

# Tzeentch

**“I am Tzeentch, and you are the puppet that dances to my tune.”**

*These rules are unofficial and are not associated with Games Workshop and its affiliates in any way. These rules are dedicated to the fans of Warhammer 40k and the decades shared together.*

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**What is Tzeentch?** Forces of Tzeentch are especially sporadic and random, altering the flow of battle for the god of change and his opponents in all aspects. He demands that events constantly change as he tries to manipulate fate itself and uncover the secrets of the multiverse. Enemy commanders poof into Chaos Spawn. Purple Horrors split into two smaller Daemons. And those Daemons devolve into an even weaker version as they are destroyed. Chaos takes on a whole new level with the master of fates eye on the battlefield!

**Army Difficulty 1-5:** 1-5. Chaos is massive. Each set of Marks and Pure Blessings brings major changes to strategies, incorporation of Unique Characters, and alters the units in a drastic way. This army can be as difficult or as easy to play as you wish. With the ability to harness many Chaos Supplements, you will be able to have access to the largest datasheet army in the 40k universe!

**Strengths:** Tzeentch is very defensible, adding a 5+ Invulnerability Save to those that don't have one and granting an increase of 1 to those that do to a 4+! If they already had a 4+, they get to reroll of 1s for Invulnerability saves instead! If you build your army right, you can get them to the Pure Blessing of Tzeentch and start ignoring wounds each phase! Horrors of Tzeentch keep splitting into more and more enemy troops that must be contended with. Truly they are one of the most disheartening armies to face!

**Weaknesses:** Tzeentch has a powerful mark it grants to its unit. As such the cost of fielding a full Tzeentch army will be slightly more than most other chaos gods. They are however

incredibly flexible and manipulative, forcing the opponent into carefully calculated decisions if you play your abilities right.

**Army Abilities:** Chaos has a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.

**Daemonic** – This model has a 5+ Invulnerability Save.

**Daemonic Engine** – This model has a 5+ Invulnerability Save and is immune to the secondary effects of Weapon Disabled and Crew Stun. It still takes the additional Wounds from the Penetration Charts.

**Daemonic Thirst** – A weapon with this rule inflicts a Mortal Wound on its bearer in each of your Command Phases if you did not cause a Wound with the weapon during the last Turn. This does not trigger on Turn 1.

**Malicious Volleys** – If this model does not count as Moving this Turn, it may treat weapons with the Bolter rule as if they were in half range.

**Marks** – Marks of Chaos are optional upgrades for units. Marks perform the following enhancements to units. Stats in **Blue** have this baked into the profile. Psychic Mastery Level # models and units may only use the corresponding spell list with their Marks.

**Mark of Tzeentch** – This model gains a 5+ Invulnerability Save, or improves their Invulnerability Save by -1 (Improves by 1) to a maximum of 4+. When interacting with situational Invulnerability Saves such as Flare Launchers or Void Shields this ability only applies to the situational benefit and does not apply normally.

If the model already has a 4+ Invulnerability Save, it may instead reroll 1s for Invulnerability Saves.

**Tzeentch Spell List.**

Tzeentch Spell List					
S +10 points	Infernal Gateway Cast 6+	18	-	-	Target unit with the Mark of Tzeentch immediately deploys out of Reserves within 18" of the Caster. This can happen on Turn 1.
S +14 points	Boon of Change Cast 6+	18	-	-	Target model gains S+1, T+1, A+1 until your next Psychic Phase.
S +15 points	Treason of Tzeentch Cast Target W+	12	-	-	The Cast Value is the target non-Titanic model's remaining Wounds. This model immediately performs its Melee or Ranged attacks against one of its friendly units, but not itself.

S +20 points	Bolt of Change Cast 8+	18	3	2+	Assault 1, Sniper (2+), If target Independent Character dies, place a Chaos Spawn (no upgrades) in their place. If they were part of a unit, the unit is considered to be in Ongoing Melee and Engaged.
S +20 points	Gaze of Fate Cast 6+	User	-	-	This model may reroll 1 die each time it rolls any dice until your next Psychic Phase.
S +45 points	Flickering Flames Cast 7+	18	-	-	Target unit with the Mark of Tzeentch gains Accurate until your next Psychic Phase.

**Pure Blessings** – Pure Blessings of Chaos are an added layer of enhancement. Most models will only gain access to Pure Blessings if they come with a Mark by default. The only way to gain a Pure Blessing is to have an entire army of the Mark of the same god, or to have an Undivided Mark for each exception. The Pure Blessing adds to the existing Mark’s benefits. For example, a Mark of Khorne grants A+1 and the Pure Blessing results in A+1 for a total of A+2.

