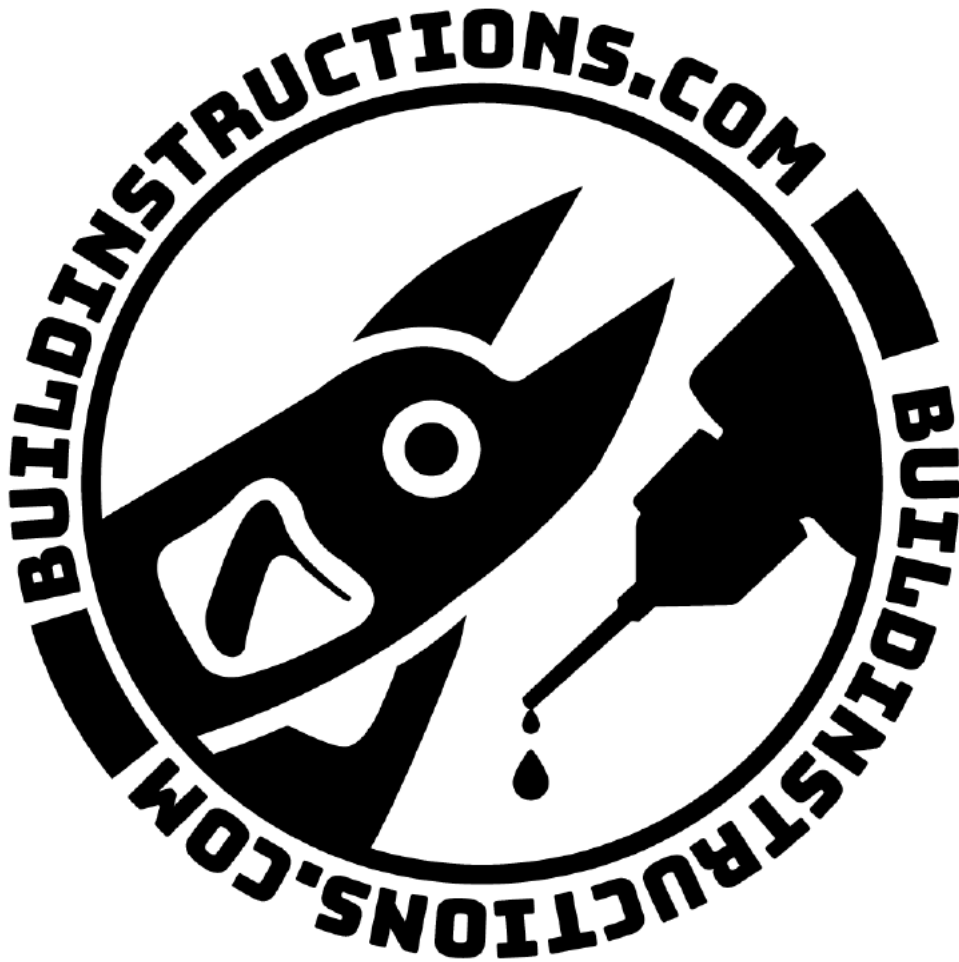




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FYRESLAYERS



! • READ THIS FIRST • À LIRE EN PREMIER • LEER ANTES DE MONTAR • LIES DIES ZUERST • LEGGI PRIMA QUESTO

- **BEFORE ASSEMBLING YOUR MINIATURES PLEASE READ THROUGH THE INSTRUCTIONS IN THIS BOOKLET CAREFULLY.**
A pair of plastic cutters is required to remove the plastic components in this kit from their frame. We advise using a mouldline scraping tool to clean up the parts. To assemble your model you will need plastic glue. Games Workshop sells Citadel Fine Detail Cutters, Citadel Mouldline Remover and Citadel Plastic Glue, but does not recommend these products for use by children under the age of 16 without adult supervision.
- **AVANT D'ASSEMBLER VOS FIGURINES, VEUILLEZ LIRE ATTENTIVEMENT LES INSTRUCTIONS DE CE LIVRET.**
Une pince coupante est requise pour détacher chaque élément de sa grappe. Nous vous recommandons l'utilisation d'un grattoir pour ébarber les éléments. Pour l'assemblage, vous aurez également besoin de colle plastique. Games Workshop commercialise les Pinces de Précision Citadel, l'Ébarboir Citadel et la Colle Plastique Citadel, mais n'en recommande pas l'utilisation pour des enfants de moins de 16 ans sans la supervision d'un adulte.
- **POR FAVOR, LEE CUIDADOSAMENTE ESTE LIBRETO DE INSTRUCCIONES ANTES DE EMPEZAR A MONTAR LAS MINIATURAS.** Te harán falta unas tenazas para plástico a fin de separar las piezas de la matriz. También aconsejamos una herramienta para rebabas a fin de limpiar cada pieza. Para montar la miniatura necesitarás pegamento para plástico. Games Workshop vende Tenazas Citadel, Herramientas para rebabas Citadel y Pegamento para plástico Citadel, pero no recomienda estos productos a menores de 16 años sin la supervisión de un adulto.
- **VOR DEM ZUSAMMENBAU DER MINIATUREN BITTE DIE ANWEISUNGEN IN DIESER ANLEITUNG AUFMERKSAM DURCHLESEN.** Du benötigst einen Kunststoffseitenschneider, um die Kunststoffbauteile aus dem Gussrahmen herauszutrennen, und Kunststoffkleber, um die Miniatur zusammenzubauen. Außerdem empfehlen wir, die Bauteile vorher mit einem Gussgratentferner zu säubern. Games Workshop bietet Präzisions-Kunststoffseitenschneider von Citadel sowie Citadel-Kunststoffkleber an, empfiehlt aber, dass Kinder unter 16 Jahren diese nur unter Aufsicht eines Erwachsenen benutzen.
- **PRIMA DI ASSEMBLARE LE TUE MINIATURE LEGGI ATTENTAMENTE TUTTE LE ISTRUZIONI DI QUESTO LIBRETTO.**
Sono necessarie un paio di tronchesine per plastica per staccare i componenti dai loro sprue. Consigliamo di usare un attrezzo apposito per pulire i componenti. Per assemblare il modello avrai bisogno di colla per plastica. Games Workshop vende Tronchesine di precisione Citadel, Attrezzo per ripulire Citadel e Colla per plastica Citadel, ma non consiglia questi prodotti ad un pubblico minore di 16 anni senza la supervisione di un adulto.

