

MASTERS OF THE FORGE

On Your Tabletop
Episode 98

Iron Warriors

Rules for Playing this Chaos Legion

New Warlord Trait

Siegebreaker

All Heavy Support units within 12” of your Warlord may reroll the dice to determine the number of attacks they get in the shooting phase.

New Stratagems

The Iron Cage

Iron Warriors Stratagem - 1CP - Use this stratagem any time after rolling to attack (but before rolling to wound) in the Fight phase against a unit with the <Imperial Fists> keyword. Extra Attacks are generated on a 5 instead of a 6 and TWO extra attacks are generated on a roll of 6+.

Barrage of Hatred

New Iron Warriors Stratagem - 2CP - Use this stratagem when declaring attacks from a unit in the shooting phase. Any weapons in that unit which have an Attacks profile of d6 or 2d6 and have a range of 24” or greater can target units which are not visible to the bearer.

Classic Relic Revisited

Cranium Malevolus

“This iron-clad death's head was once a Servo-skull taken from the Sainted Halls of Terra. Though intended as little more than a trophy, under the ownership of the Iron Warriors it has mutated into a mouthpiece for the mind-shattering language of the soul forges. The coded blurts of Dark Tongue it emits are potent enough to undo the Machine Spirits of enemy technology. Its scrapcode chant is so maddening that opposing war engines will spontaneously immolate themselves in order to avoid spending another solar second near the floating, anarchic device.” - *Games Workshop*

This relic deals 1 Mortal Wound to every vehicle within 6” of the bearer at the start of the bearer’s shooting phase. This damage is increased to d3 Mortal wounds if the Vehicle has the <Imperium> keyword. In addition, the charge distance of any Vehicles which declare a charge against the bearer of this Relic is reduced by 3”.