

# AURIC RUNESON

Fearless and bold, Auric Runesons show their devotion to Grimnir with daring assaults and furious charges. Where the fighting is at its thickest, or the largest foes lumber through the press of combat, there will the Runesons be found.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wyrmslayer Javelin	12"	1	4+	3+	-1	D3
Fyresteel Throwing Axe	8"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancestral War-axe	1"	3	3+	4+	-	D3
Wyrmslayer Javelin	3"	1	3+	3+	-1	1

## DESCRIPTION

An Auric Runeson is a single model armed with Fyresteel Throwing Axes. In addition, it is armed with one of the following weapon options: Ancestral War-axe or Wyrmslayer Javelins.

## ABILITIES

**Vying for Glory:** *Runesons seek their father's favour in battle by outdoing their brothers.*

You can re-roll hit rolls for attacks made by this model if there are any other friendly **AURIC RUNESONS** within 6" of this model.

**Wyrmslayer Javelins:** *These weapons punch deep into the hides of the largest of creatures.*

Add 2 to the Damage characteristic for attacks made with this model's Wyrmslayer Javelins that target a **MONSTER**.

## COMMAND ABILITIES

**Dauntless Assault:** *Runesons seek out the most fearsome enemies to challenge in battle.*

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