

THE RENEGADE LEGACY PACK

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PREFACE

PREAMBLE

Below is a draft set of Army lists and rules tweaks for the beloved Legacy (aka Renegade) factions for Old World. The goal of these is to simply bring the Legacy factions up to a similar quality as the Grand Armies of the Core factions. These rules are free to use in conjunction with the official Legacy Army PDFs and are intended to be used in any situation where Old World games are played. You may use them in whole, use them in part, use them as inspiration for your own modifications, or ignore them entirely.

Going forward, these rules will be used at all events that I run in North America and online, including the California Cup, the San Diego Classic, the Square Based Open Toronto, and the Square Based Online Tournament. If you are an event organizer yourself, I hope that you will consider using them as well.

WHY DO WE EVEN NEED THIS?

It is my opinion that Old World was written with the intention of including the full slate of 16 original factions. The 7 "Legacy" factions include some of the most vivid, original and evocative factions in the game. They're essential to the world and world building that makes us interested in this. They're also key elements of the Total War franchise that has been an undeniable part of keeping interest in the game alive and creating new players interested in the tabletop. It just seems to me to be fundamentally flawed to come back from the apocalypse of the End Times only to accept being Thanos snapped.

Based on our survey data, the community of Old World players agree: 32% of players surveyed said that their favorite faction was one of the Legacy Armies. 51% of them answered that they owned at least one of the Legacy Factions when Old World released in January of 2024, while 29% said that they had started a new one. Most notably, 97.3% of all people surveyed stated that they thought that the Legacy factions should some day be returned as "Core" factions.

I think that as customers it's super important that if we like these things that we need to keep them alive and relevant. As critical as I am of the publishers of Old World, I know for a fact that they respond to the demands of their customers. Sometimes, it just takes a minute.

In the meantime however, if we want to see continued growth amongst new and returning players, it is important that the rules that are available to use should at least be at a similar level of polish and usability across all factions.

Finally - I strongly believe that independent voices make the publisher and their games better. You need not look any further than Blood Bowl to see what an active community can do for keeping neglected franchises and the factions within them alive.



SO WHAT IS THIS THEN?

What this is definitely not is a full rewrite of these factions, or even an attempt to balance them really. This is a mostly straightforward edit of the army lists to remove unnecessary restrictions and free up the generally good rules that already exist for the Renegade factions. If we're to accept that the Legacy PDF Lists will be what we've got for a while, then I think they need to be opened up to allow more freedom in the types and styles of armies that players can create.

You will notice for example, that Vampire Counts and Dark Elves do not have a Renegade Army list. This is simply due to the fact that they are perfectly cromulent as is, and fit in just fine with any other Grand Army list already. No notes. When an army list already hits its mark, I've let it be.

However, the five other factions: Chaos Dwarfs, Daemons of Chaos, Lizardmen, Ogres, and Skaven, were handcuffed by conditions in their Grand Army lists that other factions simply don't have to deal with.

Honestly I think it's possible to stop there. Simply coming to a consensus on some more opened up army lists for the Legacy PDFs would probably do lots to make them more interesting to play with and less hamstrung. It also allows for a lot more narrative and thematic builds as well, which I think we should all feel like we have permission to do.

What Old World does so incredibly, and this is a credit to its writers, is how much the units FEEL like they should. Where I've suggested rules changes, my goal is entirely about restoring some of the fidelity to army rules that may have been lost when development on these armies ended.

And if the solution presented here is not the best one, let's find it! These rules will continue to evolve slowly over time, and the feedback from community members from around the world will be critical to the continued development of this document.

WHAT COMES NEXT?

I've stayed away from points changes entirely for now. I genuinely believe that GW will do a pass of the Core factions in the future. Once we have that data, and if this concept has traction, then we can have a discussion about how points for the Renegades might be maintained. We can get some spreadsheets out. It'll be fun.

Basically - it is not lost on me that a LOT of what makes these armies feel wrong is points. But they also had a lot of internal taxes in the form of 1+ and conditional units. Let's see if simply giving the same freedom as Core Grand Armies fixes a bit of that.