• EXPLANATION OF SYMBOLS • EXPLICATION DES SYMBOLES • EXPLICACIÓN DE SIMBOLOS • ERLÄUTERUNG DER SYMBOLE • LEGENDA DEI SIMBOLI



- Special instruction - Please read
- Instructions spéciales - Lire attentivement
- Instrucción especial: Por favor, léela
- Besondere Anweisung - Bitte lesen
- Istruzioni speciali - Leggi attentamente



- Choice of parts
- Choix d'éléments
- Modelos de componentes
- Auswahl an Teilen
- Scelta di componenti



- Repeat process
- Répéter l'étape
- Repetir pasos
- Vorgang wiederholen
- Ripeti il processo



- Dry fit stage before gluing
- Tester avant de coller
- Comprobar el encaje antes de pegar
- Positionierung erst ohne Klebstoff ausprobieren
- Prova a secco prima di incollare



- Variant assembly
- Variante d'assemblage
- Variante de montaje
- Bauvariante
- Assemblaggio alternativo



- Stage complete
- Étape terminée
- Paso completado
- Schritt abgeschlossen
- Fase completa

16+



- Citadel plastic glue
- Colle plastique Citadel
- Pegamento para plástico
- Citadel- Kunststoffkleber
- Colla per plastica Citadel



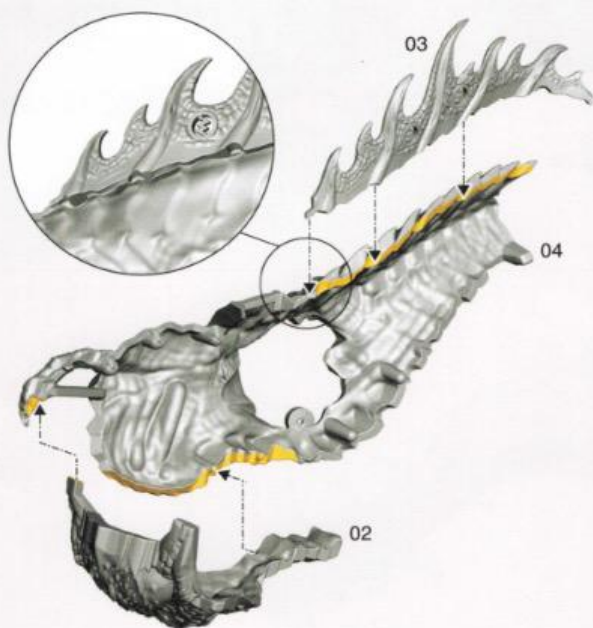
- Citadel fine detail cutters
- Pinces de précision Citadel
- Tenazas Citadel
- Citadel-Seitenschneider
- Tronchesine di precisione Citadel



- Citadel mouldline remover
- Ébarboir Citadel
- Herramienta para rebabas Citadel
- Gussgratentferner
- Attrezzo per ripulire Citadel

