



## FREEGUILD GREATSWORDS



### MELEE WEAPONS

Zweihander

### Range

1"

### Attacks

2

### To Hit

4+

### To Wound

3+

### Rend

-1

### Damage

1

### DESCRIPTION

A unit of Freeguild Greatswords has 5 or more models. Units of Freeguild Greatswords are armed with large, double-handed swords called Zweihanders.

### GUILD CHAMPION

The leader of this unit is a Guild Champion. A Guild Champion makes 3 attacks rather than 2.

### 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.

### HORNBLOWER

Models in this unit may be Hornblowers. If the unit includes any Hornblowers, it can counter-charge after your opponent has finished moving all his charging units, so long as no enemy models are within 3". A counter-charging unit charges D6".

### ABILITIES

**Oathsworn Honour Guard:** If a unit of Freeguild Greatswords is within 14" of a **FREE PEOPLES HERO** from your army when they attack, you can add 1 to all of their hit rolls.

### KEYWORDS

ORDER, HUMAN, FREE PEOPLES, FREEGUILD GREATSWORDS