

WARHAMMER

AGE OF SIGMAR



FACTION PACK

FYRESLAYERS

BATTLE TRAITS

Fyreslayers armies can use the following abilities:

✂ Once Per Battle (Army), Start of Any Turn

RUNE OF FURY: *The rune of fury grants the Fyreslayers a portion of their god's battle rage.*

Effect: You can only use this ability if you have not used any **UR-GOLD RUNE** abilities this battle round.

For the rest of the battle round, friendly **FYRESLAYERS** units have **STRIKE-FIRST** while they are in combat with an enemy unit that charged in the same turn.

KEYWORDS **UR-GOLD RUNE**

🏹 Once Per Battle (Army), Your Shooting Phase

RUNE OF FARSIGHT: *Empowered by this rune, the Fyreslayers hurl their throwing axes into the enemy with devastating accuracy.*

Declare: You can only use this ability if you have not used any **UR-GOLD RUNE** abilities this battle round.

Pick any number of enemy units within 10" of any visible friendly **FYRESLAYERS** units to be targets.

Effect: Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

KEYWORDS **UR-GOLD RUNE**

🏹 Once Per Battle (Army), Any Hero Phase

RUNE OF FIERY DETERMINATION: *A sliver of Grinnir's awesome resolve courses through the Fyreslayers.*

Effect: You can only use this ability if you have not used any **UR-GOLD RUNE** abilities this battle round.

Friendly **FYRESLAYERS** units have **WARD (5+)** for the rest of the battle round.

KEYWORDS **UR-GOLD RUNE**

🏹 Once Per Battle (Army), Your Movement Phase

RUNE OF RELENTLESS ZEAL: *The hearts of the Fyreslayers swell with a fiery conviction that sees them bear down upon the foe with surprising swiftness.*

Effect: You can only use this ability if you have not used any **UR-GOLD RUNE** abilities this battle round.

For the rest of the battle round, friendly **FYRESLAYERS** units can use **CHARGE** abilities even if they used a **RUN** ability in the same turn.

KEYWORDS **UR-GOLD RUNE**

✂ Once Per Battle (Army), Any Combat Phase

RUNE OF SEARING HEAT: *The edges of the Fyreslayers' weapons glow with the heat of the forge.*

Effect: You can only use this ability if you have not used any **UR-GOLD RUNE** abilities this battle round.

Melee weapons used by friendly **FYRESLAYERS** units have **Crit (Mortal)** for the rest of the battle round.

KEYWORDS **UR-GOLD RUNE**

BATTLE FORMATIONS

You can pick 1 of the following battle formations for a Fyreslayers army. Each battle formation grants a different ability you can use in the battle.

WARRIOR KINBAND

✂ Passive

BERSERK KINDRED: *Filled with the fierce fighting spirit of Grinnir, the Warrior Kinband hurls itself at the foe. In their fury, they wield their glinting fyresteel axes so quickly that they appear as a blazing blur.*

Effect: Add 1 to wound rolls for combat attacks made by friendly **FYRESLAYERS INFANTRY** units that charged in the same turn.

FORGE BRETHREN

🛡 Passive

BULWARK OF MOLTEN STONE: *Shrouded in the shimmering heat of the forge-temple, the Forge Brethren direct their magmapikes to form blazing barricades of lava with sustained volleys of fire, before returning to blasting their enemies to ash.*

Effect: Add 1 to save rolls for friendly **FYRESLAYERS INFANTRY** units while they are wholly within friendly territory.

SCALES OF VULCATRIX

🛡 Passive

ANCIENT BLOODLINES: *Among the most elite formations of the Fyreslayers are the mighty Scales of Vulcatrix. The proud and majestic Magmadroths in this formation are as venerated as those of their lodge's royal family.*

Effect: Add 2 to the Health characteristic of friendly **MAGMADROTH** units.

LORDS OF THE LODGE

● Passive

MARTIAL PRIDE AND STUBBORN WILL: *The Lords of the Lodge burn with a rage tempered by sacred oaths of war.*

Effect: Add 3 to the control scores of friendly **FYRESLAYERS HEROES**. In addition, the control scores of **FYRESLAYERS HEROES** cannot be modified by enemy abilities.

HEROIC TRAITS

INHERITANCE OF GRIMNIR (HERO only)

✦ Passive

BLOOD OF THE BERZERKER: *In this noble duardin is fiery aggression given form.*

Effect: Add 1 to charge rolls for friendly **FYRESLAYERS** units while they are wholly within 12" of this unit.

☼ Passive

ASH-BEARD: *So great is this priest's mastery of magmic energies that they smoulder eternally with Grinnir's power.*

Effect: If this unit is not a **PRIEST**, they have **PRIEST (1)**. If this unit was already a **PRIEST**, add 1 to this unit's chanting rolls.

✂ Passive

FIERCELY COMPETITIVE: *This leader is incredibly stubborn and won't back down from even the boldest of challenges.*

Effect: If this unit is in combat with an enemy unit that has **STRIKE-FIRST**, this unit has **STRIKE-FIRST**. If this unit is in combat with an enemy unit that uses the 'All-out Attack' command, add 1 to hit rolls for this unit's attacks for the rest of the turn.

