REGIMENT OF RENOWN

SAVIOURS OF CINDERFALL

The backstreets and catacombs of the God-King's free cities conceal innumerable threats, from lurking monsters to hidden cults. It is the duty of the Saviours of Cinderfall to root out these horrors with blade and spell, and there are few more effective at this than Hanniver Toll and his companion Armand Callis. Along with a motley retinue of hired blades, these heroes fight a bitter underground war to keep the Cities of Sigmar from sliding into disorder and bloodshed.



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

- Callis and Toll
- Toll's Companions

ABILITIES

Passive

DUTY BOUND: *Hanniver Toll has assembled a formidable array of agents, bound by oath – or debt – to serve Sigmar unto death.*

Effect: While every model in the same unit in the Regiment of Renown is contesting the same objective, add 1 to save rolls and ward rolls for that unit.

Once Per Battle (Army), Deployment Phase

SIGMAR'S JUSTICE: *Callis, Toll and their companions are single-minded in their purpose: the elimination of a high-priority target.*

Declare: Pick an enemy unit to be **marked for justice**. You can pick a unit that is in reserve.

Effect: For the rest of the battle, add 1 to wound rolls for combat attacks made by units in this Regiment of Renown that target a unit that is **marked for justice**.

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REGIMENT OF RENOWN

NORGRIMM'S RUNE THRONG

Once, Clan Arzabul were nobles amongst the Khazalid Empire. Yet the fall of that nation quashed their fortunes. Rather than succumb to despair, the Runelord Norgrimm leads his surviving kin to search ruined karaks for valuable rune-lore. Amongst this recovered knowledge is the Rune of Restored Hearth.



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 Runelord
- 1 Irondrakes unit with 10 models
- 1 Longbeards unit with 10 models

ABILITIES

Once Per Battle (Army), Your Hero Phase

RUNE OF RESTORED HEARTH: *Upon striking this rune, Norgrimm and his kin are filled with a tenacious impulse to restore their people's glory.*

Effect: If the **Runelord** in the Regiment of Renown is contesting an objective, for the rest of the battle, units in this Regiment of Renown have **WARD (5+)** while they are contesting that objective.

Your Hero Phase — 4

WRATH AND RUIN: *The very earth cracks before the priest, venting fire and sulphurous fumes that engulf the enemy.*

Declare: Pick the **Runelord** in this Regiment of Renown to chant this prayer, pick a visible enemy unit within 18" of them to be the target, then make a chanting roll of D6.

Effect: Roll 6 dice. If the chanting roll was 8+, roll 9 dice instead. For each 5+, inflict 1 mortal damage on the target. If 3 or more damage points are allocated to the target as a result of those dice rolls, ignore positive modifiers to save rolls for the target until the start of your next turn.

KEYWORDS PRAYER, UNLIMITED

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REGIMENT OF RENOWN

FJORI'S FLAMEBEARERS

The duardin of Fjori's Flamebearers are the last survivors of many magmaholds that once stood in the Adamantine Chain, now overrun by troggoths and Skaven. Fjori has galvanised them to search for new purpose – and like true sons of Grimnir they will take on any challenge, no matter how monstrous.



INCLUSION

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

- Cities of Sigmar
- Daughters of Khaine
- Idoneth Deepkin
- Kharadron Overlords
- Lumineth Realm-lords
- Seraphon
- Stormcast Eternals
- Sylvaneth

ORGANISATION

- 1 Grimhold Exile
- 1 Auric Hearthguard unit with 5 models
- 1 Hearthguard Berzerkers unit with 5 models
- 1 Vulkite Berzerkers unit with 10 models

ABILITIES

Passive

TOE TO TOE: *The duardin who follow Fjori into battle do not back down from any foe, no matter the size.*

Effect: Subtract 10 from the control scores of enemy **MONSTERS** while they are in combat with any units in this Regiment of Renown.

Passive

GRIMNIR'S DEFIANCE: *For these vengeful Fyreslayers, the bigger the enemy, the better.*

Effect: Units in this Regiment of Renown cannot be picked to be the target of **RAMPAGE** abilities used by enemy units.

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REGIMENT OF RENOWN

ELTHWIN'S THORNS

The soulpod grove in which Elthwin's lamentiri was incubated was ransacked by ghouls and touched by maddening energies. Over time, the spirit-song that naturally envelops her fellow Sylvaneth has become torturously faint to Elthwin, and it is only the Arch-Revenant's strength of will that has staved off insanity.



