

Designers' Commentary, February 2020

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 explain and 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 I use Fate Points to summon Kairos Fateweaver or an Exalted Greater Daemon of Tzeentch?
A: No.

Q: The Cult of the Transient Form ability 'The Change-gift' allows me to add Tzaangor models to my army when friendly Cult of the Transient Form Kairic Acolyte models are slain. Can I add Tzaangor Enlightened, Tzaangor Skyfires or Tzaangor Shamans with this ability?
A: No.

Q: If I use the 'Impossible to Anticipate' command ability on a Hosts Duplicitous Horrors of Tzeentch unit that had a starting size of 10 Pink Horrors but consists of only Brimstone Horrors and/or Blue Horrors when it is destroyed, what unit do I set up if I roll 5+?

A: Set up the unit identical to how it was when it was set up for the first time. For example, if the unit that was destroyed consisted solely of Pink Horrors the first time it was set up, you would set up a unit of the same number of Pink Horrors.

Q: Pink Horrors and Kairic Acolytes units can cast spells if they have a specific number of models. However they cannot attempt to cast any spells other than the one on their warscroll. Is an endless spell considered to be a 'spell' for this purpose? If not, can they attempt to cast it?

A: An endless spell is considered to be a spell for this purpose, and therefore they cannot attempt to cast it. The rules on an endless spell warscroll consist of the spell that is used to create the endless spell model, and the abilities that apply to that model once it is on the battlefield.

Q: Can I use a single destiny dice to determine the result of 1 of the 2 dice used in a 2D6 roll, such as a charge or casting roll? 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 not possible to cast a spell if the spell requires the caster to have a keyword in order to attempt to cast it and the caster does not have that keyword on their warscroll, or it requires you to use a value on a damage table and that damage table is not on the caster's warscroll. In addition, in a Pitched Battle, these abilities do not allow a WIZARD to attempt to cast an endless spell if you have not paid the points to use that endless spell model.

Q: Some spell lores include a list of WIZARDS that you can choose or roll for to know one spell from the lore. For example, you can only choose TZEENTCH ARCANITE WIZARDS and TZEENTCH MORTAL WIZARDS to know one spell from the Lore of Fate. Can other WIZARDS attempt to cast these spells if they are able to learn them during a battle?

A: Yes.

Q: A Gaunt Summoner's 'Book of Profane Secrets' ability allows you to summon a unit of 10 Pink Horrors. Is this the same as a unit of Horrors of Tzeentch consisting of 10 Pink Horrors? Does the Horrors of Tzeentch warscroll replace the warscrolls for Pink, Blue and Brimstone Horrors with an earlier publication date? A: Yes to both questions.

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.