



# FREEGUILD OUTRIDERS



Outriders are light cavalry scouts armed with a variety of blackpowder weapons. They harry the flanks of the enemy's formation, blasting away with pinpoint precision before wheeling their mounts about to evade retribution.

## ABILITIES

**Expert Gunners:** *Outriders can unleash salvos of fire with deadly precision if they are not in melee.*

Add 1 to the Attacks characteristic of this unit's Repeater Handguns if this unit is not within 3" of any enemy units.

**Skilled Riders:** *Each of these soldiers is a master equestrian.*

This unit can run and/or retreat and still shoot later in the same turn.

### MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Grenade-launching Blunderbuss	12"	1	4+	3+	-1	D3
Brace of Pistols	9"	2	3+	3+	-1	1
Repeater Handgun	16"	D3	5+	3+	-1	1

### MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Freeguild Cavalry Sabre	1"	1	4+	4+	-	1
Stamping Hooves	1"	2	4+	5+	-	1

## DESCRIPTION

A unit of Freeguild Outriders has any number of models, each armed with a Repeater Handgun and Freeguild Cavalry Sabre.

**MOUNT:** This unit's Steeds attack with their Stamping Hooves.

**SHARPSHOOTER:** 1 model in this unit can be a Sharpshooter. Add 1 to the Attacks characteristic of that model's Freeguild Cavalry Sabre. In addition, a Sharpshooter can replace their Repeater Handgun with one of the following weapon options: Grenade-launching Blunderbuss; or Brace of Pistols.

**TRUMPETER:** 1 in every 5 models in this unit can be a Trumpeter. Add 1 to run and charge rolls for units that include any Trumpeters.

## KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, FREEGUILD, FREEGUILD OUTRIDERS