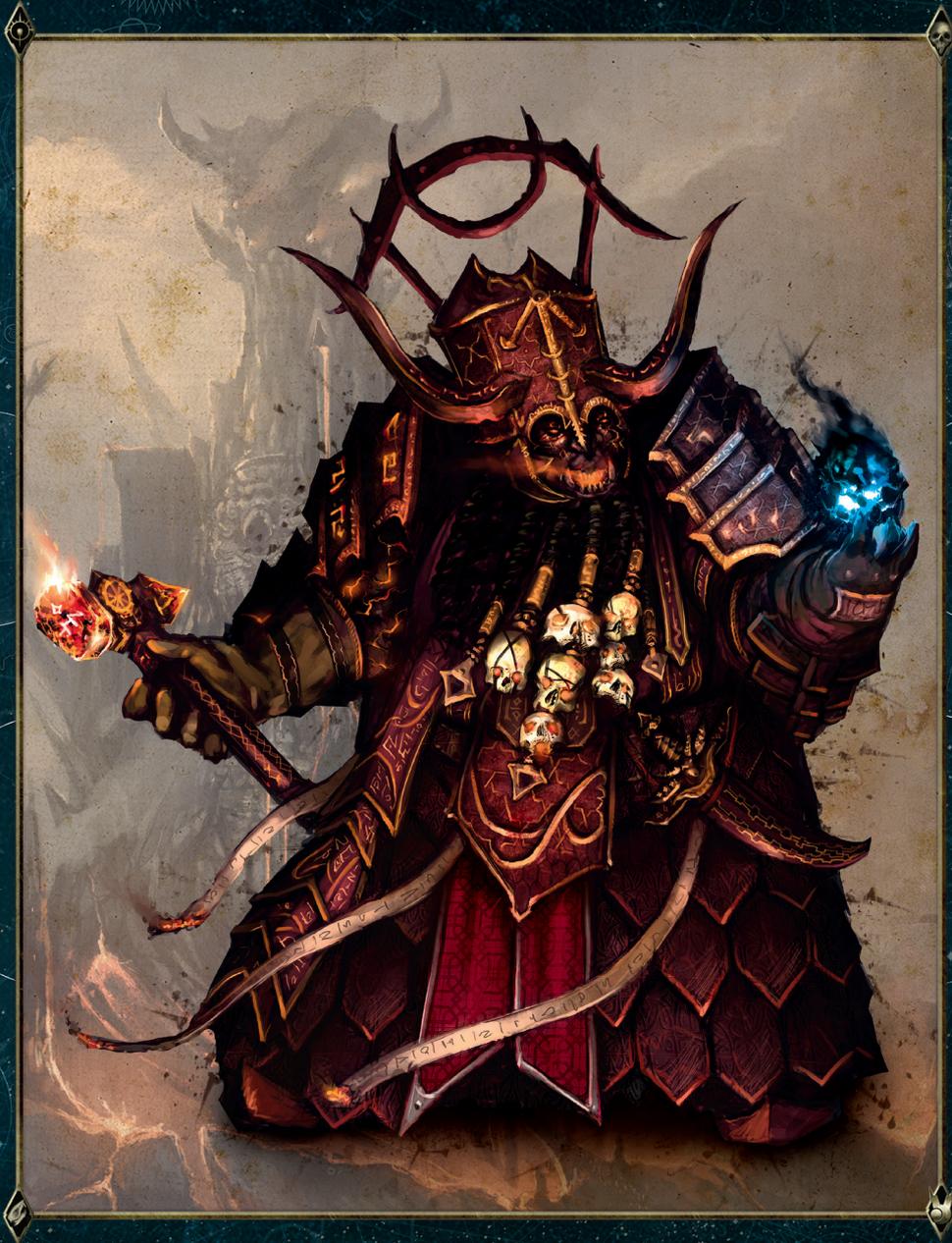


WARHAMMER AGE OF SIGMAR



COMPENDIUM

LEGION OF AZGORH

ALLEGIANCE ABILITIES

LEGION OF AZGORH

This section describes the allegiance abilities available to a Legion of Azgorh army, including battle traits for the army, command traits for its general and the artefacts of power available to its heroes.

