



WARHAMMER LEGENDS  
LEGION OF AZGORH

# LEGION OF AZGORH

On the following pages, you will find all of the rules you need to use a Legion of Azgorh army. All units from this compendium are from the Legion of Azgorh faction. Because the Legion of Azgorh is part of the Warhammer Legends range, you must get your opponent's permission before you include any of these units in your army.

## ALLEGIANCE ABILITIES

### SPELL LORES

If you take a spell lore enhancement for your army, each **LEGION OF AZGORH WIZARD** in your army knows the Fireball spell below:

**Fireball:** *The wizard claps their hands, conjuring a small orb of flame that they hurl at the foe. As the flame travels through the air, it grows in size until it becomes a blazing ball of fire that explodes amongst the ranks of the enemy.*

Fireball is a spell that has a casting value of 5 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. If that enemy unit has only 1 model, it suffers 1 mortal wound; if that enemy unit has 2-9 models, it suffers D3 mortal wounds; if that enemy unit has 10 or more models, it suffers D6 mortal wounds.

### COMMAND TRAITS

**Contemptuous:** *This warlord despises all other forms of life and sees them as contemptible inferiors who only deserve death or enslavement.*

Add 1 to wound rolls for attacks made by this general.

**Relentless:** *This mighty warrior is implacable when he attacks the foe's elite, and scornful of their attempts to stop him.*

In the combat phase, after this general has fought in that phase for the first time, if they are within 3" of an enemy **HERO** or **MONSTER**, roll a dice. On a 5+, they can fight for a second time.

**Grotesque:** *This general is an unnerving sight in battle, his face hideously twisted and exuding bestial malice.*

Subtract 1 from hit rolls for attacks made with melee weapons that target this general.

### ARTEFACTS OF POWER

**Black Hammer of Hashut:** *This black-hafted hammer has been carried into battle for millennia by the champions of Azgorh.*

Pick 1 of the bearer's melee weapons. You can add 1 to hit rolls for attacks made with that weapon.

**Armour of Bazherak the Cruel:** *Bazherak had this mighty suit of armour fashioned by the greatest artificers of his time.*

The bearer has a ward of 5+.

**Chalice of Blood and Darkness:** *This chalice contains a curse that can be unleashed to steal arcane power from spellcasters.*

Once per battle, at the start of the enemy hero phase, the bearer can use this artefact. If they do so, roll a dice for each enemy **WIZARD** within 30" of the bearer. On a 4+, reduce the number of spells that enemy **WIZARD** can attempt to cast in that hero phase by 1.



## WARSCROLL DRAZHOATH THE ASHEN

A powerful warrior and mighty sorcerer-prophet of Hashut, Drazhoath the Ashen leads his warhost from the fore, riding into battle upon the Bale Taurus Cinderbreath to bring fire and ruin down upon the enemy.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gouts of Flame	16"	6	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Graven Brazier	1"	1	4+	2+	-1	3
Brazen Horns	1"	2	3+	3+	-2	✿
Burning Hooves	1"	✿	4+	3+	-1	1

DAMAGE TABLE						
Wounds Suffered	Move	Brazen Horns and Teeth		Burning Hooves		
0-5	15"		3			6
6-8	13"		D3			5
9-10	11"		D3			4
11+	9"		1			3

**Drazhoath the Ashen** is armed with the Graven Brazier.

**MOUNT:** This unit's Bale Taurus, Cinderbreath, is armed with Gouts of Flame, Brazen Horns, and Burning Hooves.

**WIZARD:** This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

**FLY:** This unit can fly.

**Blazing Body:** So fierce is the shimmering heat emitted by the Tauri of Hashut, that those who stand too close risk bursting into flame.

At the start of the combat phase, roll a dice for each enemy unit within 3" of this unit. On a 4+, that enemy unit suffers 1 mortal wound.