Another element is just the state of the Core rules. Many of these armies are challenged by being Infantry focused, or by not having the right monsters to ride around on. For those who scoffed at Dark Elves not needing list tweaks, well - they're in the same boat as High Elves really. It's just a spikier, edgier looking boat. Old World is due for an edit and I remain confident that it will come eventually.

This document will remain stable as people play games with the adjustments below and provide further feedback. Furthermore, we will need to see what official changes, if any, come to the Old World, before considering doing more. At a minimum, a future draft will include a deeper look at items, options, and spells to ensure that they too are mechanically sound and similar in depth to the Core armies of the game. For now however, I think the below is more than adequate to get fans of the Renegade factions feeling better about their experiences on the tabletop.

Finally, my hope is that these changes, rather than creating a separate game, simply bolt onto the existing one and fit right in. This way, when the existing game changes, the Renegades can continue to ride alongside it. It is my ultimate goal that these "unofficial" changes will one day be rendered obsolete by the creators of the game itself. When that day comes, I will happily withdraw them.

Stay Bassed.
Val Heffelfinger

DEDICATION

It should go without saying that this is not in any way an "official" document or one that should be confused with one. It has been created with the input of many community members from around the world who are passionate for the health and continued success of the game. It is our hope that these rules encourage and enable more players to pick up and play Old World and help to sustain it for years to come.

I would like to thank all of those involved in the creation of the Renegade Legacy Pack:

The original creators of the Legacy PDFs and the publisher for releasing them.

Auce and the Gutlords. Falcon, Danny and Adam from That Old World Charmed. Steve and Luka from Mountain Miniatures. Andy, Dylan, Kevin, and Myles from MonsterSlayerProductions. Ryan, Andrew and Kevin from Motley Crewed.

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Members of the Square Based Discord, Toronto Whatsapp Group, YouTube commentariat, and followers of our Facebook page.

Members of the Facebook group Warhammer: The Old World (the one with a colon, not the other one), r/warhammerfantasy on Reddit, and the Mountain Miniatures discord.

And Stargazingkiwi on Discord for his incredible help in creating the layout for this document.



RENEGADE CORE RULES CHANGES

When playing a game using the Renegade Army Legacy Pack, the following core rules are added and affect **ALL** factions:

HOWDAH:

(Rulebook P. 171)

- **Add:** In combat, all enemy rolls To Hit are made against the Weapon Skill of the controlling player's choosing from this model's Split Profile

DRAGGED ALONG:

(Rulebook p. 167)

- **Add:** If a model with this special rule is also a character's mount it may join a unit of Infantry. If it does so, it must always be placed in the centre of the front rank.

If this model also has the Large Target special rule it may draw line of sight and be targeted as normal. However, when a model with this rule is hit with a ranged attack, the enemy player must roll a D6 for each hit before making any rolls To Wound. On a roll of 1-4, the hit is inflicted upon the model with this rule. On a roll of 5+, the hit is inflicted upon the unit it has joined instead. Character mounts with this special rule that are joined to a unit may not make a "Look Out Sir!" roll.

Furthermore, if this model is a Heavy Chariot, whilst it is part of the unit, the model no longer has the Lumbering rule (Rulebook p. 195), and may ignore it for the purposes of joining the unit. Only one model with this special rule can join each unit.

If the model with this rule is unable to fit neatly into the unit, count its front facing as if it were on the correct base size for all purposes for as long as it remains in the unit. IE: a Screaming Bell (60mm x 100mm) counts as having a front facing of 75mm when it joins a unit of Clan Rats or Stormvermin (25mm x 25mm). To achieve this, you may use a spacer, or simply leave room to either side of its base on the movement tray so that rear ranks can close around it correctly.

CHAOS DWARF RENEGADE ARMY LIST

This page details the Renegade Army composition list for the Chaos Dwarfs. This list may be used as an alternative to the Legacy Army List with the permission of your opponent or if it is allowed under the rules of an event that you are attending.

