



# BATTLETOME: DISCIPLES OF TZEENTCH

Official Errata, July 2018

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.

## Page 73 – Spell Lores

Change to:

**‘Spell Lores:** The champions of Tzeentch have ever been feared for their mastery of the sorcerous arts. **WIZARDS** from your army gain one spell from one of two spell lores – the Lore of Fate or the Lore of Change – depending on whether they are a mortal sorcerer or one of Tzeentch’s daemons.’

## Page 74 – Battle Traits, Masters of Destiny

Change the Damage roll bullet point to:

- Damage roll (e.g. any roll that determines a Damage characteristic, but not any roll that determines the number of mortal wounds inflicted by a spell or ability)’

## Page 74 – Battle Traits

Add the following battle trait:

**‘Summon Daemons of Tzeentch:** *The machinations of Tzeentch are unimaginably complex. To challenge the fractal plans of the Architect of Fate is to stand before the folding of reality and face strange daemons born from chaotic sorcery itself.*

You can summon units of **TZEENTCH DAEMONS** to the battlefield by expending Fate Points. You receive 1 Fate Point each time a casting roll is successful, and the spell is not unbound. Note that you receive Fate Points whenever a spell is cast, be it by friend or foe – Tzeentch cares not from whence the magic flows!

If you have 10 or more Fate Points at the end of your movement phase, you can summon one or more units from the list below onto the battlefield, and add them to your army. Each unit you summon costs a number of Fate Points, as shown on the list, and you can only summon a unit if you have enough Fate Points to pay its cost.

Summoned units must be set up wholly within 12" of a friendly **TZEENTCH HERO** and more than 9" from any enemy units. Subtract the cost of the summoned unit from the number of Fate Points you have immediately after the summoned unit has been set up.

The following units can be summoned to your army:

Add the following table:

DISCIPLES OF TZEENTCH UNIT	COST
1 Lord of Change	36
1 Herald of Tzeentch on Burning Chariot	24
10 Pink Horrors of Tzeentch	20
1 Burning Chariot of Tzeentch	18
3 Flamers of Tzeentch	18
1 Exalted Flamer of Tzeentch	12
1 Herald of Tzeentch	12
1 Herald of Tzeentch on Disc	12
10 Blue Horrors of Tzeentch	10
10 Brimstone Horrors of Tzeentch	10
3 Screamers of Tzeentch	10

## Pages 75-136 – Chaos Spawn

Change all references to ‘Chaos Spawn’ to ‘Tzeentch Chaos Spawn’ (including the name of the warscroll on page 131).

## Page 75 – Tzeentch Arcanites, Tzeentch Daemons and Tzeentch Mortals, Magical Supremacy

Change to:

‘Add 12" to the range at which your general can attempt to unbind spells.’

## Page 75 – Tzeentch Arcanites, Boundless Mutation

Change the last sentence to:

‘On a roll of 1, your general suffers 1 mortal wound; if this slays the general, before you remove the general’s model, you can add a Tzeentch Chaos Spawn to your army and set it up within 1" of your general.’

**Page 75** – Tzeentch Arcanites, Cult Demagogue

Change to:

**Cult Demagogue:** Add 2 to the Bravery characteristic of friendly **TZEENTCH ARCANITE** units whilst they are within 9" of the general.'

**Page 76** – Artefacts of Power

Replace the rules introduction for artefacts of power with the following:

'If a Tzeentch army includes any **HEROES**, one may bear one artefact of power from one of the following tables: Treasures of the Cults, Fated Artefacts, Daemonic Weapons or Daemonic Powers.'

**Page 76** – Treasures of the Cults, Ambition's End

Change the last two sentences to:

'On a roll of 5 or more, the **HERO** suffers 1 mortal wound and, if they are a **WIZARD**, they also forget a randomly selected spell that they know.'

**Page 76** – Treasures of the Cults, Windthief Charm

Change the rules text to:

'Once per battle, at the start of your movement phase, you can use the Windthief Charm. If you do, for that movement phase the bearer can fly and you can double their Move characteristic.'

**Page 77** – Fated Artefacts, Changeblade

Change the last two sentences to:

'Whenever a **HERO** is slain by a wound inflicted by this weapon, before you remove the hero's model, you can add a Tzeentch Chaos Spawn to your army and set it up within 1" of the hero's model.'

**Page 77** – Fated Artefacts, Nexus Staff

Change the last two sentences to:

'Whenever a **HERO** is slain by a wound inflicted by this weapon, roll a dice for each enemy unit that is within 9" of the slain model. On a roll of 4 or more the unit being rolled for suffers D3 mortal wounds.'

