



WOEHAMMER ARMIES

DISCIPLES OF TZEENTCH

Tzeentch Special Rules

Daemons

Daemons are tied to the power of their warlord, great mortal champions whose dark power helps bridge the gap to the realm of chaos. If the army warlord is killed or otherwise removed from play units with this roll may no longer lose pins by any means, as they begin to suffer from daemonic instability when their Lord's power is defeated. The warlord can in some instances himself be daemonic also.

Daemonic units are not affected by the Dread and Terror rules, and can be broken but not routed. Daemonic units are also not affected by choking or venomous rules.

Horrors of Tzeentch

When a pink horror of Tzeentch is killed, the model is removed and replaced with a model representing a pair of blue horrors straight away. Essentially Pink Horrors have a Wound rule, but drop to a lesser profile once it has lost it.

Hordes of Chaos

Tzeentch armies may include units taken from the Marauders and Beastmen lists by giving them the mark of Tzeentch.

Spells of the Change God

Bolt of Change

Casting level 8

The Sorcerer blasts his foe with arcane powers, calling the eye of the Change God to fall on the target

Range: 18"

Target: Any one enemy model with range and LOS

Effect: Roll a D10 and add casters magic level for every stat in the model's profile. On a 10+ the stat is reduced by 1. On a natural 1 the stat is increased by one instead.

Peculiar Portal

Casting level 8

The wizard opens a dimensional portal that sucks one opponent unit from the battlefield and deposits it way back and out of harm's way!

Range: Whole battlefield

Target: Any enemy unit

Effect: Unit is removed from current position and repositioned by the owning player at the player's edge.

Boon of Power

Casting level 5

The wizard beseeches his Patron for more Eldritch power!

Range: -

Target: Self

Effect: The wizard makes a Command test. If passed the Wizard increases his magical abilities, increasing his magic level by 1 and generating a further spell from each of his lores. However, if a natural 10 is rolled for the test, or the wizard's magic level is increased to 9 by any means, the Wizard has drawn the gaze of his God with a little too much scrutiny, and is changed beyond recognition. Roll 1D6 and consult the chart below to find out his fate;

1 - The caster is changed into a rapidly shrinking Homunculus, his powers dwindling with his stature. Within moments he is reduced to a mote of angry dust. Remove the model from play.

2 - The caster is wracked with horrible, crippling mutations. Reduce Ag, Str, Res, and Init stats to 1. The unit also gains the Slow 2 rule.

3 - The caster is reduced to a swarm of ghastly little creatures. Replace the model with a single Swarm model.

4 - 6 - the caster is transformed into a hideous Ruinous Spawn. Randomise a new profile for the unit, rolling 1D6 + Magic Level to generate each individual stat. The model also gains the Tough and Crazy Psychotic rules. Any pins the model had are lost.

Ascension

Casting level 4

The wizard attempts to gain the favour of his God, and ascend to daemonhood! Such an appeal is not without risk, however...

Range: -

Target: Self

Effect: If successfully cast the model is transformed into a Daemon Prince of the Change God, see below for profile. Any pins the model had are lost. However if the cast roll is a failed then the model is transformed into a hideous Ruinous Spawn; Randomise a new profile for the unit, rolling 1D6 + Magic Level to generate each individual stat. The model also gains the Tough and Crazy Psychotic rules. Any pins the model had are lost.

Tear Knowledge

Casting level 7

The wizard reaches into the very mind of his enemy, and seeks out the secrets within

Range: Whole battlefield

Target: Any enemy wizard unit

Effect: Roll a D10 and add magic level. On a 10+ the target 'forgets' one of the lores of magic (selected by the caster) he knows and the caster gains that knowledge, and access to that spell from that point. However on a natural 1 the caster instead tears the knowledge from his own mind and implants it into the mind of his target (chosen by target, however a non-Change God wizard can never learn Change God spells).

Teleport

Casting level 8

The wizard opens a dimensional portal that sucks one friendly unit from the battlefield and deposits it to a more tactically advantageous position!

Range: Whole battlefield

Target: Any friendly unit

Effect: Unit is removed from current position and repositioned by the owning player to a chosen spot within 20" and LOS of the caster., normal rules for unit spacing applies.

Madness

Casting level 6

The wizard cause all manner of strange visions to appear before his foes, causing them to doubt their sanity

Range: 10" per magic level

Target: Any enemy unit within range and LOS

Effect: The caster may select any enemy unit that has already been given an order die and change that order to Down. This cannot effect monstrosities who's minds are variously far too simple or far too complex to befuddle so.

Refracted Reality

Casting level 7

The wizard conjures a portal that bends reality, allowing his allies to see the unseeable, and fire upon the reflections of their enemies.

Range: 24"

Target: All enemy units within range

Effect: Targeted enemy unit may be fired upon by a single friendly unit's missile weapons, all shooters are considered to have LOS on the enemy.

