

# Regiments of Renown

*A Guide for Adding Regiments of Renown to your Path to Glory Campaign*

These rules allow any army to include a fixed group of units called a **regiment of renown**.

- All units in a regiment of renown gain the **REGIMENT OF RENOWN** keyword.
- The units in a regiment of renown must belong to the **Regiment of Renown core battalion** shown on the right
- You can include a regiment of renown in your army even if its points value exceeds the amount allowed for allied units. If you do so, no other allied units can be included in your army.
- There is a quest on the following page that will allow you to add a regiment of renown to your Order of Battle for Path to Glory campaigns.
- See **The Cost of Doing Business** rule to see the upkeep costs for destroyed regiment of renown units.

- You can temporarily Hire a Regiment of Renown for your Path to Glory battles. You can do this even if the Regiment of Renown exceeds the Ally limit on your Order of Battle. See **The Cost of Doing Business** below.

**The Cost of Doing Business:** In Step 1 of the Aftermath Sequence, after you have received your glory points, you will have to pay your mercenaries. Look at the table below to see how much glory you must spend:

Criterion	Cost
You hired a Regiment of Renown for this battle	-1 Glory for each unit
You hired a Regiment of Renown from a different Grand Alliance	-1 Glory for each unit
A friendly Regiment of Renown unit was destroyed	-1 Glory for each destroyed unit

## 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.

# Recruiting a Regiment of Renown

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Regiments of Renown are elite units that work outside of the bounds of their normal factions. In order to bring them into your army, you must prove that you are worthy.

## QUEST RECRUIT A REGIMENT OF RENOWN

*You convince great warriors that your cause will be of great benefit to them.*

Pick 1 regiment of renown and write it down in the Quest Reward section of your Quest Log.

At the end of a Path to Glory battle where you Hired this regiment of renown, add 1 quest point to the progress section of your quest log if you won a **minor victory** and add 3 quest points if you won a **major victory**.

In addition, at the end of each Path to Glory battle, you can spend 1 glory point to gain 1 additional quest point.

Once you have gained 3 or more quest points, you can add the regiment of renown to your order of battle. You also add the **Regiment of Renown core battalion** to your vault.

**Note:** If a warscroll in a regiment of renown is a type that is limited on your order of battle - for example, if it is a **MONSTER** - you will need to have increased your order of battle limits to accommodate it before this quest can be completed

All regiment of renown units are considered **ALLIES** and your **ALLY** limit will need to be increased to accommodate them all before the quest can be completed.

# Malarek's Legion



*Malarek leads his retinue across the realms and spreads the word of Be'lakor's might. With each success on the field of battle, more are indoctrinated into the Legion of the First Prince. As Malarek's cult spreads its influence, the centaurion hopes to earn a place by his prince's side.*

## Organization:

- 1 Centaurion Marshall
- 10 Chaos Legionnaires
- 10 Chaos Legionnaires

If your army 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 even if its point total exceeds the amount allowed for allied units.

## ABILITIES

**I Speak for He:** *Malarek's cultists see the Marshall as an envoy of their lord.*

Add 1 to wound rolls for attacks made by **CHAOS LEGIONNAIRES** in this regiment of renown while they are within 12" of the **CENTAURION MARSHALL** from this regiment of renown.

**Cowards Die in Darkness:** *Malarek has an iron grip over his cultists, they fear him more than they do the enemy.*

If a unit in this regiment of renown fails its battleshock test within 3" of the **CENTAURION MARSHALL** from this regiment of renown, only 1 model in that unit will flee.

# The Boarding Party



*The dead godbeast Ghulgu floats around the rivers of the subrealm known only as the Veins. Within the chambers of its decaying corpse, the mordants of the Flesh Eater Courts reside. These delusional warriors see themselves as corsairs sailing a massive ship across uncharted seas. A cunning warlord will convince the flesh eaters to fight for them as hired privateers in search of riches.*

## Organization:

- 1 Crypt Haunter Courtier
- 3 Crypt Horrors
- 3 Crypt Horrors

**If your army has is not a Flesh Eater Court 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 even if its point total exceeds the amount allowed for allied units.**

## ABILITIES

**Follow the Captain:** *The Boarding Party wades into battle after their fearless leader*

Once per battle, when the **CRYPT HAUNTER COURTIER** issues the 'Forward to Victory' command to itself, it can also issue the command to one **CRYPT HORRORS** unit from this regiment of renown. If it does so, no command point is spent the second time this unit issues that command.

**Plunder Their Spoils:** *The Boarding Parties of the Veins specialize in stealing loot.*

Add 1 to wound rolls for the units in this regiment of renown if it is wholly within 8" of an objective and has made a charge move in the same turn.

