



FREEGUILD GUARD



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Militia Weapons	14"	1	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Militia Weapons	1"	1	4+	4+	-	1
Halberd	1"	1	4+	4+	-1	1
Spear	2"	1	4+	4+	-	1
Sword	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Freeguild Guard has 10 or more models. Most units of Freeguild Guard are either armed with Halberds, Spears, or Swords; these units may also carry Shields to battle. Some units of Freeguild Guard are far less uniformly equipped and are instead armed with Militia Weapons – an assortment of blades, clubs, bows, crossbows and even the occasional blackpowder firearm.

SERGEANT

The leader of this unit is a Sergeant. A Sergeant makes 2 Attacks instead of 1.

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.

DRUMMERS

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

ABILITIES

Massed Ranks: Add 1 to hit rolls for Freeguild Guard if their unit contains 20 or more models. Add 2 instead if their unit contains 30 or more models, and add 3 if it contains 40 or more models.

Shield: You can re-roll save rolls of 1 for a unit equipped with Shields.

Parry: You can add 1 to save rolls for Freeguild Guard equipped with Swords in the combat phase.

KEYWORDS

ORDER, HUMAN, FREE PEOPLES, FREEGUILD GUARD