

VULKITE BERZERKERS

Fyreslayers are natural warriors, skilled with axes and fearless in battle. Gifted with ur-gold runes, they become even more fearsome as the power of Grimnir courses through their bodies. Filled with this divine might, they can suffer horrific wounds, face legions of foes and fight on relentlessly, until naught but corpses lie at their feet.

	MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
	1	Fyresteel Throwing Axe	8"	1	4+	4+	-	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage	
7	Fyresteel Handaxe	1"	2	4+	3+	-	1	
5+	Fyresteel War-pick	1"	2	4+	4+	-1	1	

DESCRIPTION

A unit of Vulkite Berzerkers has 5 or more models. Some units of Vulkite Berzerkers are armed with Fyresteel Handaxes or War-picks and carry Bladed Slingshields, while other units fight with a Fyresteel Handaxe in each hand. Some also carry well-balanced Fyresteel Throwing Axes at their belts.

KARL

The leader of this unit is the Karl. A Karl's Fyresteel Handaxe or Fyresteel War-pick causes 2 Damage rather than 1.

HORN OF GRIMNIR

Models in this unit may carry a horn of Grimnir. After making a charge roll for a unit that contains any horns of Grimnir, you can sound the advance and re-roll one of the dice.

ABILITIES

Berserk Fury: Vulkite Berzerkers are as stubborn as they are resilient – even the deadliest blows fail to slow their advance. Each time this unit suffers a wound or mortal wound, roll a dice. If the result is 6 or higher, the wound is ignored. Add 1 to the result if the unit had 10 or more models at the start of the phase, or 2 if it had 20 or more; after all, no Vulkite Berzerker will easily accept death's embrace while his kin are still fighting.

Fyresteel Handaxes: When attacking with two Fyresteel Handaxes, a Vulkite Berzerker can easily turn aside an enemy's defence before landing a flurry of furious blows. Re-roll failed hit rolls for models armed with two Fyresteel Handaxes.

Bladed Slingshield: Some Vulkite Berzerkers carry razor-sharp shields which they hurl at the enemy as they charge. After a unit with Bladed Slingshields makes a charge move, pick an enemy unit within ½" and roll a dice for each model carrying a Bladed Slingshield. For each result of 6, the unit you picked suffers a mortal wound. Vulkite Berzerkers carrying Bladed Slingshields have a Save of 4+ in the combat phase of turns in which they did not charge.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, VULKITE BERZERKERS