

FACTION RULES

BATTLE TRAITS

Helsmiths of Hashut armies can use the following abilities:

Once Per Turn (Army), Start of Your Turn

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 turns. Remove all **daemonic power points** from each friendly unit. Then, gain 1 **daemonic power point** for each friendly **desolation token** on the battlefield.

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

Designer's Note: Non-**HOBGROT** 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.

Once Per Turn (Army), Any Hero Phase

1

RESERVES OF DAEMONIC POWER:

When venturing forth into the untainted reaches of the realms, the Helsmiths of Hashut draw upon reserves of daemonic power to establish a foothold.

Declare: Pick a friendly non-**HOBGROT HELSMITHS OF HASHUT** unit that has no **daemonic power points** to be the target.

Effect: If the total number of **daemonic power points** that friendly units have is 3 or fewer, give 2 **daemonic power points** to the target.

If the total number of **daemonic power points** that friendly units have is more than 3, give 1 **daemonic power point** to the target.

Once Per Turn (Army), Start of Any Turn

LEAVE THE LAND IN RUIN: Both raw resources and esoteric pain are needed to fuel the Helsmiths' forge-craft, demanding they lay lands to waste.

Declare: Pick a terrain feature or objective that does not have a friendly **desolation token** and is contested by a friendly **HELSMITHS OF HASHUT** unit that is not in combat to be the target.

Effect: Give the target a **desolation token**.

'The work of the Maker and his allies fills these realms. His stink is everywhere – in stone and mortar, in the lightning puppets that descend from the heavens. Let our mighty engines be our retribution. By great Hashut, let us punish them!'

– Overseer Gorgrun



BATTLE FORMATIONS

You can pick 1 of the following battle formations for a Helsmiths of Hashut army. Each battle formation grants a different ability you can use in the battle.

HASHUTITE HOST

Passive

AMASSED LEGIONS: The hosts of the ziggurats march to conquer and claim, advancing into verdant lands and leaving them barren.

Effect: Each time a friendly **HELSMITHS OF HASHUT INFANTRY** unit with 3 **daemonic power points** uses the 'Rally' command, you can make 3 additional rally rolls of D6.

CASTIGATION BATTERY

Passive

EXPERIMENTAL MUNITIONS: In trying to control Chaos, duardin engineers have crafted all manner of eldritch ammunition for their war machines. In doing so, they have given the power of ruin even more destructive outlets.

Effect: Add 1 to the Attacks characteristic of ranged weapons used by friendly **HELSMITHS OF HASHUT WAR MACHINES** while they have 3 **daemonic power points**.

THE BULLFATHER'S HORNS

Passive

BULLS OF THE ZIGGURAT: When unleashed, those warriors and constructs shaped in Hashut's image are relentless.

Effect: Add 2" to the Move characteristic of friendly **HELSMITHS OF HASHUT CAVALRY** and **MONSTER** units while they have 3 **daemonic power points**.

DAEMONSIMITH CABAL

Passive

ARCANE DOMINANCE: Despite all that its pursuit costs them, the sorcerers of the ziggurats are ever lustng for greater power.

Effect: Add 1 to casting rolls, unbinding rolls, banishment rolls and chanting rolls for friendly **HELSMITHS OF HASHUT WIZARDS** and **PRIESTS** while they have 3 **daemonic power points**.

Revered Drozghora, Great Matriarch of Clan Krugar,

The manling defences are broken. Their bones lie shattered beneath the hooves of the Bullfather's sacred ones. Their flesh boiled in the Hashu-Zharr fires we rained upon them. The mere detonation of our shells ruptured their organs and left them howling like beasts. A predictable embarrassment. Yet the bearding Vizarg made a canny observation. Those who breathed deep of the daemon-smoke that trailed from our new rockets became frothing and deranged. They fell upon each other in a frenzy even as we approached. Their imbecilic behaviour allowed the Bull Centaurs to smash them into red flinders without stalling. I propose these mind-warping emissions are worthy of investigation, your eminence. As is Vizarg. There is a glimmer of potential in him wasted in his thrallship to Clan Krazakak. We should look to chain him to our dynasty. Or, at least, remove him from theirs more permanently.

Aazgol, Scion-at-Arms



HEROIC TRAITS

TYRANTS AND OVERSEERS (HERO only)

Deployment Phase

SERVILE AUTOMATON: This paranoid overlord shuns traditional bodyguards, instead favouring a looming daemon engine entirely bound to them through burning Zharralid carvings.

Declare: Pick a friendly **HELSMITHS OF HASHUT AUTOMATON** unit within this unit's combat range to be the target.

Effect: For the rest of the battle, the target is this unit's bodyguard and the following effects apply:

- While this unit is in combat and its bodyguard is within its combat range, its bodyguard has **STRIKE-FIRST**.
- If this unit is **INFANTRY**, it has **WARD (5+)** while its bodyguard is within its combat range.



Enemy Charge Phase

'FIRE, YOU WORMS!': A pitiless enforcer of discipline, this duardin expects their underlings to keep firing even as the foe bears down on them.

Declare: Pick a friendly **HELSMITHS OF HASHUT INFANTRY** unit that is not in combat and is wholly within 12" of this unit to be the target.

Effect: The target can immediately use the 'Shoot' ability as if it were your shooting phase. All attacks must target the same enemy unit, and the enemy unit picked to be the target of the attacks must have charged this phase. If the unmodified hit roll for any of those attacks is 1-5, the attack fails and the attack sequence ends.

Your Hero Phase

AN EYE FOR WEAKNESS: Whether bargaining a Wage of Toil or considering the press of battle, this duardin can readily sense vulnerability.

Declare: Pick a visible enemy unit within 18" of this unit to be the target.

Effect: Until the start of your next turn, add 1 to wound rolls for combat attacks made by friendly **HELSMITHS OF HASHUT** units that target that enemy unit.

Azhorta watched the hobgrots hack at the statue that had once been her mother. Each blow saw flesh chip into sifting pans. All her sorcery, enough to burn gargants from the inside out, hadn't saved the old tyrant. The look of outrage twisting the statue's face remained recognisable, at least.

'Your predecessor possessed gifts,' Lokhmora's voice rasped as she entered the vestibule. The elder daemonsmith was smothered beneath layers of rich fabric, but the heavy ring to her step hearkened to the bone-flesh creeping across her. Undaunted, Lokhmora halted beside Azhorta, sneering at the statue.

'We might have set her atop the Gate of Tithes, but she bore debts unpaid. Now she will feed my forges, as eat Hashut demands of all vacillators.'

Azhorta watched a hobgrot chuckle as he sawed a hand from the statue. She snapped her fingers. Black mes consumed the creature, and his fellows staggered back. It was some time before the hobgrot ceased rashing and wailing, collapsing into a charred husk. Lokhmora smirked.

'Direct, hereditary inheritance of the gift is rare. I will oversee your training. You submit to me now.' Lokhmora raised a hand, dark flesh mottled by the whispering grey of petrification. On one finger was a set with a cyclostone gem. The transient realmstone of Ghyan had been bound solid, riddled with pulsing black veins.

For a moment, Azhorta regarded her.

ARTEFACTS OF POWER

DARK GIFTS OF HASHUT (HERO only)

Once Per Battle, Any Hero Phase

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

Declare: Pick a friendly **HELSMITHS OF HASHUT** unit wholly within 12" of this unit to be the target.

Effect: For the rest of the turn:

- The target has **WARD (2+)**.
- The target cannot use non-passive abilities or be picked to be the target of friendly abilities.
- Enemy units can ignore the target for the purposes of movement, charging or setting up on the battlefield.

Once Per Battle, Your Hero Phase

CRUCIBLE OF SPITE: This charm, a

hollowed and profane statuette of Grungni, contains raging daemon essences that can be drawn on for strength. Yet such eager blasphemy does not go unpunished...

Effect: Give up to 3 **daemonic power points** to this unit. However, you cannot allocate or give any more **daemonic power points** to this unit for the rest of the battle.

Your Shooting Phase

GAUNTLETS OF PUNISHMENT: Cooled in the blood of duardin who sought to betray their sworn overlords, a spiteful gesture from these gauntlets can wrack a soul with unbearable pain.

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

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



SPELL LORE

LORE OF INFERNAL POWER

Your Hero Phase

HATEFUL FRACTURES: The sorcerer clenches a contemptuous fist, seeing firm ground beneath their foes suddenly splinter and crack.

6

Declare: Pick a friendly HELSMITHS OF HASHUT WIZARD to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

Effect: Halve the target's Move characteristic until the start of your next turn.

KEYWORDS SPELL, UNLIMITED

Your Hero Phase

ASHEN SMOG: Clouds of choking ash seep from the sorcerer's outstretched talon before settling across the lands as an impenetrable, blinding pall.

7

Declare: Pick a friendly HELSMITHS OF HASHUT WIZARD to cast this spell, pick a terrain feature within 18" of them that has a desolation token to be the target, then make a casting roll of 2D6.

Effect: That terrain feature has the 'Obscuring' ability (Terrain, 1.2) until the start of your next turn. Then, roll a D3 for each enemy unit contesting the target terrain feature. On a 2+, inflict an amount of damage equal to the roll on that unit.

KEYWORDS SPELL

Your Hero Phase

MOLTEN METAL: A wave of hellish, liquid metal that strips armour and melts flesh surges forth into the enemy line.

8

Declare: Pick a friendly HELSMITHS OF HASHUT WIZARD to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

Effect: Roll a number of dice equal to the unmodified casting roll. Inflict 1 mortal damage on the target for each roll that equals or exceeds the target's Save characteristic.