BATTLE TRAITS

Blackshard Armour: *The armour worn by each of the warriors in the Legion of Azgorh is wrought from iron shot through with refined shards of Aqshian realmstone. Each suit is a masterpiece of the Daemonsmith's craft, and is imbued with a measure of Aqshy's burning power.*

The first wound that is allocated to each unit with this battle trait in each shooting phase and each combat phase is negated.

Burning Skies: *The skies above the Legion of Azgorh are wreathed in flames that will burn those that approach too closely.*

In the movement phase, if an enemy unit can fly and moves more than 6", roll a dice. On a 4+ the enemy unit suffers 1 mortal wound. On a 6+ it suffers D3 mortal wounds instead.

SPELL LORES

WIZARDS from a Legion of Azgorh army know the following spell, in addition to any other spells that they know.

Fireball: *The wizard claps their hands, conjuring a small orb of flame that they hurl at the foe. As the flame travels through the air it grows in size until it becomes a blazing ball of fire that explodes amongst the ranks of the enemy.*

Fireball has a casting value of 5. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. If the enemy unit consists of one model it suffers 1 mortal wound, if it has 2 to 9 models it suffers D3 mortal wounds, and if it has 10 or more models it suffers D6 mortal wounds.

Designer's Note: *Burning Skies and Fireball are available to other armies if the battle is taking place in Aqshy (see the Realm of Battle rules in the Warhammer Age of Sigmar Core Book). They are always used by Legion of Azgorh armies, to reflect how closely bound the Legion is to their home realm.*

COMMAND TRAITS

D3 Trait

- Contemptuous:** *This warlord despises all other forms of life and sees them as contemptible inferiors who only deserve death or enslavement.*

You can re-roll wound rolls of 1 for attacks made by this general.

- Relentless:** *This mighty warrior is implacable and relentless when they attack the foe's elites, and scornful of their enemy's ability to stop them.*

After this general has fought in each combat phase for the first time, if it is within 3" of an enemy **HERO** or **MONSTER**, roll a dice. On a 5+, it can make a pile-in move and then attack with all of the melee weapons it is armed with for a second time.

- Grotesque:** *This general is an unnerving sight in battle, its face twisted into a hideous appearance that exudes bestial malice.*

Subtract 1 from hit rolls for attacks made with melee weapons that target this general.

ARTEFACTS OF POWER

D3 Artefact

- Black Hammer of Hashut:** *This black-hafted hammer has been carried into battle for millennia by the champions of Azgorh.*

Pick 1 of the bearer's melee weapons. You can re-roll hit rolls for attacks made with that weapon.

- Armour of Bazherak the Cruel:** *Bazherak had this mighty suit of armour fashioned by the greatest artificers of his time.*

Roll a dice each time you allocate a wound or mortal wound to the bearer. On a 5+, that wound or mortal wound is negated.

- Chalice of Blood and Darkness:** *This chalice contains a curse that can be unleashed to steal arcane power from spell-casters.*

Once per battle, at the start of the enemy hero phase, the bearer can use this artefact. If they do so, roll a dice for each enemy **WIZARD** within 30" of the bearer. On a 4+, reduce the number of spells that enemy **WIZARD** can attempt to cast in that hero phase by 1.



DRAZHOATH THE ASHEN



A powerful warrior and mighty sorcerer-prophet of Hashut, Drazhoath the Ashen leads his warhost from the fore, riding into battle upon the Bale Taurus Cinderbreath to bring fire and ruin down upon the enemy.

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 Brazier	1"	1	4+	2+	-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
4-5	13"	D3	5
6-8	11"	D3	4
9-10	9"	1	3
11+	7"	1	2

DESCRIPTION

Drazhoath the Ashen is a named character that is a single model. He is armed with the Graven Brazier.

MOUNT: This model's Bale Taurus, Cinderbreath, attacks with its Gouts of Flame, Brazen Horns and Teeth, and Burning Hooves.

FLY: This unit can fly.

ABILITIES

Blazing Body: *So fierce is the shimmering heat emitted by the Tauri of Hashut, that those who stand too close are prone to burst into flame.*

At the start of the combat phase, roll 1 dice for each enemy unit within 3" of this model. On a 4+, that unit suffers 1 mortal wound.

