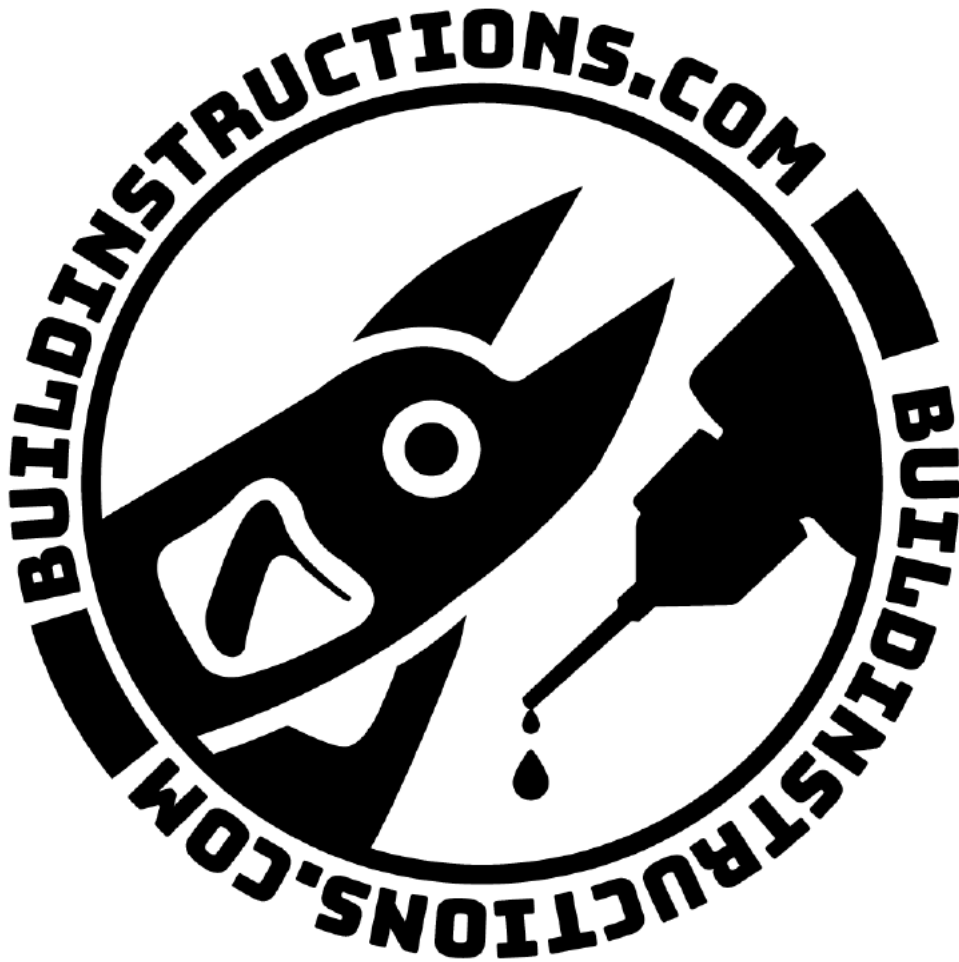




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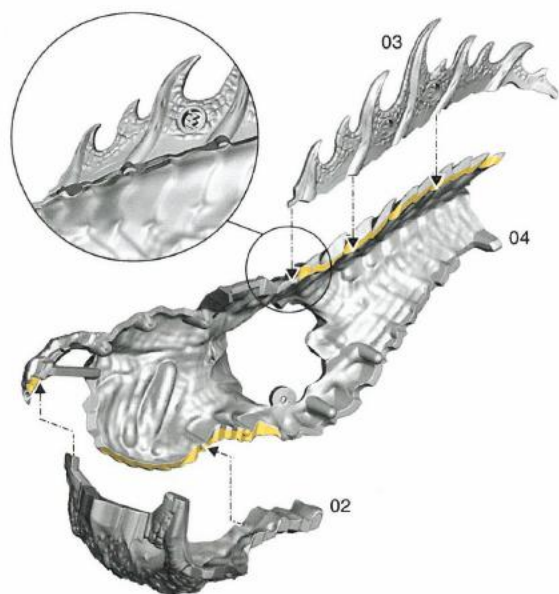
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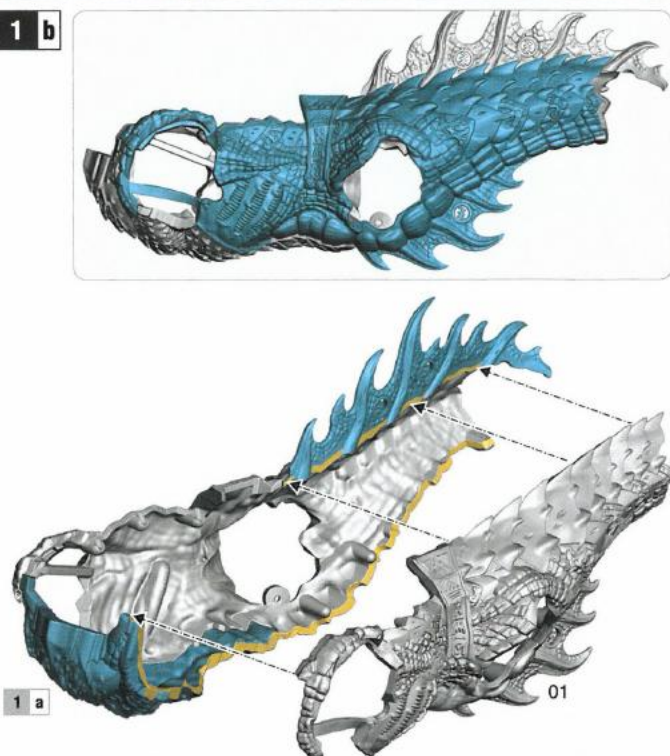
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1 - 17 AURIC RUNEFATHER ON MAGMADROTH

