



FREGUILD PISTOLIERS



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

DESCRIPTION

A unit of Freeguild Pistoliers has 5 or more models. Units of Freeguild Pistoliers are armed with Braces of Pistols, which they use to slay their foes at range and in melee. 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.

OUTRIDER

The leader of this unit is an Outrider. An Outrider has Bravery 6 instead of 5. Some Outriders are armed with a Brace of Pistols – you can add 1 to hit rolls for these Outriders – but many prefer to wield a Repeater Handgun. Some Outriders ride to war equipped with a Repeater Pistol, which they wield alongside a regular Pistol. Outriders are also equipped with a Cavalry Sabre for fighting in close quarters.

ABILITIES

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

Reckless Riders: When this unit runs, roll two dice and pick the highest instead of rolling a single dice when determining how much extra they move. However, when Pistoliers run, they must run as close as possible towards the nearest visible enemy unit.

KEYWORDS

ORDER, HUMAN, FREE PEOPLES, FREGUILD PISTOLIERS