Blood Rage: *The fury of a Bale Taurus burns like an eternal flame, and is at its strongest when the Taurus is hurtling towards its prey.*

You can re-roll wound rolls for attacks made with Cinderbreath's Brazen Horns and Teeth if this model made a charge move in the same turn.

Hellshard Amulet: *This glowing amulet is laced with protective enchantments and baleful hexes that can strike down those who seek to harm its master.*

Roll a dice each time you allocate a wound inflicted by an attack made with a melee weapon to this model. On a 5+, that wound is negated and the attacking unit suffers 1 mortal wound.

Prophet of Ash and Flame: *Few mortals can harness the fiery magical essence of Aqshy as instinctively as Drazhoath the Ashen.*

Add 1 to casting rolls for this model if the battle is being fought in Aqshy, the Realm of Fire.

MAGIC

This model is a **WIZARD**. It can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Flames of Azgorh spells.

Flames of Azgorh: *Drazhoath the Ashen conjures 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 1 enemy unit within 18" of the caster that is visible to them. That unit suffers D6 mortal wounds. In addition, subtract 1 from that unit's Bravery characteristic until the end of that turn.

COMMAND ABILITY

Lord of the Black Fortress: *In battle, the Legion of Azgorh follows Drazhoath without question, and at his bellowed word its warriors are instilled with unbreakable discipline.*

You can use this ability at the start of the battleshock phase if this model is on the battlefield. If you do so, do not take battleshock tests for friendly **LEGION OF AZGORH** units while they are wholly within 24" of this model.

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



DAEMONSMITH



Clad in suits of arcane armour saturated with infernal magic of their own creation, Daemonsmiths covet strength and power above all else, seeing other living creatures as chattel to be used and discarded according to their whims.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	
Blood of Hashut	6"	See below					
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	
Darkforged Weapon	1"	2	3+	3+	-1	D3	
Pyre Rune Staff	1"	1	4+	3+	-1	3	

DESCRIPTION

A Daemonsmith is a single model armed with one of the following weapon options: Blood of Hashut and Darkforged Weapon; or Blood of Hashut and Pyre Rune Staff.

ABILITIES

Ensorcelled Armour: *The protective spells woven into a Daemonsmith's armour feed on the blood of its wearer.*

Add 1 to unbinding rolls for this model if 1 or more wounds have been allocated to this model.

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.*

Do not use the attack sequence for an attack made with the Blood of Hashut. Instead roll a dice. On a 2+ the target unit suffers D3 mortal wounds. If the target unit is a **WAR MACHINE** it suffers D6 mortal wounds instead of D3.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to

unbind one spell in the enemy hero phase. It 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 1 enemy unit within 36" of the caster that is visible to them. Until your next hero phase, subtract 1 from hit rolls for attacks made by that unit, and that unit cannot run.

KEYWORDS

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



SHAR'TOR THE EXECUTIONER



A malevolent warrior-priest of Hashut, Shar'tor is marked as the dark god's favoured Ba'hal headsman. Adorned with the sacred mask of his patron, Shar'tor's voice can stop the heart of the weak-willed or instil unbreakable loyalty in Hashut's servants.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darktide Axe	2"	5	3+	3+	-2	3
Crushing Hooves	1"	4	4+	3+	-	1

DESCRIPTION

Shar'tor is a named character that is a single model. He is armed with the Darktide Axe and Crushing Hooves.

ABILITIES

Darktide Reaping: *Countless murderous spirits are bound within the Darktide Axe, their number increasing with each foe it slays.*

If the unmodified hit roll for an attack made with the Darktide Axe is a 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

The Mask of the Executioner: *The malign spirits contained in the dark metal of Shar'tor's mask can be unleashed upon his foes.*

At the start of your hero phase, you can pick 1 enemy unit within 8" of this model and roll a dice. On a 1 or 2 nothing happens. On a 3-5 that enemy unit suffers D3 mortal wounds. On a 6, that enemy unit suffers D6 mortal wounds.

Trample and Gore: *A charging Bull Centaur is an avalanche of muscle and rage that tramples all beneath its iron-shod hooves.*

Add 1 to charge rolls for this unit. In addition, this unit's Crushing Hooves have a Damage characteristic of D3 instead of 1 if this unit made a charge move in the same turn.

