

# FREGUILD GENERAL ON GRIFFON



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Freeguild Lance	2"	3	3+	4+	-1	2
Sigmarite Runesword	1"	5	3+	4+	-1	1
Sigmarite Greathammer	1"	3	3+	3+	-2	D3
Griffon's Deadly Beak	2"	2	3+	3+	-2	*
Griffon's Razor Claws	2"	*	4+	3+	-1	2

Wounds Suffered	DAMAGE TABLE		
	Move	Deadly Beak	Razor Claws
0-3	15"	D6	6
4-6	13"	D6	5
7-9	11"	D3	4
10-11	9"	D3	3
12+	7"	1	2

## DESCRIPTION

A Freeguild General on Griffon is a single model. Many Freeguild Generals ride to war armed with a Freeguild Lance to skewer their foes on the charge. Others prefer to carry a Sigmarite Runesword or Greathammer in battle. A Freeguild General may also carry a Freeguild Shield to protect himself in battle. The General's Griffon fights with savage fury with its Deadly Beak and Razor Claws.

## FLY

A Freeguild General on Griffon can fly.

## ABILITIES

**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+.

**Piercing Bloodroar:** In the battleshock phase, a Griffon can loose a piercing Bloodroar at a unit within 8". If it does, that unit must roll two dice and use the highest result if it has to take a battleshock test that phase.

## COMMAND ABILITY

**Rousing Battle Cry:** If a Freeguild General on Griffon uses this ability, pick a **FREE PEOPLES** unit within 15". Until your next hero phase you can add 2 to that unit's Bravery and 1 to its charge rolls and hit rolls.

## KEYWORDS

ORDER, HUMAN, GRIFFON, FREE PEOPLES, MONSTER, HERO, FREGUILD GENERAL