



# BATTLETOME: DISCIPLES OF TZEENTCH

## DESIGNERS' COMMENTARY, FEBRUARY 2024

The following commentary is intended to complement *Battletome: Disciples of Tzeentch*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

Our commentaries are updated regularly; when changes are made, any changes from the previous version will be highlighted in magenta. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

**Q:** *Can the 'Spell-thief' ability be used to steal an endless spell that is bonded to a WIZARD?*

**A:** Yes. If you do so, that endless spell would no longer be bonded to any unit (friendly or enemy).

**Q:** *If Kairos Fateweaver or a Lord of Change use their 'Spell-thief' ability to steal an endless spell that was summoned by a ROTBRINGER SORCERER, does that endless spell retain the MAGGOTKIN OF NURGLE keyword?*

**A:** No.

**Q:** *Can a unit of Horrors of Tzeentch start a battle with a mix of Pink, Blue and Brimstone Horrors?*

**A:** Yes.

**Q:** *If a HERO is transformed into a Chaos Spawn, is that HERO considered to be slain?*

**A:** No.

**Q:** *If a HERO is transformed into a Chaos Spawn, is that Chaos Spawn considered to be the same unit as that HERO for the purpose of battle tactics and grand strategies?*

**A:** Yes.

**Q:** *If a HERO is transformed into a Chaos Spawn, does that Chaos Spawn gain that HERO's enhancements?*

**A:** No.

**Q:** *If either player's general is transformed into a Chaos Spawn, is that Chaos Spawn considered to be a general for the purpose of generating command points for that player?*

**A:** Yes.

**Q:** *If all of the models in a unit have been slain or transformed into Chaos Spawn, does that unit count as being destroyed?*

**A:** Yes.

**Q:** *Is a unit of Blue Horrors that replaces a unit of Pink Horrors using the 'Split and Split Again' ability considered to be the same unit? Likewise, is a unit of Brimstone Horrors that replaces a unit of Blue Horrors using the 'Split and Split Again' ability considered to be the same unit?*

**A:** Yes and yes.

**Q:** *How is control of an endless spell determined for the 'Realm of Magic' grand strategy?*

**A:** When a player picks a predatory endless spell to move, they are considered to be the commanding player of that predatory endless spell until the start of the next hero phase (core rules, 19.5.2). All other endless spells are under the command of the player who summoned them.

**Q:** *Can I use the Hosts of Chaos allegiance abilities in Wrath of the Everchosen to pick a subfaction for my Disciples of Tzeentch army?*

**A:** No. The allegiance abilities found in the most recent publication of *Battletome: Disciples of Tzeentch* replace the Hosts of Chaos allegiance abilities in *Wrath of the Everchosen*.

**Q:** *Do I gain a Fate Point when a WIZARD automatically casts a spell?*

**A:** Yes.

**Q:** *Can the Timeslip Pendant be used to allow a unit to fight three times in one combat phase?*

**A:** No (see core rules, 1.6.5).

**Q:** *Can I use Fate Points to summon Kairos Fateweaver or an Exalted Greater Daemon of Tzeentch?*

**A:** No.

**Q:** *Several abilities allow TZEENTCH WIZARDS to cast spells they did not know at the start of the battle 'if it is possible for them to do so'. Can you explain what this means?*

**A:** It is only possible for a WIZARD to use an ability to cast a spell that they do not know at the start of the battle if:

- That spell does not require the caster to have a keyword in order to know it or attempt to cast it, or
- That spell requires the caster to have a keyword in order to know it or attempt to cast it and the caster has that keyword on their warscroll.

A WIZARD cannot cast a spell that they did not know at the start of the battle if that spell requires that WIZARD to use a value on a damage table that is not on that WIZARD's warscroll.

A WIZARD can only cast a spell that summons an endless spell that they did not know at the start of the battle if you have paid the points to include that endless spell on your army roster.

**Q:** *If I spend 2 Destiny Dice to change the casting roll for a Lord of Change, does the 'Mastery of Magic' ability change the result of the Destiny Dice that I used for the casting roll?*

**A:** No.

**Q:** *Does changing a dice roll with the 'Mastery of Magic' ability count as a modifier?*

**A:** No.

Q: *The Legions of Chaos rule states '2 in every 4 units in the army can be a coalition unit from the Slaves to Darkness faction that has the MARK OF CHAOS keyword'. Can I include units from the Slaves to Darkness faction that already have the relevant Chaos God keyword (KHORNE, NURGLE, SLAANESH or TZEENTCH) for my army but do not have the MARK OF CHAOS keyword as coalition units?*

A: No.

Q: *If models in multiple units are slain by the Burning Sigil of Tzeentch's 'Radiant Transmogrification' ability, where is the Chaos Spawn set up?*

A: The Tzeentch player can set up a Chaos Spawn within 3" of any of the units that had models slain by the Burning Sigil of Tzeentch.

