

# BULL CENTAUR RENDERS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkforged Weapon	1"	3	4+	3+	-1	2
Darkforged Great Weapon	1"	3	4+	3+	-2	2
Crushing Hooves	1"	3	4+	4+	-	1

## DESCRIPTION

A unit of Bull Centaur Renders has 3 or more models. In some units, each Bull Centaur Render goes to war with a pair of Darkforged Weapons; in other units each will bear a Darkforged Weapon in one hand and a Spiteshield in the other; while some units prefer to field Renders each wielding a doubled-handed Darkforged Great Weapon. Regardless of their favoured armament, all Bull Centaur Renders can use their Crushing Hooves to stomp and trample their foes.

## ABILITIES

**Paired Darkforged Weapons:** Those Bull Centaurs which fight with a Darkforged Weapon in each hand are renowned for hammering down blows with terrifying ferocity. Re-roll hit rolls of 1 for models armed with more than one Darkforged Weapon when attacking with their Darkforged Weapons.

**Spireshield:** The shields of the Legion of Azgorh are laced with malefic curses to afflict those who would assail them. In the combat phase, each time you make a save roll of 6+ for a unit that includes any models carrying a Spiteshield, the attacking model's unit suffers 1 mortal wound after all of their attacks have been made.

**Trample and Gore:** Charging Bull Centaurs slam into their victims with wild rage, crushing many beneath their weight and stamping enemies to death beneath their iron-shod hooves. The Crushing Hooves of models in this unit have a Damage characteristic of D3 if they charged in the same turn.

## KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, BA'HAL, BULL CENTAUR RENDERS

# BULL CENTAUR TAUR'RUK



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkforged Weapons	1"	5	3+	3+	-1	2
Darkforged Great Weapon	1"	5	3+	3+	-2	3
Crushing Hooves	1"	4	4+	4+	-	1

## DESCRIPTION

A Bull Centaur Taur'ruk is a single model. Some wield a potent Darkforged Weapon in each hand, while others carry a huge, double-handed Darkforged Great Weapon instead. They can also use their Crushing Hooves to stomp and trample their foes.

## ABILITIES

**Favour of the Burning God:** The bellowing, gore-reeking presence of a Taur'ruk nearby drives others of its malformed kin into heights of zealous frenzy. Add 1 to charge rolls you make for **BA'HAL** units that are wholly within 12" of any friendly Bull Centaur Taur'ruks at the start of your charge phase.

**Paired Darkforged Weapons:** Those Bull Centaurs which fight with a Darkforged Weapon in each hand are renowned for hammering down blows with terrifying ferocity. Re-roll hit rolls of 1 for models armed with more than one Darkforged Weapon when attacking with their Darkforged Weapons.

**Trample and Gore:** Charging Bull Centaurs slam into their victims with wild rage, crushing many beneath their weight and stamping enemies to death beneath their iron-shod hooves. This model's Crushing Hooves have a Damage characteristic of D3 if it charged in the same turn.

## COMMAND ABILITY

**Unstoppable Charge:** The Taur'ruk can unleash a roaring command that spurs on its brethren to enraged slaughter. If you use this command ability, you can charge with any friendly **BA'HAL** units that are wholly within 18" of a friendly Bull Centaur Taur'ruk at the start of the charge phase, even if they ran in the same turn.

## KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, BA'HAL, HERO, BULL CENTAUR TAUR'RUK

# CHAOS SIEGE GARGANT



## MELEE WEAPONS

Colossal Hook-blades  
Lashing Chains

Range

3"

Attacks

\*

D6

To Hit

4+

To Wound

3+

Rend

-1

-

Damage

2

1

## DAMAGE TABLE

Wounds Suffered

Move

Colossal Hook-blades

0-2

7"

2D6

3-4

6"

2D6

5-7

5"

D6

8-9

4"

D6

10+

3"

D3

## DESCRIPTION

A Chaos Siege Gargant is a single model. Its masters have hammered armour plates into its body and surgically grafted Colossal Hooked-blades and Lashing Chains to its arms, with which it can reap bloody havoc in battle.