1 - 17 AURIC RUNEFATHER ON MAGMADROTH

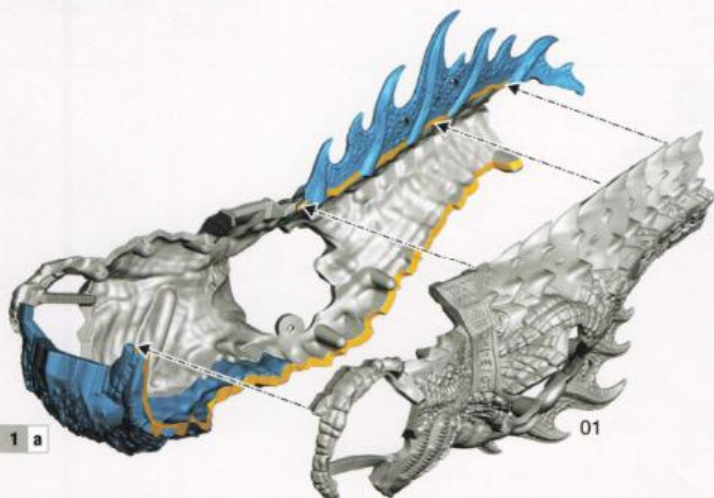
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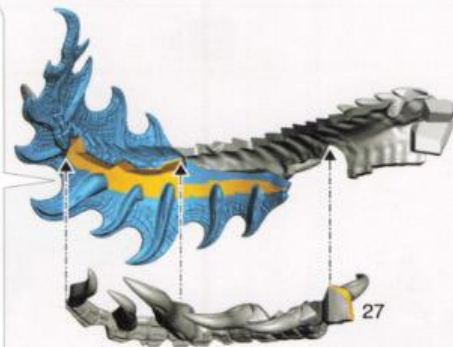
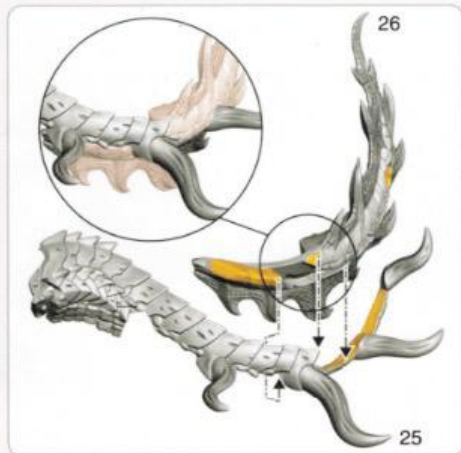
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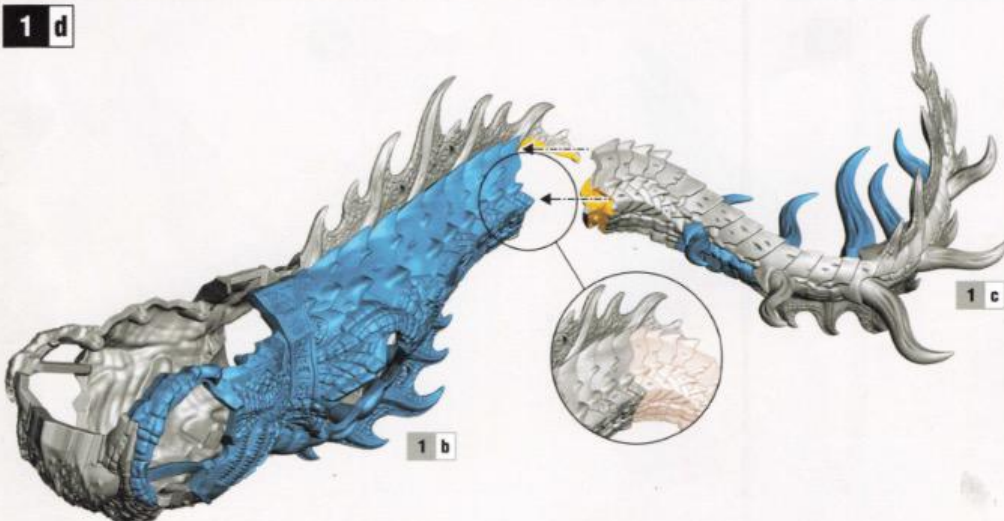
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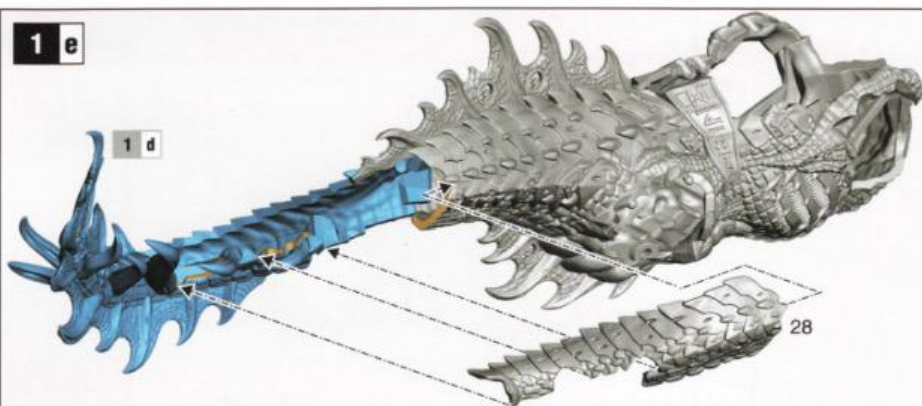
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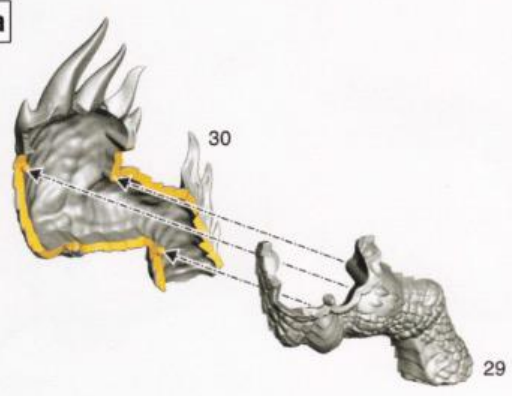
