

HAMMERERS

Tasked with defending the rulers of the Dispossessed against all threats, Hammerers pound out a rhythmic beat on the skulls of their enemies as they swing their heavy weapons with bone-breaking force.



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 any number of models, each armed with a Gromril Great Hammer.

KEEPER OF THE GATE: 1 model in this unit can be a Keeper of the Gate. Add 1 to the Attacks characteristic of that model's melee weapon.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

MUSICIAN: 1 in every 10 models in this unit can be a Musician. Add 1 to run and charge rolls for units that include any Musicians.

ABILITIES

Kingsguard: *These warriors will fight for their lords until the bitter end.*

Do not take battleshock tests for this unit while it is wholly within 12" of a friendly **DISPOSSESSED HERO**.

Shattering Blow: *A single strike from a gromril hammer can pulverise the victim's ribcage or shatter their skull.*

If the unmodified wound roll for an attack made with a Gromril Great Hammer is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

KEYWORDS

ORDER, DUARDIN, CITIES OF SIGMAR, DISPOSSESSED, HAMMERERS