

FREEGUILD GENERAL

ON GRIFFON

A Freeguild General mounted upon a noble griffon surveys the battlefield from on high. Identifying where their presence is most required, they descend like a speeding comet to lay waste to their enemies, inspiring their comrades with word and deed.



DESCRIPTION

A Freeguild General on Griffon is a single model armed with one of the following weapon options: Sigmarite Runesword; Sigmarite Greathammer; or Freeguild Lance. A Freeguild General on Griffon can also carry a Freeguild Shield.

MOUNT: This model's Griffon attacks with its Razor Claws and Deadly Beak.

FLY: This model can fly.

ABILITIES

Charging Lance: *Expert cavalrymen one and all, Freeguild Generals armed with lances can shatter an enemy line with their well-timed strikes.*

This model's Freeguild Lance has a Rend characteristic of -2 instead of -1 if this model made a charge move in the same turn.

Freeguild Shield: *With breathtaking skill and speed, this general pivots upon their mount to deflect harmful blows from the enemy.*

Add 1 to save rolls for attacks that target this model if this model carries a Freeguild Shield.

Skilled Rider: *Foregoing their shield, this general uses their free hand to deftly steer their mount into the fray.*

Add 1 to run and charge rolls for this model if it does not carry a Freeguild Shield.

Piercing Bloodroar: *The shrill war cry of a mighty griffon can shatter the enemy's resolve.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 8" of any friendly units with this ability.

COMMAND ABILITY

Rousing Battle Cry: *Atop their griffon, this general implores the warriors under their command to run down the enemy and strike true in the name of Sigmar.*

You can use this command ability at the start of your charge phase. If you do so, pick 1 friendly **FREEGUILD HERO** with this command ability. Until the end of that phase, add 1 to charge rolls for friendly **FREEGUILD** units while they are wholly within 12" of that **HERO**. In addition, in the next combat phase, add 1 to hit rolls for attacks made with melee weapons by friendly **FREEGUILD** units while they are wholly within 12" of that **HERO**. A unit cannot benefit from this command ability more than once per phase.

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Sigmarite Runesword	1"	5	3+	4+	-1	2
Sigmarite Greathammer	1"	3	3+	3+	-2	D3
Freeguild Lance	2"	4	3+	4+	-1	2
Razor Claws	2"	☼	4+	3+	-1	2
Deadly Beak	2"	2	3+	3+	-2	☼

DAMAGE TABLE

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

KEYWORDS

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