

HELSMITHS OF HASHUT

HELFORGE HOST

This Spearhead army consists of the following units:

GENERAL

- ◆ War Despot

UNITS

- ◆ 1 Dominator Engine
- ◆ 1 Tormentor Bombard
- ◆ 5 Infernal Cohort with Hashutite Spears
- ◆ 5 Infernal Cohort with Hashutite Spears (with Gong Carrier)



To the servants of Hashut, war and conquest are matters of calculation. The masters of the ziggurats know to ensure their stockpiles remain full and that nothing is done without the goal of ultimate personal gain. Helforge Hosts embody this martial philosophy: concise but deadly assemblages of force sent to claim a particular resource or punish a chosen enemy.

Helforge Hosts are not led by sorcerers – there are few of these rarefied figures, and when they take to the field, it is for more sinister purposes. Highborn from the royal clans instead command on their behalf, seeking to accrue favour by achieving results no matter the cost. These warlords are accompanied by warriors of their own household, perhaps even their own bloodline, but the true mark of their authority are the daemon engines that growl and rumble at their side. Drawn from the forges of the patron Daemonsmith and animated by their dark magic, these hateful machines can decimate a force that outnumbers them many times over. Such is just as it should be, to properly enshrine the dominion of Hashut and his scions.

'Lord Borlok desires seventeen caches of emberstone. He desires the tomb-ash of this land's old princes and queens. Most fervently, he desires the thuggish brutes squatting here be chastised. See it done.'

– Vurgen, Second Son of Clan Gutar



Empowered by infernal artifice and their own spiteful contempt, a Helforge Host stands ready to ransack the realms at the commands of their dark-hearted masters.

BATTLE TRAITS

⚙️ Once Per Turn (Army), Your Hero Phase

HARNESS DAEMONIC POWER:

The Helsmiths of Hashut believe themselves above the fell influence of Chaos and readily harness daemonic power to embolden their spellcraft and ensorcelled weapons.

Effect: You must use this ability at the start of each of your hero phases. Remove all **daemonic power points** from each friendly unit. Then, gain a number of **daemonic power points** equal to the current battle round number plus 1.

Then, allocate your **daemonic power points** to friendly units. Each unit can have a maximum of 3 **daemonic power points**. Then, all unallocated **daemonic power points** are lost.

Designer's Note: *Your units have abilities that become more powerful depending on how many daemonic power points they have. We recommend using coloured dice to track the number of points each unit has.*

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

➤ Once Per Battle, Deployment Phase

GRINDING ADVANCE: *The scions of Hashut do not come swiftly – but they are thorough, relentless and in time, all shall be ground to rubble before them.*

Declare: Pick up to 2 friendly **Infernal Cohort** units to be the targets.

Effect: Each target can immediately move up to 3" but cannot use **CHARGE** abilities in the first battle round.

➤ Once Per Turn, Your Shooting Phase

SUPPRESSIVE BOMBARDMENT: *Shows of extreme force are a favoured tactic of the Zharrdron.*

Declare: Pick an enemy **INFANTRY** unit that had any damage points allocated to it this turn as a result of shooting attacks made by a friendly **Tormentor Bombard** to be the target.

Effect: Until the start of your next turn, subtract 1 from the number of dice rolled when making charge rolls for the target, to a minimum of 1.

ENHANCEMENTS: Give your general 1 of the following enhancements.

📜 Once Per Battle, Any Hero Phase

SCROLL OF PETRIFICATION: *Though they cannot control the stone-flesh curse, the Zharrdron still believe it can be harnessed. This scroll is the result of such a belief. One who reads from it can transform themselves into stone for a fleeting moment.*

Effect: For the rest of the turn, your general has **WARD (2+)** but cannot use abilities or be picked to be the target of friendly abilities.

🔱 Once Per Battle, Your Shooting Phase

CHALICE OF DARKNESS: *Dread power spills from this vessel of ebon-black stone.*

Declare: Pick a visible enemy unit within 12" of your general to be the target.

Effect: Inflict D3 mortal damage on the target.

🛡️ Passive

TALISMAN OF OBSIDIAN: *Bartered in exchange for years of gruelling service, this talisman renders its wearer impervious to all but the most grievous of wounds.*

Effect: Ignore the first damage point allocated to your general in each phase.

⚔️ Once Per Battle, Any Combat Phase

AMULET OF BURNING HATE: *A sacred relic of the Drazghar order, this amulet is said to contain the merest flicker of Hashut's depthless spite.*

Effect: For the rest of the turn, your general's attacks score critical hits on unmodified hit rolls of 5+.

MOVE
4"
HEALTH 6 SAVE 3+
CONTROL 2

The lords of a ziggurat's royal clans are also its commanders in times of war. Swollen by dark power and clad in imposing armour, they see their thrall hosts as extensions of their own conquering ambition. Underlings are driven on relentlessly, expected to triumph or perish, while a Despot's rivals fall beneath their blades – weapons acquired at a terrible price and empowered by the most dangerous daemonic essences.

