

THE RENEGADE LEGACY PACK

PREFACE.....	2
DEDICATION.....	4
RENEGADE LEGACY 1.5 CHANGELOG	5
RENEGADE CORE RULES CHANGES.....	6
CHAOS DWARFS	
RENEGADE ARMY LIST.....	7
RENEGADE RULES CHANGES.....	8
DAEMONS OF CHAOS	
RENEGADE ARMY LIST.....	9
RENEGADE RULES CHANGES.....	10
LIZARDMEN	
RENEGADE ARMY LIST.....	12
RENEGADE RULES CHANGES.....	13
OGRE KINGDOMS	
RENEGADE ARMY LIST.....	15
RENEGADE RULES CHANGES.....	16
SKAVEN	
RENEGADE ARMY LIST.....	18
RENEGADE RULES CHANGES.....	19
VAMPIRE COUNTS	
RENEGADE RULES CHANGES.....	21
DARK ELVES	
RENEGADE RULES CHANGES.....	23

PREAMBLE

First and foremost, I want to express my sincere gratitude for the incredible amount of feedback, positivity, and support this project has received. The enthusiasm for the Renegade Legacy Pack has far exceeded my expectations. If you're unfamiliar with the project, I recommend reading through my original Preamble which I have preserved at the end of this document.

I initiated the Renegade Legacy Pack to try to help ensure that the "Legacy" factions stayed relevant and felt more like the beloved factions that their rules represent on the tabletop. It's a real bummer that roughly half the player base doesn't have their preferred army fully supported in the game, and as a community, a kick in the junk *"to come back from the apocalypse of the End Times only to accept being Thanos snapped."* Yes I quoted myself.

So, thank you to everyone who has participated in the development of these edits. I've read every comment and incorporated so much input that I can truly say the Renegade Pack has become a **community project**.

RENEGADE LEGACY PACK 1.5 UPDATE DETAILS

The 1.5 update includes some errata and fixes that should have been published a long time ago, so thank you for your patience. Additionally, it brings changes and errata to align the Legacy factions with the Publisher's 1.5.1 FAQ and Errata update. **There is a full change log following this preamble.**

In this update, one significant bone has been thrown into the Great Maw for the **Ogre Kingdoms**: adding infantry buffs. This means Ogres now have access to "Press of Battle" and "Massed Infantry." I believe this is highly appropriate because Ogres are fundamentally an infantry army, and for whatever reason, monstrous infantry didn't receive these benefits in the core rules. I feel like this adjustment is an easy lay-up, and I hope it is received well. **(Post Feedback Note:** *I was surprised by how contentious this change turned out to be. The most persuasive was the idea that this creates disparity between Ogre Kingdoms and other all-Monstrous Infantry style lists (Trolls and Minotaurs specifically). During the 2.0 review I will revisit this and see if there isn't a more Ogreish way to address the concerns. It should also be noted that there has been some success out there in 1.5 with Ogres using the standard Legacy list, so perhaps there is something to be said here.)*

ROADMAP AND FUTURE PLANS

Aside from that, what's the roadmap? Going forward, I think many of these factions are in a fairly good place. As I suspected, improvements to the core game's rules for infantry in general have led to significant improvements for legacy factions across the board. Contrary to popular concerns, as the game changed, it actually greatly benefited legacy factions. Improvements to infantry, decreases in the essentialness of magic, and changes to how characters work have all, I believe, benefited the legacy factions almost universally, with the possible exception of the Ogre Kingdoms. I'm feeling very good about that.

As mentioned in the original Preamble, I plan to do an additional pass on all legacy factions, delving more into the details of each army. This will include specific wargear options, the effectiveness and interest of magic items, and faction-specific spells. All these areas might provide options or abilities from the past that no longer exist in the current game, and could potentially give more flavor or identity back to the faction as it is today. Overall, however, I feel the Renegade Pack is doing the job it's supposed to: making these armies feel a lot more like they did in the past, and much more like a finished product rather than the draft version of rules we initially received. I will be mindful to not tip the apple cart by trying to do too much. **(Post Feedback Note:** *I know that this update is disappointing to many of you, and I have received a treasure trove of comments and emails for things to consider in 2.0. Please be patient, I genuinely do not want you to feel ignored, but much of this feedback was beyond what I was seeking to do in this update.)*



