

AURIC RUNEFATHER ON MAGMADROTH

The Auric Runefather is the warrior lord of his lodge, chosen by Grimnir to ride to war at the head of an army of Fyreslayers. From the back of his fire-belching Magmadroth, the Runefather thunders into battle, hacking down enemies with his grandaxe as his steed tears apart foes by the dozen with its searing molten talons and blazing maw.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe		8"	1	3+	4+	-	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Magmadroth's Claws and Horns		1"	*	4+	3+	-1	2
Latchkey Grandaxe		3"	3	4+	3+	-1	3

DAMAGE TABLE			
Wounds Suffered	Move	Roaring Fyrestream	Claws and Horns
0-2	12"	1 dice	6
3-5	10"	1 dice	5
6-7	8"	2 dice	4
8-9	7"	2 dice	3
10+	6"	3 dice	2

DESCRIPTION

An Auric Runefather on Magmadroth is a single model. He wields a mighty Latchkey Grandaxe, a symbol of office that unlocks the great vaults within his lodge's forge-temple, and he carries a brace of Fyresteel Throwing Axes. He takes to battle seated atop a terrifying Magmadroth, a volcanic creature with fire in its veins. It swipes at the foe with its Lashing Tail or tears them apart with its Claws and Horns.

ABILITIES

Roaring Fyrestream: Throwing back its head, a Magmadroth can spew a wave of flaming bile that sears through armour as though it were wax. In your shooting phase, pick an enemy unit within 15" and roll a number of dice as shown on the damage table above. If the result is the same as or less than the number of models in the unit, the unit suffers D3 mortal wounds. If it is within 5" of the Magmadroth it suffers D6 mortal wounds instead.

Lashing Tail: Magmadroths use their tails to communicate with their kin, but also to slaughter scores of lesser prey with a single swipe. At the end of the combat phase, roll a dice for each enemy unit within 3" of the Magmadroth. If the result is less than the number of models in the unit, it suffers D3 mortal wounds.

Volcanic Blood: Magmadroths pulse with the heat of the volcanic caverns where they make their homes. At the end of each phase in which a Magmadroth suffered any wounds, roll a dice for each unit within 3". If the result is lower than the number of wounds the Magmadroth suffered during the phase, the unit is hit by a jet of fiery blood and suffers D3 mortal wounds. **FYRESLAYER** units, experienced at fighting alongside these beasts, only suffer wounds if the result of the roll is 1.

Stare Down: In your hero phase, the Runefather can fix an enemy unit within 3" with a level stare, the sort that can bring doubt to the mind of even the mightiest warrior. Subtract D3 from that unit's Bravery until your next hero phase.

Weapon-breaker: A Latchkey Grandaxe's unique design allows a Runefather to catch an enemy's weapon between the teeth and give a sharp twist. If the Runefather is attacked in the combat phase by a **HERO** or **MONSTER**, and the result of a save roll is 6 or higher, roll another dice. If the result is 4 or more, the attacking weapon is damaged for the rest of the battle. Your opponent must re-roll successful hit rolls for damaged weapons.

COMMAND ABILITY

Steadfast Advance: Gazing sternly down from his throne atop a mighty Magmadroth, a Runefather can compel his kin to march into battle against a thousand times their number in search of ur-gold. If you use this ability, then until your next hero phase you can re-roll save rolls of 1 and battleshock tests for **FYRESLAYER** units from your army whilst they are within 20".

KEYWORDS

ORDER, DUARDIN, MAGMADROTH, FYRESLAYERS, MONSTER, HERO, AURIC RUNEFATHER