Other Pure Blessings of the same army count as Marks of the same god for the purpose of army building. Stats in **Bold** have this baked into the profile.

**Pure Blessing of Tzeentch** – This model or unit ignores the first Wound suffered in each Phase after Saves and Feel No Pains.

### Common Wargear

This section is consolidated for easy reference and to save space on Wargear that commonly populates this Codex.

- Augur Array – 6” Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering.
- Extra Armour – You may treat Crew Stun results as Weapon Disabled instead.
- Flare Launchers – This model has a 5+ Invulnerability Save vs ranged attacks.
- Icon of Chaos – has 2 Auras:
  - 6” Aura, this model and target unit gains A+1.
  - 6” Aura, this model and target unit may reroll failed Ld tests.
- Mark of Khorne – Khorne Mark model/unit only. May Deny the Witch as if Psychic Mastery Level 1.
- Recovery Gear – Roll a d6, on a 5+ Repair the secondary effect from a Crew Stun or Immobilized Result.
- Sigil of Corruption – This model has a 4+ Invulnerability Save.
- Smoke Launchers – 6” Range, put 5” Smoke Cloud that causes -1 To Hit and scatters to move an extra +1” until your next Command Phase. One Use Only. Use in your Shooting Phase Only.

## Warbands

Chaos forces bring a powerful flexible play to the battlefield. Each Warband suffers from side effects of their patron's gifts but also gains useful ones to so they are of use to their god. The following are just some of the available Warbands to play as. Additional ones will be available in the supplements provided.

### Average:

- This army plays exactly as it is presented in the Codex.

### Cult of the Athanaeans:

- Tactical Relay: Models in your army with Psychic Mastery Level # and the Mark of Tzeentch suffer -2 to Deny the Witch.
- Telepathics: Models in your army with Psychic Mastery Level # and the Mark of Tzeentch gain Objective Secured. Each of these qualifying models in your army also allows you to redeploy after Infiltrators and Scouts are done performing their abilities but before the game begins.
- Thousand Sons: You may include any Thousand Sons units in your army.

### Cult of the Corvidae:

- Overwhelming Visions: Models in your army with Psychic Mastery Level # and the Mark of Tzeentch cannot claim Objective Markers.
- Precognition: Models in your army with Psychic Mastery Level # and the Mark of Tzeentch grant their unit (or themselves instead when in a challenge) +1 die to each set of dice being rolled. You must select one die to ignore once the roll is complete.
- Thousand Sons: You may include any Thousand Sons units in your army.

### Cult of the Pavoni:

- Arrogant Sorcerers: Models in your army with Psychic Master Level # and the Mark of Tzeentch must accept all Challenges issued to their unit and must Issue Challenges whenever they can.
- Bio Lighting: Models in your army with Psychic Mastery Level # and the Mark of Tzeentch gain Tesla on all Melee attacks.
- Thousand Sons: You may include any Thousand Sons units in your army.

### Cult of the Pyrae:

- Pyro Kinetics: Units in your army that contain a model with Psychic Mastery Level # and the Mark of Tzeentch are only injured by Flame and Hellstorm Template weapons on a 6+, but inflict one Auto Wound on each Terrain or Fortification within 3" for each Hit that fails to Wound them.
- Thousand Sons: You may include any Thousand Sons units in your army.

Cult of the Raptora:

- Kine Shielding: Models in your army with Psychic Mastery Level # and the Mark of Tzeentch may cast a 6" Aura, 4+ Feel No Pain to a target unit. For reach roll of a 1 on Feel No Pains on that unit, the Aura Casting model suffers 1 Mortal Wound. Unlike typical Auras, this model can declare it ends the Kine Shielding once an opponent has announced they are attacking the shielded unit but has not rolled to attack yet. If the Kine Shielding ends, the model cannot be recast it until your next Psychic Phase.
- Thousand Sons: You may include any Thousand Sons units in your army.