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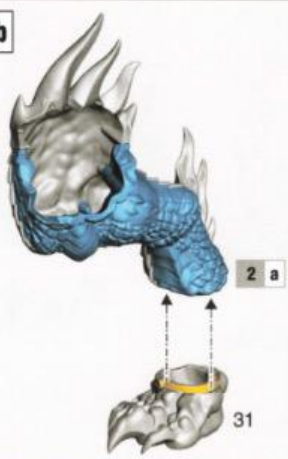
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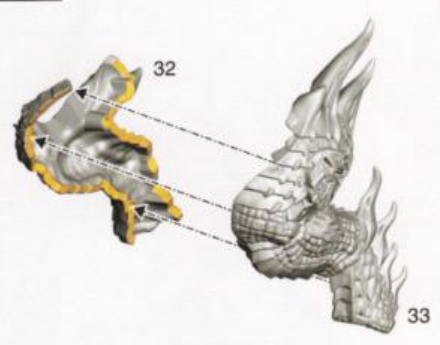
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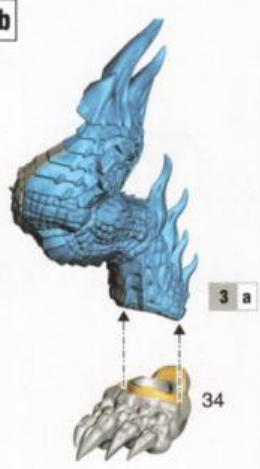
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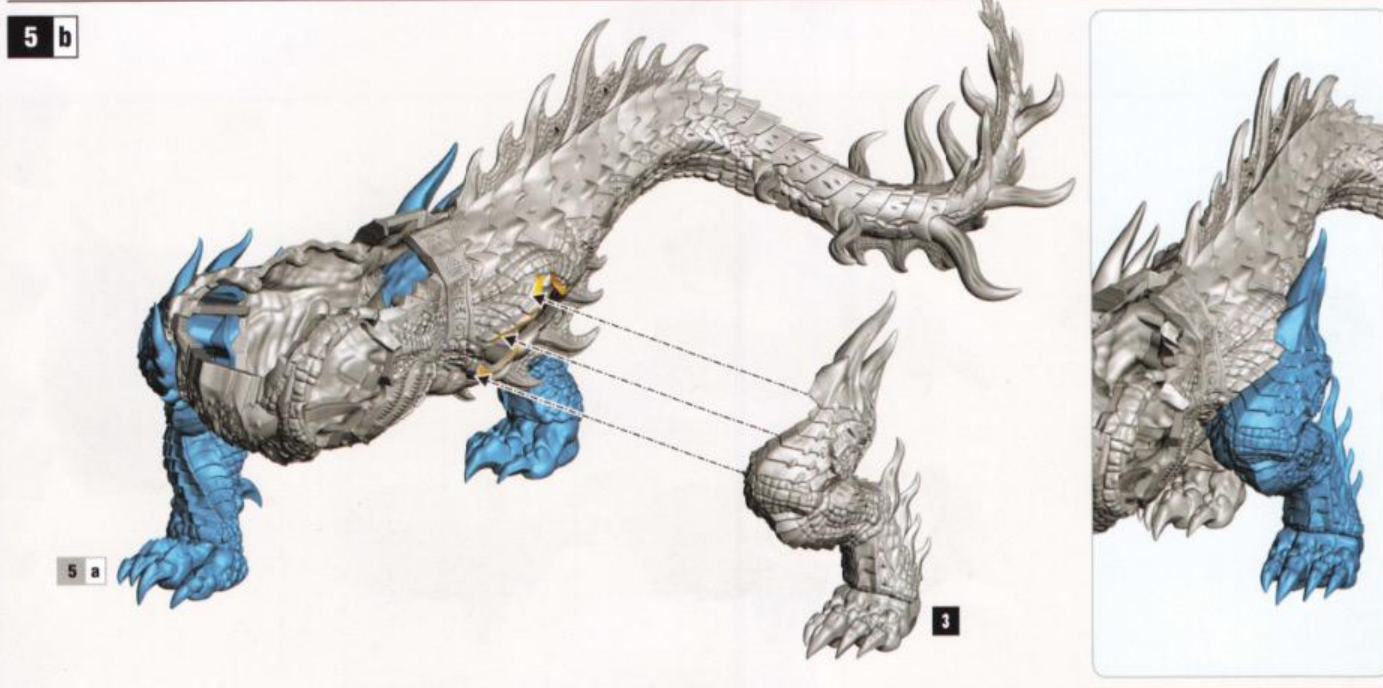
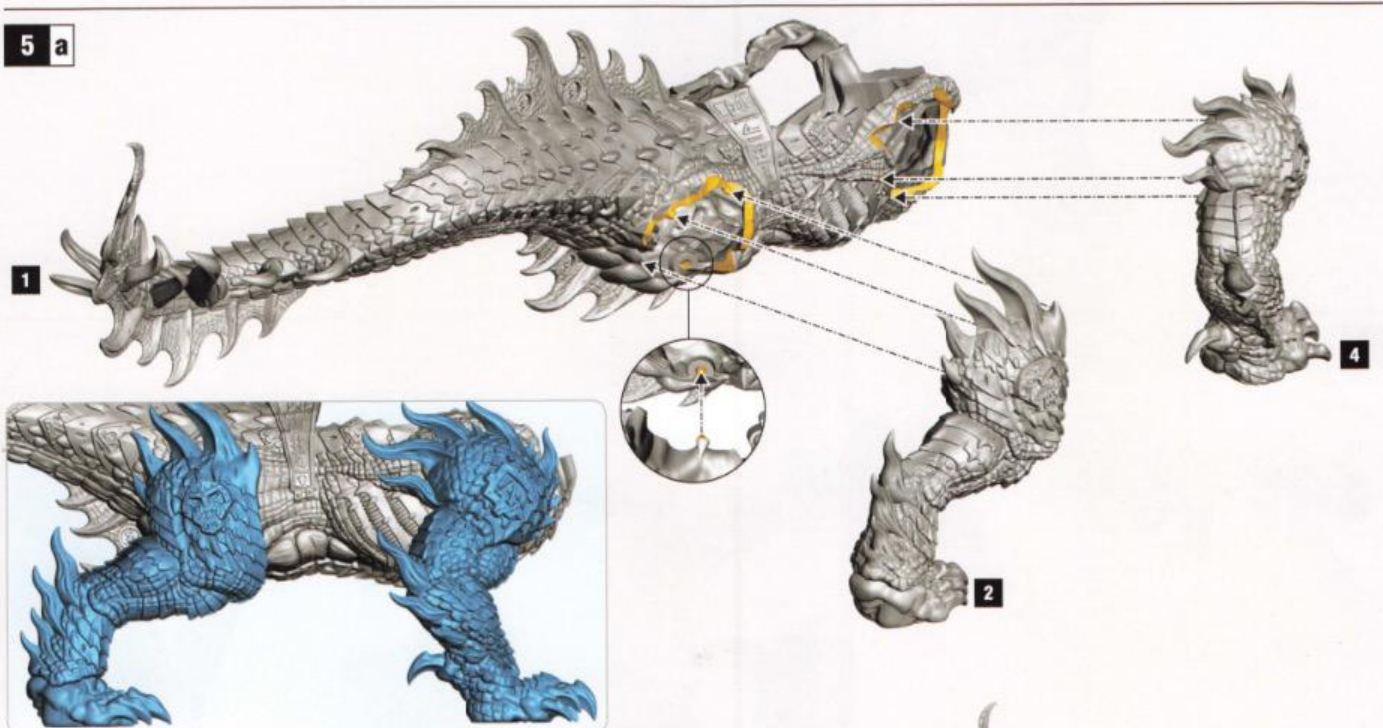
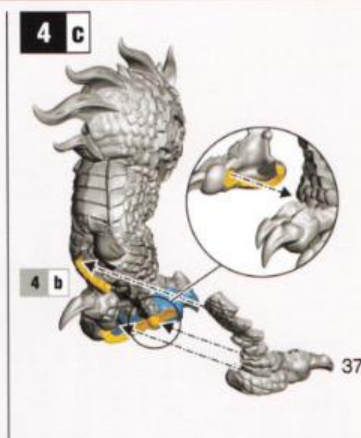
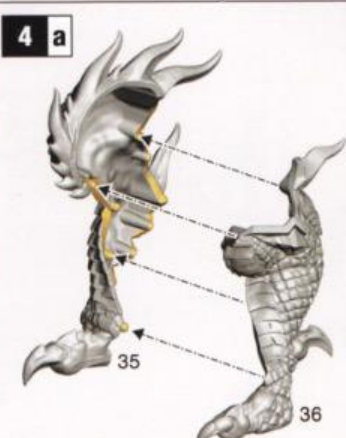