LOOKING AHEAD TO RENEGADES 2.0 AND VAMPIRE COUNTS

I aim to release a **2.0 draft** for feedback around ~~September~~ **the New Year. (Post Feedback Note:** *Full disclosure, life got the best of me in the second half of the summer and I've struggled to even finalize this 1.5 update. Furthermore, I am convinced more time to see how 1.5 plays out for the Renegade and Vanilla versions of the Legacy Factions is only a good thing. So I will not rush out a 2.0 version but instead take my time on the details and share them when I think it's ready.)* There are probably things that I got wrong with the Legacy Pack — perhaps things that were clunky or a little overtuned. So, I want to give a warning that there could be changes to how things work in 2.0. I will be very mindful of the impact this will have on players who have believed in the Legacy Pack and committed their time and effort to building armies based on these factions. So please, don't be wildly alarmed; I'm not going to suddenly do a 180 and completely change past decisions. However, some effort may be needed to tweak certain things to ensure the Renegade Pack is acceptable to everyone, including players not using legacy factions, or those who scowl at the concept of "community rules."

Of course, with the Publisher's 1.5 update, there's a lot of hand-wringing and concern over the power level of Vampire Counts. In fact, if there were ever a threat to legacy factions not being allowed in the game, it's probably the concern around Vampire Counts being too good. Personally, I believe this is really an **Undead problem**. Whether you're Nehekharan or Necromantic the mechanics of how Undead work are just very very good.

Regardless, there might be some clamoring to nerf Vampire Counts in some way, shape, or form. Which is tricky as *I have tried as much as possible to stay away from nerfs*; I do my best to give and not take away when adding things to these armies. However, that hasn't been perfect, and Vampire Counts are an example of that already. The original pack stops Mortis Engines from stacking their abilities, and oh-so-slightly restricts screams. Some even saw the leadership bump to the Vampire Count as a massive nerf (to which I say: you are a crazy person.)

There's also the simple fact that games need to be played. We need to see just how strong Vampire Counts actually are when players are aware of their strengths and how things interact on the table. This is, of course, more of a matched play or tournament meta concern. In your own personal games, just be aware that when you're playing against friends who aren't Undead, you have a lot of baked-in abilities and rules. Potentially consider how you can work with your opponent to ensure they don't walk away feeling like they wasted their time. In a tournament, as far as I'm concerned, you do your best to win the game within the rules you have. And right now, I definitely believe that Vampire Counts have advantages, but I do not necessarily think it's that far over and above what the core armies offer.

FINAL THANKS

With all that said, once again, thank you very much for all the feedback, the enthusiasm, the uptake, and the openness to this project. That's the thing that has blown my mind the most. Please keep commenting and sending your feedback. I do my absolute best to track everything and give it good consideration. It really helps give me an idea of what things are missing and where the most common frustrations lay.

So thank you all so much, and I hope you enjoy the 1.5 update to the Renegade Legacy Pack!

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.

Danny Mac and The God of Cakes on Discord for their input on Daemons.

Grunmuk, Fresh Prince of Nostromo, on Discord for their input on Chaos Dwarfs.

Egil on Discord for their input on Lizardmen.

Gauntherder on Discord for consistent and incredibly detailed feedback and ideas.

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.

A massive thank you to the creators of Old World Builder, and Tidoman who maintains the army rosters for New Recruit (as well as other Army Builder sites out there that have embraced Renegades.) Your support has undoubtedly led to the incredible success and uptake of players using Renegades. I cannot thank you enough!

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



RENEGADE LEGACY PACK

V1.5 CHANGE LOG

As games are played I will update the Pack to clarify interactions that are not working as intended, or to fix other glaring issues. Changes in the document are highlighted in Blue