CHARACTERS

Up to 50% of your army's points value may be spent on:

- 0-1 Sorcerer-Prophet or Infernal Castellan per 1000 points
- Daemonsmith Sorcerers, Infernal Seneschals and Hobgoblin Khans
- 0-1 Black Orc Boss (see Orc & Goblin Tribes army list)

CORE

At least 25% of your army's points value must be spent on:

- Infernal Guard, Hobgoblin Cutthroats
- 0-1 Black Orc Mob (see Orc & Goblin Tribes army list)
- 0-1 Infernal Ironsworn. (If no Black Orcs are taken, and your General is an Infernal Castellan.)

SPECIAL

Up to 50% of your army's points value may be spent on:

- Infernal Ironsworn, Sneaky Gits, K'daai Fireborn and Bull Centaur Renders.
- 0-1 Iron Daemon per 1,000 points
- 0-2 war machine chosen from the following list per 1,000 points:
 - Deathshrieker Rocket Launcher
 - Magma Cannon
- 0-2 Hobgoblin Bolt Throwers per 1,000 points

RARE

Up to 25% of your army's points value may be spent on:

- Bull Centaur Taur'ruk 0-1 per 1,000 points
- Dreadquake Mortar
- Hellcannon (see Warriors of Chaos army list)
- 0-1 unit of Hobgoblin Wolf Riders per Hobgoblin Khan taken.
- 0-1 Chaos Giant per 1,000 points (see Beastmen Brayherds army list)

MERCENARIES

Up to 20% of your army's points value may be spent on mercenaries.

- 0-1 Bonegrinder Giant (see Arcane Journal: Orc & Goblin Tribes)

ALLIES

Up to 25% of your army's points value may be spent on a single allied contingent drawn from one of the following Grand Army composition lists:

- Warriors of Chaos
- Daemons of Chaos

BATTLE STANDARD BEARER

A single Infernal Seneschal in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit

CHAOS DWARF RENEGADE RULES CHANGES

INFERNAL GUARD COMMANDERS:

(Chaos Dwarfs Legacy Army List p. 4)

- Options: **Add**
 - "May replace Heavy Armour with Full Plate 3pts
 - An Infernal Castellan may: Be mounted on a Bale Taurus or Great Taurus
 - An Infernal Seneschals may: Be mounted on a Great Taurus"

K'DAAI FIREBORN:

(Chaos Dwarfs Legacy Army List p. 7)

- Wounds: Change "3"
- Special Rules: **Add**
 - "Born of Fire"

BORN OF FIRE

K'daai Fireborn have a 3+ Ward save against any wounds suffered that were caused by an attack that has the Flaming Attacks special rule."

DAEMONS OF CHAOS RENEGADE ARMY LIST

This page details the Renegade Army composition list for the Daemons of Chaos. This list may be used as an alternative to the Legacy Army List with the permission of your opponent or if it is allowed under the rules of an event that you are attending.

CHARACTERS

Up to 50% of your army's points value may be spent on:

- 0-1 Greater Daemon (of Khorne, Nurgle, Slaanesh or Tzeentch) per 1,000 points and per unit with the same Daemonic Alignment.
- 0-1 Daemonic Herald of Khorne, Nurgle, Slaanesh or Tzeentch per unit with the same Daemonic Alignment
- 0-1 Daemon Prince per 1,000 points

RARE

Up to 25% of your army's points value may be spent on:

- 0-1 Skull Cannon of Khorne per 1,000 points
- Plague Drones
- Hellflayers
- Burning Chariots
- Soul Grinders

CORE

At least 25% of your army's points value must be spent on:

- Bloodletters, Plaguebearers, Daemonettes, Pink Horrors
- Chaos Furies
- If your General is a "Daemon of X" the following may be taken as core:
 - Khorne: Flesh Hounds
 - Nurgle: Nurglings
 - Slaanesh: Seekers
 - Tzeentch: Blue Horrors and Brimstone Horrors

