WARHAMMER®
AGE OF SIGMAR



BATTLETOME SUPPLEMENT

# KHAZALITE HOLDS

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# KHAZALITE HOLDS

Every Age of Sigmar miniature is a unique piece of the ever-evolving narrative of Warhammer. It is, then, an unfortunate truth that we can't continue to sell and support every model we've ever made indefinitely. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop!

On 1st June 2027, these rules will move over to Warhammer Legends. This means that they will no longer be legal for competitive play. When that time comes, we encourage you to continue to use your collection for casual play, and we will continue to support this battletome supplement with rules updates as needed throughout the current edition of Warhammer Age of Sigmar.


**PRODUCED BY THE WARHAMMER DESIGN STUDIO**

**With thanks to The Faithful and The Loretesters for their invaluable services.**



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## AURIC RUNEMASTER




Venerable and wise in the ways of war, Auric Runemasters offer expert guidance to their lodge-masters and are a steadying presence on the battlefield. Such is their knowledge of ur-gold runes, they can instil vigour and wrath in their fellow Grimmdron.

| MELEE WEAPONS | Atk | Hit | Wnd | Rnd | Dmg |
|---|---|---|---|---|---|
| Brazier Staff | 3 | 3+ | 3+ | 1 | 2 |

**Your Hero Phase**

**MASTER OF THE RUNES:** *Invoking their inner ire through ur-gold runes, the High Priest imbues their fellow Grimmdron with stubborn fortitude and resilience.*

**Effect:** Remove 1 **grudge mark** from this unit. If you do so, for the rest of the turn, add 1 to save rolls for friendly **GRIMMDRON INFANTRY** units while they are wholly within 12" of and visible to this unit.

**Passive**

**HIGH PRIEST OF THE ZHARRGRIM:** *The chanting of this revered duardin stirs memories of misdeeds committed against the Grimmdron.*

**Effect:** Each time a prayer chanted by this unit is answered, after that ability has been resolved, roll a dice. On a 5+, give this unit 1 **grudge mark**.



| KEYWORDS | HERO, PRIEST (1), INFANTRY, WARD (6+) |
|---|---|
| | ORDER, KHAZALITE HOLDS, DUARDIN, GRIMMDRON |

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# BATTLESMITH




With furious bravery, the Battlesmiths keep their sacred icons aloft, rallying their warrior kin with the image of their grim-faced god. As they fight, the Battlesmiths recite the histories of the lodge, inspiring nearby Fyreslayers.

| MELEE WEAPONS | Atk | Hit | Wnd | Rnd | Dmg |
|---|---|---|---|---|---|
| Ancestral Battle-axe | 5 | 3+ | 3+ | 1 | 2 |

**Passive**

**ICON OF GRIMNIR:** *The Battlesmith raises their icon of Grimnir and recounts tales of past glories, inspiring their allies and setting their ur-gold runes ablaze so that they might fight until the bitter end.*

**Effect:**
- Ignore negative modifiers to the control scores of visible friendly **GRIMMDRON** units while they are wholly within 12" of this unit.
- While this unit has any **grudge marks**, add 3 to the control scores of visible friendly **GRIMMDRON** units while they are wholly within 12" of this unit.

**Passive**

**BARD OF THE LODGE:** *Standing defiant in front of the enemy, a Battlesmith recites tales of the lodge's glorious history, rallying the warriors around them.*

**Effect:** Each time a friendly **GRIMMDRON** unit wholly within 12" of this unit uses the 'Rally' command, you can make 3 additional rally rolls of D6.



| KEYWORDS | HERO, INFANTRY, WARD (6+) |
|---|---|
| | ORDER, KHAZALITE HOLDS, DUARDIN, GRIMMDRON |

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# GRIMWRATH BERZERKER




The power of Grimnir burns strongest in the hearts of the Grimwrath Berzerkers. Covered in glowing runes of ur-gold, they are avatars of destruction and endurance, hurling themselves through battle in a living storm of blood and flame.

| MELEE WEAPONS | Atk | Hit | Wnd | Rnd | Dmg |
|---|---|---|---|---|---|
| Fyrestorm Greataxe | 5 | 3+ | 3+ | 2 | 2 |

**Once Per Turn (Army), Any Combat Phase**

**BATTLE-FURY:** *Hewing left and right with their greataxe, a Grimwrath Berzerker enters a state of single-minded frenzy.*

**Effect:** If this unit has any **grudge marks** and is in combat, you can remove 1 **grudge mark** from this unit. If you do so, this unit can use 2 **FIGHT** abilities this phase. After the first is used, however, this unit has **STRIKE-LAST** for the rest of the phase.