**Blood Rage:** The fury of a Bale Taurus burns like an eternal flame, and is at its strongest when the Taurus is hurtling towards its prey.

Add 1 to wound rolls for attacks made with this unit's Brazen Horns if this unit made a charge move in the same turn.

**Hellshard Amulet:** This glowing amulet is laced with protective enchantments.

This unit has a ward of 5+.

**Prophet of Ash and Flame:** Few mortals can harness the fiery magical essence of Aqshy as instinctively as Drazhoath the Ashen.

Add 1 to casting rolls for this unit if it is within 1" of any terrain features with the Arcane or Mystical scenery rule from the Mysterious Terrain table (core rules, 28.1.3).

**Lord of the Black Fortress:** In battle, the Legion of Azgorh follows Drazhoath without question, and at his bellowed word its warriors are instilled with unbreakable discipline.

Once per battle, you can use the Inspiring Presence command ability without a command point being spent if this model is picked to issue the command.

**Flames of Azgorh:** Drazhoath the Ashen conjures a devastating eruption of molten rock and furnace-hot flames, charring his enemies to ash.

Flames of Azgorh is a spell that has a casting value of 8 and a range of 18". If successfully cast, pick 1 enemy unit range and visible to the caster. That unit suffers D6 mortal wounds.

### KEYWORDS

CHAOS, LEGION OF AZGORH, DUARDIN, MONSTER, HERO, WIZARD, DRAZHOATH THE ASHEN



## WARSCROLL DAEMONSMITH

Clad in suits of arcane armour saturated with infernal magic of their own creation, Daemonsmiths covet strength and power above all else, seeing other living creatures as chattel to be used and discarded according to their whims.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blood of Hashut	6"	1		See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkforged Weapon	1"	2	3+	3+	-1	D3
Pyre Rune Staff	1"	1	4+	3+	-1	3

A Daemonsmith is armed with one of the following weapon options: Blood of Hashut and Darkforged Weapon; or Blood of Hashut and Pyre Rune Staff.

**WIZARD:** This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

**Ensorcelled Armour:** The protective spells woven into a Daemonsmith's armour feed on the blood of its wearer.

Add 1 to dispelling and unbinding rolls for this unit if any wounds are allocated to this unit.

**Blood of Hashut:** The Blood of Hashut is a deadly incendiary alchemical substance that causes flesh to liquefy and metal to burst into all-consuming flames.

Do not use the attack sequence for an attack made with the Blood of Hashut. Instead roll a dice. On a 2+, the target unit suffers D3 mortal wounds. If the target unit is a WAR MACHINE, it suffers D6 mortal wounds instead.

**Ash Storm:** The Daemonsmith conjures a choking cloud of blisteringly hot ash to blind and confuse the enemy.

Ash Storm is a spell that has a casting value of 6 and a range of 36". If successfully cast, pick 1 enemy unit range and visible to the caster. Until your next hero phase, subtract 1 from hit rolls for attacks made by that unit and that unit cannot run.

### KEYWORDS

CHAOS, LEGION OF AZGORH, DUARDIN, HERO, WIZARD, DAEMONSMITH



## WARSCROLL SHAR'TOR THE EXECUTIONER

A malevolent warrior-priest of Hashut, Shar'tor is marked as the dark god's favoured Ba'hal headsman. Adorned with the sacred mask of his patron, Shar'tor's voice can stop the hearts of the weak-willed or instil unbreakable loyalty in Hashut's servants.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darktide Axe	2"	5	3+	3+	-2	3
Crushing Hooves	1"	4	4+	3+	-	1

Shar'tor is armed with the Darktide Axe and Crushing Hooves.

**Darktide Reaping:** Countless murderous spirits are bound within the Darktide Axe, their number increasing with each foe it slays.

If the unmodified hit roll for an attack made with the Darktide Axe is a 6, that attack causes 1 mortal wound to the target in addition to any damage it inflicts.

