

REGIMENT OF RENOWN THE CURSE-STEEL BATTERY

Many Daemonsmiths detest walking the muck of the realms, leaving underlings to handle direct trade. Yet Gurok the Leveller prefers the personal touch, as he believes only his magics can coax out the full devastating potential of his glorious engines. Even the dreaded Korghos Khul once sought the service of Gurok's artillery, for it can break an enemy army's spine in moments. Of course, Gurok is no fool. Once his weapons' power has been aptly demonstrated, negotiations can begin in earnest...



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
- ◆ Skaven

ORGANISATION

- ◆ 1 Daemonsmith
- ◆ 1 Tormentor Bombard
- ◆ 1 Deathshrieker Rocket Battery

ABILITIES

Your Hero Phase

REINFORCE DAEMONSTEEL: *The black runes Gurok has carved into his armour and war machines allow him to bolster their resilience through sorcerous means.*

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

Effect: Until the start of your next turn, ignore the first damage point allocated to each friendly **HELMSMITHS OF HASHUT** unit in each phase while they are wholly within 12" of the caster.

KEYWORDS SPELL

7

Once Per Turn (Army), Your Shooting Phase

1

DISPLAY OF TOTAL POWER: *The first salvo from Gurok's engines comes free of charge. Should clients show a taste for such power, subsequent bombardments demand a price...*

Declare: If neither **WAR MACHINE** unit in this Regiment of Renown used any **SHOOT** abilities this turn, pick an enemy unit to be the target.

Effect: For the rest of the turn:

- While that enemy unit is on the battlefield, the **WAR MACHINE** units in this Regiment of Renown can only pick that enemy unit to be the target of their shooting attacks.
- Each of those **WAR MACHINE** units counts as if it had 3 **daemonic power points**.

The first time you use this ability, you can use it without any command points being spent.

REGIMENT OF RENOWN

SEEKER OF THE DREAD DIRGE

None are more dedicated to recovering Hashut's relics than Thorzbuul the Seeker. This fanatical priest has travelled far, hunting scraps of a Zharralid dirge said to be able to break the realms in twain. Accompanied by a hulking daemon-engine guardian – a gift from Sharnok of Ur-Zorn, following some mysterious service – Thorzbuul pursues his prize by ripping open ley lines and listening for fractious notes of dissonance in their echo. More than once has his quest seen him fight alongside other marauding hosts of Chaos.



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ORGANISATION

- ◆ 1 Ashen Elder
- ◆ 1 Dominator Engine with Bane Maces

ABILITIES

✂ Your Hero Phase

DIRGE OF DESOLATION: *Thorzbuul has recovered only fragments of the script he searches for, but even these can cause the land to buckle and break.*

Declare: Pick the **Ashen Elder** in this Regiment of Renown to chant this prayer, pick a terrain feature on the battlefield to be the target, then make a chanting roll of D6.

Effect: Roll a D3 for each enemy unit contesting the target. On a 2+, inflict an amount of mortal damage on that enemy unit equal to the roll. If the chanting roll was 12+, you can pick another terrain feature to be a second target.

KEYWORDS PRAYER

6

⚙ End of Any Turn

ALL-CONSUMING SEARCH: *Thorzbuul will leave entire ley lines drained dry should it lead him to his goals.*

Declare: Pick the **Ashen Elder** in this Regiment of Renown to use this ability. Then, pick an objective or **Place of Power** that they are contesting, if that objective or Place of Power has a friendly **desolation token** and has not been picked to be the target of this ability this battle to be the target.

Effect: Roll 6 dice. For each 5+, give this unit 1 ritual point.