



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

DESCRIPTION

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

ABILITIES

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 inflicts 1 mortal wound on the target in addition to any normal damage.

COMMAND ABILITY

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

You can use this command ability in your hero phase. If you do so, pick 1 enemy unit within 12" of a friendly model with this command ability. Until the start of your next hero phase, add 1 to wound rolls for attacks made by friendly **LEGION OF AZGORH** units that target that unit. The same enemy unit cannot be picked as the target of this command ability more than once per hero phase.

KEYWORDS

CHAOS, DAWI ZHARR, LEGION OF AZGORH, INFERNAL GUARD, HERO, INFERNAL GUARD CASTELLAN



INFERNAL GUARD BATTLE STANDARD BEARER



Selected from among the ranks of the Ironsworn for their stubbornness and contempt for all other races, only a few warriors 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

DESCRIPTION

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

ABILITIES

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 model. In addition, you can re-roll wound rolls of 1 for attacks made with melee weapons by friendly **LEGION OF AZGORH** units while they are wholly within 18" of this model.

KEYWORDS

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