

WARHAMMER ESTALIA



WARHAMMER
ARMIES

ESTALIA



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INTRODUCTION

Welcome to Warhammer Armies: Estalia. This is your definite guide to collecting, painting and playing with an Estalian army in the Warhammer tabletop wargame.

The Warhammer Game

The Warhammer rulebook contains the rules you need to fight battles with your Citadel miniatures in the war-torn world on Warhammer. Every army has its own Army Book that works with these rules and allows you to turn your collection of miniatures into an organised force, ready for battle. This particular Army book details everything you need to know about Estalia, and allows you to field their armies in your games of Warhammer.

Why Collect Estalia?

This book describes in detail the troops that march to battle when the armies of the Estalia go to war. The Estalians are proud and haughty soldiers, who have always been able to claim victory from the jaws of defeat. Their soldiers are tirelessly drilled in the image of the Goddess Myrmidia, the patron of War and Wisdom whom they worship above all else. When the Estalians go to war they do so under her banner, marching tirelessly with unmatched discipline.

The Estalian armies are filled with well trained soldiers using pikes, crossbows and swords, supported by the knightly Lancers and fast moving Jinetes. With them go the clergy of Myrmidia, the Missionaries, the Knights of the Blazing Sun and the Sisters of Myrmidia. Powerful Inquisitors march beside them with their henchmen and powerful elite Watchmen. Rounding out their forces are the elite troops well versed in the use of gunpowder, with Arquebusiers, Conquistadors, Grenadiers and Culverins.

How this Book Works

Every Army Book is split into sections that deal with different aspects of the army. Warhammer Armies: Estalia contains the following:

The Land of the Setting Sun

This section introduces Estalian and its part in the Warhammer world. It includes their society and history. You will also find information on the land of Estalia, the land of the Setting Sun.

Estalia Bestiary

Every character and troop type in the Estalian army is examined in this section. Firstly, you will find a description of the unit, outlining its place in the army. Secondly, you will find complete rules for the unit and details of any unique powers they possess or specialist equipment they carry into battle. Also included are the

Estalian special characters – King Miraz, El Cid, Don Quixote and several others.

The Estalian Army

This section contains photographs of the miniatures available for your Estalian army.

Estalian Army List

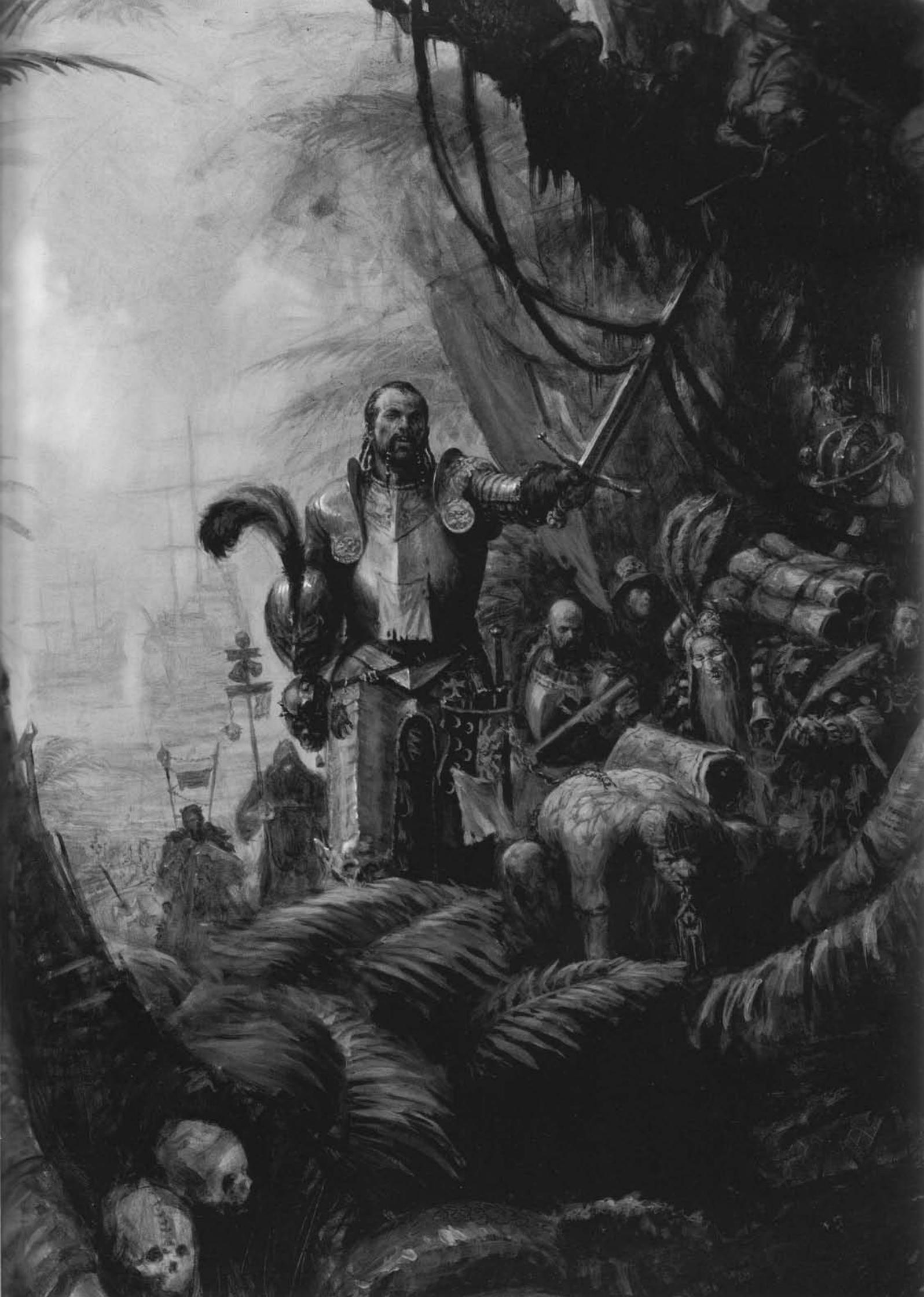
The army list takes all of the warriors and creatures presented in the Nippon Bestiary and arrange them so that you can choose a force for you games. The army list separates them into Lords, Heroes, Core, Special and Rare units. Each unit type has a points value to help you pit your force against an opponent's in a fair match. This section includes Relics of Estalia, magic items that you can give to your characters.

