

THE NOBLE HOUSES AND ASPIRANTS

Determining your loyalties

The forces of the Ironweld Arsenal have been lead by the noble Houses of the Weld for as long as memory can recall, some claiming these houses are descendants of the students of the great Duardin god Grungi, sent out into the Realms to spread their learning to their own peoples that the armies of Order might never find themselves unprepared. Others claim the first houses simply had the coin to buy there master smiths as their own and have profited from the inventions of other talented individuals ever since.

However their formation few can deny the prosperity the noble houses of the Weld have enjoyed, a rich history of engineering and innovating runs through the blood and soul of ever Noble born to the Houses. For some they turn this into strategy on the field of battle, becoming Ironsworn to the military might of the Weld, to others it is Engineering and Smithing that they might arm the populace of the Realms, to others it is to innovation and reflection that they might prepare the generations to come.

As tradition and ritual become cemented through hereditary rule each house has begun to take on the characteristics of its Nobility, where they once shared a commonality with every generation their specialities diverge yet further, some become increasingly militant with a spiralling array weapons each more devastating than the last. To others they look to the defences

that the Weld might become a bulwark to those abandoned by their Gods, others yet still take their studies into hitherto unknown domains that lead to more questions than answers.

Yet every House, Guild and Noble family share the ties to the Guild, all are sworn to honour the Iron Council and its rule over all that bear the crest of the Ironweld Arsenal. There is more than history that ties these noble kin and their lesser together, their very industries are interwoven in such a way that they depend on each other for survival, perhaps such was the intention of the first ever council that should any one House suffer all within the Weld would feel the loss. This balance keeps the divergent houses from ever truly dividing from common purpose, ever striving onwards in pursuits of war and industry.

Not all houses enjoy the luxuries of glorious history and unbroken bloodlines. There are those whose wealth all but dissolved leaving them far from the comforts of the inner circle ever hoping and striving to regain favour. Others spring up from the burgeoning workshops of the new cities of the Realms, ever trying to prove their worth to earn the attention of the Nobility. It is these houses and guilds that form the Aspirants, eager to take a seat at the table if one is ever offered.

HOUSEHOLD ALLEGIANCE

The myriad of cultures that make up the Ironweld Arsenal each bring with them a dizzying array of innovations of tactics on the field of battle.

When selecting any **IRONWELD ARSENAL** army players may select to either play as one of the 5 established Household armies as detailed on the following pages, or may instead opt to forge their own story as a young Aspirant House. Each Household allegiance grants abilities to the army, additionally they alter the Weld Heraldry rules on friendly **IRONSWORN** units.

Finally many of the Household Allegiances grant the option of a unique Masterwork Design or Artificer Cogwork, these may be selected instead of generating a Masterwork Design or Artificer Cogwork design in the army creation stage.

Alternatively players may opt to forge the tales of their own Noble House, in doing so the players gain the Aspirant Household rule shown on this page but may not select a **HOUSEHOLD ALLEGIANCE** on the pages that follow. Doing so does not grant access to any Household specific relics but gives players the opportunity to embrace their own creativity and for the store of their empire.

Whatever loyalties a player chooses embracing creativity is at the heart of the Ironweld, each Household archetype could represent countless Guilds throughout the Realm, each with their own characters and unique colour schemes.

THE ASPIRANT HOUSEHOLDS

When running an Aspirant Household army players may use the following Allegiance ability. There are no unique Masterwork Designs nor Artificer Cogworks for these fledgling households, instead they must seek to forge their own innovations through hard labours and the heat of battle.

A Legacy to Forge

The Nobility of the Aspirant houses are all eager to prove their worth, willing to tread over the corpses of their fallen kin if it means climbing to the top tables of the Weld. To their foes none amongst the Aspirants has the notoriety to know when the general of such a force has truly been slain.

If during the course of the battle the General of an Aspirant Households army is slain, the controlling player may immediately select a different HERO alive and setup on the battlefield. This model is now considered their general for all purposes, and may immediately generate a Command Trait (this command trait however must be randomly generated).

HOUSE ORAN

The Ironhearts

The House Oran currently hold the seat of power within the Ironweld, their Matriarch Octavia having secured the Crown of Innovation as a child and spurred the Weld into an era of unprecedented invention and discovery. Those born to Oran have long been considered cold hearted and distance, often so buried in the future that they have neither the time nor inclination to pay attention to the present. For many it is this foresight that has made them so indispensable to the Weld throughout its troubled history, a calm hand at the rudder when all was descending into chaos, steering the industry through the far more prosperous waters.

Their very nature is perhaps shaped by the Realm of Light in which their capitol city of Cor Temporis can be found, obsessive in their seeking and hoarding of knowledge they have long since been at the cutting edge of Weld innovation. And yet it is in their obsessive nature that their key fault lies, too often seeking out new ideas would leave those already discovered little time to flourish or refine, were it not for the actions of the Noble houses around them willing to complete the more menial tasks of industry House Oran may well have found themselves unable to fund their further research endeavours.

Cor Temporis, the Walking City

The term walking is largely a generous exaggeration of the city that crawls its way steadily across Hysh, pulled by hundreds of Cog haulers the very fact it is able to move is perhaps what has lent to such a grandiose term. Few understand the reasoning behind such an attribute beyond the very fact that the Ironweld invent for the very sake of innovation, dismissing the cities mobile nature as little more than a flamboyant architects masterpiece.

To those who know better there is an ancient tale, whispers that before Cor Temporis came to be an expedition from House Oran found something buried in the sands of Hysh, undeniably ancient and hewn from metal no axe or pick could pierce, a cube littered with Sigils unlike any others seen the realms over. It is said this unknowable vault bewildered the expedition, and around it they built an encampment, it was as the days passed, when each mornings sun struck the Vault they observed perhaps its most peculiar attribute, shifting in the sand, trembling as it carved its way a few inches further through the realm toward destinations unknown.

Over the years the encampment has grown, dozens of Cogforts deployed that the Weld might understand what secrets the vault could unlock. In time they locked together to shield the vault from the view of would be interlopers, and as yet more forts joined their midsts the engineers within sought new technologies that they might find a way to bore through its metal hide, grand factories sprung up to devise new drills, workshops sought to master flame and fire to melt away the outer layers, prismatic light harnesses channelled the very nature of the realm at this enigma.

Centuries has since passed, and whilst some secrets have been derived from the vault it has yet to relent to the bombardments of the Weld, the Cogforts have grown to the largest city in the Ironweld with the obsessive need to unlock the Vault driving forward their progress at a staggering rate. Now each day as the Vault moves so does the city, ever onwards to a destination beyond their

understanding.

Whether the Vault has given the scholars of Oran something to obsess over, or if it is the root cause of the character flaw gnawing away at their every thought is unclear. Though many have begun to question precisely how much influence the unknown Vault exerts over those nearby.

Ascent to the Throne

It was as simply a young child that Octavia, first born of the House of Oran became that Heir Aspirant to the Crown of Innovation. Like the Aspirants from all the noble houses, some more dubious than others it fell to Octavia to compete when the Patriarch of the Age of Industry fell foul of a crippling case of the blight at the defined age of 90. The trials for the aspirants a gruelling, both physically and mentally as they seek to infiltrate, scale and unlock the secrets of the abandoned clockwork city of Midnight with its shifting corridors and ever changing network of platforms. Many dismissed the child of Oran, the youngest of the crop to compete and by no means outstanding at feats of strength nor innovation and yet as one by one the aspirants fell to injury, weak resolve or in the rare circumstances death and the field began to fill out the small form of Octavia could still be seen climbing the spires of Midnight.

It would be her patience that defined her challenge, as it later has her reign over the Weld, where others competed as though it were a race to the crown Octavia moved slowly and purposefully, studying every platforms movements before ever taking a step. Where others fell from haste she knew the patterns of the city as she climbed ever higher through the spires, when fools rushed ahead she watched keen eyes as the clockwork traps claimed many a victim, every misstep of her opponents taught Octavia more about the labyrinth they sought to defeat. It was then through patience, cold calculation and obsessive attention to detail that the young aspirant found herself Victorious, emerging from the gates of Midnight bearing the Crown of Innovation and plans for a new form of Warmachine liberated from the lost libraries of the clockwork city.

The Night of Weeping

It has been near two centuries since the now venerable Matriarch Octavia took control of the House Oran and the crown of the Ironweld, and in a life well lived her estate was brimming with children, grandchildren and more all trained to lead the new generations of Oran to greater prosperity. Her heir Aspirant, chosen not from the eldest but the best of her offspring Ilays was much loved amongst the populace of Cor Temporis, fair and brimming with endless curiosity her work on the refinement of Conveyer steam valves is calculated to have not only made them more efficient but saved the lives of dozens of labourers usually lost during catastrophic breakdowns. And yet after the Night of Weeping the House of Oran is decimated, in a single night a series of assassinations sees

HOUSE ORAN

its pool of heirs reduced to nothing, though the Matriarch survives the night with only minor wounded she now remains last of the line of Oran. As dawn breaks a statue of purest gold depicting a winged Angel impaled on crude stone spear is discovered in the heart of the great factory complex of Cor Temporis. With the house soon to slip beyond the realms of memory there is little Matriarch can do but watch as fear for their future ravages her people, and lesser nobles begin to make their own schemes for ascendancy.

The Armies of House Oran have always been typified by the Nobility that have flocked to the court of the Matriarch, to hold the Crown of the Weld attracts attention from the aspirants of many houses who have since sworn service to the House that they might bask in the reflected glory of the long tenured Matriarch. On the field of battle it is they who first perfected the Templar Harness, that they might elevate their nobles high above the dirt and death that lingers far closer to the ground, shining knights in Cogwork armour to spur their forces on to greater feats.

THE ARMIES OF ORAN

The armies of Oran are tactically astute, able to set aside the red veil of battle and foolish pride long enough to understand the potency of a strategic retreat, all too often a foe will think themselves having broken the enemy lines only to hear the crack of thunder as once fleeing Weldguard unleash a devastating volley on their now exposed attackers.

Though much like all of the Houses of the Weld Oran has a more than ample supply of labourers they use much of their wealth to maintain a robust Weld Guard contingent, trained by the finest nobles across the land whole contingents of riflemen are dispatched to win the battles Oran must wage, flanked by full stables of Lancers and Fusiliers.

In recent years with the devastation of the lineage of the Matriarch her armies have been dispatched with increasing fervour, each led by hosts of lesser nobles seemingly scouring all corners of the realms on some undeclared quest. It is then not uncommon to seem them eschewing the artillery trains utilised by other hosts in favour of mobile, rapid armies supported instead by the weight of fire their Riflemen can produce.

PLAYING AS HOUSE ORAN

When forming an army for House Oran, add the **HOUSE ORAN** keyword to all **IRONWELD ARSENAL** warscrolls in your army. An army can be formed of only a single household, and any army that is not **IRONWELD ARSENAL** allegiance may not select a Household allegiance.

Armies with the **HOUSE ORAN** keyword gain the following special rules, including access to a unique Masterwork Design. All units with the Weld Heraldry special rule must replace it with Heraldry of Oran in a **HOUSE ORAN** army.

HOUSE ORAN ALLEGIANCE

Studious Obsession— *The Nobles of Oran study all things with an obsession that put others to shame, every battle plan, every ploy, every strategy become reflexive.*

Roll a dice whenever a HERO from this army uses a command ability. On a roll of a 6 the command point used is refunded, to be added to the controlling players command pool.

Heraldry of Oran — *Though her line may well soon come to an end the Matriarch of Oran still hold control over the Weld, the weight of her words able to inspire newfound resolve in even the most broken of souls.*

Replace the Weld Heraldry rule on all **IRONSWORN** units in a House Oran army with this rule. Friendly **WELDGUARD** units wholly within 12 inches of a model with this rule may still complete Shooting attacks in the shooting phase even if they retreated in the same turn.

MASTERWORK DESIGN (HOUSE ORAN)

The Cog work Cuirass— *A Masterpiece of armour design this rippling plated metal can shift to concentrate protection against repeated blows, often proving the difference between life and death* Subtract 1 from the Damage Characteristics of all attacks that target this model, to a minimum of one.

HOUSE ROK

The Steamforged Titans

The Duardin houses of the Ironweld are perhaps those that still cling closest to the old ways, which the impetuous youth of their human counterparts ever rush blindly into progress for the sake of progress is it the steady and dependable nature of the Duardin who provide a sense of stability in an otherwise tremulous world. House Rok is distinguished as one of the original Houses of the Weld, named they claim for one of the mighty Six Smiths of the God of Forge they carry with them no small amount of pride in this, though it has been on occasion been mistaken for ego. It is from the workshops of Esoteris that the first Coghaulers came forth, truly a Duardin invention whilst small and compact they were capable of enduring immense weight and strain without buckling. It was on the back of these Cog Haulers that the empire of the Ironweld has grown, able to form arms caravans able to travel massive distances over terrain organic mounts would have been ill inclined to traverse, it was the might of these that allowed the construction of the titanic factory cities now seen in the strongholds of the weld. It was then only natural that the coffers of House Rok swelled, whole chambers allegedly hidden in Cor Esoteris that they might secret away their gold that interlopers would spend a lifetime searching never to find it.

Those Nobles of House Rok are not immune to the vanity that has seeped into the nobility across the breadth of the Weld, many adorning themselves with clunky steam belching adornments from the Titanfist gauntlet that harnesses steam powered pistons to deliver a blow that would stagger even a god to the less glorious "Inclination Regulator" that frequently pumps questionably imbued steam directly into the wearers respiratory system to allow them to go long periods without sleep. These Nobles are considered gruff, paranoid (even for a Duardin) and seem to constantly be seeking to live up to the legacy that they so proudly proclaim, in recent generations none have topped the invention of the first Coghauler, and the embarrassment of living off of the legacy of their elders has spurred those children of Rok to become all the more brutal in their pursuit of arms contracts that they might swell the treasury further.