SPECIAL

Up to 50% of your army's points value may be spent on:

- Flesh Hounds, Bloodcrushers
- Nurglings, Beasts of Nurgle
- Seekers of Slaanesh, Fiends of Slaanesh, Seeker Chariot of Slaanesh
- Blue Horrors, Brimstone Horrors, Screamers of Tzeentch, Flamers of Tzeentch

BATTLE STANDARD BEARER

A single Daemonic Herald in your army may be upgraded to be your Daemonic Locus for +25 points. A Daemonic Herald that has been upgraded to be your Daemonic Locus gains the 'Daemonic Locus' special rule (see page 32). In addition to their usual allowance of points to spend on Daemonic Gifts, a Daemonic Locus can purchase a single Daemonic Icon with no points limit.

DAEMONS OF CHAOS RENEGADE RULES CHANGES

DAEMONIC

(Daemons of Chaos Legacy Army List p. 32)

- **Delete** "that were caused by a non-magical enemy attack."

DAEMON PRINCES

(Daemons of Chaos Legacy Army List p. 7)

- Special Rules: **Add** "Regeneration 5+"

ALL GREATER DAEMONS

- Special Rules: **Add** "Close Order"

FLESH HOUNDS OF KHORNE

(Daemons of Chaos Legacy Army List p. 5)

- Special Rules: **Add** "Swiftstride"

PALANQUIN OF NURGLE

(Daemons of Chaos Legacy Army List p. 10)

- Base Size: **Change** ""50x50 mm min, 60x60 mm max""

NURGLINGS

(Daemons of Chaos Legacy Army List p. 12)

- Special Rules: **Add** "Scouts"

HELLFLAYER, SEEKER CHARIOT OF SLAANESH

(Daemons of Chaos Legacy Army List p. 16-17)

- Special Rules: **Add** "AP -1 (Impact Hits Only)"

BLUE HORRORS OF TZEENTCH

(Daemons of Chaos Legacy Army List p. 20)

- Special Rules: **Add** "Skirmishers"

SKULL CANNON OF KHORNE

(Daemons of Chaos Legacy Army List p. 20)

- Weapon Profile: Cannon of Khorne
 - **Add** the following to the weapon 'Notes': ""This weapon does not have a 360° line of sight, it can only shoot into the Skull Cannon of Khorne's front arc.""

LIZARDMEN RENEGADE ARMY LIST

This page details the Renegade Army composition list for the Lizardmen. This list may be used as an alternative to the Legacy Army List with the permission of your opponent or if it is allowed under the rules of an event that you are attending.

CHARACTERS

Up to 50% of your army's points value may be spent on:

- 0-1 Slann Mage-Priest per 1,500 points
- 0-1 Saurus Oldblood per 1,000 points
- Saurus Scar-Veterans, Skink Priests and Skink Chiefs

CORE

At least 25% of your army's points value must be spent on:

- Saurus Warriors
- Skink Skirmishers and Jungle Swarms
- 0-1 unit of Temple Guard (if your General is a Slann Mage-Priest.)

SPECIAL

Up to 50% of your army's points value may be spent on:

- Chameleon Skinks, Kroxigor, Temple Guard, and Cold One Riders
- Terradon Riders and Ripperdactyl riders
- Bastiladons
- Stegadons

RARE

Up to 25% of your army's points value may be spent on:

- Salamander Pack
- Razordon Pack
- Troglodon
- Ancient Stegadon

MERCENARIES

Up to 20% of your army's points value may be spent on mercenaries.

ALLIES

Up to 25% of your army's points value may be spent on a single allied contingent drawn from one of the following Grand Army composition lists:

- High Elf Realms

BATTLE STANDARD BEARER

A single Slann Mage-Priest, Saurus Scar-Veteran or Skink Chief in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit. A Slann Mage-Priest may be both your army's Battle Standard Bearer and it's General.

