

Rune of Relentless Zeal



Enchantment – Ur-gold Rune



At the start of your hero phase, you can activate a Ur-gold Rune once per turn and battle. Roll a dice, if you roll 6 apply both effects. The effect(s) last until the start of your next hero phase.

1-5: Add 4" to the Move characteristic of friendly FYRESLAYER units.

6: Add 4 to the charge rolls of friendly FYRESLAYER units.

Rune of Farsight



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1-5: Add 8" to the range of attacks made with Fyresteel Throwing Axes by friendly FYRESLAYER units

6: Re-roll hit rolls of 1 for attacks made with Fyresteel Throwing Axes by friendly FYRESLAYER units.

Rune of Awakened Steel



Enchantment – Ur-gold Rune



At the start of your hero phase, you can activate a Ur-gold Rune once per turn and battle. Roll a dice, if you roll 6 apply both effects. The effect(s) last until the start of your next hero phase.

- 1-5**: Increase the Rend characteristic of melee weapons used by friendly FYRESLAYER units by 1.
- 6**: Increase the Rend characteristic of melee weapons used by friendly FYRESLAYER units by a further 1.

Rune of Searing Heat



Enchantment – Ur-gold Rune



At the start of your hero phase, you can activate a Ur-gold Rune once per turn and battle. Roll a dice, if you roll 6 apply both effects. The effect(s) last until the start of your next hero phase.

- 1-5**: Add 1 to the Damage characteristic of attacks made by friendly FYRESLAYER units if the wound roll for the attack was 6 or more.
- 6**: Enemy units within 3" of any friendly FYRESLAYERS when this Rune is activated in the hero phase suffer a mortal wound.

Rune of Fury



Enchantment – Ur-gold Rune



At the start of your hero phase, you can activate a Ur-gold Rune once per turn and battle. Roll a dice, if you roll 6 apply both effects. The effect(s) last until the start of your next hero phase.

1-5: Re-roll hit rolls of 1 in the combat phase for friendly FYRESLAYER units.

6: Add 1 to the Attacks characteristic of melee weapons used by friendly FYRESLAYER units.

Rune of Fiery Determination



Enchantment – Ur-gold Rune



At the start of your hero phase, you can activate a Ur-gold Rune once per turn and battle. Roll a dice, if you roll 6 apply both effects. The effect(s) last until the start of your next hero phase.

1-5: Friendly FYRESLAYER units do not have to take battleshock tests

6: Friendly FYRESLAYER models that are slain in the combat phase are not removed until the end of the phase, and in the meantime can still pile in and attack normally.

Fury of the Fyreslayers

1



Enchantment – Command Trait



By far the most intimidating aspect of a Fyreslayer is his gaze, which burns with all of Grinnir's fury.

Friendly FYRESLAYER units within 6" of the general can move an additional 3" when they pile in.

Exemplar of the Ancestor

2



Enchantment – Command Trait



And the fyrds of the Drungir marched across the Molten Vale, their hearts afire with Grinnir's wrath.

Friendly FYRESLAYER units that are within 12" of the general do not have to take battleshock tests.

Blood of the Berserker

3



Enchantment – Command Trait



Berserk warriors born for war, they burn with a spiritual rage. The blood of kings flows through the family line of the Auric Runefather and his sons.

Once per battle, the general can pile in and attack again immediately after they have attacked in the combat phase.

Iron of the Guardian

4



Enchantment – Command Trait



Stoic and grim, they are a line of thick, rune-covered muscle that no enemy may cross, any that dare try end their days as blackened bone and smouldering flesh.

Reduce the Rend characteristic of all attacks made against the general by 1, to a minimum of '-'.

Destroyer of Foes

5



Enchantment – Command Trait



The armies of Chaos sought to destroy the Fyreslayers once and for all. Yet after more than a century of war, the Fyreslayers remained.

Add 1 to the Damage inflicted by an attack made by the general if the wound roll for the attack is 6 or more.

Spirit of Grimnir

6



Enchantment – Command Trait



Grimnir's fiery spirit stretches out across the realms, its burning, beating heart kept alive in the forge-temples of the Fyreslayers.

Once per battle, and as long as the general is alive, you can use a dice roll of 5 to activate an Ur-Gold Rune's enhanced effect instead of a dice roll of 6.

Igneous Plate

1



Artifact



The Igneous Plate retains the fires of its forging. Though blistering to the touch and hence very painful to wear, the Igneous Plate melts the blades of those that strike it.

Subtract 1 from the hit rolls of attacks made against this model in the combat phase if neither the attacker nor this model charged during the turn.

Ancestor Rune

2



Artifact



With this rune many great wyrms of the Age of Myth were slain.

Pick one melee weapon that the bearer can use. Add 1 to wound rolls made for this weapon if the target is a **MONSTER**.

Obsidian Coronet

3



Artifact



Carved from pure volcanic glass, this lustrous helm absorbs the burning glow of nearby runes and projects their power across the battlefield.

Add 6" to the range of any command abilities used by this model in the hero phase.

Volcanic Rune

4



Artifact



The blood of those slain by a weapon bearing this rune is instantly transmuted so that it erupts with the burning fury of a Magmadroth.

Pick one melee weapon that the bearer can use. At the end of the combat phase, roll a dice for each enemy unit that had any wounds inflicted upon it by this weapon that phase. On a roll of 3 or more, that unit suffers a mortal wound.

Ash-plume Sigil

5



Artifact



By chanting the name of this rune, its bearer can call down a column of choking soot that clogs the flow of foul magic.

Once per battle, the bearer can automatically unbind one spell cast by an enemy WIZARD within 18".

Meteoric Axe

6



Artifact



Said to have been forged by Ignoset, the living volcano, this blade is hurled skyward, and from the clouds it descends upon its enemies with the force of a falling star.

Increase the Range of the bearer's Fyresteel Throwing Axe to 16", and the Damage to D3.

Rune of Fury



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