

Tzeentch Warband v.1.0

Warband Special Rules

Cloven Hoofs

Warriors with this rule may re-roll failed Jump Down tests.

Vicious Beak (AP1)

All of this warrior's close combat attacks are Armour Piercing (1) in the first round of close combat. (*Stacks with other modifiers.*)

Heirloom

Warrior has this item when hired. It may not be swapped or sold, but may be robbed and discarded as normal.

Brayherd Skills

When henchmen are promoted to heroes, only warriors whose race is Gor may choose Brayherd skills as one of their three skill lists.

Mark of Tzeentch

Warrior may re-roll his first natural 1 'to hit' in each close combat phase (*including opponent's*).

Attain Mark of Tzeentch (10gc)

Each warrior with this rule may acquire the mark of their patron god for 10gc per warrior. (*These marks are the Mark of Khorne, Nurgle, Tzeentch or Slaanesh as found under Special Skills.*) Each warrior has the opportunity to attain his mark when first hired, as well as between each battle.

Sacred Nine

Whenever this warrior rolls a natural 9 for any of his spellcasting rolls, +2 is added to the spellcasting roll and this warrior may immediately attempt to cast a spell again. Only Power Dice are counted (*modifiers to the spellcasting roll and from Power Scrolls etc. are not*). This ability can trigger multiple times during the same turn (*i.e. whenever the warrior rolls 9*).

Favoured of Tzeentch

Warriors with this rule start with 1 free Tzeentch skill when hired, chosen by you. (*Choose separately for each warrior.*)

Warband Special Rules

Pink Fireblast

Warrior counts as being armed with a missile weapon that has the following properties:

Range: 12" Strength: 3

Flaming Attacks

Quick to Fire: No -1 to hit for moving and shooting.

Cannot be Robbed, Swapped, or Discarded.

Treacherous

Warriors with this rule may never use the Leader's Leadership characteristic.

Daemon

Cause Fear; Cannot Take Drugs; Immune to Poison; Fight Unarmed; Never Use Weapons or Armour (*not even with training skills, but may use Special Equipment as normal*).

Rending Claws

Warriors with this rule may re-roll one failed roll 'to hit' in each close combat phase (*i.e. also opponent's*) while they are fighting unarmed. (*Re-rolled dice cannot cause critical hits.*)

Deceiver (12")

At the *start* of each of your turns (*not opponent's*), this warrior may swap places with another Wizard in the warband within 12" of him. Requires line of sight.

- Neither warrior may be *fleeing* or engaged in close combat for this to occur.
- Only one such exchange can be made per turn.
- These exchanges *cannot* involve warriors that are *out of action* or have not been deployed yet.
- Any scenario objectives that either warrior is carrying will *not* change places: They will remain in the same position and now be carried by the warrior who was moved to that position. (*Items generated by events on the Random Happenings chart also count as objectives in this regard.*)

Warband Special Equipment

Staff of Tzeentch 15gc

Close Combat Weapon: Club: Is affected by anything that would affect a Club, and can be used by anyone who can use normal Clubs.

Concussive (1)

Foretell Magic: Once per battle, wielder may re-roll all Power Dice involved in one of his own spellcasting roll, provided it was *not* a miscast.

- Wielder can use this ability only once per battle, no matter how many Soothsayer Staffs she is carrying.

Can only be carried by Wizards.

Tzaangor Stone 10gc

Special Equipment: Each battle, wielder knows one of three spells from the Lore of Heavens in addition to his other spells. Whenever he is deployed, roll a D6 to see which one:

- (1-2) Thunderbolt.
- (3-4) Chain Lightning.
- (5-6) Portent of Far.

Can only be carried by Wizards whose race is Gor.

Warband Special Equipment

Sword of Change 15gc

Close Combat Weapon: Sword: Is affected by anything that affects Swords, but is separate weapon proficiency from normal Swords.

Initiative Bonus: +1 in all rounds of combat

Flaming: All attacks with this weapon count as *flaming*.

Sunder (1)

Chaos Rune Axe 10gc

Close Combat Weapon: Axe: Is affected by anything that affects Axes and can be used by anyone who can use normal Axes.

Sunder (1): Each time an enemy is successfully hit by an attack from this weapon (*even if not wounded*), he suffers -1 to his Armour Save for the rest of the battle.

