Chief Madrak Ironhide
Trollblood Warlock Character

5 FURY

IRONHIDE				CMD 9	
SPD	STR	MAT	RAT	DEF	ARM
6	8	7	5	14	16

THROWN AXE			
RNG	ROF	AOE	POW
8	1	—	7

RATHROK		
SPECIAL	POW	P+S
Multi	7	15

Ironhide Damage

Ironhide
- Scroll of Grindar's Perseverance
- Talisman of Subdual
- Tough

Thrown Axe
- Critical Fatality
- Ricochet
- Thrown
- Wraith Bane

Rathrok
- Critical Fatality
- Wraith Bane

Feat: Crusher

FIELD ALLOWANCE	C	POINT COST	64
VICTORY POINTS	5		

Chief Madrak Ironhide

SPELLS	Cost	RNG	AOE	POW	UP	OFF
Guided Hand	2	6	-	-		

Target friendly model/unit rolls an additional die on each model's first melee attack roll this turn.

Stone Fall	3	8	4	13		X

On a critical hit, models in the AOE suffer Concussion. A model suffering Concussion forfeits its next activation and cannot allocate focus for one round.

Sure Foot	3	6	-	-		

Target friendly Trollblood model gains +2 DEF and cannot be knocked down. While within 3" of the affected model, friendly Trollblood models also gain +2 DEF and cannot be knocked down. Sure Foot lasts for one round.

Chief Madrak Ironhide

The greatest chieftain ever to rise to dominance from the Thornwood Forest, Madrak Ironhide eagerly fights alongside his kin in battle. His mere presence inspires allies to tremendous feats of courage and ferocity as they crush one enemy after another in a frenzied succession of blows.

Feat: Crusher

When a friendly Trollblood model in Ironhide's control area destroys an enemy model with a melee attack, that model may immediately move up to 1" and make an additional melee attack without spending a fury point or being forced. Crusher lasts for one round.

Bonded Warbeasts	Type of Bond

Chief Madrak Ironhide

Ironhide

Scroll of Grindar's Perseverance - Once per game, Ironhide may avoid suffering any damage and effects from a melee or ranged attack. Declare use of the scroll after damage has been determined.

Talisman of Subdual - Ironhide cannot be charged or slammed by a warbeast that began its activation in his front arc. If a warbeast frenzies and would normally charge Ironhide, it advances its current SPD in inches toward him instead.

Tough - When Ironhide suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6, Ironhide is knocked down instead of being destroyed. If Ironhide is not destroyed, he is reduced to one wound.

Thrown Axe

Critical Fatality - On a critical hit, target warlock cannot transfer damage suffered from the attack.

Ricochet - After resolving a successful attack with the Thrown Axe, Ironhide may immediately make one additional Thrown Axe attack targeting another model in Ironhide's LOS and within 4" of the original target.

Thrown - Add Ironhide's current STR to the POW of his Thrown Axe ranged attacks.

Wraith Bane - Thrown Axe attacks may damage models only affected by magic attacks.

Rathrok

Critical Fatality - On a critical hit, target warlock cannot transfer damage suffered from the attack.

Wraith Bane - Rathrok attacks may damage models only affected by magic attacks.

Illustration by Daryl Mandryk

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Troll Axer
Trollblood Light Warbeast

9 THR | 3 FURY

TROLL AXER				CMD 6	
SPD	STR	MAT	RAT	DEF	ARM
5	9	6	4	12	18

GREAT AXE		
SPECIAL	POW	P+S
Thresher	6	15

Troll Axer
- Regeneration [d3]

Great Axe
- Thresher (★Attack)

FIELD ALLOWANCE	U	POINT COST	72
VICTORY POINTS	2		

Troll Axer Light Warbeast

ANIMUS	Cost	RNG	AOE	POW	UP	OFF
Rush	2	6	-	-		

Target friendly model's next activation is a charge at SPD +5" that crosses rough terrain and obstacles without penalty.

Troll Axer

Regeneration [d3] - The Troll Axer may be forced to remove d3 damage points from anywhere on its life spiral once per activation. The Axer cannot regenerate during an activation it runs.

Great Axe

Thresher (★Attack) - The Troll Axer may make one melee attack with its Great Axe against every model within melee range in its front arc. Completely resolve each attack individually and apply the targets' special rules immediately as each attack is resolved. Determine damage normally.

Illustration by Daryl Mandryk

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Troll Impaler
Trollblood Light Warbeast

9 THR | 3 FURY

TROLL IMPALER				CMD 6	
SPD	STR	MAT	RAT	DEF	ARM
5	9	5	5	13	16

THROWN SPEAR			
RNG	ROF	AOE	POW
8	1	—	4

BATTLE SPEAR		
SPECIAL	POW	P+S
Reach	4	13

Troll Impaler
- Regeneration [d3]

Thrown Spear
- Critical Slam
- Thrown

Battle Spear
- Reach

FIELD ALLOWANCE	U	POINT COST	75
VICTORY POINTS	2		

Troll Impaler Light Warbeast

ANIMUS	Cost	RNG	AOE	POW	UP	OFF
Far Strike	2	6	-	-		

Increase target model's ranged weapons' RNG by 4".

Troll Impaler

Regeneration [d3] - The Troll Impaler may be forced to remove d3 damage points from anywhere on its life spiral once per activation. The Troll Impaler cannot regenerate during an activation it runs.

Thrown Spear

Critical Slam - On a critical hit, instead of making a normal damage roll, the Troll Impaler may slam the target model d6" directly away from him. The model suffers a damage roll equal to the Troll Impaler's current STR plus the POW of the Thrown Spear. If the slammed model collides with another model with an equal or smaller-sized base, that model suffers a collateral damage roll equal to the Troll Impaler's current STR.

Thrown - Add the Troll Impaler's current STR to the POW of its Thrown Spear ranged attacks.

Battle Spear

Reach - 2" melee range.

Illustration by Daren Bader

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