

## K'daai Fireborn

*Chaos Dwarfs are arrogant, malign and paranoid beings who will bend their knee to none but their Father of Darkness, Hashut. The desires of their Sorcerers and Daemonsmiths are for power and domination, and for weapons and soldiers that will make them invincible – and it is from this desire that the K'daai Zharr – the scions of fire, were born. Rather than summon Daemons all but uncontrolled as a human sorcerer might or parley bargains with the greater fiends of Chaos, the priests of Hashut have long sought to enslave the Daemons they summon by binding them into weapons and armour, war machines and constructs, thus harnessing and controlling them to the Sorcerer's will and giving them form. With the K'daai they have sought to do something more, to create a race of beings, half-demon stuff and half-raging fire drawn from the magma of the deep earth and birthed in the boiling blood of Hashut's burning sacrifices, given form and contained within an armoured framework of articulated iron and rune-stamped bronze.*

*The K'daai are devastating shock troops, but fractious and difficult to control, and as the destructive energies contained within them slowly exhaust themselves, they burn through the binding rituals placed upon the entity within, slowly bringing about their destruction. As such their use is confined, and between battles they slumber as cold frameworks of barbed iron, awaiting the rituals of blood and fire that awake them to slaughter.*

	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
K'daai Fireborn	6	4	2	5	4	2	4	2	7	Monstrous Infantry	3-15	55 each

### SPECIAL RULES

**Unstable, Unbreakable, Fear, Flaming Attacks, Blazing Body, Bound Fire Daemon & Burning Bright.**

**Blazing Body:** Any model (friend or foe), except another K'daai, in base contact with a K'daai at the start of the Close Combat phase takes an automatic Strength 4 hit. This is counted as a Flaming attack. In addition, any non-magical attacks suffer a -1 penalty to wound them.

**Bound Fire Daemon:** The K'daai have bodies of sorcerous flame bound into shape by armour-like frameworks of metal and enslaved by the black arts of the Daemonsmiths. The K'daai count as Daemons for the purposes of any relevant spell or effect against them; and have a 4+ Ward save which increases to 2+ against Flaming attacks.

**Burning Bright:** Once unleashed the power of the K'daai's sorcerous fire is so great that it consumes even itself eventually and destroys the bindings holding them in shape. As a result, from the second game turn onwards, at the start of each turn a Toughness test must be made for each K'daai unit (roll once for each unit). If this is failed they suffer D3 wounds with no save of any kind possible, distributed as per a shooting attack.

*Hear the summons of Hashut!  
The Dark Father calls you to slaughter,  
Blood and fire exhorts you to war!  
Hear the summons of Hashut!  
Stretch your limbs of blood-oiled steel,  
The Dawri-Zharr march forth once more!  
Answering the summons of Hashut!*

*From the K'daai rituals of awakening*