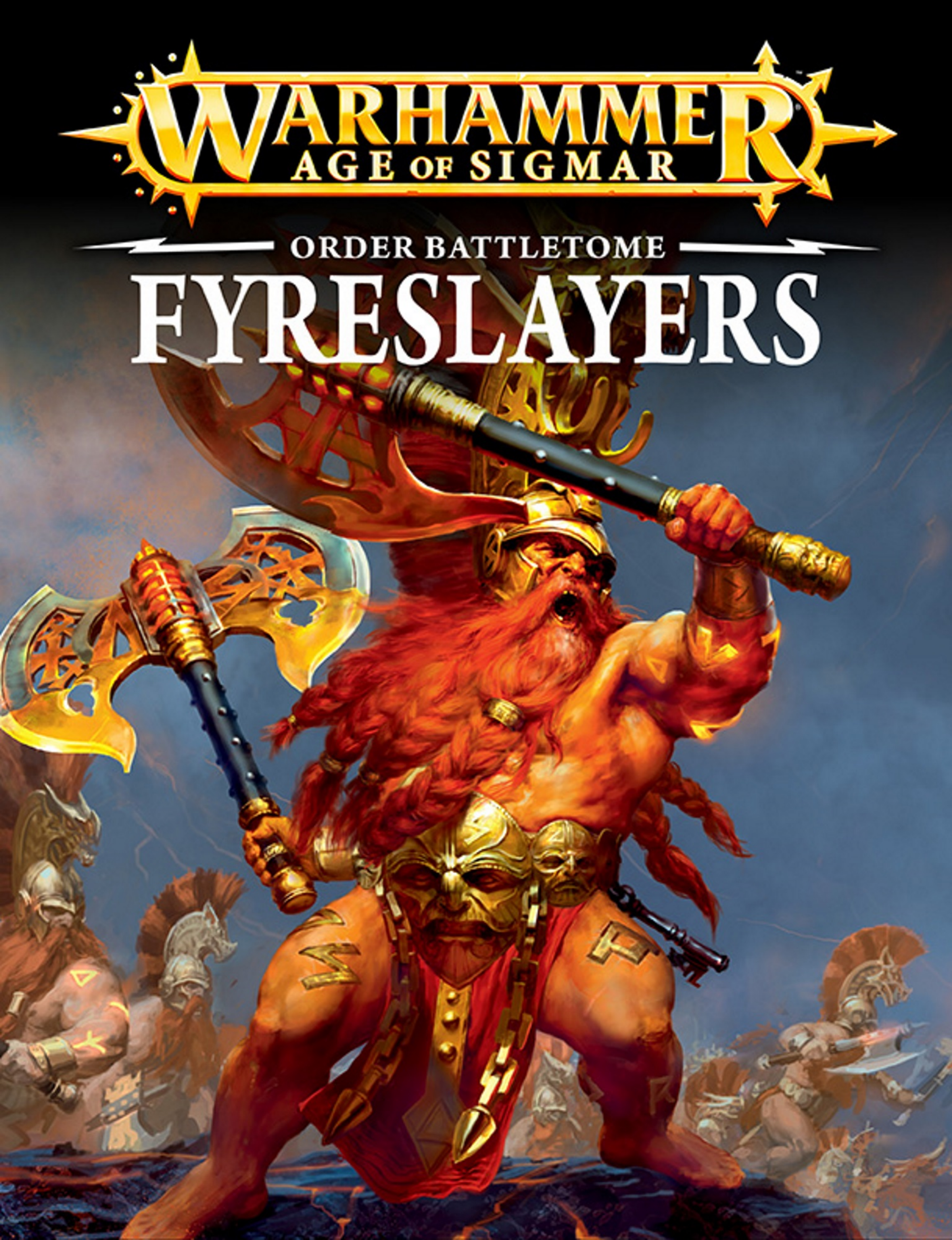
WARHAMMER AGE OF SIGMAR

ORDER BATTLETOME

FYRESLAYERS



WARHAMMER AGE OF SIGMAR

From the maelstrom of a sundered world, the Eight Realms were born. The formless and the divine exploded into life. Strange, new worlds appeared in the firmament, each one gilded with spirits, gods and men. Noblest of the gods was Sigmar. For years beyond reckoning he illuminated the realms, wreathed in light and majesty as he carved out his reign. His strength was the power of thunder. His wisdom was infinite. Mortal and immortal alike kneeled before his lofty throne. Great empires rose and, for a while, treachery was banished. Sigmar claimed the land and sky as his own and ruled over a glorious age of myth.

But cruelty is tenacious. As had been foreseen, the great alliance of gods and men tore itself apart. Myth and legend crumbled into Chaos. Darkness flooded the realms. Torture, slavery and fear replaced the glory that came before. Sigmar turned his back on the mortal kingdoms, disgusted by their fate. He fixed his gaze instead on the remains of the world he had lost long ago, brooding over its charred core, searching endlessly for a sign of hope. And then, in the dark heat of his rage, he caught a glimpse of something magnificent. He pictured a weapon born of the heavens. A beacon powerful enough to pierce the endless night. An army hewn from everything he had lost. Sigmar set his artisans to work and for long ages they toiled, striving to harness the power of the stars. As Sigmar's great work neared completion, he turned back to the realms and saw that the dominion of Chaos was almost complete. The hour for vengeance had come. Finally, with lightning blazing across his brow, he stepped forth to unleash his creation.

The Age of Sigmar had begun.

FYRESLAYERS

From flame-filled holds and deep mountain vaults, the Fyreslayers march to war. With axes ready and war cries on their lips, they charge into battle, the power of the mighty warrior god Grimnir flowing into them from glittering golden runes hammered into their ruddy flesh.

As the Age of Sigmar begins amid the crash of thunder and flash of lightning, the Fyreslayers look toward the roar of battle. Their patriarchal Auric Runefathers sense the promise of more gold waiting to be won by blood, while their priestly Auric Runemasters feel the spirit of Grimnir stir within their people. It is a time of great promise for the Fyreslayers, and a chance to honour their god with enemies vanquished and oaths fulfilled. Runes burning bright within their flesh, and axes held tight in calloused fists, the Fyreslayers gather their strength for this new age of battle across the Mortal Realms.

The Fyreslayers are the descendants of the warrior god Grimnir. Covered in corded muscles, each Fyreslayer is a natural warrior, determined in battle and skilled with an axe, but they are more than merely gifted fighters. By the flickering light of their forges, their Runemasters craft runes from the magical substance ur-gold, believed by the Fyreslayers to contain the essence of Grimnir. When they hammer these sigils into their flesh, the molten energy of their god courses though their veins. Bodies shimmering with golden flame, blows glance off their skin without leaving a mark, while their own axes strike with thunderous power.

Since the Age of Myth the Fyreslayers have travelled the realms seeking ur-gold. Spreading from the first vast subterranean magmaholds of Aqshy, the Fyreslayers took root among the realms. They amassed gold, mined from the earth or gathered from the ruins of fallen empires, seeking out the rare pieces of ur-gold hidden among this precious bounty. By far the most gold comes from coin earned in battle, and the Fyreslayers will fight for any who can meet their price. They are much sought after by warlords and kings for their service, for their fury in combat and unbreakable word are legendary across the realms.

In the flaming footsteps of Grimnir walk the Fyreslayers. Warrior god of the duardin, Grimnir was brother to Grungni, one filled with the fury of battle, the other tempered by the forge. An age ago, when Sigmar freed the shackled duardin gods atop the tallest of the Iron Mountains of Chamon, hot-headed Grimnir demanded the God-King accept his warrior's oath and choose a mighty enemy for him to slay. So it was that the legendary duardin sought out Vulcatrix, Mother of Salamanders.

As Grimnir strode the Realm of Fire, Vulcatrix uncoiled like a molten river from between smoke-belching peaks. Gleaming blade and burning fang met in a shower of sparks, each blazing ember outshining the stars as god sought to best monster. Fyreslayers tell that it was Vulcatrix's spite that claimed Grimnir's life. Even as she died the Great Salamander erupted, levelling mountains and scattering the two gods across the realms, the flames of Aqshy and the spirit of Grimnir forever intertwined.

A PATH OF BLOOD AND GOLD

For a long age of battle, the Fyreslayers have sought the soul of Grimnir from among the ur-gold of the Mortal Realms. In these years of conflict and strife, they have become a warlike people, fighting to create massive magmaholds and selling their services as warriors to earn the bloody coin of battle.

Fyreslayers have a fearsome reputation across the realms. Berserk warriors born for war, they burn with a spiritual rage. The Fyreslayers' beards are filled with soot as if they have just stepped from the forge, while their calloused skin shimmers with heat and cinders spill out into the air with each breath they take. By far the most intimidating aspect of a Fyreslayer is his gaze, which burns with all of Grimnir's fury.

A Fyreslayer's might comes from the pieces of ur-gold hammered into his flesh. When Grimnir and Vulcatrix destroyed each other, Grimnir's spirit was scattered across the Mortal Realms. These divine fragments finally came to rest within veins and hordes of gold, transmuting some of the precious metal into ur-gold. Using the skill of their Runemasters, the Fyreslayers cast this metal into sacred runes, each one heavy with magical might. In ancient rituals, these sigils are bonded to a Fyreslayer, gifting him with great power.

To the races of the realms, Fyreslayers seem as mercenaries, agreeing to battle only for a hefty price in gold. Yet this is only part of the truth. Fyreslayers do not seek treasure for its own sake. Nor do they covet wealth for what it can buy them; the holds, weapons and lands a lodge owns are all crafted by the toil of its own people. For a Fyreslayer, the gathering of ur-gold is a religious act, one that brings them closer to Grimnir.

Before a lodge commits to battle, they will make an oath. Whether this is a contract made for pay, or a duardin kneeling before his Runefather, it binds the lodge's warriors to their task. A Fyreslayer will not break his oath once it has been taken, nor will he accept payment for an oath unfulfilled. Such is the nature of the Fyreslayers, who fight not just for the ur-gold that holds Grimnir, but to be worthy of wearing it in their flesh.

Belgrum-Grimnir caught the last Chaos Knight's blade in the teeth of his grandaxe, twisting the weapon from his foe's grip with expert ease.

The plate-clad warrior's empty hand grasped the air for a second, and Belgrum fancied he saw fear in the two glinting eyes framed by the knight's visor. Then, both helm and visor vanished in a spray of gore as the Runefather reversed the swing of his grandaxe.

As the headless body fell heavily, Belgrum looked about to see that his berzerkers held the burning battlefield – vivid splashes of blood and the bodies of Chaos Warriors marked the ground all around them. Nearby stood the Pyroclast Towers, their human priests fearfully watching the battle unfold. Riding his massive Magmadroth into the shadow of their gate, Belgrum called out to the defenders.

'The deed is done, ash priests. Now, as agreed – the gold you owe us.'

With a shaking finger, one priest pointed to the far horizon. 'Lord Grimnir, another warband of the Goretide approaches. Deal with them, and we will open our gates and pay what was promised.'

Belgrum growled. 'Did no-one ever tell you not to break an oath with a Fyreslayer?' The Runefather let the statement hang for a moment, glancing over his shoulder at the approaching Chaos army. The priests stood mute, their gates unmoving.

'Then perhaps others will learn from your example...' With a gesture, Belgrum gathered his warrior fyrds, the Fyreslayers leaving the humans to their fate.

TEMPLES OF FIRE

Grimnir's fiery spirit stretches out across the realms, its burning, beating heart kept alive in the forge-temples of the Fyreslayers. Secure in the depths of the magmaholds, each temple is a sanctuary, where the Zharrgrim priesthood guard ancient secrets among ringing hammers and molten steel.

Hidden deep beneath shimmering mountains and behind graven stone doors are the forge-temples of the Fyreslayers. To the ceaseless ring of hammers and the grinding wail of axes being sharpened, the Auric Runemasters cast runes of ur-gold. It is a task reserved for a lodge's Runemaster alone, as the venerable duardin is the only one skilled enough to discern true ur-gold and extract it from the precious metal that hides it. Even the Auric Runefather, lord of the lodge, defers to the Runemaster when he seeks to know the will of Grimnir. The wisdom of the Runemasters has kept the Fyreslayers alive for centuries, and only the most foolhardy or headstrong Runefathers ignore their counsel.

The secret of ur-gold is in many ways as much a mystery to the Fyreslayers as it was when they first learned of its divine power. The first followers of Grimnir to find the mineral knew it was somehow connected to their fallen god, but not how. In time, masterwork weapons and armour were created from the metal, for the Fyreslayers have always been great craftsmen. Yet, these ur-gold objects could only impart a small measure of power to their wielders. It was only when the first Runemasters forged symbols of Grimnir for warriors to wear into battle that the true potential of ur-gold was glimpsed. Blazing with white-hot light, these tokens burned their way into the flesh of the Fyreslayers, sending them into a Grimnir-blessed fighting frenzy that saw countless enemies cut down. Eventually, the ur-gold was turned into runes and hammered directly into a warrior's skin, where its divine energies could take root.
The Zharrgrim priests – the Runesmiters – learn the rites that awaken this power in the Fyreslayers, and accompany them to battle.

Ur-gold is a finite resource, its power consumed in battle as a Fyreslayer fights. To maintain his might, a Fyreslayer must constantly have fresh runes struck into his body. This can leave the duardin craving more should he feel the divine power of Grimnir leaving him, and it is from this hunger that many legends of the Fyreslayers' gold-lust have been born. Alone, and without the strength of a lodge to guide him, a duardin might be completely consumed by his avarice for ur-gold. Grim tales are told within the magmaholds of lone warriors, such as the Axe of Magorth or the Immolated Slayer, who will even kill their own so they might prise the runes from their remains. Thus do the Runemasters guide the Fyreslayers and their lodges, ensuring that ur-gold is given to those deserving of its blessing, and that no warrior is given more than his due.

Sparks flew as the hammer drove the rune into Grumrek's flesh. The young duardin gritted his teeth against the pain, the thick smell of his own cooked flesh filling his nostrils.

'Good lad,' rumbled the Runesmiter. 'Grimnir tests us with pain, and he rewards us with his fire.'

Grumrek looked down to where the angled sigil now shone upon his arm. The flesh around it was hardly burned. Then, somewhere in the shadows of the forge-temple, a droning chant began, and Grumrek felt something stir within him.

'Take up your axe!' bellowed the Runesmiter. 'Feel its weight within your hand.'

Grumrek did as he was bade, hefting his weapon, which now felt as light as if it had been beaten from tin, not forged from fyresteel.

'That is Grimnir's power you feel in your blood, beardling,' growled the Runesmiter.

In the distance, horns heralded the call to war. With a last look at the Runesmiter, Grumrek turned toward the sound, hefting his axe and preparing himself for battle.

THE AXES OF GRIMNIR

Mighty are the magmaholds of the Fyreslayers, for they delve deep into the earth. Scattered across the Mortal Realms, the descendants of Grimnir seek out places where they might be closer to their god, constructing vast subterranean fortresses hewn from the stony hearts of mountains and volcanoes.

Deep down beneath the surface where rivers of fire flow can be found the holds of the Fyreslayers, clinging to islands adrift in seas of molten lava or carved from crystal-laced stone. The duardin seek the mineral wealth of the ground or the heat of the flame, for it is here that can be found the essence of their god. In the Age of Myth, after Grimnir's destruction, the god's followers made their home in Aqshy. Here, along the vast volcanic mountain range known as the Salamander's Spine, the early magmaholds were created. Even today, many centuries later, the largest lodges still live here, and the ground still yields ur-gold and Magmadroth eggs.

Yet the Fyreslayers have wandered far and wide since the first forge-temples were ignited in the depths of their magmaholds, crossing the realms in search of gold. Following tales of fortune and war, lodges have made their home in every realm from Ghur to Shyish. Selling their services in battle, they have amassed vast vaults of wealth, their holds growing large and deep within the earth.

In the Jade Kingdoms, many lodges have made their home among Alarielle's lands, such as those who dwell within the petrified trees of the Forest of Eternal Winter. Rubbing the trees'

ashen sap into their hair, they have become known as the Paleslayers of Winter, feared by Nurgle's minions and sylvaneth alike.

Atop the glittering crystal mountains of Lunarest, in the realm of Hysh, live the Thungur lodge. In graven fortresses of glass, they melt their ur-gold under giant lenses, their flesh glittering with gold dust.

Among the Shadowlands of Shyish, where the Vale of Forgetfulness turns to mist and nothingness, live the Ulrung lodge. Here, at the edge of the underworld, they fight in the war between living and dead, growing rich off the grave-goods of the departed.

During the long Age of Chaos, the Vostarg lodge guarded their forge-temple deep within the fiery heart of the Salamander's Spine. By the flickering light of flaming rivers, the great Runemasters struck ur-gold runes from the bounty of the magma vaults. Countless times the armies of the Dark Gods sought to slaughter the Vostarg Fyreslayers, and each time the duardin hurled them bloody and broken back onto the scorched plains that stretched out before their gates. But always the enemy returned. The Vostargs were ultimately undone not by the cruel hand of Chaos, however, but by their own avarice. When the legendary Runefather Thorgar-Grimnir fell to the axe of a Bloodthirster, he left a dozen Runesons but no favoured successor. Thus did the Vostargs argue among themselves, each Runeson convinced that he, and he alone, bore the blessing of Grimnir. With Chaos still at their gates, the Runemaster divided the lodge's ur-gold among the Runesons, lest their fighting turn from words to blood, and bade them go their separate ways. So it is that to this day, the Vostargs' scions can be found in many realms, while the great magmahold of Vosforge is filled with naught but ghosts.

OATHS OF GOLD

The Fyreslayers' quest for ur-gold has seen them travel to all the realms, and countless lands within them. Over these centuries of expansion they have fought in numberless conflicts, the ring of fyresteel on armour and the screams of their vanquished enemies echoing from Aqshy to Ghyran. For the right price, they will win wars and bring down kingdoms, such is the strength of a Fyreslayer's oath.

GRIMNIR'S LAST BATTLE

Aqshy shuddered as Grimnir and the Mother of Salamanders, Vulcatrix, did battle. The ground beneath their feet burned as it was bathed in their molten blood, until with a roar heard all across Aqshy, Grimnir and his foe fell. In that moment, the Fyreslayers were born, Grimnir's warriors setting out to gather the remnants of their shattered god.

TONGUES OF LAVA

Legend tells that Rumnar-Grimnir founded the Shimmerhold by drinking a caldera dry of lava, and for centuries afterwards, the Runefather glowed like a raging volcano in every battle he fought.

A BARGAIN WITH CHAOS

The Lofnir lodge made oaths with Chaos Lord Magorak to aid in the destruction of the vast Lantic Empire. To overcome the Gilded Steamgird, the Lofnir mustered a great warthrong of Magmadroths, whose combined flames melted the huge defences.

FYREBLOODED BROTHERS

The Fyrdhand lodge was driven mad with glimmer-lust, turning upon their Runemaster and giving in completely to the ur-gold hunger. For many years, the Fyrdhands raided other Fyreslayer lodges, prising golden runes from the remains of their brothers and desecrating forge-temples. Finally, an alliance of a dozen lodges brought the Fyrdhands to justice, and the treacherous lodge's Runefather was buried beneath a pile of leaden slag as punishment for bringing dishonour to Grimnir.

THE ETERNAL KEEP

The Grumnir lodge attacked the Everliving Keep. Carved from the roots of a Ghyran oak, each time its sylvaneth defenders were slain they grew again. Unwilling to break their oath, the lodge chose to wage endless battle rather than accept defeat.

AN OATH BETRAYED

After the Hermdar lodge saved the Seven Crystal Cities from Chaos, the cities' lords refused to pay the Fyreslayers. Enraged by this treachery, Durnir-Grimnir summoned his Lords of the Lodge to visit retribution upon the decadent Crystal Kings. So furious was their vengeance that naught remains of those once-glorious lands.

THE TIME OF FLAMES

A hundred generations after the death of Grimnir, a time of cataclysmic volcanic eruptions shook the Realm of Fire. Many magmaholds were swallowed up by the tortured land in this time. However, the upheavals were also seen as a sign that Grimnir's spirit was shifting in its molten grave. In the disaster's wake, tons of ur-gold were brought to the surface, and many new lodges were born during the gold-harvest that followed.

FROM THE ASHES

In retribution for the destruction of the Basalt Hold, the Obsgrum lodge forged an alliance with the Witherwood Gargants. Together, the Fyreslayers and their allies rampaged through countless orruk warclans, returning tenfold the destruction wrought upon them by the greenskins.

GRIMNIR'S MASTER RUNE

After doing battle with Nurgle Rotbringers, Runesmiter Forgun ordered his dead cremated to recover their ur-gold. As the sacred metal flowed out of burning flesh, it formed a perfect rune of Grimnir. Empowered by the rune, Forgun and his gathered Runesmiters led an army of Forge Brethren to cleanse the Deepways of taint for centuries to come.

LAST STAND ON FYRETOP PEAK

The host of Clepsyrian laid waste to the city of Fyretop Peak, until only the Doomseeker Fyrgrim remained to hold back the Slaaneshi Herald. After scores of daemons fell at Fyrgrim's feet, Clepsyrian herself stepped forward, though it would be the lone Fyreslayer who carried victory that day.

THE MAGMAHOLD WARS

The armies of Chaos sought to destroy the Fyreslayers once and for all. Twisted daemonic siege engines and cunning ratmen sappers battered and clawed their way into countless holds, and soon the dark was filled with the ring of steel and the screams of the dying. Yet after more than a century of war, the Fyreslayers remained, having weathered all the Dark Gods could throw at them.

THE IRON WAR

Hundreds of Warrior Kinbands sought out ur-gold among the lands of Chamon and became embroiled in the bitter Iron War. In exchange for gold, the duardin fought against the Bloodstone Conclave and their undead legions.

THE LOST OATH

In the Land of Chained Sun, the Vostarg found an oath carved into the helm of a dead Fyreslayer. Without hesitation they took it up, for even in death their word is iron.

A FOUL FEAST
Skaven began pillaging Fyreslayer battlefields and stealing the duardin dead before they could be taken to the funeral pyres. The ratmen coveted the power of the ur-gold and consumed Fyreslayer corpses in order to possess it. So began the Pyre War, which saw bitter conflict erupt within underground expanses across the realms.

A SPARK IN THE SHADOWS
Vostarg Runesons and their Warrior Kinbands rode into the Umbral Gulch on their quest to slay the Midnight Queen. Assailed by life-sapping magic, many perished. Only the Runeson Smurgan made it through the ravine, sustained by the heat of his Magmadroth, to slay the queen on her onyx throne.

THE CALL OF GOLD

Rich new veins of ur-gold were discovered in the Realms of Ghyran, Ghur and Shyish. Heeding Grimnir's call, hundreds of Runesons set off with their Runefathers' blessings to found new lodges, sparking the largest Fyreslayer migration since the Time of Flames. Across the realms, armies swelled with duardin mercenaries as new lodges made their presence known.

BELLY OF THE BEAST
The Grimwrath Berzerker Umgir was devoured whole by an ash kraken and presumed killed. Days later, the beast keeled over and died – after Umgir hacked his way free.

A GATHERING OF FYRDS
Runemasters of no fewer than seven lodges led an alliance of Grand Fyrds into the Dreaming Deeps to plunder an ogor maw-temple covered in glimmering golden teeth.

GRIMNIR'S FIRE
Furios Peak erupted during the Battle of Thundervale, showering Grimwrath Berzerkers and their enemies in ash and flame. Among the falling debris were fragments of ur-gold, which drove the duardin into a battle-frenzy that saw them crush their foes.

BETWEEN FLAME AND FANG
The Runemaster of Ryrdnir mustered his Auric Hearthguard to ambush the Shimmerfane warhost. As the Fyreslayers drove the Chaos warriors back under fierce magmapike fire, an army of seraphon descended from the heavens to block their retreat, rending the Tzeentchians apart in a vengeful fury.

A NEW AGE OF WAR

Sigmar's Tempest is felt even in the forge-temples of the deepest magmaholds. Drawn by the promise of gold and the chance to honour Grimnir in combat, the Fyreslayers join the countless battles of this new conflict. For the first time, lodges settle in Azyr seeking ur-gold, and whispers are heard among the forge-temples that the opening of the gates means Grimnir's return is close at hand.

THE WILD LODGES

Tales of Fyreslayers living in the Vanishing Wilds of Ghur tell of feral duardin daubed in molten metal. Several Runesons of Aqshy rode out to find these lost brothers, but so far none have returned.

A LIGHTNING OATH

Fyreslayers of the Tangrim lodge stood shoulder to shoulder with the Hammers of Sigmar, defending a hidden Realmgate that led straight to Azyr from a rampaging horde of Bloodbound.

A TWISTING GOLDEN PATH

The Tzeentchian daemon prince Za'tarlac tricked the Ulgrim lodge with illusory ur-gold. Following their deceived Runemaster, the lodge was lured into the Realm of Chaos where Za'tarlac's minions attacked. The daemon underestimated the might of the lodge, and in a titanic battle the ground was soaked with the ichor of daemon-spawn. His senses cleared at last, the lodge's Runemaster led his people back to the realms, following the scent of Aqshy's ur-gold.

GRIMNIR'S TEST OF STEEL

A fragment of fyresteel, believed to be part of Grimnir's own axe, was uncovered beneath the Salamander's Spine. To this day, only the greatest of Grimwrath Berzerkers may wield it.

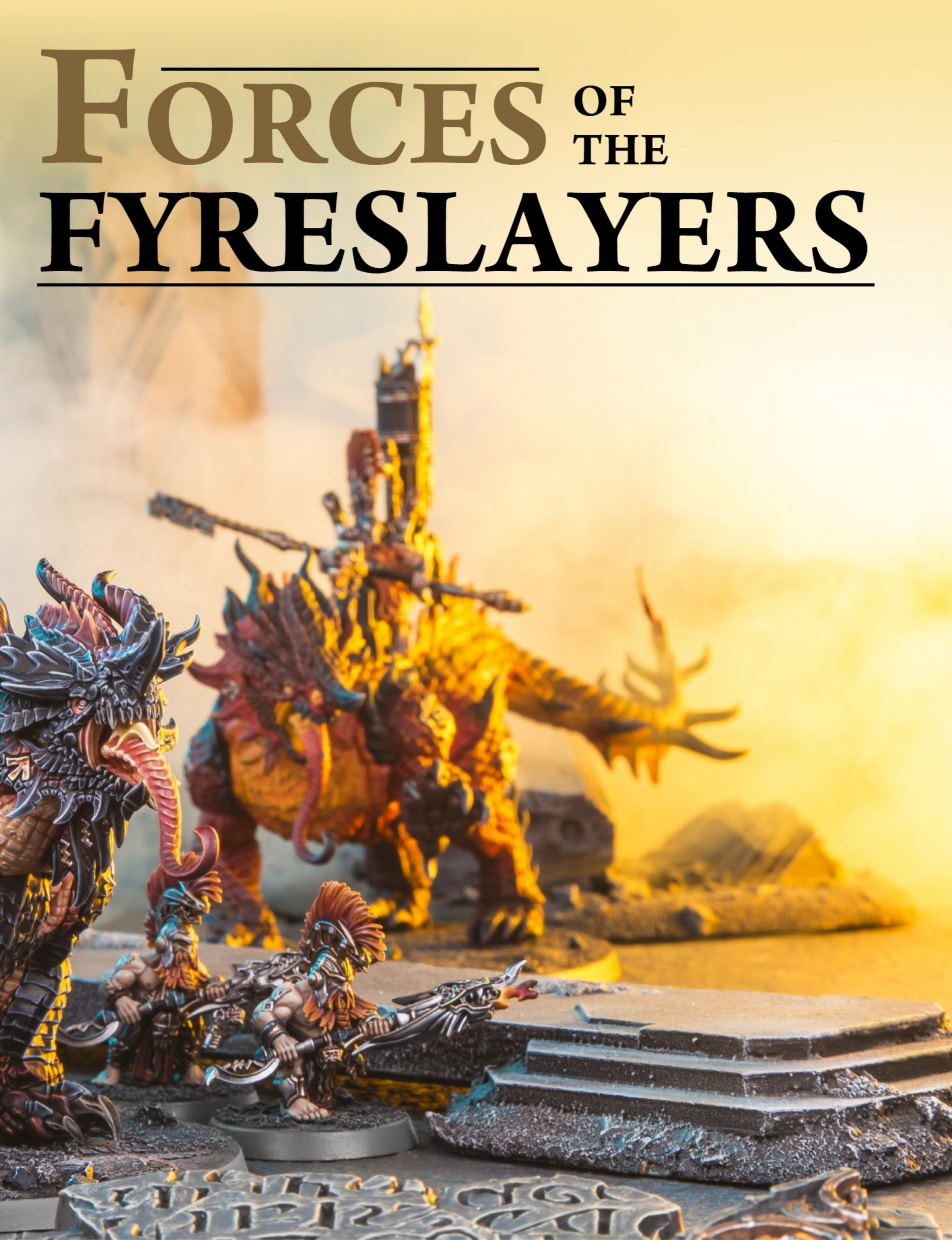
WAR OF RUINS

Fyreslayers warred with Ironjawz orruks across the frozen ruins of the Avalundic Kingdoms. Though the Ice Kings and their peoples were long dead, Grand Fyrds fought on through raging shard-blizzards to honour their warrior oaths to the fallen monarchs.

