

WARHAMMER

FIMIR



unofficial Warhammer Armies



A Horde of Fimir including a Meargh coming out of the Mist



One of the great Units of Benoit „Dreadaxe“ Dumeaux

FIMIR



By

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und Jan „van Hal“ Hartmann

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All text and background based on the army lists and role-playing references of previous edition of Warhammer, and a few ideas on our part. We thank Graeme Davis and all other parties to the old Fimir articles, and Paul Bommer (and other artists) for the old pictures of Fimire and all test players, especially the Test players of the Dragon Wargames Club e.V. for their assistance. Furthermore, we thank Lexicanum.de for their inspiration.

INTRODUCION

HORROR OUT OF THE FOG

THE HALF-DEAMONS

THE LANDS OF THE MIST

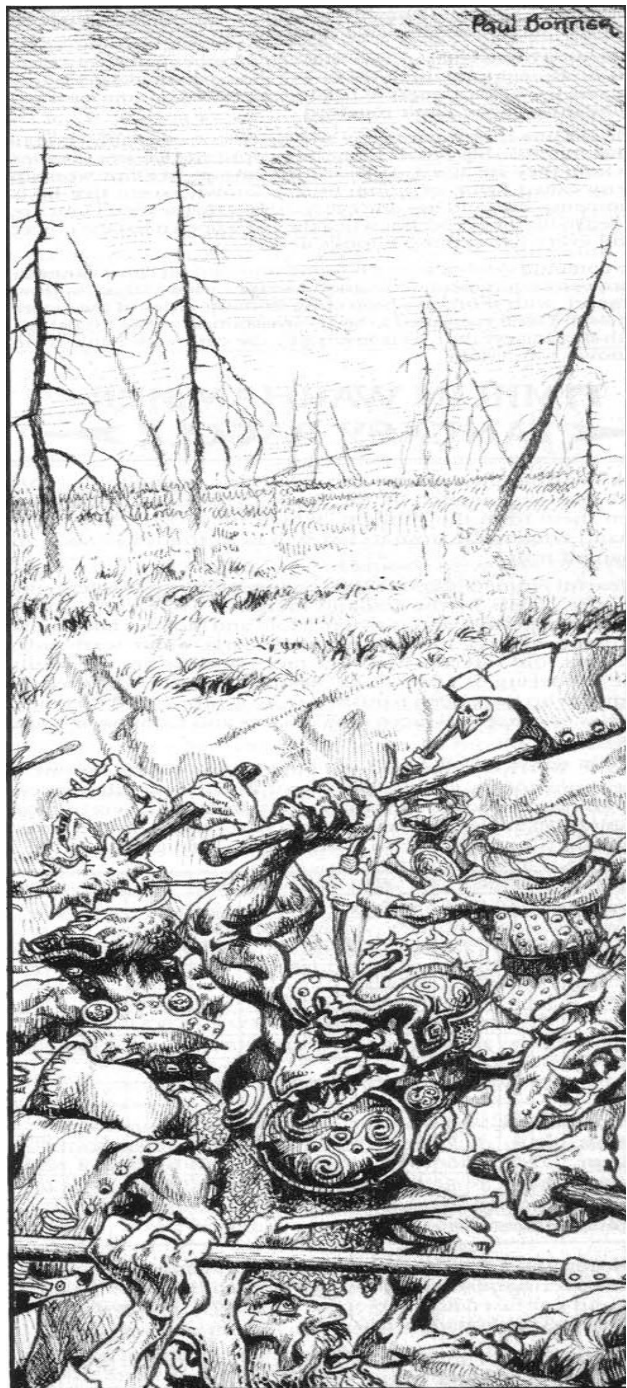
BESTIARY

THE ARMY OF THE FOGHUNTERS

CHOOSING AN ARMY

GIFTS OF BALOR

REFERENCE



introduction

Welcome to Warhammer Armies: Fimir. This is your definite guide to collecting, painting and playing with a Fimir army in the Warhammer tabletop wargame.

The Warhammer Game

The Warhammer rulebook contains the rules you need to fight battles with your Citadel miniatures in the wartorn world on Warhammer. Every army has its own Army Book that works with these rules and allows you to turn your collection of miniatures into an organised force, ready for battle. This particular Army book details everything you need to know about Norse, and allows you to field their armies in your games of Warhammer.

Why Collect Fimir?

This book describes in detail the troops that march to battle when the armies of the Fimir go to hunt. The Fimir are half-demon Monsters out of the Fog, always on the Hunt for Slaves. They are terrifying opponent to face and have different Non-Fimir Warriors on their side. The Warbands have Deamons, Elite Fimm Warriors, Ghosts and their very own type of Magic on their side. They are enormously tough, and hinterlistig.

How this Book Works

Every Army Book is split into sections that deal with different aspects of the army. Warhammer Armies: Fimir contains the following:

The Fimir

This section introduces the Fimir and their part in the Warhammer world. It includes their society and history. You will also find some of the rare information about the Realms of the Fimir, misty Areas nearby the Waters of the Old World, Norsca and Albion.

Fimir Bestiary

Every character and troop type in the Fimir army is examined in this section. Firstly, you will find a description of the unit, outlining its place in the army. Secondly, you will find complete rules for the unit and details of any unique powers

they possess or specialist equipment they carry into battle. Also included are the Fimir special characters.

The Fimir Warband

This section contains photographs of the miniatures available for your Fimir army.

Fimir Army List

The army list takes all of the warriors and creatures presented in the Fimir Bestiary and arrange them so that you can choose a force for you games. The army list separates them into Lords, Heroes, Core, Special and Rare units. Each unit type has a points value to help you pit your force against an opponent's in a fair match. This section includes Gifts of Balor, magic items that you can give to your characters.



fimir erect posture

shearl head

shearls

fimm warrior

fimm noble

fimm heads

dirach cowls

warrior tails

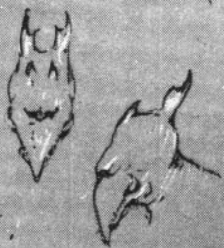
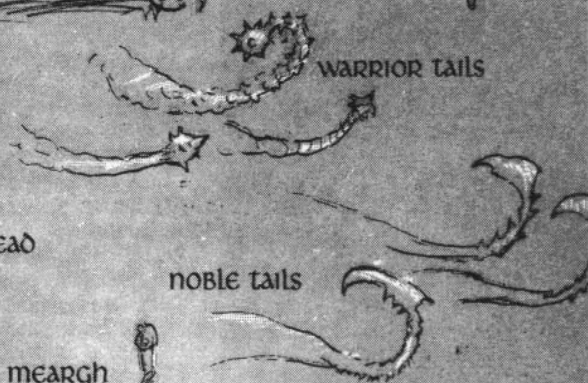
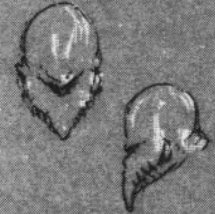
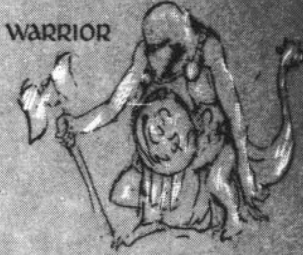
meargh head

noble tails

dirach

meargh

FIMIR





The Fimir

They usually live near the coast, but also there to meet you where it is damp and gloomy. Their communities look like jagged pile of rocks, which are surrounded by eternal fog. Sometimes take Fimir also abandoned strongholds of people and set forth according to their needs. Fimir be avoided creatures of darkness and fog, the bright light. Your mage called Meargh Dirach and lead the raids usually generate the fog during the raids, the number of attackers is simply impossible to estimate. Fimir are usually 200 years old, Dirach mostly 400 years, while Meargh still apply with 2000 years young.

The shape of the Fimir is similar to humans, but there are significant differences. They have a large chest, and rather short, strong legs that end in three-toed feet. Her arms, however, are quite long and extend almost to the ground. Under the layer of fat your body hides a very muscular body, and protrudes from the almost hairless, big head without a nose, with fangs armored snout. They have a single, distant, pupil-less, amber and milky white eyes and no ears shells. They are broad-shouldered and bent over forward, and so usually 1.80 meters high. If they straighten up, they are usually over 2.40 meters. Her skin is yellow brown to light olive. The intelligence of Fimir is rather underdeveloped, they solve all problems with violence. The Dirach but are almost as smart as a human being, while the Meargh considered cunning and clever. Fimir outside its nebula are so confused and blinded that they do particularly stupid.

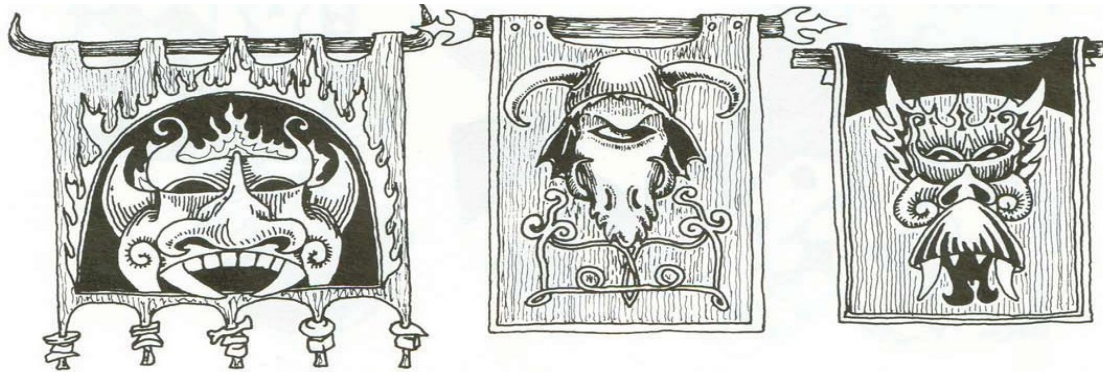
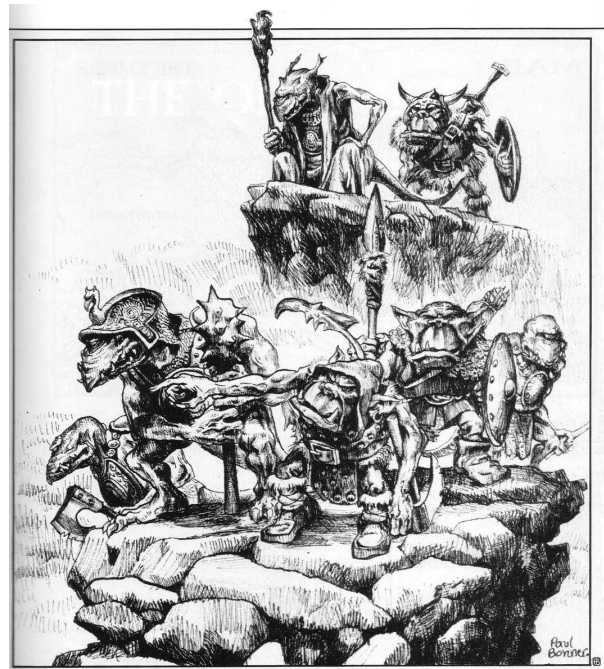
The clothing of Fimir similar human, with arms, legs and tail always remain free. As coats of arms are popular, and nobles usually wear coats, which are fastened with a jeweled gold clasp. Degrees of human blood-colored garnet them seem valuable. Dirach and Meargh wear capes in muted colors.

