

REGIMENTS OF RENOWN

These rules allow any army to include a fixed group of units called a **regiment of renown**. There are 6 regiments of renown on the following pages. Depending on your general's keywords, you will be able to include 1 of these regiments of renown in your army.

- All units in a regiment of renown gain the **REGIMENT OF RENOWN** keyword.
- You can include a regiment of renown in your army even though its number of units and points values exceeds the amount allowed for allied units. If you do so, no other allied units can be included in your army.
- If your army has an **ORDER** general but is not a Sylvaneth army, you can include the **Elthwin's Thorns** regiment of renown.
- If your army has an **ORDER** general but is not a Cities of Sigmar army, you can include the **Norgrimm's Rune Throng** regiment of renown.

- If your army has a **CHAOS** general but is not a Disciples of Tzeentch army, you can include the **The Coven of Thryx** regiment of renown.
- If your army has a **CHAOS** general but is not a Slaves to Darkness army, you can include the **Hargax's Pit-beasts** regiment of renown.
- If your army has a **DEATH** general but is not a Soulblight Gravelords army, you can include the **Veremord's Shamblers** regiment of renown.
- If your army has a **DESTRUCTION** general but is not a Kruleboyz army, you can include the **Big Grikk's Kruleshots** regiment of renown.
- The units in a regiment of renown must belong to the **Regiment of Renown core battalion** shown on the right.

REGIMENT OF RENOWN



Unified: One-drop deployment (core rules, 26.2.1). Each unit in this battalion must be within 6" of the **HERO** in the same battalion at the end of deployment.

UNIT ICONS

(Mandatory/Optional)



Renowned Commander:
REGIMENT OF RENOWN Leader



Renowned Troops:
REGIMENT OF RENOWN unit that is not Leader, Artillery or Behemoth

REGIMENTS OF RENOWN (FEBRUARY 2024)

WARSCROLL	UNIT SIZE	BATTLEFIELD ROLE	POINTS	NOTES
Arch-Revenant (Elthwin's Thorns)	1	Leader	310	Unique, Single. These units must be taken as a set referred to as Elthwin's Thorns. Although taken as a set, each is a separate unit.
Gossamid Archers (Elthwin's Thorns)	5			
Beast-skewer Killbow (Big Grikk's Kruleshots)	1	Leader	290	Unique, Single. These units must be taken as a set referred to as Big Grikk's Kruleshots. Although taken as a set, each is a separate unit.
Man-skewer Boltboyz (Big Grikk's Kruleshots)	3			
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Corpse Cart (Veremord's Shamblers)	1	Leader	190	Unique, Single. These units must be taken as a set referred to as Veremord's Shamblers. Although taken as a set, each is a separate unit.
Deadwalker Zombies (Veremord's Shamblers)	20			
Runelord (Norgrimm's Rune Throng)	1	Leader	340	Unique, Single. These units must be taken as a set referred to as Norgrimm's Rune Throng. Although taken as a set, each is a separate unit.
Irondrakes (Norgrimm's Rune Throng)	10			
Longbeards (Norgrimm's Rune Throng)	10			
Magister (The Coven of Thryx)	1	Leader	320	Unique, Single. These units must be taken as a set referred to as The Coven of Thryx. Although taken as a set, each is a separate unit.
Horrors of Tzeentch (The Coven of Thryx)	10			
<i>Burning Sigil of Tzeentch</i> (The Coven of Thryx)	-	<i>Endless Spell</i>		
<i>Tome of Eyes</i> (The Coven of Thryx)	-	<i>Endless Spell</i>		
<i>Daemonic Simulacrum</i> (The Coven of Thryx)	-	<i>Endless Spell</i>		
Ogroid Myrmidon (Hargax's Pit-beasts)	1	Leader	260	Unique, Single. These units must be taken as a set referred to as Hargax's Pit-beasts. Although taken as a set, each is a separate unit.
Fomoroid Crusher (Hargax's Pit-beasts)	1			
Mindstealer Sphiranx (Hargax's Pit-beasts)	1			

VEREMORD'S SHAMBLERS



Crypt-keepers dread the coming of Veremord. This foul student of necromancy has a talent for appropriating and twisting the wards that protect the dead to enhance his rotting minions. Just as dangerous is the smoke that billows from his Corpse Cart's brazier, which has been enchanted to corrode a foe's arcane defences.

Organisation:

- 1 Corpse Cart
- 20 Deadwalker Zombies

▸ If your army has a **DEATH** general but is not a Soulblight Gravelords army, you can include this regiment of renown. If you do so, no other allied units can be included in your army. You can include this regiment of renown in your army even though its number of units and points value exceeds the amount allowed for allied units.

