

AURIC RUNESON

ON MAGMADROTH

Hot-headed and eager to prove his bravery, the Auric Runeson charges into battle with a booming war cry. Like a blazing fist, the Fyreslayer noble and his Magmadroth burn a flaming hole in the ranks of the enemy.



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
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
Ancestral War-axe		1"	3	3+	4+	-	D3
Wyrmslayer Javelin		3"	1	3+	3+	-1	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, HERO, MONSTER, AURIC RUNESON

DESCRIPTION

An Auric Runeson on Magmadroth 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.

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.

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 Javelin that target a **MONSTER**.

COMMAND ABILITIES

Molten Battering Ram: *Runesons atop Magmadroths are even more wreckless and impetuous, crashing their beasts into enemy lines while beckoning others to follow.*

You can use this command ability at the start of your charge phase. If you do so, pick 1 friendly **MAGMADROTH** that is within 12" of a friendly model with this command ability. After that unit makes a charge move in that charge phase, you can pick 1 enemy unit within 1" of that model and roll a dice. On a 2+ that enemy unit suffers D6 mortal wounds. The same unit cannot be picked to be affected by this command ability more than once per phase.