



IRON DAEMON WAR ENGINE

Within the great furnace of an Iron Daemon War Engine, coal, bones and even screaming spirits burn with raging heat, powering the arcane workings and terrifying siege weaponry of this profane machine.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Steam Cannonade	14"	2D6	4+	☀	-2	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crushing Bulk	1"	☀	4+	4+	-	2

DAMAGE TABLE			
Wounds Suffered	Move	Steam Cannonade	Crushing Bulk
0-2	10"	3+	6
3-4	9"	3+	5
5-6	8"	4+	4
7-9	7"	4+	3
10+	6"	5+	2

DESCRIPTION

An Iron Daemon War Engine is a single model armed with a Steam Cannonade and Crushing Bulk.

ABILITIES

Carriage Hauler: *Such is the size and power of this war engine that it can be used to haul the carriages of other artillery pieces into battle.*

At the start of your movement phase, you can pick 1 friendly **DEATHSHRIEKER ROCKET LAUNCHER, MAGMA CANNON, or DREADQUAKE MORTAR** unit within 1" of this model. If you do so, that unit can use this model's Move characteristic during that movement phase, as long as it is within 1" of this model at the end of that movement phase.

More Power! *If needed, the Iron Daemon's crew can goad the half-possessed machine to even greater heights of power from its fire-spewing boiler, though doing so is not without risk of retaliation.*

In your shooting phase, you can change the Attacks characteristic of this model's Steam Cannonade from 2D6 to either 3D6 or 4D6. However, if you do so and the roll is 12+, this model suffers D3 mortal wounds after all of its attacks have been resolved.

KEYWORDS CHAOS, DAWI ZHARR, LEGION OF AZGORH, WAR MACHINE, IRON DAEMON WAR ENGINE