

• WARSCROLL •



FIMIRACH NOBLE

Marked for greatness at birth, a Fimirach Noble is raised to be a deadly killing machine in service to a stronghold's Matriarch. Possessing a tougher hide and stouter build than its kin, the Noble has a cunning intellect, making it an ideal leader for bands of Fimir Warriors.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Baleglyph Maul	2"	5	3+	3+	-2	1
Club Tail	1"	1	4+	3+	-1	D3

DESCRIPTION

A Fimirach Noble is a single model armed with a Baleglyph Maul and a Club Tail.

ABILITIES

Baleglyph Mauls: *Etched by Balefiends and imbued with vile magic, a weapon bearing these glyphs brings withering atrophy to anything it strikes.*

If the unmodified wound roll for an attack made with a Baleglyph Maul is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Shrouding Mists: *Fimir despise the light, wrapping themselves in sorcerous mists whenever they venture from their dank lairs. Such mist serves to hide them from their enemies' sight.*

Subtract 1 from hit rolls for attacks made with missile weapons that target this model. In addition, roll a dice each time you allocate a mortal wound to this model. On a 5+ that mortal wound is negated.

Unnatural Flesh: *Fimir are wholly unnatural creatures whose very flesh twists and writhes, sealing wounds mere moments after they are inflicted.*

In your hero phase, you can heal 1 wound allocated to this model.

COMMAND ABILITY

Born to Lead: *Set upon their path from the moment they hatch, Fimirach Nobles are well-versed in the intricacies of warfare, able to direct their warriors to exploit their foes' smallest weaknesses.*

You can use this command ability at the start of your charge phase. If you do so, pick 1 friendly model with this command ability. You can re-roll charge rolls for friendly **FIMIR** units while they are wholly within 12" of that model in that charge phase.

KEYWORDS DESTRUCTION, FIMIR, HERO, FIMIRACH NOBLE

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FIMIR WARRIORS

From unnatural clouds of mist come the hulking reptilian brutes known as Fimir Warriors. Possessed of prodigious strength and tenacity, they charge to wherever the fighting is thickest in order to savage their startled foes.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Baleglyph Maul	2"	3	3+	3+	-2	1
Club Tail	1"	1	4+	3+	-	1

DESCRIPTION

A unit of Fimir Warriors has any number of models, each armed with a Baleglyph Maul and Club Tail.

ABILITIES

Baleglyph Mauls: *Etched by Balefiends and imbued with vile magic, a weapon bearing these glyphs brings withering atrophy to anything it strikes.*

If the unmodified wound roll for an attack made with a Baleglyph Maul is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Shrouding Mists: *Fimir despise the light, wrapping themselves in sorcerous mists whenever they venture from their dank lairs. Such mist serves to hide them from their enemies' sight.*

Subtract 1 from hit rolls for attacks made with missile weapons that target this unit. In addition, roll a dice each time you allocate a mortal wound to this unit. On a 5+ that mortal wound is negated.

Unnatural Flesh: *Fimir are wholly unnatural creatures whose very flesh twists and writhes, sealing wounds mere moments after they are inflicted.*

In your hero phase, you can heal 1 wound allocated to a model from this unit.

KEYWORDS DESTRUCTION, FIMIR, FIMIR WARRIORS