The origins of Fimir

Of the origins of Fimir is little known. Not for nothing they are considered the most mysterious race of the Warhammer world. According to legend, descendants of demons and humans and they live in swamps and bogs of the northern and western Old World.

The raids of the Fimir

Raids of the Fimire usually consist of a dozen Fimm, as many Shearl and are usually led by a noble Fimm. Very often, however, include a Dirach. In coastal waters they use black boats. In defending their fortress, however, offer the Fimir on everything, and the Meargh participates in the defense. She invokes lots allied demons that seem to be good friends Fimir. The Fimir use almost exclusively heavy maces and axes as weapons. Fimir under the leadership of a single Fimm noble often attack individual settlements or croft at other nations, mostly men. Larger villages are attacked only rarely, usually then under the supervision of a Dirach Fimm and several nobles of the same settlement. An attack on a target of several Fimirsiedlungen happens very rarely, often you can still see more combined attacks from Orcs and Goblins and Dark Elves on their side.



The Deathquest

Usually takes a Meargh coming sees her death, a female Fimir as her successor and instructed them. Should one die Meargh, and have raised no successor, breaks the settlement, which was previously governed by it with an iron hand. Every noble and collects the Fimm Shearl around, belonging to his entourage, and embarks on a deadly search. The Dirach try during that time to pacify the increasingly burgeoning hostility and mistrust and former residents not to drown in internal conflicts. There is such a death, however, also find it when a particularly rebellious or unkompetenter noble Queen is banished from the settlement. On such a search is a noble death and his followers completely crazy and mad and attacked without regard to his life everything in sight. Known Fimm nobles and their followers include Fimm Murdaich and his Swamp-Scorpion, Fimm Skean and his Hell-Gate or Fimm Froidach with its Mist-Dragon.

The history of Fimir

About Fimir, even in the best-run libraries in the Old World to find little. A few incidents have been documented, others can only guess.

The incidence of Chaos

While the incidence of Morcar hordes in the Old World, which may put a conglomeration of barbarians, black-armed chaos warriors, undead and green skins, and not only many dwarf festivals and cities such as Karak destroyed Varn, but the barbarians in the countries of today's empire attacked. In those same hordes often served as leader of small groups from Fimir smaller bands that made life hell for the enemy.

The Wasteland

Once the Wasteland didn't deserve that name. Long before Man had come to the Old World, the lands around the mouth of the Reik were the home of lush grasslands and bountiful woods, the trees of which produced abundant fruit in endless variety. Sea Elf loremasters tell how this virgin country was filled with animals that provided meat for their new port. Herds of thousands of wild cattle, the aurochs now so rare in the Old World, roamed peacefully among the grasses. There were so many that, according to folklore of the Elves, a blind man couldn't shoot an arrow into the sky in those days without bringing down a feast for a hundred. The Dwarfs loved this land, too, and called it *Tiwaz-Katalbuyk*, 'Rest at Journey's End'. These were the days of their friendship with the Elves. They mined the mountains and panned the streams for precious metals and gems, trading these with the Elves for works of exquisite craftsmanship and rare raw materials from beyond the sea. Even after both had gone, in the wake of their disastrous war, this was a really a land of plenty.

But sometime after the departure of the Elves and the Dwarfs and before the arrival of Man, Chaos and evil came, spreading like a cancer from the north and the south. The Skaven, digging their tunnels like cracks meant to undermine the continent, burst forth from the abandoned mines and ravaged the surface. Within a few decades, the land was a ruin: the herds were slaughtered, the waters poisoned and the groves cut down. Marching like vermin into the north of this realm, they found the Fimir, a race of reptilian giants who themselves were remaking the land in their own blasphemous image. War was inevitable. For how long it raged, only the Fimir and the Skaven know,

and certainly no one is asking them. The Skaven built great castles to hold their conquests, and slowly they pushed the Fimir back. In the end, there came a cataclysm that decimated both sides. Whether it was a last desperate effort by the Fimir, an attempt at final victory by the Skaven, or even a rebellion by the earth itself doesn't matter. Great waves of magic washed over the land and the earth convulsed and cracked. In a night, the castles of the Skaven and the holds of the Fimir were thrown down as the very bedrock heaved, broke and sank. Their armies were destroyed and their minions crushed or swallowed whole. By dawn the next day, only the land itself remained, nearly empty of life and hiding its wounds under a thick blanket of fog. Now it is a grim place where only the hardest souls can hope to make a living, let alone prosper.

The Jutones

According to sagas set down in writing centuries later, between the departure of the Dwarfs and the coming of Man, the fens around the islands of what would become Marienburg came to be infested with Fimir. Recovering from their devastation at the end of the wars with the Skaven, the Fimir were slowly warping the land in their own gruesome vision. Unchecked, they would soon complete its transformation into a demon-plagued hell in the middle of the Old World. At the same time, far away in the northern forests of the Old World, the Juton tribe was at the brink of destruction at the hands of the far larger and seemingly invincible Teutognens, a warlike tribe that dominated all the others in the days before the coming of Sigmar. Faced with the choice of slavery, starvation or suicidal battle, their paramount chief, the semimythical Marius, persuaded his people to instead flee the Forest of Shadows and head west with all they could carry, in a great exodus. However they got there and for whatever reason they left, it's agreed that the Jutones were in the Wasteland by the year -20 I.C. There, all the tales state, they engaged in a fierce war with the Fimir, with neither side giving quarter, each bent on genocide. Around -10 I.C., the Jutones and the Fimir met in a climactic battle amidst the ruins of the Sea Elf fortress. Dobbe Arend's saga, the oldest known with fragments dating from the sixth century, says that Marius met the Fimir queen in single combat and killed her on Slagveldsrots ('Battlefield Rock'), the old name for the island on which the Stadtholder's palace sits. He laid claim to the marsh and all the lands between "the forests and the seas" and founded his city on the Elven ruins of Sith Rionnasc'namishathir, proclaiming himself King of Jutonsryk ('Realm of the Jutones'). He saw fit to

name the city for himself, and built his tower on Rykseiland ('Realm's Isle'), these days called Rijkers' Isle.

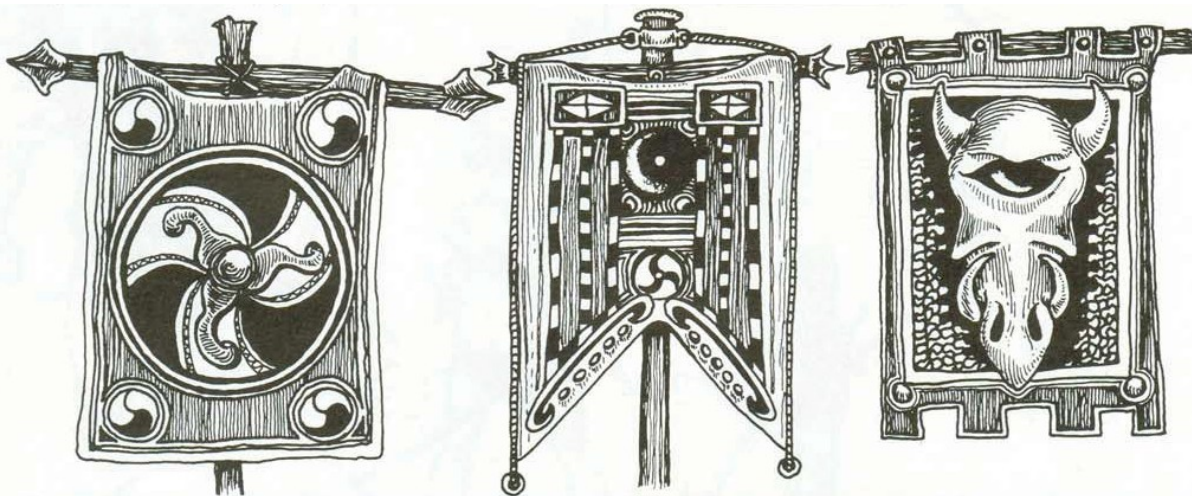
The curse of Endal

The next known attack involved the Endal, a tribe of the newly founded empire. They were plagued the reign Aldred of pests, their origin a Fimir population in the swamps near Marburg was. This was finally wiped out by Aldred and Sigmar. Of the Endal is now no other witness shows why it can be assumed that they were ultimately inferior to the Fimir.



The Fall of the Kingdom of Albion

Albion was once a large kingdom that perhaps was not on the modern state of the empire or Cathays, but was already with the development of Bretonnia of that time equated. It was ruled by a king named United Dunco, who often had to defend against rebels and Norse from the East. Eventually he was killed by the eastern commander McDeath which is now proclaimed himself as king, as the old Hockönigs last relatives, including his eldest surviving son Donalbane in the march to McDeath was eaten by a dragon turtle, which was known as the Monster of Loch Lorm. Even his allies, the few dwarves of Albion, were slaughtered by Orcs allies, so there is now no more dwarfs to Albion. McDeath had not reckoned with the struggle of the clans and chivalry against him. After his death, it was the Klan no longer possible to agree on a great king and began to fight each other. The increasingly occurring fog and the assaults of countless Fimire isolated the individual clans voneinander on and on, so most of the people degenerated so and culturally fell back to the state norsischer barbarians or real cavemen. The time of knights, squires and noble Klankrieger was over. Due to the rise of the destructive forces of Fimir is also attracted the fairies and tree people further and further back in the woods. Today names like McDeath, McEwman or title as Earl of Hark Ness in the shadow of the time are forgotten. Even mighty fortresses as Runsinane Castle, Castle McEwman are now in ruins and no longer recognizable as such.



