

# FIMIR

BY GRAEME DAVIS

A BRIEF ENCOUNTER FOR WARHAMMER FANTASY ROLEPLAY  
(AND A WARHAMMER FANTASY BATTLE SKIRMISH IDEA)

"Ulric's fangs!" Otto Frankfurter smashed his fist onto the rock beside him. "How did they *know*? We travel only at night, employing *mystic mists*, hiding our advance, and *still* they know we're coming. How?"

A small weaselly shape leapt out from behind a rock. "*Abee!* Demons, mist demons! They is coming. They is."

For a moment, Otto's eyes glanced heavenwards. "What in the wastes are you doing here? You're supposed to be keeping an eye on the Ogres. And you're supposed to be a Wizard, so try to behave like one and stop leaping around like a demented Gnome jester."

"Ah, the Ogres are alright. They were having a drink when I left."

"Well, go and fetch Grukklak. There's work to be done. Get the troops assembled. Fast! The damn Fimir will be here any time now."

Otto turned to address the leader of the Ogre mercenaries. "Grukklak, are your boys ready? Your - erm - dinner's here earlier than expected."

The Ogre grinned, displaying teeth like weathered tombstones.

"Bowl of soup, Slim," he rumbled, "Dinner's ready, lads."

The mist continued its advance. Shapes could be seen within it - large shapes, which didn't look like Ogres. Otto gave the signal to attack. The mercenaries drew their weapons and rushed forward. They had come this far for the fabled loot of the Fimir and now they would get it.

And get it they did, but not in the sense they expected. The mist swirled as the Fimir warriors tore into them, over them and through them. The sands turned red and the surf grew bloody.

It was over quickly.

Rumoured to be part Human and part Demon, the Fimir haunt bogs, fens and desolate moorlands. Their strongholds are forbidding, craggy piles of rock, crudely built in the semblance of a Human castle and constantly wreathed in mist. Frequently, the Fimir refurbish and occupy the ruins of ancient Human strongholds rather than building their own. Some legends tell of a Fimir capital, a vast castle of obsidian rising from a craggy island surrounded by treacherous rocks and reefs. The location of this island is not known, but some accounts claim that it vanishes from time to time, to appear somewhere else.

Fimir communities are divided into four castes. The lowest caste is that of the *Shearl* or thralls, a caste of servitors and menials; next are the of *Fimm* or warriors, to which the Fimir nobility belongs, and from which the race takes its name. Finally there are the *Dirach* or demonfriends, a small but powerful caste of magicians, and, most feared of all, the *Meargh* or hags, the witch-queens that rule over Fimir strongholds. The Meargh are the only female Fimir.

The caste of the young Fimir is evident from birth, and females are very rare, being born perhaps once a century in any stronghold. When a female is born, it is usually killed, unless the Meargh in charge of the stronghold is old and near death. In these cases, it will be raised by the Meargh as a daughter and successor. When a stronghold becomes overcrowded, its Meargh may raise another Meargh and send her out, with a number of followers, to found a new settlement.

If a Meargh dies without having trained a successor, the stronghold will disband. Each noble takes the Fimm and Shearl of his retinue and sets out on a *death-quest*. The Dirach from the stronghold will go with the nobles, holding them together for as long as they can in loose alliances fraught with mistrust and suspicion.



Occasionally, an ambitious, insubordinate or incompetent Fimm noble may be banished from his stronghold, taking all his retainers with him and embarking on a death-quest.

While on a death-quest, Fimir will fight for or against any race, with no thought for the odds or for their personal safety. It is very rare for a death-quest to result in anything but the eventual annihilation of the Fimir involved.

Little is known of the religion and deities of the Fimir; it may be that they worship certain of the more powerful Greater Demons to whom they are allied. At least some groups of Fimir worship a deity called Balor, of whom little is known except that he is of immense size, and has one eye; it is said that several Fimir are needed to lift the eyelid, but when the eye is open it has the power to kill every living thing it looks upon.

One common symbol which is found repeated on Fimir banners, armour and equipment is a diamond-shape inside a larger, hollow diamond, with short rays projecting from the sides of the larger diamond. This is rumoured to be a conventional symbol for Balor's death-dealing eye, but, as is invariably the case with Fimir, little is known for certain.

