

BORN OF FLAME

Though the Eightpoints are dominated by Archaon's fell legions, there are some inhabitants of the Mortal Realms who dare to journey there in search of battle, glory, treasure or some other esoteric reason. The Fyreslayers are no exception.



The Fyreslayers are Grimnir's chosen sons, the embodiment of the war god's fiery temper and lust for battle. Though most Fyreslayers fight alongside the other warriors of their magmahold, some journey into the realms in small warbands, seeking valuable ur-gold to bring back to their people, striking up new allegiances or, on rare occasions, to atone for past sins.

Here we present new rules for using your Fyreslayer miniatures in games of Warcry! To the right, you'll find an abilities card featuring all the single, double, triple and quad abilities for the Fyreslayers. Over the page, there are ten fighter cards enabling you to assemble a warband from the miniatures in your collection. Feel free to photocopy them for your personal use. We hope you enjoy using your Fyreslayers in Warcry – let us know how you get on with them.

Forgar ran his thumb along the edge of his fyresteel axe and finally deemed it sharp enough. Placing his whetstone back in his pack, he hefted his blade and admired it at arm's length. The axehead was surrounded by a golden nimbus, the ur-gold runes embedded in the fyresteel glowing with the power of Grimnir.

'Are you ready, brother?' asked Baelok, the leader of the expedition. Forgar nodded silently, and Baelok took this as a sign of assent. He got to his feet, the warband of Fyreslayers assembling around him in the confines of the small, dark room.

'Carngrad may offer us sanctuary, but it does not offer us what we seek,' said Baelok. 'You all know our quest – to return with the prize that was taken from us, or not at all.' The Fyreslayers nodded grimly, their orange crests bobbing in the greasy light.

'The Bloodwind Spoil awaits us,' said Baelok as he opened the door, axe held ready.



ABILITIES FYRESLAYERS



[Double] **Fyresteel Throwing Axe:** Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each 4-5, allocate 1 damage point to that fighter. For each 6, allocate a number of damage points to that fighter equal to the value of this ability.



[Double] **Encase in Molten Rock:** Until the end of this fighter's activation, the next time this fighter makes an attack action, subtract half the value of this ability (rounding up) from the Move characteristic of the target fighter (to a minimum of 1) until the end of the battle round.



[Double] **Relentless Zeal:** Add 3 to the Move characteristic of the next move action made by this fighter this activation.



[Triple] **Duty Unto Death:** A fighter can use this ability only if they have 5 or more damage points allocated to them. This fighter makes a bonus move action. Then, they can make a bonus attack action.



[Triple] **Honour Our Oaths:** A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by visible friendly fighters while they are within 6" of this fighter.



[Quad] **Unleash Runic Fury:** Until the end of this fighter's activation, add the value of this ability to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.



FIGHTER TYPES FYRESLAYERS



Hearthguard Berzerkers



Auric Hearthguard



Vulkite Berzerkers

3-15	2	4	2/4	

1	3	4	1/2

3-15	2	4	2/4	

1	3	3	1/2

2	4	3	3/5	

2	3	3	2/5	

2	4	4	2/5	

2	3	4	2/4	

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