## HQ Slots 1-2 Slots

### Generic

<b>Fateskimmer</b> Fateskimmer	<b>M WS BS S T W I A Ld Sv</b> 12 2+ 2+ 4 6 9 4 4 7 -	<b>Points: 383</b> <b>Composition:</b> <b>1 Fateskimmer</b>
<b>Wargear</b> <b>Fateskimmer:</b> Blue Firebolt Pink Firebolt Lamprey's Bite	<b>Options</b> May swap Psychic Mastery Level 3 for Psychic Mastery Level 4 for +25 points May take up to one Spell for each Psychic Mastery Level May take one C	<b>Rules</b> <b>Fateskimmer:</b> Independent Character Monster Daemoniac Mark of Tzeentch Deepstrike Fearless Fly Psychic Mastery Level 3 Chariot Slashing Attack – In the Movement Phase, if this model Moves over one or more enemy units that are not Engaged in Melee, inflict 2d3 S4 AP- Auto Hits on one of those units for each Screamer in this unit. Fate Meddler – 6" Aura, target enemy unit must reroll 6s To Hit.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Tzeentch +4 points	

Selection	Name	Range	S	AP	Rules
H	Blue Firebolt	18	9	1+	Assault 3, Monsterbane
P	Pink Firebolt	Flame	5	3+	Assault 1
M	Lamprey's Bite	Melee	User	2+	None

## Unique

<b>Ahriman</b> Ahriman	<b>M WS BS S T W I A Ld Sv</b> 6 2+ 2+ 4 4 5 5 4 10 3+	<b>Points: 337</b> <b>Composition:</b> <b>1 Ahriman</b>
<b>Wargear</b> <b>Ahriman:</b> Inferno Bolt Pistol The Black Staff Frag Grenades Krak Grenades Sigil of Corruption	<b>Options</b> May take one B May take up to one of each Spell	<b>Rules</b> <b>Ahriman:</b> Independent Character Infantry Unique <b>Thousand Sons</b> Mark of Tzeentch Pure Blessing of Tzeentch Fearless Psychic Mastery Level 4 Arch Sorcerer – This model May Deny the Witch twice per Turn and gains +1 To Cast and to Deny the Witch. Lord of Chaos – 6" Aura, this model and target unit may reroll 1s To Hit.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> Disc of Tzeentch +31 points	M+6, W+1. Gain Deepstrike, Flying.

Selection	Name	Range	S	AP	Rules
P	Inferno Bolt Pistol	12	4	3+	Pistol 1
M	The Black Staff	Melee	+2	3+	Psychic Bane, Concussion
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

<b>Kairos Fateweaver</b> Kairos	<b>M WS BS S T W I A Ld Sv</b> 12 4+ 2+ 6 7 16 8 5 10 -	<b>Points: 472</b> <b>Composition:</b> <b>1 Kairos</b>
<b>Wargear</b> <b>Kairos:</b> Staff of Tomorrow	<b>Options</b> May take up to one of each Spell	<b>Rules</b> <b>Kairos:</b> Independent Character Monster Unique Daemonic Mark of Tzeentch Pure Blessing of Tzeentch Deepstrike Fearless Fly Psychic Mastery Level 4 Mad Gibberish – 6” Aura, target unit suffers Ld-3 but your Opponent gets to pick the target, friend or foe. You do not choose when to cast this Aura. Right Hand of Tzeentch – This model may reroll 1s To Cast and may Cast each spell it knows each of your Psychic Phases knows despite its Psychic Mastery Level.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b>	

Selection	Name	Range	S	AP	Rules
M	Staff of Tomorrow	Melee	+2	2+	Sniper (2+), Independent Characters slain by this weapon spawn a Chaos Spawn within 6” with no upgrades

<b>Magnus the Red</b> Magnus	<b>M WS BS S T W I A Ld Sv</b> 12 2+ 2+ 8 7 18 6 6 10 -	<b>Points: 786</b> <b>Composition:</b> <b>1 Magnus</b>
<b>Wargear</b> <b>Magnus:</b> Blade of Magnus Gaze of Magnus Sigil of Corruption	<b>Options</b> May take up to one of each Spell	<b>Rules</b> <b>Magnus:</b> Independent Character Monster Unique <b>Thousand Sons</b> Daemonic Mark of Tzeentch Pure Blessing of Tzeentch Deepstrike Fearless Fleet Fly Psychic Mastery Level 4 <b>Arch Sorcerer – This model</b> <b>May Deny the Witch twice per</b> <b>Turn and gains +1 To Cast and</b> <b>to Deny the Witch.</b> <b>Crown of the Crimson King –</b> <b>This model may reroll failed</b> <b>Psychic Tests and does not</b> <b>suffer from Perils of the Warp.</b> <b>Lord of the Planet of Sorcerers</b> <b>– 6” Aura, this model and</b> <b>target unit may reroll failed To</b> <b>Wound rolls.</b> <b>Primarch – 6” Aura, this model</b> <b>and target unit may reroll 1s To</b> <b>Hit.</b> <b>Unearthly Power – This model</b> <b>may Cast each spell it knows</b> <b>each of your Psychic Phases</b> <b>despite its Psychic Mastery</b> <b>Level.</b>
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b>	