## FIMIR IN WARHAMMER

### FANTASY BATTLE

Thick swirling mist always shrouds Fimir strongholds. This weird mist is generated by the Fimir themselves in order to screen them from the sunlight, which they loath. Any Fimir warband ranging far from its lair will be shrouded in such an enchanted mist.

The fearful Fimm raiders are the scourge of human settlements along the coasts or the fenland margins. They come forth seeking human captives for whom a foul and hideous fate awaits and disappear back into the marshes. Large Fimir warbands, that might join forces with other races as allies are the result of the sundering of Fimir clans. Restless and disturbed bands of Fimir (who have been banished from a stronghold) become the allies of other Evil races such as Orcs and Goblins or Dark Elves.

Only the Warrior Fimm and the elite Fianna Fimm, retainers of the Fimm nobles, are likely to turn up as allies of other races. Such contingents will certainly contain Dirach wizards or possibly even a Meargh, but the wretched shearls, as the Fimir slave caste is known, perish with the sundering of the clan..

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Fimm	4	4	3	4	5	2	3	2	6	5	6	6	32
5 Hero	4	5	4	5	5	2	4	3	6	5	6	6	82
10 Hero	4	6	4	5	6	3	4	4	7+1	5	6	6	132
15 Hero	4	6	4	5	6	4	5	4	8+2	5	7+1	7+1	182
20 Hero	4	7	4	5	6	5	6	5	9+3	5	7+1	7+1	232
25 Hero	4	7	5	5	6	5	6	5	9+3	7+2	8+2	8+2	282
5 Dirach	4	4	1	5	3	2	2	1	6	6+1	7+1	7+1	75
10 Dirach	4	4	1	5	3	3	3	1	7+1	7+2	7+1	8+2	113
15 Meargh	4	5	1	5	4	4	3	1	8+2	7+2	8+2	8+2	195
20 Meargh	4	5	2	5	4	5	4	1	8+2	8+3	8+2	9+3	293
25 Meargh	4	6	3	5	4	5	5	1	9+3	8+3	9+3	9+3	405

Base size: 40mm x 40mm (all models)  
Alignment: Fimir are evil

**Psychology:** Fimir dislike bright sunlight. If Fimir are deprived of their covering mist (see below and **WFB**, p218), they become dazed and confused and subject to *stupidity*. This will apply to both units and characters.

**Fimir Mist:** every Fimir unit of at least 5 models will generate its own mist (see **WFB** p218).

## ARMY SELECTION

At least half of the contingent's total points value *must* be spent on rank and file troops.

Up to half of the contingent's total points value *may* be spent on character models.

### CHARACTER MODELS

Character models are heroes and wizards. The player may spend up to half of the contingent's total points value on character models. A Fimir contingent may contain up to eight character models and must contain at least one character model (ie, the Commander of the contingent).

**Commander:** the contingent must be led by a commander who will be the character model with the highest *Leadership* characteristic.

**Contingent Standard:** the contingent is allowed one contingent standard which must be carried by a character model and paid for from the character model points allowance. A contingent standard costs 50 points, and the points value of the bearer is doubled.

**Points:** the costs given for characters are for a basic, unarmoured model with a hand weapon. Characters should be provided with armament as depicted on the model and selected from the following list. If the model is carrying a piece of equipment not mentioned on the table, it may be ignored.

Item	Points cost per character model	Item	Points cost per character model
Close Combat Weapons		Armour	
Additional hand weapon	4	Shield	4
Double-handed weapon	8	Light armour	8
Flail	4	Heavy armour	12
Net	8		
Spear	4		

### Heroes

The contingent may contain a maximum of six hero models. The maximum number of heroes available at each level is given on the table below:

Maximum	Points per model
Four Fian (level 5 heroes)	82
Three Finmor (level 10 heroes)	132
Three Flaith (level 15 heroes)	182
Two Flaithmor (level 20 heroes)	232
One Mistmor (level 25 hero)	282

### Champions

Level 5, 10 and 15 heroes must be assigned to specific units as leaders. These 'hero-leaders' are referred to as *champions*. *Champions* are part of the unit they are assigned to and cannot leave it (see **WFB** p93).

