



The Legion of Azgorh



WARSCROLLS
COMPENDIUM

INTRODUCTION

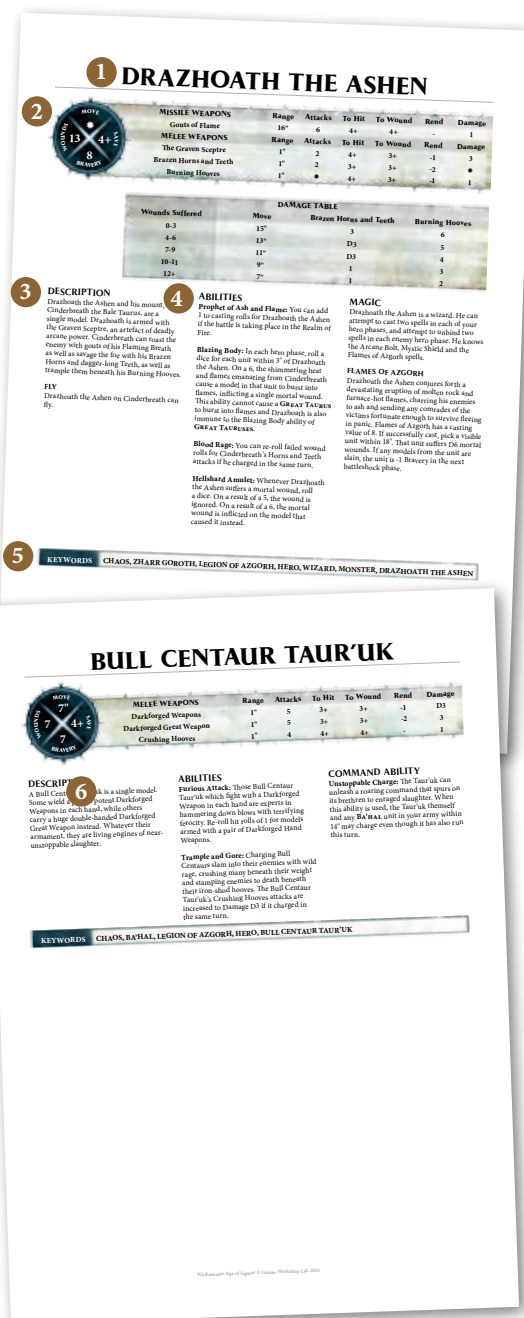
The dread Legion of Azgorh was once the terror of the Dark Lands of the world-that-was. Bitter and twisted, masters of murderous war engines and unyielding iron, their cruelty and avarice knew no bounds, and man

or beast, goblin-kind or monster – all fell before their malign wrath or were enslaved to feed the sorcerous industries and sacrificial pyres of their smoke-blackened domains.

The warscrolls in this compendium allow you to use your Warhammer Forge collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.
- 6. Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.



DRAZHOATH THE ASHEN



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

DAMAGE TABLE			
Wounds Suffered	Move	Brazen Horns and Teeth	Burning Hooves
0-3	15"	3	6
4-6	13"	D3	5
7-9	11"	D3	4
10-11	9"	1	3
12+	7"	1	2

DESCRIPTION

Drazhoath the Ashen and his mount, Cinderbreath the Bale Taurus, are a single model. Drazhoath is armed with the Graven Sceptre, an artefact of deadly arcane power. Cinderbreath can roast the enemy with gouts of his Flaming Breath as well as savage the foe with his Brazen Horns and dagger-long Teeth, as well as trample them beneath his Burning Hooves.

FLY

Drazhoath the Ashen on Cinderbreath can fly.

ABILITIES

Prophet of Ash and Flame: You can add 1 to casting rolls for Drazhoath the Ashen if the battle is taking place in the Realm of Fire.

Blazing Body: In each hero phase, roll a dice for each unit within 3" of Drazhoath the Ashen. On a 6, the shimmering heat and flames emanating from Cinderbreath cause a model in that unit to burst into flames, inflicting a single mortal wound. This ability cannot cause a **GREAT TAURUS** to burst into flames and Drazhoath is also immune to the Blazing Body ability of **GREAT TAURUSES**.

Blood Rage: You can re-roll failed wound rolls for Cinderbreath's Horns and Teeth attacks if he charged in the same turn.