Selection	Name	Range	S	AP	Rules
M	Blade of Magnus	Melee	User	1+	Sniper (2+), Independent Characters slain by this weapon spawn a Chaos Spawn within 6” with no upgrades
Spell	Gaze of Magnus Cast 8+	18	D	1+	Assault 1, Beam, Destroyer, Monsterbane

# Advisors 0-3/Troop Slot Purchased

## Generic

<b>Change Caster</b> Caster	<b>M WS BS S T W I A Ld Sv</b> 6 3+ 3+ 4 4 4 3 3 7 -	<b>Points: 144</b> <b>Composition:</b> <b>1 Caster</b>
<b>Wargear</b> <b>Caster:</b> Ritual Dagger	<b>Options</b> May take one B May take one C	<b>Rules</b> <b>Caster:</b> Independent Character Monstrous Infantry Daemonic Mark of Tzeentch Deepstrike Fearless Psychic Mastery Level 2 Locus of Tzeentch – 6" Aura, this model and target unit gain S+1.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> B Disc of Tzeentch +22 points C Pure Blessing of Tzeentch +4 points	M+6, W+1. Gain Flying.

Selection	Name	Range	S	AP	Rules
M	Ritual Dagger	Melee	User	5+	None

<b>Exalted Flamer</b> Exalted Flamer	<b>M WS BS S T W I A Ld Sv</b> 12 3+ 3+ 4 4 4 4 3 7 -	<b>Points: 133</b> <b>Composition:</b> <b>1 Exalted Flamer</b>
<b>Wargear</b> <b>Exalted Flamer:</b> Green Fire Pink Fire Tongues of Flames	<b>Options</b> May take one C	<b>Rules</b> <b>Exalted Flamer:</b> Independent Character Infantry Daemonic Mark of Tzeentch Deepstrike Fearless Fly
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Tzeentch +4 points	

Selection	Name	Range	S	AP	Rules
S	Green Fire	18	9	1+	Assault 2
P	Pink Fire	Flame	5	3+	Pistol 1

M	Tongues of Flames	Melee	User	4+	None
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<b>Tzaagor Shaman</b> Shaman	<b>M WS BS S T W I A Ld Sv</b> 6 3+ 3+ 4 4 4 3 3 7 -	<b>Points: 74</b> <b>Composition:</b> <b>1 Shaman</b>
<b>Wargear</b> <b>Shaman:</b> Force Staff	<b>Options</b> May take one C	<b>Rules</b> <b>Shaman:</b> Independent Character Infantry Mark of Tzeentch Psychic Mastery Level 2
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Tzeentch +4 points	

Selection	Name	Range	S	AP	Rules
M	Force Staff	Melee	+2	4+	Psychic Bane, Concussion

### Unique

<b>The Blue Scribes</b> P'tarix and Xirat'p	<b>M WS BS S T W I A Ld Sv</b> 12 3+ 3+ 3 4 6 3 3 7 -	<b>Points: 135</b> <b>Composition:</b> <b>1 P'tarix and Xirat'p</b>
<b>Wargear</b> <b>P'tarix and Xirat'p:</b> Quills	<b>Options</b>	<b>Rules</b> <b>P'tarix and Xirat'p:</b> Independent Character Monstrous Infantry Unique Daemonic Mark of Tzeentch Pure Blessing of Tzeentch Deepstrike Fearless Fly P'tarix's Sorcerous Syphon – At the end of the Opponents Psychic Phase, randomly Auto Cast one spell that was cast this phase that originated or ended within 12" of this model. Xirat'p's Sorcerous Barrage – This model knows all the Tzeentch Spells. Randomly Auto Cast one in each of your Psychic Phases.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b>	

Selection	Name	Range	S	AP	Rules
M	Quills	Melee	User	-	Extra Attack 1

<b>The Changeling</b> Changeling	<b>M WS BS S T W I A Ld Sv</b> 6 3+ 3+ 4 4 4 3 3 7 -	<b>Points: 198</b> <b>Composition:</b> <b>1 Changeling</b>
<b>Wargear</b> <b>Changeling:</b> The Trickster's Staff	<b>Options</b>	<b>Rules</b> <b>Changeling:</b> Independent Character Monstrous Infantry Unique Daemonic Mark of Tzeentch Pure Blessing of Tzeentch Deepstrike Fearless Psychic Mastery Level 2 Doppelganger – This model may choose the target of its Challenge. The target may not deny the Challenge.
<b>Special Wargear:</b> The Trickster's Staff – If this model is involved in a Challenge, it mirrors the Datasheet of the model it is Challenging but is at full Wounds in this mirrored form. If the Challenge ends and this model is still alive, return to its normal Datasheet with whatever Wounds it had.	<b>Special Wargear Upgrades:</b>	

