

WARSCROLL



FREGUILD ARCHERS



MISSILE WEAPONS

Bow

Range	Attacks	To Hit	To Wound	Rend	Damage
18"	1	4+	4+	-	1

MELEE WEAPONS

Shortsword

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	5+	4+	-	1

DESCRIPTION

A unit of Freeguild Archers has 10 or more models. Units of Freeguild Archers are armed with Bows and Shortswords.

MARKSMAN

The leader of this unit is a Marksman. Add 1 to the hit rolls for a Marksman using a Bow.

ABILITIES

Huntsmen: After set-up is complete, you can make a bonus move with this unit as if it were moving in the movement phase.

Ordered Volleys: You can re-roll hit rolls of 1 for Freeguild Archers in the shooting phase. You can re-roll hit rolls of 1 or 2 instead if the unit has 20 or more models, or re-roll any failed hit roll if it has 30 or more models.

KEYWORDS

ORDER, HUMAN, FREE PEOPLES, FREGUILD ARCHERS