## ABILITIES

**Scaling Spikes and Chains:** Created as a kind of living war machine by the Daemonsmiths of the Zharr Goroth, the various hooks, spikes and chains that cover the Siege Gargant make it easier for them to clamber over high walls and crush obstacles than would be normal for their ungainly kind. A Chaos Siege Gargant can move through scenery as if it was not there.

**Siege Armour:** A Chaos Siege Gargant's body is covered in ragged iron and bronze plates that have been hammered, nailed, fused, strapped and bound directly into its tortured flesh, making it all but impervious to arrow fire. You can re-roll failed save rolls for this model against missile weapons.

**Timber!:** Should a gargant fall, it will likely crush those in its path under the weight of its enormous body. If a Chaos Siege Gargant is slain, or you roll a double when making a charge roll for a Chaos Siege Gargant, it will fall over (the charge automatically fails). Both players roll a dice, and whoever rolls highest decides in which direction the Chaos Siege Gargant falls (the player commanding the model wins any ties). Pick a point on the battlefield within 5" of the Chaos Siege Gargant and draw an imaginary straight line 1mm wide between that point and the closest part of the Chaos Siege Gargant. Every unit (friend or foe), apart from the Chaos Siege Gargant, that has models beneath this line suffers D3 mortal wounds.

## KEYWORDS

CHAOS, GARGANT, LEGION OF AZGORH, MONSTER, SIEGE GARGANT

# DAEMONSMITH



## MELEE WEAPONS

Darkforged Weapon

Pyre Rune Staff

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

2

3+

3+

-1

D3

1"

1

4+

3+

-1

3

## DESCRIPTION

A Daemonsmith is a single model. Each Daemonsmith is clad in a suit of arcane armour saturated in infernal magics of their own creation. Some wield a lethally ensorcelled Darkforged Weapon with which to defend themselves and others a fire-blackened Pyre Rune Staff. Each carries a single flask of the Blood of Hashut.

## ABILITIES

**Death-touched Armour:** The protective spells woven into a Daemonsmith's armour feed on the blood of its wearer. Add 1 to any unbinding rolls made for this model so long as it has at least 1 wound allocated to it.

**The Blood of Hashut:** The Blood of Hashut is a deadly incendiary alchemical substance that causes flesh to liquefy and metal to burst into all-consuming flames. Once per battle, in the shooting phase, you can pick one enemy unit within 6" of this model; that unit suffers D3 mortal wounds, or D6 mortal wounds if it is a **WAR MACHINE**.

## MAGIC

A Daemonsmith is a **WIZARD**. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Ash Storm spells.

## ASH STORM

The Daemonsmith conjures a choking cloud of blisteringly hot ash to blind and confuse the enemy. Ash Storm has a casting value of 6. If successfully cast, pick an enemy unit within 20" of the caster and visible to them. Subtract 2 from that unit's run rolls (to a minimum of 0) until your next hero phase. In addition, subtract 2 from hit rolls for missile weapons used by that unit until your next hero phase.

## KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, HERO, WIZARD, DAEMONSMITH



# DEATHSHRIEKER ROCKET LAUNCHER



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deathshrieker Rockets	10"-36"	3	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Improvised Weapons	1"	3	5+	5+	-	1

## DESCRIPTION

A Deathshrieker Rocket Launcher consists of a Deathshrieker and a Crew of three models. The Deathshrieker fires Deathshrieker Rockets at the enemy, while its Crew will defend it in close combat with an array of Improvised Weapons.

The Deathshrieker Rocket Launcher and its Crew are treated as a single model, using the characteristics given above. The Crew must remain within 1" of the Deathshrieker.

## ABILITIES

**Deathshrieker Rocket Blast:** Deathshrieker Rockets split apart in mid-air to shower their targets with incendiaries that howl with the voices of the damned. Re-roll wound rolls of 1 for Deathshrieker Rockets if the target unit has 10 or more models. In addition, subtract 1 from the Bravery characteristic of a unit until the end of the turn if any of its models were slain by Deathshrieker Rockets in the same turn.

**High-altitude Ordnance:** A Deathshrieker's rockets can be launched high overhead to rain their fiery payload down upon distant or hidden targets. This model can shoot at enemy units that are not visible to it.