ARTEFACTS OF POWER

HEIRLOOMS OF THE LODGE (HERO only)

⚡ Once Per Battle, Enemy Hero Phase

ASH-CLOUD RUNE: *The bearer of this rune can call down a column of soot that blankets the battlefield.*

Effect: Until the start of your next turn, friendly **INFANTRY** units cannot be targeted by shooting attacks while they are wholly within 12" of this unit.

✂ Passive

DROTH-HELM: *This ancient helm is said to have been worn by the first Zharrgrim priest to tame a Magmadroth.*

Effect: Add 1 to hit rolls for **Companion** weapons used by friendly **FYRESLAYERS** units while they are wholly within 12" of this unit.

✂ Once Per Battle, Any Combat Phase

DRAUGHT OF THE FINEST

MAGMALT: *A single draught of this fiery beverage sends shivers of energy surging through a Fyreslayer from toes to crest.*

Effect: Add 3 to the Attacks characteristic of this unit's melee weapons for the rest of the turn.

PRAYER LORE

ZHARRGRIM BLESSINGS

Your Hero Phase

4

PRAYER OF ASH: *Borne on a gust of hot forge-winds, a circle of ash settles around the priest's allies, protecting them from harm.*

Declare: Pick a friendly **FYRESLAYERS PRIEST** to chant this prayer, pick a visible friendly **FYRESLAYERS** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

Effect: Subtract 1 from wound rolls for attacks that target that friendly unit until the start of your next turn.

If the chanting roll was 8+, also subtract 1 from the Rend characteristic of attacks that target that friendly unit until the start of your next turn.

KEYWORDS

PRAYER, UNLIMITED

Your Hero Phase

4

PRAYER OF GRIMNIR'S FURY:

A red rage fills the hearts of those blessed by this furious benediction.

Declare: Pick a friendly **FYRESLAYERS PRIEST** to chant this prayer, pick a visible friendly **FYRESLAYERS INFANTRY HERO** wholly within 12" of them to be the target, then make a chanting roll of D6.

Effect: The target can use 2 **FIGHT** abilities this turn. After the first is used, however, the target has **STRIKE-LAST** for the rest of the turn.

If the chanting roll was 8+, also add 1 to wound rolls for the target's combat attacks for the rest of the turn.

KEYWORDS

PRAYER

Your Hero Phase

4

WRATH OF VULCATRIX: *The priest sets the runes pressed into a Magmadroth's hide ablaze, and the colossal beast roars with fury.*

Declare: Pick a friendly **FYRESLAYERS PRIEST** to chant this prayer, pick a visible friendly **MAGMADROTH** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

Effect: For the rest of the turn, the 'Battle Damaged' ability has no effect on the target and add 1 to the Attacks characteristic of the target's **Companion** weapons.

If the chanting roll was 8+, for the rest of the turn, add 1 to the Attacks characteristic of the target's **Companion** weapons for every 4 damage points the target has instead.

KEYWORDS

PRAYER

MANIFESTATION LORE

MAGMIC INVOCATIONS

☼ Your Hero Phase

4

SUMMON RUNIC FYREWALL: *At the command of a Zharrgrim priest, a Runic Firewall can be raised from the fiery chasms far beneath their 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.*

Declare: If there is not a friendly **Runic Firewall** on the battlefield, pick a friendly **FYRESLAYERS PRIEST** to chant this prayer, then make a chanting roll of D6.

Effect: Set up a **Runic Firewall** wholly within 12" of the chanter and visible to them.

KEYWORDS

PRAYER, SUMMON

☼ Your Hero Phase

4

SUMMON ZHARRGRON

FLAME-SPITTER: *By concentrating their magmic powers, a Zharrgrim priest can summon forth fiery heat from the bowels of the realm. With a rumble and a crack, an angry geyser opens up in the earth, bombarding the foe with molten death.*

Declare: If there is not a friendly **Zharrgron Flame-spitter** on the battlefield, pick a friendly **FYRESLAYERS PRIEST** to chant this prayer, then make a chanting roll of D6.

Effect: Set up a **Zharrgron Flame-spitter** wholly within 12" of the chanter and visible to them.

KEYWORDS

PRAYER, SUMMON

☼ Your Hero Phase

6

SUMMON MOLTEN INFERNOTH:

An elemental manifestation that personifies the blazing wrath of Vulcatrux, a Molten Infernoth can be drawn to battle by a Zharrgrim priest. Bursting out of the realm's crust, the ferocious entity lumbers across the battlefield, inspiring Fyreslayers while blasting the enemy with raging torrents of lava.

Declare: If there is not a friendly **Molten Infernoth** on the battlefield, pick a friendly **FYRESLAYERS PRIEST** to chant this prayer, then make a chanting roll of D6.

Effect: Set up a **Molten Infernoth** wholly within 12" of the chanter, visible to them and more than 9" from all enemy units.

