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NECROMUNDA



ORRIN GRIMJARL
LAST CHARTER LORD
OF JARDLAN



Remove
highlighted
pieces



SPECIAL RULES

***Petition:** A gang does not simply hire Orrin Grimjarl. Instead, he may agree to aid a gang when a petition is made by a gang leader. If a gang wishes to hire Orrin Grimjarl, the controlling player must roll on the following table during the appropriate step of the pre-battle sequence:

D6+Rep	Result
1-8	Orrin Grimjarl heeds the gang's plea for aid. The gang may hire him for this battle for 100 credits.
9-15	Orrin Grimjarl reluctantly agrees to aid the gang, but it will cost them. The gang may hire him for this battle for 200 credits.
16+	Orrin Grimjarl feels the gang is capable of fighting its own battles. The gang may not hire him for this battle.

Note that a gang may make a petition to hire a House Agent, or it may roll on the House Favours table. It may not do both.

Last Charter Lord of the Jardlan: Any friendly fighter within 9" of Orrin Grimjarl may use his Cool characteristic when making a Cool test.

ORRIN GRIMJARL SKILLS

Stubborn To The Last: When this fighter is taken Out of Action, before being removed from the table they may immediately make either a Shoot (Basic) or Fight (Basic) action even if they do not have a Ready marker.