

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 living storm of blood and flame.



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
Fyrestorm Greataxe	1"	4	3+	3+	-2	2

DESCRIPTION

A Grimwrath Berzerker is a single model armed with a Fyrestorm Greataxe and Fyresteel Throwing Axes.

ABILITIES

Unstoppable Berzerker: *Pain is nothing to a Grimwrath Berzerker, and even should he be dealt a fatal wound, he will do his utmost to ensure many foes join him in death.*

Roll a dice each time you allocate a wound or mortal wound to this model. Add 1 to the roll if there are any enemy units within 3" of

this model. On a 6+ that wound or mortal wound is negated.

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.*

At the end of the combat phase, if this model is within 3" of an enemy unit, roll a dice. On a 2+ make a pile in move with this model, and then attack with all the melee weapons this model is armed with.

Dead, But Not Defeated: *Tales abound of mortally wounded Grimwrath Berzerkers fighting on, determined to wreak destruction upon whichever fools had the temerity to seal their fate.*

If this model is slain, before it is removed from play, it can make a pile-in move and then attack with all of the melee weapons it is armed with.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, HERO, GRIMWRATH BERZERKER