

FREEGUILD GUARD

The Freeguild Guard form the backbone of the military forces of the free cities. Armed with swords, spears and whatever other weapons they can scavenge, these soldiers form a wall of steel and broad shields against the enemies of mortalkind.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Freeguild Halberd	1"	1	4+	3+	-1	1
Freeguild Spear	2"	1	4+	4+	-	1
Freeguild Sword	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Freeguild Guard has any number of models. The unit is armed with one of the following weapon options: Freeguild Halberd; Freeguild Spear; or Freeguild Sword and Shield.

SERGEANT: 1 model in this unit can be a Sergeant. Add 1 to the Attacks characteristic of that model's melee weapon.

DRUMMER: 1 in every 10 models in this unit can be a Drummer. Add 1 to run and charge rolls for units that include any Drummers.

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.

ABILITIES

Massed Ranks: *The regiments of the Freeguild Guard are organised and disciplined.*

Add 1 to hit rolls for attacks made by this unit if it has 10 or more models. Add 2 to hit rolls instead of 1 if this unit has 20 or more models.

Parry and Block: *Wielding a shield in battle offers protection from enemy attacks.*

Add 1 to save rolls for attacks that target a unit armed with Freeguild Swords and Shields.

Wall of Spears: *Only the foolish dare charge a regiment bristling with spears and pikes.*

Add 1 to hit rolls for attacks made with Freeguild Spears that target an enemy unit that made a charge move in the same turn.

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, FREEGUILD, FREEGUILD GUARD