HIGHLIGHTED CHANGES

- **Modified Dragged Along rule** to correct issues with not being able to declare charges properly. Also added restrictions to how they declare their charges. Removed dividing attacks between the unit and the model with dragged along to reflect changes to how characters in units are targeted. (Essentially, a light chariot can no longer hide in a unit of infantry, and thus, I felt it made the most sense to follow those core rules for Renegades.)
- **Modified Great Taurus to be a Monstrous Creature.** In giving these mounts back to the Infernal Castellan and Seneschal, I had failed to notice that both mounts are Behemoth. This brings the Great Taurus more in line with other similar mount options.
- **Also added the 50x75mm base size** as the original model is quite a bit smaller than the Bale Taurus.
- **Clarified that you may not re-roll a miscast using the Slann's "Wisdom of the Old Ones" ability.** Although this is already covered by the FAQ answer: "A roll of a natural double 1 isn't merely a failed Casting roll, it is a Miscast." Essentially, the double 1 immediately triggers the Miscast is my reading of that, and it cannot be re-rolled out of.
- **Added "one or more models"** to the Ancient Stegadon **Arcane Configuration** ability to make it explicit that it does not stack. Rules as written this was already the case, though easily misread.
- **Added** page reference for "Column of Fire."
- **Added** rules to allow Skaven weapons teams to ignore the minimum models required to form a detachment.
- **Clarification** of the ability of Vampire Wizards to Cast and Dispel while wearing Armour.
- **Changed** unit size for the "Raise Dead" spell to 2-6. (This means that Invocation of Nehek can be used to restore Risen Zombies to a maximum of 6 models.)
- **Updated Faction specific Spell Casting Values** to be in-line with the changes from the 1.5.1 FAQ/Errata Update.
- **Added a clarification** Errata to "Daemoniac Instability."
- **Changed "Palanquin of Nurgle" to Monstrous Infantry** to reflect changes to targeting characters within units.
- **Gave Ogres Kingdoms Monstrous Infantry** (Ogres Only) access to the Infantry Buffs from 1.5.1. I feel like this is a no brainer lift for the army that will allow them to feel more like Ogres again.
- **Updated Ogre Ironfists.**
- **Updated "Running with the Pack"** to reflect changes to targeting characters within units.
- **Fixed** various typos.

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)

- **Replace All:** "A model with this special rule that begins **the movement phase** within 1" of a friendly unit whose troop type is infantry, that is not fleeing and that contains ten or more models, may replace its **Movement characteristic with the Base Movement Characteristic of the unit. If a model does so, it may only declare charges against units also charged by the friendly unit within 1".**

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.

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 Clanrats 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 machines 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"

GREAT TAURUS

(Chaos Dwarfs Legacy Army List p. 12)

- **Troop Type:** Change Monstrous Creature
- **Base Size:** Change 50x75 mm to 60x100 mm

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."

STORM OF ASH:

(Chaos Dwarfs Legacy Army List p. 21)

- **Change Casting Value:** "9+"

FLAMES OF HASHUT:

(Chaos Dwarfs Legacy Army List p. 21)

- **Change Casting Value:** "8+"

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, Screemers 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."

DAEMONIC INSTABILITY

(*Daemons of Chaos Legacy Army List p. 32*)

- **Add** a fourth bullet point "If a unit with this rule is completely destroyed due to a failed leadership test or a natural roll of a double 6, enemy units that were engaged in the combat may attempt to restrain and reform or 'overrun'."

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*)

- Troop Type: **Change** **Monstrous Infantry**
- 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"

DAEMONS OF CHAOS RENEGADE RULES CHANGES

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."

PLAGUE WIND (DAEMONS OF NURGLE)

(Daemons of Chaos Legacy Army List p. 34)

- **Change** the fourth and fifth sentences of the spell's effect as follows:
"The template scatters D6" during every Start of Turn sub-phase (see page 95). Any unit (friend or foe, but not including Daemons of Nurgle) that moves through the template, or that the template moves over suffers a -1 modifier to its Toughness characteristic for the remainder of the turn."

GIFT OF MUTATION (DAEMONS OF TZEENTCH)

(Daemons of Chaos Legacy Army List p. 34)

- **Change** Casting Value: "7+/10+"

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 its 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."

SLANN 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 Slann Mage-Priest may re-roll one of the D6 when making a Casting Roll. **This ability may not be used to re-roll a Miscast.** 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 base to base contact with an enemy model, they may cast and dispel as normal, even if its unit is engaged in Combat. However, it 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 Mage-Priest 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, **Replace**
 - Friendly Wizards may apply a +1 modifier to any Casting roll they make whilst within 6" of one or more Engine 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	Column of Fire (Rulebook p. 229), 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."

APOTHEOSIS

(Lizardmen Army List p. 21)

- **Change** Casting Value: "8+/10+"
- **Change** the second and third sentences of the spell's effect as follows:
"If this spell is cast with a casting result of 8 or more, the target friendly model immediately regains D3 lost Wounds. If this spell is cast with a casting result of 10 or more, the target friendly model immediately regains D3+1 lost Wounds."

MONSOON

(Lizardmen Army List p. 21)

- **Change** the fourth and fifth sentences of the spell's effect as follows:
"The template scatters D6" during every Start of Turn sub-phase (see page 95). Any enemy unit that moves through the template, or that the template moves over becomes 'drenched' for the remainder of the game."

