

WARHAMMER

REGIMENT OF RENOWN

Welcome

Welcome to Regiment of Renown, a rules expansion for Warhammer Fantasy. Ahead of you lie many hours of fast paced games and fun playing characterful games of Warhammer.

Regiment of Renown games are perfect for players of all abilities to play and enjoy, as the focus is on camaraderie and playing in the spirit of the game; that is to say friendly competition and fair play are the order of the day. Whether you're a veteran of a thousand wars or you've never played many games of Warhammer before, you're in for a treat. We'll see you on the battlefield!

What is Regiment of Renown?

There are tales told all over the Old World about small warbands of warriors performing heroic deeds outside of the crucible of pitched battle. These unsung heroes are the ultimate focus of this expansion and the ability to play lots of fast and furious games will help to decide their fate. This is a great way to get into Warhammer and play loads of great games using your band of chosen warriors.

We see this as a perfect opportunity to really go to town on kit-bashing or converting up your very own, utterly unique Warhammer Regiment. This allows you to go all out on personalising your warriors so that each has its own tale of glory (or infamy). Perhaps you will convert up the Imperial Hunter Weiss Strickler, a diehard mercenary for whom no job is too dirty, or the shamed Dragon Prince Imryl Silverwind who is sent out with a few loyal retainers on a mission to seek redemption.

Whatever you choose to do, this is the chance you have been waiting for, to pour your heart into some really fantastic models and take them for a day of fun and adventure!



Your Force

In order to take part in Regiment of Renown, you will need to choose a band of unlikely heroes to send out on a series of deadly and daring tasks. These warriors can be selected using the rules below and will form your Regiment for the day.

- Your Regiment must have all its models chosen from one Warhammer Army Book or Warhammer Forge publication.
- You may purchase individual models from units in your Army Book, ignoring any unit size restrictions. These then form separate units on the battlefield which cannot join together.
- You may spend up to 100 points on your Regiment.
- You must have a minimum of three models in your Regiment.
- No model may have more than 3 wounds (even if it's your Leader!).
- You may have a maximum of twenty models in your Regiment.
- A maximum of 25% the models in your Regiment may be armed with ranged weapons of any kind (round all fractions down). So a Regiment of eight models can have up to two models with ranged weapons and a Regiment of 9 models can have up to two models with ranged weapons.
- You must spend at least 25% of your points on Core models from units.
- You may spend up to 50% of your points on Special models from units.
- You may spend up to 25% of your points in Rare models from units.
- You may purchase weapon and armour upgrades for the models from their army lists' entry of available upgrades on an individual basis. E.g. If you take 2 Warriors of Chaos you may give one a shield and the other a great weapon. No other upgrades may be taken such as Fanatics, Sneaky Skulkers, Assassins, Nets, Weapon Teams etc.
- You may not upgrade models to Unit Champions, Standard Bearers or Musicians under any circumstances, even if permitted to do so for free.
- You may only have up to one model in your Regiment with the Fly special rule.
- The Rules for Duplicate Choices do not apply.
- You may not use the rules for Allies.
- You may not choose any Lords or Heroes. (They are far too busy!)
- You may use any in print and current Warhammer Fantasy Battle Army Book as well as any current and official updates in White Dwarf.
- Ethereal models (being rather difficult to control from a distance) may not be taken.
- You may not take War Machines of any kind (they are rather unsuited to scouting missions).
- Wood Elf players may take a set of trees as normal.
- Orc Players may upgrade one of their Orcs to a Big 'Un.
- Dwarf Players may upgrade one Longbeard for every Dwarf Warrior in their Regiment.
- The rules for magic will not be in use at Regiment of Renown, so we wouldn't recommend taking Wizards of any stripe!

Dogs of War

You may upgrade up to three models from your Regiment to Dogs of War. These models then become grizzled veterans of many campaigns who have survived the horrors of the Old World and live to tell the (suitably gruesome) tale. These gnarly (and often deranged) warriors love to spin tall tales around a campfire of past exploits and close escapes and impart a lifetime of battlefield experience to younger, fresher recruits.

