



# CITIES OF SIGMAR

## FUSIL-PLATOON

This Spearhead army consists of the following units:

### GENERAL

- ◆ Fusil-Major on Ogor Warhulk

### UNITS

- ◆ 1 Alchemite Warforger
- ◆ 5 Freeguild Fusiliers with 1 Blackpowder Squire token
- ◆ 5 Freeguild Fusiliers
- ◆ 11 Wildercorps Hunters



Steel and blackpowder are the lifeblood of the Cities of Sigmar, but so is relentless vigilance. The Fusil-Platoons of the Sigmarite armies represent all three. Deployed as mobile gunnery brigades, their job is to seek out enemies trying to outmanoeuvre or ambush the slower battlelines and then blast them out of hiding. They also patrol the vulnerable outer borders of nascent strongpoints as dedicated sentries.

Each platoon is led by a Fusil-Major carried to battle by an Ogor Warhulk. This respected commander uses their high vantage to call out encroaching foes for destruction. His steady orders direct the withering fire of Freeguild Fusiliers. Anything spared this storm must either contend with a solid wall of pavises or the brute strength of an ogor's tower shield. The presence of an Alchemite Warforger enhances the potency of these soldiers' weapons, as well as lending some arcane might. Meanwhile, seasoned Wildercorps Hunters slip around the flanks to flush out the enemy or harry them with well-placed bolts.

*'Hold! There - I see them, skulking through the trees. Brace and make ready! Light fuses, give them a proper Greywater Welcome!'*

- Fusil-Major Buckram Granveer of Greywater Fastness



While the Wildercorps Hunters scout ahead, the Freeguild Fusiliers rank up behind stout pavises. As a Fusil-Major calls out targets from his ogor-borne watchtower, the gunners make ready to mete out thunder and shot.

## BATTLE TRAITS

### Passive

**FORTIFY POSITION:** Heavy pavises are slammed into the dirt, forming a wall of oak and iron as strong as a fortification.

**Effect:** Subtract 1 from the Rend characteristic of weapons used for attacks that target friendly **CASTELITE** units if they did not use a **MOVE** ability in the same turn.



## REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

### Once Per Turn (Army), Your Shooting Phase

**WELL PROVISIONED:** This brigade has a quartermaster well versed in the art of keeping their troops, healthy, hale and supplied with plenty of arrows and blackpowder.

**Declare:** Pick a friendly non-**HERO** unit to be the target.

**Effect:** Roll a dice. On a 3+, add 1 to wound rolls for that unit's shooting attacks for the rest of the phase.

### Once Per Battle, Deployment Phase

**RESPECTED LEADER:** On occasion, a brigade will attract more Wildercorps Hunters than normal, as word reaches their ears of a commander worthy of their loyalty.

**Effect:** Friendly **Wildercorps Hunters** units gain the **REINFORCEMENTS** keyword.

## ENHANCEMENTS: Give your general 1 of the following enhancements.

### Once Per Battle, Your Movement Phase

**ADEPT TACTICIAN:** Assembling reinforcements into ad-hoc regiments is the hallmark of a seasoned, if a somewhat desperate, general.

**Declare:** Pick 2 friendly **Freeguild Fusiliers** units that have been destroyed and have not already been replaced.

**Effect:** Set up a **single** replacement **Freeguild Fusiliers** unit with **10** models more than 6" from all enemy units.

### Once Per Turn, Your Movement Phase

**SHIELD BASH:** With a bellow, the Ogor Warhulk drives their shield forward, forcing the enemy back.

**Declare:** Pick an enemy **INFANTRY**, **WAR MACHINE** or **CAVALRY** unit in combat with your general to be the target.

**Effect:** Roll a dice. On a 3+, the target must immediately use the 'Retreat' ability as if it were the enemy movement phase.

### Passive

**BRACE!:** With a keen eye for incoming attacks, this Ogor Warhulk is adept at rebuffing any and all threats made towards the Fusil-Major riding atop its gun platform.

**Effect:** Your general has **WARD (5+)**.

### Once Per Turn, Enemy Combat Phase

**POINT-BLANK VOLLEY:** A deadly round of shots are fired off at close range.

**Declare:** Pick an enemy unit in combat with your general to be the target.

**Effect:** Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

MOVE  
5"  
HEALTH 8  
3+ SAVE  
2 CONTROL

Forming the mobile watchtowers of the Castelites formations, Fusil-Majors borne by Ogor Warhulks use their vantage points to spy weaknesses in the enemy line and direct the fire of friendly forces. The obvious threat posed by their massive ogor carriers is usually enough to make foes think twice about storming their positions.