KEYWORDS SPELL



PRAYER LORE

PRAYERS OF THE SCORCHED SECT

✖ Your Hero Phase

BLACK FLAMES OF HASHUT: Spitting the Bullfather's contempt, the priest causes their enemies to be wreathed in abyssal fire - a worthy punishment for the weak.

4

Declare: Pick a friendly HELSMITHS OF HASHUT PRIEST to chant this prayer, pick a visible enemy unit within 12" of them to be the target, then make a chanting roll of D6.

Effect: Roll a number of dice equal to the number of models in the target unit. For each 5+, inflict 1 mortal damage on the target. If the chanting roll was 8+, inflict 1 mortal damage on the target for each 4+ instead.

KEYWORDS

PRAYER, UNLIMITED

✖ Your Hero Phase

FURNACE BLESSING: The priest pours burning scorn upon the daemonic essences bound in duardin steel, seeing the weapons of the Hashutites blaze in molten outrage.

4

Declare: Pick a friendly HELSMITHS OF HASHUT PRIEST to chant this prayer, pick a visible friendly HELSMITHS OF HASHUT unit wholly within 12" of them to be the target, then make a chanting roll of D6.

Effect: Add 1 to the Rend characteristic of the target's melee weapons for the rest of the turn. If the chanting roll was 8+, that unit's melee weapons also have Crit (Mortal) for the rest of the turn.

KEYWORDS

PRAYER

✖ Your Hero Phase

STORM OF OBSIDIAN SHARDS: The sheer vitriol of this duardin priest is incarnated as a tumult of flesh-shredding stone splinters.

5

Declare: Pick a friendly HELSMITHS OF HASHUT PRIEST to chant this prayer, pick a visible enemy unit within 18" of them to be the target, then make a chanting roll of D6.

Effect: Inflict D3 mortal damage on the target and subtract 3 from the target's control score for the rest of the turn. If the chanting roll was 10+, you can pick another eligible unit to be a second target.

KEYWORDS

PRAYER

'Consider them, Padruug. Consider how their presence pollutes the air that Urak Taar breathes.'

The acolyte of the Scorched Sect did as he was bidden. There was no denying that command. Not from the lips of Urak Taar - for it was he who spoke, voice laden with self-reverence. After all, the master had toiled beneath the Father of Darkness, bearing the scars of his forge and the crowning horns of his favour. Heat-wash from Taar's bronze-skinned tauroid steed clawed at Padruug's face while wisps of curse-magic prickled his flesh with a stony, scraping sensation. Ignoring it, the priest squinted through skies turned black by artillery contrails. Amidst the murk, golden aether-fire flared in bursts from the Kharadron skyvessel that hung like a hammer raised above the field.

'A contemptible display, First and Most Reverent Daemonsmith.'

'Our kin.' Taar's voice rumbled through the cavern of his throat. A deep undercurrent of hatred - so entrenched it no longer seemed a conscious thing - rang there. 'So possessed of their technology. So blind. Urak Taar decrees it ended.'

Stone cracked and flaked as the ancient sorcerer slowly raised his arms, the head of the staff Dumakaz flaring bright. Head lowering, Padruug began to chant a litany, though the guttural sounds he uttered saw his lips blister. Then Taar spoke a word. Fire flared in cracks across his lithic form, and a wave of bile flooded Padruug's mouth. The acolyte made himself swallow it as Taar's fists closed.

High above, the skyvessel simply came undone. Its metal ran like wax, glowing orange at the edges as it curled upon itself. Endrinspheres detonated in mid-air as the molten wreckage dribbled across the earth river of liquid fire.

'From the wreck,' Taar commanded as his Taurus snorted. 'Urak Taar shall put it'



It is said that Urak Taar is ancient beyond measure, that he studied how to shackle Chaos under Hashut himself, that he has crafted more daemon engines than even he can recall, and that he was responsible for bringing the great Forge Anathema to the Ilfather's worship. He ought have been consumed by the ne-flesh curse long ago, but sheer will and arcane secrets have delayed this doom. He only seeks nothing less than to draw his master into godhood. As the bronze-bodied Taurus Rakos, he wields the flames again without fear, all while exacting foes to a portion of his own dreadful curse.

• HELSMITHS OF HASHUT WARSCROLL •

URAK TAAR THE FIRST DAEMONSMITH

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
	Ruinous Torrents Crit (2 Hits), Shoot in Combat	18"	6	4+	4+	1	D3
	MELEE WEAPONS	Atk	Atk	Hit	Wnd	Rnd	Dmg
	Dumakaz	4	4	4+	3+	1	D3
	Ghorrakos's Horns and Hooves Charge (+1 Damage), Companion	6	6	4+	2+	2	3

Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of Ghorrakos's Horns and Hooves is 4.

Passive

PEERLESS AMONG DAEMONSMITHS: *Urak Taar carries with him ancient knowledge said to have been imparted upon him by Hashut himself. Such closely guarded secrets grant him arcane mastery otherwise unheard of among daemonsmiths.*

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

DPP Effect

- This unit has **WARD (6+)**.
- Add 1 to casting rolls for this unit. In addition, this unit has **WARD (5+)**.
- Add 2 to casting rolls for this unit. In addition, this unit has **WARD (4+)** against damage inflicted by **SPELLS**, **PRAYERS** and abilities used by **MANIFESTATIONS**. Otherwise, it has **WARD (5+)**.

Your Hero Phase

THE CURSE OF STONE:

Rumbling with laughter, Taar channels his curse into a billowing wave of power, seeing enemies gradually overcome with creeping petrification.

Declare: Pick a point on the battlefield within 9" of this unit, then pick a second point on the battlefield within 9" of the first point. Draw a line between the caster and the first point, and between the first and second points. Each enemy unit the lines pass across is a target. Then, make a casting roll of 2D6.

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

KEYWORDS **SPELL**

Once Per Turn (Army), Any Charge Phase

PITILESS TRAMPLING: *Taar contemptuously crashes through all those he considers inferior without even a sideways glance.*

Declare: If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

Effect: Inflict D3 mortal damage on the target. Then, roll 2D6. This unit can move a distance up to the value of the roll. During that move, this unit can pass through models in the target unit but must end that move in combat.

KEYWORDS **RAMPAGE**

Enemy Hero Phase

MASTER OF DAEMONIC POWER: *Taar is ancient and learned beyond measure and he can control the ebb and flow of the daemonic energy coursing through his army at will.*

Effect: Remove up to 3 **daemonic power points** in total from any combination of friendly units wholly within 18" of this unit. Then, allocate them to a different friendly non-**HOBGROT HELSMITHS OF HASHUT** unit wholly within 18" of this unit.

KEYWORDS

WARMASTER, UNIQUE, HERO, MONSTER, WAR MACHINE, WIZARD (2), FLY

CHAOS, HELSMITHS OF HASHUT, DUARDIN



Daemonsmith empowered by Darkness, granted with will. With incantations but their dangerous engines are the Infernal living statues in the image bulls. Their hoods smear heat is un



Daemonsmiths are sorcerers empowered by the Father of Darkness, granted his secrets in exchange for serving his will. With but a few guttural incantations, they can conjure unholy fire and choking smog, but their greatest – and more dangerous – talent lies in empowering the murderous engines at the heart of the Zharron hosts. Most dreaded are the Infernal Tauruses. These living statues are empowered by the will of Hashut and crafted in the image of great snorting bulls. Those who fall beneath their hooves are crushed to red smears, and lethal, unnatural beat is unleashed with each beat of their wings.

• HELSMITHS OF HASHUT WARSROLL. DAEMONSMITH ON INFERNAL TAURUS

RANGED WEAPONS

Hurled Daemonfire
Crit (2 Hits), Shoot in Combat

	Rng	Atk	Hit	Wnd	Rnd	Dmg
	18"	3	4+	4+	1	D3

MELEE WEAPONS

Infernal Staff

	Atk	Hit	Wnd	Rnd	Dmg
	3	4+	3+	1	D3

¶ Horns and Hooves
Charge (+1 Damage), Companion

	Atk	Hit	Wnd	Rnd	Dmg
	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.

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), End of Any Turn

IMMOLATING PRESENCE:
With a beat of its wings and a snort of its nostrils, an Infernal Taurus unleashes a wave of daemonic heat.

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

Effect: Roll a dice. If the roll exceeds the target's Health characteristic, 1 model in the target unit is slain.

KEYWORDS RAMPAGE

Passive

UNHOLY STAMPEDE:

An Infernal Taurus inevitably forms the horn-tip of Hashut's trampling hosts.

Effect: While a friendly **HELSMITHS OF HASHUT CAVALRY** unit is wholly within 12" of this unit:

- That unit can use a **RETREAT** ability and still use **CHARGE** abilities later in the turn.
- No mortal damage is inflicted on that unit by **RETREAT** abilities.



HERO, MONSTER, WAR MACHINE, WIZARD (1), FLY

CHAOS, HELSMITHS OF HASHUT, DUARDIN

KEYWORDS

tore through the warren. Drifts of poison wind
ht its spark and were ignited. Explosions screamed
ards. They scorched walls black and charred
en warriors, their limbs curling like those of
spiders.