Balor's invasion of Albion

Over the centuries the people of Albion began to see each other again while the island is slowly but surely more and more became a swamp. At an unspecified time described Balor himself came to the island, a huge amount of Fimir joined him and attacked the Albion. The power of Balor was incredibly destructive and revolutionary. By means of powerful magic he created in large numbers on the Moore Albion Island Aeryn. not by the Moore consolidated, the island began to disintegrate and sank more and more into the depths of the stormy Meers. die former hill went as the last, and the once mighty mountain chain is today warning and uninhabitable in the lake and not more than a dangerous reef. The residents fled, unless they were slain on the other islands of Albion. By the of the storm swept away the sand and now not given more protective wall, the picture changed more and more of Albion, Albany, Morien, and the main island of Great Albion merged, while the smaller islands also increasingly in the Sea of Chaos sank. Only the Isle of Whight in the southeast of the island was largely spared from the sea. Balor and his Fimirkrieger were not over however, with its invasion and began a major attack the tower on the remaining island. It was a bloody battle, but the Albion survived the attack into the heart of the country, thanks to heroic battles. Balor had to pull back and rest since then. Of the Fimir he is still revered as a deity.



Schadensumpf

Schadensumpf is the swamp, which extends about 110 miles west of Middenheim. Sumpfer, a local follower of Taal was surprised at first about the fog that reminded him of his grandmother's horror stories. He took a torch to enter the mist, and was quickly in a place which was 10 miles northwest. He saw the Fimir in an old mine, mine, and fled back to his home town near the foam Kammendun River River to warn the town. The attack was devastating, and the few bottom fishermen had an attack by a horde Fimm Warriors put them to do. Otherwise than in any other cases of Fimir, there was no hunting of slaves, but the hunting of Meargh Skattach and her son Prince and Fianna Fimm nobles Bryze the apostates Fimm Gobniu commoners. He had stolen a female child of the then small fortress of Meargh to his own kingdom to set up southeast of Kammendun. A bad idea, as it turned out, because so far Skattach the ruler of the whole marsh.

Fimir and Skaven

Today there are many rumors of swamp demons around Marienburg, the Bitter Moors and Tumble Downs. Often there are legends that are scattered by the Skaven. Once the Fimir delivered with the ratmen of Ratrock rats in the curse swamps near Marienburg a bitter war in which both populations are exterminated each other. As the Skaven of Clan Scruten returned under their grey prophet, they renamed the fortress Bitterswamp and started the rumors about the - apparently disappeared - swamp demons use to disguise their attacks on people. It can be assumed, however, that some of the wasteland spread rumors are still true, and still Fimire exist in the swamps.



Otto Frankfurter's mercenary squad

Not secured in time, a mighty army of mercenary leader Otto Frankfurter was the victim of Fimir. Despite the assistance of a magician's many well-trained warriors and even a horde of hungry ogre, the army disappeared into the mists, in which they had lost.

Witch Hunter Otto von Lufthansers hunting

The Solkan Witch Hunter Otto von Lufthaner had during the hunt for two demons by the prince heard the name Muuthauwg and dentist and is also part of the religion of Fimir. These experiences in the swamps around Marienburg, confirming the accompanying adventurers may have been an incredible chase through the swamps full of mutants, where he met several times under Fimir Meargh Rakka, the ruler of the swamps around Halsdorfh. The marshes themselves, only hunderfünzig years earlier by Meargh Kezras ritual, were the then ruler of Grat Moshka and succeed Rakka, failed completely, should, the prosperous city Halsdorfh sink in it. Rakka, however, a follower of Zahnarzt repeated the ritual that also Zahnarzt on the Warhammer world called, and protected the sacred territory not only by their own soldiers and Swamp Demons, but also Demonomaniacs and Fimir Spectres. During the ritual performed at the sacred soil of Tazrak Pelko meet her a new opponent, who fought on the side of the witch hunter and adventurer: A powerful wizard-priest of Malal named Heinrich Bors. Such a strong opponent was Rakka and her Dirach Zago more dangerous. So they sacrificed for a few minutes to make her the best of their ritual Fimm bodyguards called Tarbaz the storm without a chance in close combat with the enemy. The magician and the witch hunter and his followers were too smart and too powerful and Rakka not fast enough to awaken the demon prince. It was the end of Rakka, and probably also from Grat Moshka because you heard shortly afterwards about a lot of Fimirattacks in the area around Halsdorfh.

Shadows over Albion

While Albion are more hidden and forgotten in the rest of the old world and ships in the fog disappeared, increased the power of Fimir on the island again. Occasionally returned to individual

sailors in the Old World, and was in the taverns rumors of stories from friends of a friend who has suffered on a strange island shipwreck and returned to report to creatures, half man and half horse or were of terrible one-eyed monsters that roamed the fog. At the same time, some of the keepers of the old Albion's clan and religious rites of a dark master got seduced and sinister magic. In their madness of the destruction and darkness, they began to dress like the most horrible what they knew. They became a caricature of the powerful Dirach. The war that broke out in Albion led to further disputes with nations that the Fimir some were not known or declared to be their most powerful rivals were, like the Skaven. In

the course of the campaign came more and more foreigners to the island of Fimir and stopped so the re-emergence on the island. Some areas, such as the newly founded colony of the Empire or the new territory ruled by lizard people Lost Valley were freed entirely from Fimir. On the other hand, there were indeed good cooperation with the Druchii Nagronath of orcs and goblins and the trough of the country. Large parts of the East of Albion and a variety of swamps and marshes in the rest of the island remained, however in the hands of Fimir. When the temporarily missing fog around the island, but again came back, disappeared the zeal of the new residents and their once powerful colonies a shadow remained of their former selves, the Fimir not sufficiently strong in all areas of the island could not act quickly enough, and there were the followers of the keepers, the ancient human inhabitants of the island of Albion, which strengthened by the return of the fog, at least temporarily.

The Society of Fimir

The community of Fimir consists predominantly of male beings, who are organized into four castes. The lowest caste are the Shearl, to follow the Fimm, and then the Dirach and Meargh. The caste is determined at birth and is unchangeable. Fimir attacked repeatedly isolated croft at and villages. Since the Meargh are infertile, they rob, especially women and girls whose descendants are then more purebred Fimir. Female offspring are extremely rare, perhaps one in hundred years, and this will also be killed very quickly if the old Meargh is already old and sick. With her one eye, the Fimir no depth perception, but estimate the distance to being off by how clearly they can see the enemy in the fog of Fimir.

The castes of Fimir

The caste system dominates the whole life of a Fimir. Already at the time of birth a Fimir is also due to its anatomy and gender set to one of the box.

Fimm

There is a warrior aristocracy, which is referred to as Fimm, and ultimately represents the executive arm of the almighty Meargh. Fimm can be seen at the border armed with stick tails, while the nobility of birth Fimmkaste already a blade-like expression. A good example of a nobleman can be especially dangerous to call the tail a seemingly equipped Fimm Chulann nobleman, who with his elite warriors, the Fianna Fimm as Marsh Hornets for fear and terror, or the Deamon-known as Friends of

Fianna Fimm Gharmu. Even if all Fimm are part of a caste who work Fimm not with each other without the moderating influence of Dirach or Meargh. For each of the Warrior will always be better than prove us. The control of caste by the Dirach Meargh or missing subject Fimm attacking each other, kill first the weak from the worker caste Shearl and go to the infamous death questes.

Shearl

The worker caste of Shearl is absolutely the weakest and most want out of the Meargh the dependent member of society. Meargh dies and there are no descendants, so it is the first to be killed by the Fimm. Shearl therefore also not by its death Fimm part of the Search and are simple artisans, farmers, fishermen and servants. They have no weapons at the tail end and are often ill-equipped military campaigns.

Dirach

The Dirach are the balancing force in the company of Fimir and voice of the demons, and a transmitter of Meargh to the other box. They can be recognized in the art of unarmed tail and bony Hörnerwulst on the head. The great Balor, one of the most important gods of the Fimir, if not their only in direct contact with the Dirach. Can a Dirach include the killing of Balor Eye in his arms, as the Dirach Derghe, this is not only a sign of honor, but also a strong sign of his power.

Meargh

Meargh are a person on the box of a fortress and rule the entire nation. Usually in a fortress there is only a Meargh, a unique female with felted hair. Does she, however, their fortress as overpopulated, or feel close to her death, she draws a large successor, building a second settlement or their takes. Whether this is at a new settlement then their subordinates and their quasi-managed colony is not recorded. There is also no information on the contacts of the various Meargh to each other and probably the most powerful in the capital of Meargh Fimire.

The language of Fimir

Fimir speak in the language of chaos, the "dark tongue" and is known by some warriors of chaos, but is spoken mainly by beasts such as the human animal. Fimir speak in a language the people are the words of hissing are crossed.

Centre:
Fimm noble in full battle
array based on a
contemporary picture of
Fimm Murdaich's Swamp
Scorpion Death-Quest.

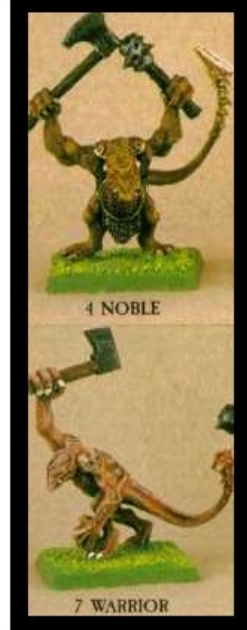


- 1. Killing Eye Contingent Banner - Fimm Death Quest ● 2. Contingent banner of Fimm Skean's Hell-Gate Death-Quest ● 3. Meargh Skattach's personal banner, Rancor Hold ● 4. Chulann's Marsh Hornets - Fianna Fimm ● 5. Fimm Froidach's Mist-Dragon Death-Quest contingent banner ● 6. Killing Eye - Personal banner of Dirach Derghe ● 7. Ghamu's Demon-Friends - Fianna Fimm

MEARGH and DIRACH



FIMM



LESSER DEMONS



These Lesser Demons by Games Workshop or any other Demons are just fine for the Lesser Demons of the Fimir Horde.



