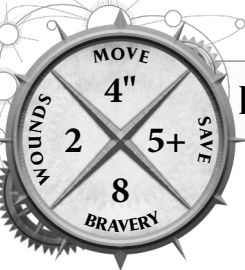
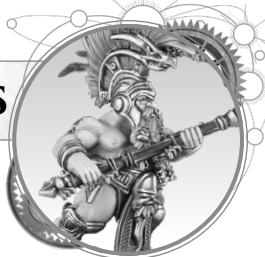


HEARTHGUARD BERZERKERS

Hearthguard Berzerkers are the chosen champions of the Runefather. Masterful warriors, they wade into battle, their broadaxes hewing apart the foe while their flamestrike poleaxes set enemies alight with smouldering braziers.



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
Berzerker Broadaxe	2"	2	3+	3+	-1	2
Flamestrike Poleaxe	2"	2	3+	3+	-	1

DESCRIPTION

A unit of Hearthguard Berzerkers has any number of models, each armed with Fyresteel Throwing Axes. In addition, the unit is armed with one of the following weapon options: Berzerker Broadaxe; or Flamestrike Poleaxe.

KARL: 1 model in this unit can be a Karl. Add 1 to the Attacks characteristic of that model's melee weapons.

ABILITIES

Duty Unto Death: *Hearthguard Berzerkers are sworn to protect their lodge and its masters to their dying breath.*

Roll a dice each time you allocate a wound or mortal wound to this unit. Add 2 to the roll if there are any friendly **FYRESLAYERS HEROES** within 10" of this unit. On a 6+ that wound or mortal wound is negated.

Smouldering Braziers: *With each swing of a flamestrike poleaxe, the brazier chained to it arcs toward the foe, sparks and fire trailing in its wake.*

If the unmodified hit roll for an attack made with a Flamestrike Poleaxe is 6, that attack inflicts 2 mortal wounds on the target in addition to any normal damage.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, HEARTHGUARD BERZERKERS