COMMAND ABILITY

Lord of the Ba'hal: *The Ba'hal warriors of the Legion of Azgorh eagerly await Shar'tor's order to attack the foe.*

You can use this command ability at the start of your charge phase if this model is part of your army and on the battlefield. If you do so, you can re-roll charge rolls for friendly **BA'HAL** units while they are wholly within 24" of this model in that charge phase. In addition, you can re-roll hit rolls of 1 for attacks made with Crushing Hooves by friendly **BA'HAL** units while they are wholly within 24" of this model in the subsequent combat phase.

KEYWORDS

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



BULL CENTAUR TAUR'RUK



The largest and most powerful of the Bull Centaurs bear the title of Taur'ruk. Hulking and violent creatures, they are nonetheless keen-witted and intelligent, leading their brethren in thunderous charges towards the enemy lines.

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

DESCRIPTION

A Bull Centaur Taur'ruk is a single model armed with a Darkforged Great Weapon and Crushing Hooves.

ABILITIES

Trample and Gore: *A charging Bull Centaur is an avalanche of muscle and rage that tramples all beneath its iron-shod hooves.*

Add 1 to charge rolls for this unit. In addition, this unit's Crushing Hooves have a Damage characteristic of D3 instead of 1 if this unit made a charge move in the same turn.

COMMAND ABILITY

Favour of the Burning God: *The bellowing, gore-reeking presence of a Taur'ruk drives others of its malformed kin into a zealous frenzy.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly model with this command ability. Add 1 to hit rolls for attacks made with melee weapons by friendly BA'HAL units while they are wholly within 12" of that model until the end of that phase.

KEYWORDS

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



BULL CENTAUR RENDERS



Bull Centaur Renders – known as Ba'hal in the Chaos duardin tongue – are monstrous creatures filled with an unquenchable hunger for flesh. Born through the foul works of the priests of Hashut, they are a twisted fusion of duardin and centaur.

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

DESCRIPTION

A unit of Bull Centaur Renders has any number of models, each armed with a Darkforged Weapon and Crushing Hooves, and each carrying a Spiteshield.

ABILITIES

Spiteshield: *The shields carried by those in the Legion of Azgorh are laced with malefic curses, and upon being struck erupt with tendrils of flame.*

If the unmodified save roll for an attack with a melee weapon that targets a unit that includes any models carrying a Spiteshield is 6, the attacking unit suffers 1 mortal wound.

Trample and Gore: *A charging Bull Centaur is an avalanche of muscle and rage that tramples all beneath its iron-shod hooves.*

Add 1 to charge rolls for this unit. In addition, this unit's Crushing Hooves have a Damage characteristic of D3 instead of 1 if this unit made a charge move in the same turn.

KEYWORDS

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



INFERNAL GUARD CASTELLAN



Clad in Blackshard armour graven with dark runes that celebrate their cruel victories, Infernal Guard Castellans march at the head of their iron-clad warriors, breaking the foe upon their immovable ranks.

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	2

DESCRIPTION

An Infernal Guard Castellan is a single model armed with a Darkforged Weapon and Pyrelock Pistol.

ABILITIES

Pyrelock Pistol: *Loaded with ammunition containing hungry pyre-spirits, each shot from a pyrelock weapon ravages the flesh of the foe.*

If the unmodified hit roll for an attack made with a Pyrelock Pistol is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

COMMAND ABILITY

Martial Contempt: *Calling out to his warriors, the Castellan marshals his legion to strike down their foes without mercy.*

You can use this command ability in your hero phase. If you do so, pick 1 enemy unit within 12" of a friendly model with this command ability. Until the start of your next hero phase, add 1 to wound rolls for attacks made by friendly **LEGION OF AZGORH** units that target that unit. The same enemy unit cannot be picked as the target of this command ability more than once per hero phase.

KEYWORDS

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



INFERNAL GUARD BATTLE STANDARD BEARER



Selected from among the ranks of the Ironsworn for their stubbornness and contempt for all other races, only a few warriors have the privilege of carrying a Black Banner of Malice into battle.

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

DESCRIPTION

An Infernal Guard Battle Standard Bearer is a single model armed with a Darkforged Weapon.

