CULT HERO to be the target.

Effect: The target cannot use commands for the rest of the turn.

1

Once Per Turn (Army), End of Any Turn

SEEDS OF DISCORD: Cunning lies and misdirections cause infighting amongst the foe.

Declare: Spend 1 fate point. Then, pick an enemy model within 24" of and visible to a friendly CHANGE-CULT HERO to be the target, then pick another enemy unit within the target's combat range to be the victim.

Effect: Pick 1 of the target's melee weapons. Immediately resolve combat attacks for the target made with that weapon against the victim.

1

HEROIC TRAIT (HERO only)

❖ Your Movement Phase

CALL OF ANARCHY: As the uprising swells, its architect calls forth more cultists to join the anarchy.

Declare: Pick a terrain feature within 18" of this unit, then pick a friendly non-HERO CHANGE-CULT unit that is **masked by illusion** or that has been destroyed to be the target.

Effect: If you picked a unit that is **masked by illusion**, set it up wholly within 3" of that terrain feature and more than 6" from all enemy units.

If you picked a unit that has been destroyed, set up a replacement unit with half the number of models from the target unit (rounding up) wholly within 3" of that terrain feature and more than 6" from all enemy units.

Designer's Note: Units can be set up in reserve masked by illusion using the Fatemaster's 'Long in the Planning' ability.

SPELL LORE

✖ Your Hero Phase

ELDRITCH STRENGTH: The caster imbues their minions with supernatural might.

Declare: Pick a friendly CHANGE-CULT WIZARD to cast this spell, pick a visible friendly CHANGE-CULT unit wholly within 12" of them to be the target, then make a casting roll of 2D6.

Effect: Add 1 to wound rolls for the target's attacks until the start of your next turn.

KEYWORDS SPELL, UNLIMITED

'None who are blind to the glittering potential of the arcane will ever earn the favour of Tzeentch. How pitiful they are, those unenlightened souls; they are like cave-dwellers scared to enter the light.'

- Magister Pyranexis of the Ninefold Path

ARTEFACT OF POWER (HERO only)

❖ Passive

SPELL-EATER PENDANT: This amulet devours magic and channels it to empower its bearer.

Effect: Each time this unit unbinds a spell or banishes an enemy MANIFESTATION, gain 1 fate point.

MANIFESTATION LORE

❖ Your Hero Phase

SHIFTING MANIFESTATIONS: In the blink of an eye, the caster banishes one manifestation and uses its power to bring forth another.

Declare: Pick a friendly CHANGE-CULT WIZARD to cast this spell, pick 1 of the friendly MANIFESTATIONS below that is not on the battlefield, then make a casting roll of 2D6.

- Burning Sigil of Tzeentch
- Daemonic Simulacrum
- Tome of Eyes

Effect: If there is already a friendly MANIFESTATION from the list above on the battlefield, it is immediately banished. Then, set up the MANIFESTATION you picked within 1" of the caster and visible to them.

KEYWORDS SPELL, SUMMON

ARMY OF RENOWN

THE ORACLES OF FATE

When you pick the Disciples of Tzeentch faction for your army, you can choose for it to be the Oracles of Fate Army of Renown. If you do so, use the faction rules on these pages instead of the Disciples of Tzeentch faction rules. Every unit in your army must be drawn from the units listed in the roster options box opposite. All units in your army gain the **ORACLES OF FATE** keyword.

ROSTER OPTIONS

- ◆ Kairos Fateweaver
- ◆ Any **DISCIPLES OF TZEENTCH DAEMON** units
- ◆ You cannot include Regiments of Renown or faction terrain

BATTLE TRAITS

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 **ORACLES OF FATE** 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 or 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 Battle Round, Start of Your Turn

