



FREEGUILD OUTRIDERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Handgun	14"	D3	5+	3+	-1	1
Brace of Pistols	9"	2	4+	3+	-1	1
Grenade Launching Blunderbuss	10"	1	4+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cavalry Sabre	1"	1	4+	4+	-	1
Brace of Pistols	1"	2	5+	3+	-1	1
Steed's Stamping Hooves	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Freeguild Outriders has 5 or more models. Units of Freeguild Outriders are armed with Repeater Handguns and Cavalry Sabres. They are mounted on Steeds that trample the foe with their Stamping Hooves.

TRUMPETERS

Models in this unit may be Trumpeters. A unit that includes any Trumpeters can shoot and charge in its turn even if it ran during its movement phase.

SHARPSHOOTER

The leader of this unit is a Sharpshooter. Some Sharpshooters shoot the foe with a Repeater Handgun – you can add 1 to hit rolls for these Sharpshooters in the shooting phase – but others ride to war equipped with a Brace of Pistols, one of which will typically be a Repeater Pistol. A few Sharpshooters, usually those that have a Gunmaster as a patron, instead carry a Grenade Launching Blunderbuss. Sharpshooters also make 2 attacks with their Cavalry Sabres instead of 1.

ABILITIES

Expert Gunners: You can add 1 to hit rolls for Outriders in the shooting phase if their unit did not move in their preceding movement phase and there are no enemy models within 3".

Repeater Pistol: A Sharpshooter equipped with a Repeater Pistol makes 3 attacks instead of 2 when attacking with his Brace of Pistols.

KEYWORDS

ORDER, HUMAN, FREE PEOPLES, FREEGUILD OUTRIDERS