Level 20 or 25 heroes may be assigned to specified units as *champions* if the player wishes. Alternatively, they may be left as independent characters, free to associate with any unit in the normal way (see **WFB** p90).



## Wizards

The contingent must contain at least one wizard, but no more than four. A Fimir wizard may be a Dirach or a Meargh. The Dirach or 'demon-fiends' usually accompany any Fimir raiding force or ally contingent. The Meargh or 'witch-hags' are rare and revered female Fimir. They are powerful witches who rule the Fimir clans. A Fimir contingent will never have more than a single Meargh, who will always be present if the Fimir are defending their own stronghold, but otherwise only if an aged Meargh has brought up a Meargh 'daughter'. This is a very rare event indeed and will cause the Fimir community to split asunder, each Meargh seeking to found a new clan, taking a proportion of the old clan with her. The maximum number of wizards and their magic level is given below. The points cost includes spells.

Maximum	Points per model
Three level 5 Dirach	75
Three level 10 Dirach	113
One level 15 Meargh	195
One level 20 Meargh	293
One level 25 Meargh	405

### Generating Spells

The number of spells available to each level of wizard is as follows:

Character Level	Magic Level	Number of spells of level			
		1	2	3	4
5	1	3	0	0	0
10	1	6	0	0	0
15	2	6	3	0	0
20	3	6	3	3	0
25	4	6	3	3	3

All spells are generated randomly from the Spell Index (WFB p150). Except where noted below, spells should be generated from the appropriate spell level of the Battle Magic chart.

Fimir associate with Daemons and may even worship them. Fimir wizards are masters of daemonic magic and the Meargh of a Fimir clan will often make pacts with Daemons sealed by blood-thirsty sacrifices. Capturing victims for sacrifice is frequently a motive for Fimir raids on human settlements. Dirach must substitute at least one of their battle magic spells for a daemonic spell of the same level. Dirach may only cast daemonic and battle magic spells. Meargh may substitute at least one spell at each level for a daemonic spell of the same level. Other spells may be replaced by illusionist, necromantic or additional daemonic spells.

### Magic Items for Characters

Characters can carry magical items paying the points indicated on the *Magic Items chart* (WFB p182-186). These are paid for from the character model points allowance and selected from the following list:

Any character model may carry one magic weapon with up to one magic attribute for every five 'levels' of the character (ie, a level 5 character may carry a weapon with one attribute, a level 15 character may carry a weapon with three, etc).

Dirach and Meargh wizards may be equipped with up to one scroll each. The scrolls may contain only one spell of level two or lower.

Up to two character models may be equipped with one a magical ring each. The ring may hold one spell of level three or lower.

Three character models may be equipped with magic armour. The contingent standard may have up to three magical abilities.

## ◀ RANK & FILE ▶

At least half of the contingent's total points value *must* be spent on rank & file troops. All units are assumed to have a leader with the same profile as the rest of the unit.

Any unit may be given a unit standard bearer and/or a musician. Standard bearers and musicians must be equipped in exactly the same way as the rest of the unit, and cost double the points value of a basic trooper.

Any unit indicated may convert an ordinary standard into a magic standard with a single ability. The ability may have a points value up to the amount indicated. The specific ability must be chosen and noted down before the game (see WFB, p186).

Any unit indicated may convert an ordinary musical instrument into a magic instrument with a single ability. The specific ability should be noted down before the game.

