



INFERNAL GUARD FIREGLAIVES

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

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pyrelock Fireglaiive	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 Fireglaiive's Bayonet-cleaver	1"	1	4+	4+	-	1
Ashsteel Hand Weapon	1"	1	3+	4+	-1	1

DESCRIPTION

A unit of Infernal Guard Fireglaiives has any number of models, each armed with a Pyrelock Fireglaiive and a Pyrelock Fireglaiive's Bayonet-cleaver.

FIREGLAIVE DEATHMASK: The leader of this unit is a Fireglaiive Deathmask. A Fireglaiive Deathmask is armed with an Ashsteel Hand Weapon and Pyrelock Pistol instead of a Pyrelock Fireglaiive and a Pyrelock Fireglaiive's Bayonet-cleaver.

ICON OF DOMINION BEARERS: 1 model in this unit can be Icon of Dominion Bearer. Add 1 to the Bravery characteristic of a unit that includes an Icon of Dominion Bearer.

DRUMMER: 1 model in this unit can be a Drummer. Add 1 to run rolls for a unit that includes a Drummer.

ABILITIES

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 Fireglaiive is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage. In addition, you can re-roll hit rolls of 1 for attacks made with this unit's Pyrelock Fireglaiives if this unit has not made a move in the same turn.

KEYWORDS

CHAOS, DAWI ZHARR, LEGION OF AZGORH, INFERNAL GUARD, FIREGLAIVES