

LONGBEARDS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancestral Axe or Ancestral Hammer	1"	1	3+	4+	-	1
Ancestral Great Axe	1"	1	4+	3+	-1	1

DESCRIPTION

A unit of Longbeards has 10 or more models. Some units of Longbeards wield treasured Ancestral Axes or Ancestral Hammers. Other units prefer to march to war wielding double-handed Ancestral Great Axes to cut down the foe. In addition, some units carry sturdy Gromril Shields.

OLD GUARD

The leader of this unit is the Old Guard. An Old Guard makes 2 attacks.

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).

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".

ABILITIES

Gromril Shields: This unit 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.

Old Grumblers: Longbeards are always grumbling about something, from the hardships they endured when they were younger and how the youth of today don't respect their elders, to how expensive beer is these days. In your hero phase, this unit will complain about something in a suitably duardin manner. When they do, pick one of the grumblings listed below. The effects last until your next hero phase.

'I thought duardin were made of sterner stuff!': Roll a dice each time a **DISPOSSESSED** model from your army flees whilst within 8" of this unit; on a 5 or more that model stands firm under the Longbeards' stern gaze and does not flee.

'Who does this beardingling think he is?': **DISPOSSESSED HEROES** from your army within 8" of this unit in the hero phase can use their command abilities even if they are not your general.

'Grots are weedier these days!': You can re-roll wound rolls of 1 for **DISPOSSESSED** models from your army that are within 8" of this unit when they attack in the combat phase.

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, LONGBEARDS