A TOMB OF BEARDS

Chaos Lord Feargor the Flayed waged a long and bloody war against the Baeldrag lodge of Ghyran. Bedecked in the flayed faces and beards of his foes, Feargor claimed hundreds of kills alongside his Chaos host at the battles of Razorholm Deeps. It was only when the Runeson Gargum Halfaxe entered the fray on his Magmadroth, Smouldercraw, that Feargor finally met his match. During the battle for the Baeldrag Gilderhold, Smouldercraw pinned the Chaos Lord under her burning claws. Rather than slay his enemy then and there, Gargum instead bound him in his own cloak of beards and buried him in the hot earth below the forge to be slowly roasted alive.

FORCES OF THE FYRESLAYERS



WARRIORS OF GRIMNIR

Fyreslayer lodges are duardin communities forged from the worship of Grimnir. The blood of kings flows through the family line of the Auric Runefather and his sons, while the gifts of rune-casting and smelting ur-gold are kept alive within the forge-temples by ancient and dedicated Runemasters.

Lodges are built around the strength of a single mighty Auric Runefather. Taking the title Grimnir to honour his god, this great Fyreslayer warrior is the descendant of a bloodline that stretches back to the Age of Myth, a time when their god walked among the Mortal Realms. At the Runefather's side stand his Runesons, each a skilled fighter and bold leader, who may in time inherit his duty of overall leadership of the lodge. It is a system that has endured for countless generations and has seen the Fyreslayers grow strong in Grimnir's service, prospering in spite of the brutality of the Age of Chaos.

It is by the will of a Runefather that his Vulkite Berzerkers, Hearthguard and Runesons are marshalled for battle, and the size and strength of the formations he musters will vary from lodge to lodge. Some, like the most ancient magmaholds of Aqshy, boast many thousands of Vulkite Berzerkers and hundreds of Hearthguard, arrayed around dozens of Runesons atop Magmadroths – each son eager to prove his worth to his father and his god. Others, such as lodges in remote lands or those newly formed by former Runesons, are but a handful of brave warriors led by a single Runefather.

Alongside the Runefather and his sons stand the Runemaster and Runesmiters of the lodge's priesthood. Of vital importance in the structure of the lodge, the Zharrgrim priesthood keeps the ur-gold and shapes it into runes. It also falls to them to advise the Runefather and his sons in battle, as well as ensure the magic of Grimnir flows strong within the lodge's warriors. Finally there are the Grimwrath Berzerkers, who stand outside the structures of the Fyreslayers. Truly blessed by Grimnir, they are akin to avatars of destruction, through which the ancient might of Grimnir lives on.

FYRESLAYER LODGE

AURIC RUNEFATHER

RUNE BLESSED

GRIMWRATH BERZERKERS

AURIC SCIONS

AURIC RUNESONS

HEARTHGUARD

HEARTHGUARD BERZERKERS

AURIC HEARTHGUARD

LODGE KINSMEN

BATTLESMITHS

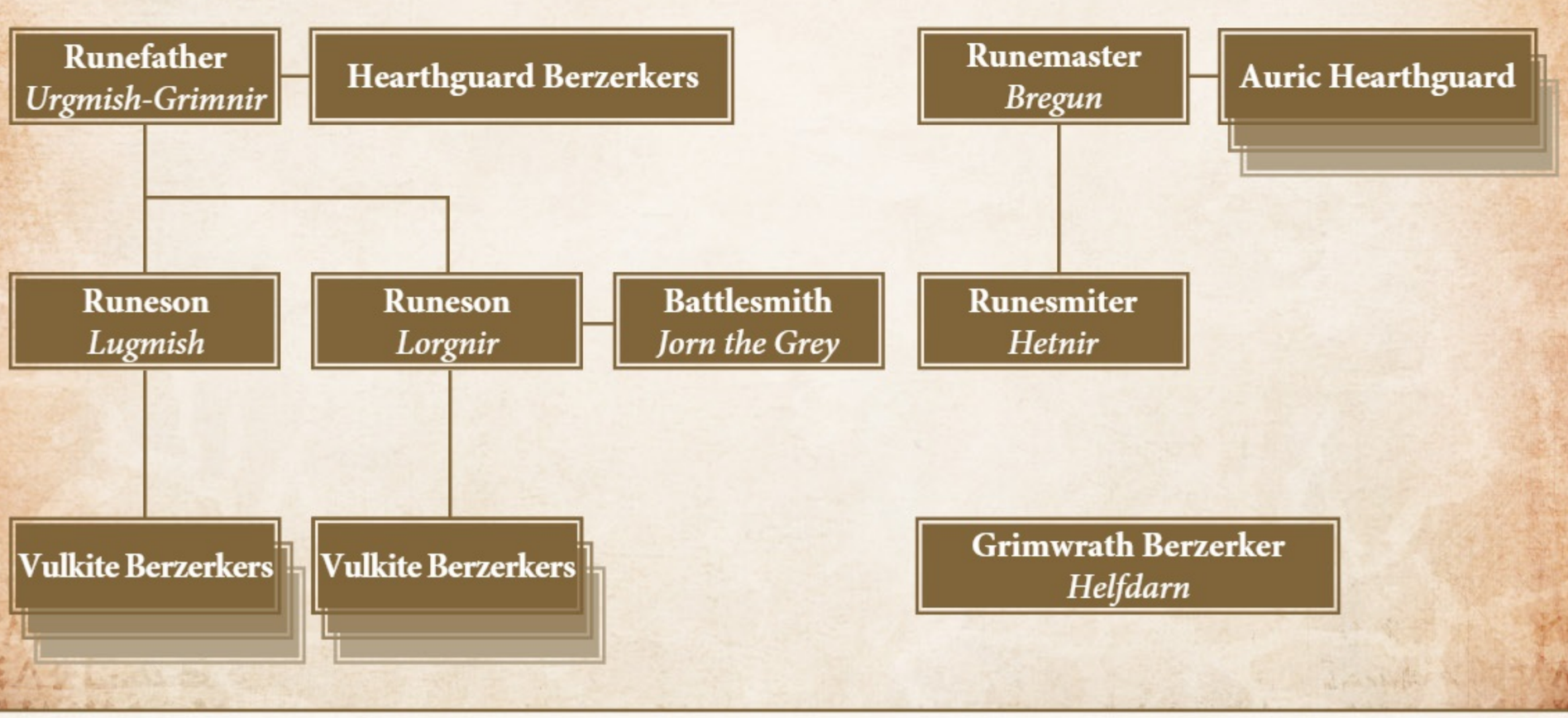
VULKITE BERZERKERS

ZHARRGRIM

AURIC RUNEMASTER

AURIC RUNESMITERS

GRAND FYRD OF THE LOFNIR LODGE



FATHERS OF AXE AND FLAME

The blood of Grimnir flows like a molten river through the Fyreslayers. From father to son the gifts of the warrior god are passed, and from this divine wellspring are born the lodges. Family groups forged around the will of a Runefather, each lodge is made up of a single patriarch, his sons, and their extended families. These warrior bloodlines can range from just one Runefather and a handful of duardin, all the way up to vast holds of thousands of Fyreslayers, led by a mighty lord and his many sons.

KEEPERS OF THE FORGE-TEMPLE

For countless generations, the fire of Grimnir has been kept alive by his priests, coaxed out of precious ur-gold upon the anvils of the forge-temple and hammered into hardy duardin bodies. This is the lodge's legacy, maintained by the Runemaster and his Runesmiters.

Even before Grimnir's fall, many duardin called upon him to give them strength. In the Age of Myth, slayer cults cried out Grimnir's name as they felled their foes, while warsmiths prayed to him to bless their weapons. Many Fyreslayers believe these were the origins of the first of his Zharrgrim, their faith forging the first lodges under warrior lords rich in Grimnir's blood.

FYRESLAYERS OF THE REALMS

Most powerful of the Cynder Peaks lodges are the Vostarg. For generations they have held their magmahold beneath Furios Peak, its halls overflowing with the trophies of countless Runefathers and their sons.

The Volturung are one of the oldest and most revered lodges of Aqshy, and are famed for the skill of their Runesmiters. The bones of their enemies lie thick before the gates of their mountain home above the Broken Plains.

Hermdar is a name well known among the Aqshy Pale. Oath-takers and skull-breakers, the lodge has played a vital role in preserving the freedom of the region's peoples during the long Age of Chaos.

The Greyfyrds are fierce crusaders who dwell within the Gateswold realm nexus. It is foretold by the lodge's priests that only when Grimnir returns will the Greyfyrds cease their realm-spanning campaigns.

Fyreslayers of the Sigyorn lodge make their home among the Forge Cities of Chamon, and are well known for their nose for ur-gold. It is said that whether a Sigyorn swings a pick or an axe, he is sure to find rich rewards.

The Lofnir lodge of Ghur boast vaults filled with Magmadroth eggs, and rear more of the beasts than any other lodge. They often march to war with the ogors of that realm, who pay them in mounds of plundered gold.

A young lodge, the Tangrim were founded soon after Sigmar opened the Gates of Azyr, seeking ur-gold in that hitherto inaccessible realm. They have swiftly gained a reputation as doughty and honourable warriors.

The Gelvagd too moved to Azyrheim, seeing the opportunity in Sigmar's city. Stone-hearted mercenaries, they offer aid to those setting out from the Eternal City, lending their axes to aelf, man and duardin alike.

The Ulrung lodge have long endured in Shyish beneath a pall of thick white ash, which they use to daub grim markings upon their skin. They fight the Wars of the Dead, reaping a fearful harvest for any who dare to treat with them.

Scions of the Vostarg, the Baeldrag lodge dwell within the Wandering Mountains of Ghyran. The titanic living peaks tolerate the Fyreslayers' presence, for the lodge keeps in check the skaven that burrow into their bones with corrupting warpstone drills. As the peaks roam the Realm of Life, they often carry the Baeldrag to undiscovered sources of ur-gold.

The Thungur lodge rule the glimmering peaks of Lunarest in Hysh from their impossibly high skyhold. Using vast crystal lenses carved out of the diamond-faced mountains, they channel the light cast from the realm's many ethereal moons. The glittering beams fuel the lodge's forges, granting them the power to churn out ur-gold runes with a striking pale cast.

Long ago, the Caengan lodge settled in the Realm of Ulgu seeking hidden ur-gold in the mists. Forming pacts with the Shadowkin in clandestine wars, the lodge has learned the subtle ways of battle from the Shroudling Kings.

AURIC RUNEFATHERS

The Auric Runefather's fiery gaze bores straight into the heart of the lodge's enemies. Wise in the ways of war, the Runefather is the forge that tempers the white-hot fury of the Fyreslayers, hammering them into a berserk fighting force to hack and hew his foes apart.

The Auric Runefathers are the lords of the Fyreslayer lodges, each one a stern-faced patriarch and experienced war leader. In battle, they lead from the front of the Fyreslayer armies, directing their warriors toward their foes and cutting down powerful enemies with devastating axe swings. Such is the fire that burns within the soul of a Runefather that he can turn enemies to flight with but a single blazing stare.

Only the strongest Runesons will ascend to role of Runefather, often fighting in the shadow of their sire for decades to prove their worth. With the blessing of the Runemaster, a successor will be chosen not just for the fiery blood that flows in his veins, but also his spiritual connection to the essence of Grimnir. Such is the importance of the Runefather's link to the god that it is tradition for him to take the title of Grimnir after his given name.

As befits their great rank, Runefathers carry many ancient objects of power sacred to the lodge, but none perhaps as blessed as the long-hafted latchkey grandaxe. More than just a weapon with which to lop off the heads of his foes, it is also the master key to the lodge's great forge-temple vaults and its stores of precious ur-gold.

Runefathers are also among the few Fyreslayers with prowess enough to ride a Magmadroth to war. As the Fyreslayers are the descendents of Grimnir, so are the Magmadroths the children of Vulcatrix, and ever since the battle between duardin god and ur-salamander, a bond has existed between them. Heat pouring from their molten skin, Magmadroths are true creatures of fire, and only a Fyreslayer has the endurance to ride one into battle. From atop an ancient battle-throne on the back of his Magmadroth, the Runefather thunders into the fray, his flame-wreathed runes glowing with the power of Grimnir.

Smurgri-Grimnir spat out a steaming gobbet of blood, grinning through broken teeth as the spittle hit the daemon-thing square in the face.

'That all you got?' the Runefather bellowed. Under his graven forge-throne, his Magmadroth, Ashtongue, let out a fiery roar as if echoing his master's sentiment. Undeterred by the Fyreslayer's defiance, the hulking Khornate Daemon Prince lumbered forward, dragging its blood-spattered axe through the field of broken and maimed duardin corpses that littered the scorched mountainside. Flanking the vile beast were dozens of hunchbacked Bloodletters, their evil faces lit by the light of the distant volcanic peak. At a gesture from the Daemon Prince, the Bloodletters held their ground – apparently the beast didn't want any competition for Smurgri's skull.

'Just you and me now, Ashtongue. Let's give this craven slag-son a proper taste of fyresteel!' said Smurgri.

With a roar fit to wake his ancestors, Smurgri charged, the two warriors crashing together in a shower of ash and sparks. The daemon sought to bisect Smurgri, but with an expert parry, the Runefather caught the daemon's weapon with his axe. In the precious seconds it took the daemon to free his blade, Ashtongue struck. Burning talons plunged into the daemon's chest and it was driven to the ground. In an effort to free itself, the daemon thrust its own claws into the Magmadroth – and was rewarded with a torrent of magma blood. Screaming, the creature melted into a fleshy puddle, the Bloodletters watching as their leader dissolved.

'Right, who's next?'

AURIC RUNESONS

Flaming blood flows through the veins of the Runesons, making them bold and fearless in battle. They are the Runefather's potential successors, and each is eager to prove his worth before his peers. Armed with devastating ancestral weapons, the Runesons seek out mighty foes to slay in the name of Grimnir.

Filled with reckless enthusiasm, the Runesons hurl themselves into the fray. Hot-headed, the Runesons are the heirs to their lodge, and should they live long enough, they might earn the right to carry the mantle of Runefather. However, this is far from certain. Runesons must prove worthy of their fathers with daring feats of arms, the heads of exotic beasts and trophies torn from the lifeless grip of Chaos lords.

Thus do Runesons lead from the front, where they seek out the most furious fighting and most powerful foes. It is not uncommon to see them at the spear-tip of a charge or as the first to breach a gate or wall. Competition between Runesons can be intense. Though it is rare for brother to turn upon brother, they will constantly try to outdo each other. Many are the times when rival Runesons have hacked their way through the press of battle, yelling out their tally of kills to each other even as they slay their enemies.

Runesons are also well known as lone hunters, riding out atop their Magmadroths, wyrmslayer javelins in hand, to bring back the head of a mighty beast. Places such as the abandoned Vosforge and the Obsidian Vaults are filled with the skulls of gargants and dragons, gathered by hundreds of generations of brave Runesons to impress their fathers.

The wild and competitive nature of Runesons means that a wise Runefather sires many such progeny throughout his time as patriarch. The greatest Runefathers, like Hursgar of the Greyfyrd, have had many sons over their long lives. Dozens have been lost to war and misadventure, but dozens more remain ready to take up Hursgar's mantle when he dies. Yet only one of these will be chosen by the Runefather upon his death, with the blessing of the Runemaster. For the others, they are left with the choice of remaining to serve their brother, knowing they may never earn the right to lead the lodge, or setting out on their own. So it is that the death of the Runefather is often a time of fracturing within a lodge, and a time of new beginnings, as Runesons and their followers set out into the realms to found their own lodges.

AURIC RUNESMITERS

Sparks fly and flames roar as the Runesmiters awaken the power of Grimnir from ur-gold. Under their booming chants, energy flares and blazes out from Fyreslayer runes, the lodge's warriors fighting more furiously as the fiery might of the ur-gold courses through their souls like molten lava.

Runesmiters are the war priests of their lodges, charged with calling forth the power of Grimnir in the heat of battle. Whether on foot or riding a ferocious Magmadroth, they charge into the thick of the fighting, where their skills are most needed. Here, amongst the screams of the dying and the coppery stench of blood, the Runesmiters work their divine magic, the runes pressed into the smouldering flesh of their kin glowing bright in their presence.

Having chosen the path of the Zharrgrim, the Runesmiters stand apart from the Runefather and his sons, as well the Fyreslayers of their lodge. Unlike the venerable Runemasters, who stand aloof among their peers, Runesmiters nevertheless keep a close connection to the duardin they fight beside. The sight of a Runesmiter moving among a battle line is one met with cheers and nods. Oaths to Grimnir fill the air as the Runesmiter does his work. To many Fyreslayers, the Runesmiter is the messenger of their god, delivering a measure of Grimnir's strength as he moves amongst them.

Not every Fyreslayer has the skill to become a Runesmiter, as an aspirant must show an affinity with ur-gold that surpasses that of his kin. All Fyreslayers have at least a partial sense of this precious substance, but only the truly gifted can discern its precise location within a chest filled with gold, or in a vein of ore across a cavern wall. Though it takes many forms across holds throughout the realms, the Gilded Test is something Runesmiters must pass before they can be inducted into the ranks of the Zharrgrim priesthood. Traditionally in the Vostarg lodge, aspirants are taken into a chamber filled with broken masks of Grimnir, where they must find the pieces that are made from ur-gold. Only when he is able to create the complete face of his god can his training begin.

In time, a Runesmiter might prove himself worthy to fight alongside his lodge, earning the right to ride a molten-skinned Magmadroth into battle and carry a latch-axe. A Runesmiter may even ascend to become the Runemaster of his lodge, though for many, their place is in the thick of battle.

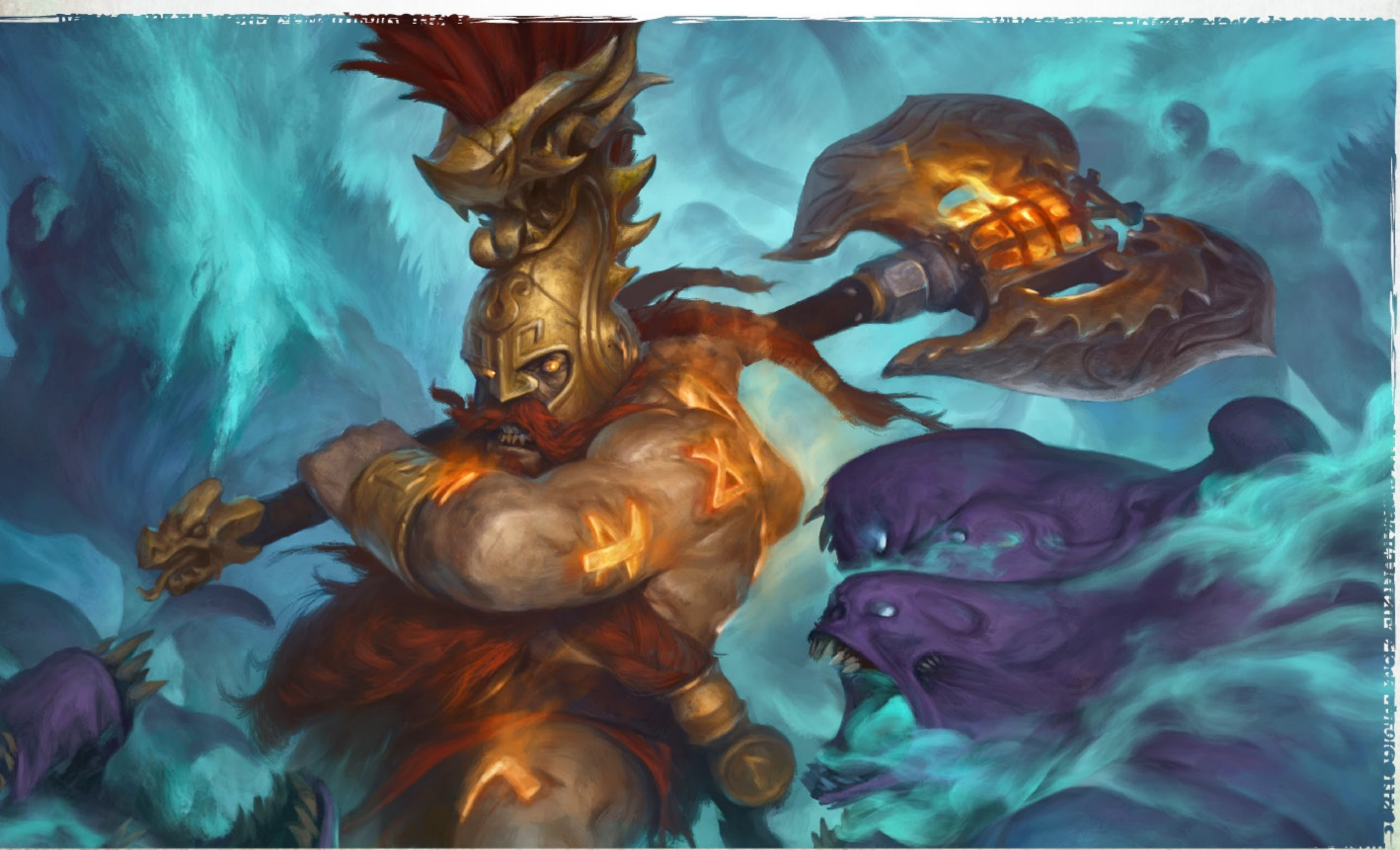
GRIMWRATH BERZERKERS

Grimwrath Berzerkers are much more than Fyreslayers possessed of exceptional strength and skill; they are the fury of Grimnir made manifest. None are as filled with the spirit of their god as these champions of battle, and all who stand before their burning axes soon meet the same bloody fate.

Carving winding trails of flaming destruction through the enemy's ranks like the fire-wyrms of old, Grimwrath Berzerkers wreak absolute ruin with their massive fyrestorm greataxes. Roaring war cries to Grimnir, they plunge deep into the ranks of the foe, for they are at their most furious when utterly outnumbered. Blades spark off their rune-covered skin, leaving only shallow furrows in their toughened flesh. Surrounded by ghostly, blazing auras, the Fyreslayers snarl in rage as blood streams unnoticed from their wounds, their eyes smouldering with the barely contained power of Grimnir.

Even a single ur-gold rune grants great magical strength, and so powerful are the fragments of Grimnir that only the mightiest warriors can bear more than a few. The Grimwrath Berzerkers have proven able to harness dozens. Even the Runemasters do not know for sure why this is the case, and the only way to determine if a Fyreslayer has the soul of a Grimwrath is for him to take the Test of Wrath. With the blessing of the Runemaster, runes will be hammered into the Fyreslayer's body until his flesh either rejects their molten touch or the spirit of Grimnir awakens. It is a dangerous process that many do not survive; some are driven mad with gold-rage, while others are burnt to cinders in pillars of fire.

The Grimwrath Berzerkers are venerated as paragons of Grimnir. However, the same fury that makes them legendary fighters makes them ill-suited to lead. By ancient tradition, they stand apart from both Runefather and Runemaster, neither heirs to the lodge or to the Zharrgrim priesthood, much like the wandering Doomseekers. When not in battle, a Grimwrath is constantly training, for Grimnir brooks no respite from martial endeavour.



AURIC RUNEMASTERS

High priests of the forge-temple and heads of the Zharrgrim priesthood, the Runemasters craft the ur-gold runes that give the Fyreslayers their power. None can sense the spirit of Grimnir as keenly as the Runemasters, a gift they have cultivated in ritual and prayer upon the altar of war.

A Runemaster's power comes from their connection to the spirit of Grimnir, and it is through this that they can sense ur-gold, forge runes of power and even turn the boiling blood of the earth to their will. Those who witness a Runemaster at work, be it in the stone depths of a forge-temple or amid the roar of battle, swear that they see Grimnir in the priest's eyes. As the Runemaster booms out ancient chants to their god, his beard seems to catch fire, though it does not burn. His skin shimmers with heat, as if it were metal fresh from the forge, embers flying from his hands as he casts runes or conjures bubbling geysers of lava from the ground.

Auric Runemasters are figures of ancient authority and wisdom among the Fyreslayers. They are the trusted counsellors of the Runefathers and the spiritual guides of the lodges. Beneath the guttering torches of the forge-temples, they craft runes of power from ur-gold, shaping it into ancient symbols of Grimnir's power. Only the Runemasters have the skill to make these true-forged runes of Grimnir, an art that has been perfected over generations of sweaty toil among the magmaholds of the lodges.

In times of war, the Runemasters lend their skills to the lodges upon the battlefields of the realms, seeking out enemies rich in ur-gold. Though all Fyreslayers can to some extent sense ur-gold, only the Runemasters have complete control over this gift, allowing them to find the precious metal even when it is miles away. Legends tell of Runemasters who could sense a single mote of ur-gold dust from leagues away, directing their warriors to its exact location. Fnordon Haldaster, famed Runemaster of the Sigyorn, was even said to be able to scent ur-gold located in different realms, and once warned his kin of a Chaos invasion when he perceived unfamiliar sources of ur-gold converging upon his lodge's magmahold in Chamon.

Fire is sacred to Grimnir's priesthood, and especially so to the Runemasters. When one of these high priests leaves the sweltering confines of his forge-temple, he will carry with him a brazier lit by its hearth fire. Crafted with representations of Grimnir's stern visage, this hallowed torch contains a fragment of the forge's soul. With its fire, the Runemaster can command other flames, including those that slumber deep beneath the ground. Slamming down the brazier's fyresteel haft, its flames burn brighter and the battlefield cracks and shudders. Then, from below, oozing magma bubbles forth to burn away his foes in an unstoppable incendiary tide.

BATTLESMITHS

Beneath the steely gaze of Grimnir, the Battlesmiths recite the glorious deeds of their people. Only the greatest artisans have the honour of forging and carrying the lodge's standards. These champions march into the fray, icons aloft, where they can witness the victories of their kin with their own eyes.

Battlesmiths stand proudly at the fore of the Fyreslayers' ranks, their booming voices carrying over the din of war. Held firm by arms grown strong in the forge, their icons of Grimnir gaze down upon the lodges, inspiring them to ever greater acts of heroism as they cleave a bloody path through the foe.

A Fyreslayer lodge is known by its deeds, and each oath sworn and battle won is a permanent credit to its name. The Battlesmith is the living memory of his lodge. He is able to recite its founding, its most glorious victories and the long line of Runefathers that have led it down the ages. However, despite this duty, he is far from a mere chronicler. Each Battlesmith is a skilled warrior, entrusted with protecting his sacred icon in combat. Once a battle is done, he will hammer runes of history into the back of his standard so that it might never be forgotten.

The right to carry an icon of Grimnir requires more than just talent with an axe, or even a close connection to the god. Battlesmiths are chosen by the Runefather from among his lodge's greatest craftsmen, and it falls to the Battlesmith to forge his own icon. Only the duardin most gifted in the working of metal may create the image of Grimnir, for anything less than perfection in the representation of their god will not be tolerated.

The oldest Battlesmiths can recount hundreds of battles, and their droning remembrances can stretch for days or even weeks when the Runefather bids them orate the entire history of the lodge. Often, on long marches across the realms, this will be the duty of the Battlesmith – to regale his lodge with tales of the bravery of their ancestors, so that when the Fyreslayers finally reach their foe, they are filled with an inspired rage and are ready for war.

And the fyrds of the Drungir marched across the Molten Vale, their hearts afire with Grimnir's wrath. Their gaze beheld the ratmen pouring from the ground, bellies swollen with gobbled gold from plundered vaults. Though the foe fell upon the Drungir like a thousand-score sparks cast from Uzgrom's own anvil, stout arms and biting axes turned their charge, and ratmen bodies piled high before Grimnir's sons. Ere the day was done, the Drungir stood victorious atop a mountain of slain vermin-spawn.

- from the tale of Dalric-Grimnir's Final Oath

AURIC HEARTHGUARD

Auric Hearthguard defend the sacred forge-temples of the Fyreslayers, their magmapikes hurling molten rock into their foes. 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.

It is a great honour for a Fyreslayer to be chosen to serve in a fyrd of Auric Hearthguard. These elite custodians are charged with the protection of the magma-vault, where the lodge's precious ur-gold is kept, and so they guard the spirit of Grimnir himself.

Hearthguard are entrusted to carry the lodge's magmapikes, magical weapons crafted by the Zharrgrim in the heart of the forge-temple. From these eldritch staves the Hearthguard can hurl bolts of lava into their foes, gobbets of liquid rock that sear their way through flesh and bone even as they ignite hair and clothing. When their enemies draw close, the Hearthguard prove their stubbornness in hand-to-hand combat. Their ur-gold runes glow as the salamander heads of their magmapikes impale opponents on bladed horns, an ever-growing pile of torn and broken bodies accumulating before the Hearthguard as the Fyreslayers refuse to give ground.

Larger foes struck by magmapikes find the movement of their limbs slowly restricted as the burning rock cools and hardens upon their flesh. This technique has proven particularly effective against rampaging Magmadroths, as the creatures are largely unaffected by the blazing heat but are nonetheless overwhelmed by the crushing weight of molten rock.

The Hearthguard also serve as bodyguards for the Runemaster, and will often march to war beside the high priest. Many are the tales told by the Battlesmiths of Hearthguard standing resolute in the face of impossible odds, their beards smouldering from the heat of their constantly firing magmapikes, the ashen bones of the foe heaped at their feet.

HEARTHGUARD BERZERKERS

Hearthguard Berzerkers are the wrath of the Runefather loosed upon his foes. The anointed of Grimnir, they take their molten sacrament from the forge-temple. Filled with fiery determination they charge headlong into battle, a bellowing war cry upon their lips and fyresteel axe in hand.

Hearthguard Berzerkers are the elite warriors of the lodge, proven in battle beneath the fiery gaze of the Runefather. When the Fyreslayers sound their horns of war, it is the Hearthguard Berzerker fyrds who are first to heed their call, eager to unleash their fury against their enemies. This duty is entrusted to them by their lord, and they grip it as tightly as the two-handed fyresteel weapons they wield.

