FACTION RULES: KHAZALITE HOLDS

MARKS OF VULCATRIX

Marks of Vulcatrix are unique enhancements that can be given to **GRIMMDRON MONSTERS**.
A unit can only have 1 Mark of Vulcatrix.

Passive

THICKENED SCALES: *This beast's hide is so tough that blades bend upon contact and ordinary missiles simply bounce off it.*

Effect: Subtract 1 from the Rend characteristic of weapons used for attacks that target this unit.

Reaction: You declared a FIGHT ability for this unit

AUREATE HIDE: *This Magmadroth is revered by the Zharrgrim priesthood for its glittering scales, which evoke the divine essence of Grimnir.*

Effect: After that **FIGHT** ability has been resolved, if any enemy models were slain by that **FIGHT** ability, you can pick a visible friendly **KHAZALITE HOLDS PRIEST** wholly within 12" of this unit. Give that **PRIEST** D3 ritual points.

Any Shooting Phase

INTENSE FYRESTREAM: *The potency of this beast's scalding breath is incomparable, melting both nearby and distant foes into blackened slurry.*

Effect: Spend 1 **rage dice**. If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7. Then, for the rest of the turn:

- Add **X**" to the Range characteristic and **X** to the Attacks characteristic of this unit's **Companion** ranged weapons, where **X** is equal to your **fury level**.
- This unit's **Companion** ranged weapons have **Shoot in Combat**.

PRAYER LORE

VULKYN GIFTS

Your Hero Phase 3

ICHOR OF THE UR-SALAMANDER: *The priest blesses the warriors' blood with the legendary lethality of Vulcatrix herself.*

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

Effect: If the chanting roll was 6+, you can pick another eligible unit to be a second target. Until the start of your next turn:

- If the target is a **MONSTER**, each time its 'Volcanic Blood' ability would inflict 1 mortal damage on an enemy unit, inflict D3 mortal damage instead.
- If the target is a non-**MONSTER** unit, each time you make an unmodified save roll of 1 for a combat attack that targets that unit, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

KEYWORDS PRAYER, UNLIMITED

Your Hero Phase 4

FURY OF VULCATRIX: *Eyes blazing white-hot, the priest fills their allies with the rage of the Ur-Salamander.*

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

Effect: Add 1 to hit rolls for the target's combat attacks, including those made with **Companion** weapons, until the start of your next turn.

In addition, if the chanting roll was 8+, add 1 to the Attacks characteristic of the target's melee weapons, including **Companion** weapons, until the start of your next turn.

KEYWORDS PRAYER

Your Hero Phase 5

BLAZING IMPETUS: *The priest bellows a prayer, sparks fly from their mouth and nearby Fyreslayers leap into battle.*

Declare: Pick a friendly **GRIMMDRON PRIEST** to chant this prayer, pick a visible friendly **GRIMMDRON** unit that was not set up this turn and that is wholly within 12" of them to be the target, then make a chanting roll of D6.

Effect: If the chanting roll was 10+, you can pick another eligible unit to be a second target. Each target can use the 'Normal Move' or 'Retreat' ability as if it were your movement phase.

KEYWORDS PRAYER

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SCOURGE OF AQSHY



Heirs to the throne of their lodge, Auric Runesons are fearless duardin warriors who hunger for glory. Many of them are borne to battle by flame-spewing Magmadroths, giant reptiles that are quite at home among Aqshy's volcanic peaks and lava plains.



• SCOURGE OF AQSHY WARSCROLL •

AURIC RUNESON
ON MAGMADROTH

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

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: Each time 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.

Once Per Turn (Army), Any Combat Phase

SEEING RED: *As it reaches boiling point, the hot-blooded Magmadroth lets loose a furious bellow that serves either as a precursor to a violent rampage or as a means to therapeutically vent its rage.*

Effect: Spend 1 **rage dice**. If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7. Then, pick 1 of the following effects:

***Channelled Ire*:** Add 1 to the Attacks characteristic of this unit's **Companion** melee weapons for the rest of the turn.

***Cathartic Release*:** Roll a number of dice equal to your **fury level**. For each 4+, **Heal (1)** this unit.

***Shield of Anger*:** This unit has **Ward (5+)** for the rest of the turn.

Keywords Rampage

Deployment Phase

FIRE, BLOOD AND VENGEANCE: *Should their sire be imperilled, an Auric Runeson will fly into a berserk rage. Their mount echoes their fury, for the Magmadroth's own progenitor is likely to be in just as much danger.*

Declare: Pick a friendly **Auric Runefather on Magmadroth** on the battlefield to be the target.

Effect: Add 1 to the Damage characteristic of this unit's melee weapons, including **Companion** weapons, while the target is in combat, damaged or destroyed.

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.



KEYWORDS	Hero, Monster, Ward (6+)
	Order, Khazalite Holds, Duardin, Grimmdron

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• SCOURGE OF AQSHY WARSCROLL •

VULKYN FLAMESEEKERS



Vulkyn Flameseekers are beast-taming Fyreslayers who seek out Magmadroth eggs with pertinacity. It is no surprise that their quest has brought the duardin to the Realm of Fire, for the spawn of Vulcatrix are well suited to its magmatic environments.

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

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.*

Once Per Turn (Army), Your Hero Phase

FIERY DISPOSITION: *By channelling the volatile spirit of the Magmadroths they so venerate, the Flameseekers are imbued with a portion of Vulcatrix's power.*

Effect: Spend 1 **rage dice**. If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7. Then, pick 1 of the following effects to apply until the start of your next turn, where **X** is equal to your **fury level**.

***Vigour of the Ur-Salamander*:** Add **X**" to this unit's Move characteristic.

***Fiery Determination*:** Add **X** to this unit's control score.

***Kyndlewrath*:** Add **X** to the Attacks characteristic of this unit's **Emberteeth**.



KEYWORDS	Infantry, Champion (1/9), Ward (6+)
	Order, Khazalite Holds, Duardin, Grimmdron

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