ABILITIES

Black Banner of Malice: *A Black Banner of Malice bears fell enchantments that its bearer can invoke to unleash occult powers to terrible effect.*

Add 1 to the Bravery characteristic of friendly **LEGION OF AZGORH** units while they are wholly within 18" of this model. In addition, you can re-roll wound rolls of 1 for attacks made with melee weapons by friendly **LEGION OF AZGORH** units while they are wholly within 18" of this model.

KEYWORDS

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



INFERNAL GUARD FIREGLAIVES



Wielding weapons bound with malevolent spirits, Fireglaves pour shot after shot into the ranks of the enemy, eradicating scores of enemy warriors before they can reach the Legion's main battle line.

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+	4+	-	1
Ashsteel Hand Weapon	1"	1	3+	4+	-1	1

DESCRIPTION

A unit of Infernal Guard Fireglaves has any number of models, each armed with a Pyrelock Fireglave and a Pyrelock Fireglave's Bayonet-cleaver.

FIREGLAIVE DEATHMASK: The leader of this unit is a Fireglave Deathmask. A Fireglave Deathmask is armed with an Ashsteel Hand Weapon and Pyrelock Pistol instead of a Pyrelock Fireglave and a Pyrelock Fireglave's Bayonet-cleaver.

ICON OF DOMINION BEARERS: 1 model in this unit can be Icon of Dominion Bearer. Add 1 to the Bravery characteristic of a unit that includes an Icon of Dominion Bearer.

DRUMMER: 1 model in this unit can be a Drummer. Add 1 to run rolls for a unit that includes a Drummer.

ABILITIES

Pyrelock Weapons: *Loaded with ammunition containing hungry pyre-spirits, each shot from a pyrelock weapon ravages the flesh of the foe.*

If the unmodified hit roll for an attack made with a Pyrelock Pistol or Pyrelock Fireglave is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage. In addition, you can re-roll hit rolls of 1 for attacks made with this unit's Pyrelock Fireglaves if this unit has not made a move in the same turn.

KEYWORDS

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



INFERNAL GUARD IRONSWORN



Clad in Blackshard armour forged with the very realmstone of Aqshy itself, the Infernal Guard Ironsworn march into battle with smouldering runes of torment and death engraved into their weapons.

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 Weapon	1"	1	3+	4+	-1	1

DESCRIPTION

A unit of Infernal Guard Ironsworn has any number of models, each armed with an Ashsteel Hand Weapon and each carrying a Spiteshield.

IRONSWORN DEATHMASK: The leader of this unit is an Ironsworn Deathmask. An Ironsworn Deathmask is armed an Ashsteel Hand Weapon and Pyrelock Pistol instead of being armed with a Ashsteel Hand Weapon and carrying a Spiteshield.

ICON OF DOMINION BEARERS: 1 model in this unit can be Icon of Dominion Bearer. Add 1 to the Bravery characteristic of a unit that includes an Icon of Dominion Bearer.

DRUMMER: 1 model in this unit can be a Drummer. Add 1 to run rolls for a unit that includes a Drummer.

ABILITIES

Pyrelock Pistol: *Loaded with ammunition containing hungry pyre-spirits, each shot from a pyrelock weapon ravages the flesh of the foe.*

If the unmodified hit roll for an attack made with a Pyrelock Pistol is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Spireshield: *The shields carried by those in the Legion of Azgorh are laced with malefic curses, and upon being struck erupt with tendrils of flame.*

If the unmodified save roll for an attack with a melee weapon that targets a unit that includes any models carrying a Spiteshield is 6, the attacking unit suffers 1 mortal wound.

KEYWORDS

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



K'DAAI FIREBORN



K'daai Fireborn are creatures of daemonic flame brought into being by the priests of Hashut. They are devastating shock troops for the Legion of Azgorh, birthed in boiling blood sacrifices and caged in iron and rune-stamped bronze.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Burning Irons	3"	5	3+	4+	-	D3

DESCRIPTION

A unit of K'daai Fireborn has any number of models, each armed with Burning Irons.

FLY: This unit can fly.

ABILITIES

Burning Bright: *The bodies of the K'daai are made of ethereal flames, allowing them to soar across the battlefield streaming great arcs of fire.*

Ignore modifiers (positive or negative) when making save rolls for attacks that target this unit. In addition, this unit can run and still charge later in the same turn.