KEYWORDS

PRAYER, SUMMON



• FYRESLAYERS WARSCROLL •

AURIC RUNEFATHER

ON MAGMADROTH

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Roaring Fyrestream	10"	4	3+	3+	1	D3	Anti-INFANTRY (+1 Rend), Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Latchkey Grandaxe		4	3+	3+	2	3	-
☠ Magmadroth's Claws and Horns		6	4+	2+	1	2	Companion
Magmadroth's Blazing Maw		2	4+	2+	2	3	Companion

☠ Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Magmadroth's Claws and Horns** is 4.

⚔ Once Per Turn (Army), Any Combat Phase

RAGING INFERNO: *Throwing back its head, a Magmadroth can spew a wave of flaming bile that scorches through enemy armour.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. On a 3+, subtract 1 from save rolls for the target for the rest of the turn.

KEYWORDS

RAMPAGE

⚔ Once Per Battle (Army), Your Combat Phase

WARRIOR-KINGS: *With discipline and zeal in equal measure, the Runefather inspires his warriors to bring down the wrath of Grimnir upon any who oppose them.*

Effect: For the rest of the turn, add 1 to the Attacks characteristic of melee weapons used by friendly **FYRESLAYERS** units while they are wholly within 12" of this unit.

⚔ Passive

VOLCANIC BLOOD: *Born of fire and flame, Magmadroths pulse with the throbbing heat of the volcanic caverns in which they make their fyrenests.*

Effect: If you make an unmodified save roll of 1 for a combat attack that targets this unit, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

KEYWORDS

WARMASTER, HERO, MONSTER, WARD (6+)

ORDER, FYRESLAYERS, DUARDIN, MAGMADROTH



• FYRESLAYERS WARSCROLL •
AURIC RUNESON
 ON MAGMADROTH

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Roaring Fyrestream	10"	4	3+	3+	1	D3	Anti-INFANTRY (+1 Rend), Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Ancestral Weapons		5	3+	3+	1	2	Anti-MONSTER (+1 Rend)
☠ Magmadroth's Claws and Horns		6	4+	2+	1	2	Companion
Magmadroth's Blazing Maw		2	4+	2+	2	3	Companion

☠ **Passive**

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Magmadroth's Claws and Horns** is 4.

⚔ **Passive**

VYING FOR GLORY: *Runesons seek their father's favour in battle by slaying the most fearsome enemy creatures.*

Effect: Each time this unit destroys a **MONSTER**, add 1 to the Attacks characteristic of this unit's **Ancestral Weapons** for the rest of the battle. This unit can be affected by this ability multiple times and the effects are cumulative.

● **Once Per Turn (Army), End of Any Turn**

DOMINATING ROAR: *The Flame-scale Youngbloods ridden by Auric Runesons are fiercely territorial when faced with a monstrous challenger.*

Declare: Pick an enemy **MONSTER** in combat with this unit to be the target.

Effect: If this unit has fewer damage points than the target, subtract 10 from the target's control score for the rest of the turn.

KEYWORDS

RAMPAGE

⚔ **Passive**

VOLCANIC BLOOD: *Born of fire and flame, Magmadroths pulse with the throbbing heat of the volcanic caverns in which they make their fyrenests.*

Effect: If you make an unmodified save roll of 1 for a combat attack that targets this unit, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

KEYWORDS

HERO, MONSTER, WARD (6+)

ORDER, FYRESLAYERS, DUARDIN, MAGMADROTH



• FYRESLAYERS WARSCROLL •
AURIC RUNESMITER
 ON MAGMADROTH

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Roaring Fyrestream	10"	4	3+	3+	1	D3	Anti-INFANTRY (+1 Rend), Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Latch-axe		4	3+	3+	1	2	-
☠ Magmadroth's Claws and Horns		6	4+	2+	1	2	Companion
Magmadroth's Blazing Maw		2	4+	2+	2	3	Companion

☠ **Passive**

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Magmadroth's Claws and Horns** is 4.

⚔ **Your Hero Phase**

RUNIC EMPOWERMENT: *With a sonorous chant, the Runesmiter draws forth the power of the ur-gold runes set into the flesh of their Fyreslayer kin.*

Declare: Pick a friendly **FYRESLAYERS** unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 3+, add 1 to wound rolls for the target's attacks for the rest of the turn.

⚔ **Once Per Turn (Army), Any Combat Phase**

LASHING TAIL: *Magmadroths can use their muscular spiked tails to pulverise lesser prey with a single swipe.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll 2D6. If the roll is equal to or less than the number of models in the target unit, inflict D3+3 mortal damage on the target.

KEYWORDS

RAMPAGE

⚔ **Passive**

VOLCANIC BLOOD: *Born of fire and flame, Magmadroths pulse with the throbbing heat of the volcanic caverns in which they make their fyrenests.*

Effect: If you make an unmodified save roll of 1 for a combat attack that targets this unit, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

KEYWORDS

HERO, MONSTER, PRIEST (1), WARD (6+)

ORDER, FYRESLAYERS, DUARDIN, MAGMADROTH



• FYRESLAYERS WARSCROLL •

AURIC RUNEFATHER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Latchkey Grandaxe	4	3+	3+	2	3	-

Once Per Battle (Army), Deployment Phase

ROYAL RETINUE: Auric Runefathers go to battle flanked by the most skilled warriors in the lodge, who are sworn to protect him from harm.