ABILITIES

Legend Among Graverobbers: *Veremord's reputation as a graverobber is unsurpassed.*

The **CORPSE CART** in this regiment of renown has the **HERO** keyword.

Repurposed Wards: *Veremord has long studied methods to unpick the sanctifying wards employed by many Shyishans to safeguard the dead, scavenging their energies to bolster himself and his minions.*

The **DEADWALKER ZOMBIES** unit in this regiment of renown has a ward of 6+ while it is wholly within 12" of the **CORPSE CART** in this regiment of renown.

The **CORPSE CART** in this regiment of renown has a ward of 5+ while it is wholly within 12" of the **DEADWALKER ZOMBIES** unit in this regiment of renown.

Vitiating Vapours: *The cursed flames that billow from Veremord's Corpse Cart can wither even the staunchest arcane defences.*

Subtract 1 from ward rolls for enemy units within 12" of the **CORPSE CART** in this regiment of renown.

THE COVEN OF THRYX



None can say where Magister Thryx first learned to take the essence of destroyed daemons and use it to power living spells. He weaves an unpredictable path across the realms, forever seeking to elude Tzeentch's gaze. He offers his expertise to any patron who will shelter him and facilitate his lunatic experiments.

Organisation:

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

If your army has a **CHAOS** general but is not a Disciples of Tzeentch army, you can include this regiment of renown. If you do so, no other allied units can be included in your army. You can include this regiment of renown in your army even though its number of units and points value exceeds the amount allowed for allied units.

The **HORRORS OF TZEENTCH** unit in this regiment of renown cannot use its Split and Split Again ability.

Designer's Note: *The 3 endless spells in this regiment of renown count towards the total number of endless spells you can include in your army. However, you do not need to take additional WIZARDS in your army for them to be included.*

ABILITIES

Skilled Summoner: *Thryx is a master at manipulating arcane manifestations.*

In the first battle round, after the players have received their starting command points but before the start of the first turn, the **MAGISTER** in this regiment of renown can automatically cast a spell they know that summons a Disciples of Tzeentch endless spell (do not make a casting roll). That spell cannot be unbound, and that endless spell cannot be dispelled in the first battle round. Set up the endless spell as described in its Summoning rules.

Sparks of Profane Potential: *Thryx is adept at harnessing the mutagenic essence of slain daemons, using them to enhance his conjured sorcerous manifestations.*

Once per turn, at the end of a phase in which a Horror model in this regiment of renown was slain while its unit was wholly within 12" of the **MAGISTER** in this regiment of renown, you can pick 1 endless spell on the battlefield that was summoned by that **MAGISTER** and remove that endless spell from play. If you do so, pick a different endless spell from the list below and set it up as described:

- **Burning Sigil of Tzeentch:** Set up this endless spell wholly within 18" and visible to the **MAGISTER** in this regiment of renown, and more than 1" from all models, other endless spells and invocations. Then, roll a dice for each unit within 9" of this endless spell. On a 4+, that unit suffers D3 mortal wounds.
- **Tome of Eyes:** Set up this endless spell within 1" of and visible to the **MAGISTER** in this regiment of renown, and more than 1" from all other models, other endless spells and invocations. Then, you can attempt to cast The Parchment Curse with the **MAGISTER** in this regiment of renown as if it were your hero phase.
- **Daemonic Simulacrum:** Set up this endless spell wholly within 12" of, and visible to, the **MAGISTER** in this regiment of renown, and more than 1" from all models, other endless spells and invocations. Then, resolve the effect of the Snapping Jaws ability as if the endless spell had just moved.

HARGAX'S PIT-BEASTS



Hargax once ruled the gladiatorial Pit of Shattered Spines with a fist of iron. Even when overthrown by a younger rival, the ogroid was not slain. Determined to reclaim his throne, Hargax – now older and wiser – seeks a means of evening the odds. He roams the lands searching for monsters to break into submission.

Organisation:

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

If your army has a **CHAOS** general but is not a Slaves to Darkness army, you can include this regiment of renown. If you do so, no other allied units can be included in your army. You can include this regiment of renown in your army even though its number of units and points value exceeds the amount allowed for allied units.

ABILITIES

Bestial Domination: *Their will crushed through brutal violence, Hargax's pit-beasts obey his every bellowed demand.*

Once per phase, the **OGROID MYRMIDON** in this regiment of renown can issue the All-out Attack or All-out Defence command to the **FOMOROID CRUSHER** or **MINDSTEALER SPHIRANX** in this regiment of renown without a command point being spent.