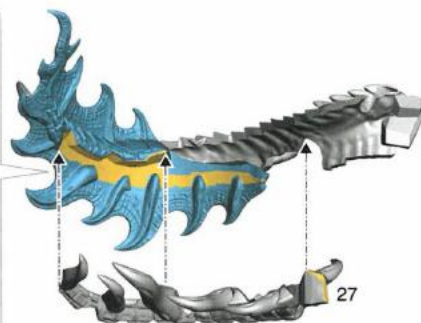
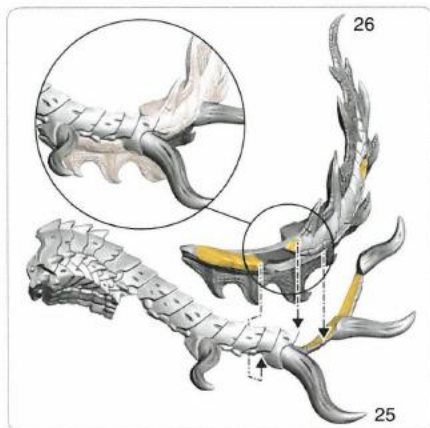
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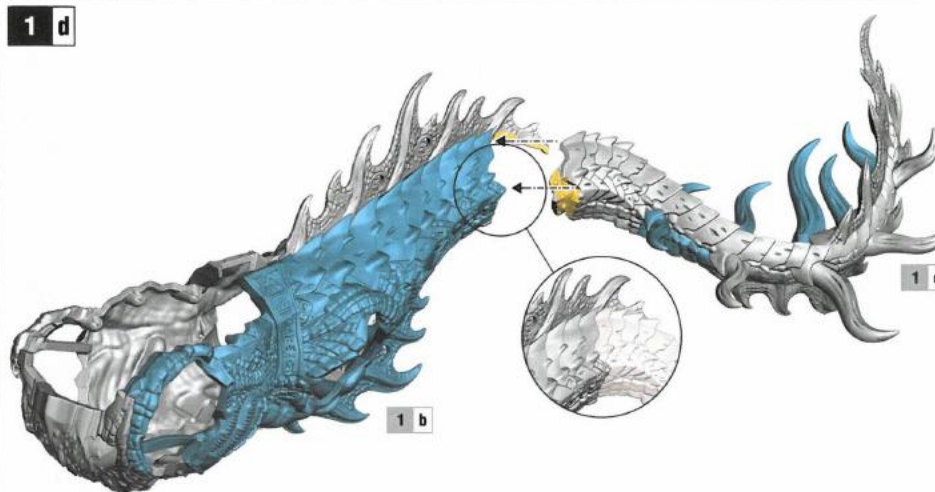
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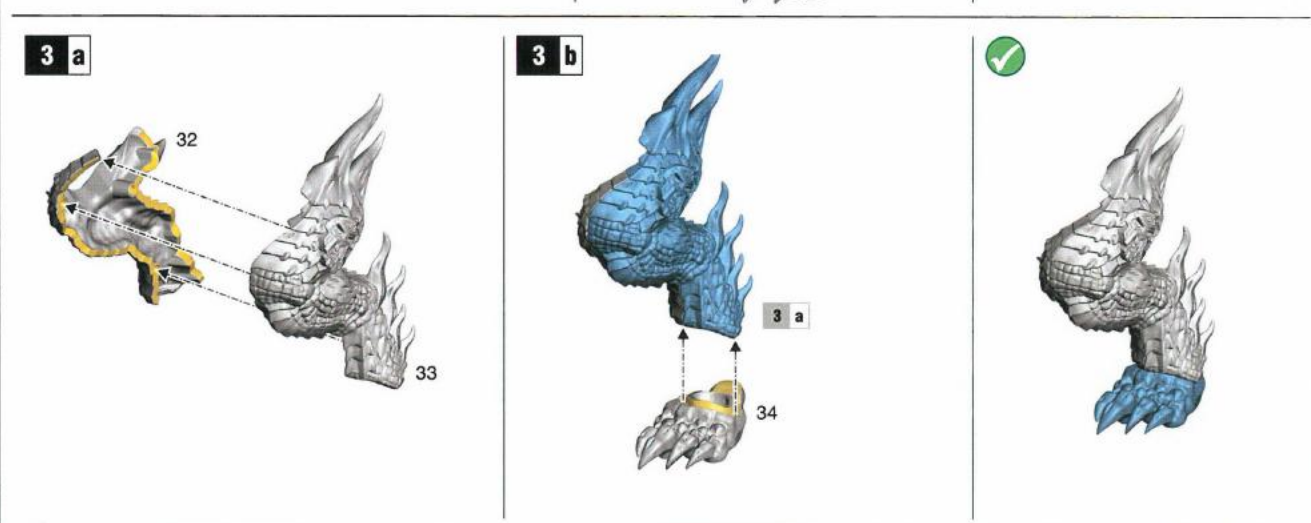
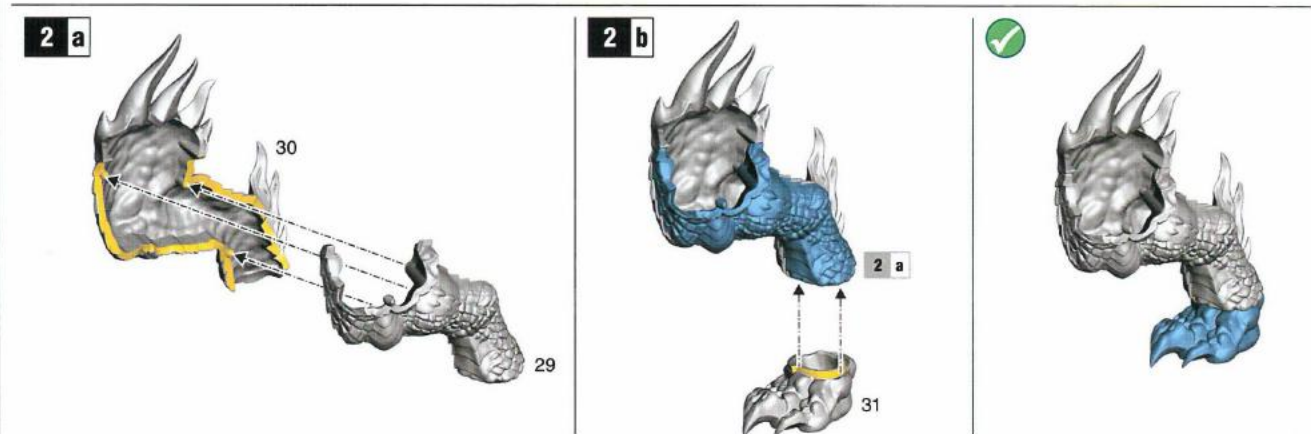
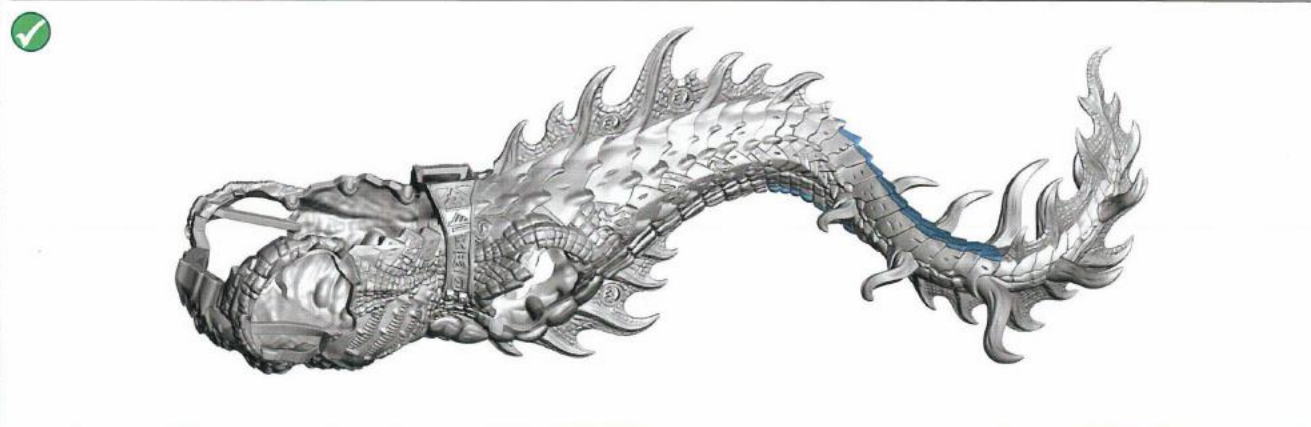
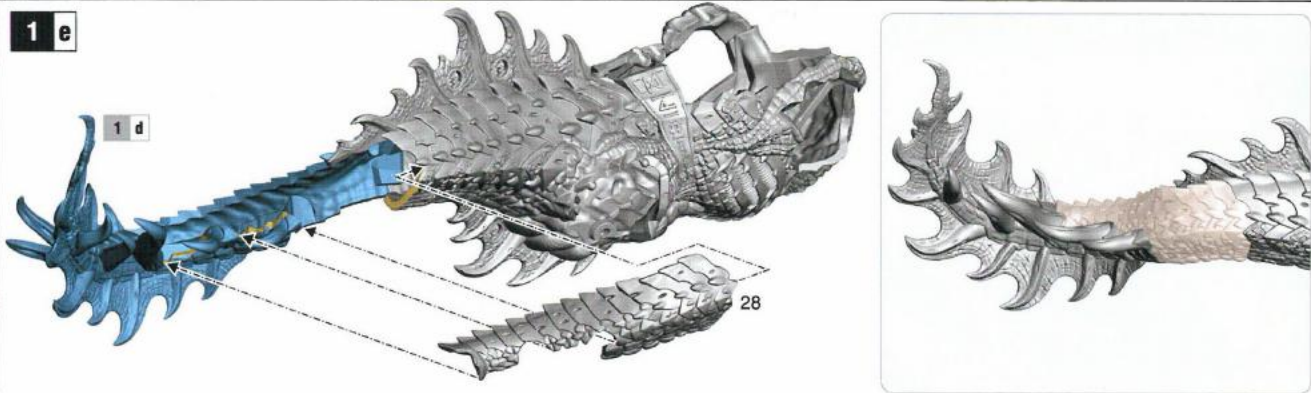