Cor Esoteris, the Field of Glass

All cities and Cogforts of the Weld boast defences personal to the craftsman who designed them, personal signature pieces that boast their prowess. Perhaps the most impressive is the city of Cor Esoteris, built over the Esoteris Volcano in the realm of metal it channels the devastating power through a labyrinth of tunnels beneath its bustling factory complexes, where others had sought to build a city and simply add defences the first Duardin Architects of Esoteris made a Volcanic cannon, and then decided to live on it. There is a saying the Weld that only a Duardin would find the most dangerous point in the realm and sit on it and claim safety, though Esoteris is made on this very principle. The heart of the city is formed of a series of massive Steam Boilers ever heated from the

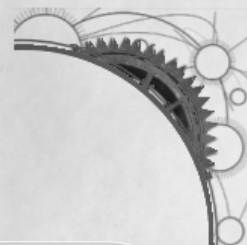
volcano buried below, a constant flow of energy that powers everything from the first Ironclad gates of the city right down to the much desired Esoteris Bathhouses (sought the Realm over for their volcanic mineral enriched waters and pleasant water temperatures). The rumours of the sheer wealth of gold buried in the myriad of disused magma tunnels beneath the city has made it a target for many a greedy general since its inception, perhaps none more so than the Blood gold Tyrant

As the armies of the Blood gold Tyrant, champion of Khorne, lay siege to its walls it fell to the first Marshall of the city to finally put their great works to the test. Sounding the ancient horn at the cities summit the grinding of gears across the city rang out, one by one ancient runic valves were raised, sending the magma glows of Esoteris racing eagerly through the warren of tunnels beneath its street. Their unrelenting heat erupts through hidden firing ports in the cities walls, everything living in the vicinity, not shielded by the immense city walls is rendered instantly to shattered glass by the unrelenting explosive heat. In days that have passed many have marvelled at the beauty of the fields of glinting glass now surrounding the city, ignorant to their true nature.

Second Son of Rok

Whilst plentiful still the coffers of the House of Rok have dwindled as innovation began to stall out, with every passing generation the competition for contracts has become that much more fierce, not only amongst the major Houses of the Weld but with every minor guild seeking to pick off any scraps or lesser contracts that the Houses do not feel is worth their time. Such flaws weigh heavily on the Sons and Daughters of Rok, the legacy they have so long sought to live up to becoming ever further out of their reach. In recent generations their reputation has suffered perhaps an even more dire wound, Korvik Son of Rok, the first born of the house destined to become Patriarch with his fathers passing abandoned his kin, no longer able to simply hold faith in the ways of the Weld he took his own personal Ironsworn guard and abandoned his post in the search for the Karaks of old. Whispers of discontent in the house had lingered for many a generation, those who felt the old ways of the Karaks would restore their coffers in a manner that the Weld had not, but to lose not only a Noble but the Heir Aspirant of the House has only stoked such fires in the populace further

As the Patriarch passes unto his final rest it falls to his second son Korvar to take control of the House, thrust into a position that he had never been meant for and with a discontent to quell his reign is ushered in with brutal efficiency. Across the Realms the Cogforts of Rok push forward rapidly into contested land, annexing any mining rights currently under territorial dispute in the name of Rok, his pursuit of contract becoming typified as a ruthless, often violent negotiator made all the more intimidating by his Steamforged Armour crafted in the



HOUSE ROK

likeness of Grungi to raise his stature to that of a Steam Belching Ogor. Though his methods make the house few friends in the Iron Council, none can dispute their effectiveness as for the first time in centuries the Coffers of Esoteris begin to refill.

THE LEGIONS OF ROK

It is said that when House Rok march to war it is under an ever present cloud of choking Smog, they host more Coghaulers in their stables than any other house, each of which is a potent relic of the ages made by the finest of Duardin Craftmanship designed to outlast the mountain themselves. It is this armoured spearhead that punctuates the advancing Legions of the Rok, behind them come the Templars of Esoteris, Duardin stocky harnesses standing shorter than the more common design whilst slower they sport reinforced plating and runic wards to ensure they too are more robust than those found elsewhere.

It would then be natural to believe that these men and Duardin would simply live to outlast their enemies or choke them in the clouds of furnace waste that drift across the battlefield. But with his right to rule under the ever present scrutiny of being a second son the heir of Esoteris could not allow such an act to be interpreted as cowardice. Instead his armies are spurred to march ever forward, the thorny defensive lines of the Phalanx an ever encroaching fence claiming the territory of the rivals of Rok foot by foot.

When the Legions of Esoteris near their foe the battle cry of the Duardin is punctuated by the heavy guns of the Bombards, the resilience of their forces allowing them more confidence in firing close to their own lines. It was the House of Rok that first introduced the Steamclad engineers to the ranks of their forces, unwilling to let their Coghaulers progress too far of an engineer to support the enduring machines they harnessed disused construction equipment alongside their natural aptitude in Coghauler design to produce the Steamclad, a brutal machine of sheer weight and crushing rollers that could at once join the brutal charges of the Coghauler whilst providing the reassuring presence of an Engineer at the front.

PLAYING AS HOUSE ROK

When forming an army for House Rok, add the **HOUSE ROK** keyword to all **IRONWELD ARSENAL** warscrolls in your army. An army can be formed of only a single household, and any army that is not **IRONWELD ARSENAL** allegiance may not select a Household allegiance.

Armies with the **HOUSE ROK** keyword gain the following special rules, including access to a unique Masterwork Design. All units with the Weld Heraldry special rule must replace it with Heraldry of Esoteris in a **HOUSE ROK** army.

HOUSE ROK ALLEGIANCE

Steamforged Pioneers – *The Coghaulers of the Rok Factories still follow the original design, no corners cut or new innovations to optimise speed have been made instead they remain enduring and lasting Duardin masterpieces, able to continue long past the more recent generations.*

When consulting the Damage Character for a **ROK** Coghauler, halve the number of wounds they have taken rounding upwards.

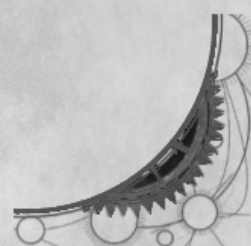
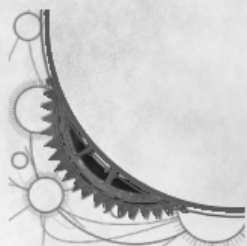
Heraldry of Esoteris – *Those born of Esoteris know that it is not honeyed word nor etiquette that solves the problems of the weld but a swift and unanswerable display of force.*

Replace the Weld Heraldry rule on all **IRONSWORN** units in a House Rok army with this rule. Friendly **WELDGUARD** units wholly within 12 inches of any models with this rule at the beginning of the charge phase may choose to reroll the results of a charge move.

ARTIFICER COGWORK (HOUSE ROK)

The Steamforged Titan (IRONSWORN PALADIN ONLY) – *The generals of House Rok march to war in robust armour mirroring that of their Patriarch, steam belching goliaths of steel and wood that raise their Duardin generals to monstrous size. Each bears the visage of the God of Forge to war, the runes carved into their armoured harness glowing with the heat of their Volcanic home.*

If this model is selected as the target of, or comes into contact with, a spell or endless spell roll a D6. On a roll of 5 or more that spell (or endless spell) is dispelled. If any spells are dispelled in this manner this model immediately heals one wound suffered earlier in the battle.



HOUSE MORGRASH

The Hollowmen

The House of Morgrash, originally formed from the beleaguered city empire of the same name housed in Shyish, has a reputation for seeking not only to defeat but utterly obliterate a foe. In battle, House Morgrash use weapons of unrelenting devastation to annihilate entire civilisations, with little regard for the scars they leave upon the surface of the Realms. The scions of Morgrash are pragmatic and practical to a point that eschews morality, and they harbour no stock in the superstitions of those who seek prayer as salvation to the wars that ravage their homelands. Their predominant city is Cor Maledictus, an ancient city so vast that no set of wheels can hold it up, it is said that when they turned their back on Nagash he turned his wrath upon the city, a tide of rust clawing at every scrap of metal it could find within the cities walls. Anchored and unable to seek out new resources to liberate their city from the ravages of the rust plague the Nobles of Morgrash swore they would not succumb to the tides of time in the same way the City of Midnight had. Instead they set the greatest minds of their empire to work, the engineers of Cor Maledictus scoured the local area, yet no outcrop of worthy wood nor sizable deposit of ore could be found. Yet in Shyish there is a resource in abundance that could not be ignored, and with all other options exhausted the city of Cor Maledictus turned its gaze upon the Shyishian bonefields, the master engineers turning their talents to refining the harvested bones into massive hinged limbs. And now, as it crawls across the blasted landscapes of Shyish Cor Maledictus moves with the sound of a thousand clackering feet, for it is supported by a legion's worth of skeleton limbs.

Those who hail from Cor Maledictus are considered an unsettling sort, to spend every moment listening to the creaking and cracking of bonehewn limbs erodes a part of the soul that can not ever truly be regained. Their labourers are as at ease sloughing rot from bone to craft new labours as their kin would be in whittling wood, the very act making them more at home on the field of battle than other houses could ever truly be comfortable with. Yet this cold nature is perhaps the very reason the House of Morgrash has endured so long in the unforgiving landscapes of the Realm of Death, the understand the value of all things in their domain at once able to weigh the lives of their populace against the vast distances they must travel to find truly habitable lands to settle. It is not uncommon for a commander to abandon whole swathes of labourers on the field of battle to save a single Siege tank, after all there are far more humans within the borders of Shyish willing to stoke the furnace for food and sanctuary against the unrelenting hordes of Nagash.

The armies of Morgrash know, perhaps beyond all others, the importance of ensuring the first strike against a foe is so devastating that there can be no second. The muddled nature of the Realm of Death ensures such things, a foe must not only be destroyed but all trace blasted from the plains of reality that it might never trouble them again as risen or spirit entity. Even their own fallen are not allowed the respite of ritual funerals instead being fed to the great furnaces of their city at once obliterating any remains and fuelling the next innovations of the Weld.

Death, the new Beginning

In the beginning the Nobles of Maledictus treated the peculiarities of their new reality with shame, shying away from the very labours that had defined the survival of their people. Yet with every generation such things have simply become the norm, the youngest of the Nobles in the household even seeming to revel within the discomfort their presence can cause to the less enlightened of noble houses. The modern armour for their nobility is forged from the finest of metals, yet still it is shaped as though hewn from bone, hollow eyed skull helmets stare out to seek the foe, a myriad of gold forged ribs lining their armour plates. Their siege engines are made all the more disturbing by the uncanny merging of bone, wood and metal as they seek to waste no resource that they can lay their hands upon.

Morgrash prospers from their frugal nature, long after the battle has ended their Coghaulers can be witnessed harvesting the foe from the field of battle that their bones might be put to better use against the foes of the Weld.

THE MENDERS INITIATIVE

The Hollowmens predisposition for indiscriminate devastation had not escaped the notice of the other Houses in the weld, and with time as the rumours spread it the whispers of discontent began to spread. The Ironweld survives on its reputation, one of protection and armament for the cities and empires of Order, their very livelihood is derived from the peoples belief that the Weld can protect them when none others can, that they could be armoured against anything that might come to claim their lives. If such a faith is broken the very industry that had formed the heart of their factory empires could crumble, leaving nobles destitute and the armies of order undersupplied for the coming conflicts.

The Nobles of Cor Maledictus were not ignorant to these petty rumour, though for a time they allowed the word to spread unhindered merely to relish in the trepidation of those seeking to renegotiate terms, thriving on their reputation for destruction to ensure few would be willing to bargain against their agents throughout the Realms. Yet they too knew that if a time came where they were too much of a hinderance to the other houses an accord would be made to fix, or remove them entirely, such events whilst rare had happened enough in the history of the Weld to be a sorely taught lesson that few would be willing to repeat.

It was with this in mind that the nobles of Morgrash declared the Menders Initiative, the first house to deploy not only medics for their own kind onto the field of battle but a whole school of field surgeons they would dispatch to the fields of battle in the locality of their Cogforts. These surgeons would tend to the more direly wounded of soldiers, those that others would have simply left to the embrace of Nagash, whole medical Coghauler loaded up with the maimed and traumatised to form a wailing convoy of humanitarian aid trailing back to the forts of Morgrash.

Such an act of raw, unhindered humanity was a swift rebuke to those who questioned the intent of the Nobles of Morgrash, to spend hard earned coin restoring maimed

HOUSE MORGRASH

and butchered soldiers, farm hand and elders to full health was hither to underheard of for a house that strove for frugality and innovation over morality.

It was then, perhaps not entirely surprising to see a sudden swelling of the Weld Guard of Morgrash, swathes of war wounded repaired by the crude but effective surgeries of the Menders, no thought had been given to vanity nor luxury when repairing those they found upon the field of battle but restoring them to function and use. It was said that those who had been restored signed up to the Guard that they might repay the debt that they had to Morgrash, though talk of such was not strictly figurative, the Menders know the cost of every Cog used to save those they pull from the field of battle and should their surgeries be successful it is on the recipient to repay the cost to the House. Should the recipient pass away their body is harvested to fuel the innovation of Morgrash, no part could ever truly be wasted.

THE HOLLOWMEN

The advance of the armies of Morgrash are heralded by unrelenting barrages of artillery, dozens of cannons are brought to bear launching runic incendiary rounds to drown the battlefield in flame and smoke. Time and time again the thunderous chorus of the choir or artillery rings out punctuated by the roar of flame dancing skywards. As the bombardment ceases the waves of Mended are sent forward, staling through the heavy fog and flame the Weld Guard and Labourers move as shadowed silhouettes, their skull masks forming terrifying visages as the smoke shifts and distorts their forms.

As the stalking armies of Mended close in around a foe it is the job of the Lancers and Fusiliers, terrifying daemons of metal, flame and belching steam galloping deftly over burning undergrowth to run a foe down before disappearing back into the shifting smoke to regroup. When Morgrash bring war to a foe they relish leaving the world scarred that it might never forget their deeds that day, and their fallen foes might stand testament to the strength of the macabre House.

PLAYING AS HOUSE MORGRASH

When forming an army for House Morgrash, add the **HOUSE MORGRASH** keyword to all **IRONWELD ARSENAL** warscrolls in your army. An army can be formed of only a single household, and any army that is not **IRONWELD ARSENAL** allegiance may not select a Household allegiance.

Armies with the **HOUSE MORGRASH** keyword gain the following special rules, including access to a unique Masterwork Design. All units with the Weld Heraldry special rule must replace it with Heraldry of Esoteris in a **HOUSE MORGRASH** army.

HOUSE MORGRASH ALLEGIANCE

Macabre Traditions: *The Nobles of House Morgrash cannot allow trivialities such as the tides of corpses littering the field to hinder their efforts. Often summoning forth new waves of commoners to gather bones from their fallen kin to fuel the advance of their macabre empire.*

Roll a dice if a friendly **WELDGUARD** unit within 3" of friendly **ENGINEER** is destroyed. On a six you may set up a unit of ten **LABOURERS** within 3" of a friendly **STEAMFORGED COGFORT** at the end of your next movement phase, more than 3" from any enemy models. .

