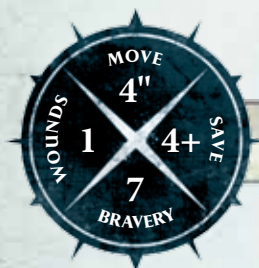




# HAMMERERS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gromril Great Hammer	1"	2	3+	3+	-1	1

## DESCRIPTION

A unit of Hammerers has 5 or more models. They are armed with Gromril Great Hammers.

## THRONG MUSICIAN

Models in this unit can be Hornblowers or Drummers. When a unit containing any Hornblowers or Drummers 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".

## STANDARD BEARER

Models in this unit may be Standard Bearers. If you fail a battleshock test for a unit that has any Standard Bearers, halve the number of models that flee (rounding up).

## KEEPER OF THE GATE

The leader of this unit is the Keeper of the Gate. A Keeper of the Gate makes 3 attacks rather than 2.

## ABILITIES

**Kingsguard:** You do not need to take battleshock tests for this unit if it is within 16" of a **DISPOSSESSED HERO** from your army in the battleshock phase.

## KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, HAMMERERS