

RUNELORD

Runelords have mastered the ancient art of rune-shaping. Through rituals of hammercraft, they can unbind hostile magic or imbue the weapons of their kin with fearsome killing power.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Rune Staff	1"	1	4+	3+	-	D3
Forgehammer	1"	2	4+	4+	-	1

DESCRIPTION

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

ABILITIES

Runes of Spellbreaking: *Runelords dampen the magic of their enemies with ancient sigils of unbinding.*

This model can attempt to dispel 1 endless spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. Add 2 to dispelling and unbinding rolls for this model.

Rune Lore: *Calling upon the latent magic of runic engravings, Runelords imbue the weapons and armour of their kin with ancient power.*

In your hero phase, this model can chant 1 of the following prayers. If it does so, pick 1 of the prayers and then make a prayer roll by rolling a dice. On a 1, the prayer is not answered. On a 2+, the prayer is answered.

Ancestral Shield: Pick 1 friendly **DISPOSSESSED** unit wholly within 12" of this model. Until the start of your next hero phase, roll a dice each time you allocate a wound or mortal wound to that unit. On a 6, that wound or mortal wound is negated.

Forgefire: Pick 1 friendly **DISPOSSESSED** unit wholly within 12" of this model. Until the start of your next hero phase, improve the Rend characteristic of that unit's weapons by 1.

KEYWORDS

ORDER, DUARDIN, CITIES OF SIGMAR, DISPOSSESSED, HERO, PRIEST, RUNELORD