

AURIC HEARTHGUARD

The Auric Hearthguard carry ornate magmapikes, weapons that fire flaming gobbets of lava. It is the sworn duty of the Auric Hearthguard to protect the forge-temple and the lodge's priesthood, a task they execute with grim determination.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magmapike	18"	2	4+	3+	-1	1
Fyresteel Throwing Axe	8"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magmapike	1"	1	3+	3+	-	1

DESCRIPTION

A unit of Auric Hearthguard has any number of models, each armed with Fyresteel Throwing Axes and a Magmapike.

KARL: 1 model in this unit can be a Karl. Add 1 to the Attacks characteristic of that model's Magmapike missile weapon.

ABILITIES

Molten Rockbolts: *Magmapike bolts not only burn the foe, but stick to them before solidifying.*

Add 1 to the Damage characteristic for attacks made by Magmapike missile weapons that target **MONSTERS**. In addition, if any wounds are inflicted on a **MONSTER** by Magmapike missile weapons, roll a dice. On a 4+, until the end of that unit's next turn, halve that unit's Move characteristic and subtract 1 from hit rolls for attacks made by that unit.

Sworn Protectors: *Auric Hearthguard are fiercely protective of their leaders.*

Roll a dice each time you allocate a wound or mortal wound to a friendly **FYRESLAYERS HERO** that is not mounted on a **MAGMADROTH** and is within 3" of any friendly units with this ability. On a 4+ that wound or mortal wound is negated, and you must choose a friendly unit with this ability that is within 3" to suffer 1 mortal wound after all wounds or mortal wounds have been allocated to that friendly **HERO**.