



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"	—————		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

DESCRIPTION

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

ABILITIES

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

Add 1 to unbinding rolls for this model if 1 or more wounds have been allocated to this model.

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 of D3.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to

unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield, and Ash Storm spells.

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

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

KEYWORDS

CHAOS, DAWI ZHARR, LEGION OF AZGORH, HERO, WIZARD, DAEMONSMITH