The Worthiest Stock: *Only the most fearsome creatures are worthy of the gladiatorial menagerie Hargax seeks to corral, and so he constantly looks for opportunities to test them against rival beasts on the battlefield.*

At the end of the charge phase, you can pick either the **FOMOROID CRUSHER** or the **MINDSTEALER SPHIRANX** in this regiment of renown and 1 enemy **MONSTER** within 3" of it. If you do so, roll a dice. On a 3+, the strike-last effect applies to both units you picked in the following combat phase.

BIG GRIKK'S KRULESHOTS



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

Organisation:

- 1 Beast-skewer Killbow
- 3 Man-skewer Boltboyz
- 3 Man-skewer Boltboyz

If your army has a **DESTRUCTION** general but is not a Kruleboyz army, you can include this regiment of renown. If you do so, no other allied units can be included in your army. You can include this regiment of renown in your army even though its number of units and points value exceeds the amount allowed for allied units.

ABILITIES

Back-stabbin' Big Shot: *Big Grikk has a reputation among his lads as 'a right sneaky 'un' – a high accolade in Kruleboyz society.*

The **BEAST-SKEWER KILLBOW** in this regiment of renown has the **HERO** keyword.

Toxin-laden Skewers: *Big Grikk's Kruleshots habitually smear highly toxic secretions over the tips of their jagged bolts.*

If the unmodified hit roll for an attack made by a model in this regiment of renown is 6, that attack causes a number of mortal wounds to the target equal to the weapon's Damage characteristic and the attack sequence ends (do not make a wound roll or save roll).

Skewer It Again! *There's no need for him to point; Grikk simply uses his bolts to indicate which beastie he wants his boyz to bring down.*

If any wounds and/or mortal wounds caused by a shooting attack made by this regiment of renown's **BEAST-SKEWER KILLBOW** are allocated to an enemy **MONSTER** and not negated, you can pick any number of other models in this regiment of renown and say that they are focusing fire. If you do so, until the end of the phase, add 1 to the Attacks characteristic of missile weapons used by those models but all of their attacks must target that enemy **MONSTER**.

NORGRIMM'S RUNE THRONG



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

Organisation:

- 1 Runelord
- 10 Irondrakes
- 10 Longbeards

If your army has an **ORDER** general but is not a Cities of Sigmar army, you can include this regiment of renown. If you do so, no other allied units can be included in your army. You can include this regiment of renown in your army even though its number of units and points value exceeds the amount allowed for allied units.

ABILITIES

Rune of Restored Hearth: *Each time he strikes this rune, Norgrimm and his kin are one step closer to the restoration of their ancient glory, and they'll be damned if anyone tries to set them back.*

Once per battle, in your hero phase, you can pick 1 objective within 6" of the **RUNELORD** in this regiment of renown and say Norgrimm will strike the Rune of Restored Hearth. If you do so, for the rest of the battle, models in this regiment of renown count as 2 models for the purposes of contesting that objective, and their unit has a ward of 5+ while they are contesting that objective.

ELTHWIN'S THORNS



The soulpod grove in which Elthwin's lamentiri was incubated was ransacked by ghouls and touched with 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.

Organisation:

- 1 Arch-Revenant
- 5 Gossamid Archers

If your army has an **ORDER** general but is not a Sylvaneth army, you can include this regiment of renown. If you do so, no other allied units can be included in your army. You can include this regiment of renown in your army even though its number of units and points value exceeds the amount allowed for allied units.

ABILITIES

Gossamid Champion: *Elthwin has fought alongside her Gossamid Archers innumerable times. Under her command, their arrows unerringly strike the weak points of their targets.*

Add 1 to wound rolls for attacks made by the **GOSSAMID ARCHERS** unit in this regiment of renown while it is wholly within 12" of the **ARCH-REVENANT** in this regiment of renown.

Flight of the Zephyrspites: *In their effort to return to Alarielle's court, Elthwin's Thorns are carried by swift and loyal Zephyrspites.*

If the **GOSSAMID ARCHERS** unit in this regiment of renown is within 3" of the **ARCH-REVENANT** in this regiment of renown when you roll a 2+ to retreat using its Zephyrspites ability, instead of retreating, you can remove both units from the battlefield, then immediately set them up again so that the **GOSSAMID ARCHERS** unit is wholly within 3" of a terrain feature, the **ARCH-REVENANT** is wholly within 3" of the **GOSSAMID ARCHERS** unit, and both units are more than 9" from all enemy units.