

FREEGUILD GENERAL

Freeguild Generals inspire their soldiers to acts of astonishing bravery with their mere presence. Master duellists and peerless strategists, they are as comfortable crossing blades with the foe as they are issuing decisive commands that lead to glorious victory.



MELEE WEAPONS

Zweihander

Range

1"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-2

Damage

D3

DESCRIPTION

A Freeguild General is a single model armed with a Zweihander.

ABILITIES

Decapitating Swing: *A single strike from a Zweihander can take the head clean off the shoulders.*

If the unmodified hit roll for an attack made with a Zweihander is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Inspiring Leader: *This officer is a respected and consummate commander.*

Add 1 to the Bravery characteristic of friendly **FREEGUILD** units while they are wholly within 18" of this model.

COMMAND ABILITY

Hold the Line: *This warrior stands strong in the face of the enemy and inspires their fellow soldiers to do the same.*

You can use this command ability in your hero phase. If you do so, pick up to 3 friendly **FREEGUILD** units wholly within 18" of a friendly **FREEGUILD HERO** with this command ability. Until the start of your next hero phase, add 1 to hit and wound rolls for attacks made by those friendly units if they have not made a normal move or a charge move in the same turn. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, FREEGUILD, HERO, FREEGUILD GENERAL