

• 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

### DESCRIPTION

A unit of K'daai Fireborn has any number of models, each armed with Burning Irons.

**FLY:** This unit can fly.

### ABILITIES

**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 or negative) when making save rolls for attacks that target this unit. In addition, this unit can run and still charge later in the same 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 1 dice for each enemy unit within 3" of this unit. On a 2+, that unit suffers 1 mortal wound.

### KEYWORDS

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