



## QUARRELLERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Duardin Crossbow	20"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ranger's Axe	1"	1	4+	4+	-	1

### DESCRIPTION

A unit of Quarrellers has 10 or more models. They go to war armed with Duardin Crossbows and Ranger's Axes. Some units of Quarrellers are also equipped with Duardin Bucklers.

### VETERAN

The leader of this unit is the Veteran. You can add 1 to hit rolls for a Veteran when he fires his Duardin Crossbow.

### STANDARD BEARER

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

### DRUMMERS

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

**Volley Fire:** Quarrellers can shoot twice if their unit has 20 or more models and there are no enemy models within 3".

**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 effect 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).

**Duardin Bucklers:** If a unit is equipped with Duardin Bucklers, it 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.

### KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, QUARRELLERS