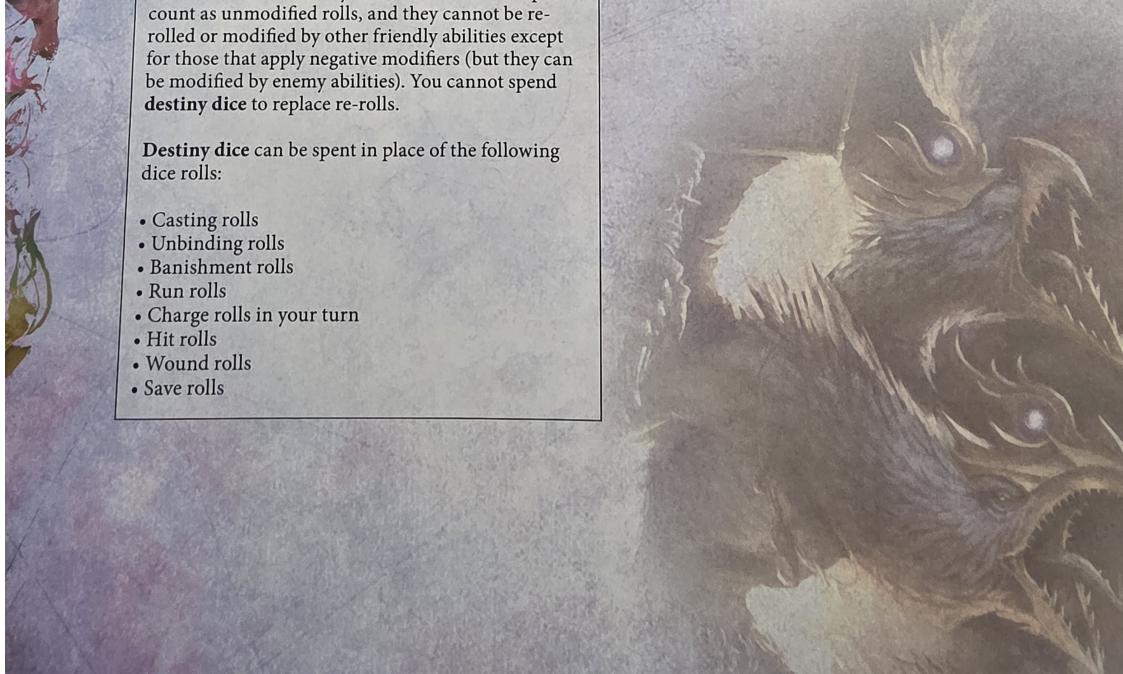
NINEFOLD BLESSINGS: *Nine is the sacred number of Tzeentch and presages great victories and glories for his servants.*

Declare: You can only use this ability if the total value of your unspent **destiny dice** is exactly 9.

Effect: Re-roll all of your unspent **destiny dice**. Then, until the start of your next turn:

- Friendly **ORACLES OF FATE** units have **WARD (5+)**.
- Subtract 1 from save rolls for enemy units.

Designer's Note: Add together the values shown on each unspent **destiny dice** to find the total value.



HEROIC TRAIT

(HERO only)

◆ 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. If you have 9 unspent **destiny** dice, you must replace 1 of your **destiny dice** with that roll. Otherwise, place that dice to one side as a **destiny dice**.

SPELL LORE

◆ Your Hero Phase

FATEWEAVER'S GIFT: Kairos can bestow his extraordinary insight into the past and future upon those he considers worthy.

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

Effect: Pick 1 of the following effects:

Change the Past: Pick an enemy unit within 12" of and visible to the caster, that is in combat and that has not been picked to be the target of this ability this turn to be the target. Roll either 4 dice or a number of dice equal to the number of unspent **destiny dice** you have. For each 4+, inflict 1 mortal damage on the target.

Seize the Present: Until the start of your next turn, add 1 to run rolls and charge rolls for friendly **ORACLES OF FATE** units while they are wholly within 12" of the caster.

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

KEYWORDS SPELL, UNLIMITED

ARTEFACT OF POWER

(HERO only)

◆ Your Movement Phase

CORRUPTED LEYSTONE: This obsidian stone is attuned to sites of arcane power, allowing the bearer to teleport between ley lines.

Effect: If this unit is contesting an objective, remove it from the battlefield and set it up again contesting an objective and more than 7" from all enemy units.

MANIFESTATION LORE

◆ Your Hero Phase

6

SHIFTING MANIFESTATIONS: In the blink of an eye, the caster banishes one manifestation and uses its power to bring forth another.

Declare: Pick a friendly **ORACLES OF FATE WIZARD** to cast this spell, pick 1 of the friendly **MANIFESTATIONS** below that is not on the battlefield, then make a casting roll of 2D6.

- Burning Sigil of Tzeentch
- Daemonic Simulacrum
- Tome of Eyes

Effect: If there is already a friendly **MANIFESTATION** from the list above on the battlefield, it is immediately banished. Then, set up the **MANIFESTATION** you picked within 1" of the caster and visible to them.

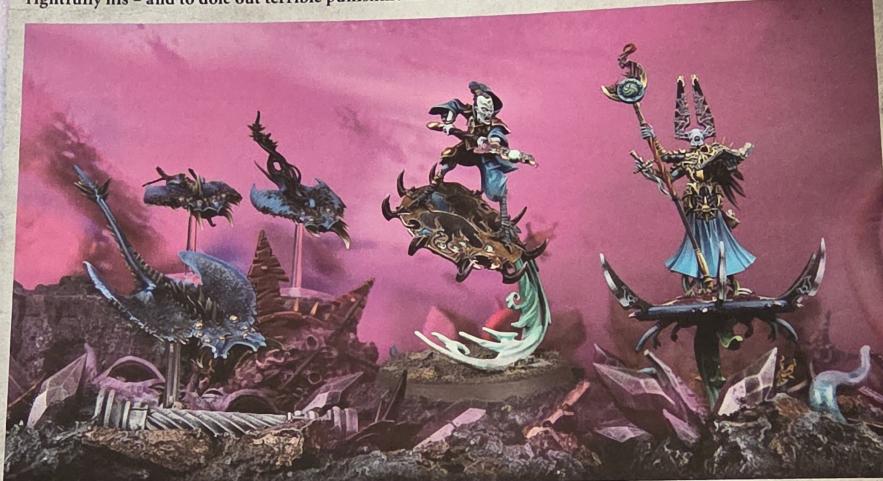
KEYWORDS SPELL, SUMMON



REGIMENT OF RENOWN

SEEKERS OF SILVER

Upon the shattering of a Silver Tower, eldritch power and esoteric knowledge are forcibly discharged into the realms. The Seekers of Silver are airborne specialists sent by the Change God to recover what is rightfully his – and to dole out terrible punishments to those who would lay their hands upon his treasures.