**Page 77** – Fated Artefacts, Paradoxical Shield

Change the rules text to:

'Re-roll successful save rolls for the bearer. In addition, add 2 to the save rolls for the bearer (after any re-rolls have been taken).'

**Page 78** – Daemonic Gifts

Delete the Daemonic Gifts title, introduction and rules paragraphs (Daemonic Gifts are now artefacts of power).

**Page 78** – Daemonic Weapons, Warpfire Blade

Change the last sentence to:

'Wound rolls of 6 or more made for this weapon cause a mortal wound in addition to their normal damage.'

**Page 79** – Daemonic Powers, Cursed Ichor

Change the rules text to:

'Roll a dice at the end of the combat phase if any wounds were allocated to this daemon in the combat phase (even if this daemon was slain). On a roll of 2 or more, one enemy unit that attacked this daemon in that combat phase suffers 1 mortal wound. If several enemy units attacked this daemon, randomly select the unit that suffers the mortal wound.'

**Page 79** – Daemonic Powers, Mark of the Conjurer

Change the rules text to:

'If the casting roll for this daemon is a double, and is successful and not unbound, you receive 2 Fate Points instead of 1.'

**Page 83** – Treason of Tzeentch

Change the rules text to:

'Treason of Tzeentch has a casting value of 5. If successfully cast, pick an enemy unit with 2 or more models that is within 18" of the caster and which is visible to them. Roll a dice for each model in the unit you picked. It suffers 1 mortal wound for each dice roll of 6 or more. If, after any of the mortal wounds caused by this spell are allocated, only one model remains in the unit, any remaining mortal wounds caused by this spell are negated and have no effect.'

**Page 83** – Unchecked Mutation

Change the last sentence to:

'That unit suffers D3 mortal wounds. After the mortal wounds have been allocated, roll a dice. On a roll of 5 or more, the unit suffers 1 more mortal wound. If the unit suffers 1 more mortal wound, roll a dice after the mortal wound has been allocated; on a roll of 5 or more the unit suffers 1 more mortal wound, and so on until you fail to roll a 5 or more.'

**Page 83** – Tzeentch's Firestorm

Change the name of the spell to 'Tzeentch's Inferno.'

**Page 97** – Multitudinous Host, Horrors Without Number

Change the rules text to:

'In each of your hero phases, add D3 models to each unit of Pink Horrors and/or Blue Horrors, and add 1 model to each unit of Brimstone Horrors in this battalion.'

**Page 99 – Changehost, Deceive and Dismay**

Change the rules text to:

‘At the start of each of your hero phases, you may pick a pair of units from this battalion that are within 27" of the battalion’s Lord of Change to swap places. To do so, take one model from each unit, and have them swap places on the battlefield. Then, remove all of the other models from the two units, and set them back up within 9" of the model from their unit that first swapped places. If a Changehost has 9 or more units at the start of your hero phase, you can pick two different pairs of units to swap places rather than only one. If the Changehost has 18 or more units, then you can pick three different pairs of units to swap places. Each unit can only move this way once in a hero phase.’

**Page 102 – The Eternal Conflagration, Pawns of the Radiant Lord**

Change the last sentence to:

‘When the Lord of Change that must be taken in this battalion successfully casts an Arcane Bolt or Mystic Shield spell, you can measure the range and visibility for the spell from a Flamer from this battalion instead of the caster.’

**Page 103 – Scintillating Simulacra**

Add the following:

‘For the purposes of this spell, whether a roll is a success or a failure is determined after re-rolls and modifiers have been applied.’

**Page 105 – Arcanite Cabal, Cabal of Sorcerers**

Change the last sentence to:

‘Each **WIZARD** from an Arcanite Cabal that is within 9" of at least two other **WIZARDS** from the same battalion in your hero phase can attempt to cast one additional spell.’

**Page 109 – Tzaangor Coven, Aspirant Gor-kin**

Change the first sentence to:

‘If the unit of Tzaangors from a Tzaangor Coven is within 3" of an enemy unit and within 9" of the battalion’s unit of Tzaangor Enlightened or Tzaangor Skyfires at the start of your hero phase, it can pile in and attack as if it were the combat phase.’