**The Mask of the Executioner:** The malign spirits contained in the dark metal of Shar'tor's mask can be unleashed upon his foes.

At the start of your hero phase, you can pick 1 enemy unit within 8" of this unit and roll a dice. On a 1-2, nothing happens. On a 3-5, that enemy unit suffers D3 mortal wounds. On a 6, that enemy unit suffers D6 mortal wounds.

**Trample and Gore:** A charging Bull Centaur is an avalanche of muscle and rage that tramples all beneath its iron-shod hooves.

Add 1 to charge rolls for this unit. In addition, this unit's Crushing Hooves have a Damage characteristic of D3 instead of 1 if this unit made a charge move in the same turn.

**Lord of the Ba'hal:** The Ba'hal warriors of the Legion of Azgorh eagerly await Shar'tor's order to attack the foe.

You can use this command ability at the start of your charge phase. The command must be issued by this model and received by a friendly BA'HAL unit. You can re-roll charge rolls for the unit that receives the command in that phase. In addition, you can add 1 to hit rolls for attacks made with Crushing Hooves by that unit in the subsequent combat phase.

### KEYWORDS

CHAOS, LEGION OF AZGORH, DUARDIN, BA'HAL, HERO, SHAR'TOR THE EXECUTIONER



## WARSCROLL BULL CENTAUR TAUR'RUK

The largest and most powerful of the Bull Centaurs bear the title of Taur'ruk. Hulking and violent creatures, they are nonetheless keen-witted and intelligent, leading their brethren in thunderous charges towards the enemy lines.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkforged Great Weapon	1"	5	3+	3+	-2	3
Crushing Hooves	1"	3	4+	4+	-	1

A Bull Centaur Taur'ruk is armed with a Darkforged Great Weapon and Crushing Hooves.

**Trample and Gore:** A charging Bull Centaur is an avalanche of muscle and rage that tramples all beneath its iron-shod hooves.

Add 1 to charge rolls for this unit. In addition, this unit's Crushing Hooves have a Damage characteristic of D3 instead of 1 if this unit made a charge move in the same turn.

**Favour of the Burning God:** The bellowing, gore-reeking presence of a Taur'ruk drives others of its malformed kin into a zealous frenzy.

In the combat phase, after this unit has fought in that phase for the first time, you can pick 1 friendly BA'HAL unit that has not fought in that phase, that is within 3" of an enemy unit and that is wholly within 12" of this unit. That unit fights immediately.

### KEYWORDS

CHAOS, LEGION OF AZGORH, DUARDIN, BA'HAL, HERO, BULL CENTAUR TAUR'RUK



## WARSCROLL BULL CENTAUR RENDERS

Bull Centaur Renders – known as Ba'hal in the Chaos duardin tongue – are monstrous creatures filled with an insatiable hunger for flesh. Born through the foul works of the priests of Hashut, they are a twisted fusion of duardin and taurus.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkforged Weapon	1"	3	4+	3+	-1	2
Crushing Hooves	1"	3	4+	4+	-	1

Each model in a Bull Centaur Renders unit is armed with a Darkforged Weapon and Crushing Hooves.

**Trample and Gore:** A charging Bull Centaur is an avalanche of muscle and rage that tramples all beneath its iron-shod hooves.

Add 1 to charge rolls for this unit. In addition, this unit's Crushing Hooves have a Damage characteristic of D3 instead of 1 if this unit made a charge move in the same turn.

### KEYWORDS

CHAOS, LEGION OF AZGORH, DUARDIN, BA'HAL, BULL CENTAUR RENDERS



## WARSCROLL INFERNAL GUARD CASTELLAN

Clad in Blackshard armour graven with dark runes that celebrate their cruel victories, Infernal Guard Castellans march at the head of their iron-clad warriors, breaking the foe upon their immovable ranks.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pyrelock Pistol	8"	1	4+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkforged Weapon	1"	4	3+	3+	-1	2

An Infernal Guard Castellan is armed with a Darkforged Weapon and Pyrelock Pistol.

