

FREEGUILD GREATSWORDS

Greatsword units are composed of the best and most experienced warriors of the Freeguild regiments. Clad in finely wrought plate armour and wielding two-handed greatblades, they carve a bloody swathe through anything in their path.



MELEE WEAPONS

Zweihander

Range

1"

Attacks

2

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Freeguild Greatswords has any number of models, each armed with a Zweihander.

GUILD CHAMPION: 1 model in this unit can be a Guild Champion. Add 1 to the Attacks characteristic of that model's melee weapon.

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.

HORNBLOWER: 1 in every 10 models in this unit can be a Hornblower. Add 1 to run and charge rolls for units that include any Hornblowers.

ABILITIES

Decapitating Swing: *A single strike from a Zweihander can take the head clean off the shoulders.*

If the unmodified hit roll for an attack made with a Zweihander is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Oathsworn Honour Guard: *These veteran warriors will not allow the enemy to close upon an officer in their guard.*

Add 1 to hit rolls for attacks made with melee weapons by this unit if it is wholly within 18" of any friendly **FREEGUILD HEROES**.

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, FREEGUILD, FREEGUILD GREATSWORDS