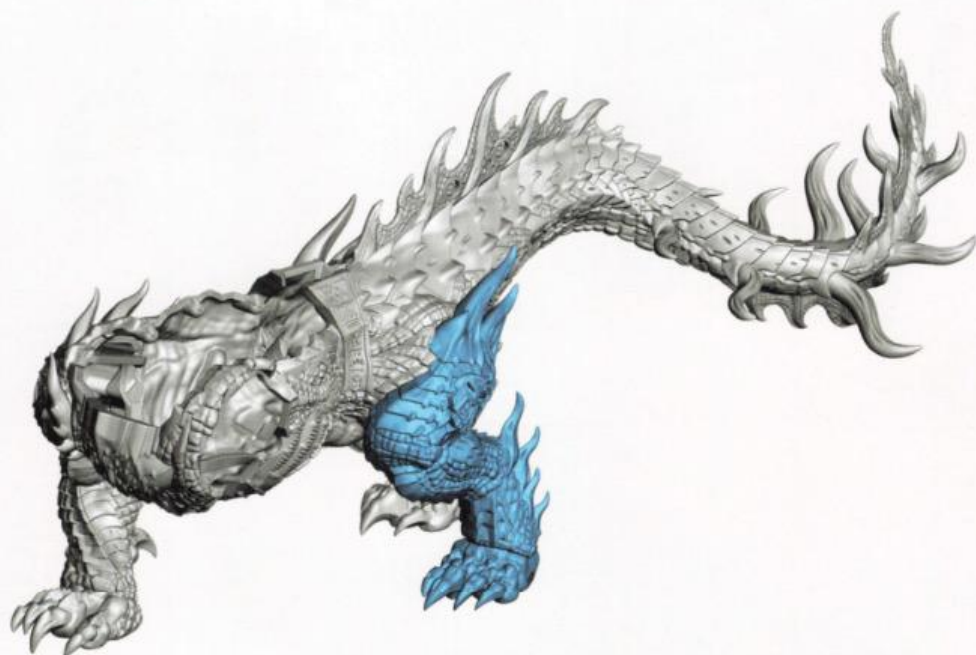
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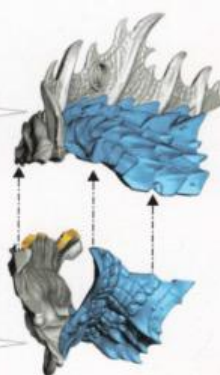
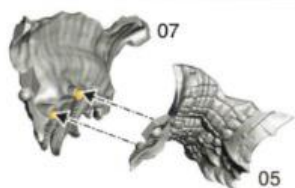
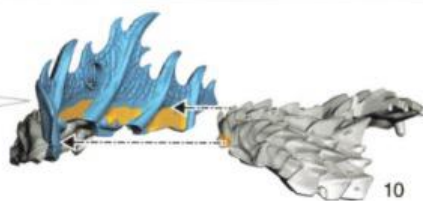
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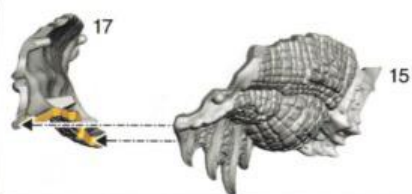
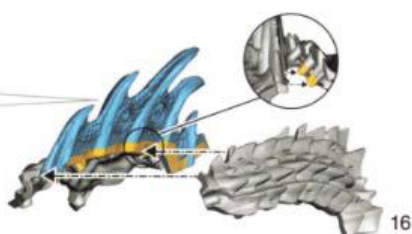