Find Out More

While Warhammer Armies: Estalia contains everything you need to play the game with your army, there are other books and updates to be found. For the other books in the series and the latest rules updates, visit:

www.warhammerarmiesproject.blogspot.com





LAND OF THE SETTING SUN

The land of Estalia is not a unified one. Like Tilea to the East, it comprises a number of minor city states, of which the largest are the states of Magritta and Bilbali. Unlike Tilea, however, the states are not continually at war with one another. Most of Estalia's war efforts are concentrated against the Skaven in the East and in the South, rather than against the other principalities and kingdoms that cover the peninsula.

Estalia is a land shrouded in mystery and myth. Very little is known of it elsewhere in the Old World. It is cut off from Brettonia and Tilea by the ranges of the Sierra del Draco running from north to south just to the west of Tobaró and the Sierra del Diablo running East/West almost to the sea. The mountains are infested with a wide range of monsters as well as renegade goblin tribes driven west by the orcs and goblins of the Grey Mountains. North of the Sierra del Diablo is the Rio Tigre which runs north to the sea. The river is a raging torrent during all seasons. Only one bridge crosses the river halfway between the mountains and the sea. The bridge is heavily fortified at both ends. To the east, the land is infested with the tribes of the ruthless and aggressive Basquoni. Land travel between Estalia and the old world is almost unknown except for occasional heavily armed trade caravans. Sea travel is equally perilous with pirates of all nations and Dark Elf raiders roaming along all of Estalia's coastlines. Though even on the doorstep of the Empire, Brettonia and Tilea to most inhabitants of the Old World Estalia is as remote as fabled Cathay.

The Rise and Fall of Tylos

The history of the people of the Kingdoms of Estalia begins almost four and a half thousand years ago, when the Belthani, a peaceful people that worshipped the earth, were forced to move northwards away from growing oppression by other tribes in ancient Khemri. The Belthani migrated into the lands of the Old World, which had, at that time, been largely tamed by the Elves and Dwarfs. These semi-nomadic tribes settled along the river valleys and seacoast of Estalia, Tilea, and the southwestern Border Princes.

In the southern Old World one tribe of Belthani caught the interest of the Elves in the region who decided to help advance the Belthani's level of technology and understanding of the world. The tribe, with the help of the Elves turned their fledgling settlement into the first Human city in the Old World. The legendary city of Tylos was founded at the northern end of the bay is now known as the Tilean Sea near the junction of the Abasko and Irrana Mountains.

Shortly thereafter, the War of the Beard between the Elves and Dwarfs erupted across the lands north of the Irranas. Shortly after, Dwarf naval ships, constructed by methods ironically taught by Elven shipwrights,



secured the southern flank of Karak Ankor by patrolling the Black Gulf and eastern Southern Sea. Many Elves in the southern Old World tried to make do as the navies of Ulthuan were withdrawn from the Southern Sea to provide transport of soldiers and supplies to the colonies in the north. A southern offensive, launched by the Dwarfs from nearby Dwarfholds, finally drove the Elves from this region. Despite the lack of extensive trade with the Elves, Tylos developed quickly and expanded its influence across northern and central Tilea, even to the point of receiving tribute in the form of slaves from the neighbouring tribes. It developed trading relationships with the city-state of Estacrez, which was founded on the southwestern foot of the Abaskos, as well as the developing kingdoms of ancient Araby.

