

Fimir v.0.8

Warband Special Rules

Size Matters

A Fimir warband may never have more Fimir than it has Boglars. If the number of Fimir is greater than the number of Boglars, no new Fimir may be hired until the number of Boglars exceeds it again.

Cold-blooded

Warriors with this rule roll an extra D6 for fear and panic tests and discard the highest D6. (*This rule has no effect on rout tests.*)

Tail Bash

All of this warrior's Close Combat attacks are Concussive (1). Stacks with other Concussive effects he, or his weapons, may have.

Daemon Wish

Whenever this warrior is deployed before a battle or Pit Fight, roll a D6:

- (1-2): +1 to all Spellcasting Rolls this battle.
- (3-4): Knows one extra random spell from his Lore this battle.
- (5-6): Starts with 1 free Power Dice this battle.

Unstable (4+)

When a warrior with this rule would *flee*, roll a D6 instead: On a roll of 1-3, the warrior continues fighting as normal and does not flee, but on 4+, this warrior placed straight *out of action*. Enemies will experience for his demise.

Scaly Skin (6+)

Warriors with this rule have a natural 6+ armour save that stacks with other armour saves and is negated by armour piercing effects as normal. Scaly Skin saves are *not* affected by armour splintering effects.

Racial Maximums

Fimir: Same as Slann.

Boglar: Same as Goblin.

Warband Special Rules

Urban Quagmire

Before each battle the Fimir player may place 3 pieces of swamp terrain on the table.

- These pieces may be no more than 2x2" in base size and no taller than 1".
- Only warriors whose race is Fimir, Boglar, or Skink may move through these pieces of terrain. (*Warriors that can make flying moves may fly over them as normal.*)
- Swamps may be placed anywhere on ground level.
- Swamps are placed *after* all other terrain pieces have been placed but *before* deployment zones have been determined.

Swiftstrider

Warriors with this rule roll 3D6 instead of the normal 2D6 when determining the random distance added to his charging moves. (I.e. they roll 3D6 and add the highest result to their base Movement.)

Poisonous Attacks

All of this warrior's attacks are *poisonous* except where his attacks could not be poisoned, such as with Slings. (*Poisonous attacks may re-roll natural 1s 'to wound.'*)

No Weapons/Armour

Warrior *never* uses weapons/armour, not even with training skills. May use Special Equipment as normal.

Eye Attacks

Warrior may buy Eye Attacks. They are treated like shooting weapons, that cannot be robbed, swapped or sold. Last entire campaign. A warrior may have any number of eye attacks.

Special Equipment

Bellyplate 10gc

Armour: May be combined with Light Armour. Prevents Wizards from casting spells.

Wearer may re-roll all armour saves where the result was a natural 1.

Fimir Skill Lists

	Combat	Shooting	Academic	Strength	Speed	Fimm
Noble	V			V		V
Attendant	V			V		V
Dirach Sorcerer	(+10gc)		V	V		V
Boglar Shaman	(+10gc)		V		V	V
Muckskimmer	V	V			V	V

Fimir Equipment Lists

Noble, Snatcher, Fimir Warrior, and Moorstrider

Close Combat

Hand Weapon
Great Weapon
Spear
Halberd
Morning Star

Shooting

Javelins
Throwing Axes

Armour

Light Armour
Bellyplate
Shield

Dirach Sorcerer and Boglar Shaman

Close Combat

Hand Weapon
Great Weapon

Shooting

Sling

Armour

None

Muckskimmer

Close Combat

Hand Weapon
Fighting Claws

Shooting

Short Bow
Blowpipe
Javelins
Throwing Knives / Stars

Armour

Light Armour

Boglar Warrior

Close Combat

Hand Weapon
Great Weapon
Spear

Shooting

Short Bow
Javelins

Armour

Light Armour
Shield
Nets

HEROES (1/1)

0-1 Fimir Noble

55gc to hire
Starting Experience: 24
Race: Fimir

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	3	3	3	1	8

SPECIAL RULES

Leader (6''), Cold-Blooded, Scaly Skin (6+), Tail Bash

0-2 Fimir Snatchers

45gc to hire
Starting Experience: 14
Race: Fimir

M	WS	BS	S	T	W	I	A	Ld
4	4	3	4	3	3	2	1	7

SPECIAL RULES

Cold-Blooded, Scaly Skin (6+), Tail Bash

0-1 Dirach Sorcerer

45gc to hire
Starting Experience: 14
Race: Fimir

M	WS	BS	S	T	W	I	A	Ld
4	2	2	4	3	3	2	1	7

SPECIAL RULES

Daemon Wish, Cold-Blooded, Scaly Skin (6+), Tail Bash
Wizard (Beasts, Death, or Shadows): Starts with 1 prayer.

0-1 Boglar Shaman

20gc to hire
Starting Experience: 4
Race: Boglar

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	2	3	3	1	6

SPECIAL RULES

Wizard (Shadow or Beasts): Starts with 1 spell.