**Pyrelock Pistol:** Loaded with ammunition containing hungry pyre-spirits, each shot from a pyrelock weapon ravages the flesh of the foe.

If the unmodified hit roll for an attack made with a Pyrelock Pistol is 6, that attack causes 1 mortal wound to the target in addition to any damage it inflicts.

**Martial Contempt:** The Castellan commands his warriors to strike down their foes without mercy.

In the combat phase, after this unit has fought in that phase for the first time, you can pick 1 friendly **INFERNAL GUARD** unit that has not fought in that phase, that is within 3" of an enemy unit and that is wholly within 12" of this unit. That unit fights immediately.

### KEYWORDS

CHAOS, LEGION OF AZGORH, DUARDIN, INFERNAL GUARD, HERO, INFERNAL GUARD CASTELLAN



## WARSCROLL INFERNAL GUARD BATTLE STANDARD BEARER

Selected from among the ranks of the Ironsworn for their stubbornness and contempt for other races, only a few warriors within the Legion of Azgorh have the privilege of carrying a Black Banner of Malice into battle.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkforged Weapon	1"	2	3+	3+	-1	2

An Infernal Guard Battle Standard Bearer is armed with a Darkforged Weapon.

**Black Banner of Malice:** A Black Banner of Malice bears fell enchantments that its bearer can invoke to unleash occult powers to terrible effect.

Add 1 to the Bravery characteristic of friendly **LEGION OF AZGORH** units while they are wholly within 18" of this unit. In addition, once per battle, in your shooting phase, you can pick 1 enemy unit wholly within 18" of this unit and roll a dice for each model in that enemy unit. For each 5+, that enemy unit suffers 1 mortal wound.

### KEYWORDS

CHAOS, LEGION OF AZGORH, DUARDIN, HERO, TOTEM, INFERNAL GUARD, BATTLE STANDARD BEARER



Wielding weapons bound with malevolent spirits, Fireglaires pour shot after shot into the ranks of the foe, eradicating scores of enemy warriors before they can reach the Legion's main battleline.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pyrelock Fireglaise	16"	1	4+	4+	-1	1
Pyrelock Pistol	8"	1	4+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pyrelock Fireglaise's Bayonet-cleaver	1"	1	4+	4+	-	1
Ashsteel Hand Weapon	1"	1	3+	4+	-1	1

Each model in an Infernal Guard Fireglaires unit is armed with a Pyrelock Fireglaise and a Pyrelock Fireglaise's Bayonet-cleaver.

**CHAMPION:** 1 model in this unit can be a Fireglaise Deathmask. That model is armed with an Ashsteel Hand Weapon and Pyrelock Pistol instead of a Pyrelock Fireglaise and a Pyrelock Fireglaise's Bayonet-cleaver.

**STANDARD BEARER:** 1 model in this unit can be an Icon of Dominion Bearer. Add 1 to the Bravery characteristic of this unit if it includes an Icon of Dominion Bearer.

**MUSICIAN:** 1 model in this unit can be a Drummer. Add 1 to run rolls for this unit if it includes a Drummer.

**Pyrelock Weapons:** Loaded with ammunition containing hungry pyre-spirits, each shot from a pyrelock weapon ravages the flesh of the foe.

If the unmodified hit roll for an attack made with a Pyrelock Pistol or Pyrelock Fireglaise is 6, that attack causes 1 mortal wound to the target in addition to any damage it inflicts. In addition, you can re-roll hit rolls of 1 for attacks made with this unit's Pyrelock Fireglaises if this unit has not made a move in the same turn.

#### KEYWORDS

CHAOS, LEGION OF AZGORH, DUARDIN, INFERNAL GUARD, FIREGLAIRES



Clad in Blackshard armour forged with the realmstone of Aqshy, the Infernal Guard Ironsworn march into battle with smouldering runes of torment and death engraved into their weapons.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pyrelock Pistol	8"	1	4+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ashsteel Hand Weapon	1"	1	3+	4+	-1	1

Each model in an Infernal Guard Ironsworn unit is armed with an Ashsteel Hand Weapon.

