

A WARPSTONE PUBLICATION

FIMIR: WFB6

STATS & BACKGROUND BY ALFRED NUNEZ JR.

As support for the Fimir article in *Warpstone* 25 we thought we would bring you Alfred's Fimir for use with WFB6. The background differs a little to that in the article. Throughout the article there are sketches from John Keane, the rest of which can be found in *Legion* 6 and the document containing WFRP1 stats. Extracts from Captain Stevan Ravenson's campaign log by Robin Low.

John Foody, Ed.

Although models are no longer available through GW Archives (a pity really), the Fimir are among my favourite sentient beings. They are (to my knowledge) unique to Warhammer and they are as evil as one could get without resorting to Chaos. In some ways, the evil of Fimir exceeds that of the Dark Elves and their alien appearance adds to the horror. The existence (or rumours, if you prefer) of Fimir in desolate places — swamps, bogs and fens — adds an element of danger for armies marching through such areas. Imagine the surprise of an Imperial armed force heading through some coastal fens in search of a marauding band of Dark Elves and stumbling upon a huge, fog-enshrouded gathering of Fimir instead.

The following army list is not exactly a conversion from WFB3. Some things have been modified to better fit into the world as defined by WFB6. There are some new troop types which were inspired by Chris Pramas' work in Hogshead's *Dying of the Light*. The point values below are a work in progress and should not be seen as the final conversion that I'm putting forth.

AMID THE MISTS OF DEATH

A Report by Alfred von Nuln, member of the Collegium Historica

I have seen some scattered, historical accounts from sources in

Marienburg, Middenland, Nordland, and the northern Bretonnian coastal region alleging the existence of an ancient race of foul creatures called Fimir. These misshapen monstrosities are reported to have only one eye in the centre of their beaked head. They are large-bodied with long arms and relatively short legs and stand between 6 and 7 feet in height. They all have powerful tails, though those of the warrior castes end in the shape of a club or blade. Skin-colour ranges from light green to a drab yellow-brown and the Fimir are said to clothe themselves with robes of sorts and ornate armour.

Fimir are rumoured to build abodes of stone in the midst of desolated moorlands in the fashion of crude strongholds. These are constantly wreathed in mist. There are even reports of Fimir residing in abandoned watchtowers and keeps. Swirling mists seem to accompany large bands of Fimir, which tend to catch the unwary by surprise. Fimir are said to be fearful of bright sunlight.

Many of the backward peasants in the areas mentioned above believe in the existence of these daemon-worshipping creatures. The superstitious folk tell of losing their women to raids of Fimir, who are said to sacrifice them in some unholy ritual.



Editors: *The usual suspects.*

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USE IN WARHAMMER BATTLE

So, My Lord Orders me and my men to Return to Pennymead, convinced a Conspiracy of the so-called Old Faith lies in the depths of its Blighted Marsh, Plotting Against Him. I have my doubts, but My Lord Commands and I Obey... I must Identify any Threat, Discern its Troops, Discover its Military Capabilities... The villagers warn me the marsh is Treacherous, and I Believe them, but I Follow My Orders.

Captain Stevan Ravenson's campaign log

Unlike other Warhammer armies, Fimir cannot be used in all conditions and all settings. They are specialised troops and can be used in a Battle campaign as a change of pace. One obvious example is given above where troops seeking to engage Dark Elves in some bleak fens find themselves attacked by Fimir. This could be an encounter with a large raiding party on its way to an isolated, nearby village or a band allied with the Dark Elf marauders.

Units of five or more Fimir generate a covering mist, which they can see out normally as they do with any other mist or fog. Enemy troops are only able to discern only the vaguest detail of Fimir so all missile fire directed at the mist-enshrouded Fimir is at a -1 "to hit" modifier. Enemy troops that come within 12" of the Fimir can see them normally, so hand-to-hand combat is unaffected by the swirling mists. Since Fimir loathed bright daylight, they are subject to Stupidity should they be deprived of the covering mists (whether through magic or the unit strength becoming less than five). Given the environment they inhabit, Fimir do not suffer movement penalties when crossing marshes, bogs, and thick mud. Such land is considered as open terrain for Fimir.

