

FYRESLAYERS

SAGA AXEBAND

This Spearhead army consists of the following units:

GENERAL

- ◆ Battlesmith

UNITS

- ◆ 5 Hearthguard Berzerkers
- ◆ 5 Vulkite Berzerkers
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All Fyreslayers long for their name to echo forever in the heroic legends of their lodge, remembered as a byword for martial skill and boldness. Saga Axebands are wandering groups of Berzerkers in search of such glory. They are guided on their journey by a Battlesmith who bears witness to their deeds and who will one day honour the worthiest in the Hall of Fyre, thus preserving their tale for all time.

There is little subtlety to an Axeband's war-making. These doughty duardin scorn danger and lack the patience to let battle come to them. Vulkite Berzerkers have a tendency to charge head-first at whatever threat presents itself, relying upon their natural hardiness and the god-given power stamped into their flesh to keep them alive while they carve their foes into smoking chunks of meat. As the fighting rages, the Axeband's Battlesmith bellows tales of long-dead heroes that died in a manner befitting true offspring of Grimnir. In so doing, they incite their companions to ever more magnificent deeds, setting their runes ablaze with fervour. A band of Hearthguard Berzerkers forms an honour guard around the Battlesmith, their two-handed weapons lopping off the heads of any foe not cut down by their ward.

'Well then, Sons of Grimnir – do you want to live forever?'

– Battlesmith Aurgi Cinder-eye of the Vostarg



Graphic designer Jim took a swig of magmalt ale and swore an oath to Grimnir before painting his Fyreslayers of the Vostarg lodge, achieving great results in no time at all with a selection of warm-hued Contrast paints.

BATTLE TRAITS

⚙️ Once Per Battle Round, Start of Your Turn

AWAKEN THE RUNES:

In battle, a Fyreslayer's ur-gold runes are awakened, filling them with the blazing power of Grimnir.

Declare: Pick 1 of the **ur-gold runes** on the right, then make an **activation roll** of D6. Each ur-gold rune can only be activated once per battle.

Effect: On a 1-5, the rune's **standard effect** applies. On a 6, the rune's **enhanced effect** applies as well. The effects last until the start of your next turn.

UR-GOLD RUNES

⚔️ RUNE OF FURY

Standard: Add 1 to hit rolls for combat attacks made by friendly units.
Enhanced: In addition, add 1 to the Attacks characteristic of your units' melee weapons.

⚔️ RUNE OF SEARING HEAT

Standard: Add 1 to the Rend characteristic of your units' melee weapons.
Enhanced: In addition, add 1 to the Damage characteristic of your units' melee weapons.

🛡️ RUNE OF FIERY DETERMINATION

Standard: Your units have **WARD (5+)**.
Enhanced: In addition, add 1 to save rolls for friendly units.

➡️ RUNE OF RELENTLESS ZEAL

Standard: Add 2" to the Move characteristic of your units.
Enhanced: In addition, add 2 to charge rolls for your units.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

➡️ Once Per Battle, Start of the First Battle Round

MAGMIC TUNNELS: *Tunnels carved by runic magic enable a band of Fyreslayers to attack from an unseen quarter.*

Effect: Pick up to 2 friendly units. Remove them from the battlefield and set them up again anywhere on the battlefield more than 6" from all enemy units.

⚔️ Once Per Turn (Army), Your Shooting Phase

FYRESTEEL THROWING AXES: *These sidearms are deadly when hurled at close range.*

Declare: Pick any number of friendly units that are not in combat and are within 10" of any enemy units.

Effect: For each of those units, pick a visible enemy unit within 10" of it and roll a dice. On a 4+, inflict D3 mortal damage on that enemy unit.

ENHANCEMENTS: Give your general 1 of the following enhancements.

🛡️ Start of Any Turn

TOO STUBBORN TO DIE: *Long in the beard, your general shrugs off wounds that would fell a lesser duardin.*

Effect: Heal (D3) your general.

⚙️ Passive

SPIRIT OF GRIMNIR: *The very presence of your general sets ur-gold ablaze.*

Effect: You can re-roll **activation rolls** you make for the 'Ur-gold Runes' ability (see Battle Traits).

🚩 Your Hero Phase

HORN OF GRIMNIR: *Inlaid with powerful runes of ur-gold, a blast from this horn inspires those bloody and bruised to continue the fight.*

Declare: Pick your general to use this ability if they are not in combat.

Effect: Roll a dice for each friendly unit on the battlefield that has any slain models. On a 3+, you can return 1 slain model to that unit.

● Passive

POWERFUL PRESENCE: *With a roaring voice and mighty displays of strength, your general is an imposing figure upon the battlefield.*

Effect: Add 3 to your general's control score.

MOVE 4"
HEALTH 5 SAVE 5+
CONTROL 5

Battlesmiths are war-skalds and icon bearers who memorialise the glorious history of the Fyreslayers through the force of their oratory. As skilled in combat as any of their kin, they keep their sacred icons aloft in the midst of war, rallying their brethren with the image of their grim-faced god. As they fight, the Battlesmiths recite the histories of the lodge, inspiring nearby Fyreslayers to ever greater deeds.

• SPEARHEAD WARSCROLL •
BATTLESMITH

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Ancestral Battle-axe	5	3+	3+	1	2	-

Passive

ICON OF GRIMNIR: *The Battlesmith raises his icon of Grimnir, inspiring his allies so that they fight until the bitter end.*
Effect: Add 1 to save rolls for friendly units while they are wholly within 12" of this unit.

Once Per Battle, Any Hero Phase

PLANT THE ICON: *The Battlesmith slams the pommel of his icon into the earth, setting the ur-gold runes of nearby allies ablaze.*
Effect: For the rest of the turn, friendly units have **WARD (5+)** while they are wholly within 12" of this unit.



KEYWORDS HERO, INFANTRY, WARD (6+)

MOVE 4"
HEALTH 2 SAVE 6+
CONTROL 1

Hearthguard Berzerkers are the chosen champions of the lodge, assigned the sacred task of protecting its dynastic rulers and most prestigious figures with a near-supernatural determination. Masterful warriors skilled in the use of the more exotic armaments within their lodge's armoury, they wreak devastation among the enemy's ranks, their flamestrike poleaxes cleaving, bludgeoning and burning foes all at once.

• SPEARHEAD WARSCROLL •
HEARTHGUARD BERZERKERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Flamestrike Poleaxe	2	3+	3+	1	2	Crit (Mortal)

Passive

DUTY UNTO DEATH: *Hearthguard Berzerkers are sworn to protect their lodge and its masters until their dying breath.*
Effect: While your general is wholly within this unit's combat range, both this unit and your general have **WARD (5+)**.



KEYWORDS INFANTRY, WARD (6+)

MOVE

4"

HEALTH

2

6+

SAVE

CONTROL

• SPEARHEAD WARSCROLL •

VULKITE BERZERKERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Fyresteel Handaxes	2	4+	3+	1	1	Anti-charge (+1 Rend)

Passive

WHIRLWIND OF DESTRUCTION: *With the light of Grimnir burning in their eyes, these impetuous warriors hurl themselves into the fray.*

Effect: Add 1 to the Attacks characteristic of this unit's melee weapons if it charged in the same turn.



KEYWORDS

INFANTRY, WARD (6+)

