

LEGION OF AZGORH









Adapted from [Forgeworld](#)

Version 1.0

Twisted Duardin who sell their souls in service to Hashut, the Legion of Azgorh are infamous for the terror they spread across Aqshy the Realm of Fire.. Entrenched within a dread fortress built in the Ashcloud Mountains, they harbour utter contempt for all others. Man or beast; grot or monster – all fall before them, enslaved to fuel the Legion's malevolent industry and sacrificial pyres. Masters of murderous war engines and unyielding iron, the realms tremble when the Legion of Azgorh marches forth.

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Note: All profiles and abilities are proxies.

| Pts | LEADERS |  |  |  |  | RUNEMARKS |  |  |  |  |
|-----|------------------------------|---|---|---|---|-------------------|---|---|---|---|
| 195 | CASTELLAN | Axe Gun | 3 | 5 | 25 | Leader, Warrior | 1 | 4 | 4 | 2/4 |
| 175 | DAEMONSMITH | Club Blast | 3 | 4 | 22 | Leader, Priest | 1 | 3 | 4 | 2/4 |
| | | | 8 | 3 | 4 | | | | | 1/4 |
| 255 | BULL CENTAUR TAUR'RUK | Great Weapon | 6 | 4 | 40 | Leader, Destroyer | 1 | 3 | 5 | 3/6 |

LEADERS ABILITIES

2

RELENTLESS

This mighty warrior is implacable and relentless when they attack the foe's elites, and scornful of their enemy's ability to stop them.

-A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation.

-This fighter makes a bonus move action or a bonus attack action.

3



Warrior

MARTIAL CONTEMPT

Calling out to his warriors, the Castellan marshals his legion to strike down their foes without mercy.

-Pick a visible friendly fighter with the Minion runemark within 4" of this fighter.

-That fighter makes a bonus attack action.

3



Priest

ASH STORM

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

-Pick 1 visible enemy fighter within 8" of this fighter and roll a dice.

-On a 2+, allocate a number of damage points to that fighter equal to the roll.

-In addition, subtract 1 from the Move characteristic (to a minimum of 1) of that fighter until the end of the battle round

4



Priest

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.

-Pick a visible enemy fighter within 14" of this fighter and roll a number of dice equal to the value of this ability.

-For each 4+, allocate D3 damage points to that fighter.

4











Destroyer







FAVOR OF THE BURNING GOD

The bellowing, goreeeking presence of a Taur'ruk drives others into a zealous frenzy.

-Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that have a range of 3 or less made by visible friendly fighters while they are within 9" of this fighter.

| Pts | FIGHTERS |  |  |  |  | RUNEMARKS |  |  |  |  |
|-----|----------------------------|---|---|---|---|-------------------|---|---|---|---|
| 95 | IRONSWORN | Axe & Shield | 3 | 5 | 12 | Minion, Bulwark | 1 | 3 | 3 | 1/3 |
| 95 | IRONSWORN | Spear & Shield | 3 | 5 | 12 | Minion, Bulwark | 2 | 2 | 3 | 1/4 |
| 95 | FIREGLAIVES | Dagger Gun | 3 | 4 | 12 | Minion, Scout | 1 | 2 | 3 | 1/2 |
| | | | | | | | 3-12 | 2 | 3 | 1/4 |
| 85 | ACOLYTES OF HASHUT | Twin Axes | 3 | 4 | 12 | Minion, Berserker | 1 | 4 | 3 | 1/3 |
| 195 | BULL CENTAUR RENDER | Twin Axes | 6 | 4 | 30 | Destroyer | 1 | 5 | 4 | 2/4 |
| 220 | K'DAAI FIREBORN | Reach Weapon | 5 | 5 | 25 | Frenzied, Fly | 2 | 2 | 5 | 3/5 |

FIGHTERS ABILITIES

| | | |
|----------|---|---|
| 2 |  | BLACKSHARD ARMOR <i>The armour worn by each of the warriors in the Legion of Azgorh is wrought from iron shot through with refined shards of Aqshian realmstone and imbued with a measure of Aqshy's burning power.</i> -Until the end of the battle round, add 1 to the Toughness characteristic of this fighter. |
| 2 |  | DIRGE OF FIRE <i>The Acolytes of Ashut consists of elite fighting religious fanatics formed into different cabals each venerating a different aspect of Ashut.</i> -Until the end of this fighter's activation, the Strength characteristic of attack actions made by this fighter count as being higher than the target's Toughness characteristic. |
| 2 |  | BLACK BANNER OF MALICE <i>A Black Banner of Malice bears fell enchantments that its bearer can invoke to unleash occult powers to terrible effect.</i> -Until the end of the battle round, add 1 to the Attacks characteristic of attack action made by friendly fighters while they are within 6" of this fighter. |
| 3 |  | TRAMPLE AND GORE <i>A charging Bull Centaur is an avalanche of muscle and rage that tramples all beneath its iron-shod hooves.</i> -Until the end of this fighter's activation, the next time they finish a move action within 1" of an enemy fighter the enemy fighter takes damage points equal to the value of this ability. |
| 3 |  | PYRELOCK WEAPONS <i>Loaded with ammunition containing hungry pyre-spirits, each shot from a pyrelock weapon ravages the flesh of the foe.</i> -Add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by this fighter this activation that targets an enemy fighter more than 3" away. |
| 4 |  | KISS OF FIRE <i>With a simple gesture, a wave of daemoniac flame surges forth from the K'daai Fireborn, immolating their foes.</i> -Allocate a number of damage points to all visible enemy fighters within 3" of this fighter equal to the value of this ability. |