Chaos Armour 30gc

Suit of Heavy Armour: Is affected by anything that affects Heavy Armour but is a separate armour proficiency from normal Heavy Armour.

Armour Save: 4+

Initiative Penalty: Wearer has -1 I throughout the battle. Even if the warrior's armour save has been completely Sundered, the Initiative penalty still applies.

Arcane: Does not prevent Wizards from casting spells.

Tzeentch Skill Table

	Combat	Shooting	Academic	Strength	Speed	Tzeentch	Brayherd
Chosen	V		V	V	V	V	
Exhalted Warrior	V			V	V	V	
Sorcerer	(+10gc)		V		V	V	
Tzaangor Shaman	(+10gc)		V	(+10gc)	V	V	V
Cultist	V	(+10gc)	(+10gc)	V	V	(+5gc)	

Tzeentch Equipment Lists

<p>Exhalted Warriors and Tzeentch Warriors</p> <p>Close Combat Hand Weapon Great Weapon Halberd Morning Star Sword of Change</p> <p>Shooting Throwing Axes Javelins</p> <p>Armour Light Armour Heavy Armour Chaos Armour Shield</p>	<p>Marauder Warriors</p> <p>Close Combat Hand Weapon Great Weapon Spear Morning Star Flail</p> <p>Shooting Bow Throwing Axes Javelins</p> <p>Armour Light Armour Shield</p>	<p>Champion of Tzeentch, Chaos Sorcerer and Tzaangor Shaman</p> <p>Close Combat Hand Weapon Great Weapon Sword of Change</p> <p>Shooting Sling</p> <p>Armour Chaos Armour</p>
<p>Tzeentch Cultists</p> <p>Close Combat Hand Weapon Great Weapon Spear</p> <p>Shooting Sling Bow</p> <p>Armour Light Armour Shield</p>	<p>Tzaangor Warriors</p> <p>Close Combat Hand Weapon Great Weapon Halberd Sword of Change</p> <p>Shooting Bow Javelins</p> <p>Armour Light Armour Shield</p>	

HEROES

0-1 Chosen of Tzeentch

45gc to hire

Starting Experience: 18

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	4	1	8

SPECIAL RULES

Leader (6"), Sacred Nine, Deceiver (12"), Attain Mark of Tzeentch (10gc), Wizard (Tzeentch): Starts with 1 spell.

0-2 Exalted Warriors of Tzeentch

30gc to hire

Starting Experience: 12

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	4	1	7

SPECIAL RULES

Favoured of Tzeentch

0-1 Chaos Sorcerer

30gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	7

SPECIAL RULES

Attain Mark of Tzeentch (10gc), Wizard (Tzeentch or Chaos Rituals): Starts with 1 spell.

0-1 Tzaangor Shaman

40gc to hire

Starting Experience: 14

Race: Gor

M	WS	BS	S	T	W	I	A	Ld
5	2	2	3	3	3	4	1	7

SPECIAL RULES

Cloven Hoofs, Vicious Beak (AP1), Sacred Nine, Wizard (Heavens or Tzeentch): Starts with 1 spell.

0-3 Tzeentch Chosen

15gc to hire

Starting Experience: 0

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	6

SPECIAL RULES

Attain Mark of Tzeentch (10gc)

HENCHMEN

Marauder Warriors

25gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	3	1	7

SPECIAL RULES

Attain Mark of Tzeentch (10gc)

0-2 Pink Horrors

35gc to hire

Starting Experience: 12

Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	2	3	4	1	6

SPECIAL RULES

Daemons, Rending Claws, Treacherous, Unstable, Pink Fireblast (12", S3)

0-3 Tzaangor Warriors

35gc to hire

Starting Experience: 14

Race: Gor

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	3	4	1	7

SPECIAL RULES

Cloven Hoofs, Vicious Beak (AP1)

0-3 Tzeentch Warriors

45gc to hire

Starting Experience: 14

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	4	1	8

SPECIAL RULES

Attain Mark of Tzeentch (10gc), Heirloom: Chaos Armour

0-3 Chaos Hounds

35gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	4	1	5

SPECIAL RULES

Mark of Tzeentch

Animals (*Cannot Climb; Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.*)