**Infernal Engineers:** Daemonsmiths are masters in the art of directing the fell artillery they forge. Add 1 to hit rolls made for this model's Deathshrieker Rockets while any friendly Daemonsmiths are within 3" of it.

**Zharr Goroth Artillery:** This war machine is a heavily armoured and ponderous device. This model cannot make run moves or charge moves. In addition, add 1 to save rolls for this unit against missile weapons.

## KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, WAR MACHINE, DEATHSHRIEKER ROCKET LAUNCHER

# DRAZHOATH THE ASHEN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cinderbreath's Gouts of Flame	16"	6	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Graven Brazier	1"	1	4+	2+	-1	3
Cinderbreath's Brazen Horns and Teeth	1"	2	3+	3+	-2	*
Cinderbreath's Burning Hooves	1"	*	4+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Brazen Horns and Teeth	Burning Hooves
0-3	15"	3	6
4-5	13"	D3	5
6-8	11"	D3	4
9-10	9"	1	3
11+	7"	1	2

## DESCRIPTION

Drazhoath the Ashen is a single model. He is armed with the Graven Brazier, an artefact of deadly arcane power. He rides Cinderbreath, a mighty Bale Taurus that can immolate his foes with gouts of Flaming Breath and savage them with his Brazen Horns and Teeth, as well as trample them beneath his Burning Hooves.

## FLY

Cinderbreath's beating wings allow Drazhoath the Ashen to fly.

## ABILITIES

**Blazing Body:** So fierce is the shimmering heat emitted by the Tauri of Hashut that those nearby can burst into flame as their bodies succumb combustively. In each hero phase, roll a dice for each unit within 3" of this model (friend or foe). On a 6+, that unit suffers 1 mortal wound. Models with the Blazing Body ability are immune to this effect.

**Blood Rage:** The fury of a Bale Taurus burns like an eternal flame, but never is it more incandescent than when hurtling at its foes in anticipation of the kills to come. In the combat phase, you can re-roll failed wound rolls for Cinderbreath's Brazen Horns and Teeth if this model charged in the same turn.

**Hellshard Amulet:** This glowing amulet is laced with both protective enchantments and baleful hexes that can strike down those that would seek to harm its master. Roll a dice each time you allocate a mortal wound to this model. On a 5+, the wound is negated. If you negate a mortal wound in this manner in the combat phase, the attacking model's unit suffers 1 mortal wound after all of their attacks have been made.

**Prophet of Ash and Flame:** Few mortals can channel the fiery magical essence of Aqshy as instinctively as Drazhoath the Ashen. You can add 1 to casting rolls for Drazhoath the Ashen if the battle is taking place in the realm of Aqshy.

## MAGIC

Drazhoath the Ashen is a **WIZARD**. He can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Flames of Azgorh spells.

## FLAMES OF AZGORH

Drazhoath the Ashen conjures forth a devastating eruption of molten rock and furnace-hot flames, charring his enemies to ash. Flames of Azgorh has a casting value of 8. If successfully cast, pick a visible enemy unit within 18" of the caster. That unit suffers D6 mortal wounds. If any models are slain by this spell, add 1 to that unit's battleshock test this turn.

## KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, HERO, WIZARD, MONSTER, DRAZHOATH THE ASHEN

# DREADQUAKE MORTAR



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dreadquake Bomb	12"-40"	1	3+	3+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Improvised Weapons	1"	3	5+	5+	-	1
Slave Ogor Loader's Fists and Chains	1"	2	4+	4+	-	1

## DESCRIPTION

A Dreadquake Mortar is a single model. The Dreadquake Mortar launches Dreadquake Bombs, whilst its Crew defend their war machine with an array of Improvised Weapons and the Slave Ogor Loader chained to its chassis will take out its blind rage on any foes foolish enough to approach with its Fists and Chains.

## ABILITIES

**Arching Shot:** A Dreadquake Mortar launches huge Dreadquake Bombs on high-arching trajectories. This model can shoot at enemy units that are not visible to it.