Each Hearthguard Berzerker is a stubborn and relentless warrior. Their thick skin shines with ur-gold runes as they fight, flames playing across their muscles and filling their eyes with heart-stopping rage. Against man-sized foes, Hearthguard Berzerkers favour the flamestrike poleaxe – a deadly weapon of ancient design that incorporates a heavy chain capped with a flanged brazier of roaring forge-fire. As the Hearthguard hews apart his foes with the axe blade, the brazier whips back and forth through the press of combat, breaking bones and setting flesh alight.

Against foes of more monstrous proportions, the Hearthguard Berzerkers unlimber their berzerker broadaxes. These massive blades are perfect for punching through the chest of a fully armoured Chaos Knights or hacking the limbs from a rampaging ogor. Despite the size and heft of these weapons, the Hearthguard wield them as if they were deadly extensions of their own bodies.

The Hearthguard Berzerkers are given the honour of protecting the Runefather and his sons in combat. Before battle, the karl leads his Hearthguard in swearing their oaths to the lodge anew before the visage of Grimnir. To these fearsome warriors, the protection of the Runefather is synonymous with the defence of their god. It is little wonder then, that when the lodge's patriarch and his heirs are threatened by overwhelming odds, the Hearthguard gladly fight to the death to defend them.

Keys symbolise both the Fyreslayers' ancestral ties to Aqshy and the lodge's binding covenant with Grimnir. However, they also serve a practical purpose – the keys carried by the Runefather and the Runemaster unlock the mighty doors of the magma-vault where the lodge's ur-gold is stored. It would be unthinkable for these keys to be lost in battle, and it is the duty of the Hearthguard to ensure this never happens.

VULKITE BERZERKERS

Vulkite Berzerkers are rightly feared by their enemies, and their exploits in battle are known across the realms. Through smouldering beards, they grin their disdain for the foe as the light of Grimnir burns in their eyes, and they laugh at their enemy's foolish attempts to spit them upon blade and spear.

Fyreslayer lodges are built upon a foundation of skilled warriors and martial pride. From these traditions are born the Vulkite Berzerkers. When a lodge marches to war, it is these stubborn warriors that make up the bulk of its fyrds, and it is by their bloody toil that enemies are broken and mighty armies ground into the dust.

Roaring war cries at their foes, fyrds of Vulkite Berzerkers live up to their name in battle, ploughing through anything that stands in their way. In a whirling maelstrom of flashing axes and blazing golden runes, they fight on, for neither the searing heat of Aqshy nor the chilling winds of Shyish can sap their strength. Nothing less than a devastating wound slows them down, and many are the stories told across the realms of Vulkite Berzerkers hurling themselves through the fray with blades and arrows protruding from their flesh, their battle-rage undimmed.

Some Vulkite Berzerkers favour twin fyresteel axes, the better to fell as many foes as possible. Axes flung wide, they spin around, claiming limbs and heads in a terrible storm of death and destruction. Others wield fyresteel war-picks and bladed slingshields. These shields are far from being purely defensive – a Berzerker can hurl his shield at his target as he closes, ripping it free from their ruined corpse only once he is deep in the ranks of the foe.

The distinctive, sonorous blare of a horn of Grimnir heralds the charge of a Vulkite Berzerker fyrd. Potent relics of the forge-temples, these instruments are said to contain the booming voice of Grimnir himself. As the horn's sound echoes across the battlefield, runes blaze bright and every Fyreslayer feels his god's spirit stir within him.

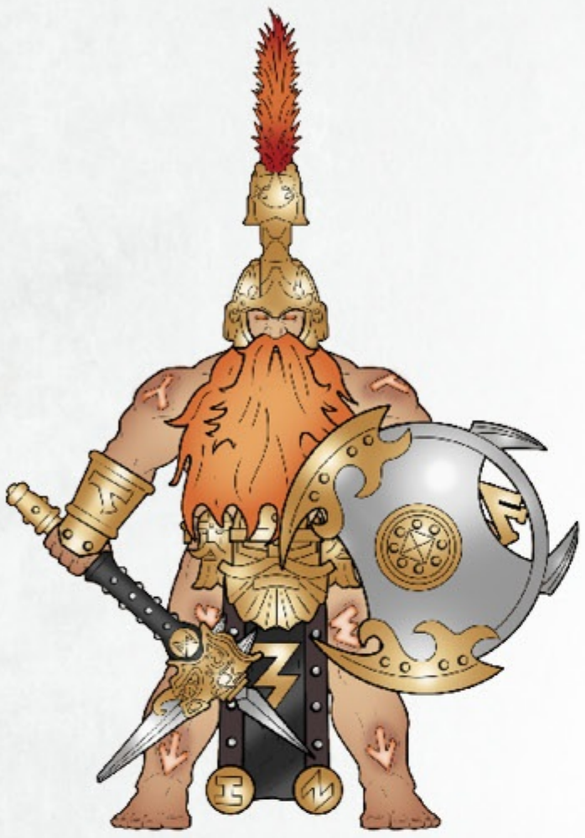
VOSTARG LODGE

Beneath the smouldering volcanoes of the Cynder Peaks, the hammers of the Vostarg lodge ring ceaselessly upon their anvils like drums of war. Among the oldest of the Aqshy Fyreslayer lodges, the Vostarg can trace their lineage back to the legendary Vosforge, and they are the only scions of the original Vostarg lodge still to bear that name. From their sprawling magmahold of Furios Peak, the might of the Vostarg casts a blazing glow across the lands, and their reputation as brutal mercenaries and fearsome warriors stretches far beyond the borders of their domain.

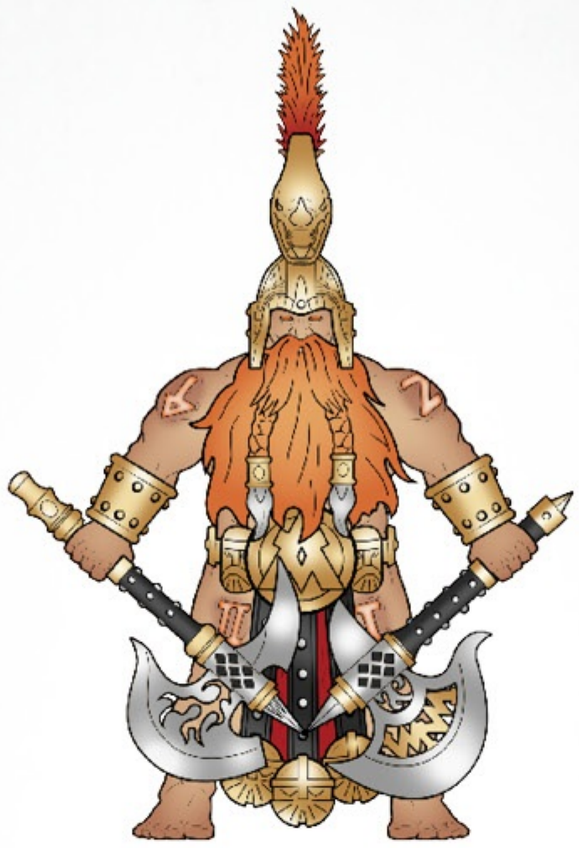
Runefather Bael-Grimnir has led the Vostarg through centuries of war and conflict against foes beyond counting. An ancient and wise patriarch, Bael-Grimnir rides into battle atop a flame-belching Magmadroth whose skin shimmers with the heat of the forge. Every notch in the Runefather's warthrone and every scar in his fire-hardened skin is another tale in the long saga of the Vostarg lodge and its proud warriors.

VOSTARG LODGE

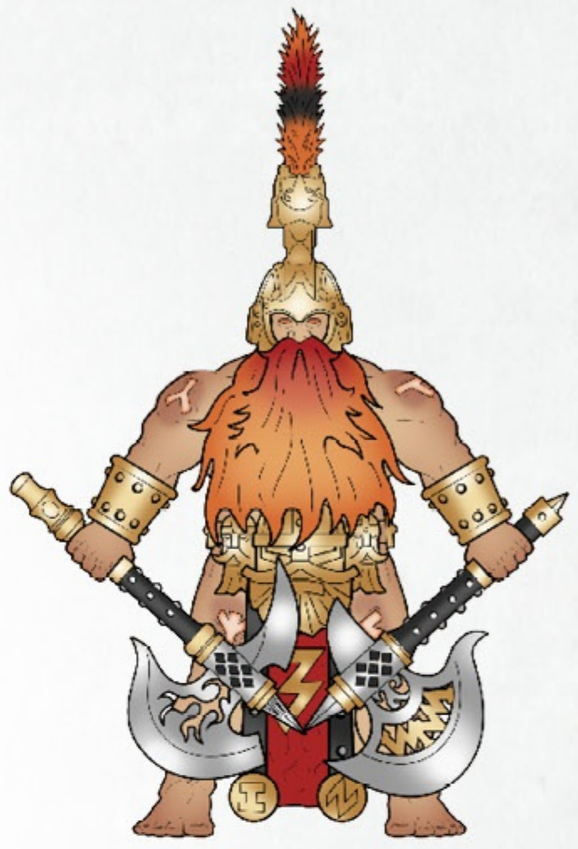
With their flame-haired beards, the Vostarg are the very image of Grimnir himself. The colours of the lodge reflect the great cycle of magma – the vivid orange as it flows beneath the earth, the angry red as it oozes above-ground, and the sombre black as it cools and hardens into rock as unyielding as they.



The Vostarg use different combinations of their lodge's colours on their loincloths to identify fyrds.



The rune of stoicism shown on this warrior's belt represents defiance in the face of great odds.

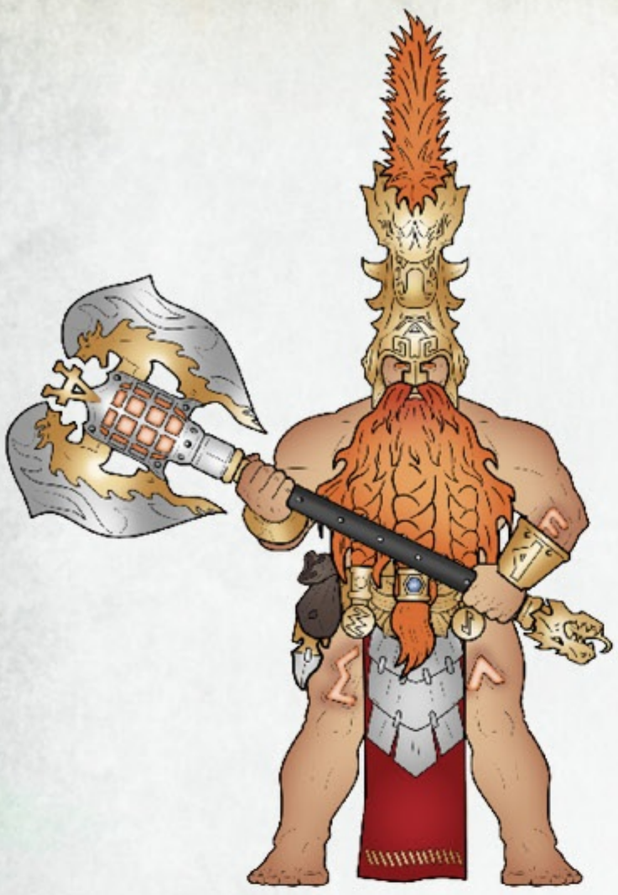


A Vulkite Berzerker wearing the rune of stone on his loincloth, which grants him great endurance in battle.

All members of the Hearthguard wear finely grafted greaves – an indicator of their status among the ranks of the lodge.

The silver key hanging from this Berzerker's belt reveals that he has only recently ascended to his post within the Hearthguard.

Gold keys, such as that shown on the belt of this Auric Hearthguard, are a sign of experience. Some veterans have served several Runefathers.



Only the Grimwrath Berzerkers have the honour of wielding a fyrestorm greataxe. The axe's brazier is capped with a rune of immolation.

As head of the forge-temple's priesthood, Runemaster Vaegor has many unique trappings, such as his ur-salamander skin cloak.

Battlesmith Turgon's icon of Grimnir incorporates the warrior god's own rune – a sacred symbol for the Fyreslayers.

As Runefather, Bael-Grimnir wears the most elaborate helm, along with ornate shoulder guards.

Runeson Yaen's beard is capped with finials that reflect the wyrmslayer javelins he wields in battle.

Runesmiters wear grim helm-masks that inspire their kin and strike fear in the hearts of the foe.

Crest colours are another device used to identify fyrds. Hearthguard crests often display more colours.

GREYFYRD LODGE

Mercenary wanderers, the Greyfyrd lodge travel the realms in search of precious ur-gold to smelt within their forges. From the heart of their great magmahold Gateswold, where portals to many realms lurk beneath megalithic obstinite mountains, the Greyfyrds embark on crusades into the far reaches of the Mortal Realms. In many realms the lodge are much sought-after as mercenaries, and their warriors have changed the fates of the Ninefold Kingdoms of Obsidia, the Gloom tribes of Shyish and the Neolantic Bloodlands among uncounted others.

Generations of war have given rise to many legendary heroes among the Greyfyrds. Among them stands the Grimwrath Berzerker Braegrom, Blessed of Grimnir. The flames of battle shimmering off the blade of his fyrestorm greataxe, Braegrom is a terror on the battlefield as he carves a path of red ruin through his foes. To the rest of his lodge, Braegrom is a pure expression of their warrior god, a portion of Grimnir's spirit given flesh and sent to the Mortal Realms to wage war.

GREYFYRD LODGE

Fyreslayers of the Greyfyrd lodge are instantly recognisable by their sooty black beards, which often smoulder with the heat of the forge when their ur-gold runes are awoken by the Runesmiters. Their battle-garb is predominantly red, while their crests are a stark black and white.

The distinctive silver sheen of this Vulkite Berzerker's fyresteel axes contrasts with the ur-gold he wears.

The bladed slingshields wielded by Vulkite Berzerkers are typical of duardin ingenuity in war.

Fyreslayers commonly wear stylised images of their ancestors to venerate them, as shown on this warrior's belt.

Fyreslayers never wear boots, so that they might be closer to the fragments of Grimnir that still lie imprisoned in the earth.

An Auric Hearthguard's magmapike combines duardin metalcraft with the immolating magic of the forge-temple.

A dauntless warrior, a Hearthguard Berzerker can hack the sword arm from an ogor with one blow from his fyresteel broadaxe.

Battlesmith Argrum's twinned helm crests not only reveal his high station but also mark him out as a veteran of many battles.

Grimnir's fiery visage features heavily upon Runemaster Paerum's weaponry, from his sacred brazier to his ceremonial runic iron.

Runesmiter Augorn's armour has been crafted to appear as though the roaring flames of the forge-temple are rising from it.

Grimwrath Berzerker Braegrom is a living legend within his magmahold, many the deeds wrought with his axe.

Runefather Hursgar-Grimnir wears runes of battle in his beard, cast from spent ur-gold taken from the fallen.

Runeson Hursgum favours ur-gold runes of speed in his legs to hasten him to the thick of the fight.

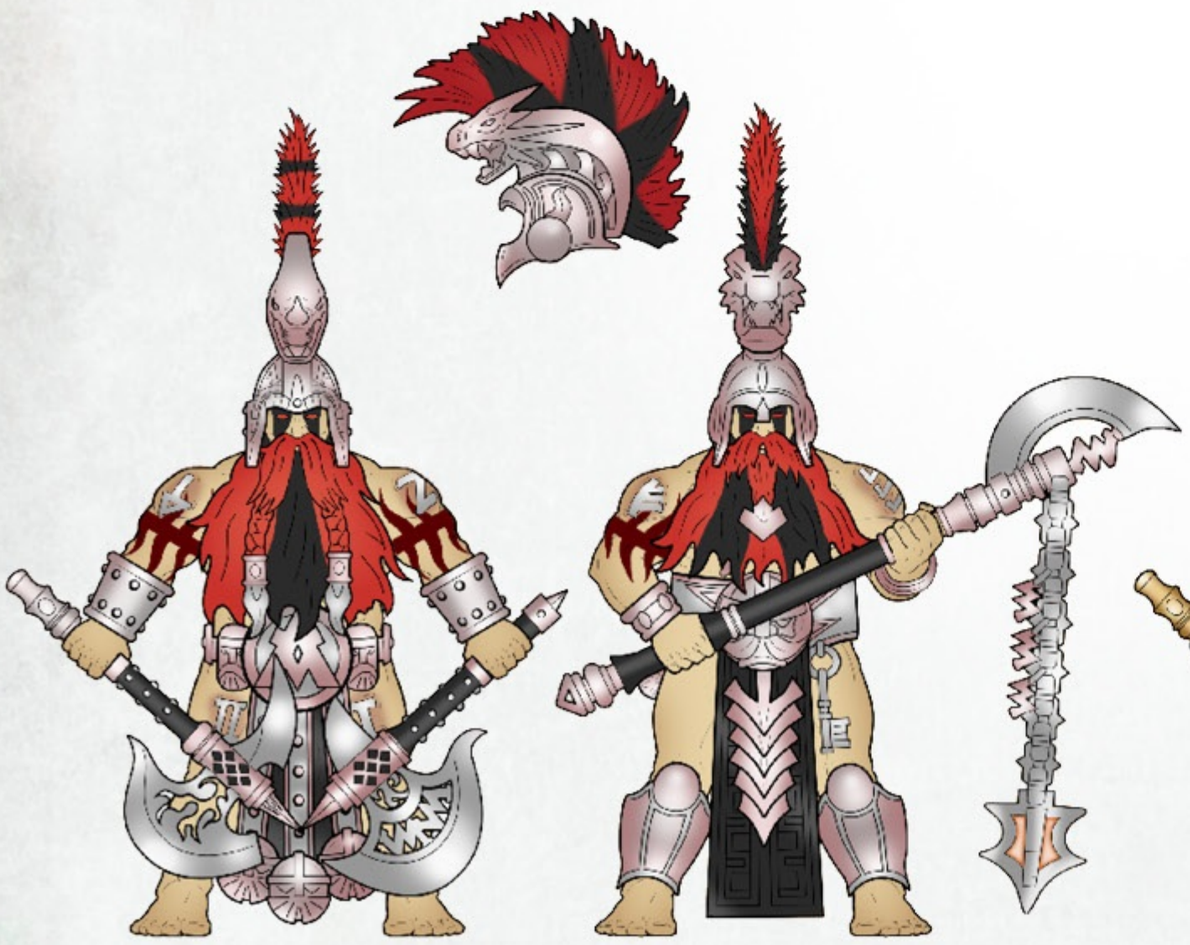
Greyfyrd helm crests are predominantly black, with white stripes for variation. Each smoulders with an inner fire.

LODGES OF THE REALMS

The colours of the lodges are inspired by fire, metal and stone. Red and black feature heavily, echoing the volcanic regions where they make their homes, as does the gold which they seek so fervently. A lodge's appearance may also be influenced by the nature of those to whom they pledge their skills.

The fyrds of the Sigyorn use a deep red oxide to tattoo their skin with symbols of warrior kinship. Their streaked beards evoke the cascading lava-falls of the Forge Cities.

The Caengan lodge are oft allies of the Shadowkin, and daub half their face and beard in soot in honour of their oaths with those shroud-dwellers.



The Thungur lodge mix Hyshian crystal into their fyresteel, giving it an appearance reminiscent of the moonlight that was caged to forge it.

As a rite of passage, warriors of the Lofnir must traverse a bridge of red-hot fyresteel whilst carrying a Magmadroth egg. Those who succeed mark their hands and feet in soot.

The Ulrung lodge of Shyish mark their beards, faces and fists in the white ash of the dead.

The Drong mark themselves with crimson tattoos symbolic of the blood shed by their fallen brethren.

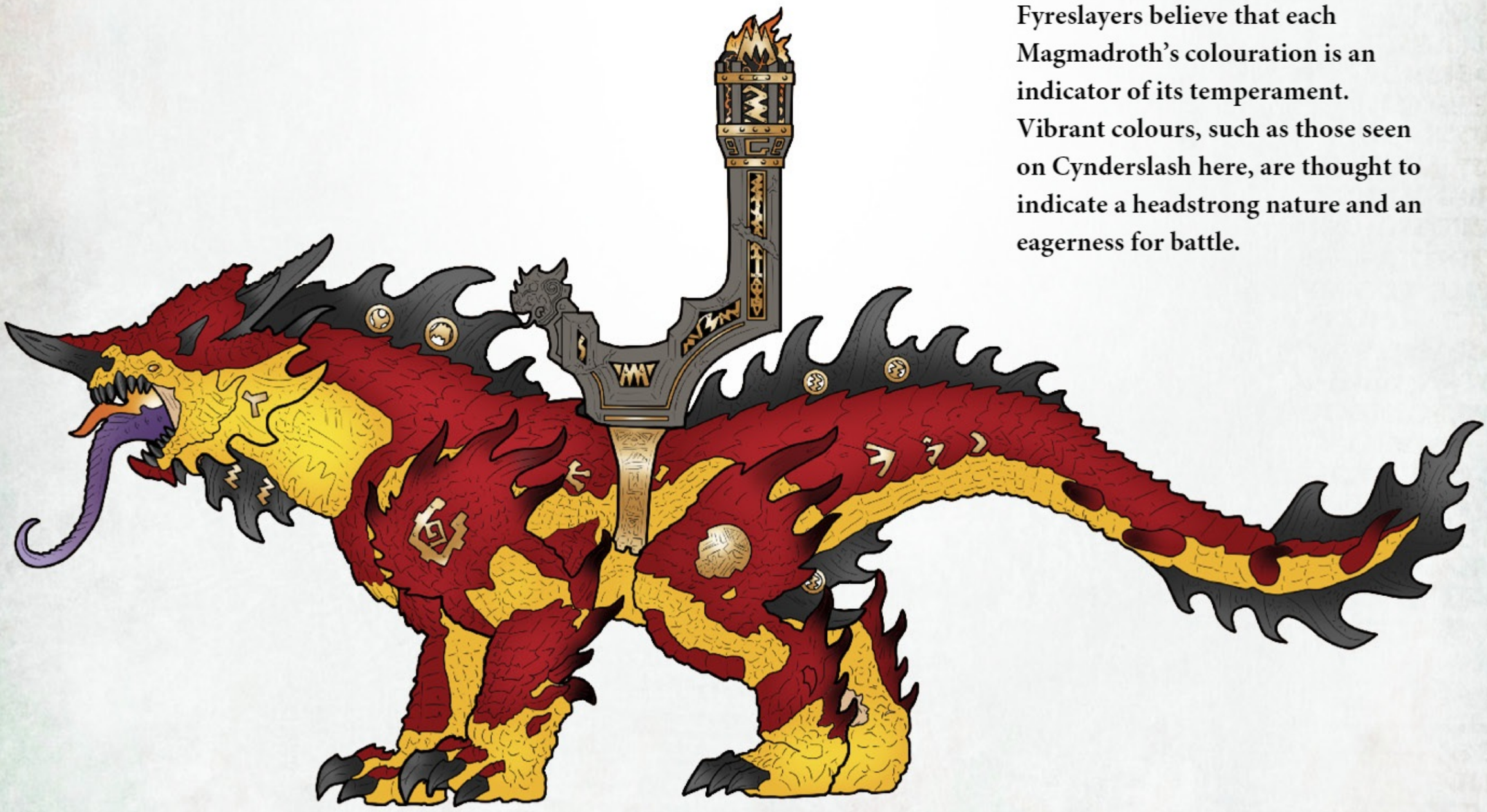
The Tangrim lodge are recent settlers of Azyr, and have adopted streaks the colour of the stars in their beards.

The Blackfyrd are descendants of the Greyfyrd. The two lodges regularly compete in ritual contests of strength.

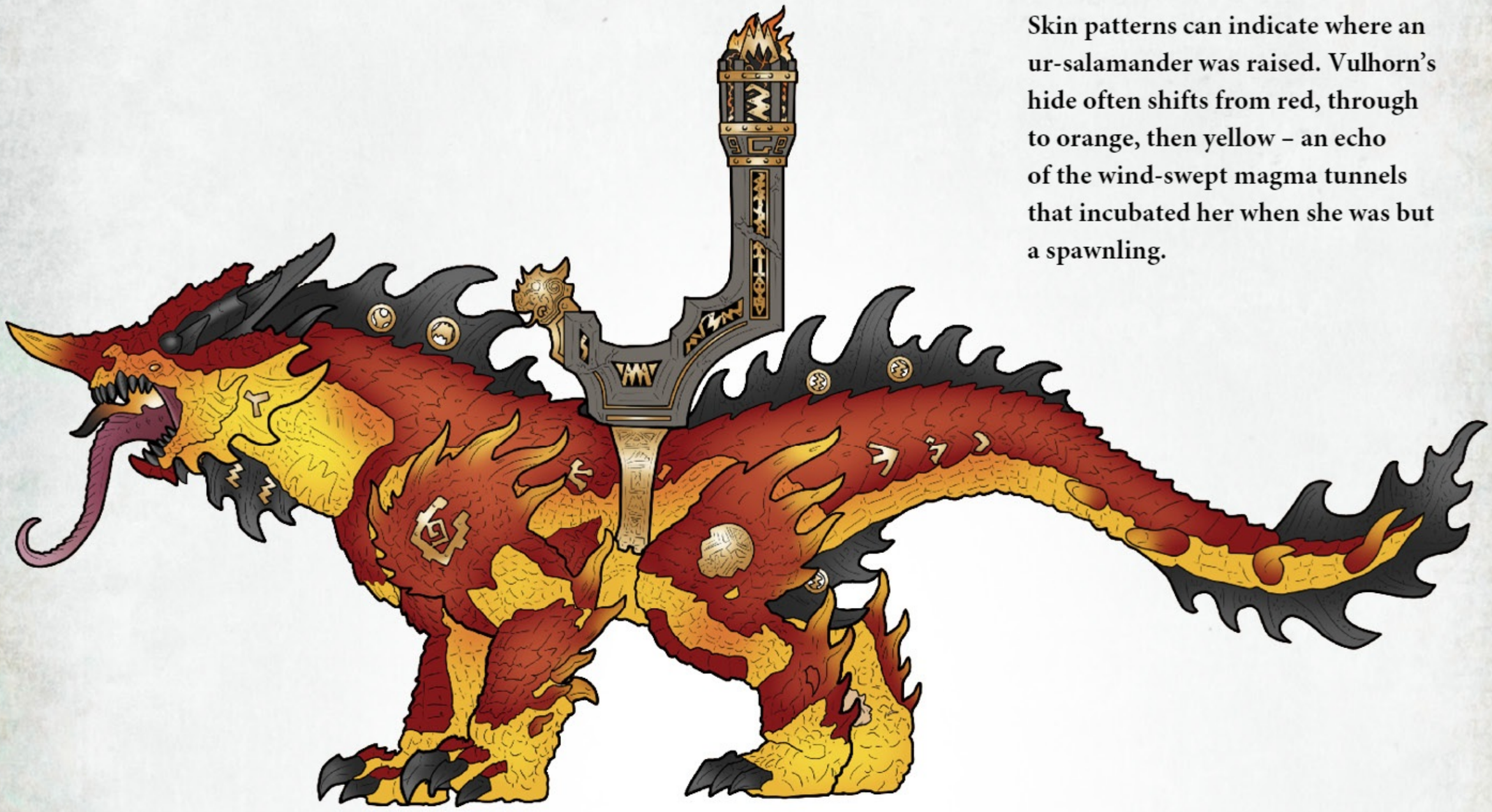
The Baeyrd lodge wear distinctive darksteel armour – an echo of their gleaming obstinite magmahold.

The Hermdar lodge know the secret of blending fyresteel that never loses the heat of its first forging.