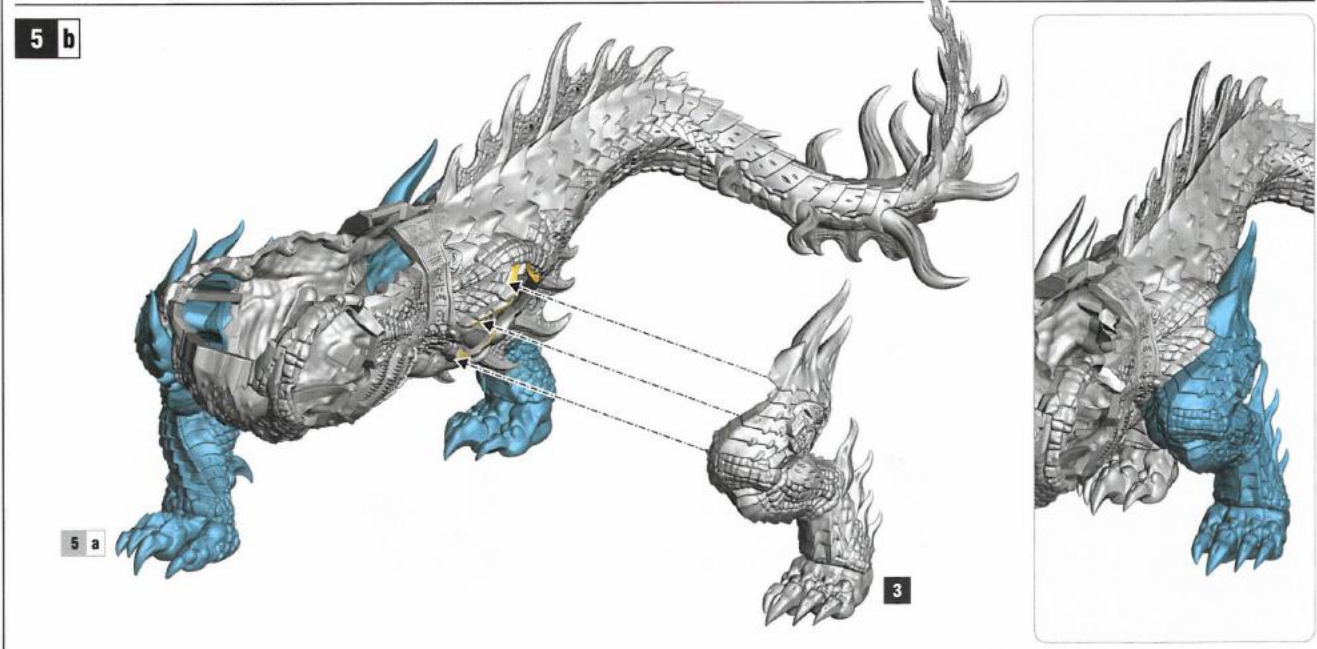
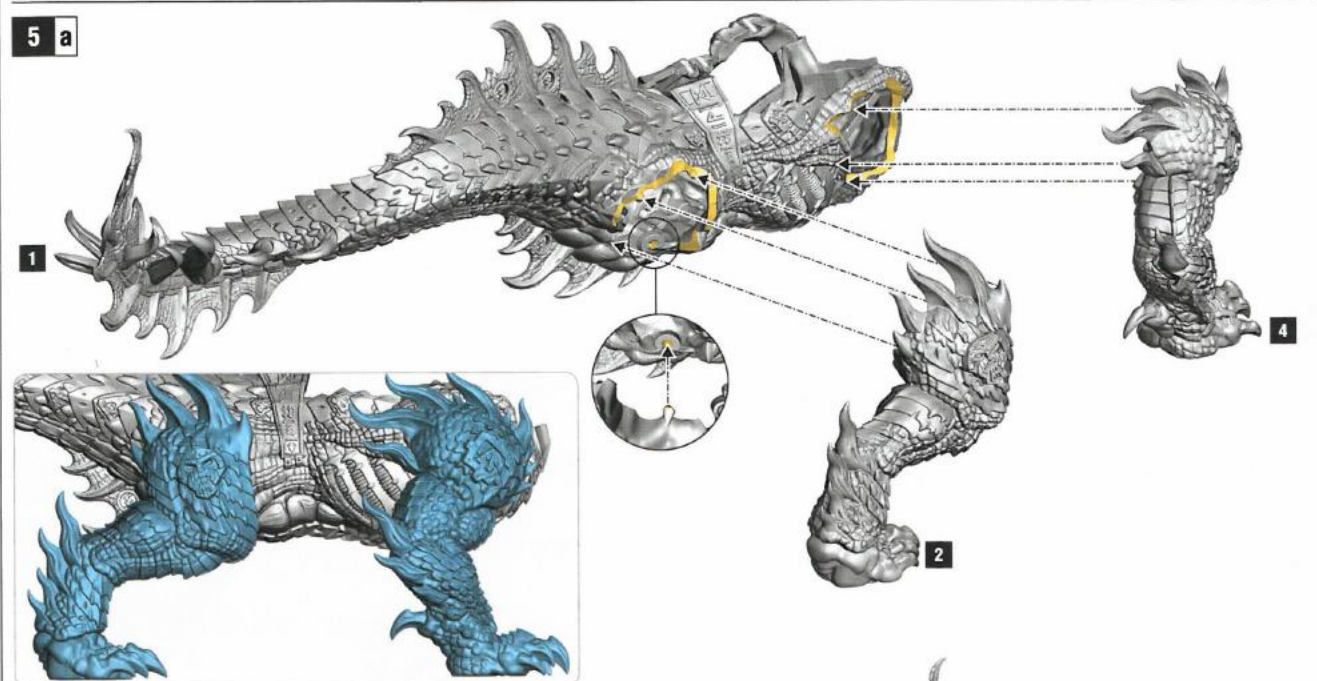
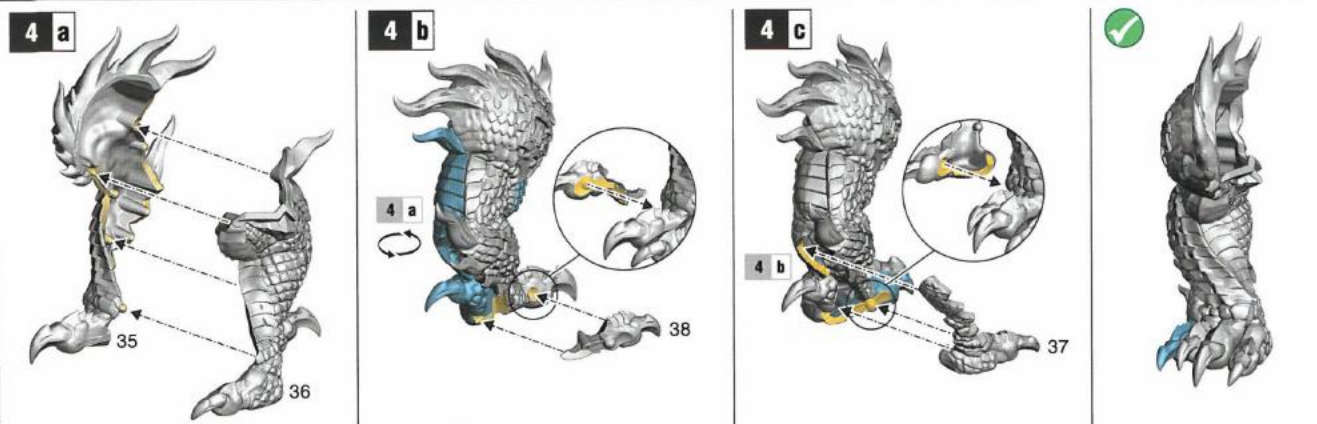
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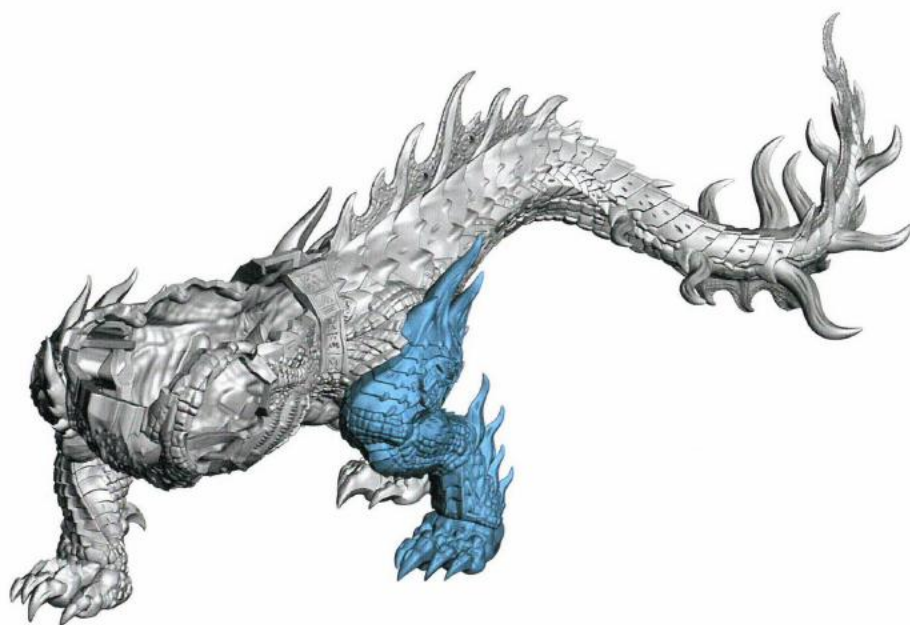