**CHAMPION:** 1 model in this unit can be an Ironsworn Deathmask. That model is armed with an Ashsteel Hand Weapon and Pyrelock Pistol.

**STANDARD BEARER:** 1 model in this unit can be an Icon of Dominion Bearer. Add 1 to the Bravery characteristic of this unit if it includes an Icon of Dominion Bearer.

**MUSICIAN:** 1 model in this unit can be a Drummer. Add 1 to run rolls for this unit if it includes a Drummer.

**Pyrelock Pistol:** Loaded with ammunition containing hungry pyre-spirits, each shot from a pyrelock weapon ravages the flesh of the foe.

If the unmodified hit roll for an attack made with a Pyrelock Pistol is 6, that attack causes 1 mortal wound to the target in addition to any damage it inflicts.

#### KEYWORDS

CHAOS, LEGION OF AZGORH, DUARDIN, INFERNAL GUARD, IRONSWORN



## WARSCROLL K'DAAI FIREBORN

K'daai Fireborn are creatures of daemonic flame brought into being by the priests of Hashut. They are devastating shock troops for the Legion of Azgorh, birthed in boiling blood sacrifices and caged in iron and rune-stamped bronze.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Burning Irons	3"	5	3+	4+	-	D3

*Each model in a K'daai Fireborn unit is armed with Burning Irons.*

**FLY:** This unit can fly.

**Burning Bright:** *The bodies of the K'daai are made of ethereal flames, allowing them to soar across the battlefield streaming great arcs of fire.*

Ignore modifiers (positive and negative) when making save rolls for attacks that target this unit. In addition, this unit can run and still charge later in the turn.

**Kiss of Fire:** *With a simple gesture, a wave of daemonic flame surges forth from the K'daai Fireborn, immolating their foes.*

At the end of the combat phase, roll a dice for each enemy unit within 3" of this unit. On a 2+, that enemy unit suffers 1 mortal wound.

### KEYWORDS

CHAOS, LEGION OF AZGORH, DAEMON, HASHUT, K'DAAI, FIREBORN



## WARSCROLL DEATHSHRIEKER ROCKET LAUNCHER

The Deathshrieker is one of the more diabolic examples of the Legion of Azgorh's mastery of blackpowder weapons. Bound within its munitions are howling, malevolent fire-spirits which are unleashed as the multiple warheads detonate over the battlefield.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deathshrieker Rockets	36"	3	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Artillery Tools	1"	3	4+	4+	-	1

*A Deathshrieker Rocket Launcher is armed with Deathshrieker Rockets.*

**CREW:** A Deathshrieker Rocket Launcher has 3 Duardin Crew, who are armed with Artillery Tools. The crew must remain within 1" of the Deathshrieker Rocket Launcher. For rules purposes, the Deathshrieker Rocket Launcher and its crew are treated as a single model.

**Death From On High:** *A Deathshrieker's rockets can be launched high overhead to rain their fiery payload down upon distant or obscured targets.*

Add 1 to hit rolls for attacks made with Deathshrieker Rockets if the target unit has 5 or more models.

**Infernal Engineers:** *Daemonsmiths are masters in the art of directing the fell artillery they forge.*

Add 1 to the Attacks characteristic of this unit's Deathshrieker Rockets while this unit is within 3" of any friendly DAEMONSIMTHS.

**Siege Artillery:** *This war machine is a heavily armoured and ponderous device.*

This unit cannot run or attempt a charge. In addition, add 1 to save rolls for attacks made with missile weapons that target this model.

