



# FREEGUILD PISTOLIERS



Pistoliers are master horsemen skilled in both marksmanship and swordplay. As their hardy horses gallop towards the foe, these cavalymen fire their pistols with devastating accuracy before switching to keen sabres to carry the charge home.

**Reckless Riders:** *The young, brash warriors ride their mounts at a gallop even in the heat of battle.*

You can re-roll run and charge rolls for this unit.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brace of Pistols	9"	2	4+	3+	-1	1
Repeater Handgun	16"	D3	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sabre and Pistol Butt	1"	2	4+	4+	-	1
Stamping Hooves	1"	2	4+	5+	-	1

## DESCRIPTION

A unit of Freeguild Pistoliers has any number of models, each armed with a Brace of Pistols and a Sabre and Pistol Butt.

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

**OUTRIDER:** 1 model in this unit can be a Outrider. Add 1 to the Attacks characteristic of that model's Sabre and Pistol Butt. In addition, an Outrider can replace their Brace of Pistols with a Repeater Handgun.

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

## ABILITIES

**Hail of Bullets:** *Pistoliers unleash a hail of bullets as they charge towards a foe.*

After this unit makes a charge move, it can shoot with any Braces of Pistols it is armed with.

## KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, FREEGUILD, FREEGUILD PISTOLIERS