• SPEARHEAD WARSCROLL •

## FUSIL-MAJOR

ON OGOR WARHULK

| RANGED WEAPONS | Range   | Attacks | Hit   | Wound | Rend   | Damage  | Ability |
|----------------|---------|---------|-------|-------|--------|---------|---------|
| Long-Fusil     | 24"     | 3       | 3+    | 3+    | 1      | 2       | -       |
| MELEE WEAPONS  | Attacks | Hit     | Wound | Rend  | Damage | Ability |         |
| Warhulk's Mace | 4       | 4+      | 2+    | 2     | 2      | -       |         |

⚔ Your Shooting Phase

**MARK TARGETS:** *Experts in ballistics, Fusil-Majors can direct the fire of nearby Castelite formations to eliminate priority targets.*

**Declare:** Pick an enemy unit that was targeted by this unit's shooting attacks this turn to be the target.

**Effect:** Add 1 to hit rolls for shooting attacks made by friendly units that target that unit for the rest of the turn.



KEYWORDS

HERO, INFANTRY, CASTELITE

MOVE  
5"  
HEALTH 5  
5+ SAVE  
2 CONTROL

The specialist wizards known as Alchemite Warforgers wield the raw energies of Chamon. They can change the properties of not only metal, but reality itself. As muscular and sweaty as blacksmiths, these mages pluck glowing runecubes from their crucibles, channelling metallurgic magic to destroy their foes.

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## ALCHEMITE WARFORGER

| MELEE WEAPONS | Attacks | Hit | Wound | Rend | Damage | Ability |
|---------------|---------|-----|-------|------|--------|---------|
| Tongstaff     | 3       | 4+  | 4+    | 1    | D3     | -       |

⚔ Your Hero Phase

**BLAZING WEAPONS:** *The weapons of the Warforger's allies glow red-hot with magical power.*

**Declare:** Pick a friendly unit wholly within 12" of this unit to be the target, then make a casting roll of 2D6.

**Effect:** On a 6+, the target's melee weapons have **Crit (Mortal)** until the start of your next turn.



KEYWORDS

HERO, WIZARD, INFANTRY

MOVE 5"  
HEALTH 1 4+ SAVE  
CONTROL 1

Planting their pavises in the ground, Freeguild Fusiliers form up into a defensive line that is effectively a fortress battlement brought to the field. From this defensive position, they unleash continuous volleys of fire from their sturdy fusil-cannons amidst drifting clouds of blackpowder smoke.

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## FREGUILD FUSILIERS

| RANGED WEAPONS | Range   | Attacks | Hit   | Wound | Rend   | Damage  | Ability |
|----------------|---------|---------|-------|-------|--------|---------|---------|
| Fusil-cannon   | 18"     | 2       | 4+    | 4+    | 1      | 1       | -       |
| MELEE WEAPONS  | Attacks | Hit     | Wound | Rend  | Damage | Ability |         |
| Bayonet        | 1       | 4+      | 4+    | -     | 1      | -       |         |

✘ Passive

**BLACKPOWDER SQUIRE:** When ammunition runs low, Blackpowder Squires bring fresh supplies to the line and relay orders.

**Effect:** While this unit has a Blackpowder Squire token, this unit's ranged weapons have Shoot in Combat.

✘ Once Per Turn (Army), Your Shooting Phase

**CAN'T STOP!:** The Blackpowder Squire dashes to another unit amidst the mayhem of battle.

**Declare:** Pick another friendly Freeguild Fusiliers unit to be the target.

**Effect:** Remove this unit's Blackpowder Squire token from the battlefield, then give it to the target.



Blackpowder Squire

KEYWORDS

INFANTRY, CASTELITE, REINFORCEMENTS

MOVE 5"  
HEALTH 1 5+ SAVE  
CONTROL 1

Trackers, scouts and outdoorsmen, the Wildercorps are experts in attacking from the cover of thick foliage and broken ground. Their warhounds surge forward, sinking fangs into flesh even as skilled marksmen pick out their targets with crossbows and arbalests.

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## WILDERCORPS HUNTERS

| RANGED WEAPONS              | Range   | Attacks | Hit   | Wound | Rend   | Damage  | Ability |
|-----------------------------|---------|---------|-------|-------|--------|---------|---------|
| Hunting Crossbow            | 15"     | 2       | 4+    | 4+    | 1      | 1       | -       |
| MELEE WEAPONS               | Attacks | Hit     | Wound | Rend  | Damage | Ability |         |
| Hunting Weapons             | 2       | 4+      | 4+    | -     | 1      | -       |         |
| Trailhound's Ferocious Bite | 2       | 4+      | 3+    | -     | 1      | -       |         |

Each model in this unit is armed with a Hunting Crossbow and Hunting Weapons.

- The Wildercorps Warden is armed with a Trailhound's Ferocious Bite in addition to their other weapons.
- 4/11 models are Trailhounds and are armed with a Trailhound's Ferocious Bite instead of any other weapons.

● Deployment Phase

**EXPERT TRACKERS:** These soldiers are tasked with scouting ahead of the main advance.

**Effect:** This unit can use the 'Normal Move' ability as if it were your movement phase.



Wildercorps Warden

KEYWORDS

INFANTRY