Hellshard Amulet: Whenever Drazhoath the Ashen suffers a mortal wound, roll a dice. On a result of a 5, the wound is ignored. On a result of a 6, the mortal wound is inflicted on the model that caused it instead.

MAGIC

Drazhoath the Ashen is a wizard. He can attempt to cast two 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 the 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 and sending any comrades of the victims fortunate enough to survive fleeing in panic. Flames of Azgorh has a casting value of 8. If successfully cast, pick a visible unit within 18". That unit suffers D6 mortal wounds. If any models from the unit are slain, the unit is -1 Bravery in the next battleshock phase.

KEYWORDS

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

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 however 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. When you take saves for the Infernal Guard Castellan, you may re-roll failed saves against attacks unless they have a Rend characteristic of -2 or better.

Pyrelock Pistol: When using Pyrelock Pistols to make a shooting attack, any wound roll of a 6 inflicts double damage.

Spireshield: The shields of the Legion of Azgorh are laced with malefic curses to afflict those who would assail them. If you pass a save roll for a model equipped with a Spiteshield with a roll of 6 or more, the unit that struck the blow immediately suffers 1 wound.

COMMAND ABILITY

Martial Contempt: In the hero phase, an Infernal Guard Castellan can pick a single enemy unit within 12", calling upon their warriors to strike it down mercilessly. Until your next hero phase, all **LEGION OF AZGORH** models add 1 to their wound rolls for all attacks made against the chosen unit.

KEYWORDS

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

INFERNAL GUARD BATTLE STANDARD BEARER



MELEE WEAPONS

Darkforged Weapon

Range

1"

Attacks

2

To Hit

3+

To Wound

3+

Rend

-1

Damage

2

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 Goroeth Black Banners of Malice, a sacred icon they will defend to the death with their deadly Darkforged Weapons.

ABILITIES

Blackshard Armour: Baleful magic is worked into the fabric of Blackshard Armour by the Daemonsmiths of the Zharr Goroeth, making it all but impervious to enemy missile fire. When you take saves for the unit against shooting attacks, you may re-roll save rolls of a 1.

Black Banner of Malice: In your hero phase, the Battle Standard Bearer can plant their Black Banner of Malice and invoke its occult powers. If they do so, you may not move the Battle Standard Bearer until your next turn, but they gain the following abilities:

Pall of Darkness: All **LEGION OF AZGORH** units from your army within 15" add 1 to their Bravery until your next hero phase.

Shadow of the Slave Lord: All **LEGION OF AZGORH** units from your army within 15" re-roll wound rolls of 1 against **ORDER** and **DESTRUCTION** models until your next hero phase.

KEYWORDS

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

DAEMONSMITH



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkforged Weapon	1"	2	3+	4+	-1	2
Pyre Rune Staff	1"	1	3+	3+	-1	D3

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 death and sacrifice, granting them a bonus of 1 to their unbinding rolls if they slew any models in the preceding turn.

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, a model carrying the Blood of Hashut may target an enemy model within 6" with a shooting attack. That model suffers D3 mortal wounds unless it is a **WAR MACHINE**, in which case it suffers D6 mortal wounds.

MAGIC

A Daemonsmith is a wizard. They can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. They know 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". Your opponent must subtract 2 from their shooting hit rolls and any run distance rolled for the targeted unit until your next hero phase.

KEYWORDS

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

INFERNAL GUARD IRONSWORN



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
Ashsteel Hand Weapons	1"	1	3+	4+	-1	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 lives of mortal sacrifices bound into their metal. Each Infernal Guard Ironsworn goes to war with a murderous Ashsteel axe, mace or pick quenched in the blood of slaves in one hand, and a Spiteshield in the other.

DEATHMASK

The leader of this unit is a Deathmask. Some Deathmasks wield Ashsteel Hand Weapons and Spiteshields, while others choose to carry a Pyrelock Pistol instead of their Spiteshield. A Deathmask makes 2 attacks with their Ashsteel Hand Weapon rather than 1.

ICON BEARER

Models in this unit may be Icon Bearers carrying an Icon of Dominion. If the unit contains any Icon Bearers, you may ignore any penalties to their Bravery score caused by enemy abilities.

DRUMMER

Models in this unit may be Drummers. If the unit containing any Drummers runs, they are driven on by the drums' relentless, measured beat. You may add 1" to the result of any run roll you make for the unit.

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. When you take saves for the unit against shooting attacks, you may re-roll save rolls of a 1.