**Once Per Turn (Army), End of Any Turn**

**GRIMWRATH OATHS:** *Possessed of a volatile spirit, Grimwrath Berzerkers are incensed with vengeance when their fellow Fyreslayers are slain in battle.*

**Effect:** If a friendly **GRIMMDRON** unit was within 6" of and visible to this unit when it was destroyed this turn, you can give this unit 1 **grudge mark**.



| KEYWORDS | HERO, INFANTRY, WARD (6+) |
|---|---|
| | ORDER, KHAZALITE HOLDS, DUARDIN, GRIMMDRON |

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# DOOMSEEKER




It is said of the Doomseeker that their axe scorches the air with every swing, that they spit glowing cinders with every war cry, and that the wrath of the forge burns in their glare. This is no dishonourable mercenary but a religious crusader whose word is their bond.

| MELEE WEAPONS | Atk | Hit | Wnd | Rnd | Dmg |
|---|---|---|---|---|---|
| Doomseeker Weapons | 5 | 3+ | 3+ | 1 | 2 |

**Passive**

**RUNIC POWER:** *As a Doomseeker gets closer to their fate, they call upon the power of their many ur-gold runes, ensuring either their victory or that they go down in a final blaze of glory.*

**Effect:** Add 1 to the Damage characteristic of this unit's melee weapons while this unit has 1 damage point.

Add 2 to the Damage characteristic of this unit's melee weapons instead while this unit has 2 or more damage points.

**Once Per Battle (Army), Deployment Phase**

**OATHBOUND:** *A Doomseeker chooses their quarry and shouts a vow to Grimnir that they will either destroy the enemy or die trying.*

**Declare:** Pick an enemy unit to be this unit's quarry. You can pick a unit that has been deployed in reserve.

**Effect:** Add 1 to hit rolls and wound rolls for this unit's attacks that target its quarry.

If this unit is destroyed while it is in combat with its quarry, give 1 **grudge mark** to each friendly **Grimmdron** unit within 12" of this unit's quarry immediately after the ability that destroyed this unit has been resolved.



| KEYWORDS | Hero, Infantry, Ward (6+) |
|---|---|
| | Order, Khazalite Holds, Duardin, Grimmdron |

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# VULKITE BERZERKERS
## WITH BLADED SLINGSHIELDS




Many Vulkite Berzerkers favour the versatile slingshield. This bladed weapon can be used to block incoming blows or more aggressively in tandem with a fyresteel axe. Coupled with their refusal to yield in battle, Vulkite Berzerkers are fearsome opponents for any foe.

| MELEE WEAPONS | Atk | Hit | Wnd | Rnd | Dmg |
|---|---|---|---|---|---|
| Fyresteel Weapons | 2 | 4+ | 3+ | 1 | 1 |

**Passive**

**BERSERK FURY:** *No Fyreslayer will easily accept death's embrace while their kin are still fighting.*

**Effect:** Each time a model in this unit is slain by a combat attack and that model was in combat with the attacking unit, roll a dice. If this unit has any **grudge marks**, add 1 to the roll. On a 6+, inflict 1 mortal damage on the attacking unit after the **Fight** ability has been resolved.



| KEYWORDS | Infantry, Champion, Musician (1/10), Ward (6+) |
|---|---|
| | Order, Khazalite Holds, Duardin, Grimmdron |

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# VULKITE BERZERKERS

## WITH FYRESTEEL WEAPONS




Skilled and fearless Vulkite Berzerkers wielding twin fyresteel axes make up the core ranks of Fyreslayer fyrds. As their ur-gold runes blaze, they become ever more ferocious, the power and fiery rage of Grimnir coursing through their bodies.

