

# 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.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancestral Battle-axe	1"	3	3+	3+	-1	2

## DESCRIPTION

A Battlesmith is a single model armed with an Ancestral Battle-axe and Fyresteel Throwing Axes.

## ABILITIES

**Icon of Grimnir:** *The Battlesmith raises his icon of Grimnir and recounts tales of past glories, inspiring his allies and setting their ur-gold runes ablaze so that they might fight till the bitter end.*

In your hero phase, you can say that this model is raising its icon of Grimnir. If it

does so, add 1 to save rolls for attacks that target friendly **FYRESLAYERS** units wholly within 12" of this model until the start of your next hero phase. However, if you do so, until the start of your next hero phase, friendly **FYRESLAYERS** units wholly within 12" of this model cannot retreat.

**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, before it is removed from play, friendly **FYRESLAYERS** units

wholly within 12" of this model can swear to protect the fallen icon. If a unit does so, that unit cannot make normal moves and charge moves for the rest of the battle, but you can re-roll hit and wound rolls for attacks made with melee weapons by that unit.

## KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, HERO, TOTEM, BATTLESMITH