

Fimir Warriors

	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Fimir	6	4	2	4	5	3	2	3	7	Monstrous Infantry	3-12	75 each
Fimir Noble	6	4	2	4	5	3	2	4	8	Monstrous Infantry	*	*

EQUIPMENT

Great Weapon & Heavy Armour (this combines with the Fimir's scaly skin for a 4+ Armour save).

OPTIONS

- **Fimir Noble*** **15 points**
One Fimir may be upgraded to a Fimir Noble with the profile shown above.
- **Two Hand Weapons** **Free**
All Fimir in the unit may exchange their great weapons for two hand weapons.

SPECIAL RULES

Scaly Skin (5+), Swamp Strider, Tail Attack (S5), Ambushers, Cold Blooded & From the Mist.

Cold Blooded: Fimir roll 3D6 for all Leadership tests and discard the highest dice.

From the Mist

(Bound Spell, Power Level equal to 4+ for a unit of three or less Fimir, or 3+ for a unit larger than three. Remains in play):

Fimir travel within a dense mist to conceal their bestial nature, protect themselves from the sun's blinding rays and the sight of the Dark Gods. If this spell is successfully cast then all ranged and melee attacks targeting the Fimir unit suffer an additional -1 to hit modifier and the Fimir unit can force any unit declaring a charge against it to re-roll its charge distance.