



IRON GOLEMS



Skilled blacksmiths, the Iron Golems believe themselves chosen to provide arms and armour to Archaon's forces. Amongst the war-racked lands of Chamon, their legions are renowned for their dauntless resilience and chilling efficiency.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bolas	8"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Legion Weapons	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Iron Golems has any number of models, each armed with Legion Weapons and Bolas.

DOMINAR: 1 in every 8 models in this unit must be a Dominar. Add 1 to the Attacks characteristic of a Dominar's melee weapons.

SIGNIFER: 1 in every 8 models in this unit must be a Signifer. Add 2 to the Bravery characteristic of this unit while it includes any Signifers.

OGOR BREACHER: 1 in every 8 models in this unit must be an Ogor Breacher. Ogor Breachers have a Wounds characteristic of 3.

ABILITIES

Iron Resilience: *At a barked command from their Dominar, the legionaries of the Iron Golems snap into an impenetrable shieldwall.*

You can re-roll save rolls for attacks that target this unit if this unit has not made a normal move in the same turn.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, CULTISTS, IRON GOLEMS

SLAVES TO DARKNESS

WARSCROLL

Iron Golems

UNIT SIZE

MIN MAX

8

32

POINTS

70

BATTLEFIELD ROLE

NOTES