Spireshield: The shields of the Legion of Azgorh are laced with malefic curses to afflict those who would assail them. If you pass a save roll for a model equipped with a Spiteshield with a roll of 6 or more, the unit that struck the blow immediately suffers 1 wound.

Pyrelock Pistol: When using Pyrelock Pistols to make a shooting attack, any wound roll of a 6 inflicts double damage.

KEYWORDS

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

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		1"	1	4+	5+	-	1
Ashsteel Hand Weapon		1"	1	4+	4+	-	1

DESCRIPTION

A unit of Infernal Guard Fireglaves has 5 or more models. Infernal Fireglaves are clad in all-encasing Blackshard Armour. 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 in a melee.

FIREGLAIVE DEATHMASK

The leader of this unit is a Fireglave Deathmask. Most who lead Fireglave units carry a Pyrelock Fireglave and a Naptha Bomb. Others choose to carry a Pyrelock Pistol, an Ashsteel Hand Weapon and Naptha Bomb instead. A Fireglave Deathmask may re-roll hit results of 1 when making shooting attacks.

ICON BEARER

Models in this unit may be Icon Bearers carrying an Icon of Dominion. If the unit contains any Icon Bearers, you may ignore any penalties to their Bravery score caused by enemy abilities.

DRUMMER

Models in this unit may be Drummers. If the unit containing any Drummers runs, they are driven on by the drums' relentless, measured beat. You may add 1" to the result of any run roll you make for the unit.

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. When you take saves for the unit against shooting attacks, you may re-roll save rolls of a 1.

Naptha Bomb: Once per battle, a model with a Naptha Bomb can hurl it at the enemy in the shooting phase. To do so, pick a target unit within 6" and roll a dice. On a 2+ that 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 Pyrelock Pistols or Pyrelock Fireglaves to make a shooting attack, any wound roll of a 6 inflicts double damage.

Bring Down the Beast!: If a unit of Infernal Guard Fireglaves has 10 or more models, then the unit may fire twice with its Pyrelock Fireglaves when attacking any **MONSTER**.

KEYWORDS

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

K'DAAI FIREBORN



MELEE WEAPONS

Burning Iron

Range

3"

Attacks

3

To Hit

4+

To Wound

4+

Rend

-

Damage

D3

DESCRIPTION

A unit of K'daai Fireborn has 3 or more models. Each K'daai's body is fitted with a malign array of iron spikes, axe-blades, barbed chain-flails and other implements of slaughter, heated furnace-hot by the creatures' own 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 all but the strongest weapons perish by their heat before they can harm the half-Daemon creations. Add 2 to your save rolls against attacks that have a Rend of '-'.
Kiss of Fire: At the end of each combat phase, all units within 3" of a unit of K'daai Fireborn suffer a single mortal wound. This has no effect on other 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

The Summon K'daai Fireborn spell has a casting value of 7. If successfully cast, you can set up a unit of 3 K'daai Fireborn within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the casting value was 11 or more, you may summon a unit of up to 6 K'daai Fireborn instead.

KEYWORDS

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

BULL CENTAUR RENDERS



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

DESCRIPTION

A unit of Bull Centaur Renders has 3 or more models. Some Bull Centaur Renders go to war with either a pair of Scalding Hand Weapons usually in the shape of wickedly curved axes or prodigiously spiked maces, or a Scalding Hand Weapon and a Spiteshield. Others carry instead a single doubled-handed Scalding Great Weapon – often a mighty executioner's axe or a huge maul.

ABILITIES

Spireshield: The shields of the Legion of Azgorh are laced with malefic curses to afflict those who would assail them. If you pass a save roll for a model equipped with a Spiteshield with a roll of 6 or more, the unit that struck the blow immediately suffers 1 wound.

Furious Attack: Those Bull Centaur Renders which fight with a Chaos Weapon in each hand are experts in hammering down blows with terrifying ferocity. Re-roll hit rolls of 1 for models armed with a pair of Chaos Hand 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. The Bull Centaur Renders' Crushing Hooves attacks cause Damage D3 if they charged in the same turn rather than 1.

Favour of the Burning God: The bellowing, gore-reeking presence of a Taur'uk nearby drives others of its malformed kin into heights of religious frenzy. If any **BA'HAL HERO** is within 8" of a Bull Centaur Render unit, you may add 1 to their charge rolls.

