



Master beast-tamers all, the Vulkyn Flameseekers scour the realms in search of Magmadroth eggs and young. They strike out into the wilderness for months at a time, wielding fyresteel weapons that can dig through rock and cut through flesh.

WARSCROLL VULKYN FLAMESEEKERS

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
Vulkyn Fyresteel Weapon	2"	3	3+	3+	-	1
Emberteeth	1"	1	3+	3+	-	1

Each model in a Vulkyn Flameseekers unit is armed with a Fyresteel Throwing Axe and Vulkyn Fyresteel Weapon.

VULKYN RUNEFATHER: 1 in every 9 models in this unit must be a Vulkyn Runefather. Add 1 to the Attacks characteristic of that model's Vulkyn Fyresteel Weapon. That model can issue commands to their own unit.

DROTHMASTER: 1 in every 9 models in this unit must be a Drothmaster.

KYNDLEDROTH: 1 in every 9 models in this unit must be a Kyndledroth. A Kyndledroth is armed with Emberteeth instead of a Fyresteel Throwing Axe and Vulkyn Fyresteel Weapon.

Magmadroth-scale Whip: A Drothmaster is skilled at dominating monstrous wild beasts.

While this unit includes a Drothmaster, enemy **MONSTERS** within 3" of this unit cannot carry out monstrous rampages.

Kyndledroth: *The molten fury of a fiery-tempered Magmadroth resides within each Kyndledroth.*

At the end of the combat phase, pick 1 enemy unit within 1" of this unit's Kyndledroth and roll 2 dice. For each 4+, that enemy unit suffers 1 mortal wound.

KEYWORDS ORDER, FYRESLAYERS, DUARDIN, LOFNIR, VULKYN FLAMESEEKERS



FYRESLAYERS (JULY 2023)

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES	BASE SIZE
Vulkyn Flameseekers	9	140		Battleline in a Lofnir army	32mm [4], 28.5mm [5]