Duration: Lasts until the end of the turn

Spiral of Mindlessness

Casting level 8

The wizard cracks open the mind of his foes and stirs the thoughts he finds within.

Range: 10" per magic level

Target: Any enemy model

Effect: Model must make a Command check, modified by pins as normal, if failed the models Init stat is reduced by one. Each recovery phase the model must make a further check, with each failure further reducing the stat by 1. If a natural 1 is rolled for any of these subsequent checks then the spell is broken, the model retains any penalties already received but does not have to make any further checks.

Temporal Shift

Casting level 8

The caster folds time briefly, allowing a fleeting glimpse of a destiny which may yet be changed.

Range: 12"

Target: Any one friendly unit within range

Effect: The target unit may reroll any failed Reaction tests

Duration: Lasts until the end of the turn Rune Ma

Tzeentch Magic Items

Hero units may take magical items as listed below, or magical items of the Destruction or Dark lores. No one hero can take more than one magical item at a time.

Magic Weapons

Change Blade - *This sword glows with arcane fire* - All hits from this sword count as fire damage, inflicting a further pin. In addition, any natural 9s to hit cause an additional 1D3 hits, regardless of whether this would have otherwise hit or not - 15 points

Magic Armour

Glittering Armour- *This armour bends reality itself* - This armour counts as medium armour, and makes the wearer -1 to hit for all missile attacks - 12 points

Magic Items

Crown of Power - *This twisted crown contains the bound spirit of an exalted Lord of Change* - If the wearer has to roll on the miscast table they must add or subtract one from the result, they may choose to add or subtract but it must be one of the other, it cannot be the original rolled result - 5 points

Wand of Woe - *This sceptre glows with otherworldly malice* - The bearer of this item can force all enemy wizards within 12" to reroll all casting rolls. In addition if a natural 9 is rolled for enemy casting rolls within 12" it also counts as a miscast as if a 10 had been rolled.

Tzeentch Army List

Army Composition

When choosing a Tzeentch army the following restrictions apply, based on max percentage of overall points, accept in the case of troops which must make up at least 25% of overall points cost of the army.

Heroes 25%

Monstrosities / Chariots 25%

Artillery 25%

Elite Troops 25%

Troops 25% minimum

Not that these costs include any additional costs accrued via magic items, extra spells etc. For heroes riding monstrosities the values for the heroes and their steeds are considered separately for calculating percentages.

Some troop types have built in restrictions to the amount you can take in an army, which is listed before their description, for example '0-1 units of foot knights'. This is based on a points limit of 1,000 points; for games larger than this it can be considered to be the limit per 1,000 points, for example in a 2,000 point game 2 units of foot knights could be taken, a 3,000 point game 3 units, and so on. The point value must 'break into' the next 1,000 point barrier for this to work, for example a 1,500 point (or even 1,999 point) game would not qualify. The exception to this is the Warlord; the warband may only ever have one warlord. The restriction on spell casters is likewise based on the 1,000 point limit, an armies may take a spell caster per 1,000 points.

Note that the Tzeentch list is heavy with HQ and Elite choices, this is because the bulk of chaos armies are made up of mortal followers which can be picked from the marauders or Beasts of Chaos list and given the appropriate mark to form the bulk of troop choices.

HQ Units

Daemon Prince of Tzeentch, 154 points Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Daemon Prince with large sword	5	5	6	6	8	9	Tough 2, Command, Follow, Wound, 3 x HTH, Dread, Large, Magic Level 2, Daemonic

Upgrade to Wound 2 @ 12 points. Can be given wings adding the Fly rule @ 40 points. Give unit Improbably Vast Weapon @ 2 points. Upgrade to Magic Level 3 @ 25 points

Sorcerer Lord of Tzeentch 79 points Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Sorcerer with sword, light armour	5	5	5	5(6)	7	8	Tough, Wound, Magic Level 1, Command, Follow
0 x Familiars	5	5	5	5	3	3	Spirit, 1 x HtH attack SV1
0 x Apprentices with swords, light armour	5	5	5	5(6)	7	7	

Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points, Tough 2 @ 12 points. Give unit medium armour @ 2 points per model. Add up to 4 familiars @ 15 points each OR add up to 4 apprentices @ 12 points each.

Sorcerer Lord on Disc of Tzeentch, 107 points Warlord Mounted Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Sorcerer with sword, light armour, riding disc	5	5	5	6(7)	7	8	Tough, Wound, Magic Level 1, Fast 8, Flies, Command, Follow

Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points, Tough 2 @ 14 points. Give Sorcerer medium armour @ 2 points.

