
















 Order - Fyreslayers [165pts]	
  Runic Runefather	145pts
Fighters	
Runic Hearthguard x2	135pts
Hearthguard Berserker with Berserker Broadaxe	110pts
Vulkite Berserker with Pair of Fyresteel Handaxes x3	80pts

 Order - Fyreslayers [165pts]	
Selection Rules	
	[Reaction] Gathered Heroes : fighter can make this reaction after an enemy fighter finishes a move action visible to this fighter and within 3" of this fighter. Pick another friendly fighter within 3" of this fighter. That fighter makes a bonus move action. After that move action that fighter must be within 1" of the enemy fighter that made the move action.
	 [Double] Fyresteel Throwing Axe : Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each roll of 4-5, allocate 1 damage point to that fighter. For each roll of 6, allocate a number of damage points to that fighter equal to the value of this ability.
  	 [Double] Lodge Leader : Until the end of the battle round, add 1 to the Strength characteristic of melee attack actions made by visible friendly fighters while they are within 6" of this fighter.
	 [Double] Relentless Zeal : Add 3 to the Move characteristic of the next move action made by this fighter in this activation.
 	 [Triple] Honour Our Oaths : A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 6" of this fighter.
	 [Quad] Unleash Runic Fury : Until the end of this fighter's activation, add the value of this ability to the Attacks characteristic of melee attack actions made by this fighter.