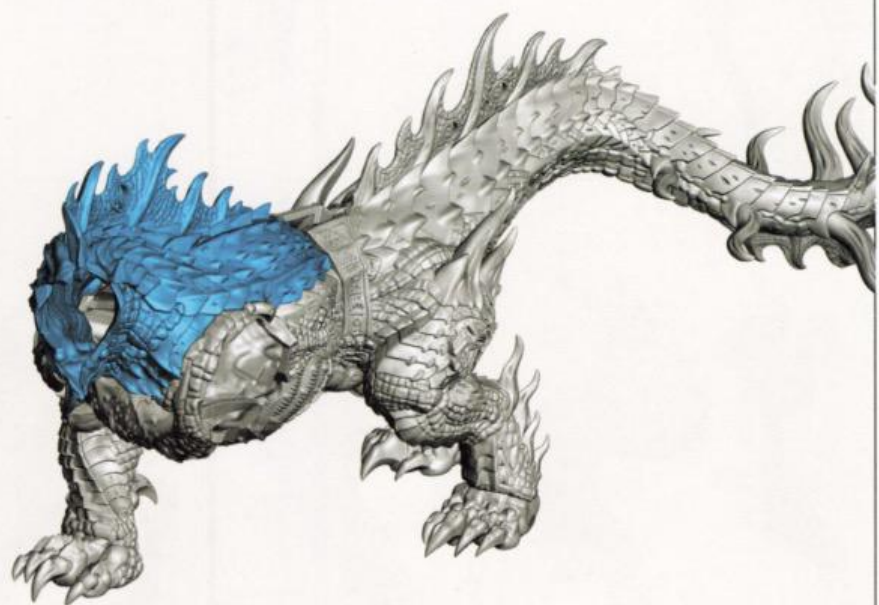
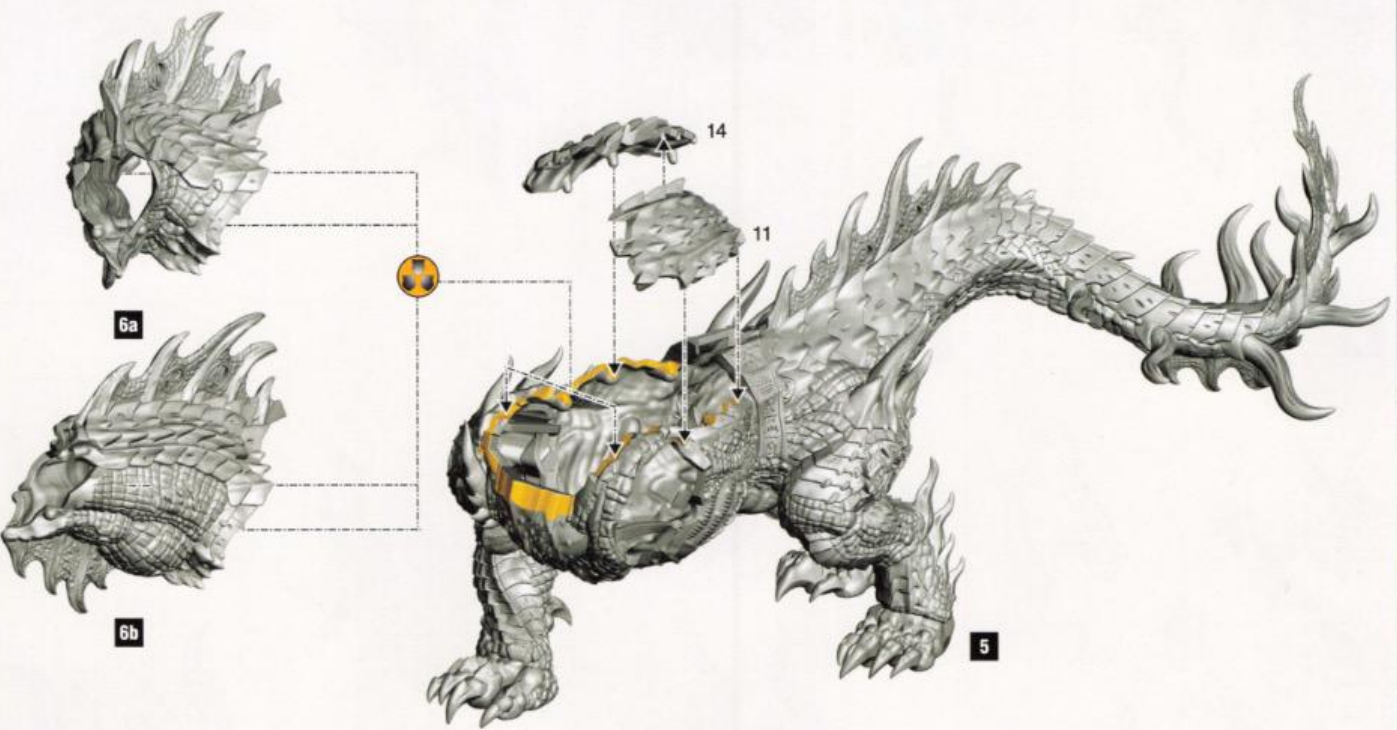
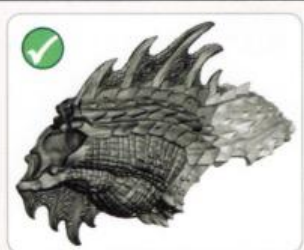
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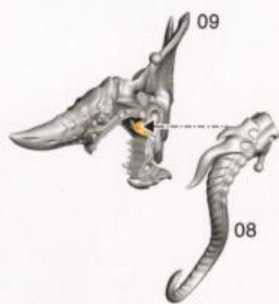
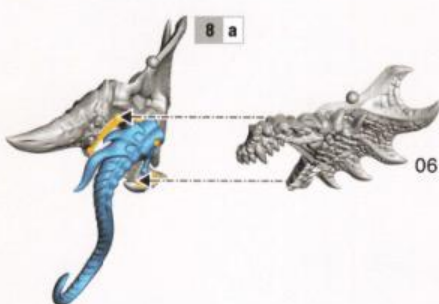
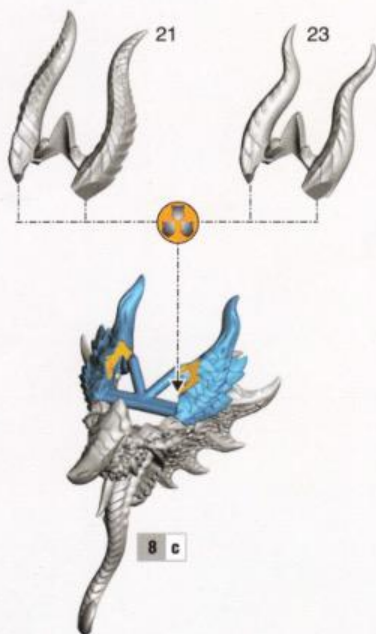
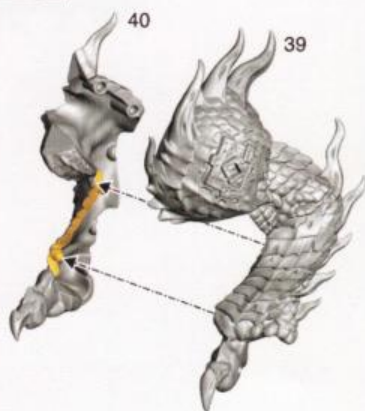
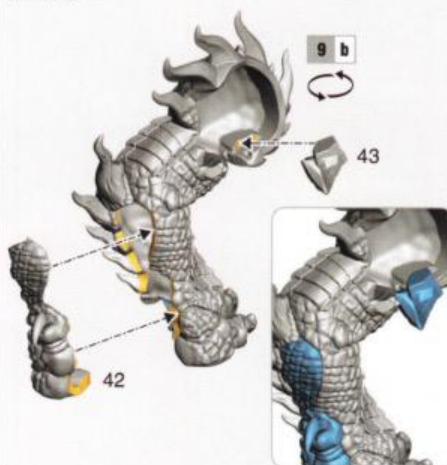


