



# FREEGUILD HANDGUNNERS



Armed with long-barrelled wheellock firearms, these soldiers are drilled to hammer the enemy with relentless, raking volleys of metal shot. Should any foes survive, they switch to daggers and gun butts to finish them off.

**Steady Aim:** *Taking a deep breath and steadying their hands, each gunner draws a bead upon a single target.*

Add 1 to hit rolls for attacks made by this unit 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.

**Crack Shot:** *Tales are told of battles won with a single, well-paced shot from a long rifle.*

Enemy **HEROES** do not benefit from the Look Out, Sir! rule for attacks made with a Long Rifle.

## MISSILE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
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Long Rifle	30"	1	4+	3+	-1	2
Repeater Handgun	16"	D3	4+	3+	-1	1
Freeguild Handgun	16"	1	4+	3+	-1	1

## MELEE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
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Dagger	1"	1	5+	5+	-	1
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## DESCRIPTION

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

**MARKSMAN:** 1 model in this unit can be a Marksman. A Marksman may replace their Freeguild Handgun with one of the following weapon options: Long Rifle; or Repeater Handgun. In addition, add 2 to hit rolls for attacks made with that model's Freeguild Handgun.

**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

**Stand and Shoot:** *As the enemy charge, these warriors make one last shot, praying it will be enough to blunt their advance.*

Once per turn, when an enemy unit ends a charge move within 3" of this unit and there are no other enemy units within 3" of this unit, this unit can shoot.

## KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, FREEGUILD, FREEGUILD HANDGUNNERS