Iron Warriors

*The Iron Warriors are the siege masters of the Imperium; no fortress could ever hope to stop their assault. Their will is as unbreakable as iron, their strength enough to break down mountains.*

The Iron Warriors follow *Chaos Undivided*, and may choose any God as their alignment. They are, however, not very devoted to Chaos, and would rather use mechanical augments then mutations.

## Special Rules

Iron Within, Iron Without

Iron Warriors are often found replacing various body parts with mechanical counterparts, giving them more strength and durability in battle. All units without *Armored* gain *Armored(5).* They don’t accept the embrace of the chaos gods as much as their brothers though, and may not have units with a Devotion Level 2 or 3.

Siege Masters

Iron Warriors are trained to break any fortress, fortification or smaller defenses. All their ranged attacks automatically gain *Penetration*, since they know exactly where the weak spots of any armor are.