

# FJUL-GRIMNIR

The deeds of the legendary Runefather Fjul-Grimnir are spoken of by generations of Vostarg warriors. For them, he is the epitome of that which the sons of Grimnir should aspire to – a fearless warrior who has sacrificed his body and soul in pursuit of honour and ur-gold.



## MELEE WEAPONS

Latchkey Grandaxe

Range

3"

Attacks

3

To Hit

4+

To Wound

3+

Rend

-1

Damage

3

## DESCRIPTION

Fjul-Grimnir is a single model. He is armed with a Latchkey Grandaxe.

## ABILITIES

**Grimnir's Blessing:** *Fjul-Grimnir and his Chosen Axes are fated for great deeds, and while they stand together there is no foe that can lay them low.*

Roll a dice each time you allocate a wound or mortal wound to Fjul-Grimnir whilst he is within 3" of a friendly unit of Chosen Axes. On a 5+, that wound is negated.

**Stare Down:** *An Auric Runefather's stern gaze can bring doubt to the mind of even the most stalwart warrior.*

In your hero phase, you can pick an enemy unit within 3" of this model. Subtract D3 from that unit's Bravery until your next hero phase.

**Weapon-breaker:** *A Latchkey Grandaxe's unique design allows the wielder to catch an enemy's weapon between its metal teeth before breaking it with a forceful twist of the arm.*

If you make a save roll of 6 or higher for this model for an attack from an enemy **HERO** or **MONSTER**, roll another dice. If the result is 4 or more, your opponent must re-roll successful hit rolls for the weapon which was used to make that attack for the rest of the battle.

## COMMAND ABILITY

**Lodge Leader:** *Marching at the head of his army, an Auric Runefather inspires fierce pride in the loyal warriors under his command.*

Use this command ability at the start of the combat phase. All friendly **FYRESLAYERS** units within 8" of this model can move up to 5" when they pile in. In addition, each time this model suffers a wound or mortal wound, pick a friendly **FYRESLAYERS** unit within 3" and roll a dice. On a 4+, the wound is negated, and that Fyreslayers unit suffers 1 mortal wound.

## KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, HERO, AURIC RUNEFATHER, FJUL-GRIMNIR

# THE CHOSEN AXES

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



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Handaxe	1"	2	4+	3+	-	1
Fyresteel Great Axe	1"	2	4+	3+	-1	1

## DESCRIPTION

The Chosen Axes consist of 3 models: Tefk Flamebearer (who is armed with two Fyresteel Handaxes), Mad Maegrin (who is armed with two Fyresteel Handaxes) and Vol Orrukbane (who is armed with a Fyresteel Great Axe).

### TEFK FLAMEBEARER

The leader of this unit is Tefk Flamebearer. Add 1 to the Damage characteristic of this model's Fyresteel Handaxe.

## ABILITIES

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

Whilst this unit is within 3" of a friendly Fjul-Grimnir, add 1 to wound rolls made for it. In addition, it does not need to take battleshock tests.

**Berserk Fury:** *Vulkite Berzerkers are as stubborn as they are resilient. Even the deadliest blows fail to slow their advance – after all, no self-respecting Fyreslayer will easily accept death's embrace while his kin are still fighting.*

Roll a dice each time this unit suffers a wound or mortal wound. On a 6+ the wound is negated.

**Fyresteel Handaxes:** *Wielding two weapons with blurring speed, Vulkite Berzerkers carve through their enemy's guard before landing a flurry of furious blows.*

You can re-roll failed hit rolls for models armed with two Fyresteel Handaxes.

## KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, VULKITE BERZERKERS, THE CHOSEN AXES

# ORDER PITCHED BATTLE PROFILES

FYRESLAYERS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Fjul-Grimnir	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army. Cannot be taken unless your army also includes The Chosen Axes.
The Chosen Axes	3	3	40		Only one of this unit can be included in a Pitched Battle army. Cannot be taken unless your army also includes Fjul-Grimnir.