**Cruel Slave-masters:** Daemonsmiths work their indentured slaves relentlessly, despite the risk of enraged revolt. Before shooting with this model's Dreadquake Bomb, you can choose to lash the Slave Ogor if there are any friendly Daemonsmiths within 3" of it. If you do so, roll a D6. On a 1, this model suffers D3 mortal wounds and you may not attack with this model's Dreadquake Bomb this phase; on a 2-3, you can shoot with this model's Dreadquake Bomb as normal this phase; on a 4+, add 1 to the Attacks characteristic of this model's Dreadquake Bomb this phase.

**Quake Blast:** Dreadquake bombs are explosive charges so powerful that they can turn dozens of armoured warriors into chunks of burnt meat in an instant. A Dreadquake Bomb has a Damage characteristic of 2D6 if the target unit has 10 or more models. In addition, a unit targeted by a Dreadquake Bomb cannot run in its next turn if any its models were slain.

**Zharr Goroath Artillery:** This war machine is a heavily armoured and ponderous device. This model cannot make run moves or charge moves. In addition, add 1 to save rolls for this unit against missile weapons.

## KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, WAR MACHINE, DREADQUAKE MORTAR

# INFERNAL GUARD BATTLE STANDARD BEARER



## MELEE WEAPONS

Darkforged Weapon

## Range

1"

## Attacks

2

## To Hit

3+

## To Wound

3+

## Rend

-1

## Damage

D3

## DESCRIPTION

An Infernal Guard Battle Standard Bearer is a single model. Selected from among the ranks of the Ironsworn for their stubbornness and contempt for all other races, only they have the privilege to carry one of the Zharr Gorothe Black Banners of Malice – a sacred icon they will defend to the death with their deadly Darkforged Weapon.

## ABILITIES

**Blackshard Armour:** Baleful magic is worked into the fabric of Blackshard Armour by the Daemonsmiths of the Zharr Gorothe, making it all but impervious to enemy missile fire. Re-roll save rolls of 1 for this model against missile weapons.

**Black Banner of Malice:** The Black Banner of Malice bears fell enchantments, and should they take pause to perform the correct rituals, its bearer can invoke its occult powers to terrible effect. In your hero phase, you can choose for this model to plant the Black Banner of Malice. If you do so, you may not move this model until your next turn, but it gains the following abilities until your next hero phase:

*Pall of Darkness:* Add 1 to the Bravery characteristic of friendly **LEGION OF AZGORH** units while they are within 15" of this model.

*Shadow of the Slave Lord:* Re-roll wound rolls of 1 for friendly **LEGION OF AZGORH** units while they are wholly within 15" of this model.

## KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, HERO, TOTEM, INFERNAL GUARD BATTLE STANDARD BEARER



# INFERNAL GUARD CASTELLAN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pyrelock Pistol	8"	1	4+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkforged Weapon	1"	4	3+	3+	-1	D3
Darkforged Great Weapon	1"	3	3+	3+	-2	3

## DESCRIPTION

An Infernal Guard Castellan is a single model. Infernal Guard Castellans are clad in Blackshard Armour graven in dark runes celebrating their cruel victories. Many enter battle wielding a bitterly ensorcelled Darkforged Weapon in one hand and a Spiteshield in the other. Some choose to wield a Pyrelock Pistol instead of a Spiteshield to gun down the enemy, while others carry a huge double-handed Darkforged Great Weapon instead as their only armament.

## ABILITIES

**Rune-wrought Blackshard Armour:** Each Infernal Guard Castellan's armour is a unique masterpiece of the Daemonsmith's craft. You can re-roll failed save rolls for this unit against attacks with a Rend characteristic of '-' or '-1'.

**Pyrelock Pistol:** Pyrelock ammunition contains hungry pyre-spirits which seek to ravage the flesh of the foe as they are unleashed. Wound rolls of 6+ for a Pyrelock Pistol have a Damage characteristic of 2.

**Spireshield:** The shields of the Legion of Azgorh are laced with malefic curses to afflict those who would assail them. In the combat phase, each time you make a save roll of 6+ for a unit that includes any models carrying a Spiteshield, the attacking model's unit suffers 1 mortal wound after all of their attacks have been made.

