

# FREE PEOPLES ALLEGIANCE ABILITIES

The armies of men march to face untold horrors of the mortal realms as mere mortals, but their spirit is unwavering, and drilled and commanded by their Generals they make up for their lack of godlike abilities by placing their faith in Sigmar and cold hard steel. This page describes the battle traits that a Free Peoples army possesses, and the command traits that its general can have.

## BATTLE TRAITS

Armies with the **FREE PEOPLES** allegiance have the following abilities:

**Orders:** Free Peoples make up for the lack of their inhuman abilities by drilling for battle constantly, and learning to obey the orders given by their generals in the heat of battle.

In your hero phase, any **FREEGUILD GENERAL** may give an order to a friendly **FREE PEOPLES** unit within 12". Each unit may only receive a single order each turn. Only the army General may give an order to a **FREE PEOPLES HERO**.



When giving an order, roll a dice, adding 1 to the result if the unit is within 6" and consult the table below:

**1 - Confusion in the Ranks :** The General has given a confusing order or his order is misunderstood, causing confusion for the unit. For the remainder of this turn, the unit may not move in the movement phase and suffers a -1 to hit penalty.

**2 - Order Lost:** The order is lost in the heat of battle.

**3+ Order Received:** The Order is received, and the target unit receives one of the following bonuses

**Bring it down!** - This unit may re-roll 1's to hit in the shooting phase.

**On the Double!** - This unit rolls an additional dice when running, then removes the lowest dice.

**Stand Fast!** - For each model in the unit that flees due to battle-shock, roll a dice. On each roll of 5+, a model stands and fights and is not removed as a casualty.

**Aim for the Weak Point!** - Models in this unit (but not their mount) increase the rend of their attacks by 1 in the combat phase if the attack roll is a 6 or more to hit.

## COMMAND TRAITS

In addition to their command abilities, if they are a **HERO**, the general of a **FREE PEOPLES** army can have a command trait from the list below. Pick the trait that best suits your general's personality. Alternatively you can roll a dice to randomly determine a trait. If, for any reason, you must select a new general during a battle, immediately generate a trait for them.

D6 Command Trait

- 1 Master Commander:** If the roll for an Order is a 6 or more, this model may immediately give a second order to a different unit.
- 2 Drill Master:** This model may re-roll failed orders.
- 3 Rapid Redeployment:** After deployment is complete, you may redeploy D3 units.
- 4 Grizzled Warrior:** Increase this model's wound characteristic by 1.
- 5 Weaponmaster:** Add 1 to all the attacks (except mounts) for this model.
- 6 Unyielding:** Friendly **FREE PEOPLES** units within 12" may re-roll failed battleshock tests.