As appropriate for such hoary veterans, each Dog of War may choose a piece of Veterans Kit using the following rules:

- Each Dog of War may take a single piece of Veterans Kit.
- Each piece of Veterans Kit may only be taken once.

None of the items below are magical in any way, even if they give seemingly magical effects. Each Dog of War has come to trust in the kit he has spent years fighting with and given any choice over which weapons to use, will always default to using his Veterans Kit (even over a Magical Weapon!). This will not prevent him firing a ranged weapon if he is allowed to do so.

Please note if you take a piece of Kit which grants a special rule on a model that already has that rule there is no additional effect. Don't waste them! Please note that your Leader may be a Dog of War but be warned there is a risk as this will make him quite the valuable target, as you will see later.

Designers Note

The Veterans Kit options are designed to not only add a bit of fun and character to your Regiment, but to give you some awesome modelling options as well. The Veterans Kit "Steel Lined Cloak" *Scaly Skin (6+)* could instead be a cloak that made from the skin of the nameless Drakwald beast that killed the wearers family, or a Sea Dragon cloak taken from a Dark Elf Reaver – we want you to really let your imaginations run riot with these!

The Blade of Prescient Perfection

This blade has been lovingly restored by its owner after every battle. Every nick, notch and scratch has been repaired time and again to produce a weapon that responds to the wielders swings with a mind of its own.

Hand Weapon. Grants the wielder the Always Strikes First Special Rule.

Kraggis' Pick

A large serrated Pick, this weapon has a reputation as vicious as its surly owner.

Hand Weapon: The wielder of the Pick gains the Armour Piercing Special Rule.

El Grobis' Mask of the Fearsome Renown

The Legendary Goblin Assassin El Grobi was infamous for his leering black leather mask. The fact that simultaneous sightings of El Grobi, in areas close to a thousand miles apart, has done nothing to detract from the seeping anxiety caused by the sight of this killers mask.

The bearer causes Fear.

The Brand of Accusation

Used to light campfires at night and witches during the day, the humble flaming brand as ever been a weapon of choice to those who fight in the dark places of the Old World.

The bearer has Flaming Attacks for the purposes of both close combat and shooting.

The Epic Flail

A large blackwood staff topped with a vicious assortment of blades, barbs and bones, once the bearer starts swinging, it often finds it hard to stop!

Two Handed. Flail. The bearer has the Frenzy Special Rule.

The Totem of Bilious Curses

The bearer of this totem sits by the fire at night, brooding over past wrongs and muttering fell oaths of vengeance against those that wronged him.

The bearer has the Hatred Special Rule.

The Horn of Ribald Tomfoolery:

Crafted in order to mock the enemy as much as to signal a retreat, the bearer does more than just laugh in the face of death!

The bearer has the Immune to Psychology Special Rule.

The Spiky Shoulder Plates/Caprison of Puncturing

Brutal and efficient (and often quite rusty), many of the cruder races in the Old World believe that charging headlong into the enemy should be rewarded with a similarly satisfying impact.

The bearer gains the Impact Hits (1) Special Rule.

Drogg's Decapitiator

Regiments often punish their own, outside of the normal Military structure, in order to "clean house". Offences punishable by death are few and far between, but every once in a while, a headsman is called for and it is with this massive serrated axe that the deed is done.

Two Handed. The wielder gains the Killing Blow Special Rule.

Stabby's Rusty Stikka

There are few weapons more maligned than a rusty blade – the risk of infection far outweighing the actual physical damage it can cause.

Hand Weapon. The wielder gains the Poisoned Attacks Special Rule.

Club Wiv a Nail In'

This mace was made from the purest warpstone, cooled in human blood and forged deep within the daemonforges of the Zharr Kabrank using stolen dwarven runes and Elfen enchantments. All these enchantments were then subsequently destroyed when an enterprising Orc raider decided to 'improve' it by driving a nail through the top, but it is an effective weapon nonetheless, if a little unpredictable.

