

**Drenok Johansen,  
Wielder of the great axe**

*The great sagas of the Norse tribes tell of a mighty warrior known as the Wielder of the Great Axe. Long ago in the icy, inhospitable tundra of the Norse land a young clansman with fire in his eyes and passion in his heart left his clan in search of his father's fate. His father was Johan warrior-prime, Chieftain of the Clan Icefang, possessed by a demon of Khorne. His father had disappeared rumoured to have travelled across the seas. Leaving the clan in a self-imposed exile he was never seen again in the lands of his birth.*

*After many a long year within the realms of the Old World Drenok took ship to the New World in search of his father. Weeks dragged on into months and months into years until finally the day came when the two mortals*

*finally crossed paths. Only then did Drenok truly know fear. For when Drenok looked into the face of his father he saw the Daemon within. A titanic struggle ensued between father and son. The battle was fierce and long, lasting for many hours. With each wound Drenok inflicted upon this demon, his father, anguish and rage consumed his soul.*

*Finally his father fell and the battle was won. But this was no true victory this was a day of mourning. For Drenok had now lost a part of his soul he could never reclaim. He gazed upon the great axe, which lay at the feet of his father's corpse and realised it to be the legendary axe of the Icefang, his clan. Lifting the mighty axe above his head, his hair braids blowing in the wind he roared in defiance of world. His quest would be to bring honour to the death of his father.*

**Hire fee:** 70 gold crowns to hire: +30 gold crowns upkeep.

**Maybe Hired:** Norse and human warbands may hire Drenok.

**Rating:** Drenok increases the warbands rating by 70 points.

Profile M WS BS S T W I A Ld

4 6 3 4 4 2 4 2 8

**Weapons/Armour:** Drenok wields the great axe of the Icefang and he wears Sabertooth Tiger Hide.

**SKILLS**

Fearsome, Strongman, Combat master and Step aside.

**SPECIAL RULES**

**Berserker:** If Drenok is reduced to zero wounds roll 1D6. On a score of 4+ he stands fighting until the end of the turn. You must roll every turn or he will be Out of Action.

**Ice fang Axe:** A massive double-handed axe, this weapon has been handed down through the ancestors of Ice fang throughout the generations. It is said that a revered ancestor used the axe and slew a great White Dragon many centuries ago.

The axe is the same as a double-handed weapon but it can also Parry and has a +1 modifier to injury rolls.

**Sabertooth Tiger Hide:** Gives Drenok a 6+ save in close combat and 5+ against missile fire.