

FREEGUILD HUNTSMARSHAL



MISSILE	Range	Attacks	To Hit	To Wound	Rend	Damage
Amber Bow	20"	1	3+	3+	-1	D3
MELEE	Range	Attacks	To Hit	To Wound	Rend	Damage
Woodsmen's Longsword	1"	3	4+	4+	-	1

DESCRIPTION

A Freeguild Huntsmarshal is a single model. They roam the wilderness' around the cities of the Free Peoples in the mortal realms, ensuring the wilds are free of dangerous monsters. Each has crafted an Amber Bow from the oaks of Ghur, a bow capable of felling monsters with a single hit. A Freeguild Huntsmarshal also wields a Woodsmen's Longsword in case he finds himself confronted up close.

ABILITIES

Monster Hunter: Freeguild Huntsmarshals are most proficient in slaying beasts that roam the wilderness. Add 1 to the hit rolls with the Amber Bow if the target is a MONSTER.

Amber Bow: The Amber Bow inflicts D6 damage rather than D3 damage against MONSTERS.

Hunting Party: After set-up is complete, select one unit of FREEGUILD ARCHERS to be in the Huntsmarshal's Hunting Party. You can add 1 to the hit rolls for that unit for the duration of the battle.

KEYWORDS	ORDER, HUMAN, FREE PEOPLES, HERO, FREEGUILD HUNTSMARSHAL
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