

THE CHOSEN AXES

The Chosen Axes are the hand-picked champions of the mighty Runefather Fjul-Grimnir. Bellowing oaths and trailing sparks, these dauntless warriors launch themselves into battle alongside their beloved leader, smashing aside all in their path.



MELEE WEAPONS

Fyresteel Handaxes

Fyresteel Great Axe

Range

1"

1"

Attacks

2

2

To Hit

3+

3+

To Wound

3+

4+

Rend

-

-1

Damage

1

2

DESCRIPTION

The Chosen Axes is a unit that has 3 models. Tefk Flamebearer and Mad Maegrim are both armed with a pair of Fyresteel Handaxes. Vol Orrukbane is armed with a Fyresteel Great Axe.

TEFK FLAMEBEARER: The leader of this unit is Tefk Flamebearer. Add 1 to the Attacks characteristic of Tefk Flamebearer's Fyresteel Handaxes.

ABILITIES

Chosen Kin: *Fjul-Grimnir is a demanding Runefather, and chooses only the most ferocious and fearless warriors to fight at his side.*

Add 1 to wound rolls for attacks made by this unit while **FJUL-GRIMNIR** is within 3" of this unit. Do not take battleshock tests for this unit while it is within 3" of **FJUL-GRIMNIR**.

Berserk Fury: *No Fyreslayer will easily accept death's embrace while his kin are still fighting.*

Once per battle, at the start of the combat phase, you can choose to unleash this unit's berserk fury. If you do so, until the end of that phase, if a model from this unit is slain, before that model is removed from play, that model can make a pile in move and then attack with all of the melee weapons it is armed with.

Fyresteel Handaxes: *Wielding two weapons with blurring speed, Vulkite Berserkers unleash a flurry of furious blows.*

You can re-roll hit rolls for attacks made with a pair of Fyresteel Handaxes.