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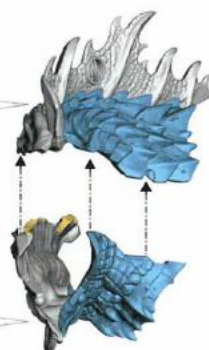
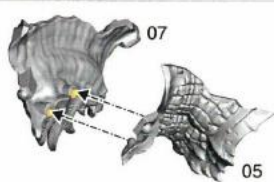
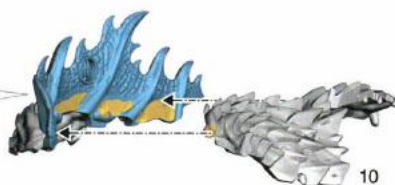
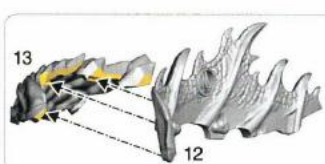




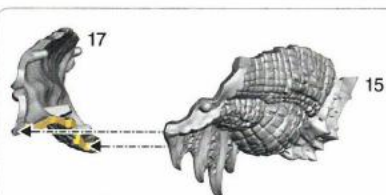
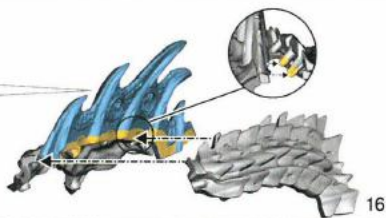
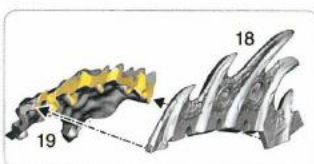