Declare: Pick a friendly non-HERO FYRESLAYERS INFANTRY unit within this unit's combat range to be the royal retinue.

Effect: For the rest of the battle, while the royal retinue is wholly within 6" of this unit, add 1 to hit rolls for attacks made by the royal retinue and this unit has **WARD (4+)**.

End of Any Turn

COMMANDING PRESENCE: The presence of a Runefather in the Fyreslayer battleline bolsters the warriors' already considerable will, ensuring that the doughty duardin will hold their ground and slog it out with any foe.

Effect: Add the current battle round number to the control scores of friendly **FYRESLAYERS INFANTRY** units wholly within 12" of this unit for the rest of the turn.



KEYWORDS

WARMASTER, HERO, INFANTRY, WARD (6+)

ORDER, FYRESLAYERS, DUARDIN



• FYRESLAYERS WARSCROLL •
AURIC RUNESON

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Ancestral Weapons	5	3+	3+	1	2	Anti-MONSTER (+1 Rend)

✂ **Reaction:** You declared a **FIGHT** ability for this unit

DAUNTLESS ASSAULT: *Eager to prove themselves in battle, Auric Runesons are at their best leading from the front lines alongside their allies.*

Effect: Pick a friendly non-**HERO** **FYRESLAYERS INFANTRY** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved.

➦ **Passive**

FEARLESS CHARGE: *Fearless and bold, Auric Runesons show their devotion to Grimmir with daring assaults and furious charges.*

Effect: If this unit charged this turn, for the rest of the turn, add 1 to charge rolls for friendly **FYRESLAYERS INFANTRY** units while they are wholly within 18" of this unit.



KEYWORDS

HERO, INFANTRY, WARD (6+)

ORDER, FYRESLAYERS, DUARDIN



• FYRESLAYERS WARSCROLL •

AURIC RUNESMITER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Latch-axe	4	3+	3+	1	2	-

Deployment Phase

MAGMIC TUNNELLING: A Runesmiter standing upon stone can command the rock to allow them passage.

Declare: Pick this unit and up to 1 unit in its regiment if neither unit has been deployed.

Effect: Set up those units in reserve **underground**. They have now been deployed.

KEYWORDS

DEPLOY

Your Hero Phase

EMERGENCE: The ground opens up to reveal the Runesmiter and their entourage.

Declare: Pick this unit if it is **underground**.

Effect: Set up this unit anywhere on the battlefield more than 9" from all enemy units. Then, set up the other unit that was set up **underground** with it (if any) wholly within 6" of this unit and more than 9" from all enemy units.



KEYWORDS

HERO, PRIEST (1), INFANTRY, WARD (6+)

ORDER, FYRESLAYERS, DUARDIN



• FYRESLAYERS WARSCROLL •

AURIC RUNEMASTER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Brazier Staff	3	3+	3+	1	2	-

⚙ Passive

HIGH PRIEST OF THE ZHARRGRIM:

The Zharrgrim order of every Fyreslayer lodge is led by an Auric Runemaster, a revered individual attuned to their deity like no other.

Effect: Each time a **PRAYER** chanted by this unit is answered, this unit gains a **magmic power token**.



⚙ Reaction: You declared an UR-GOLD RUNE ability

MASTER OF THE RUNES: Drawing upon the divine power released by sacred battle, Runemasters are able to awaken the full potential of their ur-gold runes.

Effect: Remove 3 of this unit's **magmic power tokens**. If you do so, apply the effect below that corresponds to the **UR-GOLD RUNE** ability that was used:

Rune of Fury: For the rest of the battle round, add 1 to wound rolls for combat attacks made by friendly **FYRESLAYERS** units while they have **STRIKE-FIRST**.

Rune of Fiery Determination: Add 1 to save rolls for friendly **FYRESLAYERS** units for the rest of the battle round.

Rune of Relentless Zeal: Add 1 to run rolls and charge rolls for friendly **FYRESLAYERS** units for the rest of the battle round.

Rune of Searing Heat: Add 1 to the Rend characteristic of melee weapons used by friendly **FYRESLAYERS** units for the rest of the battle round.

Rune of Farsight: Increase the range of the 'Rune of Farsight' ability to 16".

KEYWORDS

HERO, PRIEST (2), INFANTRY, WARD (6+)

ORDER, FYRESLAYERS, DUARDIN



• FYRESLAYERS WARSCROLL •
BATTLESMITH

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Ancestral Battle-axe	5	3+	3+	1	2	-

● Passive

ICON OF GRIMNIR: *The Battlesmith raises their icon of Grinnir and recounts tales of past glories, inspiring their allies and setting their ur-gold runes ablaze so that they might fight until the bitter end.*

Effect: Ignore negative modifiers to the control scores of friendly **FYRESLAYERS** units while they are wholly within 12" of this unit.

