



• WARSCROLL •

## IRONGUTS



Ironguts are the meanest ogors around, the elite warriors of their warglutt. Protected by thick metal armour-plates and carrying immense two-handed weapons, they wade into the thick of the fighting, hacking and bashing their foes to bloody chunks.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mighty Bashing Weapon	2"	3	3+	3+	-1	3
Gulping Bite	1"	1	3+	3+	-	1

### DESCRIPTION

A unit of Ironguts has any number of models, each armed with a Mighty Bashing Weapon and Gulping Bite.

**GUTLORD:** 1 model in this unit can be a Gutlord. Add 1 to the Attacks characteristic of that model's Mighty Bashing Weapon.

**BELLOWER:** 1 in every 4 models in this unit can be a Bellower. Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of any Bellowers.

**RUNE MAW BEARER:** 1 in every 4 models in this unit can be a Rune Maw Bearer. If an enemy unit fails a battleshock test within 6" of any Rune Maw Bearers, you can roll a dice. On a 6, add D3 to the number of models that flee.

In addition, each time a unit with any Rune Maw Bearers is affected by a spell or endless spell, you can roll a dice. If you do so, on a 6, ignore the effects of that spell or endless spell on that unit.

### ABILITIES

**Down to the Ironguts:** *It is not often that an Ogor Mawtribe's battle line falters, but when it does so, the Tyrant will call upon their Ironguts to turn the battle back in their favour.*

Once per battle, in your hero phase, if at least 1 **OGOR** model from your army has fled the battle, you can use this ability. If you do so, you can re-roll hit, wound and save rolls of 1 for this unit until your next hero phase.

### KEYWORDS

DESTRUCTION, OGOR, OGOR MAWTRIBES, GUTBUSTERS, IRONGUTS