

REGIMENT OF RENOWN SIGIL CONVOCATION

Some Scinari Calligraves embark on the path of the wanderer, not content to restrict their efforts at healing the lands to Hysh. These aelves have mastered the art of magical coalescence, giving a degree of permanence to their spells, which they utilise to aid the allies of the Lumineth in other realms. The assemblages of magic summoned and shepherded by these roaming mage-scribes are known as Sigil Convocations.



INCLUSION

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

- ◆ Cities of Sigmar
- ◆ Daughters of Khaine
- ◆ Fyreslayers
- ◆ Idoneth Deepkin
- ◆ Kharadron Overlords
- ◆ Seraphon
- ◆ Stormcast Eternals
- ◆ Sylvaneth

ORGANISATION

- ◆ 1 Scinari Calligrave
- ◆ 1 Sanctum of Amyntok
- ◆ 1 Hyshian Twinstones
- ◆ 1 Rune of Petrification

Designer's Note:

Including this Regiment of Renown in your army does not stop you from being able to pick a manifestation lore for your army.

ABILITIES

⚙ Your Hero Phase

CYCLE MANIFESTATION: *With a deft gesture, the caster dismisses one manifestation and uses its power to summon another.*

Declare: Pick the **Scinari Calligrave** in this Regiment of Renown to cast this spell, pick 1 of the friendly **MANIFESTATIONS** below that is not on the battlefield, then make a casting roll of 2D6.

- Sanctum of Amyntok
- Hyshian Twinstones
- Rune of Petrification

Effect: If there is already a friendly **MANIFESTATION** from the list above on the battlefield, it is immediately banished. Then, set up the **MANIFESTATION** you picked within 1" of the caster and visible to them. If that **MANIFESTATION** is a **Sanctum of Amyntok**, it must instead be set up wholly within 12" of the caster, more than 3" from all enemy units, and with its 3 parts touching each other so that they form a ring.

KEYWORDS SUMMON, SPELL

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⚡ Reaction: Opponent declared a SPELL ability

SWIFT ERASURE: *With a dismissive flourish, the Calligrave nullifies the inelegantly wrought spells of the foe.*

Effect: Roll a dice for each friendly unit that was picked to be a target of that **SPELL** ability and that is wholly within 12" of the **Scinari Calligrave** in this Regiment of Renown. On a 4+, that **SPELL** ability has no effect on that unit.

⚡ Once Per Turn, Your Movement Phase

ARCANE TAXONOMY: *The Convocation's master is never found far from the objects of their magical studies, compelled to take notes and record observations even as battle rages around them.*

Effect: Remove the **Scinari Calligrave** in this Regiment of Renown from the battlefield and set it up again on the battlefield wholly within 3" of a friendly **MANIFESTATION** and more than 7" from all enemy units.

REGIMENT OF RENOWN DAWRIDER LANCE

When the need is great, a Vanari Lord Regent may lead a squadron of Dawnriders to aid the efforts of the Lumineth's allies. Since the Reinvention, the aelves of Hysh have come to understand that no matter their people's great power, the realms would have been entirely consumed by Chaos if not for the efforts of other civilisations. Therefore, when the hour is dire, they will ride out to tip the scales in Order's favour.



INCLUSION

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- ◆ Stormcast Eternals
- ◆ Sylvaneth

ORGANISATION

- ◆ 1 Vanari Lord Regent
- ◆ 5 Vanari Dawnriders

ABILITIES

✂ Once Per Turn (Army), Any Charge Phase

BLINDING CHARGE: *As they bear down on the foe with great swiftness, the aetherquartz in the Dawnriders' armour reacts, causing it to blaze with a fierce radiance that makes their enemies flinch at a critical moment.*

Declare: Pick a unit in this Regiment of Renown that charged this turn. Then, pick an enemy **INFANTRY** unit within 1" of that unit to be the target.

Effect: For the rest of the turn, ignore positive modifiers to save rolls for the target.

➤ Passive

MASTERS OF ALL TERRAIN: *These Dawnriders have been dispatched on multiple missions throughout the realms. Consequently, their steeds have become accustomed to traversing all kinds of terrain, be it scree, sand or swamp.*

Effect: Ignore negative modifiers to run rolls and charge rolls for units in this Regiment of Renown and to their Move characteristic.