LIZARDMEN RENEGADE RULES CHANGES

COLD BLOODED

(Lizardmen Army List p. 20)

- **Replace** with the following text "When required to make a Leadership or Break Test, models with this special rule may roll an extra D6 and discard the highest result."

SLAAN MAGE-PRIESTS

(Lizardmen Army List p. 3)

- Movement: **Change** "4"
- Troop Type: **Change** "Monstrous Infantry"
- Base Size: **Change** "50x50 mm min, 60x60 mm max"
- Special Rules: **Delete** "Large Target"
- Special Rules: **Delete** "Close Order"
- Special Rules: **Add**
 - "Wisdom of the Old Ones"
 - "Palanquin"

WISDOM OF THE OLD ONES

Once per turn, the Slaan Mage-Priest may re-roll one of the D6 when making a Casting Roll. In addition, it knows one more spell (chosen in the usual way) than is normal for their Level of Wizardry."

PALANQUIN

This character may join a unit with the Guardians special rule despite having the Fly special rule. As long as the front rank has a minimum of 4 models they may be placed in the second rank. However, they continue to confer benefits to the unit in the form of Leadership and Special Rules. As long as this model is not in a fighting rank, they may cast and dispel as normal, even if its unit is engaged in Combat, but may not cast Assailment spells. For the purposes of shooting and casting spells, this model has a 360° vision arc and ignores models in the unit for drawing line of sight.

If the model with this rule is unable to fit neatly into the unit, count its base size as if it were on the correct base size for all purposes for as long as it remains in the unit. IE: a Mage-Priest (50mm x 50mm) counts as having a base of 60mm x 60mm when it joins a unit of Temple Guard (30mm x 30mm). To achieve this, you may use a spacer, or simply leave room to either side of its base on the movement tray so that rear ranks can close around it correctly."

LIZARDMEN RENEGADE RULES CHANGES

TEMPLE GUARD

(Lizardmen Army List p. 6)

- Initiative: **Change** to "2"
- Special Rule: Guardians **Delete**
 - "Should a friendly Slann MagePriest model that is within 3" of this unit suffer a hit during the Shooting phase, roll a D6. On a roll of 2+, you may choose to transfer that hit and all of its effects onto this unit."
- Special Rule: Guardians **Add**
 - "This unit may be joined by a character with the Palanquin special rule."

STEGADONS

(Lizardmen Army List p. 13)

- Special Rules: Arcane Configuration, **Delete**
 - "If your army contains two or more Engines of the Gods"

SALAMANDER HUNTING PACK

(Lizardmen Army List p. 9)

- Weapon Profile: Fiery breath, **Replace** with the below profile

FIERY BREATH:

Range	S	AP	Special Rules
0"	4	-1	Colum of Fire, Cumbersome Flaming Attacks

Notes: If the artillery dice result is a misfire, no shots are fired and D3 Skink Handlers are removed until there are none remaining. If no Skink Handlers remain when a misfire is rolled, the Salamander loses a wound instead."

OGRE KINGDOMS RENEGADE ARMY LIST

This page details the Renegade Army composition list for the Ogre Kingdoms. This list may be used as an alternative to the Legacy Army List with the permission of your opponent or if it is allowed under the rules of an event that you are attending.

CHARACTERS

Up to 50% of your army's points value may be spent on:

- 0-1 Tyrant or Slaughtermaster per 1,000 points
- Bruisers, Butchers, Hunters and Firebellies

CORE

At least 25% of your army's points value must be spent on:

- Ogre Bulls, Ironguts, Gnoblar Fighters, Gnoblar Trappers and Sabretusk Packs

SPECIAL

Up to 50% of your army's points value may be spent on:

- Leadbelchers, Yhetees, and Gnoblar Scraplaunchers
- 0-1 unit of Maneaters per 1,000 points
- 0-1 unit of Mournfang Cavalry per 1,000 points
- 0-1 Ironblaster per 1,000 points

RARE

Up to 25% of your army's points value may be spent on:

- 0-1 Thundertusk Riders per 1,000 points
- 0-1 Stonehorn Riders per 1,000 points
- Gorgers and Giants

MERCENARIES

Up to 20% of your army's points value may be spent on mercenaries.