### 0-30 FIANNA FIMM

FIMIR	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+3 SHOCK ELITE	4	5	3	5	5	2	4	2	6	5	6	6



**MODELS PER UNIT:** 5-10

**POINTS PER MODEL:** 35

**WEAPONS:** HAND WEAPON

**ARMOUR:** LIGHT ARMOUR

**OPTIONS**

ANY UNIT MAY HAVE:

HEAVY ARMOUR .....	12
A MAGIC STANDARD .....	25
A MAGIC INSTRUMENT .....	25

*These are the elite retainers of Fimr nobles, and are nearly always led by a noble. They are the noble's personal bodyguard, and the fighting core of his retinue.*

### 0-60 FIMM WARRIORS

FIMIR	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
FIMM	4	4	3	4	5	2	3	2	6	5	6	6



**MODELS PER UNIT:** 5-20

**POINTS PER MODEL:** 32

**WEAPONS:** HAND WEAPON

**ARMOUR:** NONE

**OPTIONS**

ANY UNIT MAY HAVE:

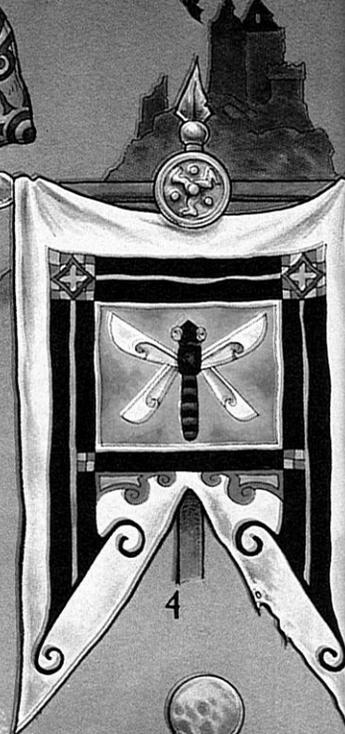
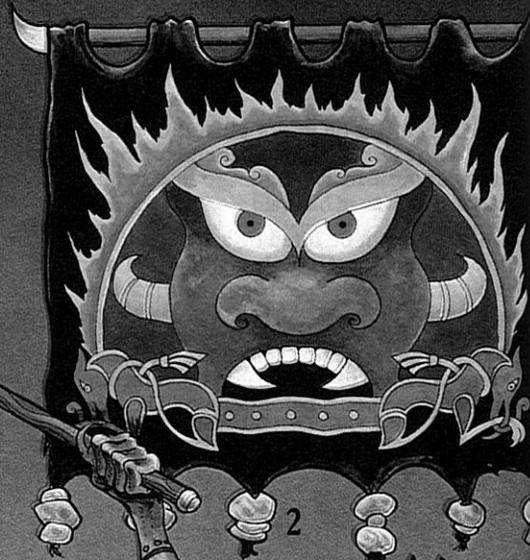
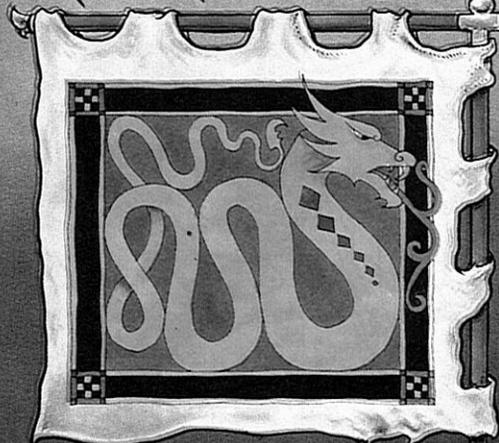
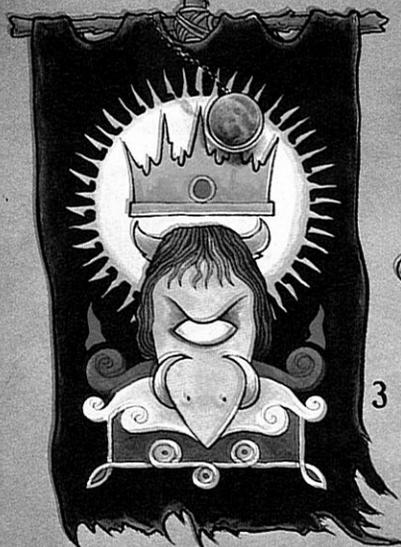
LIGHT ARMOUR .....	8
SHIELDS .....	4

*These are the majority of warrior Fimr, and usually form the bulk of a Fimr force. They are the lowest level of the warrior caste.*



# FIMMIR

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. Gharnu's Demon-Friends - Fianna Fimm