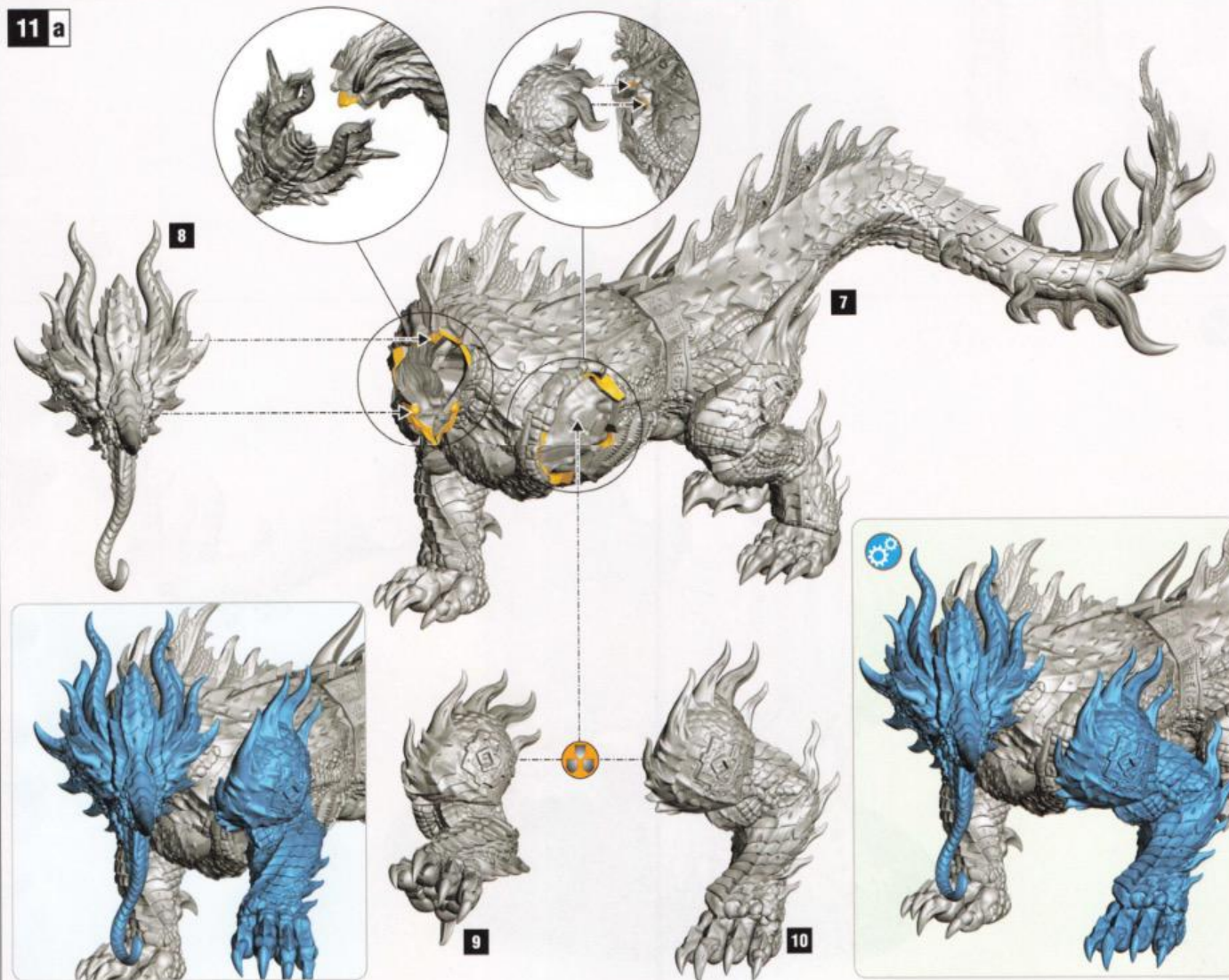
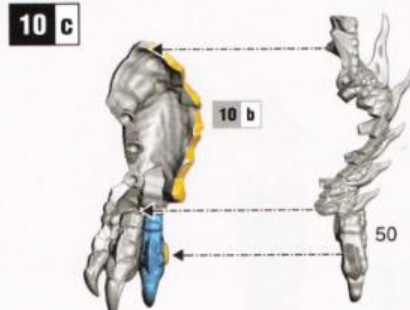
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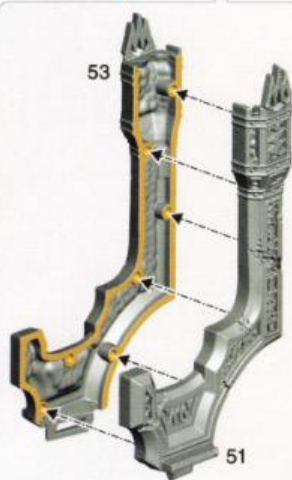
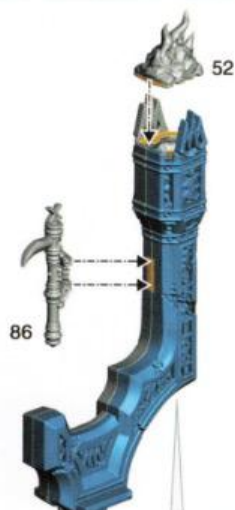
7 a