## COMMAND ABILITY

**Martial Contempt:** The Castellan calls upon his warriors to strike down their foes without mercy. If you use this command ability, pick one enemy unit within 12" of this model. Until your next hero phase, add 1 to wound rolls made for friendly **LEGION OF AZGORH** units that target the unit you picked.

## KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, HERO, INFERNAL GUARD CASTELLAN

# INFERNAL GUARD FIREGLAIVES



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Pyrelock Fireglave		16"	1	4+	4+	-1	1
Pyrelock Pistol		8"	1	4+	4+	-1	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Pyrelock Fireglave's Bayonet-cleaver		1"	1	4+	5+	-	1
Ashsteel Hand Weapon		1"	1	3+	4+	-1	1

## DESCRIPTION

A unit of Infernal Guard Fireglaves has 5 or more models. Infernal Fireglaves are clad in all-encasing Blackshard Armour with the souls of sacrificial victims bound into their metal. Each Infernal Guard Fireglave carries a Pyrelock Fireglave, a deadly spirit-bound musket which is also fitted with a Bayonet-cleaver, allowing it to be used as a hacking weapon at close quarters.

### FIREGLAIVE DEATHMASK

The leader of this unit is a Fireglave Deathmask. Most will carry a Pyrelock Fireglave and a Naptha Bomb; others choose to carry a Pyrelock Pistol, an Ashsteel Hand Weapon and a Naptha Bomb instead. Re-roll hit rolls of 1 for missile weapons used by a Fireglave Deathmask.

## ICON BEARER

Models in this unit may be Icon Bearers carrying an Icon of Dominion. If the unit contains any Icon Bearers, add 1 to the Bravery characteristic of all models in the unit.

## DRUMMER

Models in this unit may be Drummers. If the unit contains any Drummers when it runs, add 1 to the result of the run roll.

## ABILITIES

**Blackshard Armour:** Baleful magic is worked into the fabric of Blackshard Armour by the Daemonsmiths of the Zharr Goroth, making it all but impervious to enemy missile fire. Re-roll save rolls of 1 for models in this unit against missile weapons.

**Naptha Bomb:** A flask filled with a rare, volatile liquid, this handheld bomb can be hurled to deadly effect. Once per battle, in your shooting phase, a model with a Naptha Bomb can hurl it at the enemy. To do so, pick a target unit within 6" of the model carrying the naptha bomb and roll a dice; on a 2+ the target unit suffers D3 mortal wounds.

**Pyrelock Weapons:** Pyrelock ammunition contains hungry pyre-spirits which seek to ravage the flesh of the foe as they are unleashed. When using a Pyrelock Pistol or Pyrelock Fireglave in the shooting phase, any wound rolls of 6+ have a Damage characteristic of 2 instead of 1.

**Bring Down the Beast!:** Infernal Guard Fireglaves have felled monstrous beasts of every description with relentless volleys from their deadly firearms. Add 1 to the wound rolls for Pyrelock Fireglaves if the target is a **MONSTER**.

## KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, INFERNAL GUARD FIREGLAIVES

# INFERNAL GUARD IRONSWORN



## MISSILE WEAPONS

Pyrelock Pistol

Range

8"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-1

Damage

1

## MELEE WEAPONS

Ashsteel Hand Weapon

Range

1"

Attacks

1

To Hit

3+

To Wound

4+

Rend

-1

Damage

1

## DESCRIPTION

A unit of Infernal Guard Ironsworn has 5 or more models. Infernal Guard Ironsworn are clad in all-encasing Blackshard Armour with the souls of sacrificial victims bound into their metal. Each Infernal Guard Ironsworn marches to war armed with a murderous Ashsteel Hand Weapon in one hand, and a Spiteshield in the other.

## DEATHMASK

The leader of this unit is a Deathmask. Some Deathmasks wield an Ashsteel Hand Weapon and Spiteshield, while others choose to carry a Pyrelock Pistol instead of their Spiteshield. A Deathmask makes 2 attacks with his Ashsteel Hand Weapon.

