

# IRONBREAKERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Drakefire Pistol	8"	1	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Drakefire Pistol	1"	1	4+	4+	-	1
Ironbreaker Axe or Hammer	1"	2	3+	4+	-	1

## DESCRIPTION

A unit of Ironbreakers has 5 or more models. Ironbreakers are clad in suits of Gromril Armour. Each Ironbreaker goes to war armed with an Ironbreaker Axe or Hammer in one hand and a sturdy Gromril Shield in the other.

## IRONBEARD

The leader of this unit is an Ironbeard. Some Ironbeards choose to wield an Ironbreaker Axe or Hammer and a Gromril Shield. An Ironbeard makes 3 attacks with an Ironbreaker Axe or Hammer instead of 2. Other Ironbeards are armed with a single Drakefire Pistol – with which they can shoot the foe at range or club them in close combat – and a Cinderblast bomb, whilst some prefer to fight with a Drakefire Pistol in each hand.

## ICON BEARER

Models in this unit may be Icon Bearers. Roll a dice if an enemy spell affects a unit with any Icon Bearers. On a roll of a 5 or more, that spell has no affect on the unit (but it will affect other units normally).

## DRUMMER

Models in this unit can be Drummers. When a unit containing any Drummers runs, they can ‘Sound the Advance’. If they do so, do not roll a dice to see how far the unit runs; instead, they can move up to an extra 4".

## ABILITIES

**Brace of Drakefire Pistols:** You can make 2 attacks for an Ironbeard armed with more than one Drakefire Pistol in both the shooting and the combat phases.

**Cinderblast Bomb:** Once per battle, a model with a Cinderblast Bomb can throw it in your shooting phase. To do so, pick a unit within 6" and roll a dice; on a 2 or more, that unit suffers D3 mortal wounds.

**Gromril Shields:** This unit can create a shield wall instead of running or charging in its turn. If it does so, re-roll all failed save rolls for the unit in the combat phase until its next movement phase.

**Forge-proven Gromril Armour:** When you make save rolls for this unit, ignore the enemy’s Rend characteristic unless it is -2 or better.

## KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, IRONBREAKERS