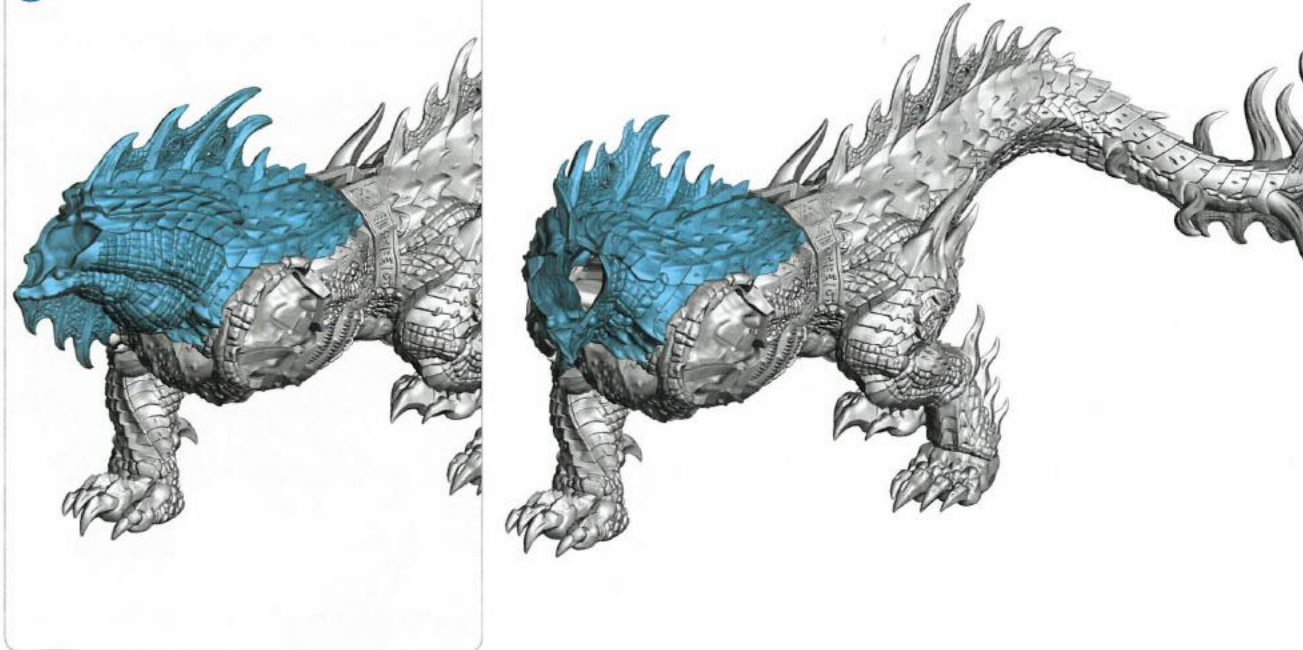
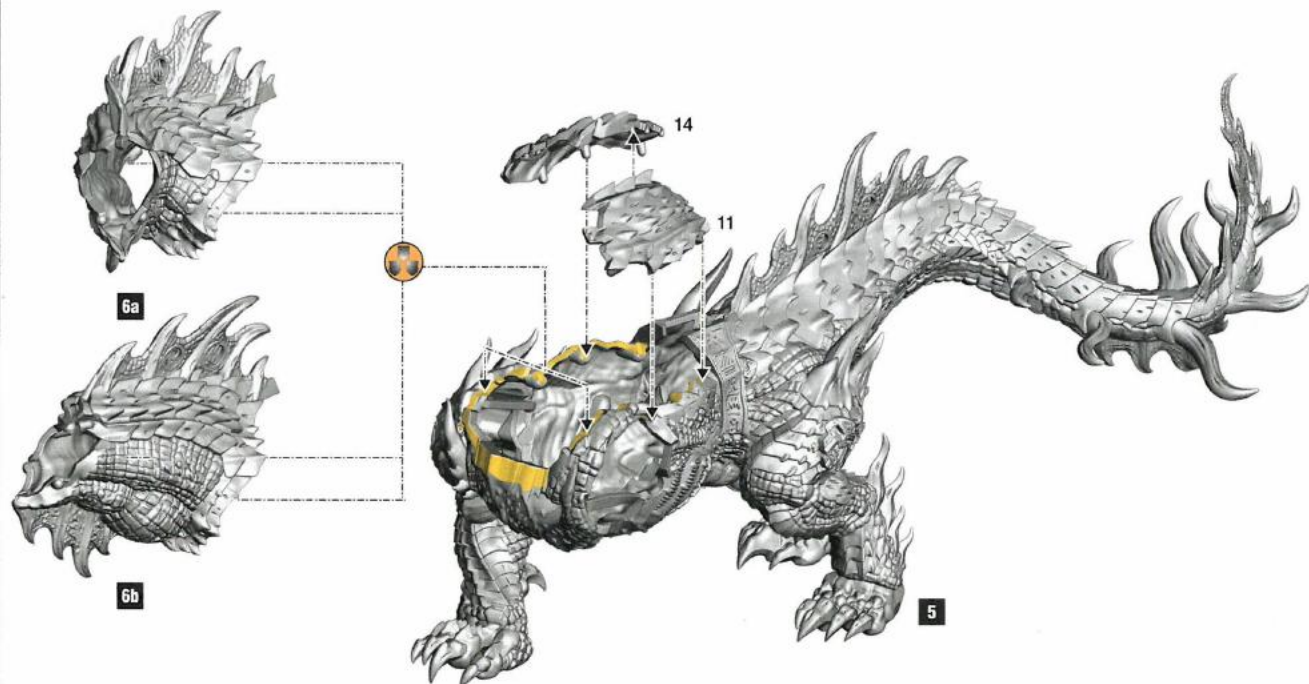
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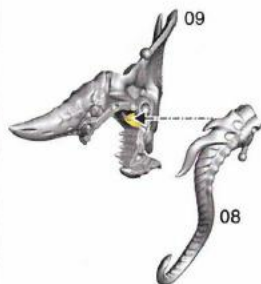
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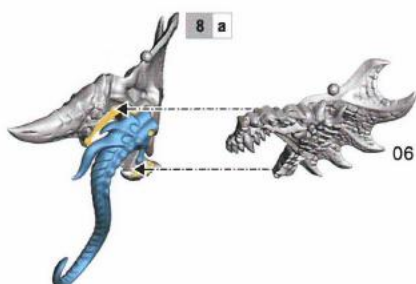
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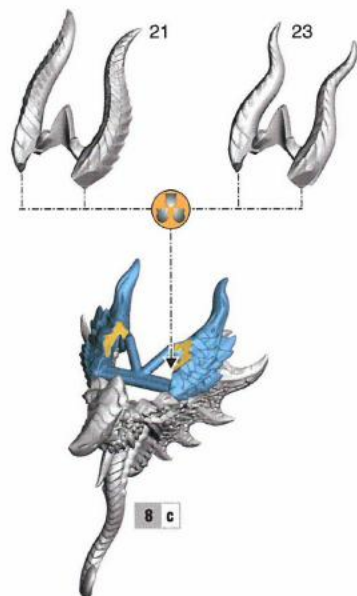
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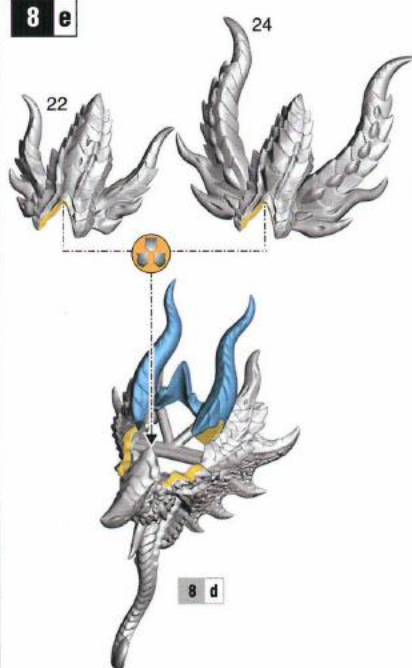
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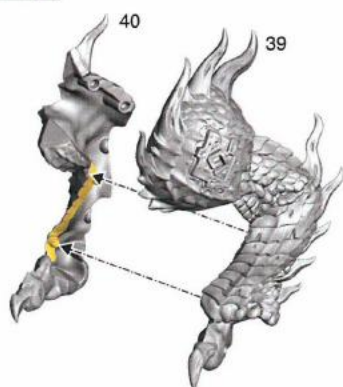
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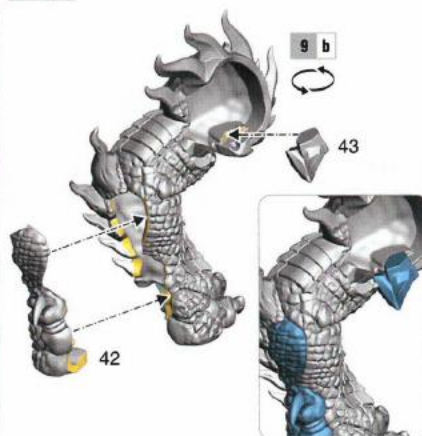
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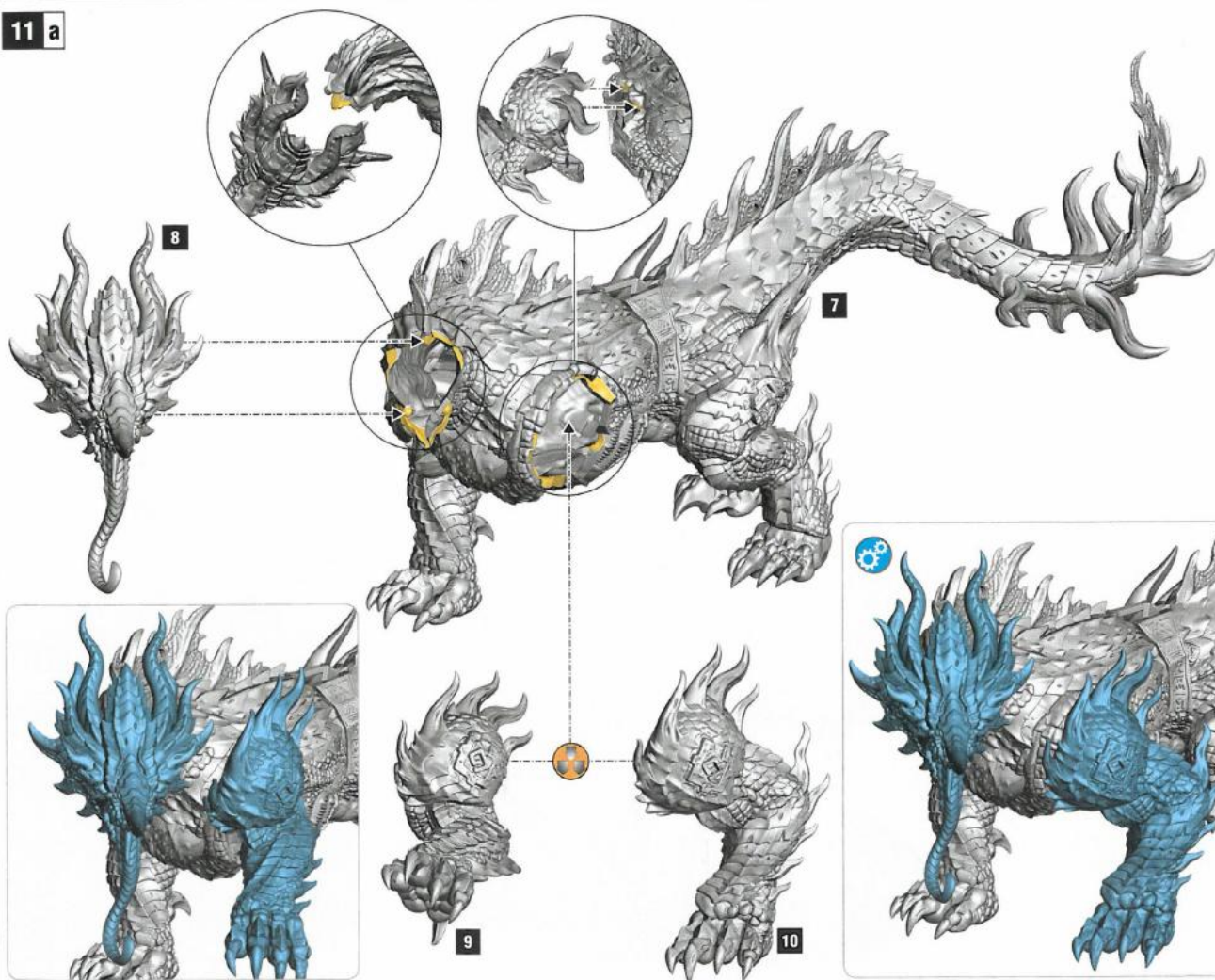
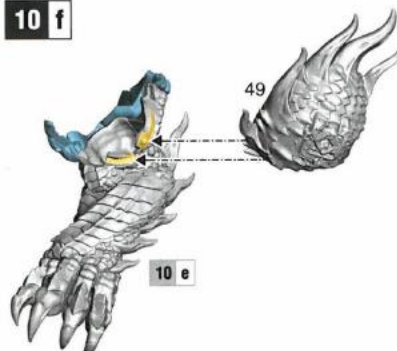
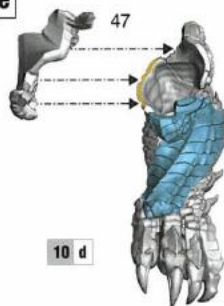
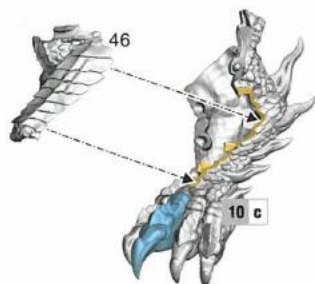
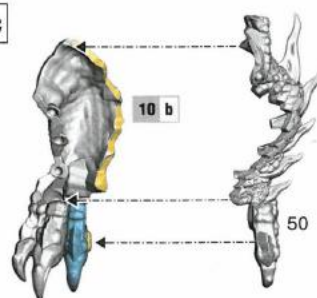
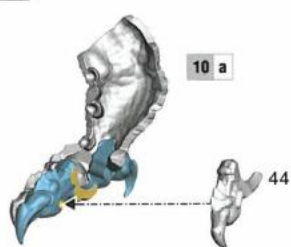
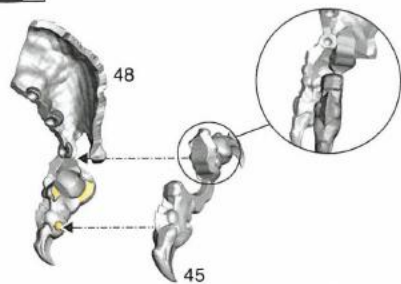