Kiss of Fire: *With a simple gesture, a wave of daemonic flame surges forth from the K'daai Fireborn, immolating their foes.*

At the end of the combat phase, roll 1 dice for each enemy unit within 3" of this unit. On a 2+, that unit suffers 1 mortal wound.

KEYWORDS

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



DEATHSHRIEKER ROCKET LAUNCHER



The Deathshrieker Rocket is one of the more diabolic examples of the Legion of Azgorh's mastery of black-powder weapons. Bound within its munitions are howling, malevolent fire-spirits which are unleashed as the multiple warheads detonate over the battlefield.

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

DESCRIPTION

A Deathshrieker Rocket Launcher is a single model armed with Deathshrieker Rockets.

CREW: This model has a crew that attack with Improvised Weapons. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Death From On High: *A Deathshrieker's rockets can be launched high overhead to rain their fiery payload down upon distant or hidden targets.*

This model's Deathshrieker Rockets can target enemy units that are not visible to the attacking model. In addition, add 1 to hit rolls for attacks made with Deathshrieker Rockets if the target unit has 5 or more models.

Infernal Engineers: *Daemonsmiths are masters in the art of directing the fell artillery they forge.*

Add 1 to the Attacks characteristic of this model's Deathshrieker Rockets while this model is within 3" of a friendly **DAEMONSMITH**.

Siege Artillery: *This war machine is a heavily armoured and ponderous device.*

This unit cannot run or make charge moves. In addition, add 1 to save rolls for attacks made with missile weapons that target this model.

KEYWORDS

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



IRON DAEMON WAR ENGINE

Within the great furnace of an Iron Daemon War Engine, coal, bones and even screaming spirits burn with raging heat, powering the arcane workings and terrifying siege weaponry of this profane machine.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Steam Cannonade	14"	2D6	4+	☀	-2	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crushing Bulk	1"	☀	4+	4+	-	2

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

DESCRIPTION

An Iron Daemon War Engine is a single model armed with a Steam Cannonade and Crushing Bulk.

ABILITIES

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.*

At the start of your movement phase, you can pick 1 friendly **DEATHSHRIEKER ROCKET LAUNCHER, MAGMA CANNON, or DREADQUAKE MORTAR** unit within 1" of this model. If you do so, that unit can use this model's Move characteristic during that movement phase, as long as it is within 1" of this model at the end of that movement phase.

More Power! *If needed, 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 of retaliation.*

In your shooting phase, you can change the Attacks characteristic of this model's Steam Cannonade from 2D6 to either 3D6 or 4D6. However, if you do so and the roll is 12+, this model suffers D3 mortal wounds after all of its attacks have been resolved.

KEYWORDS CHAOS, DAWI ZHARR, LEGION OF AZGORH, WAR MACHINE, IRON DAEMON WAR ENGINE



MAGMA CANNON

A fiendish weapon first conceived for use against troggoths, the Magma Cannon is a deadly cross between a field artillery piece and a furnace. In battle, they unleash blasts of blazing magma upon their foes which quickly reduce their victims to ash.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magma Blast	18"	See Below				
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Improvised Weapons	1"	3	4+	4+	-	1

DESCRIPTION

A Magma Cannon is a single model armed with a Magma Blast.

CREW: This model has a crew that attack with Improvised Weapons. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Infernal Engineers: *Daemonsmiths are masters in the art of directing the fell artillery they forge.*

Add 6" to the Range characteristic of this model's Magma Blast while this model is within 3" of a friendly **DAEMONSMITH**.

Magma Blast: *A Magma Cannon is a terrifying weapon, able to unleash blasts of molten rock that effortlessly consume metal and flesh alike.*

Do not use the attack sequence for an attack made with a Magma Blast. Instead, roll a dice. Add 1 to the roll if the target unit has 10 or more models. On a 3+, the target unit suffers a number of mortal wounds equal to the roll.

Siege Artillery: *This war machine is a heavily armoured and ponderous device.*

This unit cannot run or make charge moves. In addition, add 1 to save rolls for attacks made with missile weapons that target this model.