INCLUSION

This Regiment of Renown can be included in armies from the following factions:

- ◆ Hedonites of Slaanesh
- ◆ Skaven
- ◆ Helsmiths of Hashut
- ◆ Slaves to Darkness
- ◆ Maggotkin of Nurgle

ORGANISATION

- ◆ 1 Gaunt Summoner on Disc of Tzeentch
- ◆ 1 Magister on Disc of Tzeentch
- ◆ 3 Screamers of Tzeentch

ABILITIES

◆ Your Hero Phase

SPLINTERS OF SORCERY: Fragments of an Argent Shard embed themselves in surrounding terrain, unleashing deadly waves of magic.

Declare: Pick a friendly **WIZARD** in this Regiment of Renown to cast this spell, pick a visible terrain feature within 12" of them that has not been picked to be the target of this spell this turn to be the target, then make a casting roll of 2D6.

Effect: If the target does not have the 'Place of Power' terrain ability, it gains that ability for the rest of the battle. If the target has the 'Place of Power' terrain ability, pick an enemy unit within 12" of it and roll 9 dice. For each 5+, inflict 1 mortal damage on that enemy unit.

6

◆ Once Per Turn (Army), Any Hero Phase

BUBBLES OF UNREALITY: The Seekers make use of an Argent Shard's unstable magic field to redirect their spells and evocations.

Declare: Pick a terrain feature with the 'Place of Power' terrain ability to be the target.

Effect: The next time a friendly **WIZARD** in this Regiment of Renown uses a **SUMMON SPELL** ability this phase, you can measure the range and visibility of that **SPELL** ability from the target instead of from the caster.

REGIMENT OF RENOWN

MASK OF THE DECEIVER

The Changeling adopts one of its manifold masks to infiltrate the enemy ranks, spreading confusion and dismay whilst ensuring that the Change God's schemes come to pass.



INCLUSION

This Regiment of Renown can be included in armies from the following factions:

- ♦ Cities of Sigmar
- ♦ Daughters of Khaine
- ♦ Flesh-eater Courts
- ♦ Fyreslayers
- ♦ Gloomspite Gitz
- ♦ Hedonites of Slaanesh
- ♦ Helsmiths of Hashut
- ♦ Idoneth Deepkin
- ♦ Ironjawz
- ♦ Kharadron Overlords
- ♦ Kruleboyz
- ♦ Lumineth Realm-lords
- ♦ Maggotkin of Nurgle
- ♦ Nighthaunt
- ♦ Ogor Mawtribes
- ♦ Ossiaarch Bonereapers
- ♦ Seraphon
- ♦ Skaven
- ♦ Slaves to Darkness
- ♦ Soulblight Gravelords
- ♦ Stormcast Eternals
- ♦ Sylvaneth

ORGANISATION

- ♦ 1 Mask of the Deceiver (use The Changeling model)



MASK OF THE DECEIVER



MELEE WEAPONS

The Trickster's Staff

Attacks Hit Wound Rend Damage

3	3+	3+	1	D3
---	----	----	---	----

Deployment Phase

MASKED IN PLAIN SIGHT: Few can see through the Changeling's disguise.

Declare: This unit must be deployed using this ability.

Effect: Set up this unit in reserve **incognito**. It has now been deployed.

Friendly **incognito** units are destroyed at the end of the fifth battle round and not at the start of the fourth battle round.

KEYWORDS

DEPLOY

Any Hero Phase

BAIT AND SWITCH: The Changeling swaps places with a temporary ally.

Declare: This unit can use this ability if it is **incognito**. Pick this unit and a friendly **INFANTRY HERO** to be the targets. One target must be **incognito** and the other must be on the battlefield.

Effect: Set up the **incognito** target wholly within 6" of the other target and not in combat. Then, remove the other target from the battlefield and set it up in reserve **incognito**.

If this unit is destroyed, before removing it from play, set up the friendly **incognito** unit wholly within 6" of a battlefield edge and not in combat.

6

Your Hero Phase

FORCEFUL COMMAND: The Changeling imbues its orders with compelling enchantments so that none can disobey.

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

Effect: Until the start of your next turn:

- The target cannot use **MOVE** abilities.
- The target's melee weapons have Anti-charge (+1 Rend).

KEYWORDS

SPELL