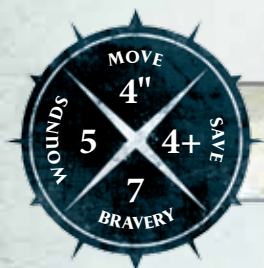




RUNELORD



MELEE WEAPONS

Rune Staff

Forgehammer

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

1

4+

3+

-

D3

1"

2

4+

4+

-

1

DESCRIPTION

A Runelord is a single model. He is armed with a Rune Staff and a Forgehammer.

ABILITIES

Runes of Spellbreaking: A Runelord can attempt to unbind one enemy spell in the enemy hero phase as if he were a wizard. You can add 2 to any unbinding rolls for a Runelord.

Rune Lore: In your hero phase a Runelord can pray to the Ancestor Gods to imbue his allies' weapons and armour with power. If he does so, pick a **DISPOSSESSED** unit within 16", select a power and roll a dice; on a 1 the Runelord has failed and nothing happens. On a roll of 2 or more the runes hammered into his allies' wargear glow white-hot with rune magic and the power takes effect.

Ancestral Shield: Until your next hero phase, you can roll a dice whenever a model in this unit suffers a wound or a mortal wound. On a 6, that wound or mortal wound is ignored.

Forgefire: Until your next hero phase, increase the Rend characteristics of the unit's weapons by 1 (i.e. '-2' becomes -1, -1 becomes -2 and so on).

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, HERO, PRIEST, RUNELORD