### KEYWORDS

CHAOS, LEGION OF AZGORH, DUARDIN, WAR MACHINE, DEATHSHRIEKER ROCKET LAUNCHER



## WARSCROLL IRON DAEMON WAR ENGINE

Within the great furnace of an Iron Daemon War Engine, coal, bones and even screaming spirits burn with raging heat, powering the arcane workings and terrifying siege weaponry of this profane machine.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Steam Cannonade	14"	2D6	4+	*	-2	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crushing Bulk	1"	*	4+	4+	-	2

DAMAGE TABLE						
Wounds Suffered	Move	Steam Cannonade		Crushing Bulk		
0-4	10"		3+		6	
5-6	9"		3+		5	
7-8	8"		4+		4	
9+	7"		4+		3	

An Iron Daemon War Engine is armed with a Steam Cannonade and its Crushing Bulk.

**Carriage Hauler:** Such is the size and power of this war engine that it can be used to haul the carriages of other artillery pieces into battle.

At the start of your movement phase, you can pick 1 friendly **DEATHSHRIEKER ROCKET LAUNCHER**, **MAGMA CANNON** or **DREADQUAKE MORTAR** within 1" of this unit. If you do so, that unit can use this unit's Move characteristic during that movement phase, as long as it is within 1" of this unit at the end of that movement phase.

**More Power!**: If needed, the Iron Daemon's crew can goad the half-possessed machine to even greater heights of power from its fire-spewing boiler, though doing so is not without risk of retaliation.

When you pick this unit to shoot, you can change the Attacks characteristic of this unit's Steam Cannonade to either 3D6 or 4D6. However, if you do so and roll 12+ when you generate the value of the characteristic, this unit suffers D3 mortal wounds after it has shot.

### KEYWORDS

CHAOS, LEGION OF AZGORH, DUARDIN, WAR MACHINE, IRON DAEMON WAR ENGINE



## WARSCROLL MAGMA CANNON

A fiendish weapon first conceived for use against troggotts, the Magma Cannon is a deadly cross between a field artillery piece and a furnace. In battle, they unleash blasts of blazing magma upon their foes which quickly reduce their victims to ash.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magma Blast	18"	1		See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Artillery Tools	1"	3	4+	4+	-	1

*A Magma Cannon is armed with a Magma Blast.*

**CREW:** A Deathshrieker Rocket Launcher has 3 Duardin Crew, who are armed with Artillery Tools.

**Infernal Engineers:** Daemonsmiths are masters in the art of directing the fell artillery they forge.

Add 6" to the Range characteristic of this model's Magma Blast while this model is within 3" of any friendly **DAEMONSMITHS**.

**Magma Blast:** A Magma Cannon is a terrifying weapon, able to unleash blasts of molten rock that effortlessly consume metal and flesh alike.

Do not use the attack sequence for an attack made with Magma Blast. Instead, roll a dice. Add 1 to the roll if the target unit has 10 or more models. On a 3+, the target unit suffers a number of mortal wounds equal to the roll.

**Siege Artillery:** This war machine is a heavily armoured and ponderous device.

This unit cannot run or attempt a charge. In addition, add 1 to save rolls for attacks made with missile weapons that target this model.

### KEYWORDS

CHAOS, LEGION OF AZGORH, DUARDIN, WAR MACHINE, MAGMA CANNON



## WARSCROLL DREADQUAKE MORTAR

The Dreadquake Mortar uses a vast boiler to generate steam pressure to fire its munitions. The sorcerous energies bound within its volatile shells explode on impact, striking the battlefield like a hammer blow to cause untold devastation.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dreadquake Bomb	40"	1	4+	3+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Artillery Tools	1"	3	4+	4+	-	1
Fists and Chains	1"	2	4+	3+	-1	1

A Dreadquake Mortar is armed with Dreadquake Bombs.

**CREW:** A Dreadquake Mortar has 3 Duardin Crew and a Slave Ogor. The Duardin Crew are armed with Artillery Tools and the Slave Ogor is armed with Fists and Chains.