▣ Passive

BARD OF THE LODGE: *Standing defiant in front of the enemy, a Battlesmith recites tales of the lodge's glorious history, rallying the warriors around them.*

Effect: If a friendly unit wholly within 12" of this unit uses the 'Rally' command, you can make 3 additional rally rolls of D6.



KEYWORDS

HERO, INFANTRY, WARD (6+)

ORDER, FYRESLAYERS, DUARDIN



• FYRESLAYERS WARSCROLL •

GRIMWRATH BERZERKER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Fyrestorm Greataxe	5	3+	3+	2	2	-

Deployment Phase

GRIMWRATH OATHS: Before battle, each Grimwrath Berzerker swears a sacred oath to Grinnir that they will fulfil a certain deed in his honour that day.

Effect: Pick 1 of the following oaths for this unit to swear:

'I will guard them with my life!': While this unit is wholly within 6" of another friendly **FYRESLAYERS HERO**:

- Add 1 to hit rolls for this unit's attacks.
- Add 1 to ward rolls for this unit.

If a friendly **FYRESLAYERS HERO** wholly within 6" of this unit is destroyed, this effect no longer applies.

'I will not be stopped!': Add 1 to charge rolls for this unit, and add 1 to save rolls for this unit while it is in combat. If this unit uses the 'Retreat' or 'Rally' abilities, this effect no longer applies.

Once Per Battle, Any Combat Phase

BATTLE-FURY: Hewing left and right with their greataxe, a Grimwrath Berzerker enters a state of single-minded frenzy.

Effect: If this unit is in combat, it can use 2 **FIGHT** abilities this phase. After the first is used, however, this unit has **STRIKE-LAST** for the rest of the phase.



KEYWORDS

HERO, INFANTRY, WARD (6+)

ORDER, FYRESLAYERS, DUARDIN



• FYRESLAYERS WARSCROLL •

AURIC FLAMEKEEPER

MELEE WEAPONS	Atk	Hit	Wnd Rnd	Dmg	Ability	
Brazier Axe	5	3+	3+	1	2	-

☼ Once Per Turn (Army), Your Hero Phase

MASTERFLAME RUNE: A Flamekeeper's sacred symbol of office can harness the power within ur-gold runes of fallen warriors to bestow blessings of Grinnir upon their brethren.

Declare: If any friendly units have been destroyed during the battle, pick a friendly **FYRESLAYERS INFANTRY** unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. If the roll is equal to or less than the number of **FYRESLAYERS** units that have been destroyed during the battle, pick 1 of the following effects to apply until the start of your next turn:

Grinnir's Grit: The target has **WARD (5+)**.

Grinnir's Resolve: Add 2 to charge rolls for the target.

Grinnir's Vengeance: Add 1 to the Damage characteristic of the target's melee weapons.



KEYWORDS

HERO, INFANTRY, WARD (6+)

ORDER, FYRESLAYERS, DUARDIN



• FYRESLAYERS WARSCROLL •
DOOMSEEKER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Doomseeker Weapons	5	3+	3+	1	2	-

Deployment Phase

OATHBOUND: A Doomseeker chooses their quarry and shouts a vow to Grinnir that they will either destroy the enemy or die trying.

Declare: Pick an enemy unit to be this unit's quarry. You can pick a unit that has been deployed in reserve.

Effect: Add 1 to hit rolls and wound rolls for attacks made by this unit that target its quarry.
 If this unit is destroyed while it is in combat with its quarry, inflict 3 mortal damage on this unit's quarry immediately after the ability that destroyed this unit has been resolved.

Passive

RUNIC POWER: As a Doomseeker gets closer to their fate, they call upon the power of their many ur-gold runes, ensuring either their victory or that they go down in a final blaze of glory.

Effect: Add 1 to the Damage characteristic of this unit's melee weapons while this unit has 1 damage point.
 Add 2 to the Damage characteristic of this unit's melee weapons instead while this unit has 2 or more damage points.



KEYWORDS

HERO, INFANTRY, WARD (6+)

ORDER, FYRESLAYERS, DUARDIN



• FYRESLAYERS WARSCROLL •

GRIMHOLD EXILE

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Fyre-rune Hammers	5	3+	3+	2	2	-

✂ Once Per Battle, Any Combat Phase

LAST OF THE LODGE-FIRE: *In desperate need, a Grimhold Exile can draw upon the embers of the Zharrkhul by striking their hammer-faces together, setting a powerful foe ablaze with the flames of Grinnir's wrath.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a number of dice equal to the target's Health characteristic. For each 4+, inflict 1 mortal damage on the target.

KEYWORDS CORE, ATTACK, FIGHT

➦ Once Per Battle, Your Hero Phase

HONOUR TO GRIMNIR!: *Grimhold Exiles exhort their fellow duardin to fight with the vigour of their fallen god.*

Declare: Pick up to 3 friendly **FYRESLAYERS INFANTRY** units wholly within 12" of this unit to be the targets.

Effect: You can re-roll charge rolls for the targets for the rest of the turn.