KEYWORDS

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

BULL CENTAUR TAUR'UK



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkforged Weapons	1"	5	3+	3+	-1	D3
Darkforged Great Weapon	1"	5	3+	3+	-2	3
Crushing Hooves	1"	4	4+	4+	-	1

DESCRIPTION

A Bull Centaur Taur'uk is a single model. Some wield a pair of potent Darkforged Weapons in each hand, while others carry a huge double-handed Darkforged Great Weapon instead. Whatever their armament, they are living engines of near-unstoppable slaughter.

ABILITIES

Furious Attack: Those Bull Centaur Taur'uk which fight with a Darkforged Weapon in each hand are experts in hammering down blows with terrifying ferocity. Re-roll hit rolls of 1 for models armed with a pair of Darkforged Hand Weapons.

Trample and Gore: Charging Bull Centaurs slam into their enemies with wild rage, crushing many beneath their weight and stamping enemies to death beneath their iron-shod hooves. The Bull Centaur Taur'uk's Crushing Hooves attacks are increased to Damage D3 if it charged in the same turn.

COMMAND ABILITY

Unstoppable Charge: The Taur'uk can unleash a roaring command that spurs on its brethren to enraged slaughter. When this ability is used, the Taur'uk itself and any **BA'HAL** unit in your army within 14" may charge even though it has also run this turn.

KEYWORDS

CHAOS, BA'HAL, LEGION OF AZGORH, HERO, BULL CENTAUR TAUR'UK

IRON DAEMON WAR ENGINE



MISSILE WEAPONS

Steam Cannonade

Range

14"

Attacks

2D6

To Hit

4+

To Wound

*

Rend

-1

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	2D6"	3+	6
3-4	2D6"	4+	D6
5-6	D6"	4+	D6
7-9	D6"	5+	D3
10+	D3"	6+	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 spiked wheels and armoured bulk.

ABILITIES

More Power! In your hero phase, the Iron Daemon's crew can goad the half-possessed machine to even greater heights of power from its fire-spewing boiler. If they do, roll two dice. If the result is higher than the wounds the Iron Daemon has remaining, the bound spirits rebel and wreak havoc, and the machine tries to tear itself apart – the Iron Daemon immediately suffers D3 mortal wounds. Otherwise, until your next hero phase you can re-roll any random values for this model.

Shrapnel Blast: The Steam Cannonade unleashes a hail of shrapnel and shot almost impossible to avoid at close range. If the target unit is within 6", you may re-roll your hits for the Steam Cannonade's attacks.

KEYWORDS

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

SKULLCRACKER WAR ENGINE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skullcracker Hammers & Picks	3"	6	4+	*	-1	D3
Crushing Bulk	1"	*	4+	4+	-	2

DAMAGE TABLE			
Wounds Suffered	Move	Skullcracker Hammers & Picks	Crushing Bulk
0-2	2D6"	2+	6
3-4	2D6"	3+	D6
5-6	D6"	3+	D6
7-9	D6"	4+	D3
10+	D3"	4+	D3

DESCRIPTION

A Skullcracker War Engine is a single model. It is armed with a murderous array of mechanised hammers, picks and mauls which it can use to pulverise anything before it to bloody ruin. Anything that somehow survives this is then likely to be crushed in an unrecognisable mess beneath its armoured bulk as it passes over them.

ABILITIES

More Power! In your hero phase, the Skullcracker's crew can goad the half-possessed machine to even greater heights of power from its fire-spewing boiler. If they do, roll two dice. If the result is higher than the wounds the Skullcracker has remaining, the bound spirits rebel and wreak havoc, and the machine tries to tear itself apart – the Skullcracker immediately suffers D3 mortal wounds. Otherwise, until your next hero phase you can re-roll any random values for this model.

Beaten into Scrap: You can re-roll wound rolls made for the Skullcracker's Hammers & Picks attacks against **WAR MACHINES**.

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

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 and its Crew are a single model. A weapon prized as much for the fear it causes as the death it deals, it unleashes rockets that split apart mid-air to shower their targets with incendiaries which howl with the voices of the damned. When called upon to defend their war machine, the Crew do so with an array of tools and hand weapons.

ABILITIES

Zharr Goroeth Artillery: The Deathshrieker Rocket Launcher is a heavily armoured and ponderous device. As a result, it may not make charge or run moves. However, you can add 1 to all your save rolls for the Deathshrieker Rocket Launcher in the shooting phase.