## Troops 2-6 Slots

<p><b>Horrors of Tzeentch</b>          Purple Horror          Blue Horror          Brimstone Horror</p>	<p><b>M WS BS S T W I A Ld Sv</b>          6 3+ 3+ 3 3 1 3 1 7 -          6 4+ 4+ 2 2 1 3 1 7 -          6 5+ 5+ 1 1 1 3 1 7 -</p>	<p><b>Points: 230</b>  <b>Composition:</b>  <b>10-30 Purple Horrors</b></p>
<p><b>Wargear</b>  <b>Purple Horror:</b>          Purple Fire  <b>Blue Horror:</b>          Blue Fire  <b>Brimstone Horror:</b>          Brimstone Fire</p>	<p><b>Options</b>          May take up to 20 more Purple Horrors for +23 points each          The entire unit may take one C</p>	<p><b>Rules</b>  <b>Purple Horror:</b>          Infantry          Daemonic          Mark of Tzeentch          Deepstrike          Fearless          Continuous Change – This model always fails its Invulnerability Saves.          Splitting Change – When this model is slain, spawn 2 Blue Horrors and join them to a Blue Horror unit within 6” of this model’s unit. If there is not a Blue Horror unit within 6”, create one instead.  <b>Blue Horror:</b>          Infantry          Daemonic          Mark of Tzeentch          Fearless          Continuous Change – This model always fails its Invulnerability Saves.          Flickering Change – When this model is slain, spawn 2 Brimstone Horror and join them to a Brimstone Horror unit within 6” of this model’s unit. If there is not a Brimstone Horror unit within 6”, create one instead.  <b>Brimstone Horror:</b>          Infantry          Daemonic          Mark of Tzeentch          Fearless          Continuous Change – This model always fails its Invulnerability Saves.</p>

		Hateful Spite – This model cannot Claim or Contest Objective Markers.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Tzeentch +2 points per model	

Selection	Name	Range	S	AP	Rules
R	Purple Fire	12	4	5+	Assault 2
R	Blue Fire	12	3	6+	Assault 2
R	Brimstone Fire	12	2	-	Assault 2

## Elite 0-3 Slots

<b>Rubric Marines</b> Sorcerer Marine	<b>M WS BS S T W I A Ld Sv</b> 6 3+ 3+ 4 4 2 4 2 10 3+ 6 3+ 3+ 4 4 2 4 1 10 3+	<b>Points: 199</b> <b>Composition:</b> <b>1 Sorcerer</b> <b>4-19 Marines</b>
<b>Wargear</b> <b>Sorcerer:</b> Inferno Bolter Force Sword Frag Grenades Krak Grenades <b>Marines:</b> Inferno bolter Frag Grenades Krak Grenades	<b>Options</b> May take up to 15 more Marines for +36 points each Sorcerer may swap Inferno Bolter for OR Sorcerer may swap Force Sword for M Sorcerer may take up to one Spell for each Psychic Mastery Level Up to 2 Marines may swap Inferno Bolter for S The entire unit may take one C	<b>Rules</b> <b>Sorcerer:</b> Character Infantry Malicious Volleys Mark of Tzeentch Fearless Psychic Mastery 1 Shock Assault <b>Marines:</b> Infantry Malicious Volleys Mark of Tzeentch Fearless Shock Assault
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Tzeentch +2 points per model	

Selection	Name	Range	S	AP	Rules
OR	Inferno Bolter	24	4	3+	Rapid Fire 1, Bolter
OR +0 points	Warpfire Pistol	Flame	3	4+	Pistol 1
OR +4 points	Warpflamer	Flame	4	4+	Assault 1
M	Force Sword	Melee	+1	3+	Psychic Bane
M +1 point	Force Axe	Melee	+2	4+	Psychic Bane
M +4 points	Force Stave	Melee	+2	4+	Psychic Bane, Concussion
R	Inferno Bolter	24	4	3+	Rapid Fire 1, Bolter

S +1 point	Warpflamer	Flame	4	4+	Assault 1
S +12 points	Soulreaper Cannon	24	5	3+	Heavy 4, Rending