Heraldry of Morgrash—*The presence of the House of Morgrash is a deeply unsettling thing, there is a coldness to their logic and pragmatism that can disturb even the most stalwart of foes.* Replace the Weld Heraldry rule on all **IRONSWORN** units in a House Morgrash. Enemy units within 12 inches of any models with this rule must reduce their Bravery by 1.

ARTIFICER COGWORK (HOUSE MORGRASH)

Demigod-Class Iron Daemon (IRONDUKE ONLY): *The ultimate Ironweld weapon of massed destruction, the Demigod-Class Iron Daemon is a cannon metres long, capable of unleashing a single round of short-ranged death.*

In the shooting phase instead of firing The Dukes Retort this model may instead unleash the Iron Daemon. Select an Enemy Unit within 12 inches of this model, rolling a dice for every model in that unit within 12 inches of this model. For every roll of an unmodified 6 a single model from that unit is slain.

THE GRENDAT COALITION

The Dregs

The bustling labourers rabble of the Grendat coalition are an odd sight amongst the forces of the Weld, rippling tides of men and women in mud stained earthen hues carrying repaired and salvaged equipment to war, they make up in numbers of resilience of spirit what they lack in coin or status.

Whilst many of the Houses of the Ironweld are formed of bloodlines that can be traced back to the first families of Azyr, the Grendat are something entirely unlike their brothers in arms. Formed not of legend and noble bloodline rather than simply prospering from war they are the result of it, they are the displaced refugees from the broken and scarred townships of the Realms that fell victim to the ever growing conflicts between Azyr and the Realms of Chaos.

When the Weld marched out to meet the tides of Chaos they brought with them the means to utterly destroy their foes, with little regard given to the collateral damage they would inflict upon the World around them, it would seem as though they sought to save the Realms without ever noticing the damage they did to what they had saved. Dozens of villages and townships found themselves caught between the armies of the Ironweld and Chaos, either forced to evacuate or given no warning save the screeching of rockets over head and the clamour of war that had arrived on their doorsteps. And just as suddenly, as the battles were done and the victors left to rejoice in the harm they had inflicted on the foe, those displaced by the war and yet who took no part in it found themselves the victims. Their homes destroyed, their farms salted by the powder scars of the Ironweld Arsenal and the blood of far too many bodies to count, they were left to face the elements alone and without coin to rebuild.

It was out of desperation that the refugees of the Grendat Township saw opportunity, absent pride and robbed of dignity these refugees plunged their hands amidst the fallen bodies and mud, scavenging what they could from both sides of the conflict as they filled what few wagons had endured with arms and armaments that had been abandoned on the field. It was a tragic fault of the Ironweld in the early days that they discarded those weapons carried by their fallen soldiers, marching ever onwards they left a veritable goldmine of abandoned weaponry behind them. It was this that in the early days those refugees recovered, bartering them away for coin and food if only to sustain themselves, yet with every village they travelled through seeking new home the devastation grew ever worse. As the ranks of refugees swelled so did the need for coin, the scavengers took to picking clean every battlefield they encountered, yet the more armaments they recovered the harder they found it to sell or trade. Many of the more established militias would not buy from those lacking the credentials of the Ironweld lest they lose favour with the Factory Cities, and thus those of Grendat were driven to use uniforms and insignia stolen from the battlefields, each township they visited they sold under the guise of a different house that their activities might nor earn the ire of any of the houses collectors.

THE PEOPLES ARMY

With time the numbers of Refugees had swollen to a veritable army, hundreds of thousands forming a travelling caravan that marched always in the shadow of war that they might recover not only the wealth left behind but bring salvation to those that the war had robbed of home and dignity. It was in this manner that they first discovered the fallen Cogforts of the lost house of Vilinius, savaged and left for the elements it was perhaps not the most luxurious of strategic positions but with time the blacksmiths and artisans of the Grendat encampments managed to bring it back from the brink of total destruction. This ushered in the new Age of the Grendat, no longer mere travelling caravan they could for the first time seek to develop weaponry of their own, stoking the forges of the long abandoned Cogfort back into life. The strength of the Grendat came from their lack of pride, they took any contract that they might be awarded, from lumber axes through to ironbark cudgels for town guards, those contracts that lacked the coin to draw interest from the weld all found their way to the Coalition.

As the numbers of the Grendat grew, with lesser guilds flocking to their peoples banner they managed to salvage nearly a dozen additional cogforts, always travelling together that they might never be found in one place and try to move in the blindspots of the Weld to continue to prey off of lesser contracts. Yet such an expansive caravan of Cogforts and lesser wagons could not remain hidden forever, and after near two centuries of avoiding the collectors of the Ironweld the Coalition found their presence demanded by the Council of Iron. As the cogforts of the Weld began to surround the caravan, an ever closing net bearing the Cannonades of artisans far exceeding the Grendats capabilities the request of the council could not be ignored. It was with heavy heart that the elders of the Coalition, along with a ramshackle guard left their encampment to begin the long journey to Cor Temporis.

IN THE PRESENCE OF BETTERS...

The Halls of the Iron Council have rarely been less accommodating, the Grendat Coalition were barely more than commoners who sought to live the lives of their betters, preying off of the Noble Houses who sought to provide for the armies of Azyr. They lived in the mud, fought in it and it was in their very blood, in the pristine halls of Cor Temporis, surrounded by those clad in the most artisan of workmanship they were out of their element.

Yet to think the resentment came only from the Nobles would be an imprecise calculation, to the Grendat elders they were surrounded by those who were at least partly responsible for the butchery of their friends and kin, for the demolition of their homes and destruction of their livelihoods. What ensued was a fraught debate, raging over the days that followed with barely a moment passing without bitter comment or snide recrimination, yet with the outrage on both sides it came to a point that neither side could refute. For centuries the Grendat had traded bearing the seals of the Ironweld, every coin they had garnered belonged in the coffers of the Weld, yet now they had grown so large they could not simply be removed without embarrassment to the Council itself, the Grendat

THE GRENDAT COALITION

highlighted the callous disregard that had been displayed for the lesser townships and their ignorance to the deeds performed in their name.

Unable to destroy the Coalition, nor allow it to trade as it had been an uneasy accord was struck, the Grendat would integrate into the company of those that they had for so long sought to imitate. Their funds would fuel the coffers of the Weld, they their place in society would remain unchanged outside of the chamber, their vote on contracts would always remain an afterthought, instead they would be left to scavenge those that fell below the notice of their more Noble kin, what little they could make would be tithed back to the Weld that they might repay those they had spent decades robbing of property.

The accord was not to the tastes of either side, the Nobles giving up a seat at the table to Commoners was an unsettling sight, and for the Coalition to pay the tithe simply for wanting to exist within the Realms was hard to swallow. Yet the Grendat elders swore to it, they had entered the chamber all too aware of the Hangmans noose tightening around their necks, that they might leave not only escaping the Gallows but with a future for their Coalition secured was more than any of them had dared to dream of.

ARMIES OF THE COALITION

When the Coalition march to war it is often absent the flair and colour of the distinguished houses of the Weld. Their ranks are made up of refugees, farmers and blacksmiths who have taken up the blade out of necessity rather than affiliation, hundreds upon thousands of soldiers fighting for their kin. Whilst lacking in noble blood they have been seen utilising some of their village leaders in much the same roles as Ironsworn, though their armament is more functional than ornate, often showing the wear of time and entirely too many repairs to be considered proper.

The Coalition lack Steam Tanks in any real capacity, too often they share components needed to keep the army of Cogforts employed by the ever moving army in function. Often broken down as soon as they are salvaged those that are maintained often do so as makeshift carriers to convey the wounded to relative safety and outside of the theatre of war.

There is a unison in the armies of the Coalition that is a sheer contrast to the divide between Nobility and Commoner in the other houses, a common blood that courses their veins that no weight of coin could replace.

PLAYING AS THE GRENDAT COALITION

When forming an army for Grendat Coalition, add the **GRENDAT COALITION** keyword to all **IRONWELD ARSENAL** warscrolls in your army. An army can be formed of only a single household, and any army that is not **IRONWELD ARSENAL** allegiance may not select a Household allegiance.

Armies with the **GRENDAT COALITION** keyword gain the following special rules, including access to a unique Masterwork Design. All units with the Weld Heraldry special rule must replace it with Heraldry of the Coalition in a **GRENDAT COALITION** army.

GRENDAT COALITION ALLEGIANCE

One of Many – *There is a unity in the labourers of Grendat, for each one that falls to further their goals is a sacrifice that should be honoured not forgotten, earned not abandoned.*

When completing Battleshock tests for **LABOURER** units within the Grendat Coalition, halve the number of models lost in that turn (rounding up) when adding to the result of the D6 roll.

Heraldry of the Coalition– *The sons of the Coalition are willing to lay down their lives for their common goal, all too ready to throw themselves into the way of blows that would form fatal to those who have a larger part in the grand plan.*

Replace the Weld Heraldry rule on all **IRONSWORN** units in a Grendat Coalition army with this rule. Before allocating any Wounds or Mortal Wounds to this model, if there is a friendly **LABOURER** unit within 3 inches you may roll a D6, on roll of a 4 or more that unit instead suffers a Mortal wound.

MASTERWORK DESIGN (GRENDAT COALITION)

The Peoples Banner – *The Banner of the People is a mark of the unity of the Coalition, bearing the colours of the workhouses of the city it can spur their kin to fight longer and harder than they would have done for any blueblooded noble.*

Once per battle in your hero phase you may declare this model is planting The Peoples Banner, until your next hero phase this model may not move for any reason, however all friendly **IRONWELD ARSENAL** units wholly within 12 inches of this model automatically pass any Battleshock tests they make.

THE MIDNIGHT CITY

The Cogwraiths

Midnight was to be the crowning accomplishment of its Age, though the name of its architect have been lost of the echoes of time all speak of his creation even long after his passing. They say that it was on an expedition through the shifting mists of Ulgu that a small group of Weld excavators discovered the Mirrored canyon, seemingly naturally forming the reflective nature of the rocks that walled in this corridor channelled the light of Hysh when it was in ascendancy, a rippling cascade of light dancing across the quilted mists of Ulgu in an ever shifting dance of light and shadow, as though moving to some unseen music whose silence echoed louder in the hearts of onlooker than any note ever could. It is said that so entranced was the architect, that he declared at once that this was where he would make his finest creation, though miles from any point of strategic value it would appear that something had stirred within his aging heart. What followed was perhaps the most costly endeavour the Weld has ever sought to complete, a life well lived has granted the Architect a wealth beyond the knowledge of most of the populace of the Realms, and so they came the engineers, metal shapers, labourers and with them the finest of cog work creations ever bestowed upon the realm.

As time dragged on and the construction of the great city began the Architects obsessions seemingly instilled paranoia within his aged soul. Midnight was to be created to his exact specifications, jealously guarded at all times he imparted only what each engineer must know to perform their role, he himself spent most of his days locked within a chamber at the far end of the mirrored canyon scribbling a constantly shifting series of changes to the increasingly elaborate city. It is said that Hyish is the land of inspiration, but others say that crown belongs to the realm of Ulgu, it whispers to the souls of men... calls to them to reach for ever distant dreams, it spurs them to abandon all in search of their obsession. It was this whispering that took a hold of the Architect, as the spires of midnight grew ever taller, the complex array of shifting tunnels and ever moving platforms becoming a dizzying puzzle box as though guarding the city even from those who sought to build it. At its heart rose the massive cog work tower that would become the city palace, a jutting monolith of cog rising up out of the mists to watch the dancing lights that had birthed the finest city in the Weld.

The Birth of Nobility

News of the cities creation spread far and wide, increasingly distant relatives seemingly spurred to honour bonds of blood or pursue their own agendas sought out the Architect, and from a lifetime of loneliness in his final days a noble house was birthed by those who had spent their years forsaking him. With such kin came their own myriad of household staff, and before long the lonely city of midnight had become a bustling cog work metropolis, its workshops following a whole litany of the architects cog

work designs seemingly pulled from the mists and his obsessions, producing the finest in Cog innovations across the scope of the Weld.

Yet the will of Ulgu is hard to resist, such Kinsmen did not come to laud praise on their ancestor, nor did they seek to spend life on bended knee to the old man. The whispering mists called to them to claim the throne of midnight as their own, uniting them only in conspiracy and paranoia that they might subvert the architects will and claim the city as their own. Whether it was his kin, or simply the hand of Nagash simply greeting him as Aged friend that finally claimed the architect is unknown, but those who once resided in Midnight remember the moment ever so well. It is said that with the last beat of his wearied heart the Architect slipped from this world and into the next, and at that same moment the cities clocktower let out the piercing toll of Midnight, and then as life left the architects beaten body so too did it drain from the Cogs of Midnight.

In a single moment the city died, every cog freezing in place, the great clock ticking no more for its populace, the ever shifting platforms freezing in place. Days turned into months as the engineers tried every conceivable trick to spur the great cog engine into life once more, yet the city could not be roused, the pained silence of which resonates louder than any bell chime ever could have. With winter fast approaching and unable to revive their city or stoke the furnaces without the great clock the populace have no choice but to abandon their homes, the great caravans streaming from its many gates until shadow is its only occupant.

Midnight Ascends

Many throughout the centuries that have followed have sought to enter the Clockwork City, clamouring over frozen platform or attempting to force their way through half rotated tunnels, and yet they have found themselves rebuffed... some speak of Cog work shadows flitting above them, ever watching sentinels of the cities sleeping heart. Others claim a platform just within reach seemingly shifting beyond them as they reached out, denying them access to their prize. So much has this legend grown that Aspirants to the Weld Throne actively climb the city, the Aspirant to reach its hidden heart claiming one of the Architects much rumoured trove of designs and the throne for the next generation.

With the Oran Matriarch nearing her final days aspirants from all the great houses once more compete for rule of the Weld. In fierce competition all aspirants are laid low either through injury, desertion or death save for a young Aspirant bearing the colours of the Midnight City, flanked by a royal guard of Cog work unlike any seen before. With nobility in uproar as to the eligibility of an entrant from the abandoned city let alone handing the rule of an empire to the outsider the Matriarch retains the crown for the

THE MIDNIGHT CITY

time being. Such an act strains already tense relationships between the noble houses, some voicing that she has overstepped her bounds.