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

OGRE KINGDOMS SPECIAL RULES

(Ogre Kingdoms Army List p. 24)

- **Add "Monstrous Ranks"**
All Ogre Kingdom's Monstrous Infantry (except Yhetees) gain the Press of Battle and Massed Infantry rules (Reference: Old World FAQ & Errata V1.5.1.)"

IRONFIST

(Ogre Kingdoms Army List p. 26)

- **Replace Notes** with the following:
An Ironfist is an Additional Hand Weapon (Reference: Rulebook p.213.) In addition, a model equipped with an Ironfist improves its armour value by 1. Whilst engaged in close combat, a model with this rule that is equipped with and chooses to use an Ironfist improves its armour value by an additional 1, to a maximum of 3+. For the purposes of selecting Magic Items, the ability to take an Ironfist counts as a Mundane Shield.

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."

OGRE KINGDOMS RENEGADE RULES CHANGES

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." **Additionally, while joined to a unit of Sabretusks, the Hunter may not be the target of enemy shooting despite their difference in troop type, and may benefit from a look out sir roll as though they were the same type as the joined Sabretusks.**

TOOTHCRACKER

(Ogre Kingdoms Army List p. 25)

- **Change Casting Value: "6+/9+"**

TROLLGUTS

(Ogre Kingdoms Army List p. 25)

- **Change Casting Value: "7+/10+"**

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, Night Runners, 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 each of the following may be taken per 1,000 points:
 - Doomwheel
 - Warp Lightning Cannon
- If your army includes a Clan Pestilens Plague Priest, 0-1 of each of the following may be taken 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

CLANRATS

(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"
- **Weapon Team Special Rules: Add** Skaven Weapons Teams may ignore the minimum model requirement to form a Detachment. They may only form as many Weapon Team detachments as is noted on their Regimental unit's description.

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."

SKAVEN RENEGADE RULES CHANGES

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 Clanrats or Stormvermin."
- Character Mount: **Add** "If this model is used as a Character Mount, it may not use Verminous Valour."

SKITTERLEAP

(Skaven Army List p. 24)

- **Change** Casting Value: "7+"

CLOUD OF CORRUPTION

(Skaven Army List p. 24)

- **Change** Casting Value: "9+"

WARP LIGHTNING

(Skaven Army List p. 24)

- **Change** Casting Value: "9+"

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 **Wizard** with this special rule may wear armour **or** **carry a shield** without penalty. **IE: they may Cast and Dispel as normal.**"

RAISE DEAD

(*Vampire Counts Army List p. 27*)

- **Change** Casting Value: "9+"
- **Change** Risen Zombie Unit Size: "2-6"

VAMPIRE COUNTS RENEGADE RULES CHANGES

VANHAL'S DANSE MACABRE

(Vampire Counts Army List p. 27)

- **Change** Casting Value: "7+/11+"
- **Change** the first and second sentences of the spell's effect as follows:
- "If this spell is cast with a casting result of 7 or more, the target friendly unit gains a +D3 modifier to one of the following characteristics (to a maximum of 10). If this spell is cast with a casting result of 11 or more, the target friendly unit gains a +D3 modifier to two of the following characteristics (to a maximum of 10)."

HELLISH VIGOUR

(Vampire Counts Army List p. 27)

- **Change** Casting Value: "6+/10+"
- **Change** the first and second sentences of the spell's effect as follows:
- "If this spell is cast with a casting result of 6 or more, a single friendly unit that has the Necromantic Undead special rule and is within the caster's Command range gains the Reserve Move special rule. If this spell is cast with a casting result of 10 or more, every friendly unit that has the Necromantic Undead special rule and is within the caster's Command range when the spell is cast gains the Reserve Move special rule."

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"

CURSING WORD

(Dark Elves Army List p. 26)

- **Change** Casting Value: "7+"

BLACK HORROR

(Dark Elves Army List p. 26)

- **Change** the third, fourth and fifth sentences of the spell's effect as follows:
"Whilst in play, the template is treated as difficult terrain. The template scatters 2D6" during every Start of Turn sub-phase (see page 95). Any enemy unit that moves through the template, or that the template moves over must immediately make D6 Strength tests. For each test that is failed, the unit loses a single Wound."

APPENDIX 1 - ORIGINAL PREAMBLE

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