

REGIMENT OF RENOWN ENFORCERS OF THE TITHE

Unlike most undead, the Ossiarchs are willing to compromise – provided their tithe is not waylaid. Though they bear little trust for the forces of Chaos, a desperate or cunning general may be able to direct them towards a mutual foe. After all, the Bonereapers will happily harvest the corpses of both sides...



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
- ♦ Kharadron Overlords
- ♦ Kruleboyz
- ♦ Ogor Mawtribes
- ♦ Skaven
- ♦ Sons of Behemat
- ♦ Soulbright Gravelords

ORGANISATION

- ♦ 1 Mortisan Ossifector
- ♦ 10 Morteck Guard
- ♦ 10 Morteck Guard
- ♦ 1 Gothizzar Harvester

ABILITIES

✂ Once Per Turn (Army), Any Combat Phase

COLLECT THE TITHE:
Nothing may halt the tithe-harvest.

Declare: Pick the **GOTHIZZAR HARVESTER** in this Regiment of Renown to use this ability, then pick a non-**HERO INFANTRY** unit (friendly or enemy) within its combat range to be the target.

Effect: Roll a dice. If the roll equals or exceeds the target's Health characteristic, 1 model in the target unit is slain, then give the unit using this ability 1 **bone-tithe point**.

⚙ Your Hero Phase

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SOUL TAX: *Part of the Ossiarchs' tithe is inevitably a portion of their allies' souls.*

Declare: Pick the **Mortisan Ossifector** in this Regiment of Renown to cast this spell, then:

- Pick a friendly unit, excluding units in this Regiment of Renown, to be the target.
- Pick a unit in this Regiment of Renown to be the **recipient**. The target and the **recipient** must be wholly within 12" of and visible to the caster. Then, make a casting roll of 2D6.

Effect: Until the start of your next turn:

- The target has a maximum control score of 1.
- Add 1 to hit rolls and wound rolls for the **recipient's** combat attacks.

🚩 Your Movement Phase

REBUILD ON THE MARCH: *Ossiarch war-constructs can fashion new warriors at a fearsome rate if bone is in ample supply.*

Declare: Pick the **Gothizzar Harvester** in this Regiment of Renown to use this ability if it has 6 **bone-tithe points**. Then, pick another unit in this Regiment of Renown that has been destroyed to be the target.

Effect: Reset the **Gothizzar Harvester's bone-tithe points** to 0. Then, set up a replacement of the target unit with half the number of models (rounding up) wholly within 9" of the **Gothizzar Harvester** and more than 9" from all enemy units.

KEYWORDS **SPELL**

REGIMENT OF RENOWN EXILE SCAVENGERS

His Endrineering commission revoked after repeated accusations of ‘unsanctioned resource sharing’, Gronn Ymorsson took matters into his own hands by bribing some Skywardens and stealing a Gunhauler, then fleeing the sky-port authorities before they noticed. He follows armies who can open the way to worthy treasure, swooping down to claim the loot when the coast is clear.



INCLUSION

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

- ◆ Beasts of Chaos
- ◆ Bonesplitterz
- ◆ Cities of Sigmar
- ◆ Daughters of Khaine
- ◆ Fyreslayers
- ◆ Gloomspite Gitz
- ◆ Ironjawz
- ◆ Kruleboyz
- ◆ Lumineth Realm-lords
- ◆ Ogor Mawtribes
- ◆ Ossiararch Bonereapers
- ◆ Seraphon
- ◆ Slaves to Darkness
- ◆ Sons of Behemat
- ◆ Soulblight Gravelords

ORGANISATION

- ◆ 1 Endrinmaster with Dirigible Suit
- ◆ 3 Skywardens
- ◆ 1 Grundstok Gunhauler

ABILITIES

⚙ Deployment Phase

AN EYE FOR LOOT: *The Exile Scavengers observe from above to locate the best spot to swoop in and ‘claim their fee’.*

Declare: This ability must be used to deploy this Regiment of Renown.