KEYWORDS

HERO, INFANTRY, WARD (6+)

ORDER, FYRESLAYERS, DUARDIN



• FYRESLAYERS WARSCROLL •

VULKITE BERZERKERS

WITH BLADED SLINGSHIELDS

MELEE WEAPONS

Atk	Hit	Wnd Rnd	Dmg	Ability
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Fyresteel Weapons	2	4+	3+	1	1	-
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✂ Passive

BERSERK FURY: No Fyreslayer will easily accept death's embrace while their kin are still fighting.

Effect: Each time a model in this unit is slain by a combat attack and that model was in combat with the attacking unit, roll a dice. On a 5+, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10), WARD (6+)

ORDER, FYRESLAYERS, DUARDIN



• FYRESLAYERS WARSCROLL •

VULKITE BERZERKERS

WITH FYRESTEEL WEAPONS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Fyresteel Weapons	2	4+	3+	1	1	-

✂ Passive

WHIRLWIND OF DESTRUCTION:

With the light of Grinnir burning in their eyes, these impetuous warriors hurl themselves into the fray, leaving a trail of death in their wake.

Effect: Add 1 to the Attacks characteristic of this unit's melee weapons if this unit charged this turn.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10), WARD (6+)

ORDER, FYRESLAYERS, DUARDIN



• FYRESLAYERS WARSCROLL •

AURIC HEARTHGUARD

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Magmapike	12"	2	4+	3+	1	D3	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Magmapike		1	3+	3+	1	1	-

Passive

MOLTEN ROCKBOLTS: *Enemies struck by magmapike bolts find their movements become increasingly sluggish as the burning rock cools and rapidly solidifies on their armour and flesh.*

Effect: Each time a shooting attack made by this unit scores a critical hit, subtract 1" from the target unit's Move characteristic until the start of your next turn. This ability cannot reduce the target unit's unmodified Move characteristic below half.



KEYWORDS

INFANTRY, CHAMPION, WARD (6+)

ORDER, FYRESLAYERS, DUARDIN



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VULKYN FLAMESEEKERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Vulkyn Weapons	3	3+	3+	1	1	Anti-MONSTER (+1 Rend)
Emberteeth	1	3+	3+	-	2	Crit (Mortal), Companion

Each model in this unit is armed with Vulkyn Weapons.

- 1/9 models is a Kyndledroth and must replace their weapons with Emberteeth.
- The champion is a Vulkyn Runefather and cannot replace their weapons.

Any Combat Phase

DROTHMASTERS: Vulkyn Flameseekers are skilled at dominating monstrous wild beasts.

Declare: Pick an enemy **MONSTER** in combat with this unit to be the target.

Effect: Roll a dice. On a 3+, subtract D3 from the Damage characteristic of the target's **Companion** melee weapons for the rest of the turn.



KEYWORDS

INFANTRY, CHAMPION (1/9), WARD (6+)

ORDER, FYRESLAYERS, DUARDIN



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HEARTHGUARD BERZERKERS

WITH FLAMESTRIKE POLEAXES

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Flamestrike Poleaxe	2	3+	3+	1	2	Crit (Mortal)

U Passive

DUTY UNTO DEATH: *Hearthguard Berzerkers are sworn to protect their lodge and its masters until their dying breath.*

Effect: While any friendly **FYRESLAYERS INFANTRY HEROES** are wholly within this unit's combat range, both this unit and those friendly units have **WARD (5+)**.

✂ End of Any Turn

SMOULDERING BRAZIER: *With each swing of a flamestrike poleaxe, the brazier chained to it arcs towards the foe, sparks and fire trailing in its wake.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS

INFANTRY, CHAMPION, WARD (6+)

ORDER, FYRESLAYERS, DUARDIN



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HEARTHGUARD BERZERKERS

WITH BERZERKER BROADAXES

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Berzerker Broadaxe	2	3+	3+	1	2	-

U Passive

DUTY UNTO DEATH: *Hearthguard Berzerkers are sworn to protect their lodge and its masters until their dying breath.*

Effect: While any friendly **FYRESLAYERS INFANTRY HEROES** are wholly within this unit's combat range, both this unit and those friendly units have **WARD (5+)**.

X Passive

FIRES OF VENGEANCE: *Should one of the elders of the lodge be harmed while under the protection of Hearthguard Berzerkers, they are sent into such a vengeful rage that they become nigh unstoppable.*

Effect: While this unit is within the combat ranges of any damaged friendly **FYRESLAYERS HEROES**, add 1 to the Attacks characteristic of this unit's melee weapons.



KEYWORDS

INFANTRY, CHAMPION, WARD (6+)

ORDER, FYRESLAYERS, DUARDIN



• FYRESLAYERS WARSCROLL •

MOLTEN INFERNOTH

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Raging Torrents of Lava	8"	2	4+	3+	2	D3	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Molten Claws		6	4+	2+	1	D3	Crit (Mortal)

End of Any Turn

FLAMESCARRED: *Those wounded by a Molten Infernoth are left scorched and writhing in pain.*

Declare: Pick an enemy unit that had any damage points allocated to it this turn by this **MANIFESTATION**'s attacks to be the target.

Effect: Subtract 1 from wound rolls for the target's combat attacks until the end of your next turn.



