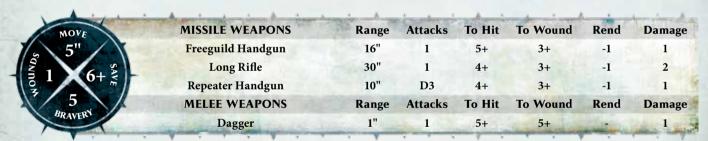


FREEGUILD HANDGUNNERS



DESCRIPTION

A unit of Freeguild Handgunners has 10 or more models. Units of Freeguild Handgunners are armed with Freeguild Handguns and Daggers.

MARKSMAN

The leader of this unit is a Marksman. A Marksman is armed with either a Freeguild Handgun, a Long Rifle or a Repeater Handgun. You can add 2 to hit rolls for a Marksman with a Freeguild Handgun in the shooting phase.

STANDARD BEARER

Models in this unit may be Standard Bearers. If you roll a 1 when taking a battleshock test for a unit that includes any Standard Bearers none of its models flee.

PIPERS

Models in this unit may be Pipers. Once per turn, if an enemy unit ends its charge move within 3" of a unit that includes any Pipers, they can signal their unit to stand and shoot; each model then can then shoot its missile weapon at the charging unit.

ABILITIES

Steady Aim: You can add 1 to the hit rolls for a Freeguild Handgunner in your shooting phase so long as its unit did not move in the preceding movement phase and there are no enemy models within 3" of its unit.

Handgun Volley: You can add 1 to hit rolls for a Freeguild Handgunner when it shoots its missile weapons if its unit includes at least 20 models.