Two Handed. The wielder gains the Random Attacks (d6) Special Rule.

The Scaled Boots of Delayed Alacrity

Used to run away and charge forth in equal measure these boots have never quite figured out if they are coming or going.

The bearer gains the Random Movement (2d6) Special Rule.

The Dashing Cloak of Heroic Renown

A cloak made from the remnants of captured regimental standards, the bearer has often taken blows that would kill a normal mortal, only to shrug them off with a flourish and a mirthful grin.

The bearer gains the Regeneration (5+) Special Rule.

Steel Lined Cloak

An old Veterans Trick, this cloak has been lined with steel bars in order to increase its protective qualities. This tends to make it less useful as a blanket during the long cold nights of the Old World, but any veteran still alive considers the compromise worth the odd shiver.

The bearer gains the Scaly Skin (6+) Special Rule.

Spiky Knee Pads

Even the most fell of creatures have vulnerable areas, which any veteran worth their salt will be swift to take advantage of, and these viciously spiked knee pads were designed to do just that.

The bearer gains the Stomp Special Rule.

The Shield of Stubborn Refusal

Rumoured to have been hewn from a Dwarfen Oathstone this reddish stone shield has never been passed on, it has always been recovered from the body of the previous owner, more often than not surrounded by the corpses of his enemies.

The bearer gains the Stubborn Special Rule.

The Blindfold of Fearlessness

Rarely employed against all but the most vicious of enemies, creatures prone to running off before the battle even starts have often been blindfolded in order to prevent panic.

The bearer gains the Stupidity Special Rule.

The Worn Boots of Unseemly Haste

Survivors of battle will attest to the effectiveness of a swift charge, and an equally swift retreat if things go wrong.

The bearer gains the Swiftstride Special Rule.

The Regimental Standard

Throughout the ages, standards have flown above the battlefields of the Old World both in defeat and in victory. Whether it be a hand woven silk masterpiece or a hulking big rock with a face backed into it, the Regimental Standard is a rallying point for any member of the Regiment.

Any member of the owning Regiment must re-roll all failed panic tests within 12" of the Banner. Please note your leader cannot take the Regiment Standard Veterans Kit.

The Regimental Musician

The Regimental Musician is one of the most important members of the unit. It is the Musician that wakes the Regiment in the morning, sounds the advance, the charge and the retreat. The instrument

used varies dependant on race, but a gong, drum, bell or just an insanely loud voice are common in most races across the Old World.

You must re-roll failed Rout tests if the bearer is alive.

Hand Crafted Ammo

Silver bullets, blessed arrows, hand-made shot with oaths of vengeance inscribed on the tips – the list is as endless as the veterans who take the time to make each shot a personal message of pain to the intended victim.

The wielder of this ammunition does not suffer the penalty to hit for firing a weapon at long range.

The Last Chance

A cursed device, The Last Chance has many forms. In Khazalid it is known as "Final Spite" and is shot made from carved dragons teeth with vicious runes of undoing carved into them. In Elvish it is known as "The Final Whisper of Deaths Passing" and is often a long, black fletched arrow inscribed with spells of the most malefic kind. For most however it is The Last Chance, a hate-filled weapon of last resort which burrows deep into the flesh and then spreads oily black poison throughout the target, vitrifying veins and rotting flesh until the unlucky target is nothing more than a ragged pulpy mess on the ground.

One Use Only. Declare you will use The Last Chance before Rolling to Hit. Should you choose to fire The Last Chance, you may double the range of your weapon. If the shot hits, it will automatically wound with no armour

saves allowed. If your ranged weapon has the Multiple Shots or the

Multiple Wounds special rule ignore these rules for this shot – the power of The Last

Chance overrides any such lesser mechanics.

The Leader

Every company, no matter if they are made of murderous cut-throats or honourable knights, has a Leader. The Leader knows the plan (or pretends to) and inspires his followers on to mightier deeds. You may choose any one model from your Regiment to be the Leader.