# Borlog and the Lads



*Borlog Shadowmaw and his maneaters are the vanguard defences for the Veins. They track down anyone who has knowledge of the Veins and kills them. They are paid by the citizens of the Veins to keep their homes safe. Outside of the Veins, they will work for riches that they can then bring back home.*

## Organization:

- 1 Bloodpelt Hunter
- 3 Ogor Maneaters

If your army has the [Grand Alliance] keyword but is not a [Faction] 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 even if its point total exceeds the amount allowed for allied units.

## ABILITIES

**Your Friends Can't Save You:** *Borlog and his lads always get their target. No number of peons can get in their way.*

Enemy **HEROES** targeted by missile attacks from this Regiment of Renown cannot benefit from 'Look out Sir!' rule.

**We've Been All Over the Realms:** *While all maneaters have special training, these lads have studied under many different armies.*

You can select two abilities for the 'Been There, Done That' rule for **OGOR MANEATERS** from this Regiment of Renown.

# Auric Treasure Hunters



*Coralil Goldblade hails from the Prime Dominion of Hysh. On secret orders from Iden the Auric, Coralil and his treasure hunters search the realms for powerful artifacts. The people of the realms cannot be trusted with power they do not understand and it is up to the aelves of Aurannar to lock these dangers away.*

## ABILITIES

### Organization:

- 1 Scinari Loreseeker
- 5 Vanari Bladelords

**If your army is not a Lumineth Realmlords 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 even if its point total exceeds the amount allowed for allied units.**

**We Draw Our Own Lines :** *Though the treasure hunters may fight for any warlord, their true loyalty lies with each other.*

If the **SCINARI LORESEEKER** from this regiment of renown is set up as a Lone Agent reserve unit, the **VANARI BLADELORDS** from this regiment of renown are also set aside as a reserve unit.

After the Lone Agent reserve unit is set up, set up the **VANARI BLADELORDS** unit from this regiment of renown within 6" of the **SCINARI LORESEEKER** from this regiment of renown and outside of 3" from all enemy units.

**We are the Vault:** *When the soldiers of the Aurannar battle for treasure, they become an impenetrable wall.*

Add 1 to save rolls for attacks that target units in this regiment of renown while they are within 6" of each other and within 6" of an objective.

# Grey Company



*The soldiers of the Veins battle under the banners of the Grey Company. They fight against the notorious ghouls hiding within Ghulgu. These warriors stand against the feral hordes and ensure the safety of the Unclaimed living within the veins.*

## Organization:

- 1 Freeguild General
- 10 Freeguild Greatswords
- 10 Freeguild Greatswords

**If your army 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 even if its point total exceeds the amount allowed for allied units.**

## ABILITIES

**Never Falter, Never Break:** *The Grey Company will stand their ground and fend off any foes that dare make them budge.*

Do not take battleshock tests for **FREEGUILD GREATSWORDS** units from this Regiment of Renown while they are wholly within 6" of an objective that they control.

**Loyal to the End:** *The commanders of Grey Company have earned the loyalty of their soldiers.*

Roll a dice before you allocate a wound or mortal wound to the **FREEGUILD GENERAL** from this Regiment of Renown while it is within 3" of any **FREEGUILD GREATSWORDS** from this Regiment of Renown. On a 4+, that wound or mortal wound is allocated to the **FREEGUILD GREATSWORDS** unit instead.

# Pitched Battle Profiles

REGIMENTS OF RENOWN				
WARSCROLL	UNIT SIZE	BATTLEFIELD ROLE	POINTS	NOTES
Centaurion Marshall (Malarek's Cultists)	1	Leader	365	Unique, Single. These units must be taken as a set referred to as Malarek's Cultists. Although taken as a set, each is a separate unit.
Chaos Legionnaires (Malarek's Cultists)	10			
Chaos Legionnaires (Malarek's Cultists)	10			
Crypt Haunter Courtier (The Boarding Party)	1	Leader	330	Unique, Single. These units must be taken as a set referred to as The Boarding Party. Although taken as a set, each is a separate unit.
Crypt Horror (The Boarding Party)	3			
Crypt Horror (The Boarding Party)	3			
Bloodpelt Hunter (Borlog and the Lads)	1	Leader	310	Unique, Single. These units must be taken as a set referred to as Borlog and the Lads. Although taken as a set, each is a separate unit.
Ogre Maneaters (Borlog and the Lads)	3			
Scinari Loreseeker (Auric Treasure Hunters)	1	Leader	290	Unique, Single. These units must be taken as a set referred to as Auric Treasure Hunters. Although taken as a set, each is a separate unit.
Vanari Bladelords (Auric Treasure Hunters)	5			
Freeguild General (Grey Company)	1	Leader	400	Unique, Single. These units must be taken as a set referred to as Grey Company. Although taken as a set, each is a separate unit.
Freeguild Greatswords (Grey Company)	10			
Freeguild Greatswords (Grey Company)	10			