

AURIC RUNESMITER

ON MAGMADROTH

Sparks fly as the Runesmiter awakens the ur-gold runes of his Fyreslayer kin. It is his sacred duty to see the spirit of Grimnir stirred from slumber within the lodge's warriors, a task he carries out in the midst of raging combat.



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
Latch-axe	1"	1	3+	3+	-	2
Runic Iron	1"	2	3+	4+	-	1

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, PRIEST, AURIC RUNESMITER

DESCRIPTION

An Auric Runesmith on Magmadroth is a single model armed with a Latch-axe and Fyresteel Throwing Axes. In addition, it is armed with one of the following weapon options: Runic Iron or Forge Key.

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.

Grand Ritual of Awakening: *The Runesmith consecrates a small nugget of ur-gold over the runic altar, then consumes it to unleash a wave of energy.*

Once per battle, during your hero phase, you can say this model has consumed a nugget of ur-gold. If you do so, add 1 to save rolls for attacks that target friendly **FYRESLAYERS** units wholly within 12" of this model until the start of your next hero phase.

Runic Empowerment: *With a sonorous chant, the Runesmith infuses the ur-gold runes set into the flesh of his Fyreslayer kin with power.*

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 friendly **FYRESLAYERS** unit wholly within 12" of this model, or wholly within 18" of this model if this model is armed with a Forge Key. You can re-roll wound rolls for attacks made by that unit until the start of your next hero phase.