| MELEE WEAPONS | Atk | Hit | Wnd | Rnd | Dmg |
|---|---|---|---|---|---|
| Fyresteel Weapons | 2 | 4+ | 3+ | 1 | 1 |

**Passive**

**WHIRLWIND OF DESTRUCTION:** *With the light of Grimnir burning in their eyes, these dauntless warriors wreak havoc with their twin fyresteel axes when their ire is stoked.*

**Effect:** Add 1 to the Attacks characteristic of this unit's melee weapons while this unit has any **grudge marks**.



| KEYWORDS | INFANTRY, CHAMPION, MUSICIAN (1/10), WARD (6+) |
|---|---|
| | ORDER, KHAZALITE HOLDS, DUARDIN, GRIMMDRON |

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# MOLTEN INFERNOTH




An elemental manifestation that personifies the blazing wrath of Vulcatrix, a Molten Infernoth can be drawn to battle by the summons of a Zharrgrim priest. Bursting out of the realm's crust, the ferocious entity lumbers across the battlefield, blasting the enemy with raging torrents of lava.

| RANGED WEAPONS | Rng | Atk | Hit | Wnd | Rnd | Dmg |
|---|---|---|---|---|---|---|
| Raging Torrents of Lava<br>Shoot in Combat | 8" | 2 | 4+ | 3+ | 2 | D3 |
| **MELEE WEAPONS** | | **Atk** | **Hit** | **Wnd** | **Rnd** | **Dmg** |
| Molten Claws<br>Crit (Mortal) | | 6 | 4+ | 2+ | 1 | D3 |

**End of Any Turn**

**FLAMESCARRED:** *Those wounded by a Molten Infernoth are left scorched and writhing in pain.*

**Declare:** Pick an enemy unit that had any damage points allocated to it this turn by this MANIFESTATION's attacks to be the target. If the unit that summoned this MANIFESTATION has any **grudge marks**, you can pick another eligible unit to be a second target.

**Effect:** Subtract 1 from wound rolls for each target's combat attacks until the end of your next turn.



| KEYWORDS | MANIFESTATION, INVOCATION, FLY, WARD (6+) |
|---|---|
| | ORDER, KHAZALITE HOLDS |

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# RUNIC FYREWALL




At the command of a Zharrgrim priest, a Runic Fyrewall can be raised from the fiery chasms far beneath their soot-stained feet. Glinting with runes, this scintillating barrier of gold and flame bars the enemy's path and protects the flanks of the Fyreslayers' fyrds as they press ever forward.

**Enemy Movement Phase**

**ROARING RUNE-FIRE:** *The leaping flames of a Runic Fyrewall act as a barrier that only creatures born of fire can pass.*

**Declare:** Pick up to 3 enemy units within 6" of this MANIFESTATION to be the targets.

**Effect:** Roll a dice for each target. If the unit that summoned this MANIFESTATION has any **grudge marks**, you can add or subtract 1 from the roll.

- On a 1-3, subtract 3 from the target's control score for the rest of the turn.
- On a 4-6, inflict 2 mortal damage on the target.



| KEYWORDS | MANIFESTATION, INVOCATION, WARD (6+) |
|---|---|
| | ORDER, KHAZALITE HOLDS |

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# ZHARRGRON FLAME-SPITTER




By concentrating their magmic powers, a Zharrgrim priest can summon forth fiery heat from the bowels of the realm. With a rumble and a crack, an angry geyser opens up in the earth, bombarding the foe with molten death.

| RANGED WEAPONS | Rng | Atk | Hit | Wnd | Rnd | Dmg |
|---|---|---|---|---|---|---|
| Magma Blast<br>Crit (2 Hits) | 12" | 4 | 4+ | 3+ | 1 | 2 |

**Passive**

**MAGMA BLAST:** *Feeding on the wrath and judgement of the Grimmdron, this burning geyser reflects the volatility of the priest who summoned it.*

**Effect:** Add 1 to hit rolls for this MANIFESTATION's shooting attacks while the unit that summoned this MANIFESTATION has any **grudge marks**.



| KEYWORDS | MANIFESTATION, INVOCATION, WARD (6+) |
|---|---|
| | ORDER, KHAZALITE HOLDS |

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# MAGMIC BATTLEFORGE




Formed in moments from molten blood of the land, the Magmic Battleforge is a manifestation of Grimnir's fury fused with the white-hot fires of Vulcatrix. This mystic furnace can be summoned to a battlefield, where its elemental heat can ignite ur-gold runes and stoke the powers of the Zharrgrim.

