

Tzeentch 2000



Play Type: Matched Play | Game Type: Battlehost | Grand Alliance: Chaos | Allegiance: Tzeentch

Leaders



Gaunt Summoner of Tzeentch

120pts

Role:LeaderQuantity: 1



Lord of Change

300pts

General

• Role:Leader, Behemoth

Quantity: 1

• Command Trait: Nexus of Fate

• Weapon: Rod of Sorcery



Tzaangor Shaman

160pts

Role:LeaderQuantity: 1

• Artefact: Secret-eater

Battlelines



Pink Horrors of Tzeentch

240pts

• Role:Battleline

• **Quantity**: 20

• **Upgrade:** Hornblower x1

• Upgrade: Icon Bearer x1

• **Upgrade**: Iridescent Horror x1



240pts



• Role:Battleline

• Quantity: 20

• Upgrade: Hornblower x1

• Upgrade: Icon Bearer x1

• Upgrade: Iridescent Horror x1



Pink Horrors of Tzeentch

240pts

Role:BattlelineQuantity: 20

Upgrade: Hornblower x1Upgrade: Icon Bearer x1

Upgrade: Iridescent Horror x1

Other Units



Tzaangor Skyfires

200pts

• Role:Other Unit

• Quantity: 3

• Upgrade: Aviarch x1



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200pts

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• Upgrade: Aviarch x1



Tzaangor Skyfires

200pts

• Role:Other Unit

• Quantity: 3

• **Upgrade:** Aviarch x1

Total 2.000pts

100pts Reinforcement Points

Army deemed **Valid**