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
- Lumineth Realm-lords
- Seraphon
- Stormcast Eternals

ORGANISATION

- 1 Arch-Revenant
- 1 Gossamid Archers unit with 5 models

ABILITIES

Your Shooting Phase

GOSSAMID CHAMPION: *Elthwin directs her Gossamid kin to let fly volleys of suppressing shots.*

Declare: Pick the **Arch-Revenant** in this Regiment of Renown to use this ability, the pick a visible enemy unit within 12" of them to be the target.

Effect: Until the start of your next turn, subtract X from charge rolls for the target, where X is the number of damage points allocated to the target this phase by shooting attacks made by the **Gossamid Archers** unit in the Regiment of Renown, to a maximum of 6.

Once Per Turn (Army), Your Shooting Phase

FLIGHT OF THE ZEPHYRSPITES: *In their effort to reach Alarielle's court and be healed, Elthwin's Thorns are carried by swift and loyal Zephyrspites.*

Effect: If both units in this Regiment of Renown are within each other's combat range and neither unit is in combat, roll a dice. On a 3+, remove both units from the battlefield, then set them up again within each other's combat range, wholly within 3" of a terrain feature and more than 9" from all enemy units.

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REGIMENT OF RENOWN

THE BLACKTALONS

From scions of the Dark Gods to marauding orruk warlords, threats to Sigmar's people lurk in every corner of the realms. It is Neave Blacktalon, the God-King's foremost assassin, who must put down these fell champions. Neave travels upon winds of magic during battle to unleash storms of never-ending axe blows. With her come the Blacktalons, tightly knit companions and warriors of deadly renown all.



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
- Lumineth Realm-lords
- Seraphon
- Sylvaneth

ORGANISATION

- Neave Blacktalon
- Neave's Companions
- Lorai, Child of the Abyss

ABILITIES

Once Per Battle (Army), Any Combat Phase

JUSTICE WILL BE SERVED: *When her appointed target is within her grasp, Neave fights with the overwhelming fury of an Azyrite storm.*

Declare: Pick the **Neave Blacktalon** in this Regiment of Renown to be the target if it is in combat with an enemy **HERO**.

Effect: The target can use 2 **FIGHT** abilities this phase. Each time it does so, if it is in combat with an enemy **HERO**, all of its attacks must target an enemy **HERO**. In addition, after the first **FIGHT** ability is used, the target has **STRIKE-LAST** for the rest of the turn.

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REGIMENT OF RENOWN

BRAND'S OATHBOUND

Gunnar Brand is a legend amongst the Darkoath tribes of the Great Parch in Aqshy. He is a champion of the gods, however unwillingly, and though often found leading his tribe to war, there are times when he must roam far from his homeland. With him come his keen-eyed daughter Singri, the muscular huscarl Dendrel, the twisted shaman Nadja, and Tanari of the Takblood, both a rival and a staunch ally.



INCLUSION

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

- Blades of Khorne
- Disciples of Tzeentch
- Maggotkin of Nurgle
- Hedonites of Slaanesh
- Skaven

ORGANISATION

- Gunnar Brand
- Singri Brand
- The Oathsworn Kin

ABILITIES

☼ Once Per Turn (Army), End of Any Turn

FAVOUR OF THE GODS: *Whether it pleases him or not, Gunnar Brand has attracted the notice of the Chaos Gods. With each worthy kill he makes, he draws down their blessings.*

Effect: If any enemy **HEROES** were slain this turn by the **Gunnar Brand** in this Regiment of Renown:

- **Heal (5)** each unit in this Regiment of Renown.
- Add 1 to the Attacks characteristic of melee weapons used by units in this Regiment of Renown for the rest of the battle.

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REGIMENT OF RENOWN

HARGAX'S PIT-BEASTS

Hargax once ruled the gladiatorial Pit of Shattered Spines with a fist of iron. Eventually overthrown by a younger rival, the ogroid was not slain. Determined to reclaim his position, Hargax roams the lands searching for fearsome monsters to break into submission and add to his growing war menagerie.



