



THUNDERERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Duardin Handgun	16"	1	4+	3+	-1	1
Brace of Duardin Pistols	8"	2	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Duardin Handgun	1"	1	4+	5+	-	1
Brace of Duardin Pistols	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Thunderers has 10 or more models. They go to war armed with Duardin Handguns, which at a pinch can be used to bludgeon foes in close combat. Some units of Thunderers are also equipped with Duardin Bucklers.

STANDARD BEARER

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

VETERAN

The leader of this unit is the Veteran. Some Veterans fight with a Duardin Handgun, but others prefer a Brace of Duardin Pistols. You can add 1 to hit rolls for a Veteran when he fires a Duardin Handgun.

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

Precision Fire: You can add 1 to all hit rolls for a Thunderer if its 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, THUNDERERS