'Reload,' Dorgrun growled as his Razors stepped
Ringlets carved with winding Zharralid script
d amongst his beard as he watched the ratmen
terror. Gongs struck amongst his warhost, their
rone sending cracks along the tunnel walls.
aries slammed the butts of their spears against
c floor before taking position.

thful hisses heralded a Skaven warchief
g from the shadows. A rabid frenzy, the
outrage of being bested, had overtaken its
cowardice. With gnashing screeches, it called
ge before launching into a scuttling charge.
, Dorgrun shouldered his warriors aside and
receive.

ratman was a blur of blades – undisciplined
Dorgrun absorbed it, squared like an iron
runes flaring across his armour to dissipate
tis glaive swung pendulum-like, fire trailing
d the Skaven's metal plate – maiming with a
ciency. He barked his laughter.

still laughing as the rat-thing span, lashing
he face with its tail. His stance did not shift.
ough, howled at the wound. With a roar
not have shamed a beast, Dorgrun seized
creature by the throat. Its eyes bulged as
lamming it against the tunnel wall. Then
gain. Again. Again. Blood sprayed from the back
skull. Vertebrae audibly shattered. At last,
d of the Skaven dropped, wheezing and
re the warlord's boot crushed its ribcage.
aze subsided. Gradually, Dorgrun became
riors of both sides were staring. Snorting,
t stamp to the corpse as he turned,
missive gesture over his shoulder.
est. Every last one.'



• HELSMITHS OF HASHUT WARSCROLL.

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

Daemonflame Glaive
Crit (Mortal)

	Atk	Hit	Wnd	Rnd	Dmg
	5	3+	3+	1	2

Passive

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

Effect: Add 3 to the control scores of friendly **HELSMITHS OF HASHUT INFANTRY** units while they are wholly within 6" of this unit. Add 6" to the range of this ability for each daemonic power point this unit has.

Reaction: You declared a FIGHT ability for this unit

'FIGHT, YOU SCUM!': A Despot demands a tireless, pitiless aggression from their underlings.

Effect: Pick a friendly non-**HERO HELSMITHS OF HASHUT INFANTRY** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved. If it is picked to do so, add 1 to the Attacks characteristic of its melee weapons for the rest of the turn.



KEYWORDS

HERO, INFANTRY

CHAOS, HELSMITHS OF HASHUT, DUARDIN

HELSMITHS OF HASHUT WARSCROLL

DAEMONSMITH



Immersed in the dark magics of Hashut, Daemonsmiths are ever in pursuit of greater degrees of power, no matter the cost. These sorcerers are masters of infernal mechanisms and molten magics, presiding over batteries of war engines they have personally empowered with ruinous spark. Battle, to their mind, is merely another means to demonstrate their abilities – a fact that always bodes ill for their enemies.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Hurled Daemonfire		18"	3	4+	4+	1	D3
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
Darkiron Talon			3	3+	4+	1	D3

Once Per Turn (Army), Your Hero Phase

MOLTEN MENDING: A learned Daemonsmith can suture ensorcelled plate and stoke the daemon furnaces anew.

Declare: Pick a friendly HELSMITHS OF HASHUT WAR MACHINE wholly within 6" of this unit to be the target. Add 6" to the range of this ability for each **daemonic power point** this unit has.

Effect: Heal (D3+X) the target, where X is the number of **daemonic power points** this unit has.



KEYWORDS
HERO, WIZARD (1), INFANTRY

CHAOS, HELSMITHS OF HASHUT, DUARDIN

HELSMITHS OF HASHUT WARSCROLL

ASHEN ELDER



The Ashen are the priests of Hashut charged with maintaining his mysteries and performing grim sacrifices in his name. The most wrathful of their consistories are revered as Elders. These duardin battle-preachers wield sacred Black Hammers and use the desolation and ransack of the earth to fuel their contemptuous invocations.

MELEE WEAPONS

Black Hammer of Hashut

Atk	Hit	Wnd	Rnd	Dmg
3	3+	4+	1	D3

End of Your Turn

EXTRACT POWER: The hateful chanting of Hashut's priesthood rips energy from the realms.

Effect: If this unit is contesting an objective, a Place of Power, or a terrain feature and that objective, Place of Power or terrain feature has a friendly desolation token, give this unit 1 ritual point.

Passive

STOKED FANATICISM: Better to endure grievous wounds unflinchingly, so say the Zharrdon, than falter under the gaze of Hashut's hateful priests.

Effect: Ignore the first damage point allocated to each friendly non-HOBGROT HELSMITHS OF HASHUT unit each phase while it is wholly within 6" of this unit. Add 6" to the range of this ability for each **daemonic power point** this unit has.



HERO, PRIEST (1), INFANTRY

CHAOS, HELSMITHS OF HASHUT, DUARDIN

KEYWORDS

• HELSMITHS OF HASHUT WARSCROLL •
INFERNAL RAZERS
 WITH BLUNDERBUSSES



Grizmalok Blunderbusses are weapons that speak to the souls of the Zharrdron – for like them, they are indiscriminate in how they shred and destroy. Regiments of Razers – duardin drawn from a ziggurat's craftsmen – armed with these firearms are capable of unleashing unrelenting firepower. Any enemy who does not take cover suffers terrible mutilation and mangling, their aggression withering away before such punishment.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
	Grizmalok Blunderbusses	18"	1	3+	2+	-	2
	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
	Weapon Butt	1	4+	4+	-	-	1

Once Per Turn (Army), Your Shooting Phase

HATEFUL HAIL: Carnage unfolds in the wake of a Grizmalok salvo, suppressing even the most rampant aggression.

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.

Effect: Roll a dice and add the number of enemy models in the target it slain by attacks made by this unit this turn. If the result is 6+, the get has **STRIKE-LAST** for the rest of the turn.

Passive

MANGLERS OF METAL: The weapons of the Zharrdron can be infernally empowered until they burn and blast clean through armour.

Effect: Add 1 to the Rend characteristic of this unit's ranged weapons for each **daemonic power point** this unit has.



INFANTRY, CHAMPION

CHAOS, HELSMITHS OF HASHUT, DUARDIN

• HELSMITHS OF HASHUT WARSCROLL •
INFERNAL RAZERS
 WITH FLAMEHURLERS



Bred amongst the choking foundries and production lines of their ziggurats, Razers are a dour and spiteful breed. They are responsible for physically crafting the weapons that are later empowered with a daemonic spark, and the chance to unleash them is a rare and greedily accepted boon. Especially popular are the flame-hurling Karagthrunk – guns that roar like accursed volcanoes and spit forth sheets of fire that can melt clean through hardened gromril.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
	Karagthrunk Flamehurlers Shoot in Combat	12"	3	2+	4+	-	1
	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
	Weapon Butt	1	4+	4+	-	-	1

Once Per Turn (Army), Your Shooting Phase

SCORCHED REMAINS: The grim aftermath left behind by the Helsmiths' flamehurlers is enough to shake even the most stolid warrior to their very core.

Declare: If this unit used a **SHOOT** ability this turn and all of its attacks targeted the same enemy **INFANTRY** unit, that enemy unit is the target.

Effect: Roll a dice. On a 3+, subtract an amount equal to the roll from the target's control score until the start of your next turn.

Passive

MANGLERS OF METAL: The weapons of the Zharrdron can be infernally empowered until they burn and blast clean through armour.

Effect: Add 1 to the Rend characteristic of this unit's ranged weapons for each **daemonic power point** this unit has.



INFANTRY, CHAMPION

CHAOS, HELSMITHS OF HASHUT, DUARDIN

KEYWORDS

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HELSMITHS OF HASHUT WARSCROLL. HOBGROT VANDALZ



Cruel and sneaky, it is no wonder that many hobgrots are found serving the Helsmiths of Hashut. Carrying cast-off weapons pilfered from the factory floors, most eventually meet a grisly end. They are herded before the advancing duardin, used to fatally absorb an enemy's opening salvos and vanguard strikes. Still, hobgrots are not incapable warriors – especially if they can mob up against an unsuspecting 'mark'.

X MELEE WEAPONS

Scavenged Weapons

Atk	Hit	Wnd	Rnd	Dmg
2	4+	5+	-	1

Deployment Phase

DISPOSABLE LACKEYS: Herded before the duardin advance, hobgrots serve to blunt the foe's killing edge.

Effect: This unit can immediately use the 'Normal Move' ability as if it were your movement phase.



KEYWORDS

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

Grifta slapped his palms together and rubbed. Night had Ghur in its claws, and the cold in the cave was penetrating. Hobgrots milled around, muttering. Their contacts were late. It didn't pay to keep the masters waiting.

Finally, they heard feet crunching through the snow outside. Other hobgrots entered the cave, clad as Slitta-kompanies rather than wearing industrial scraps. The mobs eyed each other. Grifta's scowl fell on their boss, who soon snorted.

'Oi, Grifta. Still bowin' to stunties?'

'Zog you, Sliv,' Grifta grunted. His former second-in-command laughed – just as he had when he'd forced Grifta to flee the kompany and seek sanctuary with the duardin.

'Shut it, both o' ya.'

A stinking crocodilian titan slunk into the cave. Squinting, Grifta eyed up the rangy orruk riding the odorous beast. Behind his grated helm, Swampboss Skumdrekk sneered back.

'Wotcha, Grifta. You got my prize?'

Grifta waved several hobgrots forward, never looking away from the orruk. They passed cages filled with snapping oversized eels – natives to the Korrokan shallows – to Skumdrekk's lot.

'So,' Grifta said. 'You lot'll watch da flankz for lightnin' ladz when da Dark Onez get here?'