## ICON BEARER

Models in this unit may be Icon Bearers carrying an Icon of Dominion. If the unit contains any Icon Bearers, add 1 to the Bravery characteristic of all models in the unit.

## DRUMMER

Models in this unit may be Drummers. If the unit contains any Drummers when it runs, add 1 to the result of the run roll.

## ABILITIES

**Blackshard Armour:** Baleful magic is worked into the fabric of Blackshard Armour by the Daemonsmiths of the Zharr Goroth, making it all but impervious to enemy missile fire. Re-roll save rolls of 1 for models in this unit against missile weapons.

**Spireshield:** The shields of the Legion of Azgorh are laced with malefic curses to afflict those who would assail them. In the combat phase, each time you make a save roll of 6+ for a unit that includes any models carrying a Spiteshield, the attacking model's unit suffers 1 mortal wound after all of their attacks have been made.

**Pyrelock Pistol:** Pyrelock ammunition contains hungry pyre-spirits which seek to ravage the flesh of the foe as they are unleashed. Wound rolls of 6+ for a Pyrelock Pistol have a Damage characteristic of 2.

## KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, INFERNAL GUARD IRONSWORN



# IRON DAEMON WAR ENGINE



## MISSILE WEAPONS

Steam Cannonade

Range

14"

Attacks

2D6

To Hit

4+

To Wound

\*

Rend

-2

Damage

1

## MELEE WEAPONS

Crushing Bulk

Range

1"

Attacks

\*

To Hit

4+

To Wound

4+

Rend

-

Damage

2

## DAMAGE TABLE

Wounds Suffered	Move	Steam Cannonade	Crushing Bulk
0-2	10"	3+	6
3-4	8"	3+	D6
5-6	8"	4+	D6
7-9	6"	4+	D3
10+	6"	5+	D3

## DESCRIPTION

An Iron Daemon War Engine is a single model. It is armed with a Steam Cannonade which fires blasts of shrapnel and burning shot at the enemy, and is more than capable of grinding foes to a bloody mess beneath its Crushing Bulk.

## ABILITIES

**More Power!** If the need is dire, the Iron Daemon's crew can goad the half-possessed machine to even greater heights of power from its fire-spewing boiler, though doing so is not without risk... In each of your hero phases, you can choose to try and generate more power by rolling two dice and adding the number of wounds allocated to this model to the roll. If the total is 12 or more, the Iron Daemon suffers D3 mortal wounds. Otherwise, until your next hero phase, this model's Steam Cannonade has an Attacks characteristic of 4D6.

**Carriage Hauler:** Such is the size and power of this war engine that it can be used to haul the carriages of other artillery pieces into battle. One friendly Deathshrieker Rocket Launcher, Magma Cannon or Dreadquake Mortar can use this model's Move characteristic instead of its own in a movement phase if it starts and ends that movement phase within 1" of this model.

## KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, WAR MACHINE, IRON DAEMON WAR ENGINE



# K'DAAI FIREBORN



## MELEE WEAPONS

Burning Irons

## Range

3"

## Attacks

4

## To Hit

3+

## To Wound

4+

## Rend

-

## Damage

D3

## DESCRIPTION

A unit of K'daai Fireborn has 3 or more models. Each K'daai Fireborn bears a pair of Burning Irons, which take the form of iron spikes, axe blades, barbed chain-flails or other implements of slaughter, heated furnace-hot by the creature's hellish flames.

### FLY

K'daai Fireborn can fly.

## ABILITIES

**Burning Bright:** The bodies of the K'daai are scorched iron frameworks filled with masses of searing flame, and are impervious to all but the strongest blows. Add 2 to your save rolls against attacks that have a Rend characteristic of '-'.

**Kiss of Fire:** With a simple gesture, a wave of daemonic flame surges forth from the K'daai Fireborn to indiscriminately immolate those around them. At the end of each combat phase, all units within 3" of a unit of K'daai Fireborn suffer 1 mortal wound unless they are **K'DAAI**.

**Paired Burning Irons:** The K'daai Fireborn rain blows upon their victims in a murderous flurry with a speed that is entirely inhuman. Re-roll hit rolls of 1 for K'daai Fireborn.

