



BATTLETOME: DISCIPLES OF TZEENTCH

Official Errata, July 2020

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

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

Page 69 – Battle Traits, Masters of Destiny

Change the final paragraph to:

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

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

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

Page 93 – Changehost, Deceive and Dismay

Change the rule to:

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

Page 98 – Lord of Change, Beacon of Sorcery

Change the rule to:

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

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

Change the first line of the summoned unit list to:
‘- 5 Horrors of Tzeentch’

Page 103 – The Changeling, Description

Change the description to:

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

Page 104 – The Blue Scribes, Description

Change the description to:

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

Page 112 – Kairic Acolytes, Description

Change the final sentence to:

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

DISCIPLES OF TZEENTCH UNIT	UNIT SIZE MIN	UNIT SIZE MAX	POINTS	BATTLEFIELD ROLE	NOTES
* Horrors of Tzeentch	10	20	220	Battleline if this unit contains no Blue Horrors or Brimstone Horrors	If this unit contains no Pink Horrors, change the points cost to 100.
Kairic Acolytes	10	30	100	Battleline	
Tzaangors	10	30	180	Battleline	
The Blue Scribes	1	1	120	Leader	Unique
Changecaster, Herald of Tzeentch	1	1	110	Leader	
* The Changeling	1	1	140	Leader	Unique
Curseling, Eye of Tzeentch	1	1	160	Leader	
Fatemaster	1	1	120	Leader	
Fateskimmer, Herald of Tzeentch on Burning Chariot	1	1	140	Leader	
Fluxmaster, Herald of Tzeentch on Disc	1	1	130	Leader	
Gaunt Summoner of Tzeentch	1	1	240	Leader	
Magister	1	1	100	Leader	
Magister on Disc of Tzeentch	1	1	140	Leader	
Ogroid Thaumaturge	1	1	160	Leader	
Tzaangor Shaman	1	1	150	Leader	
Vortemis the All-seeing	1	1		Leader	
The Eyes of the Nine	4	4	140		Unique. These units must be taken as a set for a total of 140 points. Although taken as a set, each is a separate unit.
Kairos Fateweaver	1	1	400	Leader, Behemoth	Unique
Lord of Change	1	1	380	Leader, Behemoth	
Burning Chariots of Tzeentch	1	3	150		Battleline if general is a FATESKIMMER
Exalted Flamers of Tzeentch	1	6	100		
* Flamers of Tzeentch	3	12	140		Battleline in ETERNAL CONFLAGRATION army
Screamers of Tzeentch	3	12	80		Battleline in HOSTS ARCANUM army
Tzaangor Enlightened	3	9	100		
Tzaangor Enlightened on Discs of Tzeentch	3	9	180		
Tzaangor Skyfires	3	9	200		
Tzeentch Chaos Spawn	1	6	50		
Aether-eater Host	-	-	140	Warscroll Battalion	
Alter-kin Coven	-	-	140	Warscroll Battalion	
Arcanite Cabal	-	-	140	Warscroll Battalion	
Arcanite Cult	-	-	80	Warscroll Battalion	
Changehost	-	-	180	Warscroll Battalion	
Fate Legion	-	-	80	Warscroll Battalion	
Multitudinous Host	-	-	160	Warscroll Battalion	
Omniscient Oracles	-	-	160	Warscroll Battalion	
Overseer's Fate-twisters	-	-	160	Warscroll Battalion	

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DISCIPLES OF TZEENTCH UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
<i>Skyshoal Coven</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Tzaangor Coven</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Warpflame Host</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Witchfyre Coven</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Burning Sigil of Tzeentch</i>	1	1	40	<i>Endless Spell</i>	
<i>Tome of Eyes</i>	1	1	40	<i>Endless Spell</i>	
<i>Daemonic Simulacrum</i>	1	1	50	<i>Endless Spell</i>	

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