As the Gates of Midnight open once more, its Cog work populace seemingly spurred to life in the presence of the Midnight aspirant, questions begun to be asked, who is this Noble, and what of the city of wonders that has been locked for so long...

THE CLOCKWORK HOST

The Clockwork host is a bizarre sight even for the battlefield of the Realms, they march in perfect synchronicity, a hundred brass hewn feet thundering across the battlefield in union. Not a word seemingly uttered between them, every battle is a choreographed dance of death practiced a thousand times within their shadowed city. It is their wordless, unspoken unison that has earned the guild their Cogwraiths moniker, silence save for the creaking of metallic joints and greased hinges on the field of battle. It is hard to discern where the populace of Midnight end and the Cogwork enhancements begin, some claim that there is little left of the original mortals within the populace of Midnight, that their Cogwork artisans long since transcended simple enhancements instead able to create automata answerable only to the Nobility of this enigmatic Guild.

The reliance of the Cog Guard is a sight to behold, a true test of just how far their Cogwork upgrades have gone. Many a foe has buried blade into the chest of a Midnight Weldguard only to be cut down by his victim whilst rejoicing the kill. Even those felled can on occasion be seen dragging their broken forms across the battlefield on the long journey back to their workshops. It is for this reason that the Clockwork Host makes extensive use of their Cog guard, able to deploy wave after wave of faceless soldiers upon the field of battle each working together with singular purpose.

The artisan design of the innovation of Midnight do not stop with their Guard, the adornments of their nobility are truly stunning to behold, severed limbs are replaced by entirely functional mechanisms of cog and steel, often with blades hidden within the body of the prosthetic that they might better function on the field of battle. Those who observe the Children of Midnight fight remark at the deft grace deployed by their nobility, seemingly driven to feats beyond that of mortal men by their newly enhanced nature.

The Midnight legions now pour out of their city after it had been thought empty for centuries, rank after rank of Cog Guard flanked by their lumbering Templars seemingly absent pilot. If their innovations have come so far absent collaboration with the rest of the Weld, many now wonder

PLAYING AS THE MIDNIGHT CITY

When forming an army for House Rok, add the **MIDNIGHT CITY** keyword to all **IRONWELD ARSENAL** warscrolls in your army. An army can be formed of only a single household, and any army that is not **IRONWELD ARSENAL** allegiance may not select a Household allegiance.

Armies with the **MIDNIGHT CITY** keyword gain the following special rules, including access to a unique Masterwork Design. All units with the Weld Heraldry special rule must replace it with Heraldry of Midnight in a **MIDNIGHT CITY** army.

MIDNIGHT CITY ALLEGIANCE

Another Cog in the Machine— *The Cog work Nobility of midnight harbour no aspiration or ambition beyond that which their Heir Aspirant has instilled upon them. All good machines have replaceable parts.*

Houses that have the **MIDNIGHT CITY** allegiance may select a second **HERO** to take a Command Trait, this Command trait cannot be the same as the first. No model may have two command traits.

Heraldry of Midnight – *Who knows how much remains beneath the robes of the Midnight Cog guard, in the presence of their Nobility many have been seen to fight on beyond grievous wounds that would fell a mortal man.*

Replace the Weld Heraldry rule on all **IRONSWORN** units in a Midnight City army with this rule. Friendly **WELDGUARD** units wholly within 12 inches of a model with this rule that suffer a wound or mortal wound may roll a D6, on a roll of a 6 that wound is ignored.

MASTERWORK DESIGN (MIDNIGHT CITY)

The Clockwork Heart - *It is said that at the centre of every creation of Midnight lay a clockwork heart, the Architect having built each one to deliver a set number of ticks and not a single one less.*

The first time this model is slain in battle roll a D6, on a roll of 2 or more that model is restored to the battlefield with D3 wound. Any remaining damage from the attack that had killed this model is ignored.

what they could do since they have united with their former allies.

THE IRONWELD ARSENAL

BATTLE TRAITS

An army with the **IRONWELD ARSENAL** allegiance gains the **STEAMFORGED COGFORT** and **HOUSEHOLD ALLEGIANCE** special rules

STEAMFORGED COGFORT

The ever present Sentinels of the Ironweld Arsenal, few know precisely how many Cogforts have been dispatched across the Realms to safeguard the interests of the Weld.

When playing as an **IRONWELD ARSENAL** army players may opt to take a Steamforged Cogfort, following the rules as described on the following pages.

HOUSEHOLD ALLEGIANCE

The myriad of cultures that make up the Ironweld Arsenal each bring with them a dizzying array of innovations of tactics on the field of battle.

When selecting any **IRONWELD ARSENAL** army players may select to either play as one of the 5 established Household armies as detailed on the following pages, or may instead opt to forge their own story as a young Aspirant House.

Each Household allegiance grants abilities to the army, additionally they alter the Weld Heraldry rules on friendly **IRONSWORN** units.

Finally many of the Household Allegiances grant the option of a unique Masterwork Design or Artificer Cogwork, these may be selected instead of generating a Masterwork Design or Artificer Cogwork design in the army creation stage.

COMMAND TRAITS

In addition to their command abilities, if they are a **Hero**, the general of an **IRONWELD ARSENAL** army can have a command trait from the list below. Pick the trait that best suits your generals' personality. Alternatively, you can roll a dice to randomly determine a trait. If, for whatever reason, you must select a new general during the battle, immediately generate a trait for them.

D6	COMMAND TRAIT
1	Artisan Engineer <i>All the Nobles of the Weld are trained in the art of Engineering, but it is the truly gifted who master these lessons</i> Once per turn this model repair a friendly COGWORK unit as though they were an ENGINEER . If this model is an ENGINEER they may do so twice in a turn.
2	Titan of Industry <i>War is a matter of Industry to the Weld, it is the particularly savvy nobles who can see the profit in ever engagement.</i> At the beginning of the first battleround you may immediately gain 1 additional command point.
3	Extensive Innovations <i>Many of the Nobility have been forced to turn to Cogwork implantations to survive the wound that would prove fatal to less affluent men and women. Such things can prove the difference between life and death in battle.</i> Roll a dice if this model suffers a Mortal Wound, on a roll of 5 or more that wound is ignored.
4	Leader of Men <i>Though many of the Nobility see the Weld Guard as a vital part of their armies, there are those who actively embrass training alongside the commoners to better understand their tactics.</i> Add 1 to save rolls made for friendly WELD GUARD units wholly within 12 inches of this model if they did not run or charge in the same turn
5	True Blooded Heritage <i>Those who can trace their Lineage back to the founders of the Weld are afforded considerable respect, lending on the reputation of their forebears to garner status.</i> Increase the Bravery of friendly IRONSWORN units by 1 when wholly within 12 inches of this model
6	Weld Resilience <i>Life in the Weld can be a savage existence, from enduring the endless relenting smog that permeats their factory cities to the searing heat of the furnace. Those who call the Ironweld home are a hardy people.</i> Add 1 to this models Wound Characteristic

MASTERWORK DESIGNS

The finest weapons of the Ironweld are not relics of some forgotten age now mystical prophecies that may never truly come to pass, such superstitious stock is beyond the understanding of the Nobility of the Weld. Instead they thrive on their latest innovations in design and engineering. Unique and personalised trademark pieces from their personal armouries.

If a **IRONWELD ARSENAL** army includes any **HEROES**, then one may bear a Masterwork Design. Declare which **HERO** has the Masterwork Design after picking your general, and then pick which Masterwork Design the **HERO** has. Ideally, the unique armament should fit the appearance of the model, or the heroic backstory you have given them. Alternatively roll a dice to randomly select one of the following.

NOTE:

Each Masterwork Design is unique, and no two Nobles would dare attempt to mimic the arsenal of another, such a slight would only expose their own lack of talent or ingenuity. For this reason, you may not have more than one of the same Masterwork Designs in your army and may not have more than one Masterwork Design carried by a single **HERO**. You may select an additional **HERO** to bear a Masterwork Design for every battalion you have within your army.

MASTERWORK DESIGNS

- 1 - **Gerunds Patented Combustible**—*This relatively innocuous container houses a myriad of powers of the realm in delicate glass vial, should however the vials break and the powders be allowed to mix the alchemical explosion is said to be remarkable. Though few have chanced testing such an endeavour*
Once per battle in your Hero Phase select a terrain feature within 3 inches of this model, for the rest the rest of that battle the selected terrain feature has no effect.
- 2 - **Attenuated Protector Valves**—*A myriad of brass hewn pipes stem from a small steam furnace, each projecting at bizzare angles so that should the valves be released the wearer is encloused by a cloak of steaming hot vapour.*
At the end of the combat phase roll a D6 for every enemy unit within 3 inches of this model, on a 4 or more than unit suffers a mortal wound.
- 3 - **Personal Anchorage Pendant**—*Forged from the same stone as the Coghauler Anchors this complex Cogwork pendant can drain the arcane energies from a localised region. However the very act of doing so often destroys such a priceless piece of history.*
Once per battle when your opponent successfully casts a spell you may declare this model is activating its anchor, by doing so the spell is immediately unbound.
- 4 - **Cogmatic Titan Gauntlet**—*Truly a Duardin invention this cumbersome gauntlet employs an array of pistons to enhance the wielders strength to Godlike potency.*
Select one of the bearers Melee weapons to be the Cogmatic Titan Gauntlet, any unmodified rolls of a 6 to hit with that weapon inflict a mortal wound in addition to the normal damage. Units wounded in this manner can not be selected to fight in the combat phase until all other units have been resolved.
- 5 - **Prismatic Cascade Cloak**—*Forged from hundreds of strands of primastically imbued fibres this cloak reflects light across a myriad of spectrums. At great distance this dizzying array can blind onlookers trying to focus on the wearer.*
Subtract 1 from all To Hit rolls for shooting attacks that target this model.
- 6 - **Refined Ocular Artifices**—*Some nobles go so far as to implant a number of lenses over their eyes, or remove the eye entirely that they might see beyond the Mortal Plains and into the beyond. Such sight allowed them to pick targets for their forces that might otherwise have been hidden.*
In the shooting select a friendly **IRONWELD ARSENAL** unit within 3 inches, for the duration of that phase enemy models can not benefit from cover against shooting attacks made by that unit.

ARTIFICER COGWORKS

The Cogworks of the Ironweld Nobility are deeply personal creations, many a Noble will spend a lifetime constantly adjusting or tweaking their Cogwork mount, it grows as they do, and when their house prospers the fineries are spent adorning their lifelong companion with the latest of innovations. It is not known for a single Cogwork to be passed through generations of a Household, each new owner adding to the creations of those who came before them.

If a **IRONWELD ARSENAL** army includes any **HEROES** with the **COGWORK** keyword then one may be upgraded to an Artificer Cogwork. Declare which **HERO** has the Artificer Cogwork after assigning a General and then pick which Artificer Cogwork the **HERO** has. These unique and personalised Cogworks should match the model you have assembled or the back-story you have forged for this Heirloom. Alternatively roll a dice to randomly select one of the following.

NOTE:

A Model may bear both an Artificer Cogwork and a Masterwork Design, however may not exceed one of each. In addition you may select an additional hero to bear an Artificer Cogwork for every Battalion in your army.

ARTIFICER COGWORK

1 - Reinforced Pistons

Though all Cogwork are designed to move at an effective pace, many nobles favour reinforcing their piston design to cope with excessive strain during marathon advances to outflank a foe.

Increase the Movement Characteristic of this model by 1 inch

2 - Explosive Demise

Some nobles load a veritable powder keg with them as they march to war, should they ever fall in battle such a cache is often lit as a weapon of last resort and final insult to a foe.

When this model loses its final wound, roll a D6 for every unit (friend or foe) within 3 inches. On a roll of 4 or more that unit immediately suffers D3 mortal wounds

3 - Runes of Preservation

The Duardin Cogsmiths have blessed this Cogwork, etching lasting runes of preservation into its metal skeletal frame that have endured throughout the decades.

Roll a D6 whenever this model is assigned a wound, on a roll of a 6 that wound is ignored. This has no impact on Mortal Wounds assigned to this model.

4 - Smog Belcher

Whilst many seek clean and refined Cogwork designs there is something to be said for the cloud of smog that cloaks the advance of less artistic pieces, leaving foes swinging wild in a nauseating fog.

Subtract 1 from all To Hit rolls for attacks that target this model in the Combat Phase

5 - Ironbark Bulwark

Though Steel and Wood might be enough for many of the Cogwork creations, those reinforced by the Ironbark can snap the blades of many a weapon that seeks to pierce their metallic hide.

Reduce the Rend characteristic of all attacks that target this model by 1 (to a minimum of -)

6 - Excessive Redundancies

Many nobles have built extensive redundancies into their Cogwork mounts, often able to continue to function despite what appears to be excessive damage at least aesthetically.

Once per game in your Hero Phase you may restore D3 wounds to this model lost earlier in the battle.

STEAMFORGED COGFORT

There are as many Cogfort designs as there are Cogforts in existence, each is a unique laborious design of the of the Duke for whom it was commissioned. It is these Cogforts, lumbering mechanised constructs akin to the castles of old that allow the force of the Ironweld to exert strategic influence over the realms. Though by now means swift in nature they provide mobile fortifications to secure key locations long before others could assemble even a rudimentary defence. Whilst each is unique the Steamforged Cogfort, one of the lesser examples of its nature, often accompanies a Dukes first forays into the realms, boasting a small Weld Garrison it is tailored to supplement the dukes army. Either with massive smog belching furnaces, or a resplendent cache of arms and powder, regardless of the fort however one thing is for sure, it serves primarily as a conveyance mechanism for a massive artillery piece to deliver swift rebuke to would be interlopers.

DESCRIPTION

A Cogfort is a terrain feature consisting of 1 Steamforged Cogfort. Rather than placing this feature with other terrain it is setup after deployment zones have been chosen must be placed wholly within its controlling players deployment zone.

SCENERY RULES

Unstoppable Progress—*Unique to the Cogforts of the Ironweld the massive conveyance systems allow these fortifications to march across the battlefield.*

At the beginning of each battle round, before rolling for turn priority the **IRONWELD ARSENAL** player may move their Cogfort up to D6 inches in any direction. A Cogfort cannot move over any models or existing Terrain features, if this move would take it within 1 inch of any enemy models, that unit suffers a mortal wound as their men move to avoid its crushing stride. As a result of this move friendly Garrisoned units may be carried out of combat, in this case those units are not considered to have retreated.