- If you wish, you may upgrade your Leader to a Unit Champion of the appropriate type. So a player who has chosen a Savage Orc to lead his Regiment could pay 15 points and upgrade his Leader to a Savage Orc Boss.
- Your Leader gains +1 Wound. You will not benefit from the extra wound if your Leader would then become a four wound model, so choose wisely!

Designers Note

Don't forget, once you have had your Leader upgrade, they may have access to extra wargear such as hochland longrifles, braces of repeater handbows, extra-sharp hedgehogs – all kinds of things! You may purchase these from your 100 points as normal, but you may not purchase any magic items they may be allowed – this is covered already by their allocation.

Designers Note

If you are using a Vampire Counts or Tomb King Regiment of Renown, treat your Leader as the Hierophant/General as appropriate. Please note that the rules for your army crumbling after the death of your General/Hierophant are not in effect.

Your leader gains the “Inspiring Presence” Rule from page 107 from the Warhammer Rulebook.

Your Leader may choose up to 20 points of Magic Items from the Warhammer Rulebook following all the normal rules. (Pages 173 – 177). These points do not come from your 100 point Regiment allocation and are “free” – your Leader needs to be special, after all! (If your Leader is only equipped with Claws/Teeth/Fangs or some other such “non-weapon” that for all intents and purposes counts as a hand weapon, then you may still buy him Magic Weapon from the list.)

If you are playing a campaign, you may at the end of each game you may roll 2d6 and add on the number of models your Leader dealt the killing strike to and consult the chart below (Your Leader may roll for an upgrade even if he/she/it died – see the “Born Survivor” Rule below):

2 D6 + Leader's Kills last game Upgrade

2 to 3 – Master Scout - Your Leader gains +1 Movement

4 – Iron Arm - Your Leader gains +1 Strength

5 – Hard Bitten - Your Leader gains +1 Toughness

6 – Ferocious Blows - Your Leader gains +1 Attack

7 – Master at Arms - Your Leader gains +1 Weapon Skill or +1 Ballistic Skill

8 – Heroic Resolve - Your Leader gains +1 Leadership

9 – Master at Arms - Your Leader gains either +1 Weapon Skill or +1 Ballistic Skill

10 – Lightning Reflexes - Your Leader gains either +1 Movement or +1 Initiative

11 – True Grit - Your Leader gains either +1 Strength or +1 Toughness

12 – Lord of Battle - Your Leader gains either +1 Attack or +1 Wound

13 – Living Legend - Your Leader gains either +1 Wound, +1 Attack, +1 Strength or +1 Toughness.

14+ – Mythic Warrior - Your Leader gains +1 to a statistic of your choice.

- When you gain an upgrade, note it on your Leader Record Sheet and have your opponent initial it in the appropriate place.

- Each Statistic may only be upgraded a maximum of twice. (eg. +2 Weapon Skill or +2 Strength)
- Note that you may not go above three wounds under any circumstances.
- If you cannot upgrade a Statistic any further you may re-roll until you get a statistic you may increase.
- If you have a choice between two Statistics and one of the choices is not allowed, you must choose the other option. (eg if you roll an 8 and your Leader has already gained two points of Weapon Skill, then you must choose the Ballistic Skill upgrade, you do not re-roll the result).

Born Survivor:

If your Leader is killed during a game, it is assumed that, while they can no longer take part in the battle, they aren't actually "dead" – just really badly wounded. But fear not, they'll recover in time for the next game, so they keep their upgrades from game to game!



Scenario - Not One Step Back!

Regiments of Renown have never had it easy. Sometimes you meet the enemy as you are marching to battle; sometimes you are sent on a do-or-die scouting mission from which there is little hope of return. Either way, the stoic heroes of such regiments take such things in their stride – it's what they are here for after all. As both Regiments sight the enemy, there is little time for in depth planning – it's simply fight to the end!

The Armies

The player chooses his force using the rules in the Regiment of Renown rules pack.

The Battlefield

The battle will be fought on a 4'x4' table. There should be a generous amount of scenery on each table, but players should feel free to re-arrange terrain between them before they roll for which table side they will deploy on.