8 a**8 b****8 c****8 d****8 e****9 a****9 b****9 c**

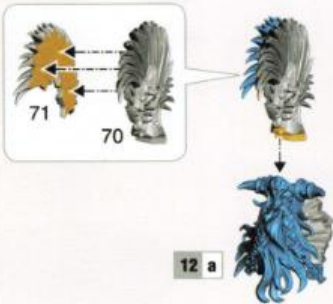
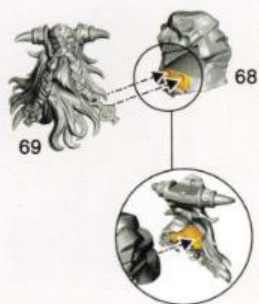


11 b



12 a AURIC RUNEFATHER

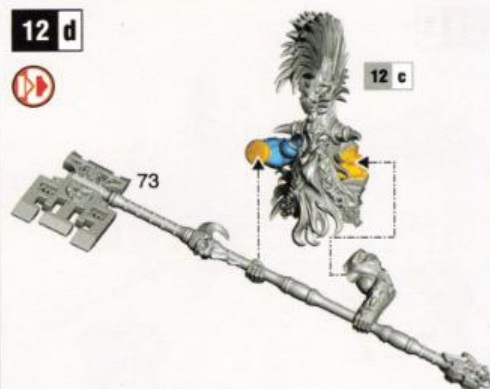
12 b



12 c



12 d



12 e



12 f

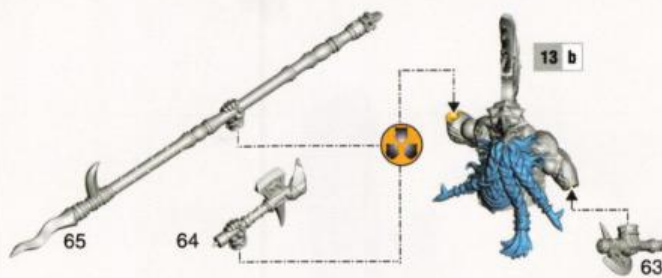


13 a AURIC RUNESON

13 b

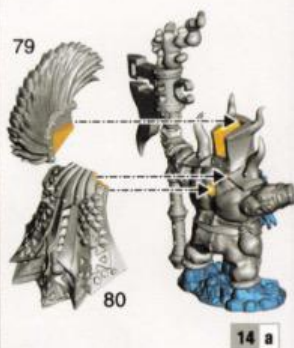


13 c



14 a AURIC RUNESMITER

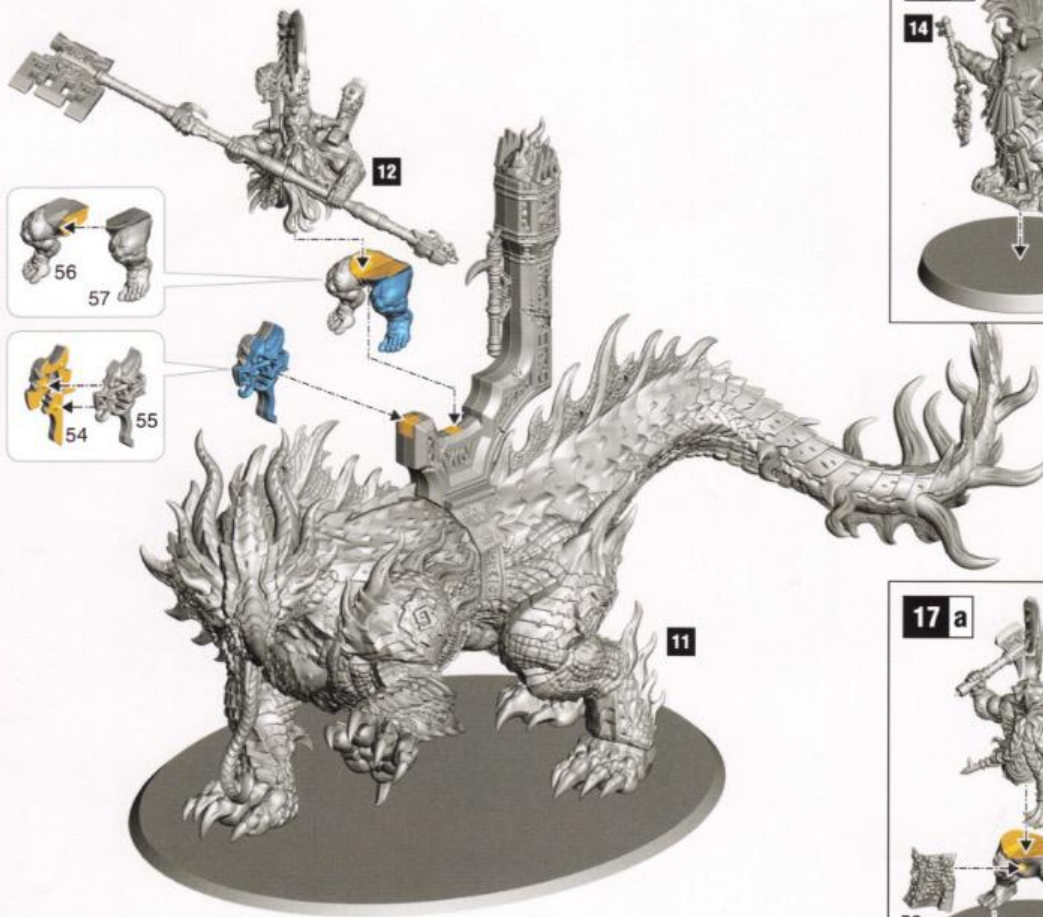
14 b



14 c



15 a



16 a

14



✓



17 a

13



✓



✓



18 a

10



Karl

Horn of Grimmir



19 a



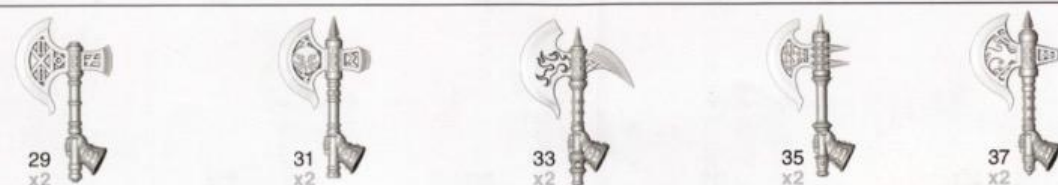
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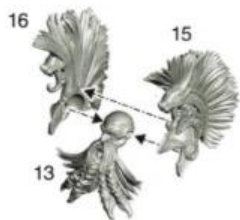
21 L



21 R



22 a KARL



23 a HORN OF GRIMNIR



24 a VULKITE BERZERKERS



x8



25 - 29 VULKITE BERZERKERS (WITH FYRESTEEL WAR-PICK & BLADED SLINGSHIELD)

25 a

x10



26 a



27 a KARL



28 a HORN OF GRIMNIR



29 a VULKITE BERZERKERS

x8





VULKITE BERZERKERS



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe		8"	1	4+	4+	-	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Handaxe		1"	2	4+	3+	-	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 1/2" 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 éteindre 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 1/2" 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