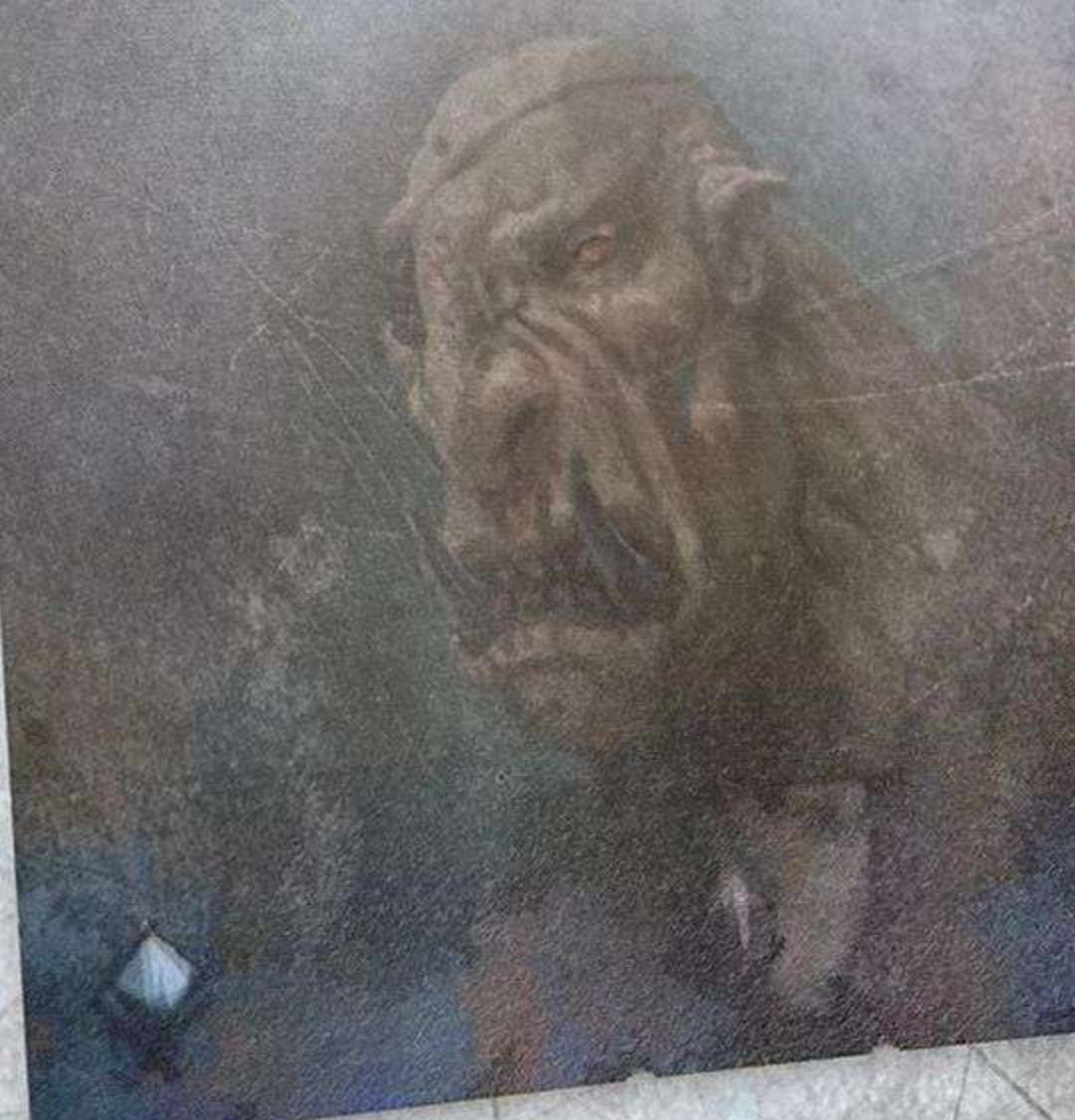
'So long as I ain't gotta talk to no stunty,' Skumdrekk spat. He leant forwards, grinning. 'Now. You got... da uvver fink?'

Grifta paused before slipping an amberbone charm from a pouch. He'd had to do a lot of dirty work for one of the duardin to acquire it. He weighed the thing before tossing it to Skumdrekk. The orruk caught it one-handed.

'Fair's fair,' Skumdrekk grunted before lashing out with his man-catcher. His weapon's spiked jaws seized Sliv around the arm, twisting until the bone snapped, before he hurled the wailing grot across the cave to lie shuddering at Grifta's feet.

'Gitz, the lot of ya,' Skumdrekk scoffed, turning away. Once he was gone, Grifta dared make a crass gesture before looking at the moaning, writhing Sliv. A grin crossed his face.

'Trust me, old mate. You'z gonna wish that'd killed ya...'



• HELSMITHS OF HASHUT 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

SACRED GONGS: Borne by straining hobgrots, these gongs are holy relics to the servants of Hashut.

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, as a reaction, you can remove a **Gong Carrier** to make an additional rally roll of D6.

Passive

DISCIPLINED MARCH: The warriors of Hashut march with fell purpose in the name of their dark deity.

Effect: When making run rolls for this unit, if you roll a 1-3, you can use a value of 4 instead.

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+)**.



Musician



Gong Carrier

INFANTRY, CHAMPION, MUSICIAN (1/10)

CHAOS, HELSMITHS OF HASHUT, DUARDIN

• HELSMITHS OF HASHUT WARSCROLL •
INFERNAL COHORT
 WITH HASHUTITE SPEARS



The black heart of the Zharrdron warhosts are formed of warrior cohorts. Drawn in the main from the stock of the royal clans, the finery and pomp of 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.

MELEE WEAPONS

	Atk	Hit	Wnd	Rnd	Dmg
Hashutite Spear Anti-CAVALRY (+1 Rend), Anti-charge (+1 Rend)	2	3+	4+	-	1

Passive

SACRED GONGS: Borne by straining hobgrots, these gongs are holy relics to the servants of Hashut.

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, as a reaction, you can remove a **Gong Carrier** to make an additional rally roll of D6.

Your Hero Phase

CONQUERED LANDS: In desolating the lands they seize and garrison, the Infernal Cohorts extract a fell power.

Declare: If this unit is contesting an objective you control, pick a friendly non-HOBGROT **HELSMITHS OF HASHUT** unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 3+, give the target 1 **daemonic power point**.

Designer's Note: You cannot make more than one roll for each objective in each turn regardless of how many friendly units with this ability are contesting that objective.

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)

CHAOS, HELSMITHS OF HASHUT, DUARDIN

• HELSMITHS OF HASHUT WARSCROLL •

BULL CENTAURS



Bull Centaurs are mutants believed blessed by Hashut. They are reared as living demigods, their every whim indulged in exchange for fanatical loyalty to the Father of Darkness's cult. Most Bull Centaurs are organised into stampeding herds, given the holy task of breaking the foe's battleline to demonstrate their inferiority. Snarling and roaring, they gallop across the field while utterly convinced of their might, crashing clean through formations with maces and mauls swinging.

MELEE WEAPONS

Brazen Mauls
Charge (+1 Damage),
Crit (Mortal)

Atk Hit Wnd Rnd Dmg

4	3+	3+	1	2
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Any Charge Phase

BULL-CHARGE: The galloping charge of the Bull Centaurs tramples lesser beings beneath their hooves.

Declare: If this unit charged this turn, pick a visible enemy unit within 1" of it to be the target.

Effect: Roll a dice for each model in this unit. Add the number of **daemonic power points** this unit has to each roll. For each 6+, inflict 1 mortal damage on the target.

Passive

CRUSH THE UNWORTHY: The raw arrogance of the Bull Centaurs sees them crash through foes with wanton abandon.

Effect: Add 1 to charge rolls for this unit for each **daemonic power point** it has.



CAVALRY, CHAMPION

CHAOS, HELSMITHS OF HASHUT, DUARDIN

KEYWORDS

• HELSMITHS OF HASHUT WARSCROLL •

ANOINTED SENTINELS



Anointed Sentinels are chosen from the most zealous of the Bull Centaur herds. Flesh glistening with sacred blood-oils, they preside over the desolations wrought in Hashut's name, quoting diabolic scripture while goring and impaling any who draw near. Within their gleaming Hashutian masks swirl vapours that grant the Sentinels even greater focus in their devotion – at the cost of deadening imagination, independent will and, some say, their very souls.

MELEE WEAPONS

Thrice-cursed Glaive
Anti-CAVALRY (+1 Rend),
Charge (+1 Damage)

Atk Hit Wnd Rnd Dmg

3	3+	3+	1	2
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Reaction: You declared the 'Counter-charge' command for this unit
ZEALOUS COUNTER-ATTACK: The Anointed Sentinels are furious, eager combatants that use their sheer size to meet charging armies head on.

Effect: This unit has **STRIKE-FIRST** for the rest of the turn.

Passive

CRUSH THE UNWORTHY: The raw arrogance of the Bull Centaurs sees them crash through foes with wanton abandon.

Effect: Add 1 to charge rolls for this unit for each **daemonic power point** it has.



CAVALRY, CHAMPION

CHAOS, HELSMITHS OF HASHUT, DUARDIN

KEYWORDS



Unholy screams split the air as a Deathshrieker Rocket Battery disgorges its payload. Within these warheads bubbles the wicked fire of the Bullfather - a daemonic chemical flame that ignites on contact with the air and rips across the field with a sentient hunger. The Hashu-Zharr consumes everything in its path with wanton abandon, but it shows particular vitriol towards larger and more obstinate prey such as monsters. Upon these, it inflicts a lingering death, transforming their flesh to blazing pyres. It is enough to see even the most bitter Zharrdron artillerist smirk in cruel approval.

• HELSMITHS OF HASHUT WARSCROLL •

DEATHSHRIEKER ROCKET BATTERY

RANGED WEAPONS

Hashu-Zharr Rockets
Anti-MONSTER (+1 Rend),
Anti-WAR MACHINE (+1 Rend)

Rng	Atk	Hit	Wnd	Rnd	Dmg
24"	3	4+	2+	2	D3+2

MELEE WEAPONS

Artillerist Weapons

Atk	Hit	Wnd	Rnd	Dmg
3	4+	4+	-	1

Once Per Turn (Army), Your Shooting Phase

HUNGERING FLAMES: The alchemical Hashu-Zharr flames yearn to consume. The more obstinate the prey, the better.