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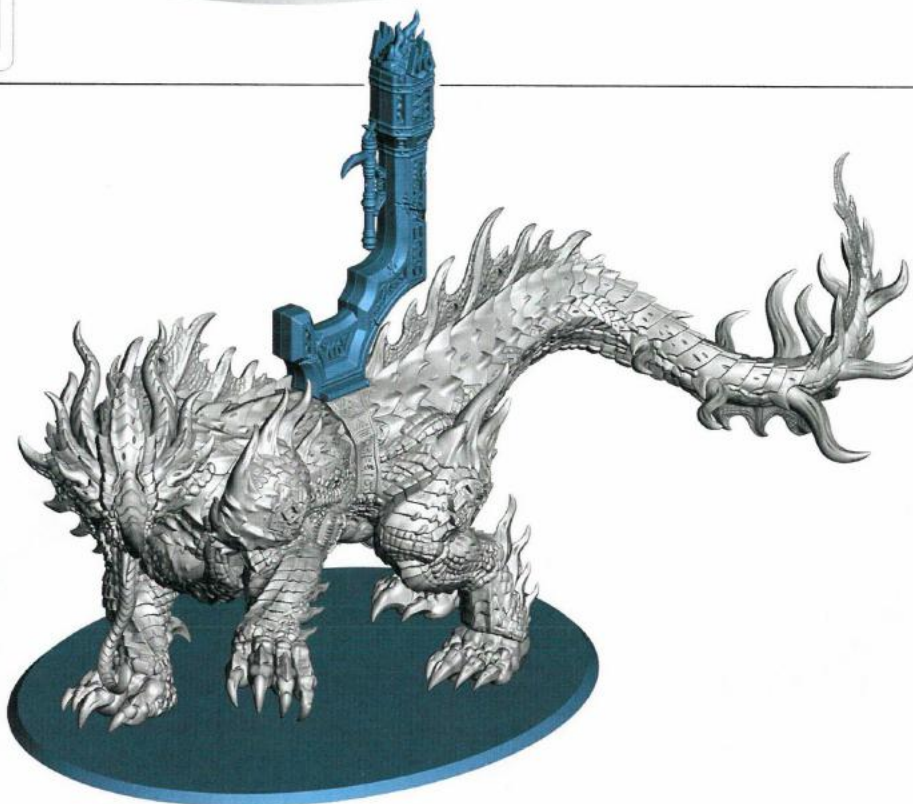
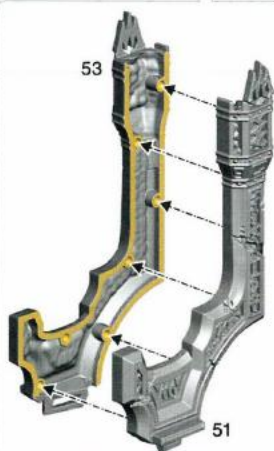
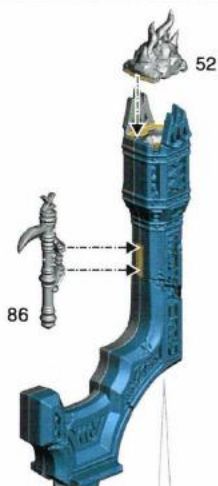


