

AURIC RUNEMASTER

With a gesture, the Auric Runemaster can call forth geysers of magma to incinerate his foes. Always seeking hidden ur-gold, a single word from the high priest sends Fyreslayers plunging into the enemy's ranks to seize the precious metal.



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
Brazier-staff	2"	1	4+	3+	-1	D3
Runic Iron	1"	2	3+	4+	-	1

DESCRIPTION

An Auric Runemaster is a single model armed with a Brazier-staff, Runic Iron and Fyresteel Throwing Axes.

ABILITIES

Holy Seeker: *The Auric Runemaster searches the enemy ranks for the telltale glimmer of ur-gold, and gives a triumphant cry when it is found.*

In your hero phase, you can pick 1 enemy

unit within 12" of this model and roll 2 dice. If you roll at least one 6, for the rest of the battle, you can re-roll hit rolls of 1 for attacks made by friendly **FYRESLAYERS** units that target that unit. If you roll two or more 6s, for the rest of the battle, you can re-roll hit and wound rolls of 1 for attacks made by friendly **FYRESLAYERS** units that target that unit instead.

Volcano's Call: *With staff held aloft, the Auric Runemaster coaxes a stream of magma to bubble up from the ground.*

At the start of your hero phase, this model can chant this prayer. If they do so, make a prayer roll by rolling a dice. On a 1-2, the prayer is not answered. On a 3+ the prayer is answered. If this prayer is answered, pick a terrain feature within 18" of this model. Roll a dice for each model within 1" of that terrain feature. For each roll of a 6, that model's unit suffers 1 mortal wound. In addition, until your next hero phase, that terrain feature has the 'Deadly' scenery rule in addition to any other scenery rules it may have.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, HERO, PRIEST, AURIC RUNEMASTER