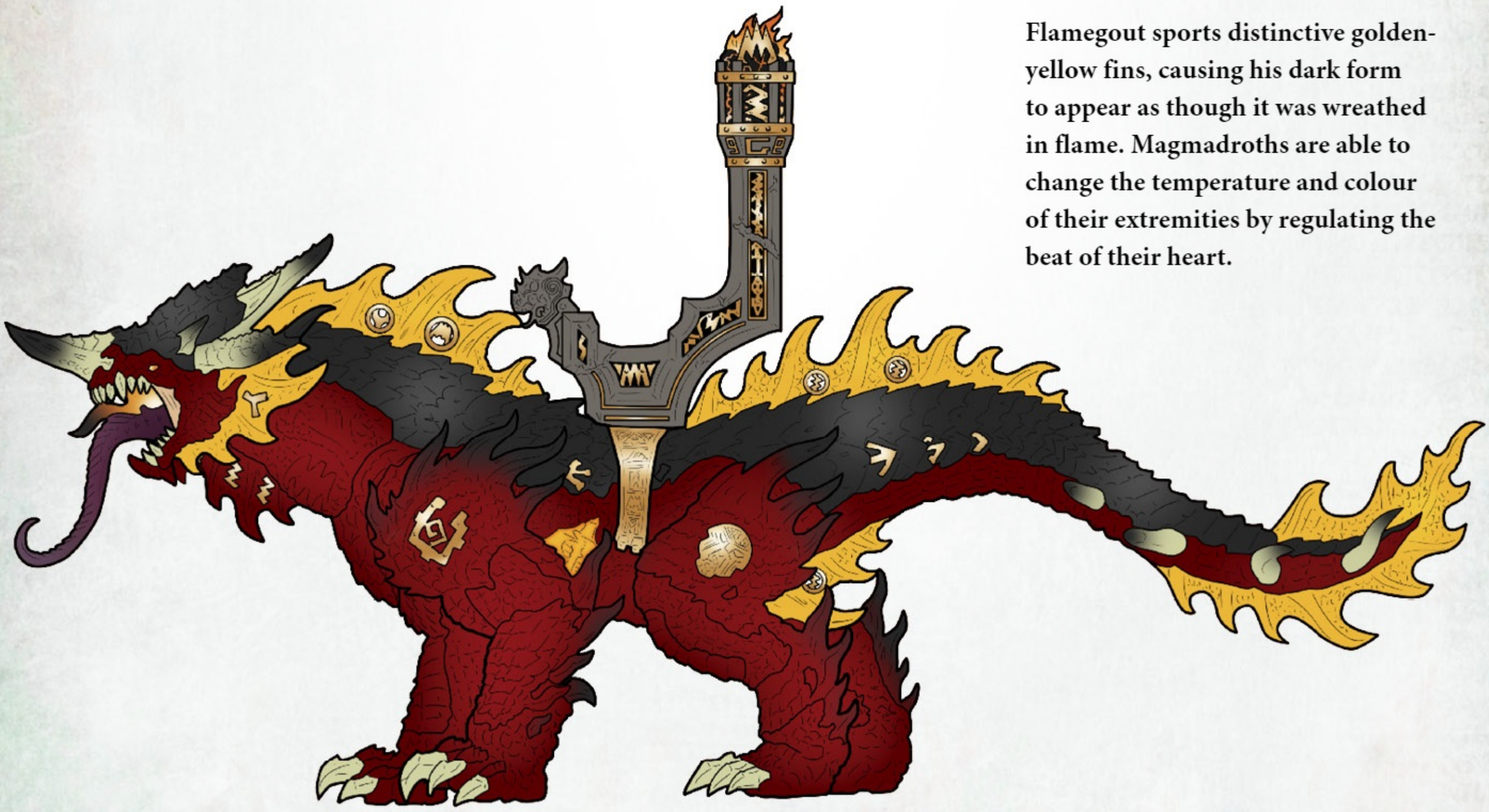
Coalheart is an ancient Magmadroth. His dark flesh is still fiercely hot, even though its colour has deepened with age. Fyreslayers have pressed spent ur-gold runes of ownership and kinship into its flesh.



Fyreslayers believe that each Magmadroth's colouration is an indicator of its temperament. Vibrant colours, such as those seen on Cynderslash here, are thought to indicate a headstrong nature and an eagerness for battle.



Skin patterns can indicate where an ur-salamander was raised. Vulhorn's hide often shifts from red, through to orange, then yellow – an echo of the wind-swept magma tunnels that incubated her when she was but a spawnling.



Flamegout sports distinctive golden-yellow fins, causing his dark form to appear as though it was wreathed in flame. Magmadroths are able to change the temperature and colour of their extremities by regulating the beat of their heart.

WARRIORS OF FIRE AND GOLD

Auric Hearthguard form up around their lodge's Runemaster, magmapikes at the ready.

Grimwrath Berzerkers are the living embodiments of the Fyreslayers' warrior god.

Auric Runefathers are the patriarchs of the lodges, who hold the honour of riding massive Magmadroths to war.

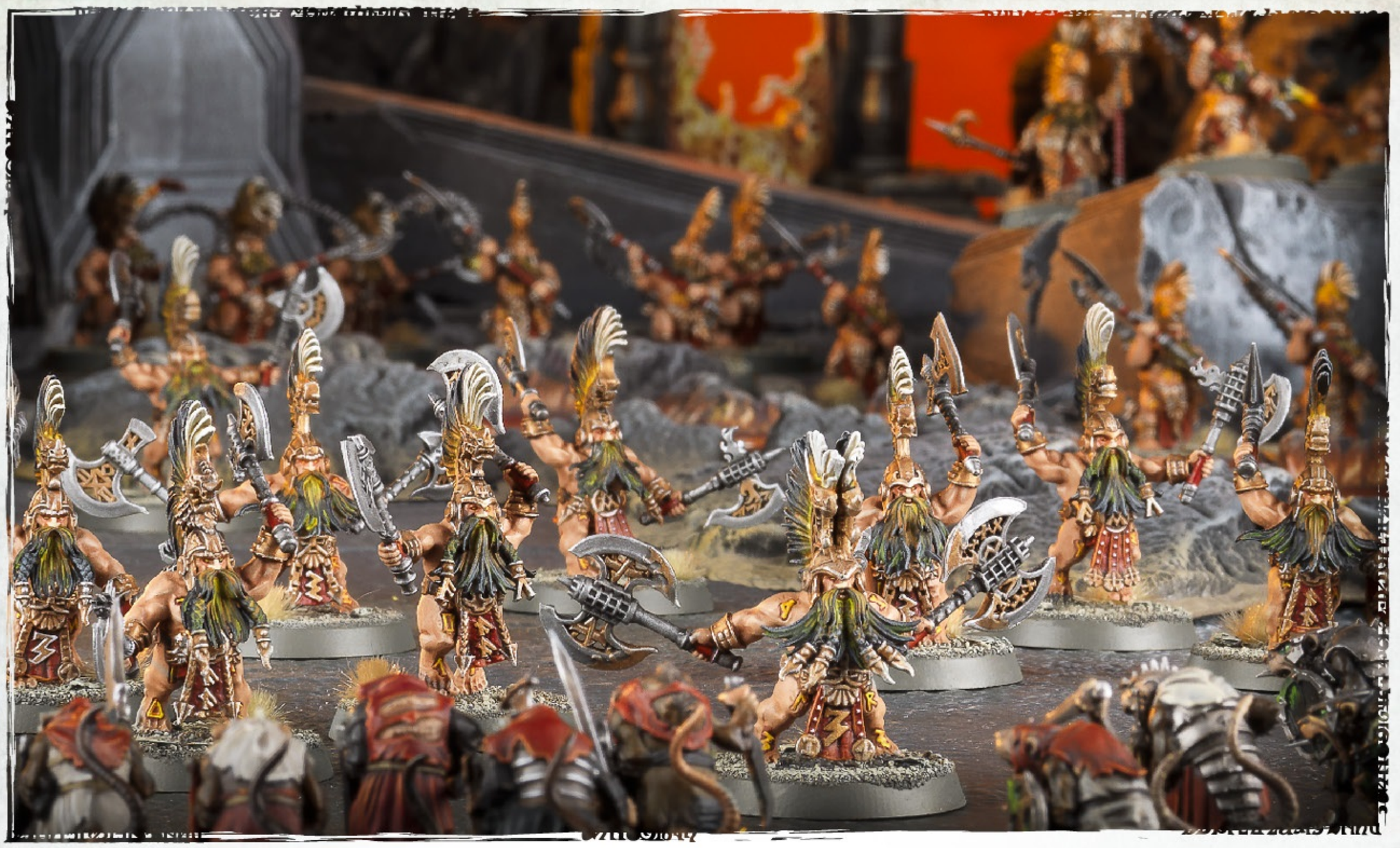
By the light of Grimnir's fire, an Auric Runemaster leads a fyrd of Vulkite Berzerkers towards a source of ur-gold.

Armed with berzerker broadaxes, Hearthguard Berzerkers can hack apart even the largest foes.

Hearthguard Berzerkers charge into battle alongside a Grimwrath Berzerker, their flamestrike poleaxes trailing fire.

A bellowing Runesmiter and torch-wielding Runemaster visit flaming death on the skaven.

Vulkite Berzerkers are driven into a smouldering fury by the bellowed exhortations of a Battlesmith.



Armed with a fyresteel axe in each hand, Vulkite Berzerkers are a whirling storm of destruction.

'EAVY METAL

Auric Runemaster

Battlesmith

Grimwrath Berzerker

Vulkite Berzerker

Vulkite Berzerker Karl

Vulkite Berzerker

Auric Runeson

Auric Runesmiter

Auric Runefather

'EAVY METAL

Auric Runefather on Magmadroth

Auric Runesmiter on Magmadroth

'EAVY METAL

Auric Hearthguard

Auric Hearthguard Karl

Auric Hearthguard

Auric Runeson on Magmadroth

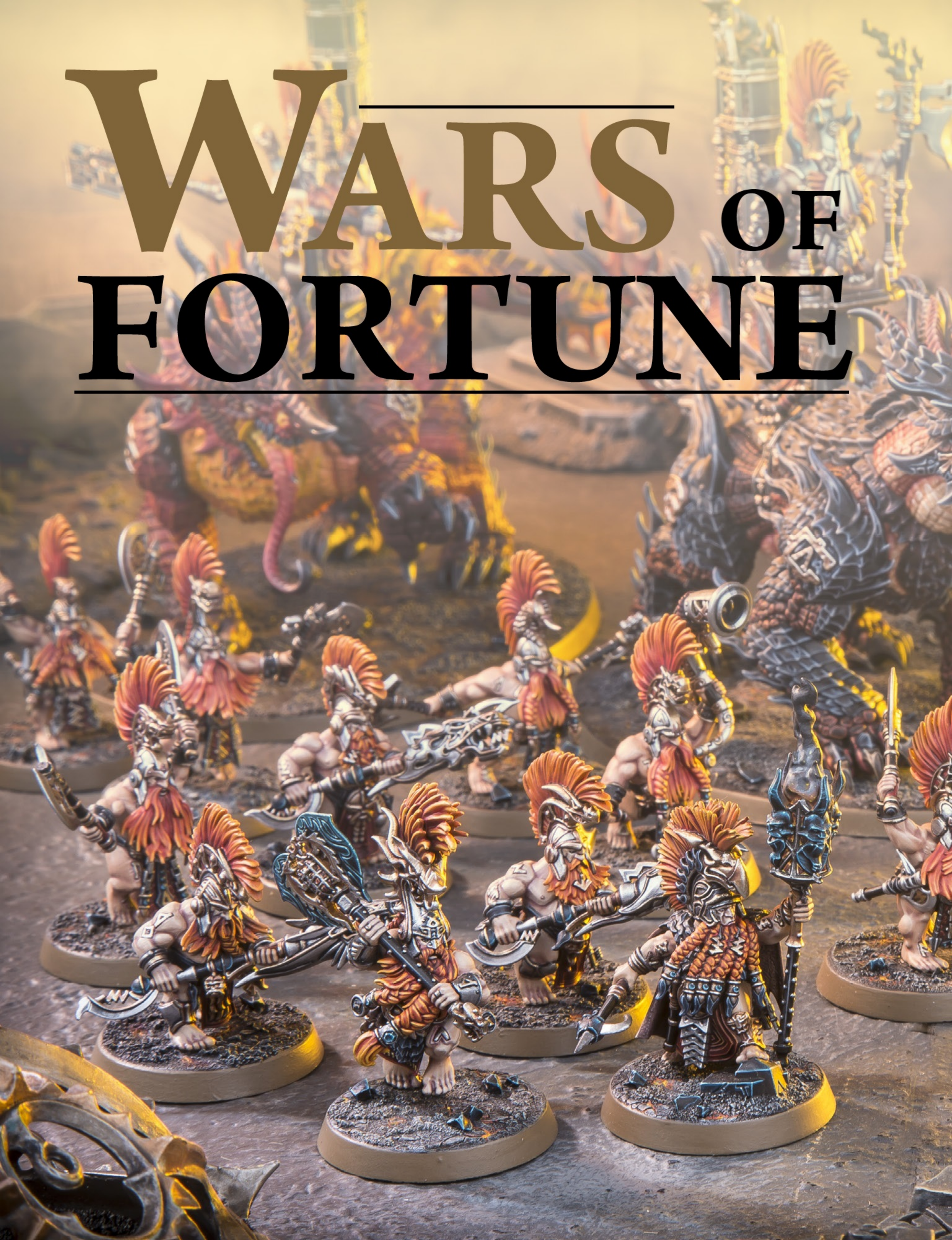
'EAVY METAL

Hearthguard Berzerker

Hearthguard Berzerker Karl

Hearthguard Berzerker

WARS OF FORTUNE



THE TEMPLE OF MAGMA

Agtor Bruul's Khornate Warhorde descended upon the Cynder Peaks in a tide of screaming madmen. Against them stood the lodges of the mountain range's volcanic peaks, chief among them Bael-Grimnir and the Vostarg, emerging from Furios Peak to defend their lands from Chaos.

Blood flowed freely down the Thousand Stairs. For a week, Bael-Grimnir's warriors had held back the howling sea of Bloodbound. The road that led up Furios Peak to the gates of the Fyreslayers' magmahold was littered with the dead. Atop his Magmadroth, the Runefather rode into battle, hacking down wild-eyed warriors. Meanwhile, lines of Vulkite Berzerkers fought shoulder to shoulder, their ur-gold runes blazing in the perpetual twilight caused by the volcanic ash clouds.

The Vostargs were no strangers to the wrath of the Dark Gods' minions, and for as long as the Fyreslayer lodges had worked the mines of Aqshy the armies of Chaos had sought to destroy them. This time, though, it was different. Step by gore-drenched step, the Warhorde was pushing the Fyreslayers back to the gates of their stronghold. For every Bloodbound warrior sent tumbling broken back down into the valley below, a dozen more took his place. Worse, Agtor Bruul and his personal retinue had finally reached the battle. The crimson-armoured Mighty Lord of Khorne rode his Juggernaut across the scorched vale and up toward where Bael and his brave knot of Hearthguard Berzerkers held the stair.

At the arrival of their lord, the Chaos horde went insane, their war cry drowning out even the ceaseless rumbling of Furios Peak. Cursing his foes with every swing of his axe, Bael ordered his warriors to fall back to the gates. At the same time, he sent a force of Hearthguard to bring down the magmaducts that rose above the hold's entrance. Sparks flew off stone as the warriors smashed apart the pillars supporting the ducts until, with a bubbling roar, a curtain of lava cascaded down. The wall of liquid rock flowed down onto the stair, cutting the battlefield in two.

The Fyreslayers formed up before the gates – they were so close to the falling lava that smoke rose from their beards. Glimpsed through the curtain of fire, the shadow of Agtor's army could be seen massing. Incensed with rage, hundreds of Blood Warriors hurled themselves through the lavafall. Even as they died, the maddened fighters charged into the Fyreslayers, burning, screaming, and striking with melting blades.

Those first Khornate warriors to force their way in were swiftly dealt with, Vulkite Berzerkers cutting them down in a steady storm of axe blows. Flames from their dying foes licked at the Fyreslayers' skin, and stray gobbets of magma fell upon their flesh. Filled with the spirit of Grimnir, however, the duardin paid these distractions no mind. Soon, the stairs before the gateway were heaped with dismembered Bloodbound, the air thick with the stench of roasting meat.

The heat of the forge never fully leaves the blade of a Fyresteel axe.

With a gurgling roar, the flow from the magmaducts began to subside, an ancient valve sealing off part of the burning torrent. Bael scowled as a passage opened up through the lavafall. Lumbering through this gap came a pack of Khorgoraths, driven forward by the lash of Bloodstokers. The mutated beasts bellowed in pain and rage as the edges of the magma flow touched them, but charged forward regardless with their masters close behind.

With a gruff command, the Runefather ordered up his Auric Hearthguard to block the passageway. A line of hard-faced duardin stepped forward, levelling their salamander-headed magmapikes. Bolts of blazing lava flew into the Khorgoraths, setting their twisted flesh aflame and slowing their advance as chunks of molten rock cooled and hardened around their limbs. Though several beasts collapsed, encased in stone, others charged on, crashing into the Fyreslayers.

AURIC RUNEFATHER BAEL-GRIMNIR

Bael-Grimnir has been Runefather of the Vostarg lodge for over two hundred years. Stubborn and proud, he has sired dozens of sons, outlived many, and sent others to found their own lodges and widen the search for ur-gold. The Vostarg are one of the oldest Fyreslayer lodges in Aqshy, and many lodges can trace their lineage back to Urgom-Grimnir, rumoured to have been the first to climb the Thousand Stairs and lay pick to stone in the place where Furios Peak's magmahold now stands. Bael prefers to lead his lodge from the front lines, and spends almost as much time riding his Magmadroth, Flamespitter, into battle as taking care of matters of lodge business. Though his beard shows the silver threads of middle age, Bael is a fierce foe, as attested by the Hall of Helms that boasts trophies from almost every race and every realm. Bael's sons are always trying to best the deeds of their father, each hoping to be the next lord of the lodge. As Bael enjoys reminding them, however, he has no plans to hand over the master latchkey just yet.

Bael's Magmadroth sunk its burning fangs into a Khorgorath's side, a jet of black blood turning to noxious mist as it spurted from the wound. From his warthrone, the Runefather brought down a brutal blow, his grandaxe burying itself up to the haft in the Chaos beast. Despite Bael's victories, the Fyreslayers were being pushed back toward the open gates of their hold. With the Khorgoraths forming a speartip, a flood of Blood Warriors and Bloodreavers was pouring through the gap in the lavafall.

Beards dripping with the steaming blood of their enemies, the duardin fought on, the magical spirit of Grimnir flowing from their runes lending them astounding strength and endurance. Chaos blades glanced off rune-stamped flesh and tall, plumed helms. More than one surprised Bloodbound thought he had dealt a killing blow only to feel the bite of a fyresteel axe a second later. However, the Fyreslayers were still outnumbered many times over, and with every duardin driven to the ground under a flurry of hell-forged blades or snapping fangs, the circle of defenders around the gate grew smaller.

Bael considered calling up his sons and the lodge's reserves from below, but their task was to defend it should the gates fall. He swore by Grimnir's flaming beard that the forge-temple would not be taken. Everything hinged upon holding the invaders in the passage under the lava. With his Hearthguard Berzerkers at his side, the Runefather spurred his Magmadroth toward where the lava curtain parted. Axes smashed through Chaos-forged armour and Khorgoraths were hacked into bloody chunks of meat as Bael carved a path toward the lavafall at the head of the Fyreslayer counter-attack.

Where the lava had parted, the Runefather and his Hearthguard were a rock upon which the Chaos horde crashed and splintered. A Bloodstoker lunged out of the press, trying to unseat Bael with his barbed whip. The Runefather caught the weapon on his long-hafted axe, hauling the startled warrior up the scalding side of his mount and delivering a skull-cracking headbutt. A Bloodreaver drove his

blade into the Magmadroth's side only to be immolated in a spray of molten blood, while dozens more Chaos followers fell to the vengeful blades of the Hearthguard.

For a moment, the Runefather thought he had succeeded in containing the Warhorde. Then, Agtor and his Mighty Skullcrushers appeared on the far side of the gap, ranks of fresh warriors at their back. The fell knights' arrival meant that the duardin's chances of holding the opening were lost, but Bael hoped he could buy time to get the bulk of his army into the hold. A Vulkite karl stepped forward, a dozen Berzerkers with him. A single look from the karl told Bael they would give him as much time as they could.

Through the shimmering heat-haze, Smagrim's enemies looked as though they were charging at him underwater. An axe in either hand, the Vulkite Berzerker yelled above the thunder of falling lava and hacked apart anything that came within reach.

'Blood for the Blood God!' screamed one of the Chaos invaders.

'Taste my axe!' retorted the karl, burying his weapon in the man's face. His kin were putting up a furious fight against the reckless rage of the Skullcrushers. Everywhere, fyresteel opened up throats and chests, while duardin were pounded into the ground by the hooves of Juggernauts. The battle raged on for long minutes, until Smagrim suddenly realised he could no longer see any of his brethren. Smashing a knight from his steed, the karl took off the warrior's head, even as his other axe parried a Chaos lance. Then, a sword burst from Smagrim's chest. Spitting blood, he spun around, wrenching the blade from its wielder's grip and bisecting his assailant at the waist. As he fell to his knees, he looked back to the hold, hoping he had given Bael-Grimnir the time he needed.

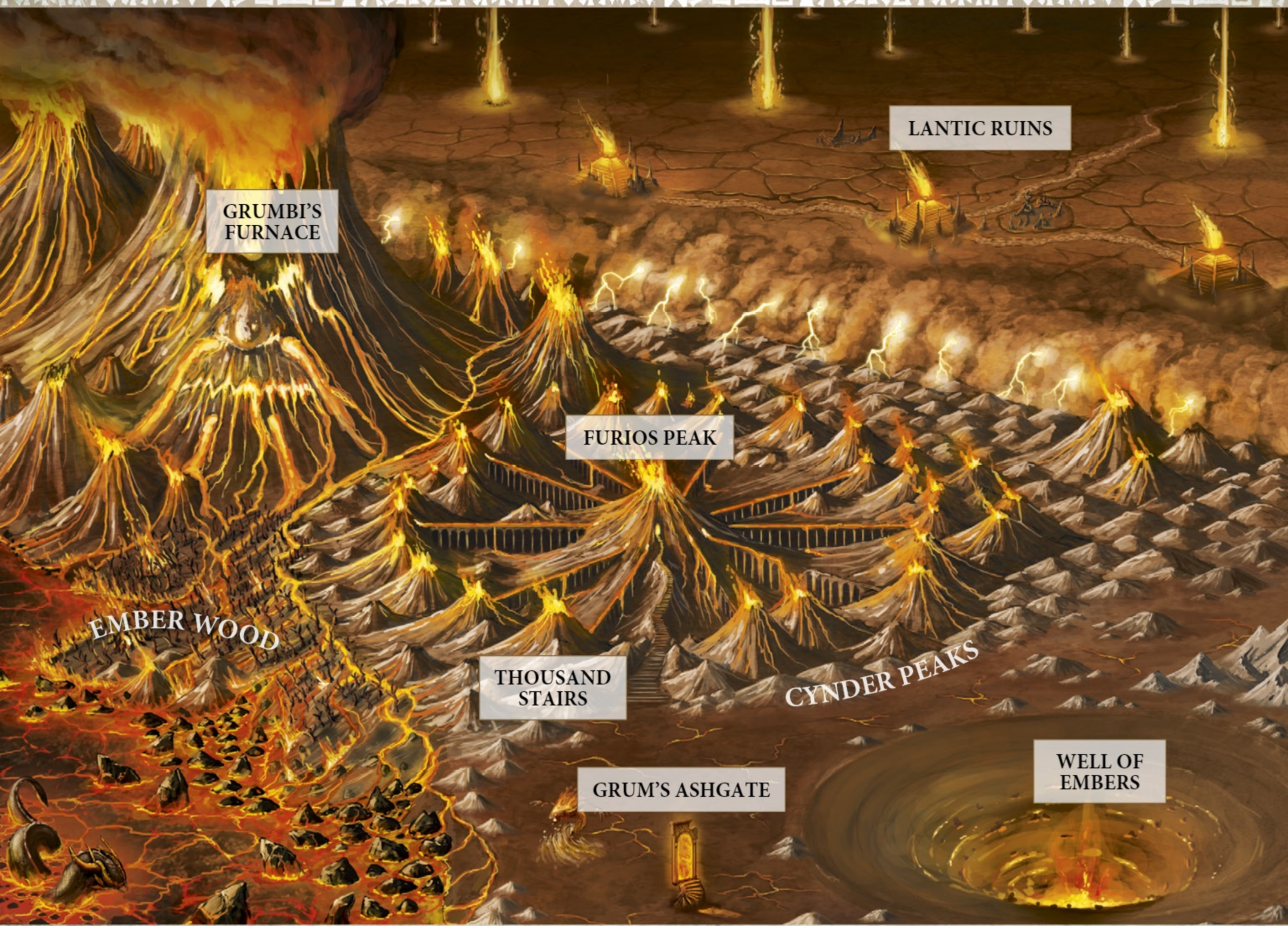
After forcing his way through the gates, Agtor and his horde rampaged through the upper levels of the hold, smashing apart idols and cutting down any duardin that crossed their path. The Furios Peak magmahold was not like any human keep, nor the dreadholds of Chaos. Inside it was a shifting maze of tunnels and gates, the duardin able to change the layout with a pull of a lever or the opening of magma-valves.

The time bought by Smagrim allowed Bael to ready the defenders, and as he retreated, gates came crashing down throughout the hold, sealing off parts of its depths behind tons of stone or rivers of magma. Soon, only the path to the forge-temple remained. Convinced in the blessings of Khorne, Agtor gladly rode down the road laid out before him, thousands of warriors in his wake.

The Bloodbound flowed into the forge-temple. For several heartbeats, Agtor looked upon his foe: a line of determined looking duardin, arrayed before the graven statues of their god. Of their leader upon the firedrake, Agtor could see no sign, doubtless fled into the depths or making for some hidden escape route. It mattered not, this place would drown in blood and Agtor's Bloodsecrator would see it dedicated to Khorne upon the broken bodies of the duardin.

With a war cry that reverberated through the chamber, the lord and his Skullcrushers charged. As their Juggernauts thundered across the temple, Agtor saw three sets of glowing eyes appear in the shadows behind a massive statue of Grimnir.

Bael and his sons spurred their Magmadroths out of the shadows, the beasts spewing a sheet of flaming bile



AGTOR BRUUL, MIGHTY LORD OF KHORNE

Khorne favours those that shed blood in his name, and Agtor Bruul has spilled seas of crimson gore in his rampage across the Realm of Aqshy. Long ago, before he swore himself to the Blood God, Agtor was a warrior of the Salamanderspur tribe. Living in the shadow of the massive smouldering caldera of the Cynder Peaks, he was forced to watch as the Fyreslayers closed their gates against the armies of Chaos, leaving the human tribes to their fate. Bitterness over the duardin's inaction festered in his heart as he watched his kindred suffer, and from its black depths a fathomless rage began to stir.

Over long centuries of murder, Agtor has been rewarded by Khorne, his lifespan extended manyfold so he might continue the god's bloody work within the realms. During the Age of Chaos, Agtor served within the armies that oversaw the raising of Bloodkeep and the extinction of countless peoples. Yet through it all, Agtor reserved a special hatred for the duardin. When Archaon named Agtor a Realm Lord of Aqshy, the Everchosen charged him with breaking the long siege of the Cynder Peaks. It was an honour Agtor embraced with impulsive rage, casting aside an age of hard-won strategy in his eagerness to smash open the magmaholds of the Fyreslayers and fill their precious vaults with mounds of duardin skulls.

into their foes. From hidden corridors, magmapike fire lanced down, and in the space of seconds, hundreds of men had been transformed into pillars of screaming flame.

Heedless of the duardin closing in on all sides, Agtor and his Juggernaut riders crashed into Bael and his sons. Magmadroths and brass daemons snapped and tore at each other as their riders traded blows. Several devastating lance-thrusts came close to spitting Bael, but the Runefather just managed to turn them aside. Then, as the Magmadroths converged in the centre of battle, they began to blaze with heat – and the Juggernauts began to melt.

Bael laughed as flame rolled off the three beasts, their lava hearts beating faster as the ancient power of Vulcatrix was unleashed. Upon their stone forge-thrones, the duardin heroes merely smouldered, their weapons punching through armour grown soft from the incredible heat and driving deep into flesh that was already cooking. With a rain of brutal blows, Bael and his sons smashed apart the Khornate knights.

In his rage, Agtor fought on, but surrounded by the vengeful duardin, his fate was sealed. Bael's sons impaled the Chaos lord on their wyrmslayer javelins, the serpent tongued spears transfixing the Mighty Lord of Khorne long enough for the Runefather to bring his axe around in a devastating sideways blow. Agtor's head tumbled across the temple, coming to rest among the remnants of his army.

Hearthguard Berzerkers had emerged from all sides, charging out of hidden tunnels and secret doors concealed in ornate temple alcoves. A wall of flashing fyresteel axes and belching magmapikes, they were steadily carving and burning through the surrounded Bloodbound. From the forge-temple altar, the Vostarg's Runemaster and his attendant Runesmiters chanted out the litanies of Grimnir, each verse punctuated by hammers striking ur-gold, and answered by blazing runes in the flesh of Bael's warriors.

With a triumphant look at his sons and a savage grin, Bael turned his Magmadroth back toward the battle, raised his latchkey grandaxe, and charged in to finish off those who had dared invade his hold.

BATTLEPLAN

AT THE THRESHOLD

HOW TO USE BATTLEPLANS

This book contains three battleplans, each of which enables you to fight a battle based upon the exciting narrative that leads up to it. These battles should be fought using all of the rules on the *Warhammer Age of Sigmar* rules sheet unless the battleplan specifically indicates otherwise. Each of the battleplans includes a map reflecting the landscape on which the battle was fought; these maps usually show a battlefield that is 6 feet by 4 feet in size, but you can use a smaller or larger area if you wish.

As warriors-for-hire, the Fyreslayers fight most of their battles far from their great holds, but sometimes a foe will attempt to lay siege to their homes. Whether seeking the treasures hidden in their deep vaults or attacking for more nefarious purposes, invaders had best be prepared – the Fyreslayers do not take at all kindly to intruders...

This battleplan lets you enact Agtor Bruul's assault on Furios Peak, but it could just as easily represent any foolhardy attempt to attack the Fyreslayers on their home turf.

THE ARMIES

One player commands the Fyreslayers army, and the other represents the besieging force.

The Fyreslayers' general has a unique command ability, in addition to any others they have. In addition, the Besieging army has an ability that it can use to cross the Fyreslayers' defences. Both can be found below.

FYRESLAYERS' OBJECTIVES

Does your enemy's impudence know no bounds? Long have they plagued the surrounding lands, but now – at the climax of many days' fighting – they seem hell-bent on battling their way to the very gates of your hold. Giving the order to awaken the great magmic defences from their slumber, you prepare to show your foe the wrath of the Fyreslayers.

INVADER'S OBJECTIVES

The fight has been long, and countless thousands of warriors have given their lives, but you now stand at the threshold of victory. You need only press the final assault, and the secrets of the Fyreslayers will be laid open for you to seize. You will take their lodge-home and claim it as your own, winning glory untold. Seeing that the duardin have released great walls of magma to slow your advance, you call your priests forward. Though you fight at the Fyreslayers' gate, the battle will not be on their terms entirely...