Further information on the Fimir can be found in WFRP1, *White Dwarf* 102, *Warhammer Fantasy Battle*, 3rd edition, and Hogshead's *Dying of the Light* adventure for WFRP.

Erikson the Norse Reaver says the Mist is Tainted and Unnatural. He says he has heard of such Mists on the Norscan Coasts and Fjords; they foretell of bloody Murder and Abduction. He speaks of Beasts with Blazing with Red Fiery Eyes... if only the Mist would lift and the Bog cease sucking at my feet I would Welcome a clear Battle with such a Monster!

LORDS

MEARGH.....175 points/model

Profile	M	WS	BS	S	T	W	I	A	Ld
Meargh	4	5	1	5	4	3	3	1	8

Known as "Witch-Hags," Meargh are revered female Fimir who rule the Fimir clans. In fact, they are the only female Fimir. Fimir clans never have more than a single Meargh, who are always present if the Fimir are defending their stronghold. Should another Meargh be born into a clan (an event that occurs once every 100 years or so), the old Meargh must either die or kill the newborn female. In some cases, the clan is split asunder. Mearghs have smooth tails, horns and rank hair covering their heads.

Weapons and Armour: Hand weapon

Magic: A Meargh is a Level 3 Wizard. A Meargh may employ Dark Magic and Fimir Magic (see below).

Option: A Meargh may be upgraded to a Level 4 Wizard at +35 pts

FIMM WARLORD.....160 points/mode

Profile	M	WS	BS	S	T	W	I	A	Ld
Fimm Warlord	4	6	4	5	6	3	5	4	8

The highest ranking (strongest) member of the Noble caste usually leads the Fimir army in the field, whether it's a battle to hold back the enemy from approaching the Fimir stronghold or in a raid seeking victims for the Meargh's foul sorceries. Fimm Warlords, like others of the Noble castes, have spiked or slashing tails.

Weapons and Armour: Hand weapon

Options:

- ◆ Fimm Warlord may be equipped with light armour for +3 pts.
- ◆ Fimm Warlord may be equipped with a great weapon for +6 pts.

HEROES

DIRACH.....175 points/model

Profile	M	WS	BS	S	T	W	I	A	Ld
Dirach	4	4	1	5	3	2	2	1	6

Dirachs are known as “daemon-friends.” They usually accompany any Fimir raiding force or ally contingent for those Fimir assisting Dark Elves or Orcs. Dirach have smooth tails and horns.

Weapons and Armour: Hand weapon

Magic: A Dirach is a Level 1 Wizard. Dirachs may employ Dark Magic and Fimir Magic (see below)..

Options:

- ◆ A Dirach may be upgraded to a Level 2 Wizard at +25 pts.
- ◆ A Dirach may be upgraded to a Level 3 Wizard at +50 pts.

FIMM FINMOR.....75 points/model

Profile	M	WS	BS	S	T	W	I	A	Ld
Fimm Finmor	4	5	4	5	5	2	4	3	7

Fimir of the Noble caste usually lead small raiding parties or units of Fimm Warriors. In most cases, they are accompanied by their retainers, the Fimm Fianna. Noble caste Fimir have spiked or slashing tails.

Weapons and Armour: Hand weapon

Options:

- ◆ Fimm Finmor may be equipped with shield for +2 pts.
- ◆ Fimm Finmor may be equipped with light armour for +2 pts.
- ◆ Fimm Finmor may be equipped with a great weapon for +4 pts.
- ◆ One Fimm Finmor may be upgraded to a Battle Standard Bearer at 25 pts.

I do Not Believe the Old Faith is the source of this Mystery. Men do Not have this Patience... and Twice now the horses have become stuck... Attacking when we were Mired in Filth trying to free the animals would have been logical, but nothing did.

CORE UNITS

FIMM WARRIORS.....12 points/model

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

Fimm Warrior castes are at the forefront of Fimir raids and the defence of their strongholds. Units of these warriors are always led by either a Fimm Warlord or Fimm Finmor. Fimm Warriors have tails which end in maces or clubs.