- 0-1 Bonegrinder Giant (see Arcane Journal: Orc & Goblin Tribes)

ALLIES

Up to 25% of your army's points value may be spent on a single allied contingent drawn from one of the following Grand Army composition lists:

- Orc & Goblin Tribes

BATTLE STANDARD BEARER

A single Bruiser in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

BELLOWERS & MUSICIANS

Rather than using instruments, most Ogre 'musicians' belong to a special caste known as Bellowers. As their name implies, a Bellowers' instrument is their voice and lungs, with which they can make an incredible noise, even if only another Ogre would find it musical.

OGRE KINGDOMS RENEGADE RULES CHANGES

LEADBELCHERS

(Ogre Kingdoms Army List p. 9)

- Weapon: Leadbelcher Gun, **Replace** with the below profile:

SOLID SHOT:

Range	S	AP	Special Rules
24"	5	-2	Armor Bane (1) Cumbersome Multiple Wounds (2)

SCATTER SHOT:

Range	S	AP	Special Rules
18"	4	-1	Armor Bane (1) Cumbersome Multiple Shots (3)

Notes: A Leadbelcher gun has two profiles, representing its two modes of firing. A Leadbelcher Gun ignores penalties for Moving and Shooting and Multiple Shots.

IRONBLASTER

(Ogre Kingdoms Army List p. 13)

- Weapon Profile: Cannon of the Sky-Titans
 - Add** the following to the weapon 'Notes': "This weapon does not have a 360° line of sight, it can only shoot into the Ironblaster's front arc."

HUNTERS

(Ogre Kingdoms Army List p. 5)

- Special Rules: Running With the Pack
 - Add** "When a Hunter joins a unit of Sabretusks the unit may adopt or stay in a Skirmish formation, despite the difference in their unit types."

SKAVEN RENEGADE ARMY LIST

This page details the Renegade Army composition list for Skaven. This list may be used as an alternative to the Legacy Army List with the permission of your opponent or if it is allowed under the rules of an event that you are attending.

CHARACTERS

Up to 50% of your army's points value may be spent on:

- 0-1 Skaven Warlord per 1,000 points
- 0-1 Grey Seer per 1,000 points
- Clan Skryre Warlock Engineer, Clan Eshin Master Assassin, Clan Pestilens Plague Priest or Skaven Chieftains

CORE

At least 25% of your army's points value must be spent on:

- Clanrats, Nightrunners, Giant Rats and Rat Swarms
- 0-1 unit of Stormvermin (If Army includes a Skaven Warlord)

OR

- 0-1 unit of Plague Monks (If Army includes a Clan Pestilens Plague Priest)

SPECIAL

Up to 50% of your army's points value may be spent on:

- Gutter Runners, Plague Monks, Stormvermin, Rat Ogres
- If your army includes a Clan Skryre Warlock Engineer:
 - Warplock Jezzails
 - Poisoned Wind Globadiers

RARE

Up to 25% of your army's points value may be spent on:

- 0-1 Hell Pit Abomination per 1,000 points
- If your army includes a Clan Skryre Warlock Engineer 0-1 of the following may be taken of each per 1,000 points:
 - Doomwheel
 - Warp Lightning Cannon
- If your army includes a Clan Pestilens Plague Priest, 0-1 of the following may be taken of each per 1,000 points:
 - Plagueclaw Catapult
 - Unit of Plague Censer Bearers

MERCENARIES

Up to 20% of your army's points value may be spent on mercenaries.