Thanks to:
Solegends.com



Miniatures by „Blood Moon Miniatures“ called „Bogs“



An Option for Lesser Deamons of Balor are the „Optic Flyer“ also by „Blood Moon Miniatures“





The „Cyclops“ is a good Model for an „Demonomaniac“, while „Maelstrom Games“ like „Blood Moon Miniatures“ have both a nice Model for the Jabberwock. See also our Modelidea for a DragonTurtle.

MAELSTROM GAMES





BESTIARY

In this section you will find information and rules for all of the different warriors, heroes, creatures and deamons in the Fimir army. At the end of the section are some special characters – famous Fimir that you can field in your army.

Deep within the uncivilized areas of the northern Old World, death comes in many forms. Most fearsome are the magic Mists of the Fimir around all the Swamps in the Old World, Albion and Norsca. Fast ambushes and hit and run attacks, raids of small settlements and and then quickly disappear again. Those that do not perish to their axes will soon find themselves abducted in the fortress of the fimir horde as childbearing slave.

On the following pages are the complete rules for the models in the Fimir army. Each entry includes the models profile and special rules. This is normally in combination with the army list on further pages to create a force that can be used in a one-off game in Warhammer. However, players can also design scenarios with specific forces involved, or run a series of games in a campaign, both of which may well use the information in this section without recourse to the Amazons army list.

Special Rules

Many troop types have special rules to reflect their unique nature and abilities, and these are explained in the individual Bestiary entries that follow. To save space and repetition, where a model has a special rule that is explained in the Warhammer rulebook, only the name of the rule is given in this section. Refer to the special rules section of Warhammer for the full details of how the rule works. Similarly, the following rule applies to most units in this Bestiary, and as such is detailed here:

Fog of Fimir:

The fog is generated by the Fimir Dirach or Meargh itself, but also collections of a few Fimir create a light mist, which displaces the harmful sun for Fimir extent that they no longer act totally stupid. The magical mist may be slightly toxic, and then trigger coughing and watery eyes and is so strong that you act in his home and in darkness.

- All Non-Fimir Units in about 6" will get -1 on WS, BS and I.
- The Fog is automaticly around each 10 Fimir sized Unit or any Unit including a Dirach or Meargh or a Dirach or Meargh self.
- Each Spell spoken by Dirach or Meargh adds the Mist on the Unit the Spell is going to Friend or Enemy.
- Any Magic of Fire or any kind of Storm negiates the Mist, also Fireattacks of normal Modells or a Breath-Attack for 1 Round.
- Fimir Units and Charakters without the Mist are **stupid**.

Marsh of Fimir:

Each Fimir army may use a misty swamp of the XYZ page Warhammer Armies: 8th Edition for free, while placing the terrain of any szenario.

MEARGH



The Meargh are the sole ruler of the Fimir and are also called witch queens. They are incredibly powerful mage, the only female members of their people and extremely rare. However, this has something to do with the all female offspring, are so rare they can be killed if the witch queen of a settlement still is not old and sick, or a settlement is already so large that they can no longer grasp the Fimir, who live in it. Only in this case survived a female Fimir and is either the successor to the old Meargh or Meargh a new colony. Just like all other Fimir they can in darkness and in the dense fog of Fimir see 15 meters wide. Their rule is supported by fear as by tradition. They have stringy, fatty, dark blue or dark green hair. They also have horns, however, is far smaller than that of Dirach. Its tail is smooth, but the skin due to the incredible age of Meargh that are still with 2000 years as young, wrinkled.

	M	WS	BS	S	T	W	I	A	Ld
Meargh	4	5	2	5	5	4	4	1	8

Special rules

Fog of Fimir, Fear

The Queen

A Meargh is always the General on an Army of Fimir. In an Allied Fimir Army, you may choose as normal.

The new queen

Allied armies of Fimir can only to a Fimir Meargh access the Mage level 2.

Demonologist

The Dirach or Meargh are masters of demonology. A unit of demons, that it is a part, can then test for the leadership of General and use the presence of the army standard obtained.

Death of a Meargh

Dies a queen in battle, all at once Shearl switched off and loss. Units of the Fimm are now on frenzy and fearless. Only units with a warrior Dirach may try to suppress their frenzy.

Dirach

The Dirach are members of a small caste of magicians of Fimir and are also called demonfriends. They are as strong as Shearl and also have a smooth tail. Just like all other Fimir they can in darkness and in the dense fog of Fimir see 15 meters, which can produce it as well. You know something smaller head always two or more horns.

	M	WS	BS	S	T	W	I	A	Ld
Dirach	4	4	1	4	5	2	2	1	6

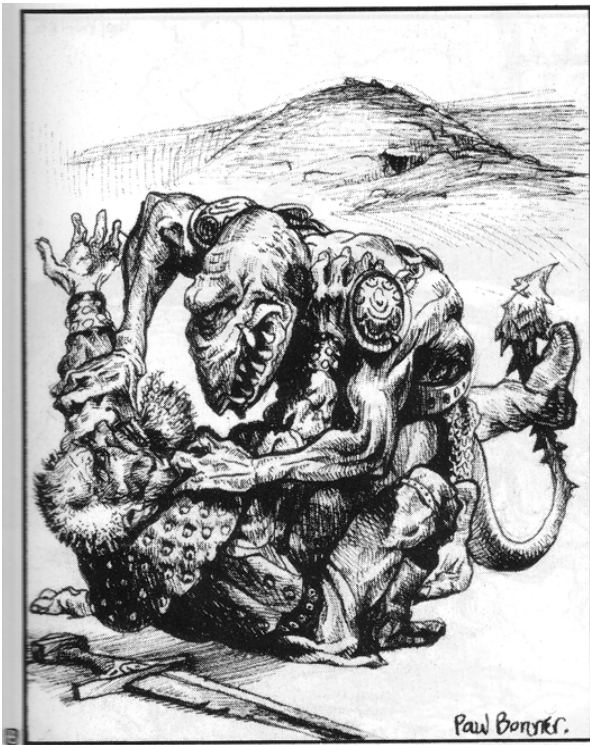
Special Rules

Fog of Fimir, Fear

Demonologist

The Dirach or Meargh are masters of demonology. A unit of demons, that it is a part, can then test for the leadership of General and use the presence of the army standard obtained.





FIMM

Fimm are the warriors of the Fimir. They are strong as an ogre, and always recognizable by the sharp bone ends with reinforced, mace-like tail. They are the only ones who make the male nobles of the people, which may provide the next generation. Their tail is also clearly visible and formed into a bony axe. The Fianna Fimm are the elite warrior caste of Fimm and very brutal. Even if they are not noble, they are placed higher than the usual warrior. In the Fimm caste there are various levels of nobility. The Mistmor are powerful commanders, while Flaithmor are more of a war hero. The leader of mighty Fianna Fimm Group is called Flaith. The Leaders of the Fimm warriors, known as Finmor, which is known by his blade-like tails. The lowest noble and first of the feeble Shearl is called Fian. All of them have already their special rights given by birth.

	M	WS	BS	S	T	W	I	A	Ld
Mistmor	4	7	3	5	5	3	5	5	8
Flaithmor	4	6	3	5	5	2	4	4	7
Flaith	4	6	3	5	5	2	4	4	7
Finmor	4	5	3	5	5	1	4	3	6
Fian	4	4	1	4	5	1	3	2	6
Fianna Fimm	4	5	3	5	5	1	4	2	6
Fimm	4	4	3	4	5	1	3	2	6

Special Rules

Fog of Fimir, Fear, Ambushers, Scouts, Vanguard

Shearl

The Shearl are the simple servant of the Fimir. Stronger than an ordinary Orc, and always recognizable by the smooth, tapering tail. Just like all other Fimir they can in darkness and in the dense fog of Fimir see 15 meters wide. They provide all the services and perform all work.



	M	WS	BS	S	T	W	I	A	Ld
Shearl	4	4	1	4	5	1	2	1	6

Special Rules

Fog of Fimir, Fear

Entourage of the Meargh

Shearl units can only be used in Fimir armies. You may under no circumstances be used in an allied army, even if this be a young Meargh.

Spectre

Spectre were faithful warriors of the Fimm, covered in a deadly battle for the favor of Meargh. Still tied to their Meargh, they awakened the spirits of the dead, forcing them further into their service.

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

Special Rules

Fear, Eternal,

Lurking Horror

Spectre attack really surprising. At the Beginn of the Game, place three single models on the Table. Move each one of these Markers up to 4“ each round. On the End of the third round, you have to put your unit to one of the markers. You could choose, to put your unit on any time before on the Battlefield. A unit placed in this way may choose to attack in the same round.

Lonesome Models

Spectre cannot be joined by charakters.





Deamonomaniac

Deamonomaniacs are Fimm Nobles, taken over by a daemon. While mutating, they grow bigger and stronger. In a long ritual the Meargh performs, it could also happen, that the Fimir body can't take so much Energy and dies. In this case, its Ghost is going to be a Spectre.

	M	WS	BS	S	T	W	I	A	Ld
Daemonomaniac	4	7	5	5	6	4	4	5	8

Special Rules

Fog of Fimir, Terror, Monstrous Infantry, Immunity to Psychology, Regeneration

Single Model

Daemonomaniac never Form units and cannot be joined by characters.

Shooting Tail

The Tail of a Daemonomaniac will always shoot in Shooting-phase. It counts as 2 Throwing Knives, which could shoot even while in Hand to Hand Combat or while attacking.



Fenbeasts

Fenbeasts are mindless creatures that consist of the marshes themselves, which were like the rain, the rock and the fog soaked by magic. There are first-to-use was the Fimir that these people through their Ogham stones caused pollution of the earth made magic. Through the sacrifice of a people and a simple magic stone of man, the soul of the victim connects to the magic that lives in the swamps. A simple cut in the hand of the caster or a single drop of blood is binding on the creature of the mage and act entirely without its own will.