FYRESLAYERS' COMMAND ABILITY

Pull Back: Pick a unit that is within 15" of your general and within 5" of your battlefield edge, and remove it from the battle – it has been ordered back to defend the hold. Roll a dice at the start of each combat phase for each model that is defending the hold. For each result of 6, you can disregard a wound inflicted in the same phase on the defenders in the hold (see page 75).

INVADER'S ARMY ABILITY

Blazing Maniacs: Your army has sworn to make it to the gate, no matter what. In any one of your hero phases, you can declare that your army will charge the lava wall. In that turn's movement phase you do not need to roll to see whether models are slain when they move through the lava curtain. In the battleshock phase of that turn, each unit that moved through the lava curtain suffers D6 mortal wounds.

THE BATTLEFIELD

The battle takes place at the outer boundary of a Fyreslayer magmahold, beneath a colossal volcanic range. The battlefield is divided by a great curtain of falling lava that originates high above and cascades into a deep abyss.

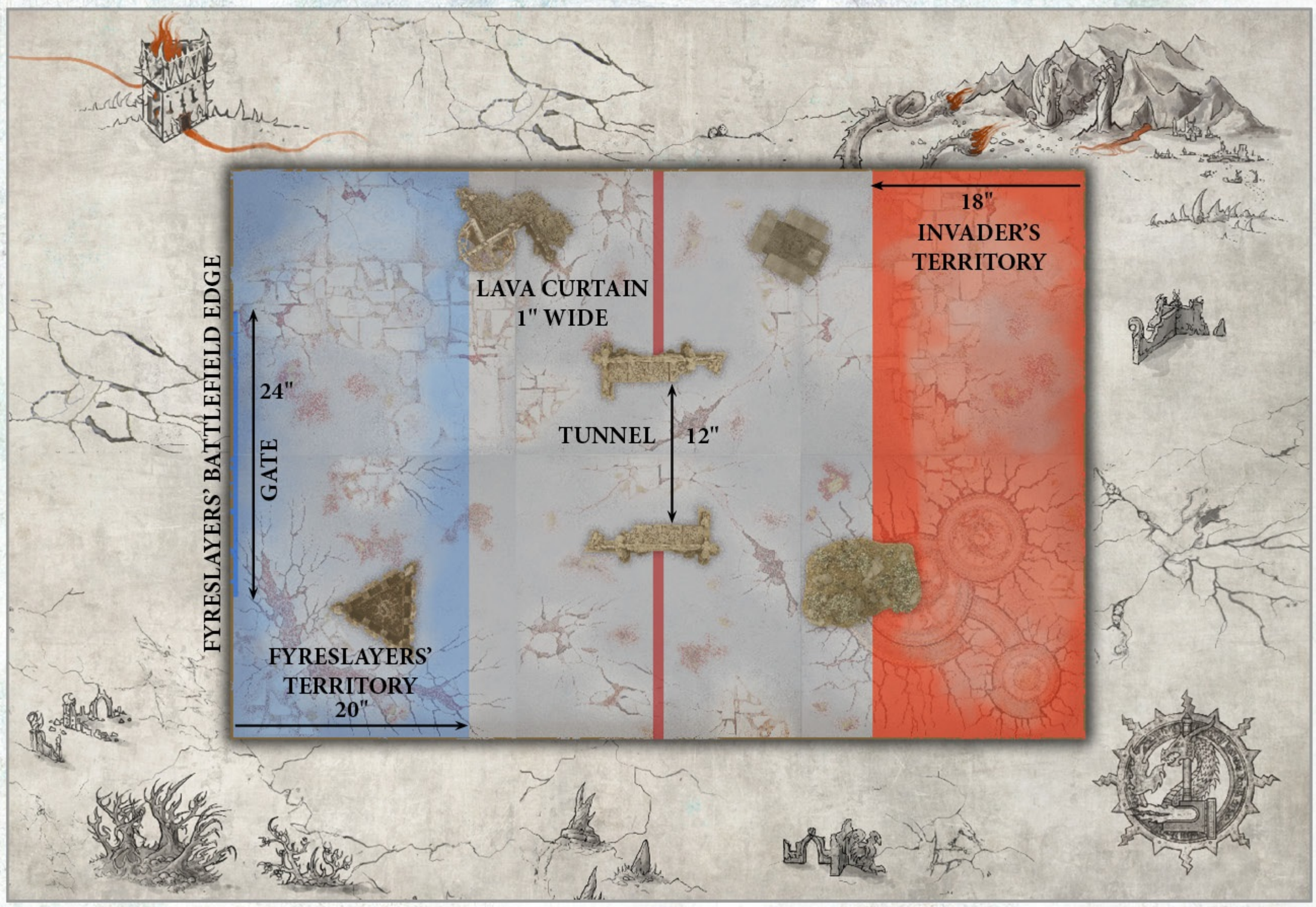
You can either use the example scenery shown on the map below, or set up the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet, making sure that the terrain is set up to represent the tunnel through the curtain of lava.

SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, the invader first sets up one to three units from their army at least 12" from the Fyreslayers' territory. The Fyreslayers player then sets up all of their units within their territory.

HIDDEN ADVANCE

At first, the Fyreslayers cannot see the bulk of the invading army. As such, the invader places a marker in their territory for each of their remaining units. A scrap of paper marked with the unit's name and placed face-down is ideal – all that matters is that the Fyreslayers player does not know which unit each marker represents. In the invader's turn, markers can only act in the movement phase, using the Move characteristic of the unit that the marker represents. If the invader wishes the unit to do anything else, they must reveal it. A unit is also revealed if a Fyreslayers unit can see it and is within 20". When a unit is revealed, the invader sets one of the models over the marker, then sets up the rest so that they are all within 6" of the first.



FIRST TURN

The invader decides who takes the first turn in the first battle round.

THE LAVA CURTAIN

A great molten wall stretches across the centre of the battlefield, as shown on the map to the left. Only a fool would attempt to cross it; whether boiled by the searing heat or borne down into the abyss by the weight of molten rock, their chances of survival are incredibly slim. Models cannot see, cast spells or attack through the lava curtain. In addition, roll a dice for each model that attempts to move into or through it. If the result is 5 or less, the model is slain. **HEROES** and **MONSTERS** suffer D6 mortal wounds instead.

BREACH THE GATE

The invading force is not looking to fight a protracted battle here, but rather to force its way through the great gate and into the hold proper, where they will cause as much devastation as they can. If an invading unit ends its movement phase within 1" of the gate on the Fyreslayers' battlefield edge (as marked on the map) and not within 3" of any enemies, the invading player can remove them from the battlefield and declare that they have broken through the gate.

In the combat phase of each turn, each unit that has broken through can attack the defenders within the hold; the defenders are treated as an enemy unit with a Save of 5+. Keep a running total of the number of wounds inflicted on the defenders with the hold, as this will be used to determine the victor.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. If there are no units from the invader's army on the battlefield at the end of a battle round, and none have broken through, the battle ends and the Fyreslayers win a **major victory.**

Otherwise, the battle lasts for six battle rounds. At the end of the sixth battle round, total the number of wounds caused on the defenders in the hold. If this is higher than the number of models in the invader's starting army (both parts), the invader wins a **major victory**. If the number of wounds caused is less than half of the number of models in the invader's starting army, the Fyreslayers win a **minor victory**. If there is any other result, the battle ends in a **draw**.

A REIGN OF BLOOD

Years of death and darkness marked Queen Cyssandra's dominion over the Gloom tribes of Shyish. Paid by the tribes in tomb-gold, the Greyfyrd lodge marched into the Grave Warrens, their axes come to claim the head of the terrible vampire queen and end her long reign of blood.

The vampire queen Cyssandra ruled a sprawling subterranean kingdom of tomb-mazes, mausoleum cities and vast corpsemills. Her minions harvested the rain of dead that continuously fell from the killing fields in the lands above, while the subjugated Gloom tribes scavenged the ruins for desiccated meat to continue their miserable existence.

Runefather Hursgar-Grimnir led the Greyfyrd lodge into this midnight realm, accepting the promise of golden grave-goods from the Gloom tribes as payment for Cyssandra's destruction. At Hursgar's side marched many Fyreslayers, among them the Grimwrath Berzerker Braegrom, a warrior already legendary among the peoples of Shyish for destroying the Voideye Gargant.

With keen-edged axes, the Fyreslayers carved a path across an underground landscape of forsaken ruins and walking corpses, leaving the road to Cyssandra's castle of bone littered with twitching body parts. The most powerful foes were quickly cut down by Hursgar and Braegrom, their blades hewing apart zombie monstrosities and lumbering skeletal giants.

On and on the winding road of skulls led, taking the Fyreslayers into a twisting maze of tombstones. There, stone walls leered at the duardin, and graven words warned them of the dark fates that awaited intruders. Each turn revealed fresh foes, the shadows disgorging knots of moaning horrors. Hursgar's Hearthguard formed a wedge of gleaming axes that hewed apart the tide of undead. Though more than one duardin vanished under the grasping claws and broken teeth of the zombies, the path was soon thick with rotting body parts and severed hands still feebly grasping at the Fyreslayers.

As they fought through the maze, every Fyreslayer felt cold eyes upon them. It was as if the black sky of stone above them was gazing down into their very souls. Meanwhile, from the stalagmite spires of her castle, Cyssandra watched the Fyreslayers as they tried to navigate her maze and allowed herself a cold smile, savouring the thought of what lay in wait for the duardin.

Braegrom smashed open the yellowed skullgate that barred the path to the centre of the maze. As he wrenched his axe from the door's skeletal face, the Fyreslayers charged out across a field of freshly turned ground. In the distance, Cyssandra's keep rose up above the walls of the tomb-maze, close enough now for the duardin to see the dark figure standing atop its central tower.

Hursgar roared out a challenge to the vampire. In answer, thousands of claws thrust up out of the ground. On every side skeletons hauled themselves out of the earth, dirt spilling from ribcages and eyesockets, while pallid flesh-eaters scrambled from the shadows. Heavily outnumbered, the Fyreslayers formed a defensive circle of scowling faces and sharpened fyresteel, with Hursgar atop his Magmadroth at the fore.

Vulkite Berzerkers hacked and smashed apart revenant warriors and feral crypt ghouls as the undead lunged at their cordon, their axes spattered with black blood. In their midst, Battlesmith Argrum stood beneath the stern visage of Grimnir reciting the tale of the Battle of Ebonwall, when the Greyfyrds fought for days on end as they held back the sea beasts of Gurglax. Meanwhile, Runesmiter Urgolm hammered upon his runic altar, the resounding clangs and booms unleashing the power of Grimnir from the Fyreslayers' ur-gold runes.

For all their fury, the Fyreslayers were being pushed back. Each duardin casualty caused the circle to shrink, while the dead seemed without end, no matter how many were returned broken to the ground. With a growl, Hursgar motioned with his great axe to where a ring of Necromancers huddled at the back of the undead horde. On the ground, Braegrom could not see what the Runefather was pointing to, but it mattered not. With an oath to his warrior god, the Grimwrath Berzerker hurled himself into the sea of dead.

The Fyreslayers beside Braegrom knelt as the Grimwrath charged, allowing him to use their shoulders as a platform with which to launch himself. Braegrom smashed down onto the worm-eaten heads of a packed rank of zombies. Kicking in faces and stamping on rotting skulls, he battered and clove his way across the groaning mass.

Soon, Braegrom could see the Necromancers. Withered, robed creatures, they chanted in a rasping chorus as dark energy rolled off their gnarled hands. Where the magic touched the ground, more dead clawed their way to the surface. His feet pounding over the restless ground, Braegrom ran toward them. When the closest Necromancer saw Braegrom, the wizard's sunken eyes filled with terror, and with a wave of his spindly hand zombies piled in upon the Fyreslayer. Braegrom raised his axe in time to fend off the first corpse that grasped for his throat. Flames blazing from the brazier in his axe, he set about holding back the tide of rotting flesh.

From within the circle of Fyreslayers, the Runefather and his kin watched Braegrom as he was surrounded by undead. Unable to reach the Grimwrath, Hursgar could only offer up a prayer to Grimnir. Then, Braegrom vanished from sight, buried under a writhing mass of foes, drawing a collective roar of anger from the Fyreslayers.

For long moments, Hursgar considered falling back to the tomb-maze; maybe amongst its narrow corridors, his warriors would stand a chance against this endless horde. Certainly, to remain there much longer was to invite the destruction of his army. A shout from one of his Vulkite Berzerkers drew the Runefather's attention, and as he looked up, Braegrom burst into view, the Grimwrath's rune-covered body blazing like the sacred fires of the forge.

Broken bodies flew in all directions as Braegrom carved his way to where the Necromancers stood. The first wizard raised a hand, readying a warding spell, but the Grimwrath Berzerker hacked off the limb, ending his foe's mewling cries with a second swing of his blade. The other Necromancers tried to retreat, but the same sea of undead that had protected them from Braegrom's wrath now blocked their way. The Grimwrath fell upon them in a storm of blows, and as the wizards died, so too did the deathless horde, as the Necromancers' magic unravelled.

The rune of fire is sacred to the followers of Grimnir.

Braegrom split the ghoul from cranium to crotch, stepping between the dripping halves of the creature as it fell in two. The remainder of the craven beings fled before him, loping back into the twisted shadows of the vast bone edifice. In his furious rampage from the field of zombies to the foot of Cyssandra's castle, a glimmering fragment of Braegrom's rage-filled mind had remained focussed on the keep. Feeling the heat of his runes burning in his flesh, he let the spirit of Grimnir guide his great axe. Each flaming sweep of the massive weapon reaped a heavy toll upon his enemies, their remains crunching underfoot as Braegrom advanced, not once breaking stride. The oath he had sworn to defeat Cyssandra blazed bright in his mind. Climbing the steps to the castle's grand entrance, he felt his determination grow as he drew closer to the presence of the vampire, the feeling doubtless a gift from his god. A shadow fell upon him just before he reached the rusted gateway, and instinctively, Braegrom looked up to see two massive bone statues flanking the entrance. Skeletal horrors with vast, tattered wings and sabre-like fangs, they stared back at him with empty eye sockets. Then, the 'statues' creaked to life...

THE DEATH LANDS
RAIN OF CORPSES
CYSSANDRA'S KEEP
TOMB MAZE
HEADSMAN'S BRIDGE
BURNING BLOOD BRIDGE
GLOOM GATE
WITHERTOUCH BRIDGE
MORTUARY FACTORY
PRISON OF SOULS

With a screech, the Terrorgheists took to the air. Behind their predatory shrieks, the Fyreslayers could hear Cyssandra's laughter as she channelled dark magic into her creations. A dozen Vulkite Berzerkers were snatched from the ground by the creatures' talons. Some were snipped into gory chunks and others were flung down the castle stair – though a few hauled themselves slowly back to their feet and staggered back into the fight. Hursgar swung at the beasts as they swooped overhead, but the creatures remained clear of the duardin's axe. Worse, zombies had begun to fall down from the stone sky above, knots of bodies landing among the fighters and swarming the Fyreslayers. Alongside the arrival of the dead rain, other, darker things crawled free of Cyssandra's dungeons.

Braegrom locked eyes with the vampire, spat on the ground and bellowed a long and inventive insult involving Cyssandra's parentage and feeding habits. With a casual gesture, the vampire sent one of the Terrorgheists twisting through the air toward the Grimwrath Berzerker. Before the beast could sink its talons into Braegrom's flesh, however, he spun around, smashing his axe into the undead thing's ribcage. Thrashing and screeching, the Terrorgheist carried Braegrom up over the battle, its body convulsing as it tried to shake the Fyreslayer loose. Hand over hand, Braegrom climbed up the length of his axe, finally getting a hold on the monster's skeletal body. With one hand gripping the beast, the Grimwrath pulled free his axe before swinging himself round onto the creature's neck. As he landed, Braegrom's axe clove into the Terrorgheist's skull. Shrieking, the monster came crashing down into the tower where Cyssandra was weaving her necromantic magics. With a thunderous shattering of stone, bone and iron, the tower caved in on itself.

Dust rolled out across the battlefield, and for the second time, Hursgar-Grimnir peered through the press of combat to see if Braegrom lived. The Fyreslayer seemed truly blessed by the spirit of Grimnir, and as the dust cleared, it revealed the duardin champion and vampire locked in a bitter struggle. Cyssandra was staggeringly fast, her movements a blur as her blade tried to pierce Braegrom's flesh. The Grimwrath Berzerker

weathered every lightning-fast blow with barely a flinch. Hursgar spurred his Magmadroth toward the duel, but the surviving Terrorgheist came crashing down in his path. Hursgar roared an oath and charged.

Braegrom tried to sink his axe into the vampire, but even before he swung, she had moved out of the way. Rivers of blood streamed down his body, and only the power of his runes was keeping him upright. Grimacing through the pain, Braegrom waited until Cyssandra thrust her sword into his side, then grabbed its blade in his thick fingers. Her weapon momentarily trapped, the vampire snarled, a second before Braegrom delivered a bone-shattering headbutt that sent Cyssandra crashing to the ground. As she fell, her grip upon her army slackened.

Hursgar-Grimnir's Magmadroth was chewing noisily on the bones of the Terrorgheist, the beast having crumbled to pieces when the vampire fell. The Runefather looked up to see his Fyreslayers scattering the undead. Those few shambling corpses that remained either wandered without purpose or attacked mindlessly until fyresteel blades put them down.

A mighty clang drew Hursgar's attention, and out of the ruins before the keep came Braegrom. The slayer hauled an ornate coffin wrapped in chains, his dust and blood-covered beard split by a great grin. Curses spilled from inside the coffin as something strained against its bindings. Listening to Cyssandra's ineffectual ravings, Hursgar grinned too.

BATTLEPLAN

THE FIEND'S LAIR

Regarded as some of the most reliable mercenaries available, Fyreslayers will fight for almost anyone, or undertake any task, if their fee in gold can be met. This has sometimes led to them standing against the forces of order, though it is far more likely that they will be found battling some evil that threatens the weak.

So it was when Runefather Hursgar-Grimnir came to the Grave Warrens, charged with slaying the foul vampiress Cyssandra who made her home there. Long had she tormented the Gloom tribes of Shyish, and in desperation they had reached out to the Greyfyrd lodge for aid.

This battleplan can be used to retrace Hursgar's path as he sought his quarry. It would also suit the hunt for any other undead lord, or – by replacing the zombies in the Corpse-rain rule (page 85) with other, similar foes – it could be used to enact the attempted capture of any number of dread tyrants.

THE ARMIES

One player commands the Fyreslayers army, and the other represents the foul fiend they have been sent to slay. We recommend that the fiend player's army has at least a third more models.

The Fyreslayers' general has a unique command ability, in addition to any others they have, and the fiend player's general has a special ability. These are both shown below.

FYRESLAYERS' OBJECTIVES

You are hunting a foul fiend that makes its lair in a twisting network of caverns beneath a vast killing ground, cowering behind an army of mindless minions. No matter; for the right price, you would stand against each and every denizen of this realm, until you stood atop a pile of bones or you breathed your last. For the honour of your lodge, and the rewards you will reap, you must battle through each cavern in turn until your task is complete and the fiend is slain.

FIEND'S OBJECTIVES

It has been many years since you first made these caverns your home, and in that time you have amassed quite an army. The people of this parched land have come to learn that they are little more than cattle, and it has been a long time indeed since your rule was questioned.

Now, gazing through the eyes of your sentries, you see a duardin throng approaching, attired for war. This is no local warband, seeking vengeance for some perceived wrong; this is a mercenary army, sent to take your head. You turn away, dark magic swirling around you as you prepare to rouse your followers from their slumber. Let the duardin come. Your army could use some new recruits...

FYRESLAYERS' COMMAND ABILITY

No Time to Linger: Your general bellows at his warriors to make haste, lest their quarry should escape. In the following movement phase, when your general or a unit within 10" of him runs, roll two dice and add the results together (instead of rolling a single dice) to determine how much further they can move.

FIEND GENERAL'S SPECIAL ABILITY

Dark Vassals: Even before the fiend is revealed, its presence is felt on the battlefield. The fiend player's general can use command abilities (and cast and unbind spells, if it is a **WIZARD**) before it has been set up on the battlefield. Each time it does so, pick a **HERO** in the fiend player's army, and use that model when measuring ranges or checking visibility as if it were the general.

THE BATTLEFIELD

This battle takes place in the lair of a dread fiend, amid winding catacombs that have never been touched by the sun.

Set up the battlefield as shown on the map below. The cavern wall can be represented by creating a gap in the battlefield or with a terrain feature. The rest of the scenery can be generated as described on the *Warhammer Age of Sigmar* rules sheet, or you can follow the example shown below.

SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, the fiend player divides their force into four parts, allocating one part to each of the numbered areas of the battlefield as shown on the map. They can divide their army however they wish, but their general must be allocated to the area of the board marked '4'. Note that none of these models are set up yet. The Fyreslayers player then sets up their entire force within their territory.

FIRST TURN

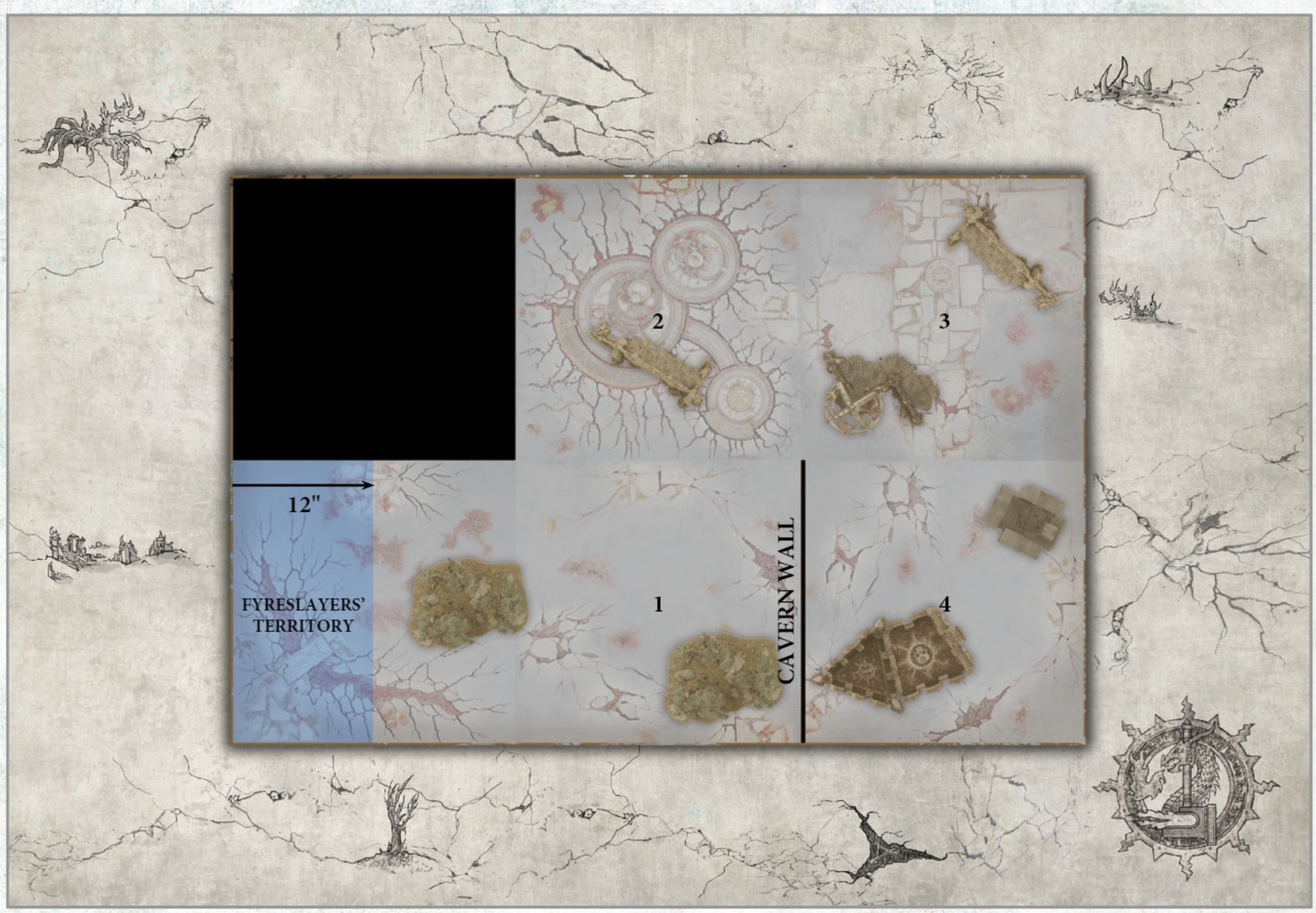
The Fyreslayers take the first turn in the first battle round.

SUNLESS DEPTHS

In the shadowy caverns, ranged attacks are all but useless. Subtract 1 from the result of any hit rolls if the target is more than 8" away, or subtract 2 if the target is more than 16" away.

THE CAVERN WALL

The cavern wall (see below) is utterly impassable. Models cannot see, move or attack through it in any way.



OUT OF THE GLOOM

The first time a Fyreslayers unit finishes a move in one of the numbered areas, the fiend player sets up all of the units that were allocated to that area. Each unit must be set up in that area, more than 6" from any units in the Fyreslayers army. If any units cannot be set up because they do not fit, they are added to the force that has been allocated to the next area. If there are no areas remaining (because a unit would not fit into area 4), any units that have not been set up will not take part in the battle.

CORPSE-RAIN

As the Fyreslayers advance, enemies begin to tunnel down from the roof of the cavern. Once the Fyreslayers have entered area 2, the fiend player rolls a dice in each of their hero phases and places that many zombies on the battlefield, anywhere within areas 2 and 3. Roll a dice for each one after it has been placed. On a result of 1 or 2, it is pulverised on landing and removed from the battlefield. On a 3 or 4, it lands and is joined by its foul kin; place D6 additional zombies so that they form a unit with it. On a 5 or 6, it is followed by a veritable swarm of undead! Place 2D6 additional zombies, so that they form a unit with the zombie. If the fiend player has no zombies to place, this rule has no effect.

OMINOUS STATUARY

The fiend's lair is surrounded by forbidding statues in the likeness of terrible beasts, which spring to life at their master's word and are sustained by dark magic. Add 1 to the result of any save rolls for **MONSTERS** that the fiend player sets up in area 4.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, if the fiend player's general is slain, the battle ends immediately, and the Fyreslayers player wins a victory. This is a **major victory** if at least 50% of their starting models are still on the battlefield – otherwise, it is a **minor victory**.

If there are no models from the Fyreslayers army on the battlefield at the end of a battle round, the battle ends and the fiend player wins a victory. This is a **major victory** if their general has not been set up, otherwise it is a **minor victory**.

THE SHARD OF PESTILENCE

A blight upon the ancient Gargant's Plateau in Ghyran, Withertree Bog stretched for leagues around a warpstone monolith raised by Rotclaw priests. Driven to torment by its presence, the Arrak Woodkings called upon the Baeldrag lodge to cut out the deadwood that festered within their realm.

The mighty Gargant's Plateau groaned in pain. As Runefather Grumgen-Grimnir and the Baeldrag lodge emerged from the Tanglewood Realmgate, they could see that pestilence had infected leagues of the colossal giant's tree-covered form.

Splitting their army into two forces, one led by Runesmiter Urglorm and the other by Grumgen-Grimnir, it was the Fyreslayers' plan to storm the clearing around the monolith, known as the Shard of Pestilence, from different directions. Working their way through the writhing trees of the Tanglewood and up the side of the crumbling plateau, the duardin began forging paths through Withertree Bog.

Almost at once, the bogland reacted to the Fyreslayers' presence. Dimly sentient mud sucked at their bare feet, while gnarled, plague-riddled trees clawed at them and spat fizzling sap. Cursing loudly, the two Fyreslayer forces hacked their way toward the pillar of warpstone. The Runefather was the first to reach the edge of the clearing, ordering his warriors to attack the pestilent congregation of skaven gathered at the structure's base. Screeching in alarm, the Plague Monks stirred to action, hundreds of ragged shapes converging on the first Vulkite Berzerkers to charge into their midst. Closest to the shard stood a one-eyed Plague Priest, warpdust-flecked spittle dribbling from his mouth where he had been gnawing the foundations of the foul structure. Babbling with insane fervour, the priest called out to the Horned Rat, and the warpshard glowed brighter in response.

Heedless of the priest's ravings, Grumgen pressed in against the skaven. His Magmadroth's claws tore and crushed the ratmen, while his grandaxe soaked the ground with their putrid black blood. Around their lord, the Fyreslayers fought furiously. Hearthguard Berzerkers laid waste to the skaven, each sweep of their axes cleaving through tattered robes and scabrous flesh. Then, the shard pulsed once more, and the landscape around the duardin came alive.

AURIC RUNEFATHER GRUMGEN-GRIMNIR

As legend goes, when the Vostarg lodge abandoned Vosforge, Grumgen's forefather four times removed was one of those to make the journey to Ghyran in search of ur-gold. There, he founded the Baeldrag lodge on the back of the Wandering Mountains, and Grumgen's people grew rich upon the wars between the sylvaneth and their foes. The mountains themselves tolerate the presence of the duardin, as long as they do not delve too deeply into their stony hides. However, the skaven have also set their sights upon the nomadic peaks, doubtless to work some foul scheme of the Horned Rat. If there is one thing Grumgen hates more than anything else, it is skaven. Ever since his sons Grumgar and Grumgor were captured by the Grey Seer Kritket Doomeye and stitched into the abomination Ummglug, Grumgen has taken the opportunity to slay skaven wherever it arises. Grumgen has learned from battles in the pay of the sylvaneth that the skaven are, ironically, a reliable source of ur-gold, given their penchant for eating dead Fyreslayers, runes and all.