Effect: For the rest of the turn, the Damage characteristic of this unit's Hashu-Zharr Rockets is 5 if the target is a MONSTER or a WAR MACHINE.

Reaction: You declared a SHOOT ability for this unit and all of its attacks targeted the same enemy unit

WATCH THEM BURN: To be in the vicinity of a Hashu-Zharr rocket as it strikes its target is to risk a fiery, agonising demise.

Effect: Roll a number of dice equal to the number of daemonic power points this unit has for each other enemy unit within the combat range of the target of this unit's shooting attacks. For each 3+, inflict 1 mortal damage on the enemy unit being rolled for.



KEYWORDS

WAR MACHINE

CHAOS, HELSMITHS OF HASHUT



• HELSMITHS OF HASHUT WARSCROLL •

TORMENTOR BOMBARD

ANGED WEAPONS

rumbling with each blast, sending trails of smoke into the sky, a Tormentor Bombard rains down a relentless rain of death. The mechanistic nature of these war machines is in contrast to the anarchy of war itself. Instead of tangible shapes, they fire the raw essence of chaos, which has been incinerated, agitated and shovelled into rage-warded furnaces, where these crackling cores of dark energy impact the earth, they explode with terrible force. In many formations are violently ripped apart, the survivors left staggering through wreckage as the ground beneath them shatters and twists.

RANGED WEAPONS

Torrent of Ruinous Energy
Anti-CAVALRY (+1 Rend),
Anti-INFANTRY (+1 Rend)

Rng	Atk	Hit	Wnd	Rnd	Dmg
30"	4	3+	3+	1	50

MELEE WEAPONS

Artillerist Weapons

Atk	Hit	Wnd	Rnd	Dmg
3	4+	4+	-	1

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+, that unit cannot use commands until the start of your next turn.

Passive

CALCULATED TRAJECTORY: The warhosts of the Chaos guardin 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.



WAR MACHINE

CHAOS, HELSMITHS OF HASHUT

KEYWORDS



• HELSMITHS OF HASHUT WARSCROLL •
DOMINATOR ENGINE
WITH BANE MACES

MELEE WEAPONS

Bane Maces
Charge (+1 Damage)

Atk	Hit	Wnd	Rnd	Dmg
4	4+	2+	1	3

Few can stand before a Dominator Engine and hope to live. These daemon engines are embodiments of the ullfather's urge to topple and crush, anointed with the blood of duardin who defy glorious hashut. Wherever hope flares ongost the foe, these wrathful machines are dispatched to demolish it utterly. Often, this is the gaze of the Dominators upon the great champions of the foe – those who offend the smiths of Hashut by refusing offer proper submission. The scrutiny of a Dominator swiftly burn out all sense of defiance before strikes from ensorcelled mauls set the prey's soul ablaze.

Once Per Turn (Army), Any Combat Phase

ENGINE OF DOMINATION: Enemy champions are frozen in dread by this daemon engine's glare before being pulverised by its cursed mauls.

Effect: If this unit is in combat with any enemy HEROES, it can use 2 FIGHT abilities this phase. After the first is used, however, this unit has STRIKE-LAST for the rest of the phase and can only be picked to use a second FIGHT ability if it is still in combat with any enemy HEROES.

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

CHAOS, HELSMITHS OF HASHUT, AUTOMATON



Dark rumour swirls around the Dominator Engines, those daemonic constructs wrought from the lungs of almighty Hashut. Within these beasts of iron burns an inferno of tormented souls, 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 Charron and the Father in Darkness in the most total and extreme fashion possible. Dominators have their arms replaced by great Immolation Cannons, barrel-mouthed weapons that spit forth torrents of death across the field.

• HELSMITHS OF HASHUT WARSCROLL. DOMINATOR ENGINE WITH IMMOLATION CANNONS

RANGED WEAPONS

Immolation Cannons

Anti-CAVALRY (+1 Rend), Shoot in Combat

MELEE WEAPONS

Horns and Pummelling Strikes
Charge (+1 Damage)

Rng	Atk	Hit	Wnd	Rnd	Dmg
8"	5	2+	4+	1	D3

Atk	Hit	Wnd	Rnd	Dmg
3	4+	3+	1	D3

Passive

ALL MUST BURN: Those who approach a Dominator earn but one end – death by unclean fire.

Effect: When picking targets for this unit's shooting attacks, if you pick more than 1 unit to be the target of those attacks, add 2 to the Attacks characteristic of this unit's Immolation Cannons for each target picked. However, those additional attacks must be split evenly between the targets you picked.

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.



WAR MACHINE

CHAOS, HELSMITHS OF HASHUT, AUTOMATON

KEYWORDS

ARMY OF RENOWN

TAAR'S GRAND FORGEHOST

When you pick the Helsmiths of Hashut faction for your army, you can choose for it to be a Taar's Grand Forgehost Army of Renown. If you do so, use the faction rules on these pages instead of the Helsmiths of Hashut faction rules. Every unit in your army must be drawn from the units listed in the roster options box opposite. All units in your army gain the **GRAND FORGEHOST** keyword.

ROSTER OPTIONS

- ◆ Urak Taar, the First Daemonsmith (must be included and must be your general)
- ◆ Any non-HOBGROT HELSMITHS OF HASHUT INFANTRY units
- ◆ Any non-HERO HELSMITHS OF HASHUT WAR MACHINE units
- ◆ You cannot include Regiments of Renown

BATTLE TRAITS

• Passive

RISING FIRE: *The hosts of Urak Taar fight with obsessive precision instead of haste – but once the furnaces are lit, victory is inevitable.*

Effect: The following cumulative effects apply to friendly **GRAND FORGEHOST** units in each battle round after the first.

Battle Round 2:

Daemonic Weaponry: Those units' weapons have Crit (2 Hits).

Battle Round 3:

Harnessed Sorcery: Add 1 to casting rolls and chanting rolls for those units.

Battle Round 4:

Channelled Power: Attacks made by those units score critical hits on unmodified hit rolls of 5+.

Battle Round 5:

Arcane Dominance: Add 1 to the power level of those units if they are a **WIZARD** or **PRIEST**.

• Passive

MASTERFUL DAEMONWORKS: *Those engines marshalled by the First Daemonsmith are masterworks of cursed engineering.*

Effect: Friendly **GRAND FORGEHOST WAR MACHINES** have **WARD** (6+).

Once Per Turn (Army), Your Movement Phase

1

DREAD RANKS UNBROKEN: *Serried legions of duardin march in service to Urak Taar and the Forge Anathema.*

Declare: Pick a friendly non-HERO **GRAND FORGEHOST INFANTRY** unit that has been destroyed to be the target.

Effect: Set up a replacement unit with half the number of models from the target unit (rounding up), wholly within 6" of the battlefield edge and more than 9" from all enemy units.

HEROIC TRAIT

(HERO only)

RUTHLESS OVERSEER: The magnates and warlords in service to Urak Taar are hungry to distinguish themselves and demand faultless discipline.

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

ARTEFACT OF POWER

(HERO only)

TALISMAN OF OBSIDIAN: The obsidian jewel set within this amulet shrouds the bearer and protects them from harm.

Effect: Subtract 1 from hit rolls for attacks that target this unit.

SPELL LORE

>Your Hero Phase

REINFORCE DAEMONSTEEL: At a sorcerer's chanting, the sigils inscribed on their minions' armour glow with protective power.

Declare: Pick a friendly GRAND FORGEHOST WIZARD to cast this spell, then make a casting roll of 2D6.

Effect: Until the start of your next turn, ignore the first damage point allocated to each friendly HELSMITHS OF HASHUT unit in each phase while they are wholly within 12" of the caster.

KEYWORDS

SPELL, UNLIMITED

Your Hero Phase

SHACKLING CURSE: A daemonic hex of Urak Taar's own devising is placed upon the foe, blunting their strikes.

Declare: Pick a friendly GRAND FORGEHOST WIZARD to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

Effect: For the rest of the turn, the target's attacks cannot score critical hits (treat them as regular hits instead).

KEYWORDS

SPELL

7

PRAYER LORE

Your Hero Phase

GRASP OF STONE: The Drazghar have observed Urak Taar's ability to channel his curse. They attempt to replicate this via invocations, though Taar ensures that none learn too much...

Declare: Pick a friendly GRAND FORGEHOST PRIEST to chant this prayer, pick a visible enemy unit within 18" of them to be the target, then make a chanting roll of D6.

Effect: Subtract 1 from the Attacks characteristic of the target's melee weapons until the start of your next turn. If the chanting roll was 8+, the target also has STRIKE-LAST until the start of your next turn.

KEYWORDS

PRAYER, UNLIMITED

6

Your Hero Phase

LAVA STORM: The skies above burn a polluted red as globs of black lava are called to rain onto the enemy.

Declare: Pick a friendly GRAND FORGEHOST PRIEST to chant this prayer. Pick an enemy unit to be the target and roll 6 dice. For each 6, pick an additional enemy unit to be a target. Then make a chanting roll of D6.

Effect: Inflict D3 mortal damage on each target. The same target cannot be picked more than once in the same phase. If the chanting roll was 7+, instead of rolling 6 dice, roll an amount of dice equal to the chanting roll.

KEYWORDS

PRAYER

5

ARMY OF RENOWN ZIGGURAT STAMPEDE

When you pick the Helsmiths of Hashut faction for your army, you can choose for it to be a Ziggurat Stampede Army of Renown. If you do so, use the faction rules on these pages instead of the Helsmiths of Hashut faction rules. Every unit in your army must be drawn from the units listed in the roster options box opposite. All units in your army gain the **ZIGGURAT STAMPEDE** keyword.