<b>Scarab Occult Terminators</b> Sorcerer Terminator	<b>M WS BS S T W I A Ld Sv</b> 4 3+ 3+ 4 4 3 4 3 10 3+ 4 3+ 3+ 4 4 3 4 2 10 3+	<b>Points: 468</b> <b>Composition:</b> <b>1 Sorcerer</b> <b>4-9 Terminators</b>
<b>Wargear</b> <b>Sorcerer:</b> Inferno Stormbolter Chain Axe Terminator Honours <b>Terminator:</b> Inferno bolter Chain Axe Terminator Honours	<b>Options</b> May take up to 5 more Terminators for +88 points each Sorcerer may swap Chain Axe for M or OM Sorcerer may take up to one Spell for each Psychic Mastery Level Any model may swap Inferno Stormbolter for R or S Any model may swap Chain Axe for M The entire unit may take one C	<b>Rules</b> <b>Sorcerer:</b> Character Monstrous Infantry Malicious Volleys Mark of Tzeentch Deepstrike Fearless Psychic Mastery 2 Shock Assault Steady <b>Terminator:</b> Monstrous Infantry Malicious Volleys Mark of Tzeentch Deepstrike Fearless Shock Assault Steady
<b>Special Wargear:</b> Terminator Honours – 5+ Invulnerability Ave	<b>Special Wargear Upgrades:</b> C Pure Blessing of Tzeentch +4 points per model	

Selection	Name	Range	S	AP	Rules
R	Inferno Stormbolter	24	4	3+	Rapid Fire 2, Bolter
R +0 points	Lightning Claw	Melee	User	3+	Reroll failed To Wound rolls
R +1 point	Inferno Combi Flamer	Flame Or 4	4 Or 4	5+ Or 3+	Assault 1 Or Rapid Fire 1, Bolter
R +6 points	Inferno Combi Plasma	24 Or 24	7 Or 4	2+ Or 3+	Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter
R +21 points	Inferno Combi Melta	12 Or 24	8 Or 4	1+ Or 3+	Assault 1, Melta, (Monsterbane), Or Rapid Fire, Bolter

S +9 points	Soulreaper Cannon	24	5	3+	Heavy 4, Rending
S +11 points	Heavy Warp Flamer	Flame	5	3+	Assault 1
M	Chain Axe	Melee	+1	-	Rending
OM +7 points	Force Sword	Melee	+1	3+	Psychic Bane
OM +8 point	Force Axe	Melee	+2	4+	Psychic Bane
OM +11 points	Force Stave	Melee	+2	4+	Psychic Bane, Concussion
M +5 points	Power Sword	Melee	+1	3+	None
M +6 points	Power Axe	Melee	+2	4+	None
M +6 points	Lightning Claw	Melee	User	3+	Reroll failed To Wound rolls
M +8 points	Power Maul	Melee	+2	4+	Concussion
M +16 points	Powerfist	Melee	X2	2+	Slow, Monsterbane
M +17 points	Daemonic Blade	Melee	+1	2+	Extra Attack d6, Daemonic Thirst
M +19 points	Chainfist	Melee	X2	2+	Slow, Monsterbane, +1 To Penetrate

## Fast Attack 0-3 Slots

<b>Flamers of Tzeentch</b> Champion Flamer	<b>M WS BS S T W I A Ld Sv</b> 12 3+ 5+ 4 4 2 4 3 7 - 12 3+ 5+ 4 4 2 4 2 7 -	<b>Points: 129</b> <b>Composition:</b> <b>1 Champion</b> <b>2-9 Flamers</b>
<b>Wargear</b> <b>Champion:</b> Flickering Flames <b>Flamer:</b> Flickering Flames	<b>Options</b> May take up to 7 more Flamers for +42 points each The entire unit may take one C	<b>Rules</b> <b>Champion:</b> Character Infantry Daemonic Mark of Tzeentch Deepstrike Fearless Fly <b>Flamer:</b> Infantry Daemonic Mark of Tzeentch Deepstrike Fearless Fly
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Tzeentch +2 points per model	