	M	WS	BS	S	T	W	I	A	Ld
Fenbeasts	6	3	0	5	5	4	2	3	10

Special Rules

Fear, Monstrous Infantry, Unbreakable

Single Model

Fenbeasts never Form units and cannot be joined by characters.

Fen Walkers

Marshes, Swamp, Morasses are open Ground to Fenbeasts. While in such ground, they got regeneration as long the attack ain't based on fire or magic.

No Will

A Meargh controls the Fenbeast, if they should fall casualties, and is slain, the Fenbeasts of the army immediately collapse and are removed.

Elemental Power

On the will of the Meargh, the Fenbeast could gain back D3 Wounds in the magic phase of the fimir. The Fenbeast must stand in 18" and the Meargh must get an Casting Roll of 6+.

Swamp Demons

Swamp demons are the oldest ally of the Fimir. They are fighting for centuries on their side. They live in the marshes and waters and nature of coming attack by using surprise attack. Often you only hear a splash and the figures have already been through the mists of the victims were then subjected to slow and relish in water and feast on their desperation and fear. The only attack of the survivors know yet to report, was the story of Rakka, mentioned elsewhere.

	M	WS	BS	S	T	W	I	A	Ld
Swamp Demon	6	5	0	4	4	1	6	2	7
Razor Teeth	6	5	0	4	4	1	6	3	7

Special Rules

Scouts (only Marsh), Fear, Marsh-Strider

Lonesome Models

Swamp Demons cannot be joined by characters.



Dragon Turtle

The rare dragon turtles in the swamps and seas of the Old World and Albion are often driven by the Fimir into battle and controlled by their magic. Actually, peace-loving fish eaters, they extremely uncomfortable during oviposition or if they are violently attacked. They resemble giant spiny turtles with a dragon head and are about 15 feet long. Their body makes an attack with hot steam, which it spews like a dragon from the mouth.

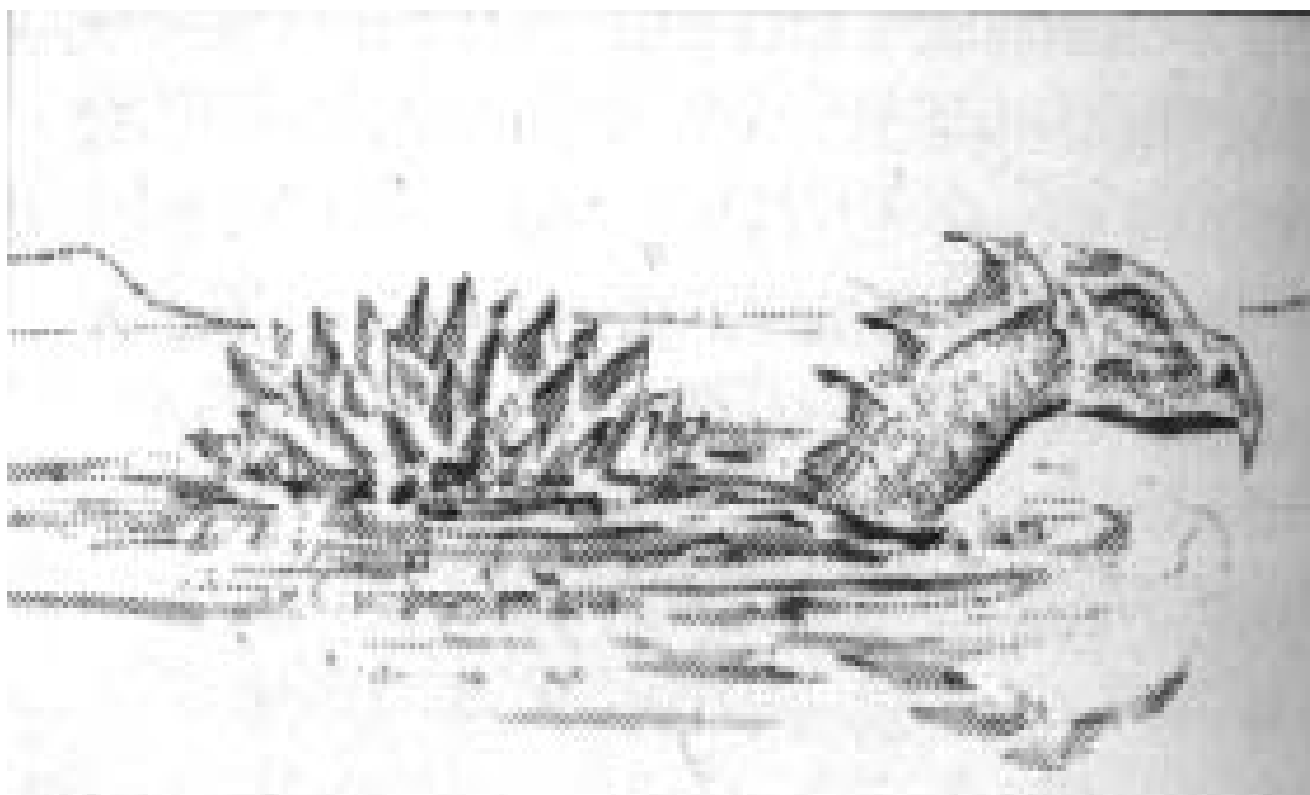
	M	WS	BS	S	T	W	I	A	Ld
Dragon Turtle	6	5	0	5	6	5	4	4	7

Special Rules

Terror, Great Target, Breath Attack, Sea Creature

Single Model

Dragon Turtle never Form units and cannot be joined by charakters..



Protective Demon

So-called protective demons are weak, but they are very resistant, and often individual sites for the Fimir alert guard and, when danger appears. Such places are often abandoned ruins, trees or stone altars or magic rune stones. They look like human knight in black plate armor, but move with incredible speed.

	M	WS	BS	S	T	W	I	A	Ld
Protective Demon	4	3	0	3	5	2	3	1	7

Special Rules

Fear, Scout.

Single Model

Protective Demon never Form units and cannot be joined by characters.



lesser Deamons



All the lesser and higher Gods of Chaos have lesser Deamons in their realm, while some of them are Warriors, others are just scribes, animals or less. Mixed units of all these Types are the lesser Deamons, and fight on the side of their allies.

	M	WS	BS	S	T	W	I	A	Ld
Lesser Deamon	4	3	0	4	3	1	4	1	2

Special Rules

Not my Ruler, just my Friend.

Daemonic

Lesser Deamons and Furies are Daemonic, wich means, they gain an 5+ Ward Save, cause Fear, are Imum to Psychology, have magical attacks and subject to Daemonic Instability (See Warhammer Armies: Deamons of Chaos)..

Furies

Furies are yowling and vicious Deamons witch hooked claws and leathery, bat-like wings. Its Face is brutisch and bestial affair, wir a broad mouth filled wirth dozends of needle like teetch. They are commonly black, as beings of unrefinded chaotic power. Furies are manifestations of chaos in its purest form, as a result, they are the weakest of all deamons to terrorise the world.

	M	WS	BS	S	T	W	I	A	Ld
Furies	4	3	0	4	3	1	4	1	2

Special Rules

Fly, Daemonic

Not my Ruler, just my Friend

Furies and Lesser Deamon may not use the Ld of the General or get any type of Bonus by Army-Battle-Standard.



Gakra

Gakra was a former Mistmor-Noble of a unknown Fortress of the Fimir. He was on a Hunt of Gobniu, a Renegade Dirach who tried to establish an new Fortress of Fimir with an young, stolen Meargh and himself as a Power behind the throne. In a Mine near Kammendun, he found him, but never get him caught. Going crazy while his search, hes going to attack everyone around.

	M	WS	BS	S	T	W	I	A	Ld
Mistmor	4	7	3	5	5	3	5	5	8

Special Rules

See **Fimm. Hatred, Frenzy. Immun to Psychology.**

Fear the Worst.

Gakra is totally crazed. He has to make a Ld Test on his own Profile and may not use the Ld of the General. If it doesn't fail hes going to attack the next model in range. If there is no Model in Range, he will go as fast as he could to the next modell in sight.



Rakka

Rakka is the iron-fisted Ruler of Grat Moshka. She is convinced that that she has a great destiny and that Zahnarzt will reward her when he will return. She knows about the old Prophecy and will do all, to bring back on the Fields of the Warhammer World.

	M	WS	BS	S	T	W	I	A	Ld
Rakka	4	5	2	5	5	4	4	1	8
Fimir Bodyguards	4	5	3	5	5	1	4	3	6

Special Rules

See Meargh.

Safety First

Rakka never leaves their own Fortress without a Group of mighty Bodyguards. Cause of that, she will always have and stay inside of a Unit of at least 10 of these Bodyguards. They always have a Standardbearer as a Part of the Unit.



Rokslaluk

Rokslaluk is an very special Deamonomaniac. In fact, he is a kind of Deamonomaniacprince of Muuthauwg, former follower of Zahnarzt and now one of the many lesser Gods of Chaos.

	M	WS	BS	S	T	W	I	A	Ld
Rokslaluk	4	8	5	5	6	4	7	5	8

Special Rules

See Demonomaniac. Deemonic. Aura of Madness.

Punishment of Khorne

Zahnarzt, as Muuthauwg too, where Deemonprinces and Followers of Khorne wick gain heavy punishment by the Bloodgod. Cause of that, Rokslaluk may not attack in any kind by itself. If he's going to get attacked, he may defeat himself and may also choose stand and shoot.





Jabberwock

	M	WS	BS	S	T	W	I	A	Ld
Jabberwock	8	4	4	5	5	5	3	5	9

Jabberwock, also Jabberwocky or Jabberslythes, are among the ancient of the foul and chaotic creatures in the Warhammerworld. They are just grotesque and a sickening fusion between a toad, a sludge-drake and insect. While most of em live in Forests, they like the muddy marshes the fimir live in. So, an Jabberwock is not only seen in Armies of the Beastmen, but also in Fimir Hordes.

Special Rules

Fly, Immun to Psychology, Large Target, Terror, Poisoned Attacks,

Aura of Madness

Every Modell in 12" of the jabberwock in the beginning of the Fimir Magicphase must take an Leadershiptest. Each Point the unit or Person fails, it suffers a wound with no save allowed. The Person just gone insane. This doesn't work on Modells, that are Immun to Psychology.