INCLUSION

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

- Beasts of Chaos
- Blades of Khorne
- Disciples of Tzeentch
- Maggotkin of Nurgle
- Hedonites of Slaanesh
- Skaven

ORGANISATION

- 1 Ogroid Myrmidon
- 1 Fomoroid Crusher
- 1 Mindstealer Sphiranx

ABILITIES

⚔ Reaction: You declared a FIGHT ability for a unit in this Regiment of Renown

BESTIAL DOMINATION: *Their self-preserving instincts crushed by their master's brute will, Hargax's beasts attack without relent.*

Used By: The unit using that **FIGHT** ability.

Effect: Pick a unit in this Regiment of Renown that has not used a **FIGHT** ability this turn to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved.



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REGIMENT OF RENOWN

THE COVEN OF THRYX

None know where Magister Thryx learned to bind the essence of Tzeentchian daemons into living spells. He weaves an unpredictable path across the realms, offering his expertise to any who will shelter him from Tzeentch's vengeful servants and facilitate his experiments.

INCLUSION

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

- Beasts of Chaos
- Maggotkin of Nurgle
- Hedonites of Slaanesh
- Slaves to Darkness
- Skaven

ORGANISATION

- 1 Magister
- 1 Pink Horrors unit with 10 models
- 1 Burning Sigil of Tzeentch
- 1 Tome of Eyes
- 1 Daemonic Simulacrum

ABILITIES

Once Per Battle (Army), Deployment Phase

SPARKS OF PROFANE POTENTIAL: *Thryx's spells are powered by the stolen daemonic essences of the daemons bound to him.*

Effect: If the **Magister** in the Regiment of Renown has been deployed, set up one of the following **Manifestations** within 1" of them:

- 1 **Burning Sigil of Tzeentch**
- 1 **Tome of Eyes**
- 1 **Daemonic Simulacrum**

Your Hero Phase 6

SKILLED SUMMONER: *Thryx is a master at manipulating the arcane manifestations of the Change God.*

Declare: Pick the **Magister** in this Regiment of Renown to cast this spell, pick 1 of the **Manifestations** from the list below that is not on the battlefield, then make a casting roll of 2D6:

- 1 **Burning Sigil of Tzeentch**
- 1 **Tome of Eyes**
- 1 **Daemonic Simulacrum**

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 **Daemonic Simulacrum**, it must also be set up more than 9" away from all enemy units.

Keywords Spell, Summon

Once Per Turn (Army), End of Any Turn

FLICKERING WYRDFLAME: *These unnatural flames warp and mutate even as they burn and devour.*

Declare: Pick an enemy unit that had any damage points inflicted on it this turn by **Wyrdflame Spell** abilities or attacks made with weapons that have the **Wyrdflame** weapon ability to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

Your Hero Phase 6

BOLT OF TZEENTCH: *This spell manifests as a prismatic beam of raw magic that tears its victims apart in a display of multispectral colour.*

Declare: Pick the **Magister** in this Regiment of Renown to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

Effect: Inflict D3 mortal damage on the target.

Keywords Spell, Unlimited, Wyrdflame

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REGIMENT OF RENOWN

PHULGOTH'S SHUDDERHOOD

Where despair and misery wax strong, there roams the Harbinger Phulgoth and his Shudderhood. Shrouded by droning flies and thick fogs of hopelessness, they spread their cyclical omens of disaster and bring down doom on the Plaguefather's enemies.



INCLUSION

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

- Beasts of Chaos
- Blades of Khorne
- Disciples of Tzeentch
- Hedonites of Slaanesh
- Slaves to Darkness
- Skaven

ORGANISATION

- 1 Harbinger of Decay
- 1 Putrid Blightkings unit with 5 models
- 1 Pusgoyle Blightlords unit with 2 models

ABILITIES

Passive

FOG OF DESPAIR: *The advance of Phulgoth's entourage is shrouded by miasmas of concentrated misery.*

Effect: Subtract 1 from hit rolls for attacks that target units in this Regiment of Renown while they are wholly within 9" of the **Harbinger of Decay** in this Regiment of Renown.

Once Per Turn (Army), Any Hero Phase

NAUSEATING CONVALESCENCE: *Phulgoth and his minions are empowered by the spread of hopelessness and woe.*

Effect: Heal (1) each unit in this Regiment of Renown.

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REGIMENT OF RENOWN

THE SUMMERKING'S ENTOURAGE

Many undead rue the coming of the mad Summerking and his jubilant, devoted throngs. Yet those who dismiss Ushoran as merely a beast often find themselves swept up into his delusion – and their lands falling into the Mortarch's growing domain.