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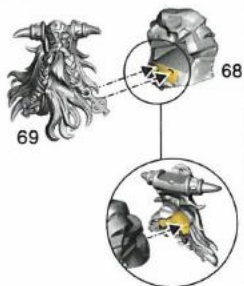




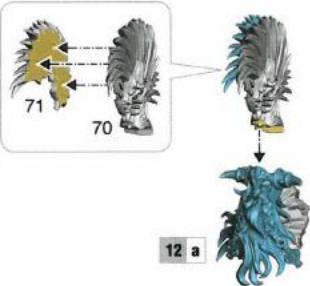
11 b



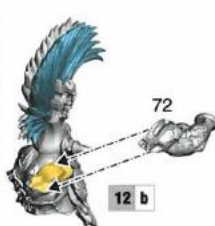
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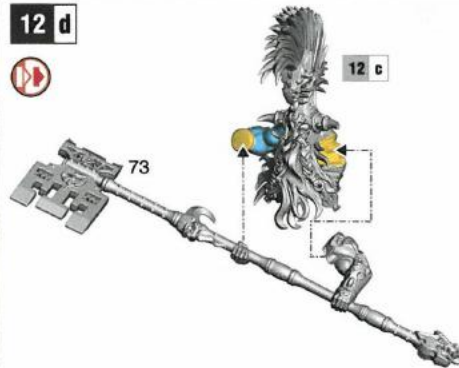
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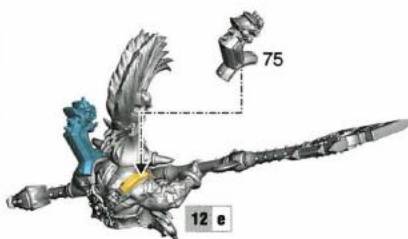
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12 f



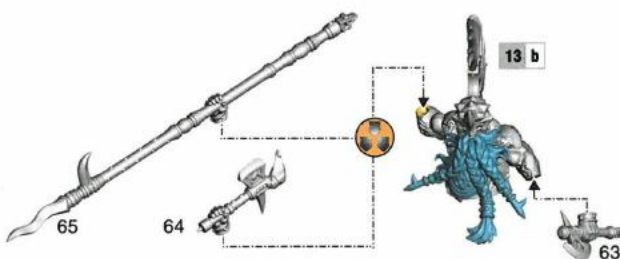
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13 b



13 c



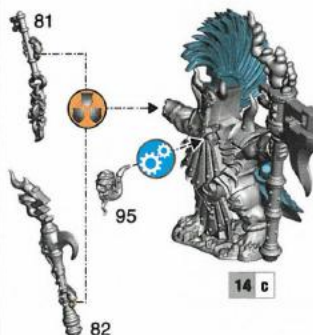
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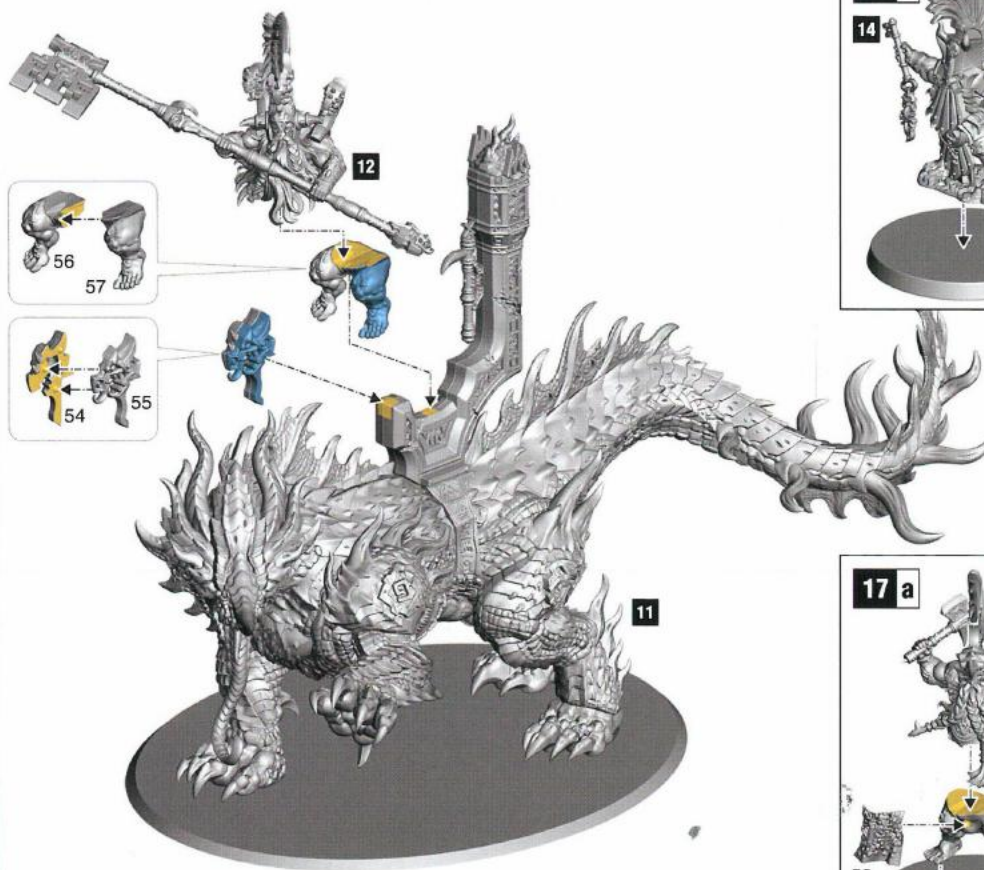
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14 c