KEYWORDS

MANIFESTATION, INVOCATION, FLY, WARD (6+)

ORDER, FYRESLAYERS



• FYRESLAYERS WARSCROLL •

RUNIC FYREWALL

✂ Enemy Movement Phase

ROARING RUNE-FIRE: *The leaping flames of a Runic Fyrewall act as a barrier that only creatures born of fire can pass.*

Declare: Pick up to 3 enemy units within 6" of this **MANIFESTATION** to be the targets.

Effect: Roll a D3 for each target. On a 2+:

- Inflict an amount of mortal damage on the target equal to the roll.
- Subtract 3 from the target's control score for the rest of the turn.



KEYWORDS

MANIFESTATION, INVOCATION, WARD (6+)

ORDER, FYRESLAYERS



• FYRESLAYERS WARSCROLL •

ZHARRGRON FLAME-SPITTER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Magma Blast	18"	8	4+	3+	1	1	Crit (2 Hits)

Passive

MAGMA BLAST: *At the beck of a Zharrgrim Priest, the Zharrgron Flame-spitter hurls forth a fiery orb that arcs across the sky before detonating in an explosion of flame amidst the enemy lines.*

Effect: Add 1 to hit rolls for this **MANIFESTATION**'s shooting attacks if the target unit has 10 or more models. Add 1 to hit rolls and wound rolls instead if the target unit has 15 or more models.



KEYWORDS

MANIFESTATION, INVOCATION, WARD (6+)

ORDER, FYRESLAYERS



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MAGMIC BATTLEFORGE

The following universal terrain abilities apply to this terrain feature (Terrain, 1.2):

Cover, Impassable, Obscuring

✂ Once Per Battle (Army), Your Hero Phase

SPENDING THE FORGE: In times of need, a Zharrgrim priest may expend all of the Magmic Battleforge's power, igniting the ur-gold runes of their Fyreslayer kin and infusing the warriors with strength.

Declare: Pick a friendly **FYRESLAYERS PRIEST** within this terrain feature's combat range to expend the power of the forge.

Effect: Heal (D3) each friendly **FYRESLAYERS** unit on the battlefield. Once this ability has been used, this terrain feature cannot use the 'Molten Blessing' ability for the rest of the battle.

✂ Start of Any Turn

MOLTEN BLESSING: Drawing upon the powerful elemental energies of the Magmic Battleforge, a Zharrgrim priest casts clouds of cinders into the air, imbuing those of their sacred order with burning power.

Declare: Pick a friendly **FYRESLAYERS PRIEST** within this terrain feature's combat range to be the target.

Effect: Add 1 to chanting rolls for the target for the rest of the turn. In addition, the target can use the 'Unbind' ability this turn as if it had **WIZARD (1)**.

SPEARHEAD

FYRESLAYERS SAGA AXEBAND

This Spearhead army consists of the following units:

GENERAL

◆ Battlesmith

UNITS

- ◆ 5 Hearthguard Berzerkers
- ◆ 5 Vulkite Berzerkers
- ◆ 5 Vulkite Berzerkers
- ◆ 5 Vulkite Berzerkers
- ◆ 5 Vulkite Berzerkers



All Fyreslayers long for their name to echo forever in the heroic legends of their lodge, remembered as a byword for martial skill and boldness. Saga Axebands are wandering groups of Berzerkers in search of such glory. They are guided on their journey by a Battlesmith who bears witness to their deeds and who will one day honour the worthiest in the Hall of Fyre, thus preserving their tale for all time.

There is little subtlety to an Axeband's war-making. These doughty duardin scorn danger and lack the patience to let battle come to them. Vulkite Berzerkers have a tendency to charge head-first at whatever threat presents itself, relying upon their natural hardiness and the god-given power stamped into their flesh to keep them alive while they carve their foes into smoking chunks of meat. As the fighting rages, the Axeband's Battlesmith bellows tales of long-dead heroes that died in a manner befitting true offspring of Grimnir. In so doing, they incite their companions to ever more magnificent deeds, setting their runes ablaze with fervour. A band of Hearthguard Berzerkers forms an honour guard around the Battlesmith, their two-handed weapons lopping off the heads of any foe not cut down by their ward.

'Well then, Sons of Grimnir – do you want to live forever?'

– Battlesmith Aurgi Cinder-eye of the Vostarg

BATTLE TRAITS

⚔ Once Per Battle Round,
Start of Your Turn

AWAKEN THE RUNES:

In battle, a Fyreslayer's ur-gold runes are awakened, filling them with the blazing power of Grímnir.

Declare: Pick 1 of the **ur-gold runes** on the right, then make an **activation roll** of D6. Each ur-gold rune can only be activated once per battle.

Effect: On a 1-5, the rune's **standard effect** applies. On a 6, the rune's **enhanced effect** applies as well. The effects last until the start of your next turn.

UR-GOLD RUNES

⚔ RUNE OF FURY

Standard: Add 1 to hit rolls for combat attacks made by friendly units.

Enhanced: In addition, add 1 to the Attacks characteristic of your units' melee weapons.

