

## WARSCROLL



# FREEGUILD HANDGUNNERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Freeguild Handgun	16"	1	5+	3+	-1	1
Long Rifle	30"	1	4+	3+	-1	2
Repeater Handgun	10"	D3	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dagger	1"	1	5+	5+	-	1

### DESCRIPTION

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

### MARKSMAN

The leader of this unit is a Marksman. A Marksman is armed with either a Freeguild Handgun, a Long Rifle or a Repeater Handgun. You can add 2 to hit rolls for a Marksman with a Freeguild Handgun in the shooting phase.

### 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 then can then shoot its missile weapon at the charging unit.

### ABILITIES

**Steady Aim:** You can add 1 to the hit rolls for a Freeguild Handgunner in your shooting phase so long as its unit did not move in the preceding movement phase and there are no enemy models within 3" of its unit.

**Handgun Volley:** You can add 1 to hit rolls for a Freeguild Handgunner when it shoots its missile weapons if its unit includes at least 20 models.

### KEYWORDS

ORDER, HUMAN, FREE PEOPLES, FREEGUILD HANDGUNNERS