INCLUSION

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

- Nighthaunt
- Ossiarch Bonereapers
- Soulblight Gravelords

ORGANISATION

- Ushoran, Mortarch of Delusion
- 1 Cryptguard unit with 10 models
- 1 Morbheg Knights unit with 3 models

ABILITIES

Your Hero Phase 7

DERANGED TRANSFORMATION: *The spellcaster causes the limbs of a nearby pack to bulge and lengthen, allowing the creatures to charge forwards at a furious pace and imbuing them with greater strength.*

Declare: Pick the **Ushoran** in this Regiment of Renown to cast this spell, pick another visible unit in this Regiment of Renown wholly within 12" of them to be the target, then make a casting roll of 2D6.

Effect: Until the start of your next turn:
- Add 2" to the target's Move characteristic.
- Add 1 to wound rolls for the target's combat attacks.

KEYWORDS SPELL, UNLIMITED

Passive

MADDENING RADIANCE: *The very presence of Ushoran sends his devoted subjects into a feeding frenzy.*

Effect: Add 1 to the Attacks characteristic of melee weapons used by units in this Regiment of Renown while they are wholly within 12" of the **Ushoran** in this Regiment of Renown.

Once Per Battle (Army), Your Movement Phase

SUMMON DELUDED THRONGS: *Ushoran travels with a seething entourage of cannibals, all of whom wait upon his howled summons.*

Declare: Pick the **Ushoran** in this Regiment of Renown to use this ability, then pick another unit in this Regiment of Renown that has been destroyed to be the target.

Effect: Set up a replacement unit with half the number of models from the target unit (rounding up) wholly within 6" of a battlefield edge and more than 9" from all enemy units. The replacement unit is part of this Regiment of Renown.

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REGIMENT OF RENOWN

JERRION'S DELEGATION

The noble Sir Jerrion and his followers believe themselves to be following commandments from the Summerking, travelling the realms and rallying the peasantry against evil. In truth, the Marrowscroll Herald spreads the curse of his liege's madness, and does so with fanatical abandon.



INCLUSION

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

- Nighthaunt
- Ossiarch Bonereapers
- Soulblight Gravelords

ORGANISATION

- 1 Marrowscroll Herald
- 1 Crypt Ghouls unit with 20 models
- 1 Crypt Horrors unit with 3 models
- 1 Crypt Flayers unit with 3 models

ABILITIES

Passive

URGENT MISSIVE: *Sir Jerrion and his retainers are devoted to their holy duty, which sees them lope and scrabble across the battlefield with terrifying haste.*

Effect: Units in this Regiment of Renown can use **CHARGE** abilities even if they used a **RETREAT** ability in the same turn. In addition, no mortal damage is inflicted on units in this Regiment of Renown by **RETREAT** abilities.



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REGIMENT OF RENOWN

THE LICHE'S HAND

Arkhan the Black is Nagash's most loyal and long-serving servant. Though supposedly destroyed by the Light of Eltharion, there are whispers of the ancient liche and his Morghast bodyguard being spied in the far lands of the realms, exploiting or snuffing out sources of magic.



INCLUSION

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

- Flesh-eater Courts
- Nighthaunt
- Soulblight Gravelords

ORGANISATION

- Arkhan the Black, Mortarch of Sacrament
- 1 Morghast Archai unit with 2 models
- 1 Morghast Harbingers unit with 2 models

ABILITIES

Your Hero Phase 8

SKELETAL SPLINTERING: *The magics weaved by the caster calcify the bones of their enemies, causing them to break as they try to move.*

Declare: This spell can be cast by the same **WIZARD** more than once per phase. Pick the **Arkhan the Black** in this Regiment of Renown to cast this spell, pick a visible enemy unit within 18" 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: Roll a number of dice equal to the number of models in the target unit. For each 5+, inflict 1 mortal damage on that unit.

KEYWORDS SPELL, UNLIMITED

Passive

UNHOLY SACRAMENTS: *Such is Arkhan's command of necromancy that even magic withers in his presence.*

Effect: Add 1 to the number of dice rolled when making banishment rolls for the **Arkhan the Black** in this Regiment of Renown, to a maximum of 3.

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REGIMENT OF RENOWN

SCIONS OF THE NECROPOLIS

Though Katakros is a master of orchestrating numerous campaigns at once, sometimes the Mortarch of the Necropolis deems he must oversee a battle in person. He is accompanied by echelons of the Scions Praetoris, his elite bodyguard and the embodiment of his relentless will.