Effect: Set up the units in this Regiment of Renown in reserve **studying the battlefield**. They have now been deployed.

KEYWORDS **DEPLOY**

➦ Your Movement Phase

SWOOP IN: *Once the moment is right, Gronn and his crew strike hard and fast.*

Declare: Pick the **Grundstok Gunhauler** in this Regiment of Renown to use this ability if it is **studying the battlefield**.

Effect: Set up the **Grundstok Gunhauler** on the battlefield more than 6" from all enemy units that have an artefact of power and more than 9" from all other enemy units. Then, set up all other units in this Regiment of Renown wholly within 3" of the **Grundstok Gunhauler** and more than 6" from all enemy units.

⚙ Once Per Turn (Army), Your Combat Phase

WHAT’S YOURS IS MINE: *Gronn has always had a cavalier attitude when it comes to ownership.*

Declare: Pick an enemy unit in combat with a unit in this Regiment of Renown to be the target. Then, pick an artefact of power the target has.

Effect: Roll a dice. Add 1 to the roll for each unit in this Regiment of Renown that is in combat with the target. On a 6+, the target no longer has that artefact of power.

REGIMENT OF RENOWN

SQUIRES OF THE EVERCHOSEN

Utgar Harrowhand was once a Varanguard, one of the Everchosen's executioners, until he had a run-in with a nest of Flesh-eaters. Though he has since transformed into a monstrous Varghulf, flashes of loyalty to his old master occasionally surface – so potent that they also seize the ghoulish 'knights' who still serve him.



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
- ◆ Slaves to Darkness

ORGANISATION

- ◆ 1 Varghulf Courtier
- ◆ 3 Morbheg Knights

ABILITIES

⚙ Once Per Battle, Deployment Phase

A DELUDED QUEST: *The deluded Squires of the Everchosen think they have been sent on a personal mission by Archaon.*

Declare: Pick an enemy unit to be the target.

Effect: The target has the **ENEMY OF THE EVERCHOSEN** keyword.

● Once Per Battle (Army), End of Any Turn

A QUEST WELL DONE: *To excel in the Everchosen's eyes brings Utgar and his followers a fleeting glee.*

Effect: If the enemy **ENEMY OF THE EVERCHOSEN** unit is destroyed by a unit in this Regiment of Renown, add 10 to the control score of each unit in this Regiment of Renown for the rest of the battle.

REGIMENT OF RENOWN THE LOST-SONG SPIRITS

Natives of the morbid isle of Decrepita, the Sylvaneth of the Lost-Song Forest have become deafened to the spirit-song. They hear only the mournful cries of wayward souls, which has driven them to cruelty and madness. Followed by the chilling fogs of their homeland, these Outcasts follow the dead and the half-souled, hoping to vent their own bitterness.



INCLUSION

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

- ◆ Flesh-eater Courts
- ◆ Idoneth Deepkin
- ◆ Nighthaunt
- ◆ Ossiarch Bonereapers
- ◆ Soulblight Gravelords

ORGANISATION

- ◆ 1 Treelord
- ◆ 5 Spite-Revenants
- ◆ 5 Spite-Revenants

ABILITIES

🏹 Once Per Turn (Army), Enemy Hero Phase

ENDLESS WANDERING: *The spirits of the Lost-Song Forest are ever in motion, desperately seeking the ancestral harmonies denied to them.*

Declare: Pick a unit in this Regiment of Renown that is not in combat to use this ability.

Effect: That unit can use the 'Normal Move' ability as if it were your movement phase.

🛡️ Passive

OMINOUS FOG: *A thick fog follows the Lost-Song Spirits, making them difficult to identify until it is too late.*

Effect: Units in this Regiment of Renown are not visible to enemy units more than 12" from them while they are wholly within 9" of the **Treelord** in this Regiment of Renown.

REGIMENT OF RENOWN NURGLE'S GIFT

Nurgle is a generous god, granting gifts even to those who deny their genius. It takes only one infected well, watering hole or imported keg for corruption to bite. At first, a warrior feels little but mild discomfort – but as the day of battle draws near, their suffering deepens, and an eager giggling echoes through the aether...