Twisting roots, heavy with corruption, burst from the ground. Fyreslayers were dragged down into the earth, their cries drowned out as rancid muck filled their mouths. Aided by the magic of the shard and their manic priest, the skaven surged forward, claws and rusting blades seeking duardin flesh. Grumgen motioned forward his Auric Hearthguard to hold back the ratman charge with a volley from their magmapikes, but a toxic fog rolled forth, spoiling their aim. Censer Bearers moved among the skaven and, driven mad by the noxious fumes of their weapons, they scrambled toward the front line. Where the deadly clouds touched the Fyreslayers, flesh sizzled and blackened. The duardin coughed blood into their beards and fell to their knees from its killing effects.

The rune of fury grants Fyreslayers a portion of their god's battle-rage.

Grumgen sought out these minions of the Horned Rat, fighting his way through the fog. With lungs well accustomed to the searing ash of the forge, the Runefather weathered the poison fumes. Then, as Grumgen lopped the head from another frothing skaven, he heard the furnace roar of another Magmadroth. Urglorm's force had arrived. Now it was the skaven's turn to suffer. With duardin warriors pouring into the clearing from two directions, the Fyreslayers tore apart the Plague Monks – not even the bog could slow their advance. Soon, Grumgen arrived at the glowing shard, his grandaxe ready to silence the chanting Plague Priest. Then, the base of the shard stirred, and what Grumgen had taken for a pile of corpses burst into life, revealing twin abominations.

Grumgen's Magmadroth reared up before the first abomination, flaming claws fending off the skaven beast's crazed assault. A thing of stitched bodies and far too many mouths, the abomination screeched and slobbered with mindless rage. The second monster shambled past Grumgen and into his Fyreslayers. A dozen duardin were ground to pulp under its bulk, while others were devoured by hungry maws or torn apart by dripping claws.

Charging out of the tangled edge of the clearing upon his flame-drooling mount, Urglorm called out a prayer to Grimnir. In response, a sea of runes blazed bright through the dense fog covering the battlefield. A moment later, it was followed by a thunderous war cry from a hundred duardin throats, and the Runesmiter plunged into the fray.

Under the sickly light of the shard, Runefather and abomination traded brutal blows. The monster tried to crush Grumgen under its bulk, but his Magmadroth pushed back with monstrous strength. While the two beasts wrestled with each other, dozens of mutated skaven mouths bit and tore at the Magmadroth's hide, the beast's lava blood burning away grasping tongues and misshapen teeth. From the back of his mount, Grumgen hacked away limbs and heads even as he parried barbed tails and lashing talons.

A burning missile slammed into the first abomination's side, followed a second later by a dozen more. Out of the mist, a line of Auric Hearthguard advanced toward the monolith, their ornate magmapikes spitting flame. The abomination twisted around to face this new threat. Grumgen seized on the creature's moment of distraction, hacking down with his axe. With a terrible tearing sound, vast portions of the beast's stitching came apart and thousands of squirming blind rat-things spilled out of its body. Even as the foul tide of vermin washed over them, Runefather and Magmadroth ripped the abomination apart. Grumgen could not be sure the thing was dead, but it no longer seemed to pose a serious threat. Shaking blood and squealing rats from his beard in disgust, he looked back to see that Urglorm and the Fyreslayers had at last bested the other abomination, and that the battle was turning against the skaven. However, the monolith still pulsed with evil light and the priest had clawed his way up to its peak. From his vantage point, the priest continued to hurl deadly spells. Exchanging a look, Grumgen and Urglorm advanced.

The surviving Plague Monks had fallen back to the base of the shard. Close to the fell energies of the warpstone, their bodies erupted in boils, the power of the Horned Rat coursing through them. Screeching out their prayers, they fought all the harder, and dozens of duardin fell under frenzied blows. The Fyreslayers had their own god to call upon, however, and Grimnir's spirit waxed strong. Runes glinting in the half-light of the bog, a ring of sharpened fyresteel closed in on the skaven. Grumgen set his burning gaze upon the Plague Priest atop the shard.

Attacking the monolith from the same side, Grumgen and Urglorm's Magmadroths dug their massive talons into its base. Even though the corrupting magic of the shard burnt the lava beasts' flesh, they set their mighty strength to uprooting it. Screaming and spitting, the Plague Priest threw corrupting curses and pox-spells down upon the Runefather. None found purchase upon his rune-covered flesh, however, as the blessings of Grimnir warded him against the foul sorceries. The Magmadroths rocked the shard back and forth until, like an infected tooth being pulled from a bloody mouth, it tore free from the befouled earth. Grumgen did not even have a chance to lay his axe into the Plague Priest, as the skaven was crushed beneath the toppling structure. Those skaven not killed by the falling shard fought on, their maniacal faith in the Horned Rat blinding them to their imminent doom, but they were soon destroyed by the Fyreslayers.

The Runefather looked again upon the battlefield. The poison fog was lifting to reveal a scene of carnage. There were hundreds of dead and broken bodies, and many of them were his kin, ready for the pyre. Turning to the Runesmiter, Grumgen bade him use his gifts to locate the gold the Arrak Woodkings had promised, the gold they had said would be scattered about the shard. But there were only the rotting remains of the abominations and the ragged bodies of Plague Monks. With a scowl fit to shrivel a tree right to its roots, the Runefather pronounced that their erstwhile patrons had broken their oath. Without another word, the Fyreslayers shook skaven blood from their axes and gathered behind their lord. One way or another, the Woodkings would pay what was owed.

BATTLEPLAN

THE PUTRID BOG

Of all the enemies faced by the Fyreslayers, the skaven are held among the most contemptible. Although the ratmen prize warpstone above all else, some have acquired a taste for ur-gold, and would devour a lodge's entire hoard if given the chance. As such, their mere existence is seen as an affront to Grimnir, and the Fyreslayers actively seek opportunities to hunt them down.

When the Woodkings of the Wandering Mountains told of a pestilent clawpack that had erected a great warpstone monument in Withertree Bog, the Fyreslayers raised an army with notable haste.

You can use this battleplan to reenact Runefather Grumgen's clash against the forces of pestilence, or to create any similar situation, such as a group of Fyreslayers seeking to halt a coven of Tzeentch sorcerers before they can open a portal to the Realm of Chaos.

THE ARMIES

One player commands the Fyreslayers, and the other represents the Harbinger seeking to complete a foul ritual.

If either army contains any **PRIESTS**, they have an additional ability, as shown below, in addition to any others.

FYRESLAYERS' OBJECTIVES

If there is anything more loathsome than the races of your enemies, it is those among their number who have pledged themselves to the spreading of plagues. Disease is the bane of any hold, and those that wield it as a weapon deserve nothing more than total annihilation. It is well-fated, then, that you have been tasked with halting a ritual attempted by these filthy plaguemongers. Your scouts report that it is already underway, so there is no time to waste. You split your force, sending each across the vast, sucking bog that stands between you and your goal, knowing that your intervention cannot come a moment too soon.

HARBINGER'S OBJECTIVES

At last, the local inhabitants have been kept back long enough for the warp-rite to start. The great green shard is in place, your acolytes have begun to chant the first passages from the Book of Woes, and soon the forest itself will rise up to do your bidding. You will take this land for your own, turning it into a fecund swamp in the name of your god. No distractions must be allowed! Should any attempt to stop you, they will soon realise the futility of their actions as they are swallowed up, or killed and eaten by your faithful.

FYRESLAYERS' PRIEST ABILITY

Runic Containment: Fyreslayer priests are well versed in containing powerful magic. Before the Harbinger rolls dice to enact the warp-rite (see page 93), roll a dice for each **PRIEST** from the Fyreslayers army that is within 10" of the shard. For each dice that scores 4 or more, the Harbinger rolls one less dice, to a minimum of one.

HARBINGER PRIEST ABILITY

Scorch-burn: In the Harbinger's hero phase, any **PRIESTS** from their army can draw on the power of the warpstone shard if they are within 5" of it, unleashing a searing bolt of dark magic. Pick a unit within 13" and roll a dice. If the result is 1 or 2, the **PRIEST** suffers a mortal wound; if it is 3, 4 or 5, the unit suffers D3 mortal wounds. If the result is 6, the unit suffers D6 mortal wounds.

THE BATTLEFIELD

This battle takes place at the centre of a vast, sucking bog, where tangled tree roots and overgrown ruins provide the only stable ground. On one such ruin stands a great warpstone shard, its fell power tainting everything around it.

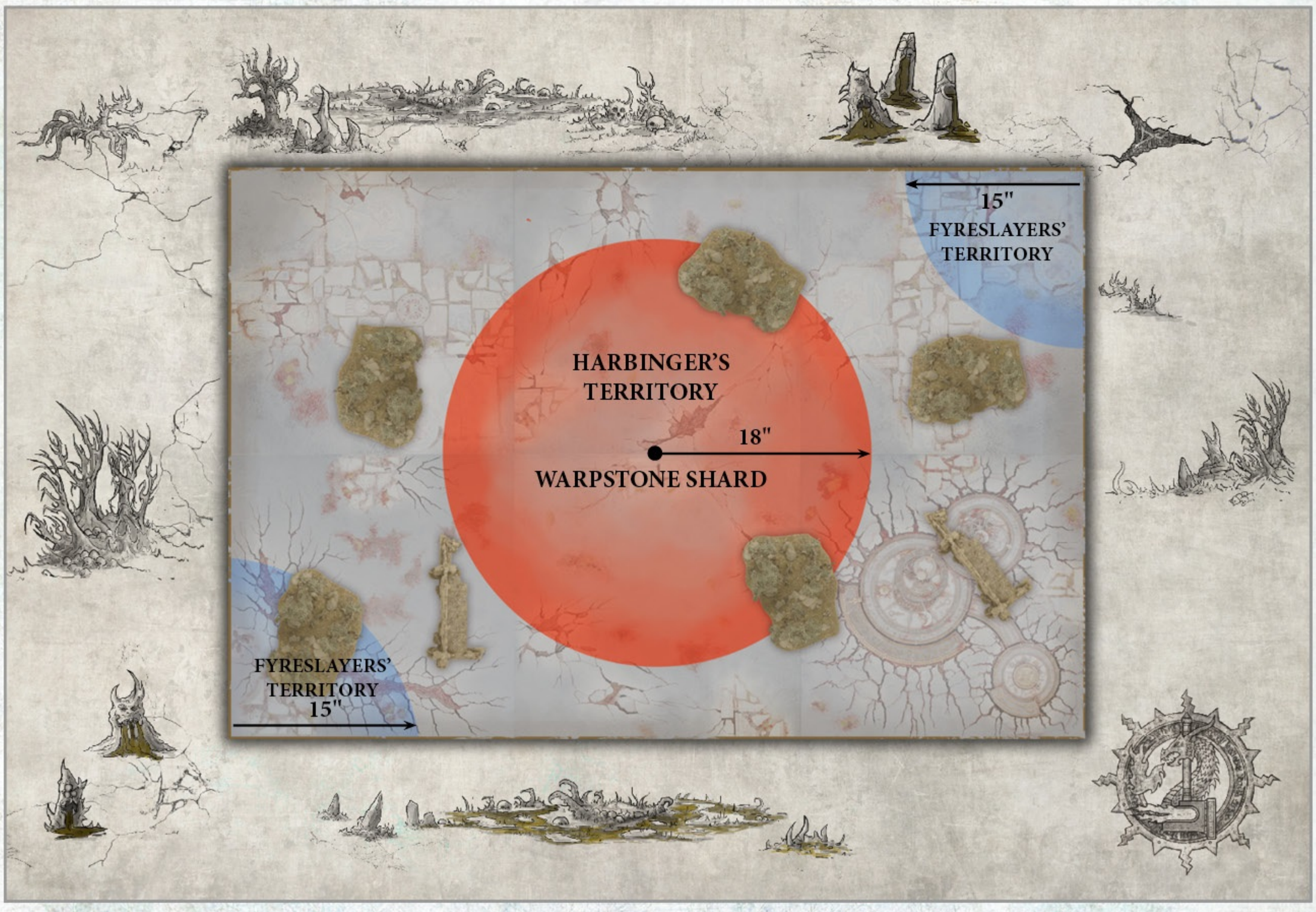
You can either use the example scenery shown on the map below, or set up the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet, making sure that there is a suitable terrain feature in the centre of the battlefield to represent the shard.

SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. First, the Fyreslayers player divides their army into two forces. The Harbinger then sets up all the units in their army, so that all of their models are within 18" of the centre of the board. Then, they pick three terrain features other than the shard; each of these features contains a scavenge pile.

Next, the Fyreslayers player must decide how quickly his army will advance through the bog on their way to the battlefield: cautiously, steadily or quickly. The Harbinger immediately takes two free hero phases if they advance cautiously, or one free hero phase if they advance steadily.

The Fyreslayers player then sets up one force within 15" of one corner of the battlefield, and the other within 15" of the opposite corner. Then, if they advanced quickly or steadily, roll a dice for each unit. If the army advanced steadily and the result is 1, or if it advanced quickly and the result is 1 or 2, it suffers D6 mortal wounds.



FIRST TURN

In the first battle round the Fyreslayers player takes the first turn.

THE WARP-RITE

In the Harbinger's hero phase, they roll a dice, and an additional dice for each of their **HEROES** that is within 5" of the warpstone shard (or two additional dice if the model is a **PRIEST**). Each dice that scores 5 or higher advances the ritual by one step.

When the warp-rite reaches its fourth step, dark energy swirls out of it and possesses nearby trees. At the start of each subsequent combat phase, roll a dice for any unit within 2" of a wood; if the result is 4 or more, it suffers D3 mortal wounds. When the warp rite reaches its ninth step, add 2 to the Bravery of all the Harbinger's units for the rest of the battle.

TOPPLING THE SHARD

Fyreslayers treat the warpstone shard as an enemy model, and can charge and attack it. It cannot be harmed by spells or shooting attacks, but at the end of each combat phase, roll two dice. If the result is lower than the number of wounds that have been dealt to the shard that phase, it is unseated. If it has already been unseated, it is toppled instead. Wounds inflicted on the shard only count for this roll, and are then disregarded.

SCAVENGE-PILES

The Fyreslayers suspect that the enemy have seized a quantity of ur-gold, and hope to find it amid their piles of loot. At the end of the battle, the Fyreslayers player can search a scavenge-pile if they have models within 3" of it, and there are no enemy models within 3" of it.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, if the warp-rite reaches its thirteenth step, the battle ends and the Harbinger wins a **major victory**. If the shard is toppled, the battle ends and the Fyreslayers player wins a **major victory**.

Otherwise, the battle lasts for five battle rounds. At the end of the fifth battle round, the Fyreslayers player rolls a dice for each scavenge-pile they can search, as described above. If they roll at least one 6, they find some ur-gold and win a **minor victory**. Otherwise, the Harbinger wins a **minor victory**.

BORN OF FLAME AND FORGE

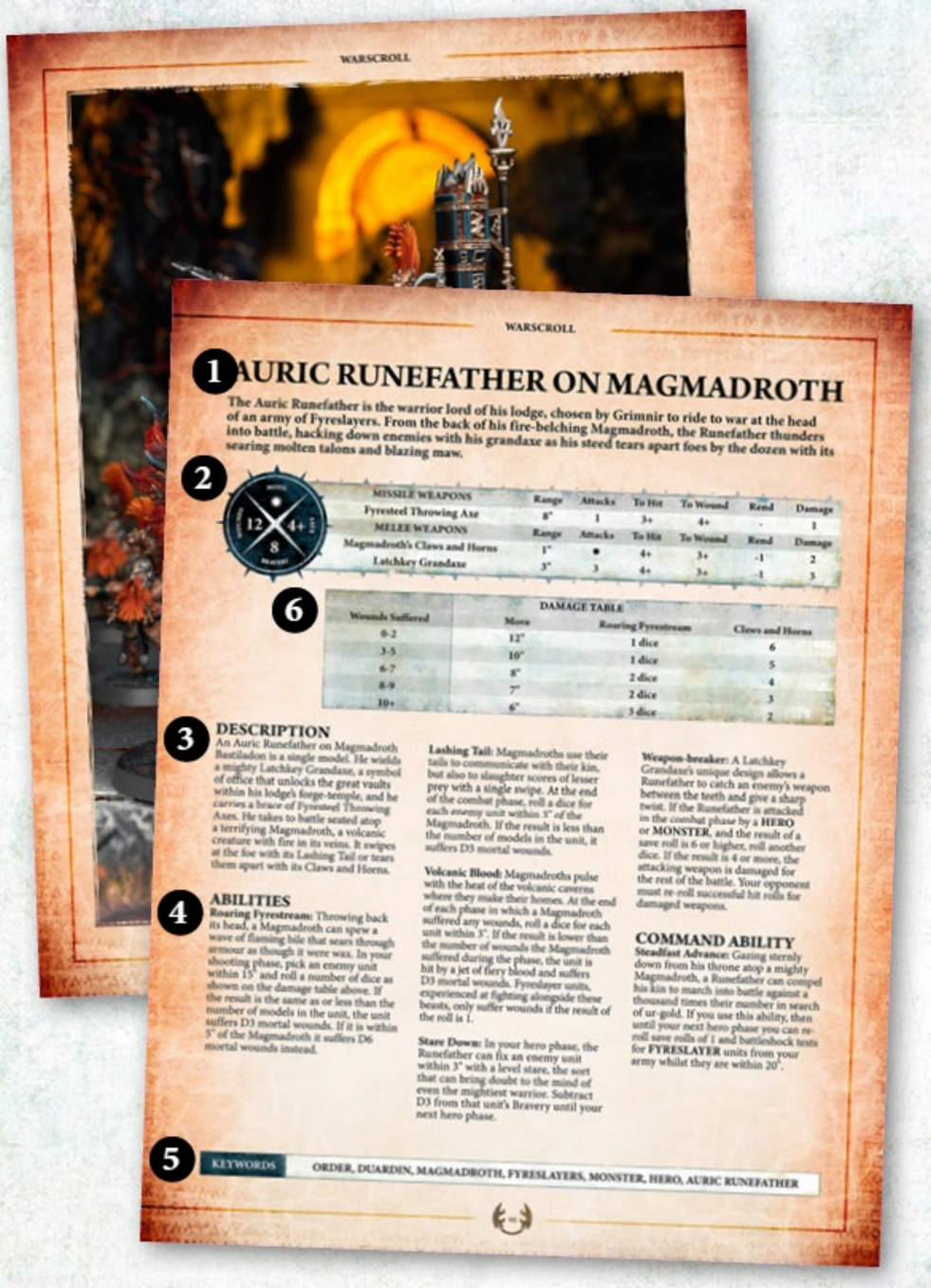
WARSCROLLS

The warriors and creatures that battle in the Mortal Realms are incredibly diverse, each one fighting with their own unique weapons and combat abilities. To represent this, every model has a warscroll that lists the characteristics, weapons and abilities that apply to the model.

Every Citadel Miniature in the Warhammer range has its own warscroll, which provides you with all of the information needed to use that model in a game of Warhammer Age of Sigmar. This means that you can use any Citadel Miniatures in your collection as part of an army as long as you have the right warscrolls.

When fighting a battle, simply refer to the warscrolls for the models you are using. Warscrolls for all of the other models in the *Warhammer Age of Sigmar* range are available from Games Workshop. Just visit our website at games-workshop.com for more information on how to obtain them.

The key below explains what you will find on a warscroll, and the *Warhammer Age of Sigmar* rules sheet explains how this information is used in a game. The warscroll also includes a picture of a unit of the models that the warscroll describes, and a short piece of text explaining the background for the models and how they fight.



1. **Title:** The name of the model that the warscroll describes.

2. **Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.

3. **Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).

4. **Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.

5. **Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.

6. **Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.

HINTS & TIPS

The following hints and tips will help you get the most from your warscrolls:

Modifiers: Many warscrolls include modifiers that can affect characteristics. For example, a rule might add 1 to the Move characteristic of a model, or subtract 1 from the result of a hit roll. Modifiers are cumulative.

Random Values: Sometimes, the Move or weapon characteristics on a warscroll will have random values. For example, the Move characteristic for a model might be 2D6 (two dice rolls added together), whereas the Attacks characteristic of a weapon might be D6.

When a unit with a random Move characteristic is selected to move in the movement phase, roll the indicated number of dice. The total of the dice rolled is the Move characteristic for all models in the unit for the duration of that movement phase.

Generate any random values for a weapon (except Damage) each time it is chosen as the weapon for an attack. Roll once and apply the result to all such weapons being used in the attack. The result applies for the rest of that phase. For Damage, generate a value for each weapon that inflicts damage.

When to Use Abilities: Abilities that are used at the start of a phase must be carried out before any other actions. For example, abilities carried out at the start of the movement phase must be used before any models are moved. By the same token, abilities used at the end of the phase are carried out after all normal activities for the phase are complete.

If you can use several abilities at the same time, you can decide in which order they are used. If both players can carry out abilities at the same time, the player whose turn is taking place uses their abilities first.

Save of '-': Some models have a Save of '-'. This means that they automatically fail all save rolls (do not make the roll, even if modifiers apply).

Keywords: Keywords are sometimes linked to (or tagged) by a rule. For example, a rule might say that it applies to 'all **FYRESLAYER** models'. This means that it would apply to models that have the Fyreslayers keyword on their warscroll.

Keywords can also be a useful way to decide which models to include in an army. For example, if you want to field a Fyreslayers army, just use models that have the Fyreslayer keyword.

Minimum Range: Some weapons have a minimum range. For example 6"-48". The weapon cannot shoot at an enemy unit that is within the minimum range.

AURIC RUNEFATHER ON MAGMADROTH

The Auric Runefather is the warrior lord of his lodge, chosen by Grimnir to ride to war at the head of an army of Fyreslayers. From the back of his fire-belching Magmadroth, the Runefather thunders into battle, hacking down enemies with his grandaxe as his steed tears apart foes by the dozen with its searing molten talons and blazing maw.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	3+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Magmadroth's Claws and Horns	1"	✹	4+	3+	-1	2
Latchkey Grandaxe	3"	3	4+	3+	-1	3

	DAMAGE TABLE		
Wounds Suffered	**Move**	**Roaring Fyrestream**	**Claws and Horns**
0-2	12"	1 dice	6
3-5	10"	1 dice	5
6-7	8"	2 dice	4
8-9	7"	2 dice	3
10+	6"	3 dice	2

DESCRIPTION

An Auric Runefather on Magmadroth is a single model. He wields a mighty Latchkey Grandaxe, a symbol of office that unlocks the great vaults within his lodge's forge-temple, and he carries a brace of Fyresteel Throwing Axes. He takes to battle seated atop a terrifying Magmadroth, a volcanic creature with fire in its veins. It swipes at the foe with its Lashing Tail or tears them apart with its Claws and Horns.

ABILITIES

Roaring Fyrestream: Throwing back its head, a Magmadroth can spew a wave of flaming bile that sears through armour as though it were wax. In your shooting phase, pick an enemy unit within 15" and roll a number of dice as shown on the damage table above. If the result is the same as or less than the number of models in the unit, the unit suffers D3 mortal wounds. If it is within 5" of the Magmadroth it suffers D6 mortal wounds instead.

Lashing Tail: Magmadroths use their tails to communicate with their kin, but also to slaughter scores of lesser prey with a single swipe. At the end of the combat phase, roll a dice for each enemy unit within 3" of the Magmadroth. If the result is less than the number of models in the unit, it suffers D3 mortal wounds.

Volcanic Blood: Magmadroths pulse with the heat of the volcanic caverns where they make their homes. At the end of each phase in which a Magmadroth suffered any wounds, roll a dice for each unit within 3". If the result is lower than the number of wounds the Magmadroth suffered during the phase, the unit is hit by a jet of fiery blood and suffers D3 mortal wounds. Fyreslayer units, experienced at fighting alongside these beasts, only suffer wounds if the result of the roll is 1.

Stare Down: In your hero phase, the Runefather can fix an enemy unit within 3" with a level stare, the sort that can bring doubt to the mind of even the mightiest warrior. Subtract D3 from that unit's Bravery until your next hero phase.

Weapon-breaker: A Latchkey Grandaxe's unique design allows a Runefather to catch an enemy's weapon between the teeth and give a sharp twist. If the Runefather is attacked in the combat phase by a **HERO** or **MONSTER**, and the result of a save roll is 6 or higher, roll another dice. If the result is 4 or more, the attacking weapon is damaged for the rest of the battle. Your opponent must re-roll successful hit rolls for damaged weapons.

COMMAND ABILITY

Steadfast Advance: Gazing sternly down from his throne atop a mighty Magmadroth, a Runefather can compel his kin to march into battle against a thousand times their number in search of ur-gold. If you use this ability, then until your next hero phase you can re-roll save rolls of 1 and battleshock tests for **FYRESLAYER** units from your army whilst they are within 20".

KEYWORDS ORDER, DUARDIN, MAGMADROTH, FYRESLAYERS, MONSTER, HERO, AURIC RUNEFATHER

AURIC RUNESMITER ON MAGMADROTH

Sparks fly from the Runesmiter's runic altar as he awakens the ur-gold runes of his Fyreslayer kin. It is his sacred duty to see the spirit of Grimnir stirred from slumber within the lodge's warriors – a task he carries out in the midst of raging combat, smashing down foes with his latch-axe, or immolating them with the furnace breath of his Magmadroth.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	3+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Magmadroth's Claws and Horns	1"	✹	4+	3+	-1	2
Latch-axe	1"	1	4+	3+	-	2
Runic Iron	1"	2	3+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Roaring Fyrestream	Claws and Horns
0-2	12"	1 dice	6
3-5	10"	1 dice	5
6-7	8"	2 dice	4
8-9	7"	2 dice	3
10+	6"	3 dice	2

DESCRIPTION

An Auric Runesmiter on Magmadroth is a single model. The Runesmiter is armed with a Latch-axe, and many also carry Fyresteel Throwing Axes. Some Runesmiters also fight with a Runic Iron, while others bear a Forge Key – an ur-gold artefact with both symbolic and mystical power. He rides a great Magmadroth, which swipes at prey with a Lashing Tail and gouges them with its many Claws and Horns.

ABILITIES

Roaring Fyrestream: Throwing back its head, a Magmadroth can spew a wave of flaming bile that sears through armour as though it were wax. In your shooting phase, pick an enemy unit within 15" and roll a number of dice as shown on the damage table above. If the result is the same as or less than the number of models in the unit, the unit suffers D3 mortal wounds. If it is within 5" of the Magmadroth it suffers D6 mortal wounds instead.

Lashing Tail: Magmadroths use their tails to communicate with their kin, but also to slaughter scores of lesser prey with a single swipe. At the end of the combat phase, roll a dice for each enemy unit within 3" of the Magmadroth. If the result is less than the number of models in the unit, it suffers D3 mortal wounds.

Volcanic Blood: Magmadroths pulse with the heat of the volcanic caverns where they make their homes. At the end of each phase in which a Magmadroth suffered any wounds, roll a dice for each unit within 3". If the result is lower than the number of wounds the Magmadroth suffered during the phase, the unit is hit by a jet of fiery blood and suffers D3 mortal wounds. **FYRESLAYER** units, experienced at fighting alongside these beasts, only suffer wounds if the result of the roll is 1.

Runic Empowerment: In your hero phase, a Runesmiter can raise his weapons and intone a sonorous chant, infusing the ur-gold runes set into the flesh of his Fyreslayer kin with power. Pick a unit of **FYRESLAYERS** within 10", or 20" if the Runesmiter bears a Forge Key. Until your next hero phase, you can re-roll failed wound rolls for that unit.

Grand Ritual of Awakening: Once per battle, the Runesmiter can consecrate a small nugget of ur-gold over the runic altar, then consume it to unleash a wave of energy. Until your next hero phase, re-roll failed wound rolls for **FYRESLAYER** units from your army whilst they are within 10" of the Runesmiter.

KEYWORDS ORDER, DUARDIN, MAGMADROTH, FYRESLAYERS, MONSTER, HERO, PRIEST, AURIC RUNESMITER

AURIC RUNESON ON MAGMADROTH

Hot-headed and eager to prove his bravery, the Auric Runeson charges into battle with a bellowing war cry. Like a blazing fist, the Fyreslayer noble and his Magmadroth burn a flaming hole in the ranks of the enemy, countless foes torn asunder by the scorching talons of the ur-salamander, or impaled by the Runeson's mighty wyrmslayer javelins.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wyrmslayer Javelin	12"	1	3+	3+	-1	D3
Fyresteel Throwing Axe	8"	1	3+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Magmadroth's Claws and Horns	1"	✹	4+	3+	-1	2
Ancestral War-axe	1"	3	3+	4+	-	D3
Wyrmslayer Javelin	3"	1	4+	3+	-1	1

	DAMAGE TABLE		
Wounds Suffered	Move	Roaring Fyrestream	Claws and Horns
0-2	12"	1 dice	6
3-5	10"	1 dice	5
6-7	8"	2 dice	4
8-9	7"	2 dice	3
10+	6"	3 dice	2

DESCRIPTION

An Auric Runeson on Magmadroth is a single model. Some Runesons wield an Ancestral War-axe, while others prefer a clutch of Wyrmslayer Javelins, but in either case they are armed with fine Fyresteel Throwing Axes. A Magmadroth is a great predator, attacking both with its Lashing Tail and its many Claws and Horns.