Unit Size: 10+

Weapons and Armour: Hand weapon

Options:

- ◆ Any unit may be equipped with great weapons for +2 pt/model.
- ◆ Upgrade 1 Fimm Warrior to a Musician for +6 pts.
- ◆ Upgrade 1 Fimm Warrior to a Standard Bearer for +12 pts.

SHEARL.....5 points/model

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

Shearl are the lowest caste in Fimir society. They are smaller in stature than the Warrior castes and generally perish with the sundering of the clan. A unit of Shearl must be led by a Dirach or Fimm Warrior. Shearl have smooth tails.

Unit Size: 10+

Weapons and Armour: Hand weapon

Options: None

Special rules: Should a unit of Shearl be without the covering mist (or any other mist), then they are subject to Fear of all enemies charging them and units they attempt to charge.

The Mists Cleared a little today... First Contact with the Enemy! They Allowed themselves to be Seen, but Pools and Bog separated us... a Figure in a Cowl with armoured Beastmen bearing maces and axes... but as we all Watched them some Foul Thing Slid from the Marsh and Attacked our Un-regarded Flank... two men were Ripped... other men called it a Water Lizard... I am Certain this was a Co-ordinated Assault... Morale is Low...

SPECIAL UNITS

FIANNA FIMM WARRIORS...30 pts/model

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

Fianna Fimm Warriors are the more powerful of the Warrior castes and elevated to the ranks of retainers for the Noble caste. Like Fimm Warriors, Fianna Fimm have tails which end in maces or clubs.

Unit Size: 5+

Weapons and Armour: Hand weapon & light armour

Options:

- ◆ Any unit may be equipped with great weapons for +2 pt/model.
- ◆ Upgrade one Fianna Fimm to a Musician for +10 pts.
- ◆ Upgrade one Fianna Fimm to a Standard Bearer for +20 pts.

0 - 1 SWAMP DAEMONS.....20 points/model

Profile	M	WS	BS	S	T	W	I	A	Ld
Swamp Daemon	6	5	0	4	4	1	6	2	8
Champion	6	5	0	4	4	1	6	3	8

Their nature uncertain, Swamp Daemons are roughly human-sized, with heavily muscled legs. Their torso is covered in scales with hands that end in sharp claws. The faces of Swamp Daemons are dragon-like with wide mouths full of razor-sharp teeth. They are long-time servants and allies of the Fimir. Swamp Daemons are often used to guard the borders of the swamps where Fimir reside.

Unit Size: 5-20

Weapons and Armour: Claws

Options: A Swamp Daemon may be upgraded to a Champion at a cost of +20 points.

Special rules: Cause Fear; Immunity to Psychology; Aquatic. Swamp Daemons are deployed as Scouts in bogs, fens, and other marshy conditions. They attack from ambush and drown their opponents.

RARE UNITS

Fimir may only use Dogs of War units composed of Dark Elves or Orcs.

0-1 FIMIR

DAEMONOMANIAC.....200 ponits/model

Profile	M	WS	BS	S	T	W	I	A	Ld
Daemonomaniac	4	7	5	5	6	3	4	3	8

Fimir Daemonomaniacs are the product of a powerful daemon being successfully bound within the body of a Fimir of the warrior caste. The possessed Fimir grows to over 10 feet tall may mutate to have one or both of its hands end in a long blade.

Weapons and Armour: Great weapon

Special rules: Cause Fear; Immunity to Psychology. The combined creature is inherently unstable. For each turn a battle lasts beyond five turns, the Fimir player must roll a d6. On a roll of 1, the creature collapses into a heap of bubbling protoplasm. Any troops, including Fimir, within 12" of the collapsed Daemonomaniac must make a Break test. All units which fail must flee the combat. Units that successfully passes their Break test cannot pursue broken enemy units. The sight of the Daemonomaniac's remains have unnerved even these troops.