INCLUSION

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- ◆ Bonesplitterz
- ◆ Cities of Sigmar
- ◆ Daughters of Khaine
- ◆ Flesh-eater Courts
- ◆ Fyreslayers
- ◆ Gloomspite Gitz
- ◆ Ironjawz
- ◆ Kharadron Overlords
- ◆ Kruleboyz
- ◆ Lumineth Realm-lords
- ◆ Ogor Mawtribes
- ◆ Skaven
- ◆ Slaves to Darkness
- ◆ Sons of Behemat
- ◆ Sylvaneth

ORGANISATION

- ◆ Nurglings unit with 3 models
- ◆ Nurglings unit with 3 models

Each unit in this Regiment of Renown has the **NURGLE'S GIFT** keyword.

ABILITIES

Deployment Phase

INCUBATION PERIOD: *Nurgle's gifts can incubate slowly within the afflicted, gaining a malign sentence.*

Declare: This ability must be used to deploy this Regiment of Renown.

Effect: Set up the units in this Regiment of Renown in reserve **festering within**. They have now been deployed.

KEYWORDS **DEPLOY**

Passive

BURSTING WITH LIFE: *Guts roil and buboes weep before cheering Nurglings burst forth from the slain.*

Effect: If a friendly non-**NURGLE'S GIFT** unit would be destroyed, before the last model is removed from play, roll a dice. Add 1 to the roll for each other friendly non-**NURGLE'S GIFT** unit that has been destroyed this battle. On a 5+, pick a friendly unit that is **festering within** and set it up wholly within 6" of that model. It can be set up in combat.

REGIMENT OF RENOWN STUMBLEFOOT GARGANT

The rise of the Mega-Gargants has focused many of their smaller mates, but there are always some who loot great kegs of ale and get a bit carried away. Staggering across the land in a drunken stupor, these gargants just turn up on one side of the battlefield and canny commanders simply move their troops out of the way...



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- ◆ Disciples of Tzeentch
- ◆ Flesh-eater Courts
- ◆ Fyreslayers
- ◆ Gloomspite Gitz
- ◆ Hedonites of Slaanesh
- ◆ Idoneth Deepkin
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- ◆ Kharadron Overlords
- ◆ Kruleboyz
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- ◆ Maggotkin of Nurgle
- ◆ Nighthaunt
- ◆ Ogor Mawtribes
- ◆ Ossiarch Bonereapers
- ◆ Seraphon
- ◆ Skaven
- ◆ Slaves to Darkness
- ◆ Soulblight Gravelords
- ◆ Stormcast Eternals
- ◆ Sylvaneth

ORGANISATION

- ◆ 1 Mancrusher Gargant

ABILITIES

⚔ Once Per Turn (Army),
 Your Shooting Phase

PROJECTILE VOMIT:
Better out than in, as they say...

Declare: Pick this unit to use this ability if it has not used a **RAMPAGE** ability this turn. Then, pick a point on the battlefield within 6" of this unit and pick each enemy unit within 3" of that point to be the targets.

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

KEYWORDS **RAMPAGE**

🛡 Once Per Turn (Army),
 Any Combat Phase

BELLOWING MOCKERY:
Drunken gargants often holler incoherent insults to aggravate and taunt.

Declare: Pick this unit to use this ability if it has not used a **RAMPAGE** ability this turn, then pick an enemy unit within this unit's combat range to be the target.

Effect: Roll a dice. On a 3+, subtract 1 from hit rolls for the target's attacks for the rest of the turn.

KEYWORDS **RAMPAGE**

⚔ Once Per Turn (Army),
 Any Charge Phase

WHAT'RE YOU LOOKIN' AT?: *Bleary eyes narrowed, the gargant picks a fight with a cocky-looking target.*

Declare: Pick this unit to use this ability if it charged this turn and has not used a **RAMPAGE** ability this turn. Then, pick an enemy unit within 9" of this unit to be the target.