Note. The warband may include only one Warlord Unit. Spellcasters count towards total number of spellcasters in the army

0 - 1 Tzaangor Shaman, 84 points
Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Shaman with sword, light armour	6	6	6	5(6)	7	8	Tough, Wound, Magic Level 1, Command, Follow
0 x Familiars	5	5	5	5	3	3	Spirit, 1 x HtH attack SV1
0 x Tzaangor Bodyguard with swords, light armour	6	6	6	5(6)	7	7	

Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points, Tough 2 @ 12 points. Add up to 4 familiars @ 15 points each OR up to 4 Tzaangor Bodyguards @ 17 points each

0 - 1 Tzaangor Shaman on Disc of Tzeentch, 110 points
Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Shaman with sword, light armour, riding disc	5	5	5	6(7)	7	8	Tough, Wound, Magic Level 1, Fast 8, Flies, Command, Follow
0 x Tzaangor Bodyguards with swords, light armour, riding discs	6	6	6	6(7)	7	7	Fast 8, Flies

Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points, Tough 2 @ 14 points. Add up to 3 Tzaangor body guards @ 31 points each

0 - 1 Herald of Tzeentch, 136 points
Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Herald with sword	6	6	6	5	7	9	Tough, Wound, Magic Level 2, Daemonic, Command, Follow
0 x Familiars	5	5	5	5	3	3	Spirit, 1 x HtH attack SV1

Upgrade to Magic Level 3 @ 25 points. Upgrade to Tough 2 @ 10 points, Wound 2 @ 10 points. Add up to 4 familiars @ 15 points each.

0 - 1 Herald on disc of Tzeentch, 162 points
Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Herald with sword	6	6	6	6	7	9	Tough, Wound, Magic Level 2, Daemonic, Fast 8, Flies, Command, Follow

Upgrade to Magic Level 3 @ 25 points. Upgrade to Tough 2 @ 10 points, Wound 2 @ 12 points.

0 - 1 Champion of Tzeentch, 87 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Champion with sword, heavy armour	5	5	6	6(9)	9	9	Tough 2, Hero, Wound, 3 x HtH

Give Challenge Rule @ 10 points. Give unit large weapon @ 1 point

0 - 1 Sorcerer of Tzeentch 59 points
Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Sorcerer with sword, light armour	5	5	5	5(6)	7	8	Tough, Wound, Magic Level 1
0 x Familiars	5	5	5	5	3	3	Spirit, 1 x HtH attack SV1
0 x Apprentices with swords, light armour	5	5	5	5(6)	7	7	

Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points, Tough 2 @ 12 points. Give unit medium armour @ 2 points per model. Add up to 4 familiars @ 15 points each OR add up to 4 apprentices @ 12 points each.

Elite Units

0 - 1 Units of Tzaangors on Discs of Tzeentch, 117 Points Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Tzaangor Leader with sword, light armour, riding disc	5	6	6	6(7)	6	8	Tough, Fast 8, Flies
2 x Tzaangors with swords, light armour, riding discs	5	6	6	6(7)	6	7	Fast 8, Flies

Give unit long bows @ 4 points per model. Give unit Halberds @ 1 point per model. Add up to 3 Tzaangors @ 35 points each

0 - 1 Units of Screamers of Tzeentch, 132 Points Mounted Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Screamers	6	5	6	5	7	9	Daemonic, Fast 8, 2 x HtH SV2, Flies

Troops Units

Tzaangors, 97 Points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Tzaangor Leader with sword, light armour	6	6	6	5(6)	7	8	Tough
4x Tzaangors with swords, light armour	6	6	6	5(6)	7	7	

Give unit large swords @ free, halberds @ 1 point per model. Give long bows @ 4 points per model. Give unit medium armour @ 2 points per model. Add up to 5 Tzaangors @ 17 points per model

Arcanite Cultists, 72 Points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Cultists Leader with sword, light armour	5	5	5	5(6)	7	8	Tough
4x cultists with swords, light armour	5	5	5	5(6)	7	7	

Give unit large swords @ free, halberds @ 1 point per model. Give unit medium armour @ 2 points per model. Add up to 5 Cultists @ 12 points per model

Pink Horrors, 160 Points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
5 x Pink Horrors	5	5	6	6	7	9	Daemonic, 1 x HtH SV 2 exchange of Missiles, Horrors of Tzeentch
0 x Blue Horrors	5	4	4	4	6	7	Daemonic, 1 x HtH SV1 exchange of missiles

Add up to 5 Pink Horrors @ 32 points each

Flamers of Tzeentch, 75 points**Monster Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Flamers	6	5	4	5	7	9	Daemonic, Fast 6, 1 x HtH SV1, 2 x Flamer attack Range 10 SV3 Fire

Add up to 3 Flamers @ 25 points each

Monstrosity Units**Lord of Change, 475 points****Monstrosity Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Lord of Change with Improbably Vast Sword	5	5	6	10	8	9	Large, MoD 3, Command, Follow, 5 x HTH, Dread, Terror, Flies, Magic Level 3