Screaming Ordnance: A Deathshrieker Rocket Launcher can fire its Deathshrieker Rockets at units which are not visible to it.

Deathshrieker Rocket Blast: If the target unit has 10 or more models, you may re-roll wound rolls of 1 for the Deathshrieker Rocket Launcher's missile attack. Any unit that has models slain by the Deathshrieker Rocket's attack suffers a -1 penalty to their Bravery until the start of your next hero phase.

Infernal Engineering: If any **DAEMONSMITH** models are present within 3" of the Deathshrieker Rocket Launcher at the start of the shooting phase, then add 1 to the Deathshrieker Rocket Launcher's hit rolls in the shooting phase.

Hauled Gun Carriage: Deathshrieker Rocket Launchers are built onto sturdy wheeled carriages of ingenious design, allowing them to be hauled across the battlefield by a suitable engine. If the Deathshrieker Rocket Launcher begins the movement phase within 3" of an **IRON DAEMON WAR ENGINE** or a **SKULLCRACKER WAR ENGINE**, it may be hauled along behind the engine as it moves, rather than the Deathshrieker Rocket Launcher moving itself this turn. At the end of the movement phase, simply place the gun carriage behind the engine that pulled it, and so that it is more than 3" away from any enemy models.

KEYWORDS

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

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 and its Crew are a single model. It is a terrifying weapon, able to unleash blasts of blazing molten magma at the enemy, obliterating its targets with irresistible force. Its Crew bitterly defend their war machine with an array of tools and hand weapons.

ABILITIES

Zharr Goroeth Artillery: The Magma Cannon is a heavily armoured and ponderous device. As a result, it may not make charge or run moves. However, you can add 1 to all your save rolls for the Magma Cannon in the shooting phase.

Magma Blast: To make a Magma Blast attack, pick a visible enemy unit within range, and roll a D6. On a roll of 3 or more, the unit suffers a number of mortal wounds equal to the roll of the dice. If the target unit has 10 or more models, you may roll two dice and pick the higher of the two results when you roll for the number of mortal wounds inflicted.

Infernal Engineering: If any **DAEMONSMITH** models are present within 3" of the Magma Cannon at the start of the shooting phase, the Magma Cannon's range is increased to 24".

Hauled Gun Carriage: Magma Cannon are built onto sturdy wheeled carriages of ingenious design, allowing them to be hauled across the battlefield by a suitable engine. If the Magma Cannon begins the movement phase within 3" of an **IRON DAEMON WAR ENGINE** or a **SKULLCRACKER WAR ENGINE**, it may be hauled along behind the engine as it moves, rather than the Magma Cannon moving itself this turn. At the end of the movement phase, simply place the gun carriage behind the engine that pulled it, and so that it is more than 3" away from any enemy models.

KEYWORDS

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

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 Ogre's Fists & Chains	1"	2	4+	4+	-	1

DESCRIPTION

A Dreadquake Mortar and its Crew, a mixture of Legion of Azgorh gunners and a Slave Ogre, are a single model. A colossal war machine, it hurls huge Dreadquake Bombs on arcing trajectories whose explosive charges are so powerful that they can render dozens of armoured warriors into chunks of burnt meat in an instant and then shatter the ground on which they fall. Its Crew defend their war machine with an array of tools and hand weapons, while the Slave Ogre will take out its blind rage with its fists and the chains which bind it.

ABILITIES

Zharr Goroeth Artillery: The Dreadquake Mortar is a heavily armoured and ponderous device. As a result it may not make charge or run moves. However, you can add 1 to all your save rolls for the Dreadquake Mortar in the shooting phase.

High Trajectory Shot: A Dreadquake Mortar can fire its Dreadquake Bombs at units which are not visible to it.

Quake Blast: If a Dreadquake Bomb hits a unit that has 10 or more models, increase its damage to 2D6. In addition, any unit which has models slain by a Dreadquake Bomb cannot run in its next turn.

Infernal Engineering: If any **DAEMONSMITH** models are present within 3" of the Dreadquake Mortar at the start of the shooting phase, they can brutally lash their Slave Ogre in order to speed up the process of loading with its mighty strength, but this is not without risk and the Slave Ogre may rebel against its cruel masters. If the player wishes to speed up the firing, roll a D6 before the Dreadquake Bomb attack is made in the shooting phase. On a 1, the Ogre rebels; D3 mortal wounds are inflicted on the Dreadquake Mortar itself, and the Dreadquake Bomb may not fire this turn. On a 2-3, the Dreadquake Mortar fires normally. On a 4-6, the Dreadquake Mortar may fire twice this shooting phase and the Dreadquake Mortar suffers a mortal wound.