Effect: Roll 2D6. This unit can move a number of inches equal to the roll. It can pass through enemy models and must end that move in combat with the target.

KEYWORDS **RAMPAGE**

REGIMENT OF RENOWN

SNERK'S TROGG-FER-HIRE

Having learned the Great Secret of mercenary work from a local Mega-Gargant, Snerk Mooneata decided to give it a go. Finding little success, the bossgrot took the next best option: periodically waking a surly troggoth and acting as the go-between for the beast. Snerk, of course, holds onto the troggoth's half of the pay. For safekeeping.



INCLUSION

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

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|-------------------------|------------------------|-------------------------|
| ◆ Beasts of Chaos | ◆ Idoneth Deepkin | ◆ Seraphon |
| ◆ Blades of Khorne | ◆ Ironjawz | ◆ Skaven |
| ◆ Bonesplitterz | ◆ Kruleboyz | ◆ Slaves to Darkness |
| ◆ Cities of Sigmar | ◆ Lumineth Realm-lords | ◆ Soulblight Gravelords |
| ◆ Daughters of Khaine | ◆ Maggotkin of Nurgle | ◆ Stormcast Eternals |
| ◆ Disciples of Tzeentch | ◆ Ogor Mawtribes | |
| ◆ Hedonites of Slaanesh | ◆ Ossiarch Bonereapers | |

ORGANISATION

- ◆ 1 Loonboss
- ◆ 1 Dankhold Troggoth

ABILITIES

⚔ Your Charge Phase

GO DAT WAY!: Snerk makes sure to give his troggoth mate a jab if they get distracted. Which they do. Often.

Declare: Pick the **Dankhold Troggoth** in this Regiment of Renown to be the target if it is within 12" of the **Loonboss** in this Regiment of Renown.

Effect: For the rest of the turn, the target can still use **CHARGE** abilities even if it used a **RETREAT** ability in the same turn.

🛡 Passive

TAKTIKAL COWERING: Snerk can usually be found hurling insults from behind his mate's solid, regenerating body.

Effect: While the **Loonboss** in this Regiment of Renown is within the combat range of the **Dankhold Troggoth** in this Regiment of Renown:

- That **Loonboss** has **WARD** (4+).
- Each time you make a successful ward roll for that **Loonboss**, allocate 1 damage point to that **Dankhold Troggoth** after the damage sequence for that **Loonboss** has been resolved (ward rolls cannot be made for those damage points).

REGIMENT OF RENOWN GOROAN SCIONS

The beasts known as ogroids were once the Goroans, a race of Destruction that fell to Chaos after orruks sacked their capital. But not every Goroan clan spat upon Gorkamorka; some stayed faithful, and they occasionally emerge to fight alongside their old kin. Their gifts of 'flashy choppas' is usually enough to banish any suspicion.



INCLUSION

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

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

ORGANISATION

- ◆ 1 Ogroid Myrmidon
- ◆ 1 Ogroid Thaumaturge
- ◆ 3 Ogroid Theridons

ABILITIES

✂ Once Per Turn (Army), Your Hero Phase

GOROAN FORGECRAFT: *The Goroans were renowned for their skill at smithery, and even orruks will acknowledge their general killiness.*

Declare: Pick a friendly **DESTRUCTION HERO** that is within the combat range of a **HERO** in this Regiment of Renown to be the target.

Effect: On a 3+, add 1 to the Rend characteristic of the target's melee weapons until the start of your next turn.

🛡 Your Hero Phase

BELLOW OF GORKAMORKA: *Goroan shamans who maintain the old ways channel the sense-blasting roars of Gorkamorka through their magic.*

Declare: Pick the **Ogroid Thaumaturge** 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: The target has **STRIKE-LAST** until the start of your next turn. In addition, while the target has the **BURNING** keyword, subtract 1 from hit rolls for the target until the start of your next turn.

KEYWORDS **SPELL**