ROSTER OPTIONS

- ◆ Daemonsmith on Infernal Taurus
- ◆ Any **HELSMITHS OF HASHUT CAVALRY** units
- ◆ Any **HELSMITHS OF HASHUT AUTOMATON** units
- ◆ You cannot include Regiments of Renown

BATTLE TRAITS

Passive

LET THE REALMS TREMBLE: *The onslaught of Hashutite war machines are a tide of annihilation that cannot be resisted.*

Effect: Add X to charge rolls for friendly **ZIGGURAT STAMPEDE** units, where X is the number of friendly **ZIGGURAT STAMPEDE** units that have already charged this phase.

Passive

'BREAK THEM, ONE AND ALL...':

A Ziggurat Stampede is unleashed for one reason – to crush all in its path.

Effect: Any number of friendly **ZIGGURAT STAMPEDE** units can use the 'Power Through' command in the same turn.

Your Movement Phase

1

RUN ROUGHSHOD: *Only a fool believes they can stop Hashut's chosen from going where they wish.*

Declare: Pick a friendly **ZIGGURAT STAMPEDE** unit in combat to be the target.

Effect: For the rest of the turn:

- The target can use **SHOOT** and/or **FIGHT** abilities even if it used a **RETREAT** ability in the same turn.
- No mortal damage is inflicted on the target by **RETREAT** abilities.

HEROIC TRAIT (HERO only)

Passive

RAGING ANIMUS: *Within this Taurus is bound an especially diabolical spirit – one that takes any opportunity to violently burst free.*

Effect: Each time you make an unmodified save roll of 1 for a combat attack that targets this unit, inflict D3 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

ARTEFACT OF POWER (HERO only)

Passive

VISAGE OF THE GREAT BULL: *This graven, gilded mask is wrought in the visage of a Taurus, supplanting the bearer's will with Hashut's crushing purpose.*

Effect: In your charge phase, add 1 to the number of dice rolled when making charge rolls for this unit, to a maximum of 3.

SPELL LORE

✖ Your Hero Phase

SEARING DETONATION: *The sorcerer grasps dark fire in their claws, crushing it into a dense and howling nova before unleashing it in a wave of devastation.*

6

Declare: Pick a friendly ZIGGURAT STAMPEDE WIZARD to cast this spell, pick each enemy unit in combat with them to be the targets, then make a casting roll of 2D6.

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

KEYWORDS SPELL, UNLIMITED

✖ Your Hero Phase

7

✖ Your Hero Phase

8

FLAMING WEAPONS: *At a gesture, the cuneiform-inscribed weapons of the sorcerer's host glow white-hot and ignite.*

Declare: Pick a friendly ZIGGURAT STAMPEDE WIZARD to cast this spell, pick a visible friendly ZIGGURAT STAMPEDE unit wholly within 12" of them to be the target, then make a casting roll of 2D6.

Effect: Add 1 to the Rend characteristic of the target's melee weapons until the start of your next turn.

KEYWORDS SPELL

BURN TO ASH: *Twisted Zharralid cantrips ignite the land until it is blackened and withered.*

Declare: Pick a friendly ZIGGURAT STAMPEDE WIZARD to cast this spell, pick a terrain feature within 18" of them to be the target, then make a casting roll of 2D6.

Effect: If the target has a Health characteristic, inflict 2D3 mortal damage on it. Then, if the target was not destroyed or does not have a Health characteristic:

- The target gains the 'Obscuring' terrain ability for the rest of the battle (Terrain, 1.2).
- Give the target a desolation token.

KEYWORDS SPELL



REGIMENT OF RENOWN THE CURSE-STEEL BATTERY

Many Daemonsmiths detest walking the muck of the realms, leaving underlings to handle direct trade. Yet Gurok the Leveller prefers the personal touch, as he believes only his magics can coax out the full devastating potential of his glorious engines. Even the dreaded Korghos Khul once sought the service of Gurok's artillery, for it can break an enemy army's spine in moments. Of course, Gurok is no fool. Once his weapons' power has been aptly demonstrated, negotiations can begin in earnest...



INCLUSION

This Regiment of Renown can be included in armies from the following factions:

- ◆ Blades of Khorne
- ◆ Disciples of Tzeentch
- ◆ Maggotkin of Nurgle
- ◆ Hedonites of Slaanesh
- ◆ Slaves to Darkness
- ◆ Skaven

ORGANISATION

- ◆ 1 Daemonsmith
- ◆ 1 Tormentor Bombard
- ◆ 1 Deathshrieker Rocket Battery

ABILITIES

0 Your Hero Phase

REINFORCE DAEMONSTEEL: *The black runes Gurok has carved into his armour and war machines allow him to bolster their resilience through sorcerous means.*

Declare: Pick the Daemonsmith in this Regiment of Renown to cast this spell, then make a casting roll of 2D6.

Effect: Until the start of your next turn, ignore the first damage point allocated to each friendly HELSMITHS OF HASHUT unit in each phase while they are wholly within 12" of the caster.

KEYWORDS **SPELL**

7

Once Per Turn (Army), Your Shooting Phase

1

DISPLAY OF TOTAL POWER: *The first salvo from Gurok's engines comes free of charge. Should clients show a taste for such power, subsequent bombardments demand a price...*

Declare: If neither WAR MACHINE unit in this Regiment of Renown used any SHOOT abilities this turn, pick an enemy unit to be the target.

Effect: For the rest of the turn:

- While that enemy unit is on the battlefield, the WAR MACHINE units in this Regiment of Renown can only pick that enemy unit to be the target of their shooting attacks.
- Each of those WAR MACHINE units counts as if it had 3 daemonic power points.

The first time you use this ability, you can use it without any command points being spent.

None are more dedicated to recovering Hashut's relics than Thorzbuhl the Seeker. This fanatical priest has travelled far, hunting scraps of a Zharralid dirge said to be able to break the realms in twain. Accompanied by a hulking daemon-engine guardian - a gift from Sharnok of Ur-Zorn, following some mysterious service - Thorzbuhl pursues his prize by ripping open ley lines and listening for fractious notes of dissonance in their echo. More than once has his quest seen him fight alongside other marauding hosts of Chaos.



INCLUSION

This Regiment of Renown can be included in armies from the following factions:

- ◆ Blades of Khorne
- ◆ Disciples of Tzeentch
- ◆ Maggotkin of Nurgle
- ◆ Hedonites of Slaanesh
- ◆ Slaves to Darkness
- ◆ Skaven

ORGANISATION

- ◆ 1 Ashen Elder
- ◆ 1 Dominator Engine with Bane Maces

ABILITIES

Your Hero Phase

DIRGE OF DESOLATION: Thorzbuhl has recovered only fragments of the script he searches for, but even these can cause the land to buckle and break.

Declare: Pick the **Ashen Elder** in this Regiment of Renown to chant this prayer, pick a terrain feature on the battlefield to be the target, then make a chanting roll of D6.

Effect: Roll a D3 for each enemy unit contesting the target. On a 2+, inflict an amount of mortal damage on that enemy unit equal to the roll. If the chanting roll was 12+, you can pick another terrain feature to be a second target.

KEYWORDS

PRAYER

6

End of Any Turn

ALL-CONSUMING SEARCH: Thorzbuhl will leave entire ley lines drained dry should it lead him to his goals.

Declare: Pick the **Ashen Elder** in this Regiment of Renown to use this ability. Then, pick an objective or **Place of Power** that they are contesting, if that objective or Place of Power has a friendly **desolation token** and has not been picked to be the target of this ability this battle to be the target.

Effect: Roll 6 dice. For each 5+, give this unit 1 ritual point.

YOUR HERO'S WARSCROLL

You can download a blank warscroll from warhammer-community.com on which to record all of your hero's details.

The Anvil of Apotheosis is a hero creator. Using the rules in this section, you can create a custom warscroll for a **HERO** to use in your Path to Glory campaign. This can represent any miniature of your choosing, including one you have lovingly kitbashed or converted.

After the Anvil of Apotheosis, you will find 2 Paths for Helsmiths of Hashut units. These follow the rules outlined for Paths in the Path to Glory battlepack you are using (e.g. *Path to Glory: Ascension* in the Core Book).

PATH TO GLORY

Here, you will find additional rules to use with a Helsmiths of Hashut army while playing through a Path to Glory campaign. The Path to Glory content in this book is divided into two parts: the Anvil of Apotheosis and Paths for Helsmiths of Hashut units.

THE ANVIL OF APOTHEOSIS

You can have 1 Anvil of Apotheosis hero on your Order of Battle and/or army roster, unless otherwise specified in the battlepack you are using. They can be your warlord.

There are 7 steps to follow to create your hero:

1. Set a destiny point limit.
2. Fill out the starting warscroll.
3. Choose an Archetype.
4. Pick your hero's origin and/or flaw.
5. Choose a Battle Mount.
6. Pick any Battle Mount Upgrades.
7. Pick any other upgrades.

STEP 1 – SET A DESTINY POINT LIMIT

The Anvil of Apotheosis uses a currency called **destiny points**. First, you need to set a destiny point limit. This will determine how many destiny points you have to spend on your hero, what type of hero they will be and what their battle profile points cost will be.

Pick 1 of the following:

HERO TYPE	DESTINY POINT LIMIT	BATTLE PROFILE POINTS COST
Cruel Overlord	10	150
Hashutite Tyrant	30	250
Honoured of the Dark Conclave	50	350

Over the next few steps, you will pick options for your hero. Each option has a destiny point cost, abbreviated as DP. Keep a record of the number of destiny points you have spent. You cannot exceed the limit you have set.