Q: *When using the Burning Sigil of Tzeentch's 'Radiant Transmogrification' ability, if models in multiple enemy units are slain, do I add 1 Tzeentch Chaos Spawn for each enemy unit that had models slain by this ability?*

A: No.

Q: *An endless spell summoned using the 'Arcane Armies' battle trait cannot be dispelled, but can a dispelling roll still be made against that endless spell in the first battle round?*

A: No.

Q: *Can a Tzaangor model added to a TZAANGOR HOST by the Cult of the Transient Form's 'The Change-gift' ability take the TZAANGOR HOST above its maximum starting size?*

A: Yes.

Q: *Can the Curseling use its 'Vessel of Chaos' ability to cast 'Glean Magic' twice in one phase if it unbinds two spells?*

A: Yes.

Q: *How does the Horrors of Tzeentch ability 'Split and Split Again' work when a HORRORS OF TZEENTCH unit is affected by an ability that results in a model being slain, for example, the Kraken-eater Mega-Gargant's 'Stuff 'Em In Me Bag' ability?*

A: A HORRORS OF TZEENTCH model that is slain in this manner cannot use the 'Split and Split Again' ability.

Q: *Do Kairos Fateweaver, the Lord of Change, the Gaunt Summoner on Disc of Tzeentch, the Gaunt Summoner and The Blue Scribes know all the spells from the lores mentioned on their warscrolls if one or more of those units are included in an army that is not a Disciples of Tzeentch army?*

A: No. See core rules, 27.0. Spell lores are enhancements, which are a type of allegiance ability, and therefore these units can only know spells from those spell lores if they are part of a Disciples of Tzeentch army.

Q: *If there are no enemy units within range of the Fluxmaster's spell 'Blue Fire of Tzeentch', can it still roll 9 dice and receive Fate Points on a 5+?*

A: No.

Q: *If the Coven of Thryx allied into an army that is not a Disciples of Tzeentch army, can the spell 'Bolt of Change' transform the first model slain into a Disciples of Tzeentch Chaos Spawn? Similarly, if Magister Thryx is slain after using the 'Magic-touched' ability, can I use the 'Transformed to Spawn' ability to add a Disciples of Tzeentch Chaos Spawn to my army?*

A: No to both because 'Transformed to Spawn' is a Disciples of Tzeentch battle trait.

Q: *Can Destiny Dice be spent to replace a re-rolled dice?*

A: No.

## ERRATA, FEBRUARY 2024

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.

**Warscroll Download** – Ephelim's Pandaemonium, Keeper of the Pandaemonium

Change the first sentence to:

'Once per turn, at the start of your hero phase, you can say that Ephelim will summon their abominations.'

**Page 64** – Masters of Destiny

Change the fourth sentence of the second paragraph of the rule to: 'Any rolls that have been replaced count as unmodified rolls and cannot be re-rolled, changed or modified unless noted below.'

**Page 65** – Legions of Chaos

Change the first bullet point to:

'2 in every 4 units in the army can be a coalition unit from the Slaves to Darkness faction that has the **MARK OF CHAOS** or **TZEENTCH** keyword. Those units gain the **TZEENTCH** keyword (if they do not already have it).'

**Page 66** – Command Traits, Cult Demagogue

Change the rule to:

'**WIZARDS** only. If the first casting roll in each hero phase for this general is a double and the spell is not miscast, the casting attempt is successful and the spell cannot be unbound (regardless of the roll). In addition, you receive 2 Fate Points instead of 1.'

**Page 93** – Fateskimmer, Herald of Tzeentch on Burning Chariot, Tzeentch's Firestorm

Change the name of this spell to 'Red Fire of Tzeentch'.

**Page 93** – Fateskimmer, Herald of Tzeentch on Burning Chariot, Keywords

Delete the following keyword:

'**MONSTER**'

**Page 95** – Changelcaster, Herald of Tzeentch, Keywords

Delete the following keyword:

'**MONSTER**'

**Page 95** – The Blue Scribes, Scrolls of Sorcery

Change the rule to:

'Once in each of your hero phases, when this unit attempts to cast a spell, instead of making a casting roll, you can say that it will read from its scrolls of sorcery. If you do so, roll a dice. On a 2+, that spell is successfully cast and cannot be unbound.'

If this unit is part of a Disciples of Tzeentch army, it knows all of the spells from the Lore of Fate and Lore of Change.'

**Page 108** – Tzaangors, Melee Weapons, Savage Blade, Pair of Savage Blades and Savage Greatblade  
Change the Range characteristic to 2'.

**Page 109** – Kairic Acolytes, Description

Change the description to read:

‘Each model in a Kairic Acolytes unit is armed with Sorcerous Bolts and 1 of the following weapon options: Cursed Blade and Arcanite Shield; or Pair of Cursed Blades. 3 in every 10 models in this unit can replace their weapon option with a Cursed Glaive and Arcanite Shield.’

**Page 112** – Pitched Battle Profiles, Tzeentch Chaos Spawn

Change the name of the profile to:

‘Disciples of Tzeentch Chaos Spawn’