**Cruel Overlords:** Slavemasters work their indentured slave ogors relentlessly, despite the risk of revolt.

When this unit is picked to shoot in your shooting phase, you can say that the crew's Slavemaster is lashing the Slave Ogor. If you do so, roll a dice. On a 1-2, this unit suffers D3 mortal wounds (if it is not destroyed, it can shoot normally). On a 3+, add 1 to the Attacks characteristic of this unit's Dreadquake Bomb for that phase.

**Infernal Engineers:** Daemonsmiths are masters in the art of directing the fell artillery they forge.

Add 1 to hit rolls for attacks made with this unit's Dreadquake Bomb while this unit is within 3" of any friendly DAEMONSMITHS.

**Quake Blast:** Dreadquake bombs are fired on high-arcing trajectory, and are packed with an explosive charge so powerful that they can turn dozens of armoured warriors into chunks of burnt meat in an instant.

This unit's Dreadquake Bomb can target enemy units that are not visible to this unit. In addition, you can re-roll the dice that determines the Damage characteristic of this unit's Dreadquake Bomb if the target unit has 10 or more models.

**Siege Artillery:** This war machine is a heavily armoured and ponderous device.

This unit cannot run or attempt a charge. In addition, add 1 to save rolls for attacks made with missile weapons that target this model.

### KEYWORDS

CHAOS, LEGION OF AZGORH, DUARDIN, WAR MACHINE, DREADQUAKE MORTAR



## WARSCROLL SKULLCRACKER WAR ENGINE

Designed for crushing fortifications and walls, the Skullcracker is a hissing and grinding arcane-mechanical conglomeration of iron hammers, hacking blades, and brutal picks that will pulverise and shred anything unfortunate to be caught in its path.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hammers and Picks	3"	2D6	3+	*	-1	D3
Crushing Bulk	1"	*	4+	4+	-	2

DAMAGE TABLE			
Wounds Suffered	Move	Hammers and Picks	Crushing Bulk
0-4	10"	3+	6
5-6	9"	3+	5
7-8	8"	4+	4
9+	7"	4+	3

A Skullcracker War Engine is armed with Hammers and Picks and its Crushing Bulk.

**Beaten into Scrap:** The war constructs of the enemy cannot withstand the relentless pounding blows of a Skullcracker's weapons array for long.

Add 1 to wound rolls for attacks made with this unit's Hammers and Picks that target a **WAR MACHINE**.

**Carriage Hauler:** Such is the size and power of this war engine that it can be used to haul the carriages of other artillery pieces into battle.

At the start of your movement phase, you can pick 1 friendly **DEATHSHRIEKER ROCKET LAUNCHER**, **MAGMA CANNON** or **DREADQUAKE MORTAR** within 1" of this unit. If you do so, that unit can use this unit's Move characteristic during that movement phase, as long as it is within 1" of this unit at the end of that movement phase.

**More Power!:** If needed, the Skullcracker's crew can goad the half-possessed machine to even greater heights of power from its fire-spewing boiler, though doing so is not without risk of retaliation.

When you pick this unit to fight, you can change the Attacks characteristic of this unit's Hammers and Picks to either 3D6 or 4D6. However, if you do so and roll 12+ when you generate the value of the characteristic, this unit suffers D3 mortal wounds after it has fought.

### KEYWORDS

CHAOS, LEGION OF AZGORH, DUARDIN, WAR MACHINE, SKULLCRACKER WAR ENGINE

## WARSCROLL BATTALION BLACKSHARD WARHOST

The mainstay of the Legion of Azgorh, Blackshard Warhosts greet their foe's advance with precise volleys of pyrelock shot, thinning the enemy lines before breaking the survivors on a nigh-impenetrable wall of ensorcelled iron armour and cursed shields.