ALLIES

Up to 25% of your army's points value may be spent on a single allied contingent drawn from one of the following Grand Army composition lists:

- Warriors of Chaos (Uneasy)

BATTLE STANDARD BEARER

A single Skaven Chieftain in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit

SKAVEN RENEGADE RULES CHANGES

CLAN RATS

(Skaven Army List p. 7)

- Unit Size: **Change** 20+
- Special Rules: **Add** "Regiment"

STORMVERMIN

(Skaven Army List p. 7)

- Special Rules: **Add** "Regiment"

WEAPON TEAMS

(Skaven Army List p. 7)

- Special Rules: **Add** "Detachment"
- Weapon Team Special Rules: **Delete** "Deploying Weapon Teams" AND "Weapon Team Leadership"

HELL PIT ABOMINATION

(Skaven Army List p. 12)

- Toughness: **Change** to "6."
- Special Rules: **Add** "Impact Hits D3+1"

WARP LIGHTNING CANNON

(Skaven Army List p. 19)

- Weapon Profile Special Rules: **Add** "Multiple Wounds D3+1, Magical Attacks"
- Warp Lightning Special Rules: **Add** "Unless they are the closest target to the cannon, an enemy character that is within 3" of a friendly unit that contains five or more models of the same troop type cannot be struck by a Warp Lightning Cannon, even if their base lies directly under the path of the line drawn from this model."

PLAGUE FURNACE

(Skaven Army List p. 16)

- Base Size: **Replace** "60x100 mm min, 75x100 mm max"
- Special Rules: **Add** "This unit may only use the Dragged Along special rule to join a unit of Plague Monks."
- Character Mount: **Add** "If this model is used as a Character Mount, it may not use Verminous Valour."

SCREAMING BELL

(Skaven Army List p. 15)

- Base Size: **Replace** "60x100 mm min, 75x100 mm max"
- Special Rules: **Add** "This unit may only use the Dragged Along special rule to join a unit of Clan Rats or Stormvermin."
- Character Mount: **Add** "If this model is used as a Character Mount, it may not use Verminous Valour."

VAMPIRE COUNTS RENEGADE RULES CHANGES

WAILING DIRGE

(Vampire Counts Army List p. 28)

- **Replace** "or that this model is engaged in combat with" with "If this model is engaged in combat, it may only target a unit in base contact."

MORTIS ENGINE

(Vampire Counts Army List p. 17)

- Accursed Reliquary, **Add**, "this is not cumulative with effects from additional Mortis Engines."
- Blasphemous Tome, **Add**, "this is not cumulative with effects from additional Mortis Engines."

VAMPIRES

(Vampire Counts Army List p. 3)

- Vampire Count Leadership: **Change** "9"
- Options: **Add**
 - "Full Plate armour..... +9 points"

BLACK COACH

(Vampire Counts Army List p. 19)

- Base Size: **Replace** "50x100 mm min, 60x100 mm max"

DARK ACOLYTE

(Vampire Counts Army List p. 23)

- **Change** the second sentence to read "If this model is not already a Wizard, for the purposes of using this special rule this model counts as a Level 1 Wizard."

DARK VITALITY

(Vampire Counts Army List p. 27)

- **Add** "A Vampire Count or Vampire Thrall with this special rule may wear armour without penalty."

DARK ELVES RENEGADE RULES CHANGES

MURDEROUS

(Dark Elves Army List p. 25)

- **Replace All:** In the first round of combat, a model with this special rule may re-roll any rolls To Wound of a natural 1.

Note that this special rule only applies to non-magical weapons and does not apply to a model's mount (should it have one). If the model is using a magic weapon, this special rule ceases to apply.

CHARACTER MOUNTS

(Dark Elves Army List p. 9)

- Dark Elf Dreadlord or Master may be mounted on a:
 - **Add** "Dark Pegasus 35 points"

MANTICORE

(Dark Elves Army List p. 19)

- Toughness: **Change** "+2"

CAULDRON OF BLOOD

(Dark Elves Army List p. 15)

- Base Size: **Add** " Min 60x100 mm, max 75x100 mm
- Blessings of Khaine: **Change** "Power Level of 3"

WAR HYDRA

(Dark Elves Army List p. 15)

- Weapon Profile: Serrated maws **Change** "AP -1"