**Pages 112-131 – Warscrolls**

Remove the following summoning spells:

- Summon Lord of Change
- Summon Burning Herald
- Summon Herald on Disc
- Summon Herald of Tzeentch
- Summon Screamers
- Summon Burning Chariot
- Summon Exalted Flamer
- Summon Flamers of Tzeentch
- Summon Pink Horrors

**Page 118 – The Changeling, Arch-deceiver**

Change to:

‘**Arch-deceiver:** After set-up is complete, you can remove the Changeling from the battlefield and set up it up again in your opponent’s territory, more than 3" from any enemy units. Enemy units treat it as part of their own army – they can move within 3" of it but they cannot target it with spells or attacks, and so on. If it makes a charge move, attacks, casts or unbinds a spell, or is within 3" of an enemy **HERO** at the end of any phase, it is revealed and this ability no longer has an effect.’

**Page 118 – The Changeling, Formless Horror**

Change to:

‘**Formless Horror:** In the combat phase, you can pick a melee weapon wielded by an enemy model within 3" of the Changeling, and use that weapon’s Range, Attacks, To Hit, To Wound, Rend and Damage characteristics instead of those for the Trickster’s Staff. If a weapon does not have a value for one or more of these characteristics (e.g. it is given as ‘\*’ or ‘see below’), it cannot be picked.’

**Page 118 – The Changeling, Magic**

Change the last sentence to:

‘Instead of casting a spell that it knows, the Changeling can attempt to cast one spell known by a **WIZARD** that is within 9" of it when it attempts to cast the spell.’

**Page 119 – Screamers of Tzeentch, Locus of Change**

Change to:

‘Subtract 1 from hit rolls for attacks that target this unit while this unit is wholly within 12" of a friendly **TZEENTCH DAEMON HERO**.’

**Page 122 – Pink Horrors of Tzeentch, Icon Bearer**

Change the last two sentences to:

‘If the unmodified roll for a battleshock test for a unit that includes any Icon Bearers is 1, you can add D6 models to that unit, and no models from that unit will flee in that battleshock phase.’

**Page 123 – Blue Horrors of Tzeentch, Split**

Change to:

‘**Split:** When a Pink Horror is slain, its remains split into two smaller Blue Horrors, each grumbling and snarling in annoyance. These lesser forms may take petty vengeance on those responsible before scuttling off, or gather their fellow lesser daemons to renew the assault twice over.

If a friendly **PINK HORROR** model is slain, you can either take petty vengeance or receive 2 Blue Horror Points. If you take petty vengeance, pick an enemy unit within 9" of the slain **PINK HORROR** and roll a dice. On a 6+ that enemy unit suffers 1 mortal wound. Any Blue Horror Points you receive can be used instead of or as well as Fate Points when you summon a **BLUE HORRORS** unit to the battlefield.’

## Page 123 – Brimstone Horrors of Tzeentch, Split Again

Change to:

**'Split Again:** When a Blue Horror is slain they split into two Brimstone Horrors that burn with the need to wreak havoc. These lesser forms may take petty vengeance on those responsible before scuttling off, or gather their fellow lesser daemons to renew the assault twice over.

If a friendly **BLUE HORROR** model is slain, you can either take petty vengeance or receive 1 Brimstone Horror Point. If you take petty vengeance, pick an enemy unit within 9" of the slain **BLUE HORROR** and roll a dice. On a 6+ that enemy unit suffers 1 mortal wound. Any Brimstone Horror Points you receive can be used instead of or as well as Fate Points when you summon a **BRIMSTONE HORRORS** unit to the battlefield.'

## Page 125 – Gaunt Summoner of Tzeentch, Book of Profane Secrets

Change to:

*'Book of Profane Secrets: Whispering fell incantations, a Gaunt Summoner can temporarily divert the path of a Realmgate, allowing malefic Chaos entities to manifest on the battlefield.'*

Once per battle, at the end of your movement phase, if this model is within 9" of a Realmgate it can use its Book of Profane Secrets. If it does so, you can summon 1 unit from the list below to the battlefield, and add it to your army. The summoned unit must be set up wholly within 9" of this model and wholly within 9" of the Realmgate, and more than 9" from any enemy units.

Choose a unit from the following list:

- 10 Pink Horrors
- 10 Bloodletters
- 10 Plaguebearers
- 10 Daemonettes'

## Page 126 – Magister, Bolt of Change

Change the last sentence to:

*'If any models were slain by this spell, before removing the first slain model you can add a Tzeentch Chaos Spawn to your army and set it up within 3" of the slain model's unit.'*

## Page 127 – Ogroid Thaumaturge, Fireblast

Change the last sentence to:

*'After the damage has been inflicted, you can set up 1 unit of Brimstone Horrors within 1" of the target; the number of models set up in the new unit is equal to the number of mortal wounds inflicted.'*

## Pages 132-135 – The Rules

These rules are no longer used. Use the most recent core rules instead.