**The following universal terrain abilities apply to this terrain feature (Terrain, 1.2):**

**Cover, Impassable, Obscuring**

**Start of Any Turn**

**MOLTEN BLESSING:** *Drawing upon the powerful elemental energies of the Magmic Battleforge, a Zharrgrim priest casts clouds of cinders into the air, imbuing those of their sacred order with burning power.*

**Declare:** Pick a friendly **GRIMMDRON PRIEST** within this terrain feature's combat range to be the target.

**Effect:** For the rest of the turn:

- Add 1 to chanting rolls for the target.
- The target can use the 'Unbind' ability as if it had **WIZARD (1)**.

**Once Per Battle (Army), Your Hero Phase**

**SPENDING THE FORGE:** *In times of need, a Zharrgrim priest may expend all of the Magmic Battleforge's power, igniting the ur-gold runes of their Fyreslayer kin to restore vigour and knit wounds.*

**Declare:** Pick a friendly **GRIMMDRON PRIEST** within this terrain feature's combat range to expend the power of the forge.

**Effect: Heal (D3)** each friendly **GRIMMDRON** unit on the battlefield. Once this ability has been used, this terrain feature cannot use the 'Molten Blessing' ability for the rest of the battle.

| KEYWORDS | FACTION TERRAIN, WARD (6+) |
|---|---|
| | ORDER, KHAZALITE HOLDS |

# MANIFESTATION LORE

MAGMIC INVOCATIONS

**Your Hero Phase** — 6

**SUMMON MOLTEN INFERNOTH:** *An elemental manifestation that personifies the blazing wrath of Vulcatrix, a Molten Infernoth can be drawn to battle by a Zharrgrim priest. Bursting out of the realm's crust, the ferocious entity lumbers across the battlefield, inspiring Fyreslayers while blasting the enemy with raging torrents of lava.*

**Declare:** If there is not a friendly **Molten Infernoth** on the battlefield, pick a friendly **GRIMMDRON PRIEST** to chant this prayer, then make a chanting roll of D6.

**Effect:** Set up a **Molten Infernoth** wholly within 12" of the chanter, visible to them and more than 9" from all enemy units.

| KEYWORDS | PRAYER, SUMMON |
|---|---|

**Your Hero Phase** — 4

**SUMMON ZHARRGRON FLAME-SPITTER:** *By concentrating their magmic powers, a Zharrgrim priest can summon forth fiery heat from the bowels of the realm. With a rumble and a crack, an angry geyser opens up in the earth, bombarding the foe with molten death.*

**Declare:** If there is not a friendly **Zharrgron Flame-spitter** on the battlefield, pick a friendly **GRIMMDRON PRIEST** to chant this prayer, then make a chanting roll of D6.

**Effect:** Set up a **Zharrgron Flame-spitter** wholly within 12" of the chanter and visible to them.

| KEYWORDS | PRAYER, SUMMON |
|---|---|

**Your Hero Phase** — 4

**SUMMON RUNIC FYREWALL:** *At the command of a Zharrgrim priest, a Runic Fyrewall can be raised from the fiery chasms far beneath their soot-stained feet. Glinting with runes, this scintillating barrier of gold and flame bars the enemy's path and protects the flanks of the Fyreslayers' fyrds as they press ever forward.*

**Declare:** If there is not a friendly **Runic Fyrewall** on the battlefield, pick a friendly **GRIMMDRON PRIEST** to chant this prayer, then make a chanting roll of D6.

**Effect:** Set up a **Runic Fyrewall** wholly within 12" of the chanter and visible to them.

| KEYWORDS | PRAYER, SUMMON |
|---|---|