



IRONGUTS



MELEE WEAPONS

Mighty Bashing Weapon

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	3	4+	3+	-1	3

DESCRIPTION

A unit of Ironguts has 3 or more models. Units of Ironguts are armed with an assortment of Mighty Bashing Weapons.

GUTLORD

The leader of this unit is a Gutlord. A Gutlord makes 4 attacks rather than 3.

BELLOWER

Models in this unit may be Bellowsers. Subtract 1 from the Bravery of enemy units that are within 6" of any Bellowsers.

RUNE MAW BEARER

Models in this unit may be Rune Maw Bearers. Roll a dice whenever an enemy model flees whilst its unit is within 6" of any Rune Maw Bearers from your army. On a 6, another model immediately flees from that unit. In addition, the Rune Maw has a voracious appetite and can even consume magic. Roll a dice if an enemy spell affects an Ironguts unit with any Rune Maw Bearers. On a roll of a 6, that spell has no affect on the Ironguts (but it will affect other units normally).

ABILITIES

Down to the Ironguts: Once during the battle, in your hero phase, Ironguts can attempt to batter their way to victory. They can only do this after at least one **OGOR** model from your army has fled from the battle. When the Ironguts use this ability, you can re-roll hit, wound and save rolls of 1 for models in this unit until your next hero phase.

KEYWORDS

DESTRUCTION, OGOR, GUTBUSTERS, IRONGUTS