Slythey Tongue

His Tongue is a shooting attack with Range 12" and S 5.

Spurting Bile-Blood

Every Wound in Hand-To-Hand-Combat caused on the Jabberwock suffers an S5 Hit on the attacking Unit, randomised as shooting.

Choosing an Army

This army list enables you to turn your miniatures collection into an army ready for tabletop battle.

As described in the Warhammer rulebook, the army list is divided into four sections: Characters (including Lords and Heroes), Core Units, Special Units and Rare Units.

CHOOSING AN ARMY

Every miniature in the Warhammer range has a points cost that reflects how valuable it is on the battlefield.

Both players choose armies to the same agreed points total. You can spend less and will probably find it impossible to use up every last point. Most '2000 point' armies, for example, will be something like 1,998 or 1,999 points. To form your miniatures into an army, look up the relevant army list entry for the first troop type. This tells you the points cost to add to each unit of models to your army and any options or upgrades the unit may have. Then select your next unit, calculate its point and so on until you reach the agreed points total. In addition to the points, there are a few other rules that govern which units you can include in your army, as detailed under Characters and Troops.

ARMY LIST ENTRIES

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

Profiles: The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

Unit Sizes: Each entry specifies the minimum size for each unit. In some cases, units may also have a maximum size.

Equipment: Each entry lists the standard weapons and armour for that unit type. The value of these items is included in the points value.

Options: Each entry lists any available upgrades to the unit, together with their points cost.

Special Rules: Many troops have special rules which are described in this section. With the points total agreed, players need to pick their forces using the army list in the relevant Warhammer Armies hook, and the system presented here.



THE GENERAL

An army must always include at least one Lord or Hero to be its General. Every army must have a General to lead it into battle. The General represents you — he issues the orders that lead to the moves, shots, spells and attacks that your troops make.

MINIMUM THREE UNITS

An army must always include at least three units in addition to any Lords and Heroes. An army just isn't an army unless it has plenty of warriors in its ranks.

UNIT CATEGORIES

Each army list divides the forces available into several categories. In a standard game, players are limited as to how many of their points can be spent from any particular category.

LORDS

You can spend up to 25% of your points on Lords. Lords are the most powerful characters in your army, individuals possessed of fearsome martial or magical might.

HEROES

You can spend up to 25% of your points on Heroes. Heroes are lesser characters, not as intrinsically deadly as Lords, but still worth a score of ordinary warriors.

WIZARDS AND SPELL LORES

Some Lords and Heroes are Wizards, and have access to one or more spell lores. Although you won't generate the spells that your Wizards know until you start to play your game you do need to make a note in your army roster of which spell lore each of your Wizards will use. If you have a Wizard that is allowed to choose specific spells, you must select which spells they are at the time you pick your army.



CORE UNITS

You must spend a minimum of 25% of your Points on Core units. Core units are the heart of your army, the iconic troops who make up the bulk of every warband and warhost. Unlike other types of unit, there is no maximum to the proportion of your points that you can spend on Core units. Some Core units do not count towards the minimum points you must spend on Core units (sometimes written as 'do not count towards the minimum number of Core units you must include' or variations thereof) or indeed the minimum number of units you must include in your army. In fact, such units don't count towards any category, just the points value of the army.

SPECIAL UNITS

You can spend up to 50% of your points on Special units. Special units are invariably elite troops, capable of anchoring a battleline of lesser warriors, or performing great deeds in their own right.

RARE UNITS

You can spend up to 25% of your points on Rare units. Rare units are the most unusual warriors in your army, mighty monsters, weird war machines and elite soldiers of unsurpassed skill. Rare units are often fantastically powerful, but often require a canny general to get the most from them.

DUPLICATE CHOICES

An army cannot contain more than 3 Special choices of the same type and 2 Rare choices of the same type. To further represent the scarce nature of Special and Rare choices there is a limit on how many duplicates of each troop type you can include in your army. This limit applies only to duplicate Special or Rare unit choices of the same type, not to the total number of Special and Rare units overall. Note that this limit applies to the basic troop type and isn't dependent on the size of the unit or optional war gear.

Two or more Units For One Choice

Some units are listed as taking up a single choice. As implied, this means that these only as one choice.



GRAND ARMY

In a grand army, you can include up to 6 duplicate Special choices and 4 duplicate Rare choices. If choosing an army of 3,000 points or more, it is considered to be a 'grand' army, with enough patronage, cash or muscle to get a larger supply of scarce units: up to 6 duplicate Special choices, and up to 4 duplicate Rare choices.

ARMY SELECTION SUMMARY TABLE

You must always include at least three non character units, plus one Lord or Hero to be your General.

	Points Limit	Duplicate Choices
Lords	Up to 25%	No limit
Heroes	Up to 25%	No limit
Core	25% or more	No limit
Special	Up to 50%	Up to 3
Rare	Up to 25%	Up to 3

Fimir Armies count as evil Forces for the Allies-System of Warhammer.

Special Weapons: Net

Net give a +1 initiative bonus, also lose net taken models 1 attack when they strike after the net carriers.

LORDS

Rakka

Points/model: 1000

	M	WS	BS	S	T	W	I	A	Ld
Rakka	4	5	2	5	5	4	4	1	8
Fimm Bodyguard	4	5	3	5	5	1	4	3	6

Options:

Must be General

Magic: Rakka is a Level 4 Wizard and know all spells from the following Lore: Death, Shadows and the Lore of Balor lists.

Magic Items: The Unit of Bodyguards may get a Magic Banner up to a total of:
50 Points

Equipment: Staff with Deamonic Bronze Head.

Special Rules: * see Meargh
* Safety First

Other: **More Bodyguards:**
70 Points each

Rokslaluk

Points/model: 300

	M	WS	BS	S	T	W	I	A	Ld
Rokslaluk	4	8	5	5	6	4	7	5	8

May never be General.

Equipment: Handweapon, Heavy Armour

Special Rules: * see Daemonomaniac
* Deamonic

* Aura of Madness
* Punishment of Khorne

Gakra

Points/model: 300

	M	WS	BS	S	T	W	I	A	Ld
Mistmor	4	7	3	5	5	3	5	5	8

Equipment: Two Handweapons, Heavy Armour.

Special Rules:

- See Fimm.
- Hatred
- Fear the Worst

- Frenzy
- Immun to Psychology

LORDS

Meargh

Points/model: 300

	M	WS	BS	S	T	W	I	A	Ld	Options:
Meargh	4	5	2	5	5	4	4	1	8	

Magic: A Meargh is a Level 2 Wizard and knows spells from the following Lore: Death, Shadows and the Lore of Balor lists.

Equipment: Handweapon

Special Rules:

- * Fog of Fimir
- * Fear
- * The Queen
- * The new Queen
- * Demonologist
- * Death of a Meargh

Magic: Upgrade to level 3 Wizard: **35 Points**

Upgrade to level 4 Wizard:
another 35 Points

Magic Items: Up to a total of: **100 Points**

Other: Protective Deamon: **20 Points**

Mistmor

Points/model: 300

	M	WS	BS	S	T	W	I	A	Ld	Options:
Mistmor	4	7	3	5	5	3	5	5	8	

Equipment: Handweapon, Light Armour.

Special Rules:

- * Fog of Fimir
- * Fear

Weapons: Double-Handed Weapon: **6 Points**

Second Hand Weapon
6 Points

Armour: Heavy Armour **6 Points**

Shield
4 Points

Magic Items: Up to a total of: **100 Points**

HEROES

Dirach

Points/model: 100

	M	WS	BS	S	T	W	I	A	Ld	Options:
Dirach	4	5	2	5	5	4	4	1	8	

Magic: A Meargh is a Level 1 Wizard and knows spells from the following Lores: Shadows and the Lore of Balor lists.

Magic: Upgrade to level 2 Wizard: **35 Points**

Equipment: Handweapon

Magic Items: Up to a total of: **50 Points**

Special Rules: * Fog of Fimir
* Fear
* Demonologist

Other: **Protective Deamon:** **20 Points**

Flaith

Points/model: 100

	M	WS	BS	S	T	W	I	A	Ld	Options:
Flaith	4	6	3	5	5	2	4	4	7	

Equipment: Handweapon, Light Armour.

Weapons: Double-Handed Weapon: **6 Points**

Second Hand Weapon **6 Points**

Armour: Heavy Armour **6 Points**

Shield **4 Points**

Special Rules: * Fog of Fimir
* Fear

Magic Items: Up to a total of: **50 Points**

Other: **Flaithmor:** One Flaith in the army may carry the Battle Standard for +25 points. The Flaith carrying the Battle Standard can have a magic banner (no points limit) but if he carries a magic banner he cannot carry any other magic items.

Core

1+ Shearl

Points/model: 15

Unit Size: 5+

	M	WS	BS	S	T	W	I	A	Ld
Shearl	4	4	1	4	5	1	2	1	6
Fian	4	4	1	4	5	1	3	2	6

Options:

There is NO chance to take Shearl in an Allied Army at all.

Weapons:

Net

6 Points/per Modell

or:

Flail

6 Points/per Modell

or:

Spear

4 Points/per Modell

Equipment: Handweapon

Armour:

Shield

4 Points/per Modell

Light Armour

4 Points/per Modell

Special Rules: * Fog of Fimir
* Fear
* Entourage of the Meargh

Command:

Upgrade one Shearl to an Fian: 20 Points

Upgrade one Shearl to an Standardbearer:

20 Points

1+ Fimm

Points/model: 25

Unit Size: 5+

	M	WS	BS	S	T	W	I	A	Ld
Fimm	4	4	3	4	5	1	3	2	6
Finmor	4	5	3	5	5	1	4	3	6

Options:

Weapons:

Double-Handed Weapon:

6 Points

Second Hand Weapon

6 Points

Equipment: Handweapon,
Light Armour.

Armour:

Heavy Armour

6 Points

Shield

4 Points

Special Rules: * Fog of Fimir
* Fear
* Ambushers
* Scouts
* Vanguard

Command:

Upgrade one Fimm to an Finmor: 20 Points

Upgrade one Fimm to an Standardbearer: 20 Points

Core

Lesser Deamons

Points/model: 8

Unit Size: 5+

	M	WS	BS	S	T	W	I	A	Ld
Lesser Deamon	4	3	0	4	3	1	4	1	2

You need to have an Dirach or Meargh in your Army, to take Lesser Deamons.

