



FREEGUILD CROSSBOWMEN



MISSILE WEAPONS

Crossbow

Range	Attacks	To Hit	To Wound	Rend	Damage
20"	1	4+	4+	-	1

MELEE WEAPONS

Dagger

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

DESCRIPTION

A unit of Freeguild Crossbowmen has 10 or more models. Units of Freeguild Crossbowmen are armed with Crossbows and Daggers.

MARKSMAN

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

STANDARD BEARER

Models in this unit may be Standard Bearers. If you roll a 1 when taking a battleshock test for a unit that includes any Standard Bearers none of its models flee.

PIPERS

Models in this unit may be Pipers. Once per turn, if an enemy unit ends its charge move within 3" of a unit that includes any Pipers, they can signal their unit to stand and shoot; each model can then shoot its Crossbow at the charging unit.

ABILITIES

Piercing Bolts: Each time you roll a wound roll of a 6 or more for a Crossbow, that attack is resolved with a Rend of -1 instead of '-'.
Reload, Fire: Freeguild Crossbowmen can shoot twice if their unit has 20 or more models, they did not move in their preceding movement phase and there are no enemy models within 3".

KEYWORDS

ORDER, HUMAN, FREE PEOPLES, FREEGUILD CROSSBOWMEN