

IRONDRAKES

Armed with a terrifying array of heavy weaponry, Irondrakes overwhelm their foes with torrents of flesh-melting flame and volleys of high explosive missiles, relying upon mastercrafted gromril armour to fend off all retaliation.



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 it does so, pick 1 enemy unit within 6" of that model and roll a dice. On a 2+, that unit suffers D3 mortal wounds.

Forge-proven Gromril Armour: *Missiles bounce harmlessly off the mastercrafted armour of these warriors.*

Add 1 to save rolls for attacks made with missile weapons that target this unit.

Grudgehammer Torpedo: *These armour-piercing warheads can bring down the mightiest foes.*

A Grudgehammer Torpedo has a Damage characteristic of D6 instead of D3 if the target is a **MONSTER**.

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 |
|----------------------|-------|---------|--------|----------|------|--------|
| Grudgehammer Torpedo | 20" | 1 | 3+ | 3+ | -2 | D3 |
| Drakegun | 16" | 1 | 3+ | 3+ | -1 | 1 |
| Drakefire Pistol | 8" | 1 | 3+ | 3+ | -1 | 1 |

MELEE WEAPONS

| | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-------------|-------|---------|--------|----------|------|--------|
| Mailed Fist | 1" | 1 | 4+ | 4+ | - | 1 |

DESCRIPTION

A unit of Irondrakes has any number of models, each armed with a Drakegun and Mailed Fist.

IRONWARDEN: 1 model in this unit can be an Ironwarden. Add 1 to the Attacks characteristic of that model's Mailed Fist. In addition, an Ironwarden can replace their Drakegun with one of the following weapon options: Grudgehammer Torpedo;

Drakefire Pistol and Cinderblast Bomb; or a pair of Drakefire Pistols.

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.

HORNBLOWER: 1 in every 10 models in this unit can be a Hornblower. Add 1 to run and charge rolls for units that include any Hornblowers.

ABILITIES

Blaze Away: *Once in position, Irondrakes rain unrelenting fire upon the foe.*

Add 1 to the Attacks characteristic of this unit's missile weapons if there are no enemy units within 3" of this unit and this unit has not made a move in the same turn.

KEYWORDS

ORDER, DUARDIN, CITIES OF SIGMAR, DISPOSSESSED, IRONDRAKES