Units (Friend or Foe) may pass under a Cogfort so long as they do not end a move (including run and charge moves) beneath the cogfort)

Weld Garrison—*Every Cogfort has the firing ports and bunks to accommodate as small Garrison, the personal attendants of the Cogfort and last line of defence against an attacking force.*

A friendly **WELD GUARD** or **LABOURER** unit can garrison a Cogfort if all of the models in the unit are within 6" of it at the start of their movement phase, or if they could be set up within 6" of the Cogfort when deploying for the battle. Remove the garrisoning unit from the battlefield and place it to one side. A unit garrisoning a Cogfort can attack and be attacked as normal, except that the range and visibility for the models in the Cogfort is measured from the building instead. The garrison counts as being in cover if it is attacked.

In addition a single friendly **MASTER OF THE SHOT** or **COGSMITH** may garrison the Cogfort following the same rules.

Let the Thunderous Chorus be heard—*Devastating and deafening beyond recollection the artillery of the Cogfort outmatches any other gun the Ironweld carry to war, though the time taken to reload often means it will only fire once in any given engagement.*

Once per battle in your Hero Phase, if a friendly **IRONWELD ARSENAL HERO** model is wholly within 6 inches of this Cogfort or is garrisoned within you may elect to fire its Resolution Bombard Cannon. Select a number of enemy units on the battlefield equal to the current Battle round number (For example if it is turn 2 you may select 2 enemy units) and roll a D6 for each unit, on a roll of a 4 or more that unit suffers D3 mortal wounds. The same unit may be selected more than once.

COGFORT UPGRADES

A friendly Cogfort may be equipped with one of the following, the model should be assemble to reflect its capabilities with the specific upgrade noted on your army list.

PLENTIFUL POWDER CACHE

This Cogfort is equipped with more shot and powder than its ever likely to fire, those embarked able to make use of the plentiful ammo in their ceaseless volleys.

In your Hero Phase select a friendly unit embarked on this Cogfort and roll a D6. On a roll of a 5 or more that unit may make a shooting attack as though it were the Shooting Phase. This does not stop the unit firing later in the turn.

SMOG BELCHING FURNACE

The furnaces of the Ironweld are in constant use, their smoke stacks often drowning a battlefield in choking smog and the scent of burning metal.

Subtract 1 from enemy To Hit rolls in the Shooting Phase if targeting a friendly **IRONWELD ARSENAL** unit garrisoned on this Cogfort.

FORWARD OBSERVATORY

Those Cogforts assembled with forward observatories often study the field of battle in a clinical fashion, able to plan their attack long before battle is joined.

After both sides have finished deploying select one friendly **IRONWELD ARSENAL** unit from your army. You may remove this unit from the battlefield and set it up again anywhere wholly within your deployment zone

WARSCROLLS

Every Citadel Miniature in the Warhammer range has its own Warscroll which provides you with all of the information needed to use that model in a game of Warhammer Age of Sigmar. This means that you can use any Citadel Miniature in your collection as part of an army as long as you have the right warscroll.

When fighting a battle, simply refer to the warscrolls for the models you are using. Warscrolls for all of the other models in the Warhammer age of Sigmar range are available from Games Workshop. Just visit the website at games-workshop.com for more information on how to obtain them.

The key below explains what you will find on a warscroll, and the Warhammer Age of Sigmar rules sheet explains how this information is used in a game. The warscroll also includes a short piece of text explaining the background for the model and how they fight.

CHARACTERISTICS

Warscrolls include a set of characteristics that are referred to in the core game rules and which determine how the model can be used in the game. For example, a model's Save characteristic determines what you must roll in order to make a save roll, a weapon's Attacks characteristic determines how many hit rolls are made for it, and so on. Save of '-' Some models have a Save of '-'. A Save of '-' means that you must roll a 7 or more. In most cases this will be impossible, so no roll need be made, but sometimes modifiers will allow you to modify a save roll so that a result of 7 or higher is possible, in which case you can attempt to make the save roll. Random Values Sometimes, one or more characteristics on a warscroll will have random values. For example, a Move characteristic might be 2D6, or an Attacks characteristic might be D6. When a unit with a random Move characteristic is selected to move in the movement phase, roll the indicated number of dice. The total of the dice rolled is the Move characteristic for all models in the unit for the duration of that movement phase. Generate any random values for a weapon (apart from Damage) each time it is used by a model. The result applies to that model's weapon for the rest of that phase. When determining random damage in step four of the attack sequence, make a separate roll to generate the value for each successful attack the weapon makes.

DESCRIPTION

All warscrolls include a description. This will tell you how to organise the models into a unit, and what weapons the models in the unit can use. Unit Size If a model is fielded as part of a unit of two or more models, then the description will say how many models the unit should have. If you don't have enough models to field a unit, you can field one unit of that type with as many models as you have available. This is known as an understrength unit. Command Models Some units can include uniquely named champions, standard bearers and/or musicians. These are known collectively as 'command models', and will have abilities that apply only to them. Command models must be represented by appropriate Citadel Miniatures if they are included in a unit. Command models are assumed to carry the same weapons as any other model in the unit unless noted otherwise, even if they are not shown on the model itself. Mounts Sometimes the description for a model will include information about the model having a mount, such as a battle steed, a powerful monster that they can ride, or a massive war machine that they can stand upon. Note that when the model is slain both the rider and their mount are removed.

ABILITIES

Most warscrolls include one or more abilities that can be used by the warscroll's models during a game of Warhammer Age of Sigmar. Abilities take precedence over the core rules. Many abilities are triggered by something that happens during the phase. For example, an ability may allow you to re-roll a failed hit roll. In this case the ability is used immediately after the event that triggered it. Other abilities can be used during a phase if a player wants to use them. For example, you can use most command abilities in the hero phase. Abilities that must be used at the start of a phase are carried out before any other

actions. By the same token, abilities used at the end of the phase are carried out after all normal activities for the phase have been completed. Other abilities can be used over the course of the phase, in any order and whenever you desire. If both players want to use abilities at the same time, the player whose turn is taking place uses their abilities first, followed by their opponent. Note that abilities can only be used in the phase specified in their rules; for example, an ability that says it can be used in 'the movement phase' cannot be used to affect a unit making a move in the hero phase, while an ability that says it can be used in 'your movement phase' cannot be used in the op

If a unit has an ability that affects friendly units that are within a certain distance of it, then the ability will also affect the unit itself. Lastly, any extra attacks, hit rolls or wound rolls gained by the use of an ability cannot themselves generate extra attacks, hit rolls or wound rolls. For example, if a hit roll of 6 or more allows you to make 1 extra attack, this extra attack could not generate further attacks should you roll another 6+.

MODIFIERS

Sometimes modifiers apply to characteristics or abilities. For example, a rule might add 1 to a hit roll or the Move characteristic of a model. Modifiers are cumulative. Modifiers can never reduce a dice roll to less than 1. If a modifier applies to a random value, work out the random value first and then apply the modifier(s) to it. For example, if an ability adds 1 to a Damage characteristic of

PRE-BATTLE ABILITIES

Some warscrolls allow you to use an ability 'after set-up is complete' or 'before the battle begins'. These abilities are used before the first battle round. If both armies have abilities like this, roll off, and the winner can choose which player must use all of their pre-battle abilities first. After any pre-battle abilities have been used, the battle begins with the first battle round. D3, the result would be worked out by rolling the D3 and adding 1 to the roll.

DAMAGE TABLES

Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered (i.e. that are currently allocated to the model and have not been healed) to find the value in question.

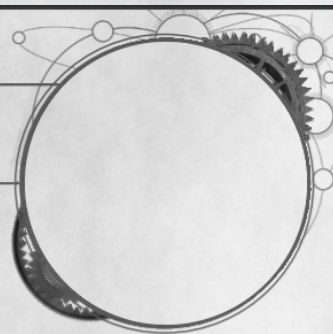
KEYWORDS

Every warscroll includes a list of keywords that apply to the model the warscroll describes. Keywords appear in Keyword Bold when they appear in the rules. Keywords are sometimes linked to (or 'tagged') by a rule. For example, a rule might say that it applies to 'all Khorne models'. This means that it would apply to models that have the Khorne keyword on their warscroll. 1 2 3 4 5 Sometimes you will be allowed to assign or add a keyword to a unit for a battle. If you do so, treat the unit as having the assigned keyword on its warscroll for the duration of the battle.



IRONSWORN PALADIN

Complex engines of war from the Foundry Cities of the Ironweld, those Ironsworn who march to war in the clad in the Paladin Harnesses are amongst the wealthiest families held in high regard amongst the Weld



MELEE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Piston Hammer	3	3	3+	3+	-1	2
Piston Stomps	1	D3	4+	4+	-1	1

DESCRIPTION

An Ironsworn Paladin unit consists of a single Ironweld Noble in a Paladin Harness. Each marches to war carrying a complex Piston Hammer and heavy Weld Shield, veritable titans in their theatre of war.

ABILITIES -

Weld Heraldry - Models in this unit may be adorned with Weld Heraldry, a reminder to all in the field that the Nobles shed blood alongside their subjects.

You may add 1 to the Bravery characteristic of friendly **WELD GUARD** units entirely within 12 inches of any models with this special rule when resolving Battleshock tests.

SPECIAL RULES -

Piston Hammer - Some Templars mount vats of heated oil below their steel hewn lances that they might at the peak of battle drown impaled foes in the boiling liquid. Any unmodified rolls of a 6 to hit with this weapon inflict a mortal wound in addition to their normal damage. Units that are wounded in this manner may not pile in during that

combat phase.

Stoke the Furnace - The power of the Ironweld is borne out of their Steam Furnaces, each Templar Harness carries one of these immense cogwork engines.

In each of your Hero Phases this unit may select a single Cogwork Labour, they gain the corresponding abilities until your next hero phase. You may elect to overheat the furnaces to drive the Cogwork construct on to feats of greater potency, if you do so roll a D6, if you roll under the number of wounds this model has taken during the battle it immediately suffers D3 mortal wounds. Otherwise select a second Cogwork Labour to take effect.

COGWORK LABOURS-

Piston Overdrive - Double this models move characteristic until your next HERO PHASE.

Iron Stampede - Until your next HERO PHASE, after this model has completed a Charge Move roll a D6 for every enemy model within 1 inch, on a roll of a 5 or more that unit immediately suffers a Mortal Wound.

Titanic Swing - Add 1 to the attack characteristics of this models Piston Hammer until your next HERO PHASE.

COMMAND ABILITY

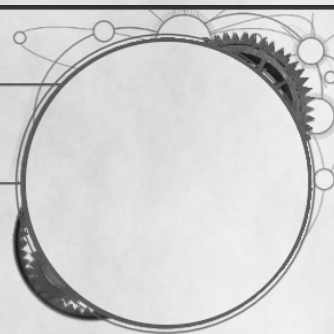
Give it all for the Weld— Those in the presence of the Ironsworn Paladins can be spurred on to fight all the harder by the presence of the Nobility.

In the combat phase you may reroll To Hit rolls of a 1 for any friendly **IRONSWORN** models wholly within 9 inches of this model.



IRONDUKE COGHAULER

The Ironduke Coghaulers were designed after an aspiring duke lost a wager to put more rounds down field than his tank crews. He commissioned the Dukes Retort tri-shot cannon that he might win the next wager he placed.



MISSILE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Repeater Handgun	14"	D3	4+	3+	-1	1
Longrifle	30"	1	3+	3+	-1	2
The Dukes Retort	30"	3	*	3+	-2	D3
Steam Gun	12"	2D6	4+	*	-	1
MELEE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Dukes Pike	2"	2	4+	4+	-	1
Ironclad Bulk	1"	D6	4+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	The Dukes Retort	Steamgun
0-2	2D6"	3+	2+
3-4	2D6"	3+	3+
5-7	D6"	4+	4+
8-9	D6"	4+	5+
10+	D3"	5+	6+

DESCRIPTION

An Ironduke Coghauler is a unit consisting of a single model. The Ironduke himself is armed with a Repeater Handgun and Longrifle to attack with in the shooting phase. He can lash out with his Dukes Pike in the combat phase.

MOUNT

The Dukes Coghauler is armed with a tri-shot Dukes Retort cannon and a Steamgun to bombard foes with and can crush them under its Ironclad Bulk in the combat phase.

ABILITIES -

Weld Heraldry - Models in this unit may be adorned with Weld Heraldry, a reminder to all in the field that the Nobles shed blood alongside their subjects.

You may add 1 to the Bravery characteristic of friendly **WELD GUARD** units entirely within 12 inches of any models with this special rule when resolving Battleshock tests.

SPECIAL RULES -

More Pressure—The Officers who crew the Coghaulers know how to tweak the boiler to just below breaking point, squeezing every ounce of power it has left to give.

In your Hero Phase, the Cog-Officer may attempt to overpressure the Coghaulers Boiler, if he does, roll two dice and compare the total to the number of wounds the Coghauler has suffered. If your total is LESS than the number of wounds suffered the valves start the crack and mechanisms break, the Coghauler immediately suffers D3 mortal wounds. Otherwise until your next hero phase you can reroll and random values for this model with the exception of the commanders repeater gun.

Steel Behemoth - An undeniable titan of war this massive steel monstrosity has crushed many a foe beneath its bulk. After a Coghauler has completed a charge move, you may select an enemy unit within 1", that unit immediately suffers D3 mortal wounds.

I'll Fix it—When not straining their machines to breaking point many Cog Officers turn their attention to maintaining their mount.

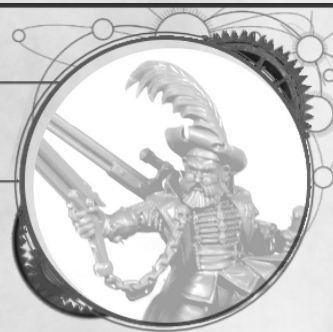
If in the Hero Phase this model does not choose to apply More Pressure, it immediately heals 1 wound suffered earlier in the battle.

COMMAND ABILITY

All Power to the Wheels! - In the Movement Phase add 2 to the Move Characteristics of friendly **COGHAULERS** wholly within 12 inches of this model. If this model is your General add 3 to their Move Characteristics instead.

MASTER OF SHOT

The Master of the Shot has spent a lifetime perfecting the art of war, now commanding the Weld Gunlines his armoury a bizarre array of artificer weapons honed to devastating effect.