Equipment: Claws and further...

Special Rules: * Not my Ruler, just my Friend
* Daemonic



Special

Furies

Points/model: 12

Unit Size: 5+

	M	WS	BS	S	T	W	I	A	Ld
Furies	4	3	0	4	3	1	4	1	2

You need to have an Dirach or Meargh in your Army, to take Lesser Deamons.

Equipment: Claws and further...

Special Rules: * Not my Ruler, just my Friend
* Daemonic
* Fly

Fianna Fimm

Points/model: 45

Unit Size: 5+

	M	WS	BS	S	T	W	I	A	Ld
Fianna Fimm	4	5	3	5	5	1	4	2	6
Finmor	4	5	3	5	5	1	4	3	6

Options:

Equipment: Handweapon, Light Armour.

Special Rules: * Fog of Fimir
* Fear
* Ambushers
* Scouts
* Vanguard

Weapons: Double-Handed Weapon: **6 Points**
Second Hand Weapon **6 Points**

Armour: Heavy Armour **6 Points**
Shield **4 Points**

Command: Upgrade one Fianna-Fimm to an Finmor: **20 Points**
Upgrade one Fimm to an Standardbearer: **20 Points**

Special

Swamp Deamons

Points/model: 10

Unit Size: 5+

	M	WS	BS	S	T	W	I	A	Ld
Swamp Demon	6	5	0	4	4	1	6	2	7
Razor Teeth	6	5	0	4	4	1	6	3	7

Options:

Equipment: Handweapon,
Light Armour.

Special Rules: * Fear
* Scouts (only Marsh
Terrain)
* Marsh Strider
* Vanguard
* Lonesome Models

Command: Upgrade one Swamp-Deamon to
an Razor-Teeth:

10 Points

Spectre

Points/model: 35

Unit Size: 1+

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

Equipment: Phantomlike Ghosty
Things... Uuuhh!

Special Rules: * Fear
* Eternal,
* Lurking Horror
* Lonesome Models

0-1 Fenbeast

Points/model: 85

Unit Size: 1-3

	M	WS	BS	S	T	W	I	A	Ld
Fenbeasts	6	3	0	5	5	4	2	3	10

You need a Meargh to use Fenbeasts.

Equipment: Muddy Stuff....

Special Rules: * Fear,
* Unbreakable
* Elemental Power
* Single Model
* Fen Walkers
* No Will

RAre

Dragon Turtle

Points/model: 200

Unit Size: 1.

	M	WS	BS	S	T	W	I	A	Ld
Dragon Turtle	6	5	0	5	6	5	4	4	7

Equipment: Claws and further...

Special Rules: * Terror
* Large Target

The Dragon Turtle has an Armoursave of 3+.

* Breath Attack
* Sea Creature
* Single Model

Jabberwock

Points/model: 275

Unit Size: 1.

	M	WS	BS	S	T	W	I	A	Ld
Jabberwock	8	4	4	5	5	5	3	5	9

Equipment: Claws and further...

Special Rules: * Fly
* Immun to Psychology
* Large Target
* Terror

* Poisoned Attacks
* Aura of Madness
* Slythey Tongue
* Spurting Bile-Blood

Daemonomaniac

Points/model: 275

Unit Size: 1.

	M	WS	BS	S	T	W	I	A	Ld
Daemonomaniac	4	7	5	5	6	4	4	5	8

Equipment: Hand Weapon and Heavy Armour

Special Rules: * Fog of Fimir
* Terror
* Regeneration

* Immunity to Psychology
* Single Model
* Shooting Tail

The lore of Babr

Fog of Fimir (Lore Attribute): Each Spell which is not banned immediately causes a **Fog of Fimir** on the Unit, the spell ist target on.

Drizzle and Fog (Signature Spell)

Cast on 7+

Fimir live inside the magic Fog, so .

Roll an Artillery-Dice on the beginn of everyone Start of a round and multiply the result by 3 to find out how far in inches the Troops can see. No-One can charge, shoot or cast spells which need a line of Sight on a unit, you can't see. On a Misfire, the Fog is away for this round. Remains in Play. No **Fog of Fimir** on this Spell.

1. Summon Lesser Daemons

Cast on 7+

The Meargh or the Dirach is calling its Friends from other spheres, to support their fight.

When cast a unit of Lesser Daemons (D6+4) appear within 6'' of the caster. This Unit may also appear in Hand to Hand Combat. In this case, the Fog of Fimir is caused on all Units in this Hand-to-hand Combat.

2. Nightmare

Cast on 7+

The Pervert Arts of the Meargh or Dirach creates the worst fears in front of the enemys Eyes.

Hex. This Spell can be casted on an enemy unit in 24''. The Unit has to take an Panicstest.

3. Blessing of Balor

Cast on 8+

Originally an spell of Truthsayer of Albion, it was adapted from the Fimir quickly.

Augment. Remains in Play. One Unit gains +1 To Hit Bonus, for Closecombat and Missile Attacks.

4. Creep over Fear

Cast on 9+

The surprise Fimir attack left some troops Fimir freeze in fear.

Hex. One Unit must take an Ld-Test. If the Test is failed, the unit may not act while Shooting or Movement-Phase in its next turn.

5. Fog of Death

Cast on 10+

A mysterious Fog rises from the Ground, shrouding the entire Battlefield. All fighting stopps for a Short time, while friend and foe alike are lost in the haze and sinister screams fill the air.

All Units on the Table get D6 S 3 Hits. The Units of the Casting Player will hit on 4+, except Fimir Units, which are save.

6. The Eye of Balor (Meargh only, Dirach re-roll)

Cast on 24+

The Meargh opens a Gate through the Warp right to the Eye of Balor. Everyone who looks inside, see its own death.

When cast, every Modell (including Fimir-Army-Modells) in direction to the Meargh and with Line of Sight, will get 1 Hit of S 10, no Armour or Ward Save allowed. Only Magic Resistance saves. Modells in Hand to Hand Combat ignore this Spell.

Gifts Of Babr

Magic Weapons

Tooth of Zahnarzt 15 pts

This Tooth is the last Part in the world of the Banned Demonprince Zahnarzt. Its a Fang of Three and a half Inch long.

Handweapon. As a demonic part, it combines the Warhammer world with the Warp.

Therefore, you experience the following effects: +1 cast magic, +1 to saving throws demonic in 6 ". Magic, that is expressed within 6 " cause even with a Double 5 loss of control.

Weapon of Mass Destruction 100 pts

A weapon from the depths of chaos seas, which was one day at a pinnacle of the capital of the Fimir.

The weapon is either + W6 attacks or + W6 Strength. On a roll of 6, the carrier will also receive the special rule "Heroic death blow" against undead or demons. Against Elves or Lizardmen this weapon only works as a simple magic weapon.

Weapon of Slacken 120 pts

Another strange weapon from the realm of Fimir. It says that the ghost of an old man would be caught in the weapon and thirsts for youth.

The carrier caused when struck a deduction of 1 on the initiative of the enemy. Damage rolls must not be held, however, may be carried out. Protection throws are allowed. If the enemy arrived at 0 initiative, he falls asleep in the world.

Staff with daemonic bronze head 50 pts

The mystic Staff of Rakka, the mighty Meargh of Grat Mosha.

Twohanded Handweapon. Once in the Game, you could regenerate all of your lost Wounds on 4+.

Thirst of Balor 15 pts

It is said that this weapon was a gift from the Balor Fimir been himself, but without self interest was the gift is not good.

Every wound caused by the institution, other Verwundungswürfe pulls at the wounded man with them, which are carried out in each successive phase of the magic Fimir. You must only wounded (and possibly protection throws) are performed. This spell can be dispelled by enemy magicians on 4+.

Axes of Evil 50 pts

The axes are terrible weapons in the hands of a capable fighter, but they can give a weak fighter quickly to death.

Two hand weapons. +2 attacks. +1 strength. The carrier should an attack spoil and cause no injury, he now subject to the rules for stupidity.

Axe of Illusion 25 pts

In the head of the mighty ax of the skull of an illusionist was used. The weapon camouflages the carrier as another being.

Two-handed weapon. The carrier is, until he is attacked, or even attacked or uses magic, regarded as the normal model of the unit.

Parasitic Blade of Trance 50 pts

Is said to have given a weapon by Balor to the Great Meargh of the capital of the Fimir.

The support of this weapon takes a model in 4 "the opportunity to attack. This model also wounded in the carrier in the same round, he may deduct it a point of his profile and add his profile to a maximum of 10

Degeneration Blade 50 pts

Another mythical weapon from the old defunct empire Albion.

Wounded, the carrier is a model with a toughness value of 5 or higher, he may throw a D6 for each wound. Gives the result of the dice more than the resistance of the enemy, he is off instantly.

Magic Armour

Galvorn Armour 10 pts

One of the few remaining Galvorn armor of the dark elves.

Heavy armor ignore the every first hit in every challenge.

Coif of Berserk 15 pts

No one dares to provide the wearer of such a helmet in his way.

Frenzy.

Talismans

Neglance of shrunken heads 30 pts

A variety of Meargh and Dirach with these heads with him, often is also the head of her mother there.

Any spell cast at the wearer of this Talisman or any unit he is with is dispelled on a 5+.

Amulet of Watchfulness 15 pts

These amulets are there in each of the fortress Fimir, and are part of the massive defense efforts of all Meargh.

The Amulet extends the range in which no scouts are set up to 12 ".

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Magical Banners

Banner of the Omniscient 100 pts

One of the many gallows of the Old World was decorated with tormented Omniscents whose shriek and moan the mind confused and terrible horror bring over the enemy.

The bearer of the standard and the unit to which he belongs cause terror. In addition to this, the unit is not positioned at the beginning of the game. Instead, three separate models of the unit to be placed. Each model is allowed to move in each round normally, but not marching. At the beginning of the third round (or lap after starting a previous request of the player) the unit must be exposed to one of three positions.

Demons Friends 25 pts

Innumerable small demons swarm around the banner and the unit and allow the carrier contribute even more dangerous.

The carrier and unity, which he serves has now magical attacks, and receives a ward saving throw of 6 +.