ABILITIES

Roaring Fyrestream: Throwing back its head, a Magmadroth can spew a wave of flaming bile that sears through armour as though it were wax. In your shooting phase, pick an enemy unit within 15" and roll a number of dice as shown on the damage table above. If the result is the same as or less than the number of models in the unit, the unit suffers D3 mortal wounds. If it is within 5" of the Magmadroth it suffers D6 mortal wounds instead.

Lashing Tail: Magmadroths use their tails to communicate with their kin, but also to slaughter scores of lesser prey with a single swipe. At the end of the combat phase, roll a dice for each enemy unit within 3" of the Magmadroth. If the result is less than the number of models in the unit, it suffers D3 mortal wounds.

Volcanic Blood: Magmadroths pulse with the heat of the volcanic caverns where they make their homes. At the end of each phase in which a Magmadroth suffered any wounds, roll a dice for each unit within 3". If the result is lower than the number of wounds the Magmadroth suffered during the phase, the unit is hit by a jet of fiery blood and suffers D3 mortal wounds. **FYRESLAYER** units, experienced at fighting alongside these beasts, only suffer wounds if the result of the roll is 1.

Explosive Rage: It takes very little to draw the ire of a Runeson, and they can go from smouldering contemplation to blazing anger in a heartbeat. In the hero phase, pick an enemy unit that is visible to the Runeson to be the subject of his latest outburst of wrath and rage. Until your next hero phase, you can re-roll hit rolls of 1 when the Runeson attacks that unit. In addition, if a battleshock test is made for the unit before your next hero phase, add 1 to the result of the dice roll if you can deliver a suitably characterful insult or furious put-down (aimed at the unit in question, of course – not your opponent!).

Wyrmslayer Javelins: These brutal missiles are best suited against large creatures, where their cruel hooks will catch onto thick hide before gouging deep. Add 2 to the Damage of a Wyrmslayer Javelin in the shooting phase if the target is a **MONSTER**.

COMMAND ABILITY

Furious Onslaught: A Runeson is a master of utilising his indignant fury, not to mention his extensive vocabulary, to drive his kin deep into the enemy's ranks. If you use this ability, then until your next hero phase you can roll three dice (instead of two) and discard the lowest for any **FYRESLAYER** units from your army that are within 10" of the Runeson when they charge.

KEYWORDS ORDER, DUARDIN, MAGMADROTH, FYRESLAYERS, HERO, MONSTER, AURIC RUNESON

AURIC RUNEFATHER

The burning gaze of the Auric Runefather carries with it the power of Grimnir. Foes that meet the patriarch's stare feel their will being sapped away as the fiery rage of the god lashes their soul. This same will binds the Fyreslayer lodge together under the leadership of the Runefather, driving its duardin to fight all the harder in the presence of their lord.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	3+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Latchkey Grandaxe	3"	3	4+	3+	-1	3

DESCRIPTION

An Auric Runefather is a single model. He wields a Latchkey Grandaxe and carries a set of Fyresteel Throwing Axes.

ABILITIES

Stare Down: In your hero phase, the Runefather can fix an enemy unit within 3" with a level stare, the sort that can bring doubt to the mind of even the mightiest warrior. Subtract D3 from that unit's Bravery until your next hero phase.

Weapon-breaker: A Latchkey Grandaxe's unique design allows a Runefather to catch an enemy's weapon between the teeth and give a sharp twist. If the Runefather is attacked in the combat phase by a **HERO** or **MONSTER**, and the result of a save roll is 6 or higher, roll another dice. If the result is 4 or more, the attacking weapon is damaged for the rest of the battle. Your opponent must re-roll successful hit rolls for damaged weapons.

COMMAND ABILITY

Lodge Leader: Marching at the head of his army, a Runefather inspires fierce pride in the loyal warriors under his command. If you use this ability, then until your next hero phase, **FYRESLAYERS** within 8" of the Runefather can move up to 5" when they pile in. In addition, each time the Runefather suffers a wound or mortal wound, pick a **FYRESLAYER** unit from your army within 3" and roll a dice. If the result is 4 or more, the Fyreslayer unit suffers the wound instead of the Runefather.

KEYWORDS ORDER, DUARDIN, FYRESLAYERS, HERO, AURIC RUNEFATHER

AURIC RUNESMITER

Auric Runesmiters are blessed by Grimnir with the power to sense and empower ur-gold. The booming prayers of a Runesmiter on the battlefield can fill the lodge's warriors with blazing vigour, but they can also stir the molten blood of the earth. Rivers of magma part at their behest, creating tunnels that the Fyreslayers can use to outflank their foes.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	3+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Latch-axe	1"	1	4+	3+	-	2
Runic Iron	1"	2	3+	4+	-	1

DESCRIPTION

An Auric Runesmiter is a single model. All Runesmiters carry a Latch-axe, and many also keep Fyresteel Throwing Axes close at hand. Some also bear a Runic Iron, as much a weapon as it is a tool of office. If a Runesmiter has proven himself worthy he might instead carry a Forge Key, an artefact of pure ur-gold forged from the remains of a deceased Runefather, which has both symbolic and mystical power.

ABILITIES

Runic Empowerment: In your hero phase, a Runesmiter can raise his weapons and intone a sonorous chant, infusing the ur-gold runes set into the flesh of his Fyreslayer kin with power. Pick a unit of **FYRESLAYERS** within 10", or 20" if the Runesmiter bears a Forge Key. Until your next hero phase, you can re-roll failed wound rolls for that unit.

Magmic Tunnelling: When a Runesmiter sets his feet upon stone he can command it to flow aside and allow him passage. Instead of setting up an Auric Runesmiter and up to one other **FYRESLAYER** unit, you can set them to one side and declare that they are underground. They can emerge in any of your movement phases; set up both units anywhere on the battlefield, within 3" of each other and more than 9" from the enemy. This counts as their move for that movement phase.

KEYWORDS ORDER, DUARDIN, FYRESLAYERS, HERO, PRIEST, AURIC RUNESMITER

AURIC RUNESON

Fearless and bold, Auric Runesons show their devotion to Grimnir with daring assaults and furious charges. Where the fighting is at its thickest, or the largest foes lumber though the press of combat, the Runesons will be there. With a deadly weapon in hand and a savage grin splitting their beard, they vent their rage upon all who stand before them.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wyrmslayer Javelin	12"	1	3+	3+	-1	D3
Fyresteel Throwing Axe	8"	1	3+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Ancestral War-axe	1"	3	3+	4+	-	D3
Wyrmslayer Javelin	3"	1	4+	3+	-1	1

DESCRIPTION

An Auric Runeson is a single model. Some Runesons wield an Ancestral War-axe, while others prefer Wyrmslayer Javelins. They also carry Fyresteel Throwing Axes.

ABILITIES

Wyrmslayer Javelins: A Runeson armed with these javelins can bring down even the fiercest creatures. Add 2 to the Damage of a Wyrmslayer Javelin in the shooting phase if the target is a **MONSTER**.

Explosive Rage: In the hero phase, pick an enemy unit that is visible to the Runeson to be the subject of his latest outburst of wrath and rage. Until your next hero phase, you can re-roll hit rolls of 1 when the Runeson attacks that unit. In addition, if a battleshock test is made for the unit before your next hero phase, add 1 to the result of the dice roll if you can deliver a suitably characterful insult or furious put-down (aimed at the unit in question, of course – not your opponent!).

COMMAND ABILITY

Dauntless Assault: Runesons are intrepid to the last; to them, even the most fearsome enemy is simply a worthy challenge for the Fyreslayers. If you use this ability, then until your next hero phase you can re-roll failed wound rolls for the Runeson and any **FYRESLAYER** units from your army within 15" if the unit they are attacking has a Wounds characteristic of 3 or more.

KEYWORDS ORDER, DUARDIN, FYRESLAYERS, HERO, AURIC RUNESON

GRIMWRATH BERZERKER

The power of Grimnir burns strongest in the hearts of the Grimwrath Berzerkers. Covered in glowing runes of ur-gold, they are avatars of destruction and endurance, hurling themselves through battle in a storm of blood and flame. Pain is nothing to a Grimwrath, and even should he be dealt a mortal wound, dozens of foes will join him in death.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	3+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Fyrestorm Greataxe	1"	4	3+	3+	-1	D3

DESCRIPTION

A Grimwrath Berzerker is a single model armed with a Fyrestorm Greataxe. Some also carry Fyresteel Throwing Axes.

ABILITIES

Unstoppable Berzerker: Each time a Grimwrath Berzerker suffers a wound or mortal wound, roll a dice, adding 1 to the result for each enemy unit within 3". If the result is 6 or more, he is too enraged to notice the wound and it has no effect.

Dead, But Not Defeated: Tales abound of mortally wounded Grimwrath Berzerkers still fighting on, determined to wreak destruction upon whichever fools had the temerity to kill them. If a Grimwrath Berzerker is slain in the combat phase, roll a dice. If the result is 2 or more, he is not removed as a casualty until the end of the phase, and in the meantime can still pile in and attack as normal.

Battle Fury: As a Grimwrath Berzerker hews left and right with his Greataxe, felling scores of foes, he enters a state of single-minded frenzy. Once per turn, after this model has made its attacks, you can roll a dice. If the result is less than the number of wounds that the Grimwrath Berzerker has inflicted this phase and there are still enemy models within 3", he can immediately pile in and attack again.

KEYWORDS ORDER, DUARDIN, FYRESLAYERS, HERO, GRIMWRATH BERZERKER

AURIC RUNEMASTER

The Auric Runemaster is the high priest of the forge-temple, and keeper of its ancient lore. In battle, the Runemaster seeks out hidden ur-gold, a single word sending Fyreslayers plunging into the enemy to harvest the precious metal. The earth, too, heeds the command of the Runemaster, and with a gesture, geysers of magma burst forth to incinerate his foes.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	3+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Runic Iron	1"	2	3+	4+	-	1

DESCRIPTION

An Auric Runemaster is a single model. He is armed with a Runic Iron and Fyresteel Throwing Axes.

ABILITIES

Holy Seeker: After set-up is complete, your opponent must pick a unit from their army to be the unwitting bearers of a small amount of ur-gold. Your opponent can re-roll wound rolls of 1 for that unit, but if the Runemaster is within 10" of it at the end of any of your movement phases, he spots a tell-tale glint and gives a triumphant cry. For the rest of the battle, add 1 to the Attacks characteristic of any weapons used by **FYRESLAYERS** to attack that unit.

Volcano's Call: In your hero phase, this model can hold aloft his staff and speak words of power, coaxing a stream of magma to bubble up from the ground. Pick a terrain feature within 20" and roll a dice for each model within 1" of it. For each roll of a 6, that model's unit suffers a mortal wound. In addition, until your next hero phase, roll a dice for any model that makes a run or charge move across, or finishing on, this terrain feature. On a roll of 1, the model is slain.

KEYWORDS ORDER, DUARDIN, FYRESLAYERS, HERO, PRIEST, AURIC RUNEMASTER

BATTLESMITH

With furious bravery, the Battlesmiths keep their sacred icons aloft, rallying their warrior kin with the image of their grim-faced god. As they fight, the Battlesmiths recite the histories of the lodge, inspiring nearby Fyreslayers with stirring tales of ancient wars and glorious victories earned in the name of Grimnir.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	3+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Ancestral Battle-axe	1"	3	3+	3+	-1	1

DESCRIPTION

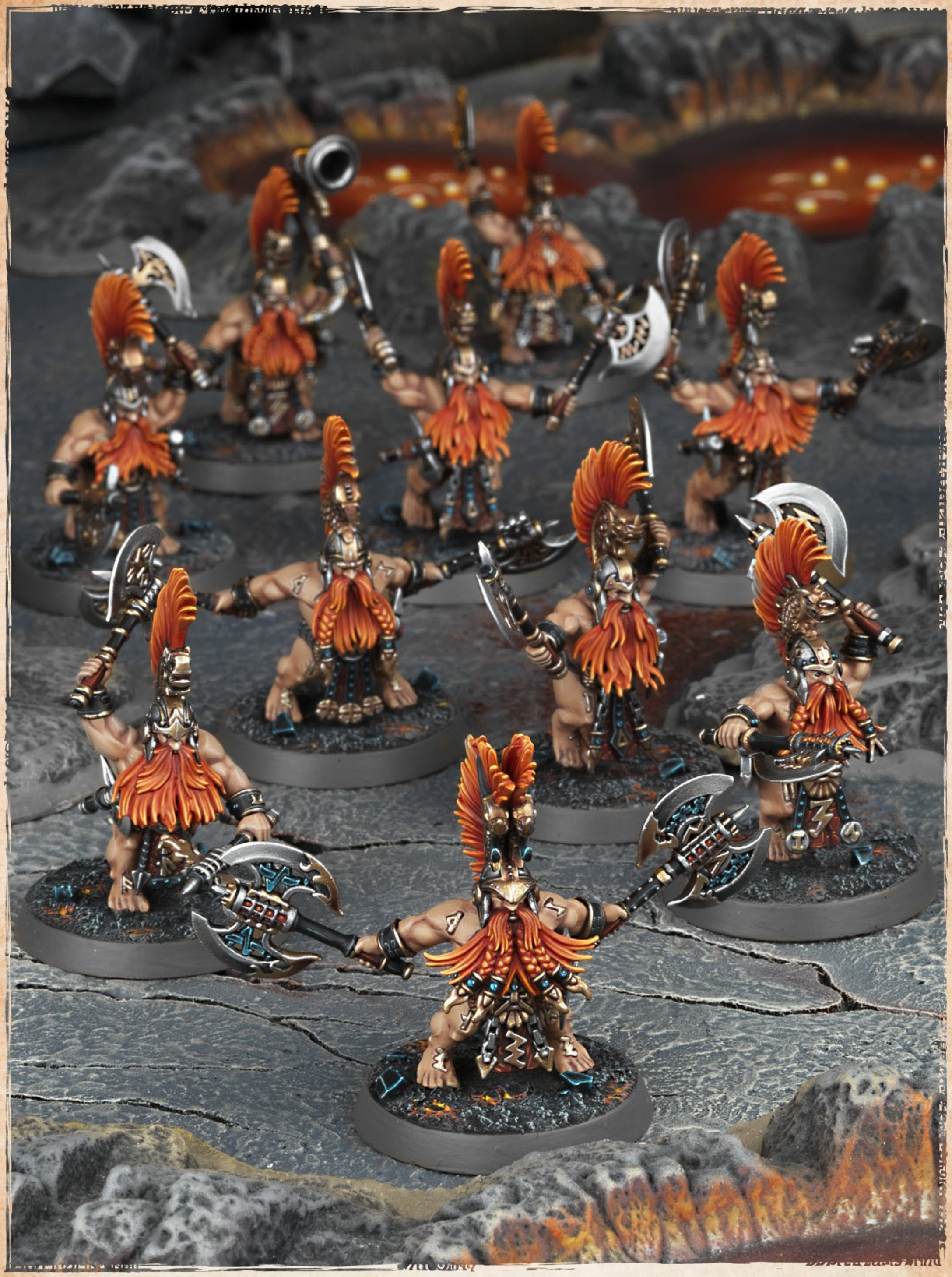
A Battlesmith is a single model. He is armed with an Ancestral Battle-axe and carries an Icon of Grimnir. Some Battlesmiths also carry a brace of Fyresteel Throwing Axes.

ABILITIES

Icon of Grimnir: In your hero phase, you can declare that a Battlesmith will raise his icon of Grimnir and recount tales of past glories, inspiring all **FYRESLAYER** units from your army within 8" to fight to the bitter end. Until your next hero phase, those units (including the Battlesmith) cannot retreat, but you can re-roll failed save rolls for them.

None Shall Defile the Icon: The holy icon of Grimnir is one of the strongest connections the Fyreslayers have to their absent god, and they will not see it lost. If this model is slain, any **FYRESLAYER** units from your army within 5" can swear to protect the fallen icon. These units cannot move for the rest of the battle other than to pile in, but you can re-roll any failed hit and wound rolls for their attacks.

KEYWORDS ORDER, DUARDIN, FYRESLAYERS, HERO, TOTEM, BATTLESMITH



VULKITE BERZERKERS

Fyreslayers are natural warriors, skilled with axes and fearless in battle. Gifted with ur-gold runes, they become even more fearsome as the power of Grimnir courses through their bodies. Filled with this divine might, they can suffer horrific wounds, face legions of foes and fight on relentlessly, until naught but corpses lie at their feet.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	4+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Fyresteel Handaxe	1"	2	4+	3+	-	1
Fyresteel War-pick	1"	2	4+	4+	-1	1

DESCRIPTION

A unit of Vulkite Berzerkers has 5 or more models. Some units of Vulkite Berzerkers are armed with Fyresteel Handaxes or War-picks and carry Bladed Slingshields, while other units fight with a Fyresteel Handaxe in each hand. Some also carry well-balanced Fyresteel Throwing Axes at their belts.

KARL

The leader of this unit is the Karl. A Karl's Fyresteel Handaxe or Fyresteel War-pick causes 2 Damage rather than 1.

HORN OF GRIMNIR

Models in this unit may carry a horn of Grimnir. After making a charge roll for a unit that contains any horns of Grimnir, you can sound the advance and re-roll one of the dice.

ABILITIES

Berserk Fury: Vulkite Berzerkers are as stubborn as they are resilient – even the deadliest blows fail to slow their advance. Each time this unit suffers a wound or mortal wound, roll a dice. If the result is 6 or higher, the wound is ignored. Add 1 to the result if the unit had 10 or more models at the start of the phase, or 2 if it had 20 or more; after all, no Vulkite Berzerker will easily accept death's embrace while his kin are still fighting.

Fyresteel Handaxes: When attacking with two Fyresteel Handaxes, a Vulkite Berzerker can easily turn aside an enemy's defence before landing a flurry of furious blows. Re-roll failed hit rolls for models armed with two Fyresteel Handaxes.

Bladed Slingshield: Some Vulkite Berzerkers carry razor-sharp shields which they hurl at the enemy as they charge. After a unit with Bladed Slingshields makes a charge move, pick an enemy unit within ½" and roll a dice for each model carrying a Bladed Slingshield. For each result of 6, the unit you picked suffers a mortal wound. Vulkite Berzerkers carrying Bladed Slingshields have a Save of 4+ in the combat phase of turns in which they did not charge.

KEYWORDS ORDER, DUARDIN, FYRESLAYERS, VULKITE BERZERKERS

AURIC HEARTHGUARD

A line of unyielding veterans, the Auric Hearthguard face down their foes. Fired from their ornate magmapikes, flaming gobbets of lava pummel the enemy, reducing them to pyres of smoking flesh and molten steel. It is the sworn duty of the Auric Hearthguard to protect the forge-temple and the lodge's priesthood – a duty they execute with grim determination.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	4+	4+	-	1
Molten Rockbolts	15"	2	4+	3+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Magmapike	1"	1	4+	3+	-	1

DESCRIPTION

A unit of Auric Hearthguard has 5 or more models. They are each armed with a Magmapike, a bladed polearm that can loose Molten Rockbolts at the enemy. Some units also carry Fyresteel Throwing Axes as a backup weapon.

KARL

The leader of this unit is the Karl. A Karl's Magmapike causes 2 Damage rather than 1.

ABILITIES

Molten Rockbolts: Magmapikes spit gobbets of molten rock that solidify around large targets, and Hearthguard often use them to ensnare wild Magmadroths. Roll a dice at the end of the shooting phase for each Monster that was wounded by a Molten Rockbolt but was not slain. On a result of 5 or more, it is encased in rapidly cooling stone. Until the end of its next turn, halve its Move and subtract 1 from any hit rolls for its attacks.

Sworn Protectors: Auric Hearthguard are fiercely protective of those who rule the lodges that they guard. Add 1 to the result of any hit rolls for Auric Hearthguard if their target unit is within 5" of a Fyreslayer Hero from your army.

KEYWORDS ORDER, DUARDIN, FYRESLAYERS, AURIC HEARTHGUARD

HEARTHGUARD BERZERKERS

Hearthguard Berzerkers are the chosen champions of the Runefather. Masterful warriors, they wade into battle, their broadaxes hewing apart the foe while their flamestrike poleaxes set enemies alight with smouldering braziers. Under the steely gaze of their lords, they fight on even unto death, shrugging off all but the most devastating wounds.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	4+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Berzerker Broadaxe	1"	1	3+	3+	-1	2
Flamestrike Poleaxe	1"	1	3+	4+	-	1

DESCRIPTION

A unit of Hearthguard Berzerkers has 5 or more models. Some units wield mighty Berzerker Broadaxes, while others carry Flamestrike Poleaxes, trailing smouldering braziers on lengths of chain. Some units also carry Fyresteel Throwing Axes.

KARL

The leader of this unit is the Karl. A Karl's Berzerker Broadaxe inflicts 3 Damage rather than 2, and a Karl's Flamestrike Poleaxe inflicts 2 Damage rather than 1.

ABILITIES

Duty Unto Death: Hearthguard Berzerkers are sworn to protect their lodge and its masters to their dying breath. Each time this unit suffers a wound or mortal wound, roll a dice. If the result is 6 or higher, the wound is ignored. Add 2 to the result if there is a **FYRESLAYER HERO** from your army within 10" of this unit.

Smouldering Braziers: With each swing of a Flamestrike Poleaxe, the brazier chained to it arcs toward the foe, sparks and fire trailing in its wake. Each time a model attacking with a Flamestrike Poleaxe scores a hit, roll a dice. If the result is 3 or more the target suffers a mortal wound after the attacks have been resolved.

KEYWORDS ORDER, DUARDIN, FYRESLAYERS, HEARTHGUARD BERZERKERS

WARSCROLL BATTALIONS

The warriors of the Mortal Realms often fight in battalions. Each of these deadly fighting formations consists of several units that are organised and trained to fight alongside each other. The units in warscroll battalions can employ special tactics on the battlefield, making them truly deadly foes.

If you wish, you can organise the units in your army into a warscroll battalion. Doing so will give you access to additional abilities that can be used by the units in the battalion. The information needed to use these powerful formations can be found on the warscroll battalion sheets that we publish for *Warhammer Age of Sigmar*. Each warscroll battalion sheet lists the units that make it up, and the rules for any additional abilities that units from the warscroll battalion can use.

When you are setting up, you can set up all of the units in a warscroll battalion instead of setting up a single unit. Alternatively, you can set up some of the units from a warscroll battalion, and set up any remaining units individually later on, or you can set up all of the units individually. For example, if you were fighting a battle where each player takes it in turns to set up one unit, you could set up one, some or all of the units belonging to a warscroll battalion in your army.

On the following pages you will find a selection of warscroll battalions. Usually, a unit can only belong to one battalion, and so can only benefit from a single set of battalion abilities. However, some very large battalions include other, smaller battalions, and in this case it is possible for a unit to benefit from the abilities of two different battalions at the same time.

1. **Title:** The name of the warscroll battalion and a short overview of the background for it and how it fights.

2. **Organisation:** This section lists the units that make up the warscroll battalion and any restrictions that may apply to the models that you can include.

3. **Abilities:** Every warscroll battalion includes one or more abilities that some or all of the units from the battalion can use. The abilities listed for a warscroll battalion only apply to the units that make it up (even if there are other units of the same type in your army). These abilities are in addition to the abilities listed on the units' warscrolls.

FYRESLAYERS

LORDS OF THE LODGE

Led by the will of the Runefather and guided by the wisdom of the Runemaster, the Lords of the Lodge are the white-hot core of a Fyreslayer army, their burning rage tempered by sacred oaths of war.

ORGANISATION

The Lords of the Lodge consists of the following units:

- 1 Auric Runefather or Auric Runefather on Magmadroth
- 1 Auric Runemaster
- 1 Battlesmith
- 1 unit of Hearthguard Berzerkers

ABILITIES

Hot-blooded Fury: The Fyreslayers' impetuosity makes them unpredictable foes – something that their leaders can turn to their advantage. Once per battle, before rolling the dice to see who takes the first turn in a battle round, you can declare that you will seize the initiative. Add 1 to the result of your dice roll for each **HERO** from the Lords of the Lodge that is on the battlefield.

Oathbound Guardians: It is the duty of Hearthguard Berzerkers to defend their lords on the field of battle, and they would rather die than be found wanting. The Hearthguard Berzerkers in the Lords of the Lodge can be selected to pile in and attack twice in the combat phase, but only if they are within 6" of a **HERO** that is also part of the battalion the second time they are selected.

FYRESLAYERS

WARRIOR KINBAND

Filled with the fierce fighting spirit of Grimnir, the Warrior Kinband hurls itself into the foe amid a blur of fyresteel, enemies felled by glinting axes and the berserk fury of the Fyreslayers.

ORGANISATION

A Warrior Kinband consists of the following units:

- 1 Auric Runeson or Auric Runeson on Magmadroth
- 3 units of Vulkite Berzerkers

ABILITIES

Legacy of the Lodge: A Runeson is always striving to impress the Runefather, and drills the warriors under his command to prove that he is an able leader as well as a ferocious warrior. Under the watchful eye of the Runeson, the Vulkite Berzerkers vindicate his efforts by hurling a storm of razor-edged fyresteel even as they close with the foe. In the shooting phase, any Vulkite Berzerkers from a Warrior Kinband that are armed with Fyresteel Throwing Axes can throw them twice instead of once, as long as they are within 10" of the Runeson from the same Kinband.

Berserk Kindred: The members of a Warrior Kinband drive each other on to greater fury as they carve their way through the enemy. Vulkite Berzerkers from a Warrior Kinband move an additional D3 inches when they pile in if they are within 5" of another unit of Vulkite Berzerkers from the same Kinband (roll for each unit separately).

FYRESLAYERS

FORGE BRETHREN

Shrouded in the shimmering heat of the forge-temple, the Forge Brethren blast enemies to ash and form blazing barricades of lava with sustained volleys of fire from their magmapikes.

ORGANISATION

The Forge Brethren consists of the following units:

- 1 Auric Runesmiter or Auric Runesmiter on Magmadroth
- 3 units of Auric Hearthguard

ABILITIES

Master-forged Blades: Even amongst the finely wrought weapons of the Fyreslayers, the masterfully worked blades carried by members of the Forge Brethren are breathtaking to behold – and equally deadly. If the result of a wound roll in the combat phase for a model from the Forge Brethren is 6 or higher, subtract 1 from the result of the save roll for that attack.

Bulwark of Molten Stone: In your hero phase, a unit of Auric Hearthguard that is within 10" of the Runesmiter from their Forge Brethren can fashion makeshift defences with a sustained volley from their Magmapikes. Pick either the Auric Hearthguard themselves or another unit within 15". Add 1 to the result of any save rolls for that unit until your next hero phase, or until it makes a charge move.

FYRESLAYERS

GRAND FYRD

When the war anvils ring to the sounds of a great battle, the Runefather will form a Grand Fyrd, gathering up the warriors of his lodge into a mighty host of berserk fighters to sweep away his foes.

ORGANISATION

A Grand Fyrd consists of the following battalions:

- Lords of the Lodge
- 2 Warrior Kinbands
- Forge Brethren

ABILITIES

Dour and Fearless: Subtract 2 from the result of any battleshock tests made for units that are part of a Grand Fyrd.

Oaths of Battle: After set-up is complete, you can declare an oath of battle. This could be anything – for example, 'this unit will be in your territory by the third turn', or 'my Runefather will slay your general'. If your opponent deems your oath unworthy you can either make another, or declare that they wouldn't know an oath if it swung an axe at them (in which case this ability has no further effect). If your opponent agrees that your oath is worthy, you are bound by it. If you do not complete the oath by the end of the battle, your victory is lessened; a major victory counts as a minor victory, and a minor victory counts as a draw! Should you complete your oath, however, you can make a roll on the Triumph table at the start of your next battle – or two rolls if you also win a major victory!

THE RULES

Warhammer Age of Sigmar puts you in command of a force of mighty warriors, monsters and war engines. This rules sheet contains everything you need to know in order to do battle amid strange and sorcerous realms, to unleash powerful magic, darken the skies with arrows, and crush your enemies in bloody combat!

THE ARMIES

Before the conflict begins, rival warlords gather their most powerful warriors.

In order to play, you must first muster your army from the miniatures in your collection. Armies can be as big as you like, and you can use as many models from your collection as you wish. The more units you decide to use, the longer the game will last and the more exciting it will be! Typically, a game with around a hundred miniatures per side will last for about an evening.

WARSCROLLS & UNITS

All models are described by warscrolls, which provide all of the rules for using them in the game. You will need warscrolls for the models you want to use.

Models fight in units. A unit can have one or more models, but cannot include models that use different warscrolls. A unit must be set up and finish any sort of move as a single group of models, with all models within 1" of at least one other model from their unit. If anything causes a unit to become split up during a battle, it must reform the next time that it moves.

TOOLS OF WAR

In order to fight a battle you will require a tape measure and some dice.

Distances in _Warhammer Age of Sigmar_ are measured in inches ("), between the closest points of the models or units you're measuring to and from. You can measure distances whenever you wish. A model's base isn't considered part of the model – it's just there to help the model stand up – so don't include it when measuring distances.

Warhammer Age of Sigmar uses six-sided dice (sometimes abbreviated to D6). If a rule requires you to roll a D3, roll a dice and halve the total, rounding fractions up. Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers to the roll (if any) are applied.

THE BATTLEFIELD

Be they pillars of flame, altars of brass or haunted ruins, the realms are filled with strange sights and deadly obstacles.

Battles in _Warhammer Age of Sigmar_ are fought across an infinite variety of exciting landscapes in the Mortal Realms, from desolate volcanic plains and treacherous sky temples, to lush jungles and cyclopean ruins. The dominion of Chaos is all-pervading, and no land is left untouched by the blight of war. These wildly fantastical landscapes are recreated whenever you play a game of _Warhammer Age of Sigmar_.