INCLUSION

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

- Flesh-eater Courts
- Nighthaunt
- Soulblight Gravelords

ORGANISATION

- Katakros, Mortarch of the Necropolis
- 1 Immortis Guard unit with 3 models
- 1 Immortis Guard unit with 3 models

ABILITIES

End of Any Turn

BULWARK OF THE NECROPOLIS: *No meagre foe may exert their will over the warriors of Katakros's elite guard, the Scions Praetoris.*

Declare: Pick an enemy unit in combat with a unit in this Regiment of Renown to be the target.

Effect: Subtract 2D6 from the target's control score for the rest of the turn.

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REGIMENT OF RENOWN

THE SORROWMOURN CHOIR

Witness her now: Lady Olynder, Unrequited Queen of dread Dolorum. Swirling around her ethereal majesty come her handmaidens, bound to share their lady's torment and wail their soul-freezing wails for all eternity. Those mortals they set upon have their hearts seized by terror, moments before ghostly blades are driven into them.



INCLUSION

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

- Flesh-eater Courts
- Ossiarch Bonereapers
- Soulblight Gravelords

ORGANISATION

- Lady Olynder, Mortarch of Grief
- 1 Dreadscythe Harridans unit with 10 models
- 1 Myrmourn Banshees unit with 4 models
- 1 Myrmourn Banshees unit with 4 models

ABILITIES

Your Hero Phase 7

GHOSTLY PATHS: *Guided by the sorrowful wails of the dead, the Sorrowmourn Choir rapidly traverse the battlefield along unseen pathways.*

Declare: This spell can be cast by the same **WIZARD** more than once per phase. Pick the **Lady Olynder** in this Regiment of Renown to cast this spell, pick a visible friendly unit in this Regiment of Renown that is wholly within 12" of them, that is not in combat and 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: Remove the target from the battlefield and set it up again more than 9" from all enemy units.

KEYWORDS SPELL, UNLIMITED

Passive

INSUBSTANTIAL: *Nighthaunt spirits are nigh impossible to land a blow upon.*

Effect: Ignore negative modifiers to save rolls for units in the Regiment of Renown.

Once Per Turn (Army), Any Charge Phase

HARVESTERS OF SORROW: *For the handmaidens of the Unrequited Queen, only the choicest despair can alleviate their torment.*

Declare: Pick an enemy unit in combat with a unit in this Regiment of Renown to be the target.

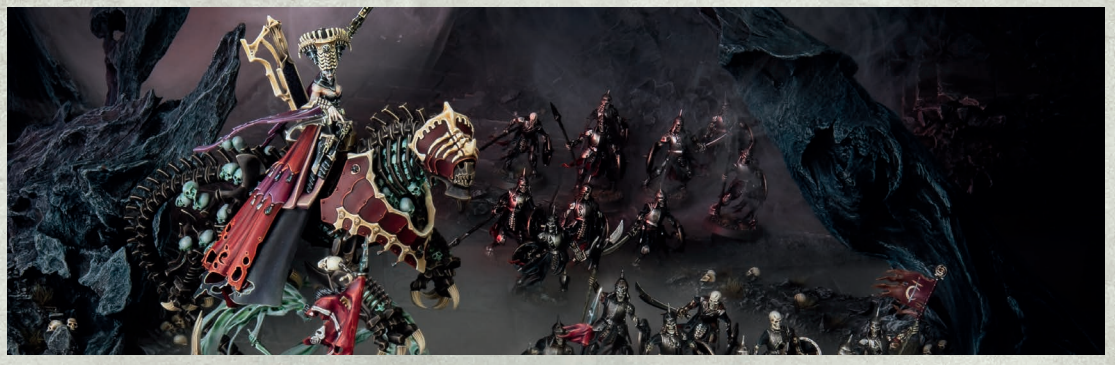
Effect: Roll a dice. On a 3+, the target cannot use commands for the rest of the turn.