Selection	Name	Range	S	AP	Rules
S	Flickering Flames	Flame	4	5+	Pistol 1

<b>Screamers of Tzeentch</b> Screamer	<b>M WS BS S T W I A Ld Sv</b> 12 3+ 5+ 4 4 3 4 2 7 -	<b>Points: 210</b> <b>Composition:</b> <b>3-10 Screamers</b>
<b>Wargear</b> <b>Screamer:</b> Lamprey's Bite	<b>Options</b> May take up to 7 more Screamers for +70 points each The entire unit may take one C	<b>Rules</b> <b>Screamer:</b> Monstrous Infantry Daemonic Mark of Tzeentch Deepstrike Fearless Fly Slashing Attack – In the Movement Phase, if this model Moves over one or more enemy units that are not Engaged in Melee, inflict d3 S4 AP- Auto Hits on one of those units for each Screamer in this unit.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Tzeentch +4 points per model	

Selection	Name	Range	S	AP	Rules
M	Lamprey's Bite	Melee	User	2+	None

<b>Tzaagor Enlightened</b> Champion Tzaagor	<b>M WS BS S T W I A Ld Sv</b> 6 3+ 3+ 4 4 2 4 3 7 - 6 3+ 3+ 4 4 2 4 2 7 -	<b>Points: 90</b> <b>Composition:</b> <b>1 Champion</b> <b>2-9 Tzaagors</b>
<b>Wargear</b> <b>Champion:</b> Divining Spear <b>Tzaagor:</b> Divining Spear	<b>Options</b> May take up to 7 more Tzaagors for +29 points each Any model may swap Divining Spear for M or R The entire unit may take one B The entire unit may take one C	<b>Rules</b> <b>Champion:</b> Character Infantry Daemonic Mark of Tzeentch Deepstrike Fearless <b>Tzaagor:</b> Infantry Daemonic Mark of Tzeentch Deepstrike Fearless
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> B Disc of Tzeentch +11 points per model C Pure Blessing of Tzeentch +2 points per model	M+6, W+1. Gain Flying.

Selection	Name	Range	S	AP	Rules
M	Divining Spear	Melee	+1	4+	Furious Charge
M +1 point	Autopistol and Chainsword	12 And Melee	3 And User	- And 6+	Pistol 1 And Rending
R +7 points	Fatecaster Greatbow	24	5	4+	Assault 2

## Heavy Support 0-3 Slots

<b>Burning Chariot</b> Chariot	<b>M WS BS S T W I A Ld Sv</b> 12 3+ 3+ 4 6 8 4 4 7 -	<b>Points: 196</b> <b>Composition:</b> <b>1-3 Chariots</b>
<b>Wargear</b> <b>Chariot:</b> Blue Firebolt Pink Firebolt Lamprey's Bite	<b>Options</b> May take up to 2 more Chariots for +196 points each May take up to 3 of each B The entire unit may take one C	<b>Rules</b> <b>Chariot:</b> Monster Daemonic Mark of Tzeentch Deepstrike Fearless Fly Chariot Slashing Attack – In the Movement Phase, if this model Moves over one or more enemy units that are not Engaged in Melee, inflict 2d3 S4 AP- Auto Hits on one of those units for each Screamer in this unit.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> B Pink Chanter +5 points  C Pure Blessing of Tzeentch +4 points per model	18" Aura, target Psyker suffers -1 To Cast for each Pink Chanter. Cast as a model.

Selection	Name	Range	S	AP	Rules
H	Blue Firebolt	18	9	1+	Assault 3, Monsterbane
P	Pink Firebolt	Flame	5	3+	Assault 1
M	Lamprey's Bite	Melee	User	2+	None

<b>Mutalith Vortex Beast</b> Mutalith	<b>M WS BS S T W I A Ld Sv</b> 8 3+ 3+ 7 7 14 4 4 7 -	<b>Points: 364</b> <b>Composition:</b> <b>1 Mutalith</b>
<b>Wargear</b> <b>Mutalith:</b> Enormous Claws	<b>Options</b> May take one C	<b>Rules</b> <b>Mutalith:</b> Monster Daemonic Mark of Tzeentch Deepstrike Fearless Regeneration – This model Heals 1 Wound in each of your Command Phases. Unstable Energies – Double the range of Warp Vortex Abilities when this model is at W7 or less. Vortex – In each of your Shooting Phases, roll a d6 to see which Ability or Weapon activates. Warp Implosion – This models explodes on a 4+ in a d6” radius that inflicts d3 Mortal Wounds to all within range.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Tzeentch +4 points	

Selection	Name	Range	S	AP	Rules
M	Enormous Claws	Melee	User	3+	None
Vortex 1	Warp Flare	12	5	3+	Assault 1, 3” Blast
Vortex 2	Chaotic Infusion	6	-	-	Target unit with the Mark of Tzeentch gains S+1 until your next Shooting Phase
Vortex 3	Temporal Flux	6	-	-	Target unit with the Mark of Tzeentch may reroll failed Charges until your next Shooting Phase
Vortex 4	Ephemeral Touch	6			Target unit with the Mark of Tzeentch gains Rending on all Ranged and Melee Attacks until your next Shooting Phase
Vortex 5	Maelstrom of Madness	12	-	-	Target enemy unit suffers -2 Ld until your next Shooting Phase