MISSILE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Clockwork Sidearm	9"	3	4+	3+	-1	1
Marksmans Rifle	30"	1	3+	3+	-2	2
MELEE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Pistol Club	1"	2	4+	5+	-	1

DESCRIPTION

A Master of Shot is a single model unit. They march to war equipped with a bizarre array of artificer weaponry, from their clockwork sidearms to the deadly Marksman rifle able to pick off a target at great distance. If engage in combat they defend themselves by clubbing foes with their pistol.

ABILITIES -

Rangefinding Spyglass—*Forged from the Prismatic lenses of Hysh this Spyglass can sight even those seeking magical concealment*
You can re-roll hit rolls of 1 for a Master of Shot in the shooting phase if he did not move in his preceding movement phase and there are no enemy models within 3" of him.

SPECIAL RULES -

Artificer Design - *Precision engineered with every round a work of art, the Marksman Rifle is a lesson in weld dedication to war.*

If this model rolls an unmodified 6 to hit when firing its Marksmans Rifle, that attack inflicts two Mortal Wounds and the attack sequence ends.

COMMAND ABILITY—

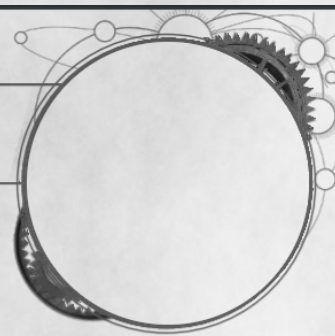
Take Aim! - *With a resounding below the Master of the Shot can bring his men to order, allowing them a moments respite to better find their targets.*

In the shooting phase, if a Master of Shot uses this ability, pick up to three **WELD GUARD** units within 15". These units cannot move or charge during your turn, but you can add 1 to



DUARDIN COGSMITH

Chosen of the Council of Iron, those Duardin who walk alongside the host remember the weight of axe in grip and long to see such days return. They find purpose maintaining the hosts of the Weld at war.



MISSILE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Duardin Pistols	8"	2	4+	3+	-1	1
Grudgeraker	16"	D3	4+	3+	-1	1
MELEE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Cog Axe	1"	4	4+	4+	-	1

DESCRIPTION

A Cogsmith is a single model. He is equipped with a veritable arsenal of weapons, including a brace of trusty Duardin Pistols and a handgun known as a Grudge-Raker to despatch his foes from a distance. He is also armed with his Cog Axe for when things get up close and personal.

ABILITIES -

Engineer—*The Tinkerers march to war to ensure their perfect creations endure the war, ever vigilant to their upkeep.*

In your hero phase, a Cogsmith can repair a friendly **COGWORK** unit within 4". That unit repairs D3 wounds lost earlier in the battle, this cannot take the unit above its starting wounds.

preservation enduring even the most lethal of blows.

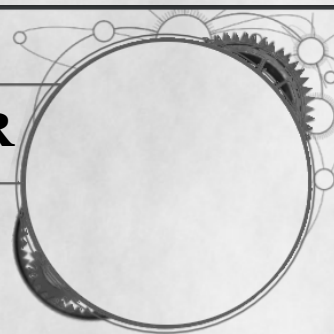
In your hero phase you may declare this model is empowering his runes of forging. Until you next Hero Phase unmodified save rolls of a 6 for Friendly **IRONWELD ARSENAL** units wholly within 9 inches of this model are always considered successful.

Mastery of the Forge - *The metalwork of the forge seemingly grows stronger in the presence of a Duardin Cogsmith, its runes of*



TINKERER ON COG STRIDER

The Tinkerers of the Ironweld do not shy away from the harsh realities of war, fiercely protective of their masterpieces of destruction they ride alongside the armies on loping mechanical striders.



MISSILE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Tinkerers Masterwork	18"	D3	4+	3+	-1	1
MELEE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Piston Kick	1"	2	4+	3+	-1	1

DESCRIPTION

A Tinkerer on Cogstrider is a single model consisting of a Human or Duardin Engineer mounted on the mechanical Cog Strider, in the shooting phase they launch devastating volleys with their own personal Masterwork guns.

MOUNT:

This model's Cogstrider attacks with Piston Kicks

ABILITIES -

Engineer—*The Tinkerers march to war to ensure their perfect creations endure the war, ever vigilant to their upkeep.*

In your hero phase, a Tinkerer can repair a friendly **COGWORK** unit within 4". That unit repairs D3 wounds lost earlier in the battle, this cannot take the unit above its starting wounds.

SPECIAL RULES -

Cog Strider—*Hundreds of cogs work in perfect synchronistic fashion to stride across the landscape. A gyroscopically stable platform for a tinkerers labours.*

This model may still shoot in a turn in which is

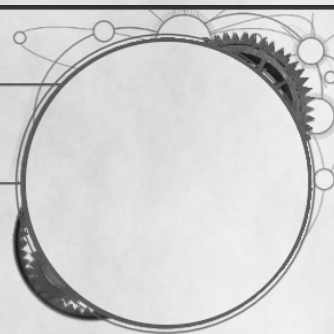
Ran.

Mastery of War—*Every Tinkerer has their own pet creation, an overly elaborate firearm they are never truly finished tinkering with.* When completing a shooting attack with this Tinkerers Masterwork, any unmodified rolls of a 6 to hit inflict 2 hits instead of 1.



STEAMCLAD COGSMITH

Perhaps the most intimidating of the Arsenal to have charging toward the foe are the Steamclad crushers, the personal mounts of Duardin engineers these repurposed construction haulers now form lethal weapons



MISSILE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Repeater Handgun	14"	D3	4+	3+	-1	1
MELEE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Cog Axe	1"	2	4+	4+	-	1
Steelplated Crusher	1"	*	4+	3+	-2	3

DAMAGE TABLE			
Wounds Suffered	Move	Save	Steamclad Crusher
0-3	2D6"	3+	4
4-6	D6"	4+	3
7+	D6"	4+	2

DESCRIPTION

The Steamclad Cogsmith is a single mode unit, the Cogsmith himself may lash out with his Repeater Handgun in the shooting phase, or sink his Cog Axe into foes who dare to encroach upon his personal space

MOUNT

The Steamclad is a robust cogwork device that can crush enemies beneath its Steelplated Crusher in the combat phase.

SPECIAL RULES -

More Power to the Boiler—*When the engineers stoke the boiler of their Steamclad they can derive extreme speeds from its engine, all however at the cost of total control of its movements*

In your Hero Phase, the Cogsmith may divert all power to the speed of his Steamclad, until your next hero phase you may reroll the random values for this models Move and Charge moves. It must however continue to move in the direction it is facing unable to turn or pivot this turn.

Steelplated Crusher - *The immense weight of the Steamclad combined with its unrelenting crusher can render many a foe to little more than an unpleasant smear across the face of the realms.*

After this model completes its charge move,

pick an enemy unit within 1"; that unit suffers D6 mortal wounds.

Engineer—*The Tinkerers march to war to ensure their perfect creations endure the war, ever vigilant to their upkeep.*

In your hero phase, a Cogsmith can repair a friendly **COGWORK** unit within 4". That unit repairs D3 wounds lost earlier in the battle, this cannot take the unit above its starting wounds.

WELD MILITIA

The massed labourers of the Ironweld march to war alongside the Arsenal. Each carries with them a blackpowder weapon from their family armouries to defend the Weld.

MISSILE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Blackpowder Pistol	9"	1	4+	3+	-1	1
Repeater Handgun	16"	D3	5+	3+	-1	1
MELEE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Blackpowder Pistol	2"	1	5+	3+	-1	1
Bludgeoning Blows	1"	1	5+	5+	-	1
Officers Sabre	1"	1	4+	4+	-	1

DESCRIPTION

A Weld Militia unit consists of 10 or more models, they march to war with a myriad of weapons from their family armouries. Some carry blackpowder pistols, whilst others carry more ornate repeater handguns.

ABILITIES -

Officer of the Guard—*The Weld Militia are led to battle by career Soldiers, the Officers of the Guard drawn from the ranks of the Iron Guard.*

One model in this unit can be promoted to an Officer of the Guard. And Officer of the Guard is equipped with an Officers Sabre in addition to a Blackpowder Pistol, or a set of two Blackpowder Pistols

Quartermaster Rations - *Those favoured by the Quartermaster have the repeater handguns bestowed upon them for the duration of the battle.*

For every Ten models in this unit Four may exchange their Blackpowder Pistols for a Repeater Handgun and Bludgeoning Blows

SPECIAL RULES -

Volley Fire - *The immense recoil on a repeater handgun can be hard to gauge, those given the chance to brace stand a much improved chance of hitting their desired target.*

You may add one to your Hit Rolls for Repeater Handguns in the shooting phase if this unit did not move in the previous movement phase.

Smog and Chaos—*Weight of fire from the blackpowder weaponry can deafen friend and foe alike and can cover a battlefield in a choked ashen smog, confusing and disorienting a foe.*

If this unit has 10 or more models and directs

WELD RIFLEMEN

Guard of the Weld, and serving military might the Weld Riflemen form the first gunnery lines in a Weld battleline. The thunder of their volleys crying out amidst a smog choked battlefield.

MISSILE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Blackpowder Rifles	18"	1	4+	4+	-1	1
Rotary Pistol	9"	D3	5+	4+	-1	1
MELEE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Bayonets	1"	1	5+	5+	-	1
Officers Sabre	1"	2	4+	4+	-	1

DESCRIPTION

This unit consists of ten or more models. Marching to war with their robust Blackpowder Rifles the battlelines of the Riflemen let out devastating volleys in the shooting phase. IN the combat phase those who survive to make combat with the riflemen are stabbed at with viciously forged Bayonets.

ABILITIES -

Officer of the Guard—*The Weld Riflemen are led to battle by career Soldiers, the Officers of the Guard drawn from the ranks of the Iron Guard.*

One model in this unit can be promoted to an Officer of the Guard. An Officer of the Guard is equipped with an Officers Sabre or Rotary Pistol in addition to his Blackpowder Rifle

SPECIAL RULES -

Pick your Targets - *The Long scope of the Riflemen spotters can pick a foe long before ever they need to fire.*

If there are no enemy models within 3 inches of

this unit in the shooting phase, you may reroll 1's to hit with their Blackpowder rifles.

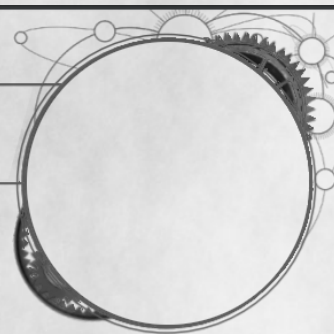
Ceaseless Thunder—*The unceasing thunderous volleys from the Weld Riflemej are known the world over, the rolling thunder of their devastating assault drowning out the noise of war.*

When making a shooting attack with this units Blackpowder Rifles, if this unit did not move in the preceeding movement phase and has 10 or more models, any unmodified roll of a 6 to hit inflicts 2 hits instead of one.



WELD PHALANX

Guard of the Weld, and serving military might the Weld Phalanx carry with them long pikes and heavy shield to defend the battlelines of the Ironweld Arsenal



MISSILE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Rotary Pistol	9"	D3	5+	4+	-1	1
MELEE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Phalanx Pike	2"	1	5+	3+	-1	1
Officers Sabre	1"	2	4+	4+	-	1

DESCRIPTION

Marching to war with heavy plated metal shields and long lances the ranks of the Weld Phalanx form a bulwark of expendable labourers to deter would be chargers against the lines of the Ironweld. A wall of men and metal form a thorny barricade to protect the true wealth of the Ironwelds Armies. Weld Phalanx march with war equipped with Phalanx Pikes and heavy metal shields.

ABILITIES -

Officer of the Guard—*The Weld Phalanx are led to battle by career Soldiers, the Officers of the Guard drawn from the ranks of the Iron Guard.*

One model in this unit can be promoted to an Officer of the Guard. An Officer of the Guard is equipped with an Officers Sabre or Rotary Pistol in addition to his Phalanx Pike

SPECIAL RULES -

Form a Wall! - *When ranked up the shield wall of the Phalanx is a nigh impenetrable fence of steel and pike.*

You may reroll saves of a 1 for models from this unit, in addition in your HERO PHASE you may declare this unit will form a shield wall. If they do so they reroll all failed saved may not

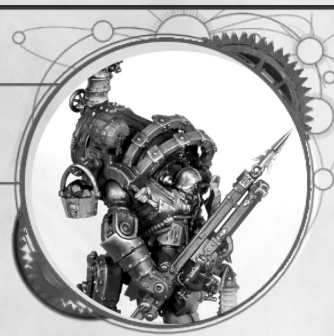
move for any reason until the following hero phase.

Anchoring the Long Lances—*It is a brave soul indeed who makes the charge into the thorny lines of the Weld Phalanx, their long lances plucking foes from the field long before they make combat.*

If any enemy units finish a charge move within 3 inches of this unit, roll a dice for every Weld Phalanx model within 3 inches of that unit. For every unmodified roll of a 6 that unit suffers a mortal wound, if the enemy unit is a MONSTER you may reroll any failures.

IRONSWORN TEMPLARS

Complex engines of war from the Foundry Cities of the Ironweld, the Ironsworn Nobles are carried to work in immense Templar Harnesses, steam fuelled engines of the will of the Ironweld



MELEE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Valve Lance	3	3	3+	3+	-2	2
Piston Stomps	1	D3	4+	4+	-1	1

DESCRIPTION

An Ironsworn Templars unit consists of a single Ironweld Noble in a Templar Harness. Each marches to war carrying a Valve Lance and can crush enemies underfoot with Piston Stomps. Some also carry Signal Lamps and Guild Heraldry

ABILITIES -

Signal Lantern - *Models in this unit may be equipped with a Signal Lantern, marking targets of priority to the heavy guns down field.*

You may reroll hit rolls of a 1 for friendly **IRONWELD WAR MACHINES** in the Shooting Phase when they target an enemy unit within 6 inches of a model with this special rule

Weld Heraldry - *Models in this unit may be adorned with Weld Heraldry, a reminder to all in the field that the Nobles shed blood alongside their subjects.*

You may add 1 to the Bravery characteristic of friendly **WELD GUARD** units entirely within 12 inches of any models with this special rule when resolving Battleshock tests.

SPECIAL RULES -

Valve Lance - *Some Templars mount vats of heated oil below their steel hewn lances that they might at the peak of battle drown impaled foes in the boiling liquid.* Add one to the Damage characteristic of this weapon if this model charged in the same turn.