• SPEARHEAD WARSCROLL •

WAR DESPOT

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Daemonflame Glaive	5	3+	3+	1	2	Crit (Mortal)

● Passive

BLACK-HEARTED CONQUEROR: *Those sworn to serve beneath a Despot must offer them conquest and tribute or suffer the consequences...*

Effect: While this unit has any daemonic power points, friendly units with 0 daemonic power points count as having 1 daemonic power point while they are wholly within 6" of and visible to this unit. For each daemonic power point this unit has, add 3" to the range of this ability.



KEYWORDS

HERO, INFANTRY

MOVE
6"
HEALTH 10 SAVE 2+
CONTROL 2

Dark rumour swirls around the Dominator Engines, those mechanised constructs wrought in the image of almighty Hashut. Within these beasts of iron burns an inferno of tormented daemon-matter, and the malice of those entities leaks from their eyes in hateful waves. The purpose of these engines is to destroy the enemies of the Zharrdron and the Father of Darkness in the most total and extreme fashion possible. In pursuit of these ends, many Dominators have their arms replaced by great Immolation Cannons, barrel-mouthed weapons that spit forth torrents of blazing death across the field.

• SPEARHEAD WARSCROLL •

DOMINATOR ENGINE WITH IMMOLATION CANNONS



RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Immolation Cannons	8"	5	2+	4+	1	D3	Shoot in Combat
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Horns and Pummelling Strikes	3	4+	3+	1	D3	-	

⚙️ Passive

DAEMONIC STRENGTH: *When empowered with a surplus of daemonic energy, Dominator Engines are made faster and deadlier still.*

Effect: For each daemonic power point this unit has:

- Add 1" to its Move characteristic.
- Add 1 to the Attacks characteristic of its weapons.



KEYWORDS

WAR MACHINE, REINFORCEMENTS

MOVE
4"
HEALTH 8 SAVE 3+
CONTROL 2

Rumbling with each blast, spitting trails of smoke into the sky, a Tormentor Bombard rains down a relentless rain of slaughter. The mechanistic precision of these war machines stands in contrast to the anarchy they cause. Instead of tangible shells, they fire the raw essence of Chaos, which has been tortured, agitated and shovelled into rune-warded furnaces. Where these crackling cores of dark energy impact the earth, they explode with terrible force. Enemy formations are violently ripped apart, the survivors left staggering through wreckage as the ground beneath them shatters and twists.

• SPEARHEAD WARSCROLL •

TORMENTOR BOMBARD

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Torrent of Ruinous Energy	30"	4	3+	3+	1	D3	Anti-CAVALRY (+1 Rend), Anti-INFANTRY (+1 Rend)
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Artillerist Weapons	3	4+	4+	-	1	-	

Passive

CALCULATED TRAJECTORY: *The warhosts of the Chaos Duardin revel in overwhelming their foes with excessive, punishing firepower.*

Effect: Add 1 to hit rolls for this unit's shooting attacks that target an enemy unit with 5 or more models that is more than 12" from this unit.

Once Per Turn (Army), Your Shooting Phase

RUINOUS BOMBARDMENT: *Those who survive the initial unmaking wave of raw Chaos energy laid down by a Tormentor Bombard are left addled and disoriented.*

Declare: If this unit used a **SHOOT** ability this turn and all of its attacks targeted the same enemy unit, that enemy unit is the target. Then, you can pick a number of enemy units within 6" of the target equal to the number of **daemonic power points** this unit has to be additional targets.

Effect: Roll a dice for each target. On a 3+, subtract 3 from the target's control score for the rest of the turn.

KEYWORDS

WAR MACHINE

MOVE
4"
HEALTH 1 SAVE 3+
CONTROL 1

The black heart of the Zhar'dron warhosts are formed of warrior echelons. Drawn in the main from the stock of the royal clans, the finery and pomp these duardin clad themselves in does not detract from their pitiless martial skill. Many of their regiments take to battle wielding spears ablaze with daemonic energy, forming a wall of death that advances to the sound of arcane gongs and grinds down the foe without mercy.

• SPEARHEAD WARSCROLL •

INFERNAL COHORT WITH HASHUTITE SPEARS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Hashutite Spear	2	3+	4+	-	1	Anti-charge (+1 Rend)

Once Per Battle, Any Hero Phase

STRIKE THE GONGS: *Borne by straining hobgrot, these gongs are holy relics to the servants of Hashut.*

Effect: This unit's **Gong Carrier** (if any) is a token. You can remove its **Gong Carrier** from the battlefield and return D3 slain models to this unit.

Passive

DAEMONIC RESILIENCE: *Spitting contempt from between their tusks, these duardin refuse to show the slightest shred of weakness.*

Effect: Apply the effect below that corresponds with the number of **daemonic power points** (DPP) this unit has:

DPP Effect

- 1 This unit has **WARD** (6+).
- 2 This unit has **WARD** (5+).
- 3 This unit has **WARD** (5+) and you ignore the first damage point allocated to this unit in each phase.



KEYWORDS

INFANTRY, REINFORCEMENTS