



WARRIORS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Duardin Axe or Duardin Hammer	1"	1	3+	4+	-	1
Double-handed Duardin Axe	1"	1	4+	3+	-1	1

DESCRIPTION

A unit of Warriors has 10 or more models. Most Warriors enter battle armed with either a Duardin Axe or a Duardin Hammer, but some units prefer instead to wield Double-handed Duardin Axes to cut down their foes with mighty swings. Many units also carry sturdy Duardin Shields.

VETERAN

The leader of this unit is the Veteran. A Veteran makes 2 attacks rather than 1.

STANDARD BEARERS

Models in this unit may be Standard Bearers. Standard Bearers can carry either a Runic Icon or a Clan Banner.

HORNBLLOWERS

Models in this unit can be Hornblowers. When a unit containing any Hornblowers runs, they can 'Sound the Advance'. If they do so, do not roll a dice to see how far the unit runs; instead, they can move up to an extra 4".

ABILITIES

Resolute in Defence: You can re-roll failed wound rolls of 1 when attacking with a Warrior in your opponent's combat phase. You can instead re-roll all failed wound rolls for a Warrior if its unit has 20 or more models when it attacks in your opponent's combat phase.

Duardin Shields: A unit equipped with Duardin Shields can create a shield wall instead of running or charging in its turn. If it does so, re-roll all failed save rolls for the unit in the combat phase until its next movement phase.

Runic Icon: Roll a dice if a spell affects a unit with any Runic Icons. On a roll of a 5 or more, that spell has no affect on the unit (but it will affect other units normally).

Clan Banner: If you fail a battleshock test for a unit that has any Clan Banners, halve the number of models that flee (rounding up).

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, WARRIORS