⚔ RUNE OF SEARING HEAT

Standard: Add 1 to the Rend characteristic of your units' melee weapons.

Enhanced: In addition, add 1 to the Damage characteristic of your units' melee weapons.

🛡 RUNE OF FIERY DETERMINATION

Standard: Your units have **WARD** (5+).

Enhanced: In addition, add 1 to save rolls for friendly units.

🏹 RUNE OF RELENTLESS ZEAL

Standard: Add 2" to the Move characteristic of your units.

Enhanced: In addition, add 2 to charge rolls for your units.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

➤ **Once Per Battle, Start of the First Battle Round**

MAGMIC TUNNELS: *Tunnels carved by runic magic enable a band of Fyreslayers to attack from an unseen quarter.*

Effect: Pick up to 2 friendly units. Remove them from the battlefield and set them up again anywhere on the battlefield more than 6" from all enemy units.

⚔ **Once Per Turn (Army), Your Shooting Phase**

FYRESTEEL THROWING AXES: *These sidearms are deadly when hurled at close range.*

Declare: Pick any number of friendly units that are not in combat and are within 10" of any enemy units.

Effect: For each of those units, pick a visible enemy unit within 10" of it and roll a dice. On a 4+, inflict D3 mortal damage on that enemy unit.

ENHANCEMENTS: Give your general 1 of the following enhancements.

🛡 **Start of Any Turn**

TOO STUBBORN TO DIE: *Long in the beard, your general shrugs off wounds that would fell a lesser duardin.*

Effect: Heal (D3) your general.

⚙ **Passive**

SPIRIT OF GRIMNIR: *The very presence of your general sets ur-gold ablaze.*

Effect: You can re-roll **activation rolls** you make for the 'Ur-gold Runes' ability (see Battle Traits).

🏰 **Your Hero Phase**

HORN OF GRIMNIR: *Inlaid with powerful runes of ur-gold, a blast from this horn inspires those bloody and bruised to continue the fight.*

Declare: Pick your general to use this ability if they are not in combat.

Effect: Roll a dice for each friendly unit on the battlefield that has any slain models. On a 3+, you can return 1 slain model to that unit.

● **Passive**

POWERFUL PRESENCE: *With a roaring voice and mighty displays of strength, your general is an imposing figure upon the battlefield.*

Effect: Add 3 to your general's control score.



Battlesmiths are war-skalds and icon bearers who memorialise the glorious history of the Fyreslayers through the force of their oratory. As skilled in combat as any of their kin, they keep their sacred icons aloft in the midst of war, rallying their brethren with the image of their grim-faced god. As they fight, the Battlesmiths recite the histories of the lodge, inspiring nearby Fyreslayers to ever greater deeds.

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BATTLESMITH

	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Ancestral Battle-axe	5	3+	3+	1	2	-

Passive

ICON OF GRIMNIR: *The Battlesmith raises his icon of Grinnir, inspiring his allies so that they fight until the bitter end.*

Effect: Add 1 to save rolls for friendly units while they are wholly within 12" of this unit.

Once Per Battle, Any Hero Phase

PLANT THE ICON: *The Battlesmith slams the pommel of his icon into the earth, setting the ur-gold runes of nearby allies ablaze.*

Effect: For the rest of the turn, friendly units have **WARD (5+)** while they are wholly within 12" of this unit.



KEYWORDS

HERO, INFANTRY, WARD (6+)



Hearthguard Berzerkers are the chosen champions of the lodge, assigned the sacred task of protecting its dynastic rulers and most prestigious figures with a near-supernatural determination. Masterful warriors skilled in the use of the more exotic armaments within their lodge's armoury, they wreak devastation among the enemy's ranks, their flamestrike poleaxes cleaving, bludgeoning and burning foes all at once.

• SPEARHEAD WARSCROLL •

HEARTHGUARD BERZERKERS

✕	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Flamestrike Poleaxe	2	3+	3+	1	2	Crit (Mortal)

U Passive

DUTY UNTO DEATH:

Hearthguard Berzerkers are sworn to protect their lodge and its masters until their dying breath.

Effect: While your general is wholly within this unit's combat range, both this unit and your general have **WARD** (5+).



KEYWORDS

INFANTRY, WARD (6+)



Skilled and fearless, Vulkite Berzerkers wielding twin fyresteel axes make up the core of Fyreslayer fyrds. Determined to prove their valour to the lodge, they will risk their lives in pursuit of glory without a second thought. As their ur-gold runes blaze, they become ever more ferocious, the power and fiery rage of Grinnir coursing through their bodies.

• SPEARHEAD WARSCROLL •

VULKITE BERZERKERS

✂	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Fyresteel Handaxes	2	4+	3+	1	1	Anti-charge (+1 Rend)

✂ Passive

WHIRLWIND OF

DESTRUCTION: *With the light of Grinnir burning in their eyes, these impetuous warriors hurl themselves into the fray.*

Effect: Add 1 to the Attacks characteristic of this unit's melee weapons if it charged in the same turn.



KEYWORDS

INFANTRY, WARD (6+)