

# IRONBREAKERS

Ironbreakers are the elite guardians of the Dispossessed's underground fortresses. Clad from head to toe in impervious gromril and wielding masterwork axes and hammers, they form an impenetrable wall against which the enemy is soon shattered.



**Paired Drakefire Pistols:** *With a pistol in each hand, this warrior guns down the enemy.*

Add 1 to the Attacks characteristic of a Drakefire Pistol for models armed with a pair of Drakefire Pistols.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Drakefire Pistol	8"	2	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ironbreaker Weapon	1"	2	3+	4+	-	1
Mailed Fist	1"	1	4+	4+	-	1

## DESCRIPTION

A unit of Ironbreakers has any number of models, each armed with an Ironbreaker Weapon.

**IRONBEARD:** 1 model in this unit can be an Ironbeard. An Ironbeard can replace their Ironbreaker Weapon with a Mailed Fist and one of the following weapon options: Drakefire Pistol and Cinderblast Bomb; or a pair of Drakefire Pistols. In addition, add 1 to the Attacks characteristic of that model's melee weapon.

**STANDARD BEARER:** 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

**DRUMMER:** 1 in every 10 models in this unit can be a Drummer. Add 1 to run and charge rolls for units that include any Drummers.

## ABILITIES

**Cinderblast Bomb:** *This weapon explodes in a burst of shrapnel and flame.*

Once per battle, in your shooting phase, a model armed with a Cinderblast Bomb can throw it. If they do so, pick 1 enemy unit within 6" of that model and roll a dice. On a 2+, that unit suffers D3 mortal wounds.

## KEYWORDS

ORDER, DUARDIN, CITIES OF SIGMAR, DISPOSSESSED, IRONBREAKERS