

CAPTAIN GUNNBJORN

TROLLBLOOD TROLLKIN WARLOCK

May Dhunia have mercy on our enemies, because I will not.



—Captain Gunnbjorn

GUNNBJORN

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	6	15	16	9



BAZOOKA

RNG	ROF	AOE	POW
12	1	3	14



AXE

POW	P+S
4	11

FURY	6
DAMAGE	17
FIELD ALLOWANCE	C
WARBEAST POINTS	+5
MEDIUM BASE	

FEAT: FORTIFICATION

Few can endure the terrible onslaught of war better than those who carry the blood of trolls, and Gunnbjorn has fought across countless crater-pocked battlefields. With a single surge of his defiant magic, each of his men becomes an unassailable fortress able to stand resolute amid a hail of bullets and earth-shaking explosions.

While in Gunnbjorn's control area, friendly Faction models gain cover, do not suffer blast damage, and cannot be knocked down. Fortification lasts for one round.

GUNNBJORN

⊗ Tough

BAZOOKA

Critical Devastation – On a critical hit, instead of suffering a normal damage roll, each model in the AOE is thrown d6" directly away from the attacker regardless of its base size. Move models farthest from the attacker first. The model directly hit by the attack suffers a POW 14 damage roll. Other models hit by the attack suffer a POW 7 damage roll. The POW of collateral damage is equal to the POW of the damage roll suffered by the thrown model.

Born among the trollkin of Ceryl, Gunnbjorn spent his youth in city streets and dockside warehouses, far from the ancient villages traditionally inhabited by his people. His father, once a powerful warlock, had allowed his own mystic potency to atrophy—likely from drunkenness and isolation from the wild. As a youth, Gunnbjorn was never exposed to full-blood trolls. While he heard stories of the exploits of wilderness warlocks, he was convinced such tales were just myths of his people. The poverty of his tribe disgusted him, and he turned his back on the trollkin community.

Gunnbjorn embraced the human nation he saw as his true homeland and enlisted as a trencher when he came of age. Although trollkin are uncommon in the Cygnaran Army, they are almost never turned away due to their great strength, endurance, and loyalty. In the following years, Gunnbjorn quickly rose through the enlisted ranks and earned an officer commission.

Gunnbjorn's no-nonsense attitude earned him the respect of his men, and his grasp of strategy and careful tactical planning earned his company many dangerous and high-profile missions. During the Cygnaran retreat from

SPELLS

COST	RNG	AOE	POW	UP	OFF
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EXPLOSIVO 1 6 - - NO NO

When target friendly model makes a normal attack with a non-spray ranged weapon, the weapon gains Magical Weapon ②. If the weapon was AOE – it becomes AOE 3. An affected model cannot participate in a combined ranged attack. Models in the AOE other than the model that was directly hit suffer blast damage but do not suffer any other effects of the attack. Explosivo expires immediately after resolving target model's next ranged attack. Explosivo lasts for one turn.

GUIDED FIRE 3 SELF CTRL - NO NO

While in this model's control area, models in its battlegroup gain boosted ranged attack rolls for one turn.

ROCK WALL 2 CTRL WALL - YES NO

Place a wall template anywhere completely in this model's control area where it does not touch a model's base, an obstruction, or an obstacle. The wall is a linear obstacle that provides cover.

SNIPE 2 6 - - YES NO

Target friendly model's/unit's ranged weapons gain +4 RNG.

TACTICAL TIPS

GUIDED FIRE – This model gains the boosts as well.

Northguard, Gunnbjorn's composure served as a rallying point for the trenchers under his command. The survivors still speak of the their captain standing like a rock in the chaos of the retreat, fighting a one-man rearguard action.

Throughout his Cygnaran military career, Gunnbjorn increasingly took notice of the displaced trollkin refugees pouring from the Thornwood and other contested regions. When his superiors ordered him to oversee the displacement of a small kriel near Point Bourne, he grimly resolved to do his duty. During the action, an elder trollkin refused to vacate his ancient stone hut, and Gunnbjorn found himself screaming at the aging trollkin before striking him to the ground. The elder's staring reproach shook the warrior to the core. Other soldiers set fire to the village before he could respond, and Gunnbjorn could only watch as the trollkin were dragged from their homes and pushed toward the road.

Reeling from his epiphany, he left his company to make his way back to Ceryl and seek guidance. He went to beg the forgiveness of his father, but the elders sadly told him of his sire's ignominious death, months earlier. Sensing Gunnbjorn was on the cusp of a spiritual transformation, they advised him to seek out the great chieftain Madrak Ironhide, whose deeds had already been made famous throughout the scattered kriels. The chance to put his military training to a noble purpose appealed to Gunnbjorn.

As the warlock reached Crael Valley, where Ironhide's Thornwood refugees were gathered, Gunnbjorn felt his blood quickening and his awareness heightened. Not only

did he find welcome among the community's trollkin, but he experienced an immediate connection with the full-blood trolls gathered there. He knelt before Ironhide. Without a word, Madrak placed his hand on the young warlock's head and welcomed him back to his people.

Since then Gunnbjorn has used every waking moment to help the trollkin better themselves. He rapidly learned to harness the power over full-blood trolls passed down from his father. He is a stern but proficient taskmaster determined to make warriors of the trolls, trollkin, and pygs he leads into battle, and daily his troops grow more practiced and deadly.

Gunnbjorn was away recruiting for the cause in Mercir when Cygnar's Fourth Army attacked Crael Valley and forced its defenders to withdraw to the Gnarl's. He regrets being unable to lend his support but believes he may have found a better long-term solution. His time with Cygnar has convinced him the trollbloods must become a real nation with a real army, and he intends to see that come to pass.

