

# IRONDRAKES



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Drakegun		16"	1	3+	3+	-1	1
Grudgehammer Torpedo		20"	1	3+	3+	-2	D3
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
Mailed Fist		1"	1	4+	5+	-	1

## DESCRIPTION

A unit of Irondrakes has 5 or more models. Irondrakes are clad in suits of Gromril Armour and are armed with Drakeguns to shoot the foe at range. Irondrakes can punch foes in close combat with their Mailed Fists.

## IRONWARDEN

The leader of this unit is an Ironwarden. Some Ironwardens wield a Drakegun, whilst others prefer to go into battle with a Grudgehammer Torpedo. These Ironwardens are more than happy to punch foes in the face with their Mailed Fists. You can add 1 to hit rolls for an Ironwarden shooting a Drakegun.

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

## HORNBLOWERS

Models in this unit can be Hornblowers. When a unit containing any Hornblowers 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 Ironwarden armed with more than one Drakefire Pistol in both the shooting and the combat phases.

**Grudgehammer Torpedo:** A Grudgehammer Torpedo inflicts D6 Damage instead of D3 if the target has the **MONSTER** keyword.

**Cinderblast Bomb:** Once per battle, an Ironwarden 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.

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

**Blaze Away:** Irondrakes can shoot twice with their Drakeguns if they did not move in their preceding movement phase and there are no enemy models within 3".

## KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, IRONDRAKES