### ORGANISATION

A Blackshard Warhost consists of the following units:

- 1 Infernal Guard Castellan
- 1 Infernal Guard Battle Standard Bearer
- 2 Infernal Guard Ironsworn units
- 2 Infernal Guard Fireglaives units

**Unyielding Slaughterers:** *Blackshard Warhosts are infamous for the methodical butchery they employ in combat, locking shields and standing fast with implacable determination.*

Add 1 to the Bravery characteristic of units in this battalion.

## WARSCROLL BATTALION HASHUT'S WRATH ARTILLERY TRAIN

When the nightmarish engines of war used by the Legion of Azgorh rumble forth in great numbers, the ground trembles as their bombardments tear through entire regiments of troops. The machines themselves are often bound with hungry spirits eager to cause carnage, gifting these terrible weapons of war with a dangerous sentience that lusts for nothing more than to shed rivers of blood.

### ORGANISATION

A Hashut's Wrath Artillery Train consists of the following units:

- 1 Daemonsmith
- 1 Iron Daemon War Engine

Any three units chosen from the following:

- Deathshrieker Rocket Launcher
- Magma Cannon
- Dreadquake Mortar
- Skullcracker War Engine

**Murderous Barrage:** *The gunners in a Hashut's Wrath Artillery Train are experts at goading their charges into a roaring frenzy of destruction.*

Units in this battalion with the Infernal Engineers ability can benefit from that ability if the **DAEMONSITH** in this battalion is on the battlefield, not just if they are within 3" of any friendly **DAEMONSITHS**.

## WARSCROLL BATTALION EXECUTION HERD

Led by Shar'tor, an Execution Herd is a terrifying prospect, a stampede of twisted Bull Centaurs blessed with the unholy wrath of Hashut. Blazing a path across the realms, they follow Hashut's portents, relentlessly pursuing those who draw his ire to run them down and devour their flesh.

### ORGANISATION

An Execution Herd consists of the following units:

- Shar'tor the Executioner
- 1 Bull Centaur Taur'ruk
- 3 Bull Centaur Renders units

**Marked for Death:** Hashut, like those who worship him, holds unbridled contempt for all other creatures, creating an endless list of targets to be slain. Should an Execution Herd's prey fall, visions and portents immediately direct their ravenous hunger towards another unfortunate soul.

After deployment but before the first battle round begins, pick 1 enemy unit on the battlefield to be marked for death. You can add 1 to hit rolls for attacks made by units in this battalion that target that enemy unit. If that enemy unit is destroyed, you can choose a new enemy unit to be marked for death in your next hero phase.

# PITCHED BATTLE PROFILES

Updated June 2021; the profiles printed here take precedence over any profiles with an earlier publication date or no publication date.

WARHAMMER LEGENDS: LEGION OF AZGORH				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Deathshrieker Rocket Launcher	1	130	Artillery	Single
Dreadquake Mortar	1	195	Artillery	Single
Magma Cannon	1	150	Artillery	Single
Infernal Guard Ironsworn	10	100	Battleline	
Iron Daemon War Engine	1	195	Behemoth	Single
Skullcracker War Engine	1	215	Behemoth	Single
Bull Centaur Taur'ruk	1	175	Leader	Single
Daemonsmith	1	110	Leader	Single
Infernal Guard Battle Standard Bearer	1	110	Leader	Single
Infernal Guard Castellan	1	130	Leader	Single
Shar'tor the Executioner	1	240	Leader	Single, Unique
Drazhoath the Ashen	1	345	Leader, Behemoth	Single, Unique
Bull Centaur Renders	3	195		Battleline in Legion of Azgorh army if general is Shar'tor the Executioner
Infernal Guard Fireglaves	10	110		Battleline in Legion of Azgorh army
K'daai Fireborn	3	150		Battleline in Legion of Azgorh army

FACTION	ALLIES
Legion of Azgorh	Blades of Khorne, Disciples of Tzeentch, Maggotkin of Nurgle, Hedonites of Slaanesh, Slaves to Darkness