STEP 2 – FILL OUT THE STARTING WARSCROLL

To begin with, your hero has the following warscroll:

• HELSMITHS OF HASHUT WARSCROLL •							
HELSMITHS OF HASHUT HERO							
KEYWORDS		MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage
		Hashutite Blade	3	3+	4+	1	2
HERO, INFANTRY							
CHAOS, HELSMITHS OF HASHUT, DUARDIN							



MERCY IS A FLAW TO BE HAMMERED OUT OF THE STEEL

STEP 3 – CHOOSE AN ARCHETYPE

You must pick 1 of the following Archetypes for your hero:

0 DP

WARLORD

Change your hero's Save characteristic to 3+, replace the weapon profile of their Hashutite Blade with the one below. They gain the regiment options below.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Hashutite Blade Crit (Mortal)	5	3+	4+	1	2

Regiment Options

Any HELSMITHS OF HASHUT units

-3 DP

INFERNAL SORCERER

Your hero gains the WIZARD (1) keyword. Replace the weapon profile of their Hashutite Blade with the one below. They gain the regiment options below.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Hashutite Blade Crit (Mortal)	5	3+	4+	1	2

Regiment Options

Any HELSMITHS OF HASHUT units

-2 DP

SCORCHED ACOLYTE

Your hero gains the PRIEST (1) keyword and the ability and regiment options below.

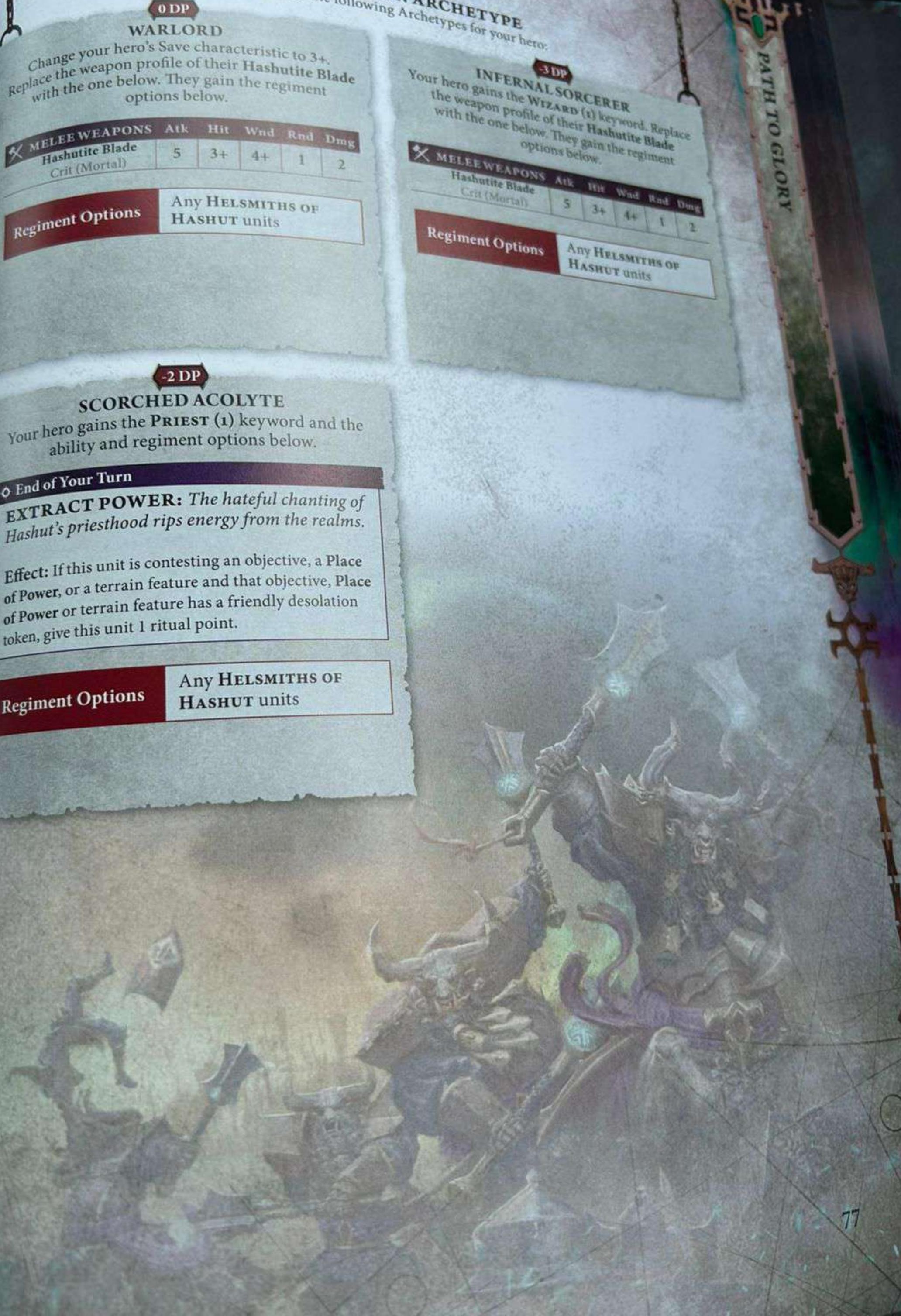
◊ End of Your Turn

EXTRACT POWER: *The hateful chanting of Hashut's priesthood rips energy from the realms.*

Effect: If this unit is contesting an objective, a Place of Power, or a terrain feature and that objective, Place of Power or terrain feature has a friendly desolation token, give this unit 1 ritual point.

Regiment Options

Any HELSMITHS OF HASHUT units



STEP 4 – PICK YOUR HERO'S ORIGIN AND/OR FLAW

You can pick up to 1 origin and up to 1 flaw for your hero. Each adds an ability to your hero's warscroll. However, instead of costing destiny points, flaws give you extra destiny points to spend elsewhere.

ORIGINS**>Your Hero Phase****-2 DP****PURVEYOR OF DARK MECHANISMS:**
This duardin's hunger for power is manifested in their carefully maintained stockpiles of war machines.

Declare: Pick a friendly WAR MACHINE within this unit's combat range to be the target.

Effect: Heal (D3) the target.

Your Hero Phase**-2 DP****POWER THROUGH DARK PACTS:**
Born into a clan of low repute, this duardin has risen through the ziggurat's hierarchy at surprising speed. Their detractors whisper that they have done so through means forbidden even to Hashut's favoured...

Declare: You must use this ability in each of your hero phases.

Effect: Roll a dice and apply the corresponding effect:

1-3 Sacrificial Demand: Pick another friendly unit within 12" of this unit. 1 model in that unit is slain. Otherwise, inflict D6 mortal damage on this unit.

4+ Forbidden Knowledge: Pick 1 of the following effects to apply until the start of your next turn:

- If this unit is a WIZARD or PRIEST, add 1 to its power level.
- Add 1 to the Damage characteristic of this unit's melee weapons.
- Add 3 to the control scores of friendly units while they are wholly within 12" of this unit.

Passive**-2 DP****RUTHLESS INDUSTRIALIST:**

This duardin is the overseer of a number of daemonic forges and will stop at nothing to see their fires stoked with the bounty of the realms.

Effect: During your Path to Glory campaign, keep a tally of the number of desolation tokens you give. Each time the tally reaches a multiple of 15 (e.g. 15, 30, 45 etc.), this unit gains the next rank on its Path.

FLAWS**Passive****+4 DP****CREEPING PETRIFICATION:**
Despite their efforts, the stone-flesh curse has taken much of this duardin's ageing body. In the end, Hashut always takes his due.

Effect: Subtract 2 from run rolls and charge rolls for this unit.

In addition, at the end of each battle, roll a dice. On a 1, give this unit 1 stone-flesh point and note this on your Path to Glory roster. When this unit has 3 stone-flesh points, you must remove this unit from your Path to Glory roster.

Start of First Battle Round**+2 DP****CHAINED BY OBLIGATION:**
Whether from their ancestors or their own ill fortune, this duardin bears a debt to rival clans – one that must be fulfilled.

Declare: This unit must use this ability.

Effect: Roll a dice. On a 1-3, your resources have been depleted before the battle to settle a debt. You lose 1 command point.

Passive**+2 DP****RIGID AND UNMOVING:**
Devoid of imagination, and believing even tactical retreat a sign of weakness, this duardin commands with a machine-like rigidity.

Effect: While this unit is on the battlefield, friendly units cannot use the 'Redeploy' command.



STEP 5 – CHOOSE A BATTLE MOUNT
 You can pick up to 1 Battle Mount for your hero.
Battle Mount**BATTLE MOUNTS**

INFERNAL TAURUS: These colossal statues stand sentinel atop the highest battlements of the ziggurat. In times of war, they are brought to life through the magic of Chaos and ridden to war by the most powerful members of the clan.

Add the following weapon and abilities to your hero's warscroll:

MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
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 5.

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+).

- 14 DP**
- In addition, make the following changes to your hero's warscroll:
- Change the Move characteristic to 10".
 - Change the Health characteristic to 12.
 - Change the Control characteristic to 5.
 - Change the Save characteristic to 3+.
 - Replace the **INFANTRY** keyword with the following keywords: **MONSTER, FLY**.

**Battle Mount****-18 DP**

VENERABLE TAURUS: Carved from the most unyielding materials and animated with dire daemonic magics, this Taurus is one of the most ancient and malign of all such constructs. Only the mightiest duardin have been able to assert their dominance over it.

