

SCOURGE OF GHYRAN

FACTION RULES: HELSMITHS OF HASHUT

BATTLE FORMATIONS

Add the following battle formations to those in the Helsmiths of Hashut faction rules.

DOMINATION FORCE

⚙ Passive

DOMINION HEXES: *The armour of these Helsmiths has been imbued by the Daemonsmiths with hexes of subjugation that weaken the resolve of those who seek to stand in their way.*

Effect: Double the Health characteristic of friendly non-HOBGROT HELSMITHS OF HASHUT units for the purposes of the 'Power Through' command.

Designer's Note: *The effect of this ability applies both when you use 'Power Through' and when your opponent uses 'Power Through'.*

INDUSTRIAL POLLUTERS

☠ Passive

SMOG AND SMOKE: *The heavy exhaust fumes billowing from the Helsmiths' war machines envelops their warriors in an obscuring, pollutant-laden smoke.*

Effect: Subtract 1 from hit rolls for shooting attacks that target friendly HELSMITHS OF HASHUT INFANTRY or CAVALRY units while they are wholly within 9" of a friendly HELSMITHS OF HASHUT WAR MACHINE.

ACCURSED DEVICES

Accursed Devices are a special type of enhancement for WAR MACHINES. During army composition, when you add enhancements, you can pick 1 Accursed Device and give it to a WAR MACHINE on your army roster.

⚙ Passive

GREED PISTONS: *At great expense the Daemonsmiths have fitted this machine with advanced piston assemblies, enabling it to perform fearsome turns of speed.*

Effect: When making charge rolls for this unit, add 1 to the number of dice rolled, to a maximum of 3, then remove 1 dice of your choice and use the remaining dice as the charge roll.

⚡ Once Per Turn (Army), Reaction: You declared an ATTACK ability for this unit

OVERDRIVE SWITCH: *Pushing this war engine beyond its normal limits will wreak devastation on the enemy but risks damaging blowbacks from the daemonfire bound within it.*

Effect: For the rest of the phase:

- Add 1 to hit rolls for this unit's attacks, including those made with **Companion** weapons, that target an enemy unit within 9" of it.
- Each time an unmodified hit roll for an attack made by this unit is 1, allocate 1 damage point to this unit after the **ATTACK** ability has been resolved (ward rolls cannot be made for those damage points).

⚡ End of Any Turn

BREATH OF CONTEMPT: *This war machine has been fitted with chambers that store excess steam under pressure that can be released in scalding gouts at nearby foes.*

Declare: Pick up to 3 enemy units in combat with this unit to be the targets.

Effect: Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



SCOURGE OF GHYRAN

• SCOURGE OF GHYRAN WARSCROLL •

INFERNAL COHORT

WITH HASHUTITE BLADES



Even the frontline warriors of the Zharrdron warhosts wield weapons imbued with daemonic power. Though drilled to be disciplined and ruthless, proximity to this dark fire has nevertheless twisted these duardin. It has heightened the most malign elements of their psyche and ensured that they meet every enemy with a sneering contempt – trampling them into the burnt earth to the sound of striking gongs and their own cruel laughter.

✂ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Hashutite Blade (Anti-Infantry +1 Rend)	2	3+	4+	-	1

Passive

SANCTIFIED GONGS: The gongs borne by this unit have been sanctified with the blood of the Zharrdron's hated cousins. The cursed resonance they produce fills the Helmsmiths with spiteful vigour but occasionally causes their hobgrot bearers to expire.

Effect: This unit's **Gong Carriers** are tokens. There is 1 **Gong Carrier** for every musician in this unit. If this unit uses the 'Rally' command, make 2 additional rally rolls of D6 for each **Gong Carrier** in this unit, but for each unmodified rally roll of 1, you must remove a **Gong Carrier** from this unit after the command has been resolved.

Once Per Turn (Army), End of Any Turn

TAKE UP THEIR ARMS: Highly trained, Helmsmith infantry are proficient in the use of many weapons and can take up the arms of a nearby unit that has sustained losses, if so commanded.

Declare: Pick another visible friendly non-HOBGROT HELSMITHS OF HASHUT INFANTRY unit, Deathshrieker Rocket Battery or Tormentor Bombard within 12" of this unit to be the target.

Effect: Remove up to 3 models from this unit. Then, if the target is an INFANTRY unit, return a number of slain models to the target equal to the number of models you removed from this unit. If the target is a WAR MACHINE, heal a number of damage points allocated to the target equal to the number of models you removed from this unit.

Models removed from this unit by this ability cannot be returned 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 (4+) against damage inflicted by SPELLS , PRAYERS and abilities used by MANIFESTATIONS . Otherwise, it has WARD (5+).

KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10),
STANDARD BEARER (1/10)
CHAOS, HELSMITHS OF HASHUT, DUARDIN

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WAR DESPOT



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.

✂ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Daemonflame Glaive Crit (Mortal)	5	3+	3+	1	2

Once Per Turn (Army), Your Movement Phase

DAEMONFIRE PISTOL: The pistol carried by a War Despot can be wielded against the enemy or used to coerce their underlings into fighting harder.

Declare: Pick a visible enemy unit within 12" of this unit to be the enemy target. Then, you can pick a friendly HELSMITHS OF HASHUT INFANTRY unit in combat with the enemy target to be the friendly target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the enemy target equal to the roll.

If there is a friendly target, for the rest of the turn:

- It can use a **RETREAT** ability and still use **SHOOT** and/or **CHARGE** abilities later in the turn.
- Add 2" to the distance it can move when using **RETREAT** abilities.
- No mortal damage is inflicted on it by **RETREAT** abilities.

Passive

TRIUMPH OR PERISH, YOU VERMIN!: A War Despot will relentlessly tyrannise their underlings to extract every last drop of effort from them.

Effect: While this unit has any daemonic power points, friendly non-HOBGROT HELSMITHS OF HASHUT units, excluding War Despots, with 0 daemonic power points count as having 1 daemonic power point while they are wholly within 9" of and visible to this unit.

Add 3" to the range of this ability while this unit has 2 daemonic power points. Add 6" to the range of this ability instead while this unit has 3 daemonic power points.

Designer's Note: If a friendly unit with 0 daemonic power points is affected by this ability and subsequently gains 1 or more daemonic power points, this ability would stop affecting that unit. Also, Urak Taar's 'Master of Daemonic Power' ability has no effect on units affected by this ability.

KEYWORDS

HERO, INFANTRY
CHAOS, HELSMITHS OF HASHUT, DUARDIN