

## WARSCROLL



# FREEGUILD GENERAL



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pistol	9"	1	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sigmarite Weapon	1"	5	3+	4+	-1	1
Great Weapon	1"	3	3+	3+	-2	D3
Freeguild Lance	2"	3	3+	4+	-1	2
Warhorse's Steel-shod Hooves	1"	2	4+	4+	-	1

### DESCRIPTION

A Freeguild General is a single model. Some Generals favour the heft of a two-handed Great Weapon in battle, but others prefer a magical single-handed Sigmarite Weapon which they can wield alongside a Freeguild Shield. If riding to war, a General may instead slay his foes with a Freeguild Lance. Many Freeguild Generals carry a pistol instead of a shield to shoot their foes from afar. Occasionally, a Freeguild General will have the honour of carrying a Stately War Banner to battle.

### WARHORSE

A Freeguild General can be mounted on a barded Warhorse, granting them a Move of 12" and the Steel-shod Hooves attack.

### ABILITIES

**Stately War Banner:** A General with a Stately War Banner gains the **TOTEM** keyword. You may roll two dice and choose the lowest when taking battleshock tests for **FREE PEOPLES** units from your army within 24" of a Stately War Banner.

**Charging Lance:** Add 1 to the Damage of this model's Lance if it charged this turn.

**Freeguild Shield:** A Freeguild General with a Freeguild Shield has a Save of 3+.

### COMMAND ABILITY

**Hold the Line!** If a Freeguild General uses this ability, pick up to three **FREE PEOPLES** units within 15". These units cannot move or charge during your turn, but you can add 1 to all hit and wound rolls for them until your next hero phase.

### KEYWORDS

ORDER, HUMAN, FREE PEOPLES, HERO, FREEGUILD GENERAL