## MAGIC

**LEGION OF AZGORH WIZARDS** know the Summon K'daai Fireborn spell in addition to any other spells they know.

### SUMMON K'DAAI FIREBORN

Summon K'daai Fireborn has a casting value of 6. If successfully cast, you can set up a unit of up to 3 K'daai Fireborn within 18" of the caster and more than 9" from any enemy models. The unit is added to your army, but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 6 K'daai Fireborn instead.

## KEYWORDS

CHAOS, DAEMON, K'DAAI, LEGION OF AZGORH, K'DAAI FIREBORN

# MAGMA CANNON



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magma Blast	18"	1	See below			
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Improvised Weapons	1"	3	5+	5+	-	1

## DESCRIPTION

A Magma Cannon is a single model. The Magma Cannon fires a deadly Magma Blast at the enemy, while its Crew will defend it in close combat with an array of Improvised Weapons.

## ABILITIES

**Infernal Engineers:** Daemonsmiths are masters in the art of directing the fell artillery they forge. Increase the range of this model's Magma Blast to 24" while any friendly Daemonsmiths are within 3" of it.

**Zharr Goroth Artillery:** This war machine is a heavily armoured and ponderous device. This model cannot make run moves or charge moves. In addition, add 1 to save rolls for this unit against missile weapons.

**Magma Blast:** A Magma Cannon is a terrifying weapon, able to unleash blasts of blazing molten magma at the enemy. To shoot a Magma Blast, pick an enemy unit that is visible to this model and within range of its Magma Blast, and roll a dice. On a 3+, the unit suffers a number of mortal wounds equal to the roll. You can roll two dice instead and pick the highest roll to see how many mortal wounds the target unit suffers if the target unit has 10 or more models.

**KEYWORDS** CHAOS, ZHARR GOROTH, LEGION OF AZGORH, WAR MACHINE, MAGMA CANNON

# SHAR'TOR THE EXECUTIONER



## MELEE WEAPONS

Darktide Axe

Crushing Hooves

Range

Attacks

To Hit

To Wound

Rend

Damage

2"

5

3+

3+

-2

3

1"

4

4+

3+

-

1

## DESCRIPTION

Shar'tor the Executioner is a single model. This malevolent warrior-priest of Hashut carries the terrifying Darktide Axe, a cruel weapon steeped in untold years of slaughter upon which burn vile runes of hatred and malice. Shar'tor can also use his Crushing Hooves to trample prey beneath his monstrous bulk. He also wears Hashut's sacred Mask of the Executioner, marking him as his dark god's favoured headsmen, empowered to call out his god's name with such a malign force that the sound alone is enough to kill the weak of heart, just as it fills those loyal to Hashut with unholy wrath.

## ABILITIES

**The Mask of the Executioner:** Malign spirits are laced within the dark metal of Shar'tor's mask, and with a mighty bellow from the Bull Centaur, a measure of their dark power can be unleashed. Once per battle, at the beginning of the charge phase, instead of conducting a charge, Shar'tor can use the power of his sacred mask to exalt the name of Hashut. If he does so, roll 2D6 to establish the range of the mask's effect in inches. You can re-roll any failed charge rolls for friendly **BA'HAL** units that are within range of Shar'tor the Executioner when the charge roll is made. In addition, roll a dice for each enemy model within range when this ability is used. For each roll of 4+, that model's unit suffers 1 mortal wound.

**Darktide Reaping:** Legends abound of the murderous spirits bound within the Darktide Axe borne by Hashut's chosen executioner. Each time you roll a hit roll of 6+ for Shar'tor the Executioner's Darktide Axe, add 1 to the weapon's Damage characteristic for that attack.

**Trample and Gore:** Charging Bull Centaurs slam into their victims with wild rage, crushing many beneath their weight and stamping enemies to death beneath their iron-shod hooves. This model's Crushing Hooves have a Damage characteristic of D3 if it charged in the same turn.

