



FREEGUILD CROSSBOWMEN



The crossbow is a favoured weapon of Freeguild marksmen. Easy to master and capable of punching through steel plate, a unit of trained sharpshooters armed with such a weapon can pepper their quarry with a lethal hail of bolts.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Freeguild Crossbow	24"	1	4+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dagger	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Freeguild Crossbowmen has any number of models, each armed with a Freeguild Crossbow and Dagger.

MARKSMAN: 1 model in this unit can be a Marksman. Add 1 to hit rolls for attacks made with this model's Freeguild Crossbow.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

PIPER: 1 in every 10 models in this unit can be a Piper. Add 1 to run and charge rolls for units that include any Pipers.

ABILITIES

Reload, Fire!: *Crossbowmen rely upon massed hails of bolts to overwhelm their enemies.*

Add 1 to the Attacks characteristic of this unit's Freeguild Crossbows if it has 10 or more models, there are no enemy models within 3" of this unit, and this unit has not made a move in the same turn.

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, FREEGUILD, FREEGUILD CROSSBOWMEN