

REGIMENT OF RENOWN SEEKERS OF SILVER

Upon the shattering of a Silver Tower, eldritch power and esoteric knowledge are forcibly discharged into the realms. The Seekers of Silver are airborne specialists sent by the Change God to recover what is rightfully his – and to dole out terrible punishments to those who would lay their hands upon his treasures.



INCLUSION

This Regiment of Renown can be included in armies from the following factions:

- ◆ Hedonites of Slaanesh
- ◆ Helsmiths of Hashut
- ◆ Maggotkin of Nurgle
- ◆ Skaven
- ◆ Slaves to Darkness

ORGANISATION

- ◆ 1 Gaunt Summoner on Disc of Tzeentch
- ◆ 1 Magister on Disc of Tzeentch
- ◆ 3 Screammers of Tzeentch

ABILITIES

⚙ Your Hero Phase

6

SPLINTERS OF SORCERY: *Fragments of an Argent Shard embed themselves in surrounding terrain, unleashing deadly waves of magic.*

Declare: Pick a friendly **WIZARD** in this Regiment of Renown to cast this spell, pick a visible terrain feature within 12" of them that has not been picked to be the target of this spell this turn to be the target, then make a casting roll of 2D6.

Effect: If the target does not have the 'Place of Power' terrain ability, it gains that ability for the rest of the battle. If the target has the 'Place of Power' terrain ability, pick an enemy unit within 12" of it and roll 9 dice. For each 5+, inflict 1 mortal damage on that enemy unit.

KEYWORDS SPELL, UNLIMITED

⚙ Once Per Turn (Army), Any Hero Phase

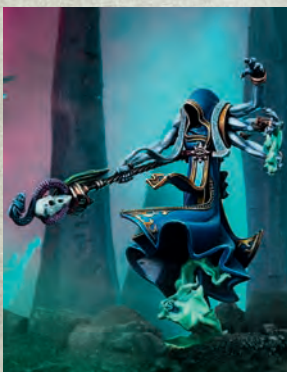
BUBBLES OF UNREALITY: *The Seekers make use of an Argent Shard's unstable magic field to redirect their spells and evocations.*

Declare: Pick a terrain feature with the 'Place of Power' terrain ability to be the target.

Effect: The next time a friendly **WIZARD** in this Regiment of Renown uses a **SUMMON SPELL** ability this phase, you can measure the range and visibility of that **SPELL** ability from the target instead of from the caster.

REGIMENT OF RENOWN MASK OF THE DECEIVER

The Changeling adopts one of its manifold masks to infiltrate the enemy ranks, spreading confusion and dismay whilst ensuring that the Change God's schemes come to pass.



INCLUSION

This Regiment of Renown can be included in armies from the following factions:

- ◆ Cities of Sigmar
- ◆ Daughters of Khaine
- ◆ Flesh-eater Courts
- ◆ Fyreslayers
- ◆ Gloomspite Gitz
- ◆ Hedonites of Slaanesh
- ◆ Helmsmiths of Hashut
- ◆ Idoneth Deepkin
- ◆ Ironjawz
- ◆ Kharadron Overlords
- ◆ Kruleboyz
- ◆ Lumineth Realm-lords
- ◆ Maggotkin of Nurgle
- ◆ Nighthaunt
- ◆ Ogor Mawtribes
- ◆ Ossiarch Bonereapers
- ◆ Seraphon
- ◆ Skaven
- ◆ Slaves to Darkness
- ◆ Soulblight Gravelords
- ◆ Stormcast Eternals
- ◆ Sylvaneth

ORGANISATION

- ◆ 1 Mask of the Deceiver (use **The Changeling** model)



MASK OF THE DECEIVER

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage
The Trickster's Staff	3	3+	3+	1	D3

Deployment Phase

MASKED IN PLAIN

SIGHT: Few can see through the Changeling's disguise.

Declare: This unit must be deployed using this ability.

Effect: Set up this unit in reserve **incognito**. It has now been deployed.

Friendly **incognito** units are destroyed at the end of the fifth battle round and not at the start of the fourth battle round.

KEYWORDS DEPLOY

Any Hero Phase

BAIT AND SWITCH:

The Changeling swaps places with a temporary ally.

Declare: This unit can use this ability if it is **incognito**. Pick this unit and a friendly **INFANTRY HERO** to be the targets. One target must be **incognito** and the other must be on the battlefield.

Effect: Set up the **incognito** target wholly within 6" of the other target and not in combat. Then, remove the other target from the battlefield and set it up in reserve **incognito**.

If this unit is destroyed, before removing it from play, set up the friendly **incognito** unit wholly within 6" of a battlefield edge and not in combat.

Your Hero Phase

FORCEFUL

COMMAND: The Changeling imbues its orders with compelling enchantments so that none can disobey.

Declare: Pick a visible friendly unit wholly within 12" of this unit to be the target, then make a casting roll of 2D6.

Effect: Until the start of your next turn:

- The target cannot use **MOVE** abilities.
- The target's melee weapons have **Anti-charge (+1 Rend)**.

KEYWORDS SPELL

KEYWORDS

UNIQUE, HERO, WIZARD (2), INFANTRY, WARD (5+)

CHAOS, DISCIPLES OF TZEENTCH, DAEMON