KEYWORDS CHAOS, DAWI ZHARR, LEGION OF AZGORH, WAR MACHINE, MAGMA CANNON



DREADQUAKE MORTAR



The Dreadquake Mortar uses a vast boiler to generate steam pressure to fire its munitions. The sorcerous energies bound within its volatile shells explode on impact, striking the battlefield like a hammer blow to cause untold devastation.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dreadquake Bomb	40"	1	4+	3+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Improvised Weapons	1"	3	4+	4+	-	1
Fists and Chains	1"	2	4+	3+	-1	1

DESCRIPTION

A Dreadquake Mortar is a single model armed with a Dreadquake Bomb.

CREW: This model has a crew that consists of Slavemasters that attack with Improvised Weapons, and a Slave Ogor that attacks with Fists and Chains. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Cruel Overlords: *Slavemasters work their indentured slave ogors relentlessly, despite the risk of revolt.*

When this model is picked to shoot in your shooting phase, you can say that the Slavemasters are lashing the Slave Ogor. If you do so, roll a dice. On a 1 or 2, this unit suffers D3 mortal wounds (if it is not slain it can shoot normally). On a 3+, add 1 to the Attacks characteristic of this model's Dreadquake Bombs for that phase.

Infernal Engineers: *Daemonsmiths are masters in the art of directing the fell artillery they forge.*

Add 1 to hit rolls for attacks made with this model's Dreadquake Bomb while this model is within 3" of a friendly **DAEMONSMITH**.

Quake Blast: *Dreadquake bombs are fired on a high arcing trajectory, and are packed with an explosive charge so powerful that they can turn dozens of armoured warriors into chunks of burnt meat in an instant.*

This model's Dreadquake Bomb can target enemy units that are not visible to the attacking model. In addition, you can re-roll the dice that determines the Damage characteristic of this model's Dreadquake Bomb if the target unit has 10 or more models.

Siege Artillery: *This war machine is a heavily armoured and ponderous device.*

This unit cannot run or make charge moves. In addition, add 1 to save rolls for attacks made with missile weapons that target this model.

KEYWORDS

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



SKULLCRACKER WAR ENGINE



Designed for crushing fortifications and walls, the Skullcracker is a hissing and grinding arcane-mechanical conglomeration of iron hammers, hacking blades, and brutal picks designed to pulverise and shred anything unfortunate to be caught in its path.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hammers and Picks	3"	2D6	3+	☀	-1	D3
Crushing Bulk	1"	☀	4+	4+	-	2

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

DESCRIPTION

A Skullcracker War Engine is a single model armed with Hammers and Picks and Crushing Bulk.

ABILITIES

Beaten into Scrap: *The war constructs of the enemy cannot withstand the relentless pounding blows of a Skullcracker's weapons array for long.*

You can re-roll wound rolls for attacks made with this model's Hammer and Picks that target a **WAR MACHINE**.

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.*

At the start of your movement phase, you can pick 1 friendly **DEATHSHRIEKER**, **ROCKET LAUNCHER**, **MAGMA CANNON**, or **DREADQUAKE MORTAR** unit within 1" of this model. If you do so, that unit can use this model's Move characteristic during that movement phase, as long as it is within 1" of this model at the end of that movement phase.

More Power!: *If needed, 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 of retaliation.*

In your combat phase, you can change the Attacks characteristic of this model's Hammers and Picks from 2D6 to either 3D6 or 4D6. However, if you do so and the roll is 12+, this model suffers D3 mortal wounds after all of its attacks have been resolved.

KEYWORDS

CHAOS, DAWI ZHARR, LEGION OF AZGORH, WAR MACHINE, SKULLCRACKER WAR ENGINE

WARSCROLL BATTALION

BLACKSHARD WARHOST

The mainstay of the Legion of Azgorh, Blackshard Warhosts greet their foe's advance with precise volleys of pyrelock shot, thinning the enemy lines before breaking the survivors on a nigh-impenetrable wall of ensorcelled iron armour and cursed shields.

ORGANISATION

A Blackshard Warhost consists of the following units:

- 1 Infernal Guard Castellan
- 1 Infernal Guard Battle Standard Bearer
- 2 units of Infernal Guard Ironsworn
- 2 units of Infernal Guard Fireglaves

ABILITIES

Unyielding Slaughterers: *Blackshard Warhosts are infamous for the methodical butchery they employ in combat, locking shields and standing fast with implacable determination.*

Add 1 to the Bravery characteristic of units from this battalion. In addition, you can re-roll hit rolls of 1 for attacks made with melee weapons by models from this battalion if that model has not made a move in the same turn.

