

SCOURGE OF AQSHY

FACTION RULES: HELSMITHS OF HASHUT

ARTEFACTS OF POWER

You can pick an artefact from this table instead of from other Artefacts of Power tables available to this faction.

DARK GIFTS OF HASHUT (HERO only)

Once Per Battle, Your Hero Phase

GEM OF UTORAK: *Utorak created many of these crystals, each of which grants a measure, albeit fleeting, of arcane power. His censure and eradication followed swiftly after.*

Effect: If this unit is not a **WIZARD**, it has **WIZARD (2)** until the start of your next turn.

If this unit is a **WIZARD**, until the start of your next turn:

- Add 1 to this unit's power level.
- Add D3 to casting rolls for this unit.

Any Combat Phase

CASQUE OF BELITTLEMENT: *The wearer of this helm hears a constant scornful voice in their ear, one that sneers at and derides them until they explode in a fit of pique.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a number of dice equal to your **fury level**. If this unit charged this turn, add 1 to each roll. For each 3+, inflict 1 mortal damage on the target.

Deployment Phase

HORN OF THE BULLFATHER: *Using this dread clarion, duardin warriors and disposable lackeys across the battlefield can be sent to outflank the enemy.*

Declare: Pick a visible friendly **HELMSMITHS OF HASHUT** unit to be the target. Then, you can pick a visible friendly **Hobgrot Vandalz** unit to be a second target.

Effect: Remove each target from the battlefield and set them up again wholly within 7" of the battlefield edge and more than 9" from all enemy units.

ACCURSED DEVICES

Accursed Devices are unique enhancements that can be given to **HELMSMITHS OF HASHUT WAR MACHINES**. A unit can only have 1 Accursed Device.

Passive

INFERNAL MOTIVATORS: *The daemonic matter that powers this machine consistently provides it with feverish animation.*

Effect: Add 2" to this unit's Move characteristic.

Passive

EARTHWRACK STABILISERS: *Large metal rods embedded in this war machine's frame plunge deep into the earth, reducing its mobility but providing incredible stability while attacking.*

Effect: Add 1 to the Rend characteristic of this unit's melee weapons if it has not charged in the same turn.

Your Shooting Phase

BULLFATHER'S SCORN: *This war machine has been stamped with infernal runes of contempt that grant immense power on command.*

Effect: You can spend 1 **rage dice**. If you do:

- Apply the effect below.
- If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7.

Otherwise, roll a dice. On a 3+, apply the effect below.

This unit's ranged weapons have **Crit (2 Hits)** until the start of your next turn. If each of this unit's ranged weapons already have **Crit (2 Hits)**, this unit's shooting attacks score critical hits on unmodified hit rolls of 5+ until the start of your next turn instead.

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• SCOURGE OF AQSHY WARSCROLL •

DAEMONSMITH ON INFERNAL TAURUS



Riding out from their ziggurat at the heart of the Adamantine Chain, the Daemonsmith is a terrifying sight. As their dreaded Infernal Taurus sends shockwaves rippling forth with every stamp of its hooves, the duardin sorcerer conjures unholy fire and drains arcane energies from the realm itself.

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg
Hurled Daemonfire Crit (2 Hits), Shoot in Combat		18"	3	4+	4+	1	D3
MELEE WEAPONS			Atk	Hit	Wnd	Rnd	Dmg
Infernal Staff			3	4+	3+	1	D3
Horns and Hooves Charge (+1 Damage), Companion		6	4+	2+	2	3	

Passive
BATTLE DAMAGED
Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Horns and Hooves** is 4.

Once Per Turn (Army), Your Hero Phase
LEECH REALM-MAGIC: *The Daemonsmith rips arcane energies from a nearby ley line. The more devastated the land around them, the more power they can drain.*
Effect:
• Add 1 to casting rolls and unbinding rolls for this unit until the start of your next turn.
• You can pick an objective or terrain feature that has a friendly **desolation token** and that this unit is contesting. If you do so, add 1 to this unit's power level for the rest of the battle, then remove that **desolation token** from the battlefield. This unit can be affected by this ability multiple times and the effects are cumulative.

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 (4+)** against damage inflicted by **SPELLS, PRAYERS** and abilities used by **MANIFESTATIONS**. Otherwise, it has **WARD (5+)**.

Once Per Turn (Army), Any Combat Phase
CALAMITOUS SHOCKWAVE:
Rearing up, the Infernal Taurus slams its hooves into the ground, causing the earth around it to buckle and staggering nearby foes.
Declare: Pick up to 3 enemy units in combat with this unit to be the targets.
Effect: Roll a dice for each target. If the roll is lower than your **fury level**, for the rest of the turn:
• The target cannot use the 'Eruption of Fury' ability.
• When resolving the damage sequence for the target, your opponent cannot spend **rage dice** as part of the 'Fight Through the Pain' ability.
• Add 1 to the Rend characteristic of weapons used for attacks that target that enemy unit.
KEYWORDS **RAMPAGE**



KEYWORDS

HERO, MONSTER, WAR MACHINE, WIZARD (1), FLY
CHAOS, HELMSMITHS OF HASHUT, DUARDIN

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ANOINTED SENTINELS



The zealous Anointed Sentinels keep vigil over the desolations wrought in Hashut's name across the Great Parch and beyond, quoting diabolic scripture while goring and impaling any who draw near.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Thrice-cursed Glaive Anti-CAVALRY (+1 Rend), Charge (+1 Damage)	3	3+	3+	1	2

✘ Passive

ZEALOUS ACOLYTES: *Those who disturb the Anointed Sentinels as they protect or claim Hashut's sacred ground quickly discover their mistake.*

Effect:

- Add 1 to the Attacks characteristic of this unit's melee weapons while it is contesting an objective you do not control.
- Add 10 to this unit's control score while it is contesting an objective you control.

🛡 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** (4+) against damage inflicted by **SPELLS**, **PRAYERS** and abilities used by **MANIFESTATIONS**. Otherwise, it has **WARD** (5+).



KEYWORDS

CAVALRY, CHAMPION

CHAOS, HELSMITHS OF HASHUT, DUARDIN