Hauled Gun Carriage: Dreadquake Mortars are built onto sturdy wheeled carriages of ingenious design, allowing them to be hauled across the battlefield by a suitable engine. If the Dreadquake Mortar begins the movement phase within 3" of an **IRON DAEMON WAR ENGINE** or a **SKULLCRACKER WAR ENGINE**, it may be hauled along behind the engine as it moves, rather than the Dreadquake Mortar moving itself this turn. At the end of the movement phase, simply place the gun carriage behind the engine that pulled it, and so that it is more than 3" away from any enemy models.

KEYWORDS

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

CHAOS SIEGE GIANT



MELEE WEAPONS

Colossal Hook-blades
Lashing Chains

Range

Attacks

To Hit

To Wound

Rend

Damage

3"

*

4+

3+

-1

2

2"

D6

3+

5+

-

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 Giant is a single model. Its masters have hammered armour plates into its body and surgically implanted great Hooked Blades and Mechanical Claws into its arms, with which it can reap bloody havoc in battle.

ABILITIES

Timber!: If a Chaos Siege Giant is slain, both players roll a dice, and whoever rolls highest decides in which direction the Chaos Siege Giant falls (the player commanding the model wins any ties). Place the Chaos Siege Giant on its side in the direction in which it falls – any unit (friend or foe) it lands on suffers D3 mortal wounds. Remove the Chaos Siege Giant after resolving any damage caused by its falling body.

Siege Armour: A Chaos Siege Giant'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 saves for this model in the shooting phase.

Scaling Spikes & 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 Giant make it easier for them to clamber over high walls and crush obstacles than would be normal for their ungainly kind. A Chaos Siege Giant can choose to move across scenery as if it was not there. If a Chaos Siege Giant dies and falls across such a piece of scenery, leave it where it is – it can now be used as a handy ladder or bridge by other models!

Grinding Stagger: While covering a Chaos Siege Giant in armour plates and chains makes it undoubtedly tougher to kill, sadly it also makes it even more unstable than its drunken kin and prone to further mutilating itself! If you roll a double when making a charge roll for a Chaos Siege Giant or roll a 1 when trying to run, it immediately falls over instead of making the move. Determine the direction the Chaos Siege Giant falls and the damage it causes as if it had been slain (see Timber!), but instead of removing the Giant after resolving the damage caused by its falling body, the Chaos Siege Giant sustains 1 mortal wound. If it survives this, stand the model back up again as the Chaos Siege Giant slowly regains its feet!

KEYWORDS

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

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

The Hand of the Black Tower: The iron discipline of the Black Tower's guardians is resolute against all who would oppose it. You may re-roll battleshock tests for all **LEGION OF AZGORH** units that are part of a Blackshard Warhost.

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. You can re-roll hit rolls of 1 for all **LEGION OF AZGORH** units that are part of a Blackshard Warhost so long as they have not moved in the movement phase of the turn.

LEGION OF AZGORH

HASHUT'S WRATH ARTILLERY TRAIN

ORGANISATION

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. You may add 1 to the result of any run or charge roll for any Iron Daemon War Engine in a Hashut's Wrath Artillery Train.

Murderous Barrage: The gunners in a Hashut's Wrath Artillery Train have been brutally and ceaselessly drilled to perfect their deadly art. You may re-roll shooting hit rolls of a 1 for all war machines in the Hashut's Wrath Artillery Train, so long as they have not moved in the movement phase.

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls from the Compendia listed below.

Unit	Warscroll
Sorcerer-Prophet.....	Daemonsmith
Infernal Guard	Infernal Ironsworn
Hobgoblin Khan	Goblin Warboss
	(see Warscrolls Compendium Orcs & Goblins)
Hobgoblin Cutthroats.....	Goblins
	(see Warscrolls Compendium Orcs & Goblins)
Hobgoblin Wolf Raiders	Goblin Wolf Riders
	(see Warscrolls Compendium Orcs & Goblins)
K'daai Destroyer	Great Taurus
	(see Warscrolls Compendium Warriors of Chaos)