Deployment

Roll off to see which player picks which half of the table they will deploy in. Their opponent will deploy in the other half. In case of a draw, just roll until each player gets a different result.

The player who won the roll off then deploys their entire Regiment. Units (remember, every model is an individual unit – see Every Man for Himself! Below) may be placed anywhere in their deployment zone that is further than 12" from the centre line.

In addition, see the "Here and Now!" rule under Scenario Special Rules later.

First Turn

After deployment, the player that deployed second rolls a dice. On the roll of a 6 that player chooses who takes the first turn. On the roll of a 1-5 the player that deployed first chooses who takes the first turn.

Game Length

The game will last until the time runs out or until one player's Regiment routs, whichever comes first.

Victory Points

At the end of each game you will need to hand in your results slips to the Events Team along with your opponent's. Please record the number of Victory Points you gained during the battle on it.

"With me ... Arg!"

If the enemy Leader has been killed or has fled the table for any reason it is worth an extra 40 Victory Points on top of his cost.

"Do you want to live f....Aiiiiiieee!"

If an enemy Dog of War has been killed or has fled the table for any reason each is worth an extra 10 Victory Points. Please note that if your Leader is also a Dog of War he will be worth the points for being both a Dog of War and a Leader – slaying such a mighty individual is to be rewarded after all!

Dead or Fled

As Described in the Warhammer Rulebook.

Give Them No Quarter!

Gain 50 Victory Points for the first time your opponent takes a Rout test.

Seize Ground

You score additional Victory Points for every one of your non-fleeing models in your opponents Deployment Zone at the end of the game. Each model will score Victory Points equal to its cost. E.g. A Night Goblin with a bow would score 3 Victory Points, a Chaos Knight would score 40.

Scenario Special Rules

Every Man for Himself!

Each model in this scenario is treated as an individual unit in all respects.

They're Everywhere!

Each model in this scenario has a 360 degree line of sight for all purposes including shooting and declaring charges. Treat the models flank and rear as normal.

They're Counting on Us!

Only wounds caused in combat count towards combat resolution.

Get Back in the Fight!

Buildings are treated as impassable terrain.

No Safe Haven

All Forests are treated as Mysterious.

Here and Now!

All models in your Regiment must deploy on the table to start with. They may not sneak, tunnel, fly, scout, magically portal, lurk beneath the sands, mine or in any way be anywhere except in your deployment zone when the game starts.

Routing

When a Regiment is reduced to less than half of its starting models it counts as being "Broken". At the very beginning of a Regiments Player Turn in which his Regiment is Broken, that player must take a Leadership test on the highest Leadership available in his Regiment. Do not count fleeing units or units that have been destroyed when determining which Leadership value to use. If the Rout test is failed, the game immediately ends and Victory Points are scored as detailed above. Please note you must take this test even if your entire Regiment (or all that's left of it) is Unbreakable, Immune to Psychology, etc.

Diabolic Disinterest

There rules for the Eye of the Gods and the Reign of Chaos are not in use. Note that this affects the Chaos Chosen as well - no Daemon Princes!!

The Silent Legion

By John Bracken, Warhammer World Events Team



John says: *I made this Regiment primarily because I thought it would look really cool. I really wanted one each of the iconic Phoenix Guard, White Lions and Sword Masters, and then some back up, to make them look better as they hacked away at the enemy. In the end I settled on some Spearmen and Sea Guard to fill up the ranks and I modelled each spearman after my Dogs of War, making each out to be a "squire" of sorts for them. This was immense amounts of fun to work on and there might well be a high elf army in the making sometime soon..*

Regimental Charter:

Alanadis - Pheonix Guard, Leader, Dog of War - armed with **The Epic Flail** - (*using bitz from the High Elf Pheonix Guard, Prince and Noble and Dark Eldar Raider Kits*)

Yvrennon - White Lion, Dog of War, armed with the **Dashing Cloak of Heroic Renown** - (*using bitz from the High Elf White Lion Kit*)