15 a



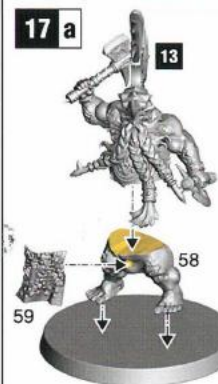
16 a

14



17 a

13



18 - 20

VULKITE BERZERKERS

Follow steps 18-20 for all variants • Suivre les étapes 18-20 pour toutes les variantes • Sigue el paso 18-20 para todas las variantes
 Folge Schritt 18-20 für alle Varianten • Segui le fasi 18-20 per tutte le varianti

18 a



1 x2



2 x2



3 x2



4 x2



5 x2



24 x2

25 x2



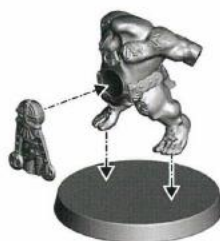
26 x2



27 x2



28 x2



19 a



17 x2



18 x2



19 x2



20 x2



21 x2



22 x2



23 x2



6 x2



7 x2



8 x2



9 x2



10 x2



11 x2



12 x2

20 a



52 x2



53 x2



54 x2



55 x2



56 x2



60 x4



61 x4



62 x4



63 x4



64 x4

21 - 24

VULKITE BERZERKERS

(WITH FYRESTEEL HANDAXE)

21 L



30 x2



32 x2



34 x2



36 x2



38 x2

21 R



29 x2



31 x2



33 x2

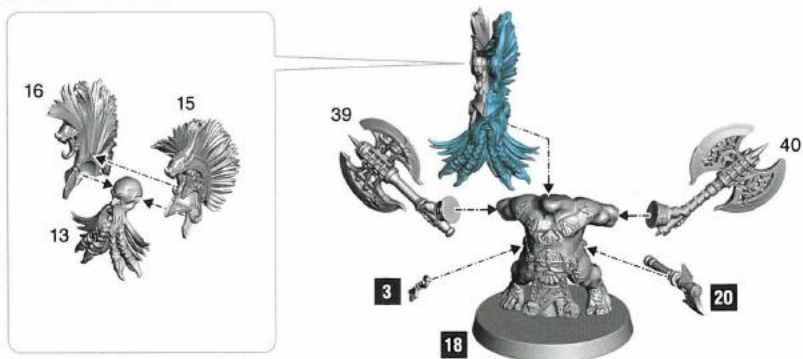


35 x2



37 x2

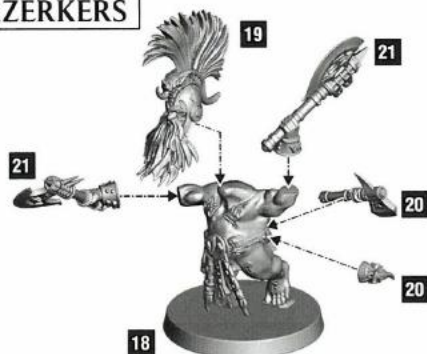
22 a KARL



23 a HORN OF GRIMNIR



24 a VULKITE BERZERKERS



22



23



24



24



24



24



24



24



24



24

25 - 29

VULKITE BERZERKERS (WITH FYRESTEEL WAR-PICK & BLADED SLINGSHIELD)

25 a

10



x2



x2



x2



x2

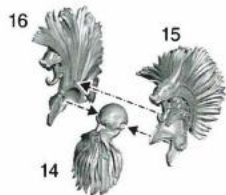


x2

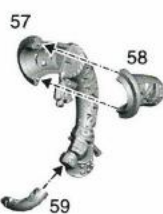
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27 a KARL

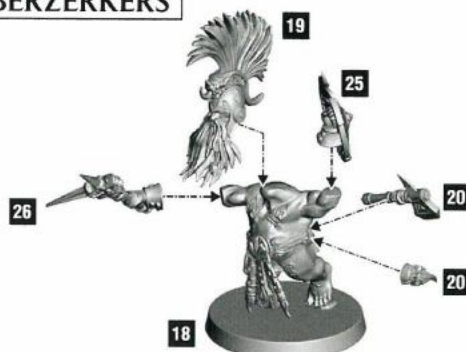


28 a HORN OF GRIMNIR



29 a VULKITE BERZERKERS

18





27



28



29



29



29



29



29



29



29



29

VULKITE BERZERKERS



MISSILE WEAPONS

Fyresteel Throwing Axe

Range

8"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-

Damage

1

MELEE WEAPONS

Fyresteel Handaxe

Range

1"

Attacks

2

To Hit

4+

To Wound

3+

Rend

-

Damage

1

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 Grinnir. After making a charge roll for a unit that contains any horns of Grinnir, 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.

DESCRIPTION

Une unité de Vulkite Berzerkers se compose de 5 figurines ou plus. Certaines unités sont armées de Haches de Pyracier (Fyresteel Handaxes) ou de Pics de Pyracier (Fyresteel War-picks) et portent des Boucliers Lamés de Lancer, tandis que d'autres unités se battent avec une Hache de Pyracier dans chaque main. Certaines portent également à la ceinture des Haches de Jet de Pyracier (Fyresteel Throwing Axes) bien équilibrées.

KARL

Le leader de cette unité est le Karl. L'arme de mêlée d'un Karl a un Damage de 2 au lieu de 1.

CORS DE GRIMNIR

Des figurines de cette unité peuvent porter des cors de Grinnir. Après avoir effectué un jet de charge pour une unité qui contient au moins un cor de Grinnir, vous pouvez sonner la charge et relancer un des dés.

APTITUDES

Fureur Berserk: Les Vulkite Berzerkers sont aussi entêtés que résistants – même les coups les plus mortels échouent à ralentir leur avance. Chaque fois que cette unité subit une blessure ou une blessure mortelle, jetez un dé. Sur 6 ou plus, la blessure est ignorée. Ajoutez 1 au résultat si l'unité comptait au moins 10 figurines au début de la phase, ou 2 si elle en comptait au moins 20 – aucun Vulkite Berzerker ne voudrait se laisser étreindre par la mort pendant que ses frères se battent encore.

Haches de Pyracier: Un Vulkite Berzerker qui combat avec deux Haches de Pyracier peut aisément briser la défense de son adversaire avant de lui asséner une série de coups effrénés. Relancez les jets de touche ratés pour les figurines armées de deux Haches de Pyracier.

Boucliers Lamés de Lancer: Certains Vulkite Berzerkers portent des boucliers aux bords affûtés qu'ils jettent sur l'ennemi en chargeant. Après qu'une unité équipée de Boucliers Lamés de Lancer a effectué un mouvement de charge, choisissez une unité ennemie à ½" ou moins et jetez un dé pour chaque figurine portant un Bouclier Lamé de Lancer. Pour chaque résultat de 6, l'unité choisie subit une blessure mortelle. Les Vulkite Berzerkers portant des Boucliers Lamés de Lancer ont une Save de 4+ à la phase de combat des tours pendant lesquels ils n'ont pas chargé.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, VULKITE BERZERKERS