

AURIC RUNEFATHER

ON MAGMADROTH

An Auric Runefather atop the back of a flame-spewing Magmadroth thunders into battle, hacking down enemies with his latchkey grandaxe while his steed tears apart foes by the dozen with its searing talons and blazing maw.



| MISSILE WEAPONS | | | | | | |
|------------------------|-------|---------|--------|-----------|-------|--------|
| | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Fyresteel Throwing Axe | 8" | 1 | 5+ | 5+ | - | 1 |
| Roaring Fyrestream | 12" | ————— | | See below | ————— | |
| MELEE WEAPONS | | | | | | |
| | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Claws and Horns | 1" | * | 4+ | 3+ | -1 | 2 |
| Blazing Maw | 1" | 1 | 4+ | 2+ | -2 | D3 |
| Latchkey Grandaxe | 3" | 3 | 3+ | 3+ | -1 | 3 |

DAMAGE TABLE

| Wounds Suffered | Move | Roaring Fyrestream | Claws and Horns |
|-----------------|------|--------------------|-----------------|
| 0-3 | 12" | D6 | 6 |
| 4-6 | 10" | D6 | 5 |
| 7-9 | 8" | 2D6 | 4 |
| 10-12 | 7" | 2D6 | 3 |
| 13+ | 6" | 3D6 | 2 |

KEYWORDS

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

DESCRIPTION

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

MOUNT: This model's Magmadroth attacks with its Claws and Horns, Blazing Maw and a Roaring Fyrestream.

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.*

Do not use the attack sequence for an attack made with a Roaring Fyrestream. Instead, make the dice roll shown on the damage table above. If the roll is equal to or less than the number of models in the target unit, that unit suffers D3 mortal wounds. If the roll is equal to or less than the number of models in the target unit, and the target unit is within 6" of this model, the target unit suffers D6 mortal wounds instead.

Lashing Tail: *Magmadroths can use their muscular spiked tails to pulverise 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 this model. If the roll is less than the number of models in that unit, it suffers D3 mortal wounds.

Volcanic Blood: *Magmadroths pulse with the throbbing heat of the volcanic caverns where they make their fyrenests.*

Roll a dice each time a wound is allocated to this model that was inflicted by a melee weapon. On a 4+ the attacking unit suffers 1 mortal wound.

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

Steadfast Advance: *With a fiery glance down from his throne atop a mighty Magmadroth, a Runefather can compel his kin to march into battle against a thousand times their number to earn their fee in gold.*

You can use this command ability at the start of your hero phase. If you do so, pick a friendly model with this command ability. Until the start of your next hero phase, do not take battleshock tests for friendly **FYRESLAYERS** units while they are wholly within 18" of that model.