

FJUL-GRIMNIR

The deeds of Fjul-Grimnir are spoken of by generations of Vostarg warriors. For them, he is the epitome of that which the Sons of Grimnir should aspire to, a fearless warrior who has sacrificed his body and soul in pursuit of honour and ur-gold.



MELEE WEAPONS

Latchkey Grandaxe

Range

3"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

3

DESCRIPTION

Fjul-Grimnir is a named character that is a single model. He is armed with a Latchkey Grandaxe.

ABILITIES

Grimnir's Blessing: *Fjul-Grimnir and his Chosen Axes are fated for great deeds, and while they stand together there is no foe that can lay them low.*

Roll a dice each time you allocate a wound or mortal wound to Fjul-Grimnir while this model is within 3" of a friendly Chosen Axes unit. On a 5+ that wound or mortal wound is negated.

Stare Down: *A Runefather's stern gaze can bring doubt to the mind of the most stalwart warrior.*

In your hero phase, pick an enemy unit within 3" of this model. Subtract D3 from that unit's Bravery characteristic until the start of your next hero phase.

Weapon-breaker: *A latchkey grandaxe's unique design allows the wielder to catch an enemy's weapon between its metal teeth before breaking it with a forceful twist of the arm.*

At the end of the combat phase, pick an enemy Hero within 3" of this model and roll a dice. On a 6, pick one of the melee weapons that model is armed with. Subtract 1 from

hit rolls for attacks made with that weapon for the rest of the battle. You cannot pick the same weapon to be affected by this ability more than once per battle.

COMMAND ABILITIES

Honour Our Oaths: *Fjul-Grimnir has battled for decades to uphold an ancient Vostarg oath.*

You can use this command ability at the start of the combat phase. If you do so, pick a friendly model with this command ability. Until the end of that phase, add 1 to hit rolls for attacks made by friendly **VOSTARG** units while they are wholly within 12" of that model. The same unit cannot be picked to be affected by this command ability more than once per phase.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, VOSTARG, HERO, AURIC RUNEFATHER, FJUL-GRIMNIR