Banner of Runsinane Castle 75 pts

One of the many banners that captured the magical banner of Runsinane Castle of Albion. It was torn from the Fimir from the clutches of a skeleton and reinforced with their own spells.

The bearer and unity hates all enemies, especially Orcs and Goblins and Albion, but that's beside the point, the support and the unit simply hates all enemies. Bad, right?

Enchanted Items

Ring of Illusionism Warband 30 pts

Feigning great danger and fear is one of the great skills of Fimir.

The support of the ring is set up with 5 additional Fimir Shearl that exist, however, and should be removed from the game, causing the enemy to them damage. Meargh or Fimm only.

Ring of Dawn Stones 25 pts

A magical ring from the days before the empire of mankind, their origin is uncertain.

The support of the ring and the unity of which he had obtained a magic resistance of 4 Meargh or Fimm only.

Horn of the obsessed unicorn 50 pts

This horn was once part of a magical being who is known as a unicorn and the Fimir to their dark gods, was sacrificed. Today it serves as an instrument.

All enemy units in 12" must do a panic test and receive a hit of strength 2, all Fimir in 12" receive a ward saving throw of 5 + until start of next magic phase of the bearer. One Use only. Bound spell, level 4. After use, bearer counts as Musician.

Rod of Command 50 pts

A Rod made of the Bones of former Enemys of Balor, mostly Greater Deamons.

Once in the game, the caster to use the spell-bound (Level 4). Within these round, one Unit may move again, while one unit of the opponent side has to stand still. He counts also as a General and units may use his leadership.

Potion of Cleverness 10 pts

People are mad with this potion, but it Fimir can act normally outside of the nebula.

Fimir Outside of the fog of Fimir ignore the negative effects. Bearer and Unit only.

Ring of Binding 20 pts

This ring is nothing for weak nerves.

By wearing the ring all the demons are regarded as bound and may use the moral value of the general. Meargh or Fimm only.

Striking Ring 40 pts

A rather unusual ring in the hands of the magician.

Der Träger des Rings erhält +1 WS, +1 S und +1 I. Meargh or Fimm only.

Hort of demons 25 pts

A bowl, a cup, maybe a grail or a decanter containing a Hort of demons. Woe to him who calls them.

Once in the game, the caster to use the spell-bound. 5 lesser demons attack immediately the first thing they see and disappear out into the Warp. Roll a D6, on a 1, the carrier is attacked. Level 2.

Blackwand 25 pts

A demonic staff in the depths of the Warp brings darkness and death into the world.

At the beginning of the game play. All models on the field for the first round can only see IxD6 far, firearms and magic begins.

Potion of Growth 25 pts

True giant fimir arise by taking this liquid.

A Fimir of this potion drinks doubled its strength for a rally and is considered a "monster" and large target.

Warding Ring of Fire 25 pts

This Ring was found in the swamps of Grat Mosh.

Der Träger des Rings ist immun gegen Feuerattacken. Meargh or Fimm only.

Ring of Hiding 25 pts

Through this ring, it is the Fimir possible to hide in one place and to be virtually invisible to foes.

Through this ring, the wearer the ability to "Scout". Meargh or Fimm only.

Ring of Battle Rage 25 pts

Formed from the rear end of an ancient magical musical instrument, it causes hatred on the bearer.

The carrier of the ring receives + 1 to hit. Meargh or Fimm only.

Arcane Items

Robe of Disguise 30 pts

Through these robes, it is the wearer possible to stand in a different place than it seems.

The carrier may change at any time in the game once its position within the unit or within any other friendly unit within 6 inches. This is true even after the trendy shots at him or his unit.

Robe of Mist and Smoke 30 pts

One of the most common Robes Dirach.

The robe extends the reach of the Fog of Fimir by 6".

Wand of Corrosion 30 pts

A powerful wand in the hands of those who know how to handle it.

Once in the game, the caster to use the spell-bound. A unit in 6 loses "in this case an arms point (5 + instead of 4 +, etc.) and all weapons are now only as hand weapons.

Focus Familiar 30 pts

One of the rare types of the Familiars, a servant of Balor.

This serves as a focus for the exceptional Homunculus Spells and doubled some of their effect. Reach or impact

Warpportal Focus 30 pts

One of the gifts of the demons of chaos to the Friends of the demons Fimir, a crystal incredible power with a connection to the other world.

The Warpportal focus may be used once in the game. It is placed at a location and can not be destroyed. From the date on which the Warpportal focus was set, models with the rule "Ambushers" or "daemonic" may enter the location of this point.

Robe of Ethereality 35 pts

The carrier is a ghost form, similar to the Spectre.

Ethereality.

Robe of Toughness 70 pts

One of the rarest robe of demons friends and very moody.

Bound spell: Throw D6: 1: Throw on the table for loss of control 2-3: +1 T 4-5: +2 T 6: +3 T.

Robe of Ethereality 35 pts

The carrier is a ghost form, similar to the Spectre.

Ethereality.

Storage Familiar 50 pts

An other magic Familiar and servant of Balor.

This familiar is used as a spell catcher. A spell is cast upon the character model, or the unit is on a 5 + banned. In addition to this, the spell can be stored in the Familiar and once by the wizard, which includes the familiar are spoken. Of course, it still costs energy points.

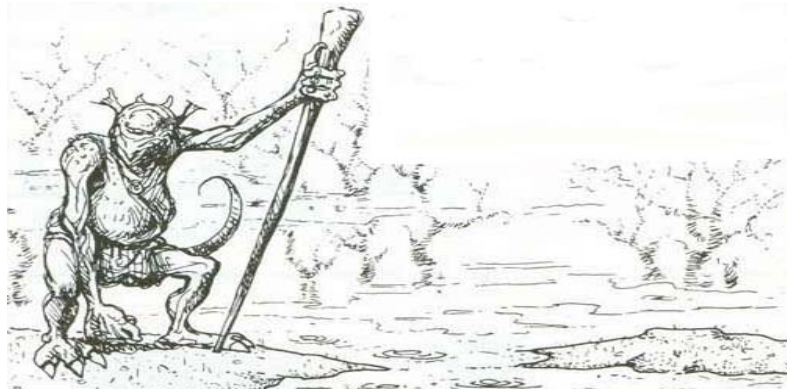
Venomous plonk of God Kweethul 35 pts

An evil drink from the hands of Dirach. Fimir like the taste, but then they start from the pore body and the mouth to salivate.

Dirach only. The Dirach and the unit of Fimir in which it begins to play the game, from now on "poison attacks. "

REFERENCE

Lords	M	WS	BS	S	T	W	I	A	Ld	Type	Base Size
Meargh	4	5	2	5	5	4	4	1	8	Inf.	25x25mm
Mistmor	4	7	3	5	5	3	5	5	8	Inf.	25x25mm
Heroes	M	WS	BS	S	T	W	I	A	Ld	Type	Base Size
Dirach	4	5	2	5	5	4	4	1	8	Inf.	25x25mm
Flaith	4	6	3	5	5	2	4	4	7	Inf.	25x25mm
Flaithmor	4	6	3	5	5	2	4	4	7	Inf.	25x25mm
Protective Demon	4	3	0	3	5	2	3	1	7	Inf.	25x25mm
Core	M	WS	BS	S	T	W	I	A	Ld	Type	Base Size
Shearl	4	4	1	4	5	1	2	1	6	Inf.	25x25mm
Fian	4	4	1	4	5	1	3	2	6	Inf.	25x25mm
Fimm	4	4	3	4	5	1	3	2	6	Inf.	25x25mm
Finmor	4	5	3	5	5	1	4	3	6	Inf.	25x25mm
Lesser Deamon	4	3	0	4	3	1	4	1	2	Inf.	25x25mm
Special	M	WS	BS	S	T	W	I	A	Ld	Type	Base Size
Furies	4	3	0	4	3	1	4	1	2	Inf.	25x25mm
Fianna Fimm	4	5	3	5	5	1	4	2	6	Inf.	25x25mm
Finmor	4	5	3	5	5	1	4	3	6	Inf.	25x25mm
Swamp Demon	6	5	0	4	4	1	6	2	7	Inf.	20x20mm
Razor Teeth	6	5	0	4	4	1	6	3	7	Inf.	20x20mm
Spectre	4	3	1	4	4	1	3	2	6	Inf.	25x25mm
Fenbeasts	6	3	0	5	5	4	2	3	10	Monstr. Inf.	40x40mm
Special	M	WS	BS	S	T	W	I	A	Ld	Type	Base Size
Dragon Turtle	6	5	0	5	6	5	4	4	7	Monster	50x50mm or larger...
Jabberwock	8	4	4	5	5	5	3	5	9	Monster	50x50mm or larger...
Daemonomaniac	4	7	5	5	6	4	4	5	8	Monstr. Inf.	40x40mm





Fimir Hordes battles against the sinister Druchii.



A mighty Fimm Noble in full armour and weapon in front of his Warriorkaste.

WARHAMMER

FIMIR

*"Ulrics Fangs! How did they know?
We travel only at night. Employing mystic mists,
hiding our advance, and still they know we are
coming! How?"*

Otto Frankfurter, Mercenary General

The Fimir and their allies are cruelly Monsters, hunting for Humans in the Swamps and Marshes all over the northern Parts of the Old World. Half Deamon, half Human with an enormous Rage they are the most feared Enemy of all the small settlements and villages from Norsca to Albion, the Empire, Marienburg and Bretonia.

Warhammer Armies: Fimir is one of a series of supplements for Warhammer. Each book describes in detail an army, its history and its heroes.

You will find in:

THE FIMIR

This section introduces the Fimir and their part in the Warhammer World. It includes their society, their lands, and their history. Or at least that small parts the Mists of time left till today.

BESTIARY

Description of the Kastes of the Fimir and their muddy allies.

THE ART OF FIMIR

This shows all the Miniatures available or former available to play the Army.

THE FIMIR ARMY LIST

The army list allows you to gather your Miniatures into an Fimir army ready for battle.

Look out for these books in the
Warhammer Armies series:

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|  Albion |  Halflings |
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|  Cathay |  Nippon |
|  Dogs of War |  Norse |
|  Estalia |  Fimir |

A WARHAMMER ARMIES
SUPPLEMENT FOR
WARHAMMER
THE GAME OF
FANTASY BATTLES

This book is completely
unofficial and is not
intended for sale.