



AURIC HEARTHGUARD

A line of unyielding veterans, the Auric Hearthguard face down their foes. Fired from their ornate magmapikes, flaming gobbets of lava pummel the enemy, reducing them to pyres of smoking flesh and molten steel. It is the sworn duty of the Auric Hearthguard to protect the forge-temple and the lodge's priesthood – a duty they execute with grim determination.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	4+	4+	-	1
Molten Rockbolts	15"	2	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magmapike	1"	1	4+	3+	-	1

DESCRIPTION

A unit of Auric Hearthguard has 5 or more models. They are each armed with a Magmapike, a bladed polearm that can loose Molten Rockbolts at the enemy. Some units also carry Fyresteel Throwing Axes as a backup weapon.

KARL

The leader of this unit is the Karl. A Karl's Magmapike causes 2 Damage rather than 1.

ABILITIES

Molten Rockbolts: Magmapikes spit gobbets of molten rock that solidify around large targets, and Hearthguard often use them to ensnare wild Magmadroths. Roll a dice at the end of the shooting phase for each **MONSTER** that was wounded by a Molten Rockbolt but was not slain. On a result of 5 or more, it is encased in rapidly cooling stone. Until the end of its next turn, halve its Move and subtract 1 from any hit rolls for its attacks.

Sworn Protectors: Auric Hearthguard are fiercely protective of those who rule the lodges that they guard. Add 1 to the result of any hit rolls for Auric Hearthguard if their target unit is within 5" of a **FYRESLAYER HERO** from your army.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, AURIC HEARTHGUARD