

VULKITE BERZERKERS

Fyreslayers are natural warriors, skilled with axe and fearless in battle. Gifted with ur-gold runes, they become even more formidable as the power and fiery rage of Grimnir courses through their bodies.



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
Fyresteel Handaxe	1"	2	3+	3+	-	1
Fyresteel War-pick	1"	2	3+	4+	-1	1

DESCRIPTION

A unit of Vulkite 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: Fyresteel Handaxe and Bladed Slingshield; Fyresteel War-pick and Bladed Slingshield; or pair of Fyresteel Handaxes.

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

HORN OF GRIMNIR: 1 in every 5 models in this unit can have a Horn of Grimnir. Add 1 to charge rolls for units that include any Horns of Grimnir.

ABILITIES

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 Berzerkers unleash a flurry of furious blows.*

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

Bladed Slingshield: *Some Vulkite Berzerkers carry razor-sharp shields that they hurl at the enemy as they charge.*

After a unit armed with Bladed Slingshields makes a charge move, pick 1 enemy unit and roll a dice for each model from the charging unit within 8" of that enemy unit. For each 6, the enemy unit suffers 1 mortal wound. In addition, add 1 to save rolls for attacks made with melee weapons that target a unit armed with Bladed Slingshields if the target unit did not make a charge move in the same turn.