Vortex 6	Beam of Unreality	12	D	2+	Assault 1, Beam, Destroyer, Monsterbane
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<b>Sekhetar Robots</b> Robot	<b>M WS BS S T W I A Ld Sv</b> 6 3+ 3+ 4 4 3 4 3 10 3+	<b>Points: 214</b> <b>Composition:</b> <b>2-6 Robots</b>
<b>Wargear</b> <b>Robot:</b> Heavy Warp Flamer 2 Linked Hellfyre Missile Racks Lightning Claw	<b>Options</b> May take up to 4 more Robots for +107 points each Any model may swap Lightning Claw for S The entire unit may take one C	<b>Rules</b> <b>Robot:</b> Monstrous Infantry Mark of Tzeentch Infiltrate Fearless Stealth
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Tzeentch +4 points per model	

Selection	Name	Range	S	AP	Rules
H	Heavy Warp Flamer	Flame	5	3+	Assault 1
H	2 Linked Hellfyre Missile Racks	36	3	6+	Heavy 1 x2, 3" Blast, Ignores Cover
M	Lightning Claw	Melee	User	3+	Reroll failed To Wound rolls
S +5 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)

## Lord of War 0-1 Slots

<b>Aetaos'rau'keres</b> Aetaos'rau'keres	<b>M WS BS S T W I A Ld Sv</b> 12 2+ 2+ 8 8 27 9 6 10 -	<b>Points: 2150</b> <b>Composition:</b> <b>1 Aetaos'rau'keres</b>
<b>Wargear</b> <b>Aetaos'rau'keres:</b> Staff of Cataclysm	<b>Options</b> May take up to one Spell for each Psychic Mastery Level	<b>Rules</b> <b>Aetaos'rau'keres:</b> Independent Character Titanic Monster Unique Daemonic Mark of Tzeentch Pure Blessing of Tzeentch Deepstrike Fearless Fly Psychic Mastery Level 4 <b>Dark Jealousy – This model must target any Daemonic Lord</b>

		<p>of War Slots within 18" for Ranged Weapons, Charges, and Melee Attacks, even if it is friendly.</p> <p>Hatred – This model may reroll all failed To Hit rolls.</p> <p>Manifestation of Tzeentch – 6" Aura, this model and target unit with Pure Blessing of Tzeentch ignores the first 2 Wounds they would suffer each Phase instead of 1.</p> <p>Render of the Veil – Spawn 2d6 Purple Horrors and add them to a Purple Horror unit within 48" even if it exceeds its maximum number. If there are no Purple Horror units, create a new one instead of the same number.</p> <p>Spiteful Demise – This model explodes on a 4+ at S8 AP2+ in a 2d6" Radius.</p>
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b>	This model may Deny the Witch up to 30" away instead of 18".

Selection	Name	Range	S	AP	Rules
M	Staff of Cataclysm	72 And Melee	9 And X2	3+ And 1+	Heavy 1, Apocalypse Barrage And Slow, Monsterbane

<b>Lords of Change</b> Lord of Change	<b>M WS BS S T W I A Ld Sv</b> 12 2+ 2+ 6 7 16 6 4 10 -	<b>Points: 433</b> <b>Composition:</b> <b>1-3 Lords of Change</b>
<b>Wargear</b> <b>Lord of Change:</b> Staff of Tzeentch	<b>Options</b> May take up to 2 more Lords of Change for +433 points each Each Lord of Change may take up to one Spell for each Psychic Mastery Level Any model may take one M or B The entire unit may take one C	<b>Rules</b> <b>Lord of Change:</b> Independent Character Infantry Daemonic Mark of Tzeentch Deepstrike Fearless Fly Psychic Mastery Level 4
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b>	

	B Rod of Sorcery +5 points  C Pure Blessing of Tzeentch +4 points per model	This model may Deny the Witch up to 30" away instead of 18".
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Selection	Name	Range	S	AP	Rules
M	Staff of Tzeentch	Melee	User	3+	Sniper (3+), Independent Characters slain by this weapon spawn a Chaos Spawn within 6" with no upgrades
M +7 points	Baleful Sword	Melee	+1	2+	Extra Attack 1, Auxiliary