



INFERNAL GUARD IRONSWORN

Clad in Blackshard armour forged with the very realmstone of Aqshy itself, the Infernal Guard Ironsworn march into battle with smouldering runes of torment and death engraved into their weapons.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pyrelock Pistol	8"	1	4+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ashsteel Hand Weapon	1"	1	3+	4+	-1	1

DESCRIPTION

A unit of Infernal Guard Ironsworn has any number of models, each armed with an Ashsteel Hand Weapon and each carrying a Spiteshield.

IRONSWORN DEATHMASK: The leader of this unit is an Ironsworn Deathmask. An Ironsworn Deathmask is armed an Ashsteel Hand Weapon and Pyrelock Pistol instead of being armed with a Ashsteel Hand Weapon and carrying a Spiteshield.

ICON OF DOMINION BEARERS: 1 model in this unit can be Icon of Dominion Bearer. Add 1 to the Bravery characteristic of a unit that includes an Icon of Dominion Bearer.

DRUMMER: 1 model in this unit can be a Drummer. Add 1 to run rolls for a unit that includes a Drummer.

ABILITIES

Pyrelock Pistol: *Loaded with ammunition containing hungry pyre-spirits, each shot from a pyrelock weapon ravages the flesh of the foe.*

If the unmodified hit roll for an attack made with a Pyrelock Pistol is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Spiteshield: *The shields carried by those in the Legion of Azgorh are laced with malefic curses, and upon being struck erupt with tendrils of flame.*

If the unmodified save roll for an attack with a melee weapon that targets a unit that includes any models carrying a Spiteshield is 6, the attacking unit suffers 1 mortal wound.

KEYWORDS

CHAOS, DAWI ZHARR, LEGION OF AZGORH, INFERNAL GUARD, IRONSWORN