

RUNIC FYREWALL

At the command of a Zharrgrim priest, a Runic Fyrewall can be raised from the fiery chasms far beneath his soot-stained feet. Glinting with runes, this scintillating barrier of gold and flame bars the enemy's path, and protects the flanks of the Fyreslayers' fyrds as they press ever forward.

DESCRIPTION

A Runic Fyrewall is a single model.

MAGMIC INVOCATION

Summon Runic Fyrewall: *Ur-gold runes are scattered along with hot ash across the ground in front of the priest, before erupting into a roaring wall of fire.*

At the start of your hero phase, 1 friendly **FYRESLAYERS PRIEST** can attempt to perform this magmic invocation. If they do so, make an invocation roll by rolling a dice. On a 3+ the invocation roll is successful. If the invocation roll is successful, set up this model wholly within 18" of that **FYRESLAYERS PRIEST**.

ABILITIES

Roaring Rune-fire: *It is difficult for any to gaze long upon the leaping flames of a Runic Fyrewall, for their intensity sears the mind of the onlooker.*

A model cannot see another model if an imaginary straight line, 1mm wide, drawn from the centre of its base to the centre of the other model's base passes within 1" of this model.

Awakened Runes: *The flames of a Runic Fyrewall spark any ur-gold runes embedded in nearby Fyreslayers, causing them to blaze with power.*

Re-roll save rolls of 1 for attacks that target **FYRESLAYERS** units wholly within 12" of this model.

Impervious to Heat: *The flames of Runic Fyrewalls are harmless to spawn of Vulcatrix.*

MAGMADROTHS can pass across this model in the same manner as a model that can fly.