## COMMAND ABILITY

**Malign Protection:** Shar'tor the Executioner can bestow unholy blessings upon those he deems worthy. If you use this command ability, pick a friendly unit within 12" of him. Until your next hero phase, roll a dice each time you allocate a wound or mortal wound to the unit you picked. On a 6, the wound is negated.

## KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, BA'HAL, HERO, SHAR'TOR THE EXECUTIONER

# SKULLCRACKER WAR ENGINE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skullcracker Hammers and Picks	3"	*	4+	3+	-1	D3
Crushing Bulk and Spiked Wheels	1"	*	4+	4+	-	2

Wounds Suffered	DAMAGE TABLE		
	Move	Hammers and Picks	Crushing Bulk and Spiked Wheels
0-2	10"	3D6	6
3-4	8"	3D6	D6
5-6	8"	2D6	D6
7-9	6"	2D6	D3
10+	6"	D6	D3

## DESCRIPTION

A Skullcracker War Engine is a single model. It is armed with a murderous array of Skullcracker Hammers and Picks, which it can use to pulverise anything before it to bloody ruin. Any survivors are likely to be crushed into an unrecognisable mess beneath its Crushing Bulk and Spiked Wheels as it grinds over them.

## ABILITIES

**More Power!:** If the need is dire, the Skullcracker's crew can goad the half-possessed machine to even greater heights of power from its fire-spewing boiler, though doing so is not without risk... In each of your hero phases, you can choose to try and generate more power by rolling two dice and adding the number of wounds allocated to this model to the roll. If the result is higher than the wounds the Skullcracker has remaining, the Skullcracker suffers D3 mortal wounds. Otherwise, until your next hero phase, add D6 to the Attacks characteristic of this model's Skullcracker Hammers and Picks.

**Beaten into Scrap:** The war constructs of the enemy can little withstand the relentless, pounding blows of a Skullcracker's weapons array. You can re-roll failed wound rolls for Skullcracker Hammers and Picks attacks that target **WAR MACHINES**.

**Carriage Hauler:** Such is the size and power of this war engine that it can be used to haul the carriages of other artillery pieces into battle. One friendly Deathshrieker Rocket Launcher, Magma Cannon or Dreadquake Mortar can use this model's Move characteristic instead of its own in a movement phase if it starts and ends that movement phase within 1" of this model.

**KEYWORDS** CHAOS, ZHARR GOROTH, LEGION OF AZGORH, WAR MACHINE, SKULLCRACKER WAR ENGINE



## LEGION OF AZGORH

# BLACKSHARD WARHOST

### ORGANISATION

A Blackshard Warhost consists of the following units:

- 1 Infernal Guard Castellan
- 1 Infernal Guard Standard Bearer
- 2 units of Infernal Guard Ironsworn
- 2 units of Infernal Guard Fireglaives

### ABILITIES

**Grinding Assault:** The Infernal Guard which form the core of the Blackshard Warhosts are infamous for the methodical butchery they employ in combat, locking shields and standing fast with implacable determination. Breaking against them like waves against unyielding rock, the foe is ground down until nothing remains. Re-roll hit rolls of 1 for Blackshard Warhost units from this battalion that did not move in any way in the same turn.

**The Hand of the Black Tower:** The iron discipline of the Black Tower's guardians is resolute against all who would oppose it. You can re-roll battleshock tests for units from this battalion.

## LEGION OF AZGORH

# HASHUT'S WRATH ARTILLERY TRAIN

### ORGANISATION

A Hashut's Wrath Artillery Train consists of the following units:

- 1 Daemonsmith
- 2 Iron Daemon War Engines

Any two models chosen from the following:

- Deathshrieker Rocket Launcher
- Magma Cannon
- Dreadquake Mortar

### ABILITIES

**Sacrificial Flames:** The sorcerous furnaces of the Iron Daemons have been stoked to a blazing intensity by bloody rituals prior to battle. Add 1 to the run rolls and charge rolls of any Iron Daemon War Engines from this battalion.

**Murderous Barrage:** The gunners in a Hashut's Wrath Artillery Train have been brutally and ceaselessly drilled to perfect their deadly art. Re-roll hit rolls of 1 when attacking with missile weapons for units from this battalion that did not move in any way in the same turn.