Add the 'Daemonic Resilience' ability from the Infernal Taurus above plus the following weapon and ability to your hero's warscroll:

MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
Crushing 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 **Crushing Horns and Hooves** is 5.

In addition, make the following changes to your hero's warscroll:

- Change the Move characteristic to 10".
- Change the Health characteristic to 14.
- Change the Control characteristic to 5.
- Change the Save characteristic to 3+.
- Replace the **INFANTRY** keyword with the following keywords: **MONSTER, FLY**.

**STEP 6 – PICK ANY BATTLE MOUNT UPGRADES**

If your hero has a Battle Mount, you can pick any number of Battle Mount Upgrades for them.
The same upgrade cannot be picked more than once.

BATTLE MOUNT UPGRADES

Upgrade	Effect																
Reinforcing Cuneiform -2 DP	Add 1 to your hero's Health characteristic.																
Flesh-melting Aura -5 DP	Add the following weapon to your hero's warscroll: <table border="1"> <thead> <tr> <th colspan="2">RANGED WEAPONS</th> <th>Range</th> <th>Attacks</th> <th>Hit</th> <th>Wound</th> <th>Rend</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td></td> <td>Flesh-melting Aura Shoot in Combat, Companion</td> <td>10"</td> <td>D6</td> <td>2+</td> <td>4+</td> <td>1</td> <td>2</td> </tr> </tbody> </table>	RANGED WEAPONS		Range	Attacks	Hit	Wound	Rend	Damage		Flesh-melting Aura Shoot in Combat, Companion	10"	D6	2+	4+	1	2
RANGED WEAPONS		Range	Attacks	Hit	Wound	Rend	Damage										
	Flesh-melting Aura Shoot in Combat, Companion	10"	D6	2+	4+	1	2										
Body of Hardened Obsidian -4 DP	Add the following ability to your hero's warscroll: Passive BODY OF HARDENED OBSIDIAN: A Taurus is no natural being but a living statue whose form grows more resilient as blood cools its burning frame. Effect: For the purposes of the 'Daemonic Resilience' ability, this unit always counts as having 1 more daemonic power point than the number it actually has, to a maximum of 3.																
Immolating Presence -5 DP	Add the following ability to your hero's warscroll. You cannot pick this upgrade if your hero has another RAMPAGE ability. Once Per Turn (Army), End of Any Turn IMMOLATING PRESENCE: With a beat of its wings and a snort of its nostrils, a Taurus unleashes a wave of infernal heat. Declare: Pick an enemy unit in combat with this unit to be the target. Effect: Roll a dice. If the roll exceeds the target's Health characteristic, 1 model in the target unit is slain.																
Trample and Gore -5 DP	Add the following ability to your hero's warscroll. You cannot pick this upgrade if your hero has another RAMPAGE ability. Once Per Turn (Army), Any Charge Phase TRAMPLE AND GORE: The burning mass and infernal aggression of this construct sees it smash enemies asunder without slowing. Declare: If this unit charged this phase, pick an enemy unit within 1" of it to be the target. Effect: Inflict D3 mortal damage on the target. Then, roll 2D6. This unit can move a distance up to the value of the roll. It can pass through models in the target unit but must end that move in combat.																

KEYWORDS

RAMPAGE

Pick any number of other upgrades for your hero. The same upgrade cannot be picked more than once.

STEP 7 - PICK ANY OTHER UPGRADES

Upgrade	Effect
Dominating Presence	-1 DP Add 1 to your hero's Control characteristic.
Hardy Constitution	-2 DP INFANTRY only. Add 1 to your hero's Health characteristic.
Foe-seeking Hexes	-3 DP The Hit characteristic of your hero's Hashutite Blade is 2+.
Malignant Brawn	-3 DP The Wound characteristic of your hero's Hashutite Blade is 2+.
Spiteful Rivalry	-3 DP Your hero's Hashutite Blade has Anti-X (+1 Rend), where X is 1 of the following keywords: INFANTRY, CAVALRY, MONSTER, WAR MACHINE, WIZARD or PRIEST.
Cuneiform-etched Blade	-4 DP Your hero's Hashutite Blade has Crit (Mortal).
Rigorously Trained	-5 DP Add 2 to the Attacks characteristic of your hero's Hashutite Blade. INFANTRY only. Add the following ability to your hero's warscroll: ● Passive
Hobgrot Advisor	-4 DP Non-PRIEST only. Add the following ability to your hero's warscroll: ● Passive
Oracle of Hashut	-3 DP ORACLE OF HASHUT: At times, the voice of this warrior takes on a booming cadence, as if the Father of Darkness speaks through his favoured servant. Effect: This unit can chant prayers from the 'Prayers of the Scorched Sect' lore as if it had PRIEST (1) and it knows all the prayers from that lore.

'No aspect of the daemon is wasted. Everything - everything - that they are is turned to our purposes. Their screaming essence powers our cannons. The burning blood they secrete is sealed into vials and used to anoint our masterworks. Their false bones are set as trophies within our halls. However much lesser mortals dread them, they are things, nothing more. We are superior. Never forget it.'

- Urak Taar, the First Daemonsmith



PATH OF THE OVERLORD

(HELSMITHS OF HASHUT HERO only)



ASPIRING: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Once Per Battle, Any Combat Phase

UNCHAINED FIRE: Especially potent daemon-stuff is bound within this duardin's blade, waiting to be unleashed.

Effect: Add D3 to the Attacks characteristic of this unit's melee weapons for the rest of the turn.

Passive

UNYIELDING TYRANT: Such is this duardin's arrogant self-obsession that even grievous wounds cannot stay them.

Effect: Add 2 to this unit's Health characteristic.

ELITE: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Your Hero Phase

UNHOLY SAVANT: This duardin's affinity for Hashutite scripture gives even the elders of the Scorched Sect pause.

Effect: Roll a dice. On a 3+, for the rest of the turn, add 1 to chanting rolls for friendly HELSMITHS OF HASHUT PRIESTS while they are wholly within 12" of this unit.

Passive

DIABOLICAL CONQUEROR: The sheer avarice of this duardin sees them drive their warhosts to seize all before them without a shred of mercy.

Effect: Add 2 to the control scores of friendly non-HERO HELSMITHS OF HASHUT units while they are contesting the same objective as this unit.

MIGHTY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Your Shooting Phase

MASTER OF BOMBARDMENT: This duardin's mastery of daemon-infused war machines sees them orchestrating a rain of death upon the foe.

Declare: Pick up to 3 friendly HELSMITHS OF HASHUT WAR MACHINES wholly within 12" of this unit to be the targets.

Effect: Add 1 to the Attacks characteristic of the targets' ranged weapons for the rest of the turn.

1

Any Charge Phase

FEROIOUS WARLORD: This duardin brooks no hesitation from their warriors, bellowing for them to plunge into the fray.

Declare: Pick this unit and up to 1 other friendly HELSMITHS OF HASHUT unit wholly within 12" of this unit to be the targets.

Effect: For the rest of the turn, add 1 to charge rolls for the targets.

LEGENDARY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Any Combat Phase

BONE-DEEP CORRUPTION: This duardin is steeped in the warping essence of Chaos.

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

Effect: Roll a dice. On a 3+:

- Inflict an amount of mortal damage on the target equal to the roll.
- If the roll exceeds the target's Health characteristic, it has STRIKE-LAST for the rest of the turn.

Passive

MARKED BY THE BULL: Whether through a searing brand appearing in the night or eyes that glow like embers, this warrior is clearly marked by great Hashut.

Effect: This unit has WARD (5+). In addition, each time you make an unmodified ward roll of 6 for this unit, after all damage points have been allocated, Heal (1) this unit.

PATH OF THE HASHUTITE

(non-HERO HELSMITHS OF HASHUT unit only)



ASPIRING: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Once Per Battle, Any Combat Phase

CONTEMPTUOUS COUNTER: These warriors meet the foe with a snarl and the thrust of burning blades.

Declare: Pick an enemy unit that charged this turn and is in combat with this unit to be the target.

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

ELITE: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Passive

PRESTIGIOUS ARMOURY: The growing renown of these warriors affords them armour from the finest furnaces of their ziggurat.

Effect: Add 1 to save rolls for this unit.

MIGHTY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Once Per Battle, Reaction: This unit is targeted by an ATTACK ability

SMOG BOMBS: These warriors march to war wreathed in thick smoke that masks their movements.

Effect: Roll a dice. On a 2+, for the rest of the turn, if the unmodified hit roll for an attack that targets this unit is 1-4, the attack fails and the attack sequence ends.

LEGENDARY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Passive

DARKSOME ARSENAL: As the martial pride of their ziggurat, these warriors draw weapons from the arsenal of a powerful patron.

Effect: This unit's melee weapons have Crit (Mortal).

Once Per Battle, Reaction: You declared a RUN ability for this unit

DISCIPLINED MARCH: Drilled ruthlessly, these warriors maintain an unyielding pace on the march.

Effect: Instead of making a run roll as part of that RUN ability, you can use a value of 6 for the roll that cannot be modified.

Passive

INFERNAL REACH: The guns of these duardin are powered by daemons of such rancour that their shots seem to travel further in their eagerness to slay.

Effect: Add 3" to the Range characteristic of this unit's ranged weapons.

SCORNFUL BULWARK: These warriors are renowned for standing firm before any charge and grinding the impudent foe to naught.

Effect: This unit's melee weapons have Anti-charge (+1 Rend).

Deployment Phase

FAVoured RETINUE: These warriors have proven themselves worthy as sworn bodyguards.

Declare: Pick a friendly HELSMITHS OF HASHUT INFANTRY HERO to be the target.

Effect: For the rest of the battle, while the target is within this unit's combat range, this unit and the target have WARD (5+).