Ythrain - Sword Master, Dog of War - armed with **Droggs Decapitator** - (*using bitz from the High Elf Pheonix Guard, Prince and Noble and Dark Eldar Kabalite Kits as well as the sword from Vlad Von Carstein*)

Terellion - High Elf Spearman. (*made using bitz from the High Elf Pheonix Guard and Prince and Noble Kits*)

Yorvesse - High Elf Spearman. (*using bitz from the White Lion, Pheonix Guard and Prince and Noble Kits*)

Tryord - High Elf Spearman. (*using bitz from the High Elf Pheonix Guard, Prince and Noble and High Elf Spearman Kits*)

Alanathar - Lothem Sea Guard.

Lannor - Lothern Sea Guard.

Bugman's Rangers

By Nick Bayton, Warhammer World Events Team



Nick: I've always loved the character of the Dwarfs, and I wanted to reflect that in my Regiment, as well as pay homage to the famous drinking hall, Bugmans Bar, on site here at Warhammer World. My favourite part of the hobby is painting great miniatures, so for me, this was an excuse to pick nine incredible models and go to town on them. I painted them one at a time to give them all an individual flavour, but kept the red and blue theme (Bugman's heraldry) throughout to tie them together.

Regimental Charter:

Josef Bugman— Dwarf Warrior, Leader - Veteran and Longbeard upgrades (*made from Bugman from the White Dwarf 30th Year anniversary miniature with added axe from the Dwarf Warrior box*)

Grog Bainbridgeson - Dwarf Warrior, Dog of War - Blade of Prescient Perfection (*made from the Warhammer-World exclusive Josef Bugman with Bar Stool miniature*)

Snorri Blackbeard- Dwarf Warrior, Dog of War - Steel Lined Cloak (*made from the Warhammer-World exclusive Josef Bugman miniature*)

Gruff Grudgebringer- Thunderer, Dog of War - Regimental Standard (*Made from the Dwarf Engineer with handgun, with a barrel of ale added to his back with straps made from green stuff*)

Lucki Longshot— Quarreller (*From the Drunken Dwarfs collectors set*)

Grotti Beerbreath and Blondi Fairbeard— Dwarf Warriors (*From the Drunken Dwarfs collectors set*)

Rusti Redcheek—Miner (*From the Drunken Dwarfs collectors set*)

Grar Gurnisson— Slayer (*From the slayers box set*)

The Boneyard Dwellers

By Zak Gucklhorn, Warhammer World Events Team



Zak really went to town converting his Regiment using parts from most of the Vampire Counts range in order to create a regiment of models that not only looked cool, but were enjoyable to paint. This was Zaks main impetuous to do the regiment in the first place, being primarily interested in painting some Vampire Counts models for his own collection. Led by the brutal Lomp, the Boneyard Dwellers are constantly being sent into battle in order to collect fresh corpses to feed on, as well as have a good old ruckus with whomever is unfortunate enough to be nearby.

Regimental Charter:

Lomp - Crypt Horror, Leader, no Upgrades - (Made from the Crypt Horror Kit)

Rib Cracker - Ghoul, Dog of War - Armed with Droogs Decapitator - (Converted using parts from the Vampire Counts Ghouls and Skeletons kits and based using the Garden of Morr Kit)

Rangeln - Ghoul, Dog of War - Armed with the Boots of Unseemly Haste - (Converted using parts from the Vampire Counts Dire Wolves and Zombie Dragon kits and based using the Garden of Morr Kit)

Bleek - Ghoul - (Made from the Crypt Horror Kit)

Ternion - Dire Wolf, Dog of War - Armed with a Club Wiv a Nail In - (Converted from multiple Dire Wolves and based using the Garden of Morr Kit)

Blotch - Dire Wolf - (Based using the Garden of Morr Kit)

Rutfang - Dire Wolf - (Based using the Garden of Morr Kit)

Bonegrinder - Dire Wolf - (Based using the Garden of Morr Kit)