0-3 Boglar Muckskimmers

10gc to hire
Starting Experience: 0
Race: Boglar

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	2	3	3	1	5

SPECIAL RULES

Poisonous Attacks

HENCHMEN (1/2)

Fimir Warriors

40gc to hire
Starting Experience: 8
Race: Fimir

M	WS	BS	S	T	W	I	A	Ld
4	3	2	4	3	3	2	1	7

SPECIAL RULES

Cold-Blooded, Scaly Skin (6+), Tail Bash

Boglar Warriors

10gc to hire
Starting Experience: 0
Race: Boglar

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	2	3	3	1	5

0-2 Oculus Daemons

30gc to hire
Starting Experience: 12
Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	3	3	3	1	6

SPECIAL RULES

Eye Attacks, No Weapons/Armour, Cause Fear, Immune to Poison, Unstable (4+)

0-3 Fimir Moorstriders

50gc to hire
Starting Experience: 18
Race: Fimir

M	WS	BS	S	T	W	I	A	Ld
4	4	2	4	3	3	3	1	7

SPECIAL RULES

Cold-Blooded, Scaly Skin (6+), Tail Bash, Swiftstriders

0-2 Moor Hounds

40gc to hire
Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	4	1	5

SPECIAL RULES

Cause Fear, Immune to Poison, Unstable (4+)
Animals (*Cannot Climb; Cannot Hide; Flee 3D6''*);
Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.)

Fimm Skills

Marsh Poison

Warrior may poison one of his weapons each battle (*you may choose which*).

Stealth

While this warrior is in cover, enemy shooting at him suffers an additional -1 to hit. Does *not* stack with the 'Stealth' Speed skill.

Thick Skull (Fimir Only)

Thick Skull All critical hits scored against this warrior have a -D3-1 modifier to rolls on the critical hits chart.

Shadow Lurker

If this warrior has 'Stealth,' all enemies suffer an additional -1 to hit for shooting at this warrior while he is in cover. No effect if warrior does not have 'Stealth,' or vs. enemies that ignore 'Stealth.'

Evil Eye (Fimir Only)

Causes fear.

Terrorizing Eye (Fimir Only)

Must cause fear to take this skill. Enemies that take a fear test within 1" of this warrior must roll an extra D6 and discard their lowest result.

Bogflayer (Fimir Only)

Proficient with Flail and this warrior's attacks with Flail ignore Ward saves granted by Shields.

Swampshroud

Enemies attempting to charge this warrior must deduct D3" from their maximum charge distance, down to a minimum of 6". No effect vs. enemies that ignore 'Stealth.'

Tail Lash (Fimir Only)

At the *start* of each close combat phase (*i.e. also opponent's*) one enemy of your choice that is within 1" of this warrior suffers -D3 Initiative to strike order that turn. This ability cannot be used while warrior is *fleeing*.

Daemon Pact (Fimir Only)

Must be a Wizard to choose this skill. Warrior gains access to Dark Magic in addition to his other lore. He *always* knows the Signature Spells of both lores and when generating spells before the battle, he may freely decide which lore each of each of his spells will come from.

HENCHMEN (2/2)

0-1 Fimm Fenbeast

85gc to hire

Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
5	3	-	6	4	3	3	2	4

SPECIAL RULES

Monster (*Causes Fear; Cannot Hide; Immune to Concussion; Cannot Capture Objectives; Cannot Use Special Equipment; No Penalties for Fighting Unarmed; Climb as Normal; No Promotion.*)

Unstable (4+), Regeneration (5+)

Cannot Break: May not leave close combat voluntarily.

Stupidity (6"): Must be within 6" of a non-*hiding*, non-*fleeing* warrior in the warband whose race is Fimir or Boglar at the *start* of each of its Power Phases. Otherwise it must take a Leadership test:

- If passed, it continues its turn as normal.
- If failed, it may do nothing but strike back in close combat until the *beginning* of your next Power Phase.

Cloud of Flies (15gc): May buy the 'Cloud of Flies' Nurgle skill for 15gc when first hired or between each battle. Lasts entire campaign.

Huge (2 Henchman Slots): Takes up two henchman slots.

Eye Attacks

Piercing Gaze 10gc

Range 24", Strength 3

Armour Piercing (1)

Vaporizing Gaze 10gc

Range 18", Strength: -

If target is hit, must roll equal to or under its modified Toughness on a D6: If failed, suffers 1 Wound with no armour saves allowed.

Terrorizing Gaze 10gc

Range 12", Strength 3

If target is successfully wounded, it must take a panic test.

Revealing Gaze 5gc

Range 12", Strength: 1

Must target *hidden* enemies. If hit (*even if not wounded*), target is immediately *un-hidden*.

v.0.8

Noble S4

Corrected typos

v.0.7

First Release! (Hat tip to Warhammerarmiesproject and Carlos3)