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REGIMENT OF RENOWN

NEFERATA'S ROYAL ECHELON

As the Queen of Nulahmia and first of the vampires, Neferata can call on many servants to do her sinister work. Yet there are times when the Mortarch must personally attend to a battle in order to ensure some delicate manipulation reaches its desired outcome. She is accompanied by skeletal warriors bearing the livery of her city, a manifest display of Nulahmian might



INCLUSION

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

- Flesh-eater Courts
- Nighthaunt
- Ossiarch Bonereapers

ORGANISATION

- Neferata, Mortarch of Blood
- 1 Barrow Knights unit with 5 models
- 1 Deathrattle Skeletons unit with 10 models
- 1 Deathrattle Skeletons unit with 10 models

ABILITIES

Your Hero Phase — 7

SOULPIKE: *The caster places a hex on a group of foes so that, should they move too hastily or aggressively, they risk impaling their own souls on a shimmering forest of purple-black spears.*

Declare: Pick the **Neferata** in this Regiment of Renown to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

Effect: Until the start of your next turn, each time the target uses a **Charge** ability, immediately after that ability has been resolved, roll a number of dice equal to the unmodified charge roll for that ability. For each 4+, inflict 1 mortal damage on the target.

Keywords | **Spell, Unlimited**

Once Per Turn (Army), Your Hero Phase

PREMEDITATED DEMISE: *Neferata's guile has already ensured that her foe's defences will falter at a critical point.*

Declare: Pick an enemy unit within 12" of the **Neferata** in this Regiment of Renown to be the target.

Effect: Until the start of your next turn, ward rolls cannot be made for damage points inflicted on the target by attacks made by units in this Regiment of Renown.

Once Per Battle (Army), End of Any Turn

THE BLOOD QUEEN'S WILL: *When Neferata takes to the field, she does so only to ensure the completion of plans long since spun.*

Declare: Pick an enemy unit contesting an objective that the **Neferata** in this Regiment of Renown is contesting to be the target.

Effect: Roll a dice. On a 2-5, subtract 10 from the control score of the target for the rest of the turn. On a 6, the target has a maximum control score of 1 for the rest of the turn.

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REGIMENT OF RENOWN

THE STERNIESTE GARRISON

Mannfred von Carstein is an often unlooked-for and unwelcome presence amongst his fellow undead, for his self-serving nature is infamous. Yet the Mortarch of Night can tip the balance of an engagement, both through personal might and by leading bloodthirsty Fell Bats and the wights of his own Castle Sternieste in devious ambushes. The only question is what ulterior motive Mannfred serves by offering aid…



INCLUSION

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

- Flesh-eater Courts
- Nighthaunt
- Ossiarch Bonereapers

ORGANISATION

- Mannfred von Carstein, Mortarch of Night
- 1 Barrow Guard unit with 10 models
- 2 Fell Bats units with 3 models

ABILITIES

Your Hero Phase — 7

STALKING BLADES: *The enemy's minds are filled with doubts as to their allies' true loyalties, which manifest as tenebrous shades that stalk among their ranks. As soon as the victims' backs are turned, these gheists dart forth to plunge spectral daggers between the shoulders of those overcome with paranoia.*

Declare: Pick the **Mannfred von Carstein** in this Regiment of Renown to cast this spell, pick a visible enemy unit within 12" of them to be the target, then make a casting roll of 2D6.

Effect: Inflict 1 mortal damage on the target for each other enemy unit within 3" of the target.

KEYWORDS SPELL, UNLIMITED

Passive

ENGULFING SHADOWS: *Those who serve Mannfred von Carstein excel in the unforeseen strike.*

Effect: Each time a unit in this Regiment of Renown is set up, add 1 to the Attacks characteristic of that unit's melee weapons for the rest of the turn.

Once Per Turn (Army), Your Hero Phase

COVER OF NIGHT: *Mannfred is a master of misdirection; few can predict where his hosts will strike from next.*

Declare: Pick 1 friendly unit in this Regiment of Renown that is not in combat to be the target.

Effect: Remove that unit from the battlefield and set it up again more than 6" from all enemy units.

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REGIMENT OF RENOWN

VEREMORD'S SHAMBLERS

Crypt-keepers dread the coming of Veremord. This student of necromancy is a master at breaking wards set around tombs and corpse-pits, pilfering the bodies within for his growing horde. Key to Veremord's success is the arcane smoke that billows from his Corpse Cart, vapours that eat through magical defences.



INCLUSION

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

- Flesh-eater Courts
- Nighthaunt
- Ossiarch Bonereapers

ORGANISATION

- 1 Corpse Cart
- 1 Deadwalker Zombies unit with 20 models

The Corpse Cart in the Regiment of Renown has the **HERO** keyword.

