

REGIMENT OF RENOWN

ROGUE ENGINE

There are many reasons why a Castellan-Captain might turn their cloak and embrace a sellsword's career. Some are fugitives or criminals, while others seek fortune and glory outside the restrictions of the Sigmarite military. Some Cogforts are even commandeered by enterprising enemies and turned against their creators.

INCLUSION



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

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

ORGANISATION

- ◆ 1 Outlaw Cannonade Cogfort

OUTLAW CANNONADE COGFORT

 RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Godbreaker Cannon	24"	4	4+	2+	2	4
Breacher Cannon <i>Anti-Infantry (+1 Rend)</i>	12"	6	3+	3+	1	2
Crew's Leadshooters <i>Shoot in Combat</i>	12"	6	4+	3+	1	D3
 MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
 Crushing Iron Feet <i>Companion</i>	4	4+	2+	2	4	

Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points:

- The Attacks characteristic of its **Crushing Iron Feet** is 3.
- It has a Control characteristic of 5.

Your Hero Phase

MERCENARY ATTITUDES: *How allies interact with outlaw Cogforts varies. Feral enthusiasts may enter a frenzy or rush ahead of the war machine, eager not to lose a meal or an opportunity to get their divine patron's attention. Others may use it as a protective shelter or draw strength and courage from its presence.*

Declare: Pick a friendly non-**UNIQUE** unit wholly within 12" of this unit to be the target.

Effect: Pick 1 of the following effects to apply until the start of your next turn and while the target is wholly within 12" of this unit:

- You can re-roll run rolls for the target.
- Add 1 to charge rolls for the target.
- The target cannot be targeted by shooting attacks.
- Add 1 to wound rolls for the target's combat attacks.
- Add 10 to the target's control score.

KEYWORDS

HERO, WAR MACHINE

ORDER

REGIMENT OF RENOWN

COGFORT RAIDERS

The Conqueror Cogfort's fire-spewing power and ability to transport a hold full of soldiers into battle makes it well suited for parties of raiders and pillagers. Rumours spread of these titans roaming the realms, their crews searching for plunder. Many of them are said to have fallen into the clutches of humanity's foes.

INCLUSION

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

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

ORGANISATION

- ◆ 1 Outlaw Conqueror Cogfort

OUTLAW CONQUEROR COGFORT

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
	Realmscorcher Flame Cannon <small>Anti-INFANTRY (+1 Rend)</small>	18"	6D6	2+	4+	1	1
	Crew's Leadshooters <small>Shoot in Combat</small>	12"	6	4+	3+	1	D3
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
	Crushing Iron Feet <small>Companion</small>		4	4+	2+	2	4

Passive

BATTLE DAMAGED
Effect: While this unit has 10 or more damage points:

- The Attacks characteristic of its **Crushing Iron Feet** is 3.
- It has a Control characteristic of 5.

Deployment Phase

EVERYONE ABOARD!: *The outlaw Cogfort can be used to transport anyone on foot, be they human, orruk, gheist or ghoul.*

Declare: Pick up to 1 friendly **INFANTRY HERO** and up to 1 friendly non-reinforced, non-**HERO INFANTRY** unit that have not been deployed.

Effect: Set up those units in reserve as this unit's **passengers**. They have now been deployed.

KEYWORDS **DEPLOY**

Once Per Battle, Any Charge Phase

THIS IS YOUR STOP, MAGGOTS!: *The ramp slams down and the forces of disorder race forward, eager to spill blood on behalf on whoever may be watching.*

Declare: Pick this unit's **passengers** to be the targets.

Effect: Set up each target wholly within 6" of this unit and more than 9" from all enemy units. In addition, the targets' melee weapons have **Charge (+1 Damage)** for the rest of the turn.

KEYWORDS	HERO, WAR MACHINE
	ORDER



REGIMENT OF RENOWN VEN DENST'S HOUNDS

The Ven Densts travel far and wide in their pursuit of rogue manifestations, banishing these blights wherever they are uncovered. A formidable band of grizzled Wildercorps killers aids them in this duty.



INCLUSION

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

- ◆ Daughters of Khaine
- ◆ Fyreslayers
- ◆ Idoneth Deepkin
- ◆ Kharadron Overlords
- ◆ Lumineth Realm-lords
- ◆ Seraphon
- ◆ Stormcast Eternals
- ◆ Sylvaneth

ORGANISATION

- ◆ Galen and Doralia ven Denst
- ◆ 11 Wildercorps Hunters

ABILITIES

➤ Passive

SPELL HUNTERS: *Having enlisted local Wildercorpsmen to aid them in hunting down and destroying rogue manifestations in the local area, the Ven Densts ensure they are armed for the task.*

Effect: While both units in this Regiment of Renown are within each other's combat range, enemy **MANIFESTATIONS** cannot be set up within 12" of either of those units.





REGIMENT OF RENOWN REINHOLT'S SHARPSHOOTERS

Reinholt is a ruthless commander who encourages his soldiers to compete with one another over who can shoot down the most foes. His trusted ogor Brulogg ensures the friendly rivalry does not get out of hand.



INCLUSION

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

- ◆ Daughters of Khaine
- ◆ Fyreslayers
- ◆ Idoneth Deepkin
- ◆ Kharadron Overlords
- ◆ Lumineth Realm-lords
- ◆ Seraphon
- ◆ Stormcast Eternals
- ◆ Sylvaneth

ORGANISATION

- ◆ 1 Fusil-Major on Ogor Warhulk
- ◆ 1 Ironweld Great Cannon
- ◆ 10 Freeguild Fusiliers

ABILITIES

🛡️ Passive

FRIENDLY COMPETITION: *When one of the company claims a kill, the others redouble their efforts to even the score.*

Effect: Add 1 to hit rolls for shooting attacks made by non-HERO units in this Regiment of Renown if any enemy models were slain by shooting attacks made by non-HERO units in this Regiment of Renown in the same turn.

⚙️ Passive

CASTLE UP!: *Reinholt's warriors retain their training in spite of their years as a mercenary group.*

Effect: While a non-HERO unit in this Regiment of Renown is within the combat range of and visible to this Regiment of Renown's HERO, those units are **under orders**.