WARSCROLL BATTALION

HASHUT'S WRATH ARTILLERY TRAIN

When the nightmarish engines of war used by the Legion of Azgorh venture forth in great numbers, the ground trembles as their bombardments tear through entire regiments of troops. The machines themselves are often bound with hungry spirits eager to cause carnage, gifting these terrible weapons of war with a dangerous sentience that lusts for nothing more than to shed rivers of blood.

ORGANISATION

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

- 1 Daemonsmith
- 1 Iron Daemon War Engine

Any three models chosen from the following:

- Deathshrieker Rocket Launcher
- Magma Cannon
- Dreadquake Mortar
- Iron Daemon War Engine

ABILITIES

Murderous Barrage: *The gunners in a Hashut's Wrath Artillery Train are experts at goading their charges into a roaring frenzy of destruction.*

Units from this battalion with the Infernal Engineers ability can benefit from that ability as long as the **DAEMONSMITH** from the same battalion is on the battlefield (even if the **DAEMONSMITH** is not within 3" of the model using the Infernal Engineers ability).

WARSCROLL BATTALION

EXECUTION HERD

Led by Shar'tor, an Execution Herd is a terrifying prospect, a stampede of twisted Bull Centaurs blessed with the unholy wrath of Hashut. Blazing a path across the realms, they follow Hashut's portents, relentlessly pursuing those who draw his ire to run them down and devour their flesh.

ORGANISATION

An Execution Herd consists of the following units:

- Shar'tor the Executioner
- 1 Bull Centaur Taur'ruk
- 3 units of Bull Centaur Renders

ABILITIES

Marked for Death: *Hashut, like those who worship him, holds unbridled contempt for all other creatures, creating an endless list of targets to be slain. Should an Execution Herd's prey fall, visions and portents immediately direct their ravenous hunger towards another unfortunate soul.*

After set-up is complete, but before the battle begins, pick 1 enemy unit to be marked for death. You can re-roll hit rolls for attacks made by units from this battalion that target that unit. If that unit is destroyed, you can choose a new unit to be marked for death in your next hero phase.

PITCHED BATTLE PROFILES

The table below provides points, minimum and maximum unit sizes, and battlefield roles for the warscrolls and warscroll battalions in this Compendium, for use in Pitched Battles. Spending the points listed on this table allows you to take a minimum-sized unit with any of its upgrades. Understrength units cost the full amount of points. Larger units are taken in multiples of their minimum unit size; multiply their cost by the same amount as you multiplied their size. If a unit has two points values separated by a slash (e.g., '60/200'), the second value is for a maximum sized unit. Units that are listed as 'Unique' are named characters and can only be taken once in an army.

Updated July 2018; the profiles printed here take precedence over any profiles with an earlier publication date or no publication date.

LEGION OF AZGORH UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Deathshrieker Rocket Launcher	1	1	120	Artillery	
Dreadquake Mortar	1	1	180	Artillery	
Magma Cannon	1	1	140	Artillery	
Infernal Guard Ironsworn	10	30	90/240	Battleline	
Iron Daemon War Engine	1	1	180	Behemoth	
Skullcracker War Engine	1	1	200	Behemoth	
Bull Centaur Taur'ruk	1	1	160	Leader	
Daemonsmith	1	1	100	Leader	
Infernal Guard Battle Standard Bearer	1	1	100	Leader	
Infernal Guard Castellan	1	1	120	Leader	
Shar'tor the Executioner	1	1	220	Leader	Unique
Drazhoath the Ashen	1	1	320	Leader, Behemoth	Unique
Bull Centaur Renders	3	12	180/640		Battleline in Legion of Azgorh army if general is Shar'tor the Executioner
Infernal Guard Fireglaives	10	30	100		Battleline in Legion of Azgorh army
K'daai Fireborn	3	12	140/480		
<i>Blackshard Warhost</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Execution Herd</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Hashut's Wrath Artillery Train</i>	-	-	120	<i>Warscroll Battalion</i>	

CHAOS	ALLIES
Legion of Azgorh	Chaos Gargants, Everchosen, Khorne, Monsters of Chaos, Nurgle, Slaanesh, Slaves to Darkness, Tzeentch