In addition once per Battleround, if in the combat phase this model wounds but does not kill an enemy model with its Valve Lance you may open the vats, roll a D6 subtracting one if this ability has already been used this battle. On a roll of a 3 or more that model immediately takes D3 mortal wounds as they are doused in burning oil.

Stoke the Furnace - *The power of the Ironweld is borne out of their Steam Furnaces, each Templar Harness carries one of these immense cogwork engines.*

In each of your Hero Phases this unit may select a single Cogwork Labour, they gain the corresponding abilities until your next hero phase. You may elect to overheat the furnaces to drive the Cogwork construct on to feats of greater potency, if you do so roll a D6, if you roll under the number of wounds this model has taken during the battle it immediately suffers D3 mortal wounds. Otherwise select a second Cogwork Labour to take effect.

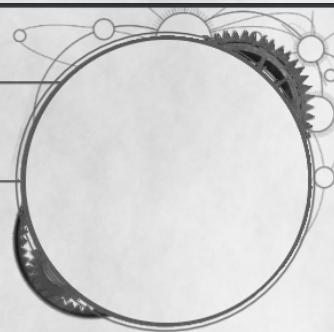
COGWORK LABOURS-

Piston Overdrive - Double this models move characteristic until your next HERO PHASE.



COGSTRIDER LANCERS

The Knights of the Weld ride to war mounted atop elaborate Cogstriders, each accompanied by a household squire to steer their mount whilst the Knight seeks out his foe.



MISSILE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Rotary Pistol	9"	2	4+	4+	-1	1
MELEE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Forgesunder Lance	2"	2	3+	4+	-1	1
Piston Kick	1"	2	4+	3+	-1	1

DESCRIPTION

A unit of Cogstrider Lancers consists of 3 or more models.

The Knights of the Cogstrider Lancers ride out alongside the hosts of the Weld, deftly clambouring over rock and rubble without hinderance. Each mechanical strider is crewed by a Ironsworn knight who fights a Forgesunder Lance whilst his Squire pilot may fire with a rotary pistol or lash out with the Cogstriders Piston Kick

MOUNT:

This units Cogstriders attack with Piston Kicks

ABILITIES -

Master of Steed—*The Master of Steed rides out ahead of the host, the first to call out the commencement of battle with the cry of his warhorn.*

One model in this unit may be a Master of Steed equipped with a warhorn. Add 2 to the charge rolls for any unit including a Master of Steed/

Weld Heraldry - *Models in this unit may be adorned with Weld Heraldry, a reminder to all in the field that the Nobles shed blood alongside their subjects.*

You may add 1 to the Bravery characteristic of friendly **WELD GUARD** units entirely within 12 inches of any models with this special rule when resolving Battleshock tests.

SPECIAL RULES -

Cog Outriders- *Hundreds of cogs work in perfect synchronistic fashion to stride across the landscape, deftly surmounting massive obstacles. A gyroscopically stable platform for a tinkers labours.*

When this model makes a move, it can pass across terrain features in the same manner as a model that can fly. This model may still shoot in a turn in which is Ran.

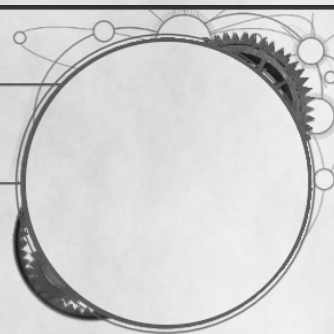
Lethal Charge—*The Forgesunder Lance is a lethal weapon of far, nevermoreso than when driven home by a thunderous charge.*

This units Forgesunder Lances have a Rend of -2 and Damage of 3 in a turn in which it charged.



COGSTRIDER FUSILIER

The Outriders of the Weld ride to war mounted atop elaborate Cogstriders, each accompanied by a household squire to steer their mount whilst their master launches devastating volleys of burning metal.



MISSILE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Weld Blunderbuss	12"	1	4+	3+	-2	D3
Rotary Pistol	9"	2	4+	4+	-1	1
MELEE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Piston Kick	1"	2	4+	3+	-1	1

DESCRIPTION

A unit of Cogstrider Fusiliers consists of 3 or more models.

The Outriders of the Cogstrider Fusiliers ride out in advance of the hosts of the Weld, deftly clambouring over rock and rubble without hinderance. Each mechanical strider is crewed by a Ironsworn Noble who fires a devastating Weld Blunderbuss whilst his Squire pilot may fire with a rotary pistol.

MOUNT:

This units Cogstriders attack with Piston Kicks

ABILITIES -

Master of Steed—*The Master of Steed rides out ahead of the host, the first to call out the commencement of battle with the cry of his warhorn.*

One model in this unit may be a Master of Steed equipped with a warhorn. Add 2 to the charge rolls for any unit including a Master of Steed.

Weld Heraldry - *Models in this unit may be adorned with Weld Heraldry, a reminder to all in the field that the Nobles shed blood alongside their subjects.*

You may add 1 to the Bravery characteristic of friendly **WELD GUARD** units entirely within 12 inches of any models with this special rule when resolving Battleshock tests.

SPECIAL RULES -

Cog Outriders- *Hundreds of cogs work in perfect synchronistic fashion to stride across the landscape, deftly surmounting massive obstacles. A gyroscopically stable platform for a riders labours.*

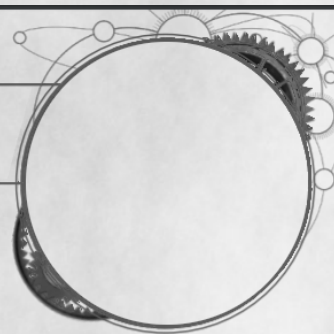
When this model makes a move, it can pass across terrain features in the same manner as a model that can fly. This model may still shoot in a turn in which it Ran.

Load the Heavy Shot—*When not tasked with deftly guiding the Cogstrider mount the House squires rapidly reload their masters firearms.*

Increase the attack characteristic of this units Weld Blunderbuss to 2 if they did not move in the preceding movement phase and there are no enemy units within 3 inches.

COGHAULER BOMBARD

The Stables of the Ironweld are filled not with Steed nor beast of burden but by the steam belching iron hulls of the Coghaulers.



MISSILE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Repeater Handgun	14"	D3	4+	3+	-1	1
Longrifle	30"	1	3+	3+	-1	2
Steam Cannon	30"	1	*	2+	-2	D6
Steam Gun	12"	2D6	4+	*	-	1
MELEE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Commanders Sword	1"	2	5+	4+	-	1
Ironclad Bulk	1"	D6	4+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	The Dukes Retort	Steamgun
0-2	2D6"	3+	2+
3-4	2D6"	3+	3+
5-7	D6"	4+	4+
8-9	D6"	4+	5+
10+	D3"	5+	6+

DESCRIPTION

An Ironduke Coghauler is a unit consisting of a single model. Cog-Officer operator himself is armed with a Repeater Handgun and Longrifle to attack with in the shooting phase. He can lash out with his Commands Sword in the combat phase.

MOUNT

The Coghauler Bombard is armed with a Steam Cannon cannon and a Steamgun to bombard foes with and can crush them under its Ironclad Bulk in the combat phase.

ABILITIES -

Weld Heraldry - Models in this unit may be adorned with Weld Heraldry, a reminder to all in the field that the Nobles shed blood alongside their subjects.

You may add 1 to the Bravery characteristic of

friendly **WELD GUARD** units entirely within 12 inches of any models with this special rule when resolving Battleshock tests.

SPECIAL RULES -

More Pressure—The Officers who crew the Coghaulers know how to tweak the boiler to just below breaking point, squeezing every ounce of power it has left to give.

In your Hero Phase, the Cog-Officer may attempt to overpressure the Coghaulers Boiler, if he does, roll two dice and compare the total to the number of wounds the Coghauler has suffered. If your total is LESS than the number of wounds suffered the valves start the crack and mechanisms break, the Coghauler immediately suffers D3 mortal wounds.

Otherwise until your next hero phase you can reroll and random values for this model with the exception of the commanders repeater gun.

Steel Behemoth - An undeniable titan of war this massive steel monstrosity has crushed many a foe beneath its bulk.

After a Coghauler has completed a charge move, you may select an enemy unit within 1", that unit immediately suffers D3 mortal wounds.

I'll Fix it—When not straining their machines to breaking point many Cog Officers turn their attention to maintaining their mount.

If in the Hero Phase this model does not choose to apply More Pressure, it immediately heals 1 wound suffered earlier in the battle.

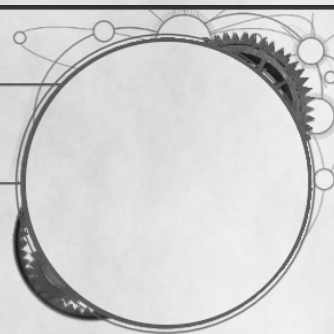
Explosive Ordinance—The explosive volleys of the Steam Cannon can devastate vast swathes of enemies caught in the blade

You can roll two dice and discard the lowest when determining the damage characteristic of



COGHAULER ANCHOR

The Coghauler Anchor is considered by many to be an abomination. Weld Sciences have hewn Reality Anchors from refined Realm Ore, able to (for a time) abate magical influences in the surrounding area.



MISSILE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Repeater Handgun	14"	D3	4+	3+	-1	1
Longrifle	30"	1	3+	3+	-1	2
Steam Gun	12"	2D6	4+	*	-	1
MELEE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Commanders Sword	1"	2	5+	4+	-	1
Ironclad Bulk	1"	D6	4+	3+	-1	2

DAMAGE TABLE				
Wounds Suffered	Move	Arcane Interference	Reality Anchor	Steamgun
0-2	2D6"	18"	12"	2+
3-4	2D6"	16"	10"	3+
5-7	D6"	14"	8"	4+
8-9	D6"	12"	6"	5+
10+	D3"	10"	4"	6+

DESCRIPTION

A Coghauler Anchor is a single model unit. It consists of a Cog Officer in the Coghaulers Turret armed with a Repeater Handgun and Longrifle for picking off targets at range. In the combat phase he can defend his charge with a Commanders Sword.

MOUNT

The Coghauler itself carries a lethal Steamgun and the unsettling Reality Anchor. it is also able to crush enemies beneath its Ironclad Bulk if they get too close

ABILITIES -

Weld Heraldry - Models in this unit may be adorned with Weld Heraldry, a reminder to all in the field that the Nobles shed blood alongside their subjects.

You may add 1 to the Bravery characteristic of friendly **WELD GUARD** units entirely within 12 inches of any models with this special rule when resolving Battleshock tests.

SPECIAL RULES -

More Pressure—The Officers who crew the

Coghaulers know how to tweak the boiler to just below breaking point, squeezing every ounce of power it has left to give.

In your Hero Phase, the Cog-Officer may attempt to overpressure the Coghaulers Boiler, if he does, roll two dice and compare the total to the number of wounds the Coghauler has suffered. If your total is LESS than the number of wounds suffered the valves start the crack and mechanisms break, the Coghauler immediately suffers D3 mortal wounds. Otherwise until your next hero phase you can reroll and random values for this model with the exception of the commanders repeater gun.

Steel Behemoth - An undeniable titan of war this massive steel monstrosity has crushed many a foe beneath its bulk.

After a Coghauler has completed a charge move, you may select an enemy unit within 1", that unit immediately suffers D3 mortal wounds.

Arcane Interference—The grounding impact of the Reality anchor is constantly at odds with the raw essence of magic

permeating the Realm, as the two collide an arcane static builds up discernable only to those attuned to the ways of Magic. Attempts to harness the magical energies are that much more challenging within such pockets of interference.

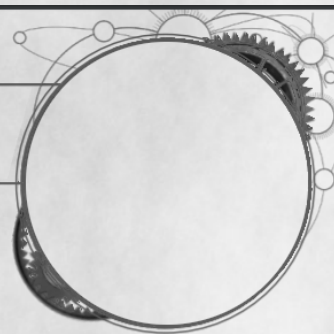
This model may attempt to dispell a single spell each battleround as though it were a wizard. In addition any wizards attempting to cast a spell or endless spell within range of this models Arcane Interference (as shown on the damage chart) suffer -1 to any casting attempts.

Reality Bubble—Wizards who stray too close to the Reality Anchor speak of a screaming noise that rips through their skulls, their every thought seemingly scrambled by its constant assault. Those foolhardy to still attempt to manifest a spell have suffered a myriad of injuries from nose bleeds to sudden and lasting death

Any Wizards within range of the Reality Bubble (As shown on the Damage chart) suffer a further -1 to casting attempts, in addition if their unmodified roll to cast a spell or endless spell is a double they immediately suffer a mortal wound.

IRONWELD CANNON

The Ironweld are known for their Artillery, none more so than the ever reliable and easy to maintain Cannon, still potent enough to strike fear in many foes from afar.



MISSILE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Cannon Shell	30"	*	4+	2+	-2	D6
MELEE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Crews Tools	1"	*	5+	5+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Cannon Shell	Crews Tool
0-2	4	2	3
3-4	3	2	2
5+	2	1	1

DESCRIPTION

Whilst simplistic by the views of the Ironweld none can doubt the reliable destructive potency of a cannon. This unit consists of a single cannon crewed by three labourers, they maintain the cannon and can defend it with their Crews tools in the combat phase.

ABILITIES -

All Hands to the Guns—*One thing the Weld has in no short supply are labourers, a disposable resource compared to the value of the long cannons and artillery in the arsenal.*
In your Hero Phase, if this model has suffered any wounds previously in the battle, you may select a friendly **LABOURER** unit within 3 inches. That unit immediately suffers D3 mortal wounds, for every wound inflicted this model may heal a single wound lost previously in the battle.

Explosive Shells - *Such is the potency of the shells of the Ironweld that even the most unskilled of gunners can hit a large enough target.*

Add one to all HIT rolls in the shooting phase if the target unit has 10 or more models or has the **MONSTER** keyword.

SPECIAL RULES -

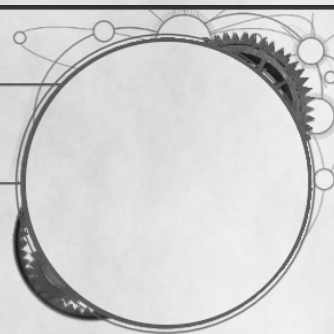
Periscope Sighting - *Many engineers march to war with prismatic periscopes able to sight foes at a great distance and with staggering accuracy.*

If in the Shooting Phase there is a friendly Ironweld **ENGINEER** within 1 inch of this model, you may reroll failed Hit rolls with this models Cannon Shell



IRONWELD HELBLASTER

The Ironweld are known for their Artillery, the Helblaster for its rhythmic clunking, slowly building to a lethal crescendo of metallic shards.