The table and scenery you use constitute your battlefield. A battlefield can be any flat surface upon which the models can stand – for example a dining table or the floor – and can be any size or shape provided it's bigger than 3 feet square.

First you should decide in which of the seven Mortal Realms the battle will take place. For example, you might decide that your battle will take place in the Realm of Fire. Sometimes you'll need to know this in order to use certain abilities. If you can't agree on the realm, roll a dice, and whoever rolls highest decides.

The best battles are fought over lavishly designed and constructed landscapes, but whether you have a lot of scenery or only a small number of features doesn't matter! A good guide is at least 1 feature for every 2 foot square, but less is okay and more can make for a really interesting battle.

To help you decide the placement of your scenery, you can choose to roll two dice and add them together for each 2 foot square area of your battlefield and consult the following table:

Roll	Terrain Features
2-3	No terrain features.
4-5	2 terrain features.
6-8	1 terrain feature.
9-10	2 terrain features.
11-12	Choose from 0 to 3 terrain features.

MYSTERIOUS LANDSCAPES

The landscapes of the Mortal Realms can both aid and hinder your warriors. Unless stated otherwise, a model can be moved across scenery but not through it (so you can't move through a solid wall, or pass through a tree, but can choose to have a model climb up or over them). In addition, once you have set up all your scenery, either roll a dice on the following table or pick a rule from it for each terrain feature:

THE SCENERY TABLE

Roll	Scenery
1	**Damned:** If any of your units are within 3" of this terrain feature in your hero phase, you can declare that one is making a sacrifice. If you do so, the unit suffers D3 mortal wounds, but you can add 1 to all hit rolls for the unit until your next hero phase.
2	**Arcane:** Add 1 to the result of any casting or unbinding rolls made for a wizard within 3" of this terrain feature.
3	**Inspiring:** Add 1 to the Bravery of all units within 3" of this terrain feature.
4	**Deadly:** Roll a dice for any model that makes a run or charge move across, or finishing on, this terrain feature. On a roll of 1 the model is slain.
5	**Mystical:** Roll a dice in your hero phase for each of your units within 3" of this terrain feature. On a roll of 1 the unit is befuddled and can't be selected to cast spells, move or attack until your next hero phase. On a roll of 2-6 the unit is ensorcelled, and you can re-roll failed wound rolls for the unit until your next hero phase.
6	**Sinister:** Any of your units that are within 3" of this terrain feature in your hero phase cause fear until your next hero phase. Subtract 1 from the Bravery of any enemy units that are within 3" of one or more units that cause fear.

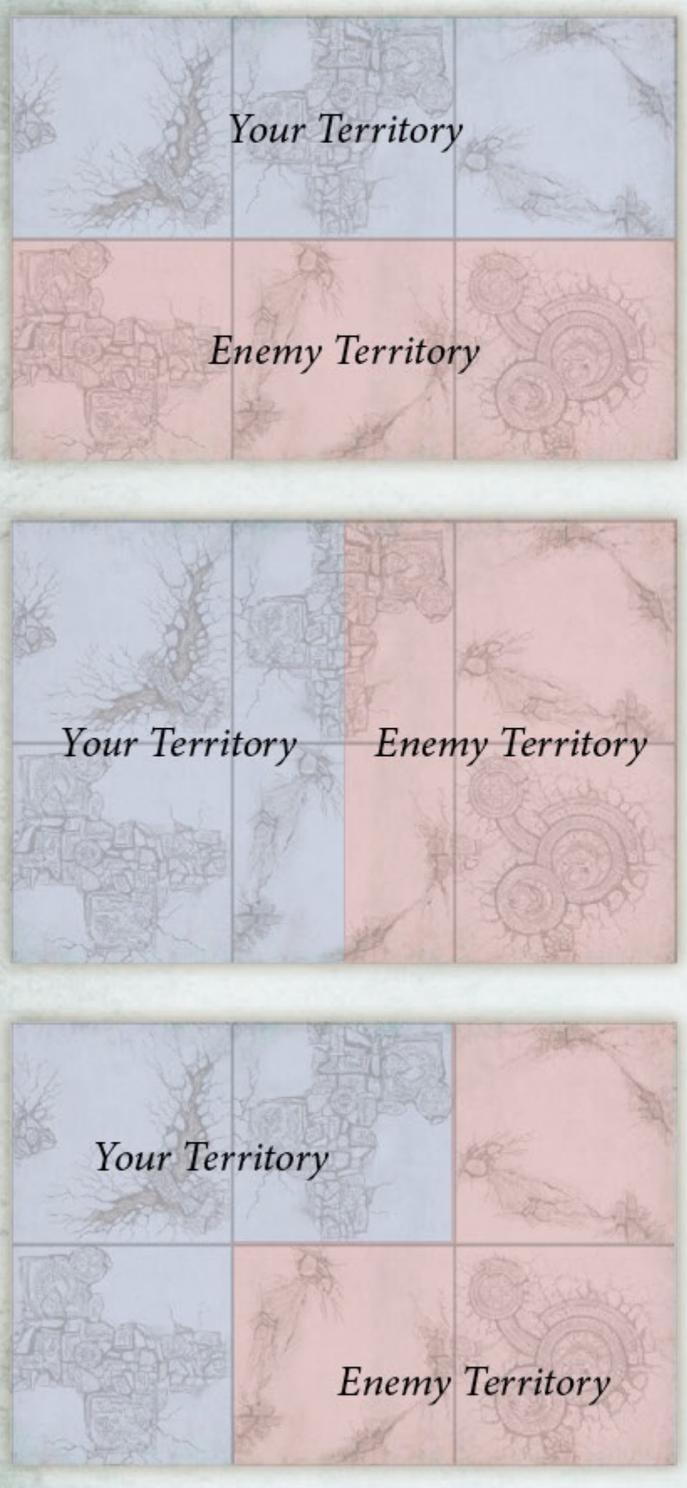
THE BATTLE BEGINS

Thunder rumbles high above as the armies take to the battlefield.

You are now ready for the battle to begin, but before it does you must set up your armies for the coming conflict.

SET-UP

Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must divide the battlefield into two equal-sized halves; their opponent then picks one half to be their territory. Some examples of this are shown below.



The players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll. Models must be set up in their own territory, more than 12" from enemy territory.

You can continue setting up units until you have set up all the units you want to fight in this battle, or have run out of space. This is your army. Count the number of models in your army – this may come in useful later. Any remaining units are held in reserve, playing no part unless fate lends a hand.

The opposing player can continue to set up units. When they have finished, set-up is complete. The player that finishes setting up first always chooses who takes the first turn in the first battle round.

THE GENERAL

Once you have finished setting up all of your units, nominate one of the models you set up as your general. Your general has a command ability, as described in the rules for the hero phase on the next page.

GLORIOUS VICTORY

In the Mortal Realms battles are brutal and uncompromising – they are fought to the bitter end, with one side able to claim victory because it has destroyed its foe or there are no enemy models left on the field of battle. The victor can immediately claim a **major victory** and the honours and triumphs that are due to them, while the defeated must repair to their lair to lick their wounds and bear the shame of failure.

If it has not been possible to fight a battle to its conclusion or the outcome is not obvious, then a result of sorts can be calculated by comparing the number of models removed from play with the number of models originally set up for the battle for each army. Expressing these as percentages provides a simple way to determine the winner. Such a victory can only be claimed as a **minor victory**. For example, if one player lost 75% of their starting models, and the other player lost 50%, then the player that only lost 50% of their models could claim a minor victory.

Models added to your army during the game (for example, through summoning, reinforcements, reincarnation and so on) do not count towards the number of models in the army, but must be counted among the casualties an army suffers.

SUDDEN DEATH VICTORIES

Sometimes a player may attempt to achieve a sudden death victory. If one army has a third more models than the other, the outnumbered player can choose one objective from the sudden death table after generals are nominated. A **major victory** can be claimed immediately when the objective is achieved by the outnumbered player.

TRIUMPHS

After any sudden death objectives have been chosen, if your army won a major victory in its previous battle, roll a dice and look up the result on the triumph table to the right.

THE SUDDEN DEATH TABLE

Assassinate: The enemy player picks a unit with the HERO, WIZARD, PRIEST or MONSTER keyword in their army. Slay the unit that they pick.

Blunt: The enemy player picks a unit with five or more models in their army. Slay the unit that they pick.

Endure: Have at least one model which started the battle on the battlefield still in play at the end of the sixth battle round.

Seize Ground: Pick one terrain feature in enemy territory. Have at least one friendly model within 3" of that feature at the end of the fourth battle round.

THE TRIUMPH TABLE

Roll	Triumph
1-2	**Blessed:** You can change the result of a single dice to the result of your choosing once during the battle.
3-4	**Inspired:** You can re-roll all of the failed hit rolls for one unit in your army in one combat phase.
5-6	**Empowered:** Add 1 to your general's Wounds characteristic.

BATTLE ROUNDS

Mighty armies crash together amid the spray of blood and the crackle of magic.

Warhammer Age of Sigmar is played in a series of battle rounds, each of which is split into two turns – one for each player. At the start of each battle round, both players roll a dice, rolling again in the case of a tie. The player that rolls highest decides who takes the first turn in that battle round. Each turn consists of the following phases:

1. ***Hero Phase***
   Cast spells and use heroic abilities.
2. ***Movement Phase***
   Move units across the battlefield.
3. ***Shooting Phase***
   Attack with missile weapons.
4. ***Charge Phase***
   Charge units into combat.
5. ***Combat Phase***
   Pile in and attack with melee weapons.
6. ***Battleshock Phase***
   Test the bravery of depleted units.

Once the first player has finished their turn, the second player takes theirs. Once the second player has also finished, the battle round is over and a new one begins.

PRE-BATTLE ABILITIES

Some warscrolls allow you to use an ability 'after set-up is complete'. These abilities are used before the first battle round. If both armies have abilities like this, both players roll a dice, re-rolling in the case of a tie. The player that rolls highest gets to use their abilities first, followed by their opponent.

HERO PHASE

As the armies close in, their leaders use sorcerous abilities, make sacrifices to the gods, or give strident commands.

In your hero phase you can use the wizards in your army to cast spells (see the rules for wizards on the last page of these rules).

In addition, other units in your army may have abilities on their warscrolls that can be used in the hero phase. Generally, these can only be used in your own hero phase. However, if an ability says it can be used in every hero phase, then it can be used in your opponent's hero phase as well as your own. If both players can use abilities in a hero phase, the player whose turn it is gets to use all of theirs first.

COMMAND ABILITY

In your hero phase, your general can use one command ability. All generals have the Inspiring Presence command ability, and some may have more on their warscroll.

Inspiring Presence: Pick a unit from your army that is within 12" of your general. The unit that you pick does not have to take battleshock tests until your next hero phase.

MOVEMENT PHASE

The ground shakes to the tread of marching feet as armies vie for position.

Start your movement phase by picking one of your units and moving each model in that unit until you've moved all the models you want to. You can then pick another unit to move, until you have moved as many of your units as you wish. No model can be moved more than once in each movement phase.

MOVING

A model can be moved in any direction, to a distance in inches equal to or less than the Move characteristic on its warscroll. It can be moved vertically in order to climb or cross scenery, but cannot be moved across other models. No part of the model may move further than the model's Move characteristic.

ENEMY MODELS

When you move a model in the movement phase, you may not move within 3" of any enemy models. Models from your army are friendly models, and models from the opposing army are enemy models.

Units starting the movement phase within 3" of an enemy unit can either remain stationary or retreat. If you choose to retreat, the unit must end its move more than 3" away from all enemy units. If a unit retreats, then it can't shoot or charge later that turn (see below).

RUNNING

When you pick a unit to move in the movement phase, you can declare that it will run. Roll a dice and add the result to the Move characteristic of all models in the unit for the movement phase. A unit that runs can't shoot or charge later that turn.

FLYING

If the warscroll for a model says that the model can fly, it can pass across models and scenery as if they were not there. It still may not finish the move within 3" of an enemy in the movement phase, and if it is already within 3" of an enemy it can only retreat or remain stationary.

SHOOTING PHASE

A storm of death breaks over the battle as arrows fall like rain and war machines hurl their deadly payloads.

In your shooting phase you can shoot with models armed with missile weapons.

Pick one of your units. You may not pick a unit that ran or retreated this turn. Each model in the unit attacks with all of the missile weapons it is armed with (see Attacking). After all of the models in the unit have shot, you can choose another unit to shoot with, until all units that can shoot have done so.

CHARGE PHASE

Howling bloodcurdling war cries, warriors hurl themselves into battle to slay with blade, hammer and claw.

Any of your units within 12" of the enemy in your charge phase can make a charge move. Pick an eligible unit and roll two dice. Each model in the unit can move this number in inches. You may not pick a unit that ran or retreated this turn, nor one that is within 3" of the enemy.

The first model you move must finish within ½" of an enemy model. If that's impossible, the charge has failed and no models in the charging unit can move in this phase. Once you've moved all the models in the unit, you can pick another eligible unit to make a charge, until all units that can charge have done so.

COMBAT PHASE

Carnage engulfs the battlefield as the warring armies tear each other apart.

Any unit that has charged or has models within 3" of an enemy unit can attack with its melee weapons in the combat phase.

The player whose turn it is picks a unit to attack with, then the opposing player must attack with a unit, and so on until all eligible units on both sides have attacked once each. If one side completes all its attacks first, then the other side completes all of its remaining attacks, one unit after another. No unit can be selected to attack more than once in each combat phase. An attack is split into two steps: first the unit piles in, and then you make attacks with the models in the unit.

Step 1: When you pile in, you may move each model in the unit up to 3" towards the closest enemy model. This will allow the models in the unit to get closer to the enemy in order to attack them.

Step 2: Each model in the unit attacks with all of the melee weapons it is armed with (see Attacking).

BATTLESHOCK PHASE

Even the bravest heart may quail when the horrors of battle take their toll.

In the battleshock phase, both players must take battleshock tests for units from their army that have had models slain during the turn. The player whose turn it is tests first.

To make a battleshock test, roll a dice and add the number of models from the unit that have been slain this turn. For each point by which the total exceeds the highest Bravery characteristic in the unit, one model in that unit must flee and is removed from play. Add 1 to the Bravery characteristic being used for every 10 models that are in the unit when the test is taken.

You must choose which models flee from the units you command.

ATTACKING

Blows hammer down upon the foe, inflicting bloody wounds.

When a unit attacks, you must first pick the target units for the attacks that the models in the unit will make, then make all of the attacks, and finally inflict any resulting damage on the target units.

The number of attacks a model can make is determined by the weapons that it is armed with. The weapon options a model has are listed in its description on its warscroll. Missile weapons can be used in the shooting phase, and melee weapons can be used in the combat phase. The number of attacks a model can make is equal to the Attacks characteristic for the weapons it can use.

PICKING TARGETS

First, you must pick the target units for the attacks. In order to attack an enemy unit, an enemy model from that unit must be in range of the attacking weapon (i.e. within the maximum distance, in inches, of the Range listed for the weapon making the attack), and visible to the attacker (if unsure, stoop down and get a look from behind the attacking model to see if the target is visible). For the purposes of determining visibility, an attacking model can see through other models in its unit.

If a model has more than one attack, you can split them between potential target units as you wish. If a model splits its attacks between two or more enemy units, resolve all of the attacks against one unit before moving onto the next one.

MAKING ATTACKS

Attacks can be made one at a time, or, in some cases, you can roll the dice for attacks together. The following attack sequence is used to make attacks one at a time:

1. Hit Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Hit characteristic, then it scores a hit and you must make a wound roll. If not, the attack fails and the attack sequence ends.

2. Wound Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Wound characteristic, then it causes damage and the opposing player must make a save roll. If not, the attack fails and the attack sequence ends.

3. Save Roll: The opposing player rolls a dice, modifying the roll by the attacking weapon's Rend characteristic. For example, if a weapon has a -1 Rend characteristic, then 1 is subtracted from the save roll. If the result equals or beats the Save characteristic of the models in the target unit, the wound is saved and the attack sequence ends. If not, the attack is successful, and you must determine damage on the target unit.

4. Determine Damage: Once all of the attacks made by a unit have been carried out, each successful attack inflicts a number of wounds equal to the Damage characteristic of the weapon. Most weapons have a Damage characteristic of 1, but some can inflict 2 or more wounds, allowing them to cause grievous injuries to even the mightiest foe, or to cleave through more than one opponent with but a single blow!

In order to make several attacks at once, all of the attacks must have the same To Hit, To Wound, Rend and Damage characteristics, and must be directed at the same enemy unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls, and finally all of the save rolls; then add up the total number of wounds caused.

INFLICTING DAMAGE

After all of the attacks made by a unit have been carried out, the player commanding the target unit allocates any wounds that are inflicted to models from the unit as they see fit (the models do not have to be within range or visible to an attacking unit). When inflicting damage, if you allocate a wound to a model, you must keep on allocating wounds to that model until either it is slain, or no more wounds remain to be allocated.

Once the number of wounds suffered by a model during the battle equals its Wounds characteristic, the model is slain. Place the slain model to one side – it is removed from play. Some warscrolls include abilities that allow wounds to be healed. A healed wound no longer has any effect. You can't heal wounds on a model that has been slain.

MORTAL WOUNDS

Some attacks inflict mortal wounds. Do not make hit, wound or save rolls for a mortal wound – just allocate the wounds to models from the target unit as described above.

COVER

If all models in a unit are within or on a terrain feature, you can add 1 to all save rolls for that unit to represent the cover they receive from the terrain. This modifier does not apply in the combat phase if the unit you are making saves for made a charge move in the same turn.

WIZARDS

The realms are saturated with magic, a seething source of power for those with the wit to wield it.

Some models are noted as being a wizard on their warscroll. You can use a wizard to cast spells in your hero phase, and can also use them to unbind spells in your opponent's hero phase. The number of spells a wizard can attempt to cast or unbind each turn is detailed on its warscroll.

CASTING SPELLS

All wizards can use the spells described below, as well as any spells listed on their warscroll. A wizard can only attempt to cast each spell once per turn.

To cast a spell, roll two dice. If the total is equal to or greater than the casting value of the spell, the spell is successfully cast.

If a spell is cast, the opposing player can choose any one of their wizards that is within 18" of the caster, and that can see them, and attempt to unbind the spell before its effects are applied. To unbind a spell, roll two dice. If the roll beats the roll used to cast the spell, then the spell's effects are negated. Only one attempt can be made to unbind a spell.

ARCANE BOLT

Arcane Bolt has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them. The unit you pick suffers D3 mortal wounds.

MYSTIC SHIELD

Mystic Shield has a casting value of 6. If successfully cast, pick the caster, or a friendly unit within 18" of the caster and which is visible to them. You can add 1 to all save rolls for the unit you pick until the start of your next hero phase.

THE MOST IMPORTANT RULE

In a game as detailed and wide-ranging as *Warhammer Age of Sigmar*, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent, and apply the solution that makes the most sense to you both (or seems the most fun!). If no single solution presents itself, both of you should roll a dice, and whoever rolls higher gets to choose what happens. Then you can get on with the fighting!

WHAT'S NEXT?

Warhammer Age of Sigmar is a collecting, painting and gaming experience whose appeal and excitement lasts a lifetime. Whether it be assembling and painting a mighty horde of fantastical warriors or immersing yourself in the magical worlds and stories of the realms, _Warhammer Age of Sigmar_ offers endless opportunities for enjoyment. Equally, if you hunger to launch your own crusade of conquest, you'll be hurling your armies into bloody battle before you know it.

INTO THE REALMS…

They say that every journey begins with a single step, and in the case of *Warhammer Age of Sigmar* there is no better first step than the starter set itself. Contained within this exceptional set is an impressive range of beautifully detailed Citadel Miniatures, excellent starting forces for the brave and noble Stormcast Eternals and the murderous Khorne Bloodbound. This starter set is the starting point of a truly epic story, pitting Vandus Hammerhand and his Hammers of Sigmar against the daemon-worshipping Korghos Khul and his cruel Goretide warriors. As such, not only does this starter set get you off to a great start with your model collections, but it also represents an excellent way to learn the *Warhammer Age of Sigmar* rules and plunge straight into the story of the Age of Sigmar.

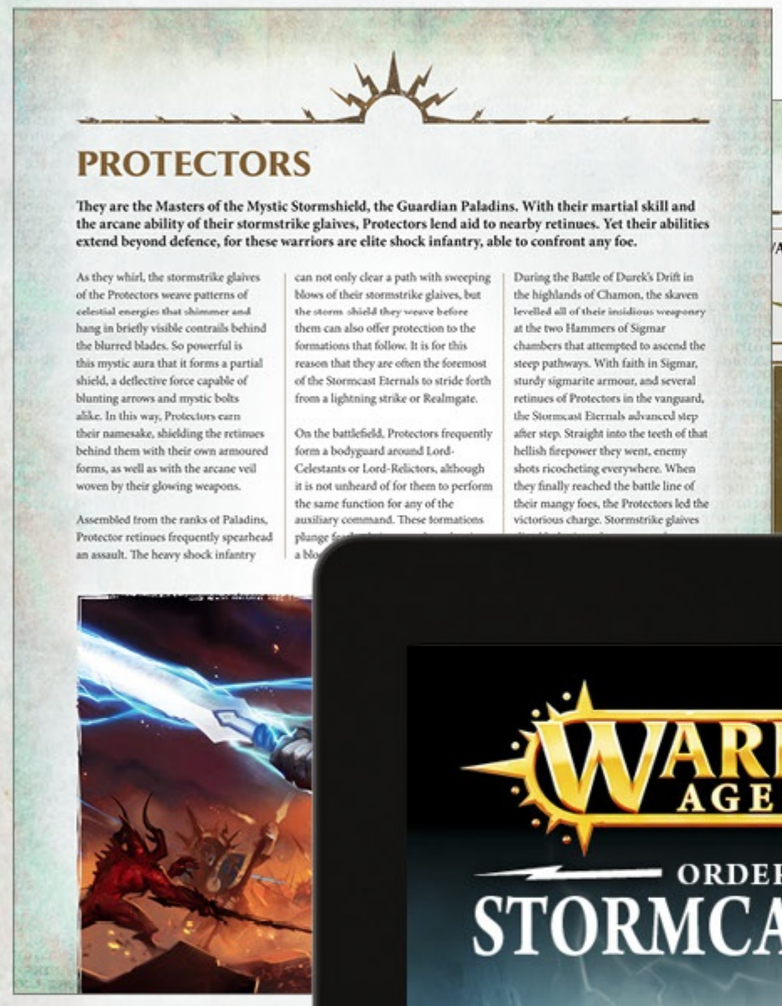
Another excellent avenue into *Warhammer Age of Sigmar* is the book of the same name. Providing the perfect companion volume to the contents of the starter set, this book is replete with beautiful artwork, helpful painting guides and showcases of models painted by the world-renowned 'Eavy Metal team – all in all, it's an excellent visual guide to the war across the realms. Furthermore, this book expands hugely upon the back story of *Warhammer Age of Sigmar*, setting out the blood-soaked history of the Age of Chaos and revealing the opening moves of the God-King Sigmar's great gambit to defeat the Dark Gods. As if all this were not enough, it provides a wealth of warscrolls and battleplans allowing you to expand your own collections of miniatures, add new factions to your battles, and fight through many exciting new scenarios as your army grows.

THE REALMGATE WARS

A major feature of *Warhammer Age of Sigmar* is its grand, ongoing narrative. This is more than just a collecting and gaming experience, it is also an interactive saga of battle in which you play the lead role. Just as *Warhammer Age of Sigmar* helps you begin this journey, so your copy of *The Realmgate Wars: Quest for Ghal Maraz* plunges you deeper into this epic tale. This is an excellent next step down the collecting road, as this book details a plethora of new units to add to your armies and new battleplans for them to fight through. This is but the first in an ongoing series of narrative supplements, so as your collection of Citadel Miniatures grows and diversifies, so the stories you can tell on the battlefield grow ever more grand and exciting as well.

BATTLETOMES

Many collectors begin their journey with the miniatures from the *Warhammer Age of Sigmar* starter set, which provides all the excitement and satisfaction you need in your introduction to the battlefields of the Mortal Realms. Soon enough though, you will probably find that the many factions that wage war across the realms draw your eye. With their ever-growing miniatures ranges and inspiring stories, the races of the realms offer near-endless diversity for collectors; in each case, this history and model range is fully explored in the battletome that accompanies that race. Whether it be the gore-drenched berserkers of the Khorne Bloodbound, the god-forged heroes of the Stormcast Eternals, the strange and otherworldly seraphon, or any of the other warlike races that populate the realms, the battletome will furnish you with everything you need to collect, organise, and tell stories upon the battlefield with that race. Thus, with each battletome you read, your knowledge of the races of *Warhammer Age of Sigmar* will grow, and most likely your miniatures collection along with it.



The war for Sigmar's hammer, Ghal Maraz, was an epic struggle between the Stormcast Eternals and the forces of Chaos that ended with the breaching of the Eldritch Fortress. This battleplan lets you fight this climactic battle, taking the role of Vandus Hammerhand in his last push for victory, or the devious Ephryx in his mighty bastion.

Of course, the rules presented here could equally be used to rep
battling for a relic of
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THE ARMIES

Each player picks an army,
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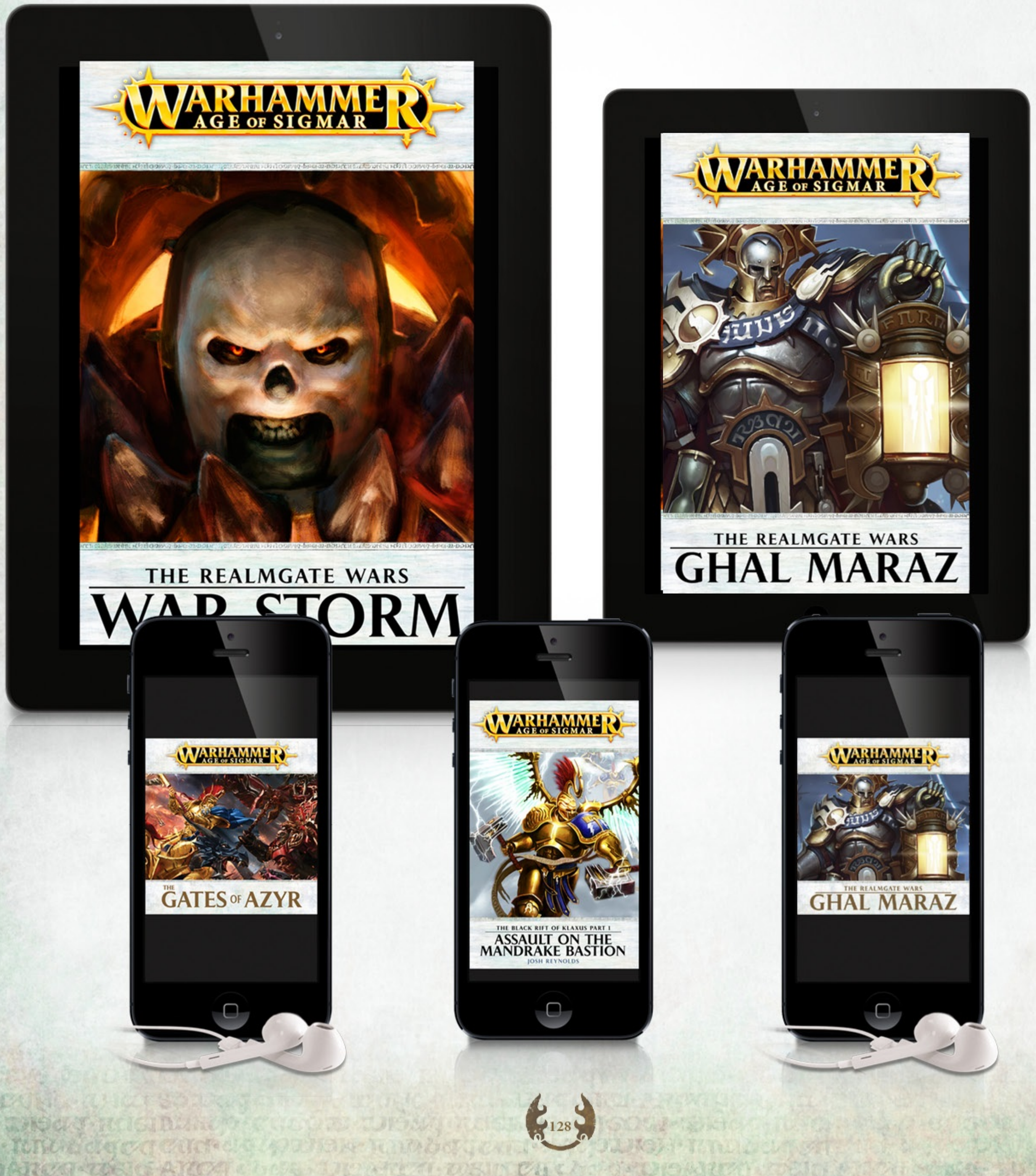
and who is the guardian.

THE STORY CONTINUES

With such vast and thrilling worlds to explore, there's always scope for more stories and greater adventures. As a fantastic companion to the narrative presented in the *Warhammer Age of Sigmar* collecting and gaming supplements – and your own tabletop tales of war and glory – you can also read about the exploits of the heroes and villains of the realms in our accompanying novels. These books can be both an invaluable source of inspiration for your collection, and a great way to live out the action of the Realmgate Wars and beyond, blow by visceral blow. Such exciting tales as *War Storm* and *Ghal Maraz* tie directly into the *Warhammer Age of Sigmar* narrative as it develops, giving you yet another route into the Mortal Realms and providing unique insights into the action that aren't available anywhere else.



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