There was no warning... Beastmen, Leathery Lizard Things Tore from the Mist on All Sides... what little unit Formation was left on the Unstable Earth was Deliberately Broken... they sought not to Kill, but to Subdue... we were Wanted Alive, I am Certain... Erikson was almost our Saviour... he Fought like one of the Dwarven Troll Slain... the Norseman Slew a Daemon and a Mighty Armoured Beastman... even a Warlock fell to his Axe...

THE FIMIR : RUINOUS INHERITANCE

Early draft of Main Logo

FIMIR MAGIC

The Hooded Woman-Creature Cackled like a Horror from a Wytch Hunter's Nightmare as she raised her Staff. At her command one her Beastmen Grew and Twisted into Something Else... or was it Something Else All Along? ...a Giant with Blades for Limbs... we all Saw Erikson Ripped into Three... we all Broke and Ran... Beasts Rained Blows upon us from all sides... men who fell into the bog Drowned Screaming and Ignored as we ran... I think an unlucky few were saved from the mud by Pale Skinned Creatures... I kept running... soon I ran Alone, with even the Screams Lost in the Fog...

Fimir are not great practitioners of magic as such. Those they can only use the Common Magic Items described on page 154 of 6th edition Warhammer.

D6 Spell	Casting Value
1 Swirling Mists	4+
2 Spread Marshy Ground	6+
3 Flicking tongue of Daemonfire	7+
4 Summon Lesser Daemons	7+
5 Summon Daemonomaniac	9+
6 Eye of Balor	11+

Swirling Mists **Cast on 4+**
This spell may be cast upon any Fimir unit within 12" of the caster in order to provide covering mist to the unit. If the unit is still enshrouded in its mist, then the mists thicken and enemy units have a -2 "to hit" modifier for missile weapons. Hand-to-hand combat remains unaffected.

Spread Marshy Ground **Cast on 6+**
Same spell effects as *Mistress of the Marsh* spell as detailed on page 150 of 6th edition Warhammer. In addition, Fimir are immune to the effects of this spell

Flicking tongue of Daemonfire **Cast on 7+**
This spell can be cast on any enemy unit on the tabletop. If successfully cast, the unit is struck by beams of orange light causing D6 Strength 4 hits. These hits are distributed in the same manner as if from missile fire.

Summon Lesser Daemons **Cast on 7+**
When cast on a unit of Lesser Daemons (d6+4) appear within 12" of the caster (the points of the Fimir army should already account for a unit of these creature in its ranks). The unit causes fear and is immune to psychology tests. Their profile is as follows:

0 - 1 LESSER DAEMONS....20 points/model

Profile	M	WS	BS	S	T	W	I	A	Ld
Lesser Daemon	6	5	4	4	3	1	6	2	10

Note: These summoned daemons do not have any magical ability of their own.

Summon Daemonomaniac **Cast on 9+**
When cast on a Fimir of the warrior caste within 12" of the caster, the Fimir undergoes a rapid transformation (the points of the Fimir army should already account for this creature in its ranks). Enemy troops within 12" must make a Break test with a -2 modifier due to witnessing the transformation. Those who fail must flee that turn as described in the rules. Those that succeed have their movement halted for a turn. In addition, these "shaken" troops cannot fire missile weapons if they are equipped with such. These conditions reflect the affected troops need to recover their resolve.

Eye of Balor **Cast on 11+**
Red beams of burning light emits from the caster's eye in a straight path for 18". Each models that lines in the direct path of the Eye of Balor suffers a Strength 5 hit.

Stevanson is now clearly mad. My diagnosis of his malady and examination of this diary (written during his time in the marsh and afterwards whilst in my care) suggest he succumbed to marsh fever; a common enough disease caught from the malodorous air of the marshes. The fever likely affected his men also, leading to paranoia and outlandish assumptions and beliefs. Perhaps he and his men turned upon one another in fevered madness, or perhaps they were assaulted by Goblins or even the suspected followers of the Old Faith. I certainly would not put too much faith in the Captain's dubious and outlandish descriptions of marshland Beastmen and abnormal magics. However, I remain distrustful of the villagers of Pennymead, and wonder what part they might have played in this tragedy. In time, further and more subtle investigation may be required.

Anton Junger, Physician to his Lordship's Men