ABILITIES

Passive

VITIATING VAPOURS: *By burning grains of grave-sand in his brazier, Veremord creates smoke that can corrode eldritch defences.*

Effect: Subtract 1 from ward rolls for enemy units while they are within 12" of the **Corpse Cart** in this Regiment of Renown.

End of Any Turn

LEGEND AMONG GRAVEROBBERS: *Veremord's reputation as a graverobber is unsurpassed.*

Declare: Pick the **Corpse Cart** in this Regiment of Renown to use this ability if it is within 3" of the **Deadwalker Zombies** unit in this Regiment of Renown. Then, pick each enemy **INFANTRY**, **CAVALRY** and **BEAST** unit within 12" of the **Corpse Cart** to be the targets.

Effect: For each target that had any models slain this turn, you can return D3 slain models to the **Deadwalker Zombies** unit in this Regiment of Renown.

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REGIMENT OF RENOWN

BRAGGIT'S BOTTLE-SNATCHAZ

Braggit Big-Talka is a grot with many tales to tell. Some of them even contain a grain of truth. The Rabble-Rowza and his mates (not to mention their squiggly companions) are an unpredictable menace, arriving without warning in search of shiny bottles to snatch and pour their fungal potions into.



INCLUSION

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

- Bonesplitterz
- Ironjawz
- Kruleboyz
- Ogor Mawtribes
- Sons of Behemat

ORGANISATION

- 1 Rabble-Rowza
- 1 Gobbapalooza
- 1 Squig Herd unit with 12 models
- 1 Squig Hoppers unit with 10 models

ABILITIES

Your Hero Phase 7

SNEAKY DISTRACTION: *The shaman's unnaturally shrill cries and magical light-show hypnotically draw the attention of their foes.*

Declare: Pick the **Gobbapalooza** in this Regiment of Renown to cast this spell, then make a casting roll of 2D6.

Effect: Until the start of your next turn, subtract 1 from hit rolls for attacks made by enemy units while they are wholly within 12" of the caster.

KEYWORDS: SPELL, UNLIMITED

Deployment Phase

SUPER-SECRET TUNNELS: *Rabble-Rowzas have a knack for locating hidden passages beneath the earth.*

Declare: Pick a unit in this Regiment of Renown that has not been deployed.

Effect: Set up that unit in reserve **in a super-secret tunnel**. It has now been deployed.

KEYWORDS: DEPLOY

Once Per Turn (Army), Any Movement Phase

SUDDEN EMERGENCE: *Braggit and his ladz tend to turn up wherever they are least expected (and least desired).*

Declare: If the **Rabble-Rowza** in this Regiment of Renown is **in a super-secret tunnel**, pick it to be the target.

Effect: Set up the target anywhere on the battlefield more than 9" from all enemy units. Then, set up all other friendly units that are **in a super-secret tunnel** within 3" of the target and more than 9" from all enemy units.

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REGIMENT OF RENOWN

BIG GRIKK'S KRULESHOTS

Grikk swears that the massive, jagged bolt that buried itself in the back of his boss's Vulcha steed had nothing to do with him. Few believed the treacherous Big Shot, so Grikk quickly took leave of his clan, accompanied by a handful of crossbow-toting lackeys and some grots to drag his beloved killbow across the realms.



INCLUSION

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

- Bonesplitterz
- Gloomspite Gitz
- Ironjawz
- Ogor Mawtribes
- Sons of Behemat

ORGANISATION

- 1 Beast-skewer Killbow
- 1 Man-skewer Boltboyz unit with 3 models
- 1 Man-skewer Boltboyz unit with 3 models

The Beast-skewer Killbow in this Regiment of Renown has the **HERO** keyword.

ABILITIES

Once Per Turn (Army), Your Shooting Phase

SKEWER IT AGAIN!: *Rather than gesture in the traditional way, Grikk uses his bolts to indicate which beastie he wants his ladz to bring down.*

Declare: Pick an enemy **MONSTER** that had any damage points allocated to it this phase by a shooting attack made by the **Beast-skewer Killbow** in this Regiment of Renown. Then, pick any number of **Man-skewer Boltboyz** units in this Regiment of Renown to **focus fire**.

Effect: For the rest of the turn, add 1 to the Attacks characteristic of the ranged weapons used by the units you picked to **focus fire** but all of their attacks must target the enemy **MONSTER** you picked.



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