

DOOMSEEKER



It is said of the Doomseeker that his axe scorches the air with every swing, that he spits glowing cinders with every war cry, and that the wrath of the forge burns in his glare. This is no dishonourable mercenary, but a religious crusader whose word is his bond.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	1"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Runic War-iron	1"	3	3+	4+	-	1
Doomseeker Axe	1"	3	3+	3+	-1	1

DESCRIPTION

A Doomseeker is a single model armed with a Runic War-iron, Doomseeker Axe and Fyresteel Throwing Axes.

ABILITIES

Oathbound: A Doomseeker chooses his quarry and shouts vows to Grimnir, fell oaths to either destroy the enemy or die trying to do so.

At the start of the first battle round, pick 1 enemy unit that this model has sworn to destroy. At the end of the combat phase, if this model is within 3" of that unit, this model can make a pile-in move and then attack with all the melee weapons it is armed with.

Runic Power: As a Doomseeker gets closer to his fate, he calls upon the power of all his many ur-gold runes, ensuring either victory or that he goes down in a final blaze of glory.

Add 1 to the Damage characteristic of this model's melee weapons if it has 1 wound allocated to it. Add 2 to the Damage characteristic of this model's melee weapons instead if it has 2 or more wounds allocated to it.