MISSILE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Volley of Shots	24"	D6	*	3+	-1	1
MELEE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Crews Tools	1"	*	5+	5+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Helblaster	Crews Tool
0-2	4	3+	3
3-4	3	4+	2
5+	2	5+	1

DESCRIPTION

An Ironweld Helblaster consists of a lethal war machine that fires a volley of shots at a foe. Often found in a myriad of designs each share the common trait of firing seemingly ceaseless volleys of shots down the field in record time. Crewed by three labourers, they maintain the cannon and can defend it with their Crews tools in the combat phase.

ABILITIES -

All Hands to the Guns—*One thing the Weld has in no short supply are labourers, a disposable resource compared to the value of the long cannons and artillery in the arsenal.* In your Hero Phase, if this model has suffered any wounds previously in the battle, you may

select a friendly **LABOURER** unit within 3 inches. That unit immediately suffers D3 mortal wounds, for every wound inflicted this model may heal a single wound lost previously in the battle.

Point Blank—*At short range there is little escaping the lethal hailstorm of shot launched by their masterful machine of war.*

You can add 1 to the hit rolls for this model's Volley of Shots if the target unit is within 12"

A Hail of Fire—

In the shooting phase the Ironweld Helblasters crew can attempt to load and fire 1, 2, or 3 gun decks. If they load 2 gun decks, the war

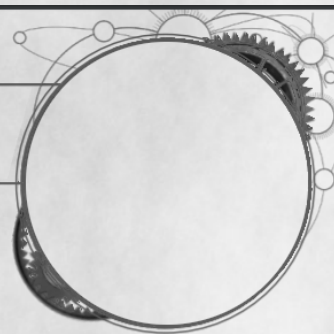
machine makes 2D6 attacks when it fires its Volley of Shots. If they loaded 3 gun decks it will make 3D6 attacks. However if any doubles are rolled when determining how many attacks are made when firing a Volley of Shots, the Helblaster Volley Gun jams and no shots are fired.

SPECIAL RULES -

Working like Clockwork: *Engineers know just how to tinker with the Volley Guns to ensure they work at maximum capacity.* You can reroll one or all the dice when determining how many attacks are made with a Volley of Shots if there is an **ENGINEER** from your army within 1 inch of this War Machine.

IRONWELD HELSTROM

The Ironweld are known for their Artillery, the Helstrom Batteries carry a myriad of explosive Rockets, launching volley after volley with little regard for the scars they leave upon the Realms



MISSILE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Helstrom Rocket Salvo	10-36"	3	5+	3+	-2	*
MELEE WEAPONS	Range	Attack	To Hit	To Wound	Rend	Damage
Crews Tools	1"	*	5+	5+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Helstrom Rocket Salvo	Crews Tool
0-2	4	D6	3
3-4	3	D3	2
5+	2	1	1

DESCRIPTION

An Ironweld Helstrom consists of a lethal war machine that fires a dizzying array of rockets at a foe. Crewed by three labourers, they maintain the cannon and can defend it with their Crews tools in the combat phase.

ABILITIES -

All Hands to the Guns—*One thing the Weld has in no short supply are labourers, a disposable resource compared to the value of the long cannons and artillery in the arsenal.* In your Hero Phase, if this model has suffered any wounds previously in the battle, you may select a friendly **LABOURER** unit within 3 inches. That unit immediately suffers D3

mortal wounds, for every wound inflicted this model may heal a single wound lost previously in the battle.

Arcing Ordinance- *Though not precise there is something to be said for the indiscriminate fire of the rocket bombardment*

An Ironweld Helstrom can fire Helstrom Rocket Salvoes at units that are not visible to it

Rocket Salvo—

Before firing their Warmachine, an Ironweld Helstroms crew can choose to fire all their Rocket Salvoes at the same target. If they do so you can add 1 to the Hit rolls for the shots.

SPECIAL RULES -

Enough Rockets to Blind the Sun:

Engineers hasten the reloading of the Helstrom, allowing near ceaseless bombardment of rockets to form a lethal cloud overhead

If there is an IRONWELD ENGINEER from your army within 1 inch of this model and you fail to hit with a Helstrom Rocket Salvo, you may pick a different unit within 10 inches of the original target and roll a dice. On a 6 that shot hits that unit instead..



IRONWELD ARSENAL

BATTALIONS

THE IRON ARMADA

There is an accord between the Armadas of the Overlords and some of the more affluent Houses of the Weld, both understand the value of coin above all else in the Realms. In times of dire needs some frigates have been observed with massive harnesses secured beneath to carry the warmachines of the Weld into battle, the Templars of the Iron Host descending on their foes as though dropped from the heavens.

An Iron Armada consists of:

-2 Arkanaut Frigates

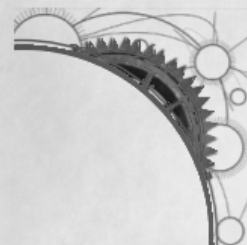
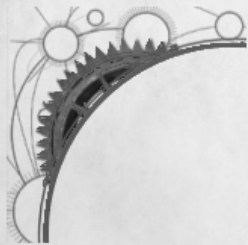
-2 IRONSWORN TEMPLAR OR PALADIN

- Ironduke Coghauler

Abilities

Rain of Steel—When you deploy the Ironweld Armada, instead of deploying the Ironsworn Templars or Paladins from their battalion normally you may declare they are embarked upon the Arkanaut Frigates. No more than one Templar or Paladin can embark on each Frigate, and once embarked they follow all the rules for being embarked as found on the Frigate Warscroll. Once disembarked these model may not attempt to embark again for the rest of the battle.

Mark the Foe—If any of the **TEMPLAR** or **PALADIN** from this formation carry a Signal Lantern, the **FRIGATES** from the formation may benefit their effect as though they were Ironweld Warmachines.



IRONWELD ARSENAL

BATTALIONS

THE QUESTING KNIGHTS

To be Ironsworn is to take the vows of the Weld, to put the orders of the Iron Council above all loyalty to house or familial bond. It had been observed that the outriders summoned to the council are dispatched on quests across the Realms to slay enemy generals or titan of war, sworn to secrecy they return successful or not at all.

The Questing Knights consists of:

1 Tinkerer on Cogstrider

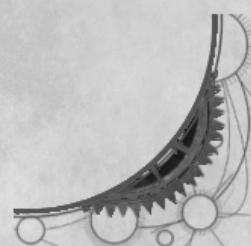
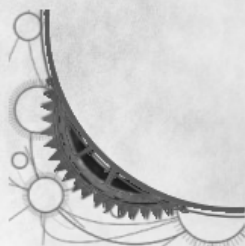
3-5 Cogstrider Lancers or Fusiliers

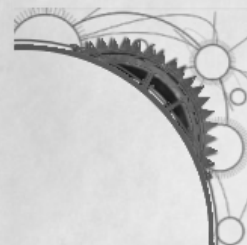
0-1 COGHAULER

Abilities

Spear Formation—Friendly units from this Battalion wholly within 9 inches of the Tinkerer on Cogstrider from this Battalion may attempt a charge move even if they performed a run move in the same turn. Add 3 inches to charge moves for units from this Battalion on turns they did not complete a run move.

Vanquish the Foe—If any model from this battalion slays an enemy **HERO** in the combat phase roll a D6, on a roll of a 4 or more the controlling player immediately gains a command point.





IRONWELD ARSENAL

BATTALIONS

SHIELD OF THE PEOPLE

It is through the artifice of the Weld that the forces of Azyr are armed and armoured, such bonds are not forgotten in times of war. When the cities of the Weld find themselves besieged they can call out a litany of favours owed from garrisons, armies and mercenaries across the Realms that they might form a unified army to take the fight back to the enemy. Such a combined army of men is a sight to behold, the true hosts of Order and will of mortals standing in the face of tyrants.

A Shield of the People consists of:

1 Freeguild General

1 Master of the Shot

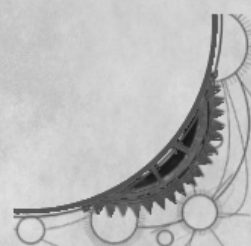
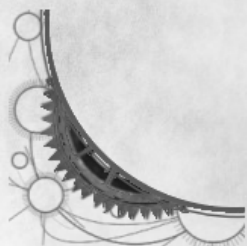
2-5 WELDGUARD

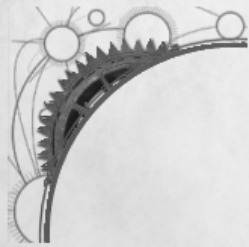
2-5 FREEGUILD GUARD

Abilities

The Peoples Army—When battle commences friendly **FREEGUILD** units from this Battalion gain the **WELDGUARD** keyword and all associated benefits for the duration of the battle. Note these units do not count as **WELDGUARD** for the purposes of meeting the requirements for the Battalion.

Training Drills—When completing battle shock tests for units from this Battalion, add 1 to the Bravery of the unit for each friendly unit from this Battalion wholly within 12 inches.

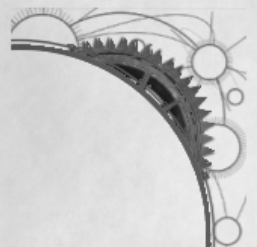




IRONWELD ARSENAL

BATTALIONS

THE COG STABLES



When the Cogstables of the Ironweld are emptied a tide of steel and belching steam engines are unleashed upon the Realmscape. With them ride a host of engineers tasked with ensuring these robust warmachines are at peak efficiency throughout the battle. When in formation the Coghaulers of the Stables can form a near unshakable wall of steel to rebuff an enemies advance.

A Cog Stable consists of:

0-3 ENGINEER

1 IRONDUKE

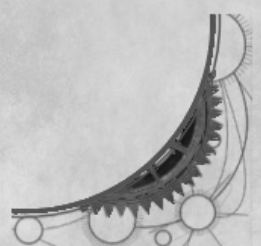
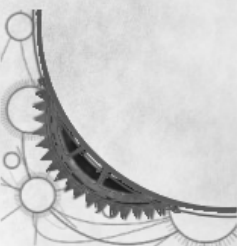
3-5 COGHAULER

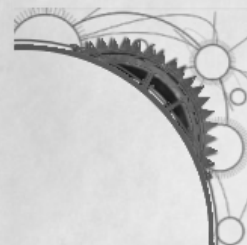
Abilities

Batten down the Hatches! - Friendly **COGHAULER** units from this Battalion may increase their save rolls by 1 on a turn in which they neither move nor charge.

Its one of my design—When a friendly **ENGINEER** from this battalion attempts to repair a **COGHAULER** from this battalion you may roll 2 D3 and select the highest to determine the number of wounds restored.

First of the Stables—After both sides have deployed but before the battle begins the **IRONDUKE** from this formation may make a move as though it was the movement phase.





IRONWELD ARSENAL

BATTALIONS

THE THUNDEROUS CHOIR

The songs of the Ironweld are not lyrical masterpiece not the crescendo of string and horn, but the Thunderous Choir of a hundred cannons in a rippling wave, they are the screeching arc of a Helstrom rocket and the reverberating chime of the Helblasters onslaught. Such music could life the heart of any in the Weld, and they take such joy in performing such a masterpiece.

A Thunderous Choir consists of:

1 ENGINEER

1 Master of Shot

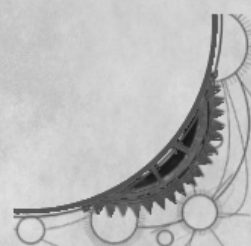
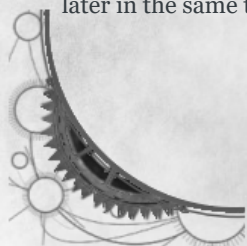
2+ LABOURER units

2-4 units selected from the following: Weld Cannon, Weld Helblaster, Weld Helstrom

Abilities

Protect the Long Guns - If a friendly **WARMACHINE** from this battalion suffers a wound or mortal wound whilst within 3 inches of a friendly **LABOURER** unit from this battalion roll a D6. On a 4+ the **LABOURER** unit suffers a mortal wound instead.

Let the Guns Sing—In your Hero phase select a friendly **WARMACHINE** from battalion within 3 inches of this Battallions **ENGINEER**. That unit may make a shooting attack as though it were your shooting phase. This does not prevent that unit firing later in the same turn.





RULES

PITCHED BATTLE PROFILES

The table below provides points, minimum and maximum unit sizes and battlefield roles for the Warscroll and Warscroll battalions in this book, for use in Pitched Battles. Used alongside the rules for Pitched Battles in the Generals Handbook, this provides you with everything you need to field your army of Ironweld Arsenal against any opponent

IRONWELD ARSENAL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT	MIN	MAX			
Anchorage Coghauler	1	1	260	BEHEMOTH	
Coghauler Bombard	1	1	260	BEHEMOTH	
Cogsmith	1	1	100	LEADER	
Cogstrider Fusiliers	3	9	120		
Cogstrider Lancers	3	9	120		BATTLELINE if IRONWELD ARSENAL Allegiance and General is an Ironsworn Paladin
Ironduke Coghauler	1	1	300	LEADER, BEHEMOTH	
Ironsworn Paladin	1	1	280	LEADER	
Ironsworn Templar	1	1	200		
Ironweld Cannon	1	1	160	ARTILLERY	
Ironweld Helblaster	1	1	120	ARTILLERY	
Ironweld Helstorm	1	1	180	ARTILLERY	
Master of the Shot	1	1	80	LEADER	
Tinkerer on Coghauler	1	1	120	LEADER	
Steamclad Cogsmith	1	1	200	LEADER	
Weld Militia	10	30	90/240	BATTLELINE	
Weld Phalanx	10	30	100		BATTLELINE if IRONWELD ARSENAL Allegiance
Weld Riflemen	10	30	100		BATTLELINE if IRONWELD ARSENAL Allegiance
BATTALIONS					
<i>The Iron Armada</i>	-	-			
<i>The Questing Knights</i>	-	-			
<i>The Peoples Shield</i>	-	-			
<i>The Cog Stables</i>	-	-			
<i>The Thunderous Choir</i>	-	-			

