

AURIC RUNEFATHER

Foes that meet the burning gaze of an Auric Runefather feel their will being sapped away before that fiery rage. It is this same grim scrutiny that drives the Fyreslayer fyrds to fight all the harder in the presence of their mighty lord.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Latchkey Grandaxe	3"	3	3+	3+	-1	3

DESCRIPTION

An Auric Runefather is a single model armed with a Latchkey Grandaxe and Fyresteel Throwing Axes.

ABILITIES

Stare Down: *A Runefather's stern gaze can bring doubt to the mind of the most stalwart warrior.*

In your hero phase, pick an enemy unit within 3" of this model. Subtract D3 from that unit's Bravery characteristic until the start of your next hero phase.

Weapon-breaker: *A latchkey grandaxe's unique design allows the wielder to catch an enemy's weapon between its metal teeth before breaking it with a forceful twist of the arm.*

At the end of the combat phase pick an enemy **HERO** within 3" of this model and roll a dice. On a 6, pick one of the melee weapons that model is armed with. Subtract 1 from hit rolls for attacks made with that weapon for the rest of the battle. You cannot pick the same weapon to be affected by this ability more than once per battle.

COMMAND ABILITIES

Lodge Leader: *A Runefather inspires fierce pride in the warriors he leads to battle.*

You can use this command ability at the start of the charge phase. If you do so, pick a friendly model with this command ability. Add 1 charge rolls for friendly **FYRESLAYERS** units wholly within 12" of that model until the end of that phase.