Over the next two hundred years the city expanded greatly thanks to the help of the Dwarfs, and work began on a great temple to Tylos, the God of the city and its peoples. Legend says that the Goddess Myrmidia decried the temple, seeing it as a terrible waste of effort and resources, for its conceived size was far beyond the resources of the city to create. She called it proof of Tylos' vanity and warned that doom would follow its construction, but neither the gods nor the people would hear her. Thus she abandoned Tylos and took matters into her own hands.

Shortly before the temple's completion, a young Priestess of Myrmidia received a vision that showed the city's destruction. She convinced a number of families to leave and head west, where a promised land awaited them. Not long after their departure, upon

completion of the great temple, the city was destroyed by a terrible catastrophe, as fire fell from the sky and burned the city to ashes. Seemingly overnight, the devastated land became foetid swamps and ill-fated Tylos disappeared from history. The followers of Myrmidia's prophet knew then the Goddess had saved them, and raised her above all others in their faith.

Though Tylos vanished from history and into the Blighted Marsh, a colony of its people made their own mark on Archaic Tilea. These survivors lived among the High Elves in the colony situated where modern-day Remas would be built. As the Dwarf-Elf war spilt into Tilea, all of the Elven settlements were besieged. Dwarf pressure forced the Elves to abandon their one colony to the Humans so they could concentrate on holding the other ones in the region. The withdrawal of the Elves from ancient Remas allowed the Dwarfs to do the same, leaving the Humans there to build their civilisation. As the successors to Tylos, the ancient Remeans referred to their realm the Eternal Empire. In actuality, the Eternal Empire never reached the vitality of Tylos nor was it eternal. Its reach outside the vicinity of central Tilea was very limited, though it effectively remained in power for nearly a thousand years. Its major trading partner was the ancient Arabian kingdom of Nehekara, but turmoil in that land eventually spelt the end of the Eternal Empire as well. From the archaeological records, it seems that the ancient Remeans embraced Solkan as either their war god or prime deity in the latter part of their history. Speculation among scholars is that this embrace of a deity with extreme views might be related to the fall of Nehekara.



In its decline, a war against an unknown enemy ensued. The details are still clouded in myth and speculation, but it was believed that the Eternal Empire came to a disastrous end with ancient Remas burning to the ground. With its dominant city destroyed, the legacy of Tylos came to an end when a massive earthquake devastated the region.

The Promised Land

Those that chose to leave the City of Tylos before its destruction were led by the Priestess of Myrmidia towards the setting sun, in search of the Gods that had once walked amongst mankind. They travelled west, making the perilous crossing over the Abasko Mountain range and into the lands now known as the Estalian Kingdoms. Estalian religion and folklore have several tales of this time, and perhaps the most well known concerns a Prince of Tylos that discovered a rich vein of silver in the mountains and attempted to settle the people there. While the settlement lasted for several years, it was constantly plagued by attacks from a monstrous Minotaur. The young Prince left the safety of the village to lead the Minotaur away from his people, deeper into the maze of what is the Abasko Mountains. This ancient myth could explain the origin of the *Toreo*, the sport where a *torero* teases a bull with a red cloak, before putting it to death.

Having safely completed the perilous mountain crossing, the refugees discovered a rich and fertile land. Since the Elves had already left this part of the Old World, beaten back by the Dwarfs to defend other colonies further to the north, the Estalians chose to settle within the Elf ruins they found. Around -1600 IC, they established the city of Magritta in the remains of the ancient Elven city of Astar. Amongst the ruins they found a casket made of gold. On its lid a golden eagle wreathed in flames. The refugees took this as a sign that they had in fact reached their promised land and chose the site as their home. They named the site after the prophetess who had first had the vision of escape: *magra* means "thin", and the journey had worn the young girl to nothing but skin and bone. Legends say she did not eat for her entire journey, as she was carried on by the will of Myrmidia herself. Histories of the time also record that the girl did not die, but upon the finding of the chest, was gathered up in Myrmidia's arms, and became her first shieldmaiden. For her devotion to her faith, she was renamed Debera, or Duty, and made the patron maiden of the city.

Around this new city, clearly blessed by the Goddess herself, the settlers began to consolidate into a new nation. Within 200 years most of the peninsular was ruled from the city of Magritta. Those few tribes that resisted were pushed northwards or into the wilderness or mountains. It seemed as though no army could stand against those chosen by the Goddess Myrmidia. Such was the prestige of these new settlers that every modern noble from the Estalian Kingdoms claims to be a descendant from the original refugees from Tylos,

rather than the few smaller nations they absorbed upon their arrival.

The Estalians quickly spread across the land, building their cities upon the old coastal fortresses of the Elves. They soon learned to build proper ships and became able sailors, traders and explorers. They established trading routes with the Arabyans to the south and the western Bretonni tribes and the nation flourished

War and Strife

The new kingdom's stability did not last. In approximately -1300 IC the land was split into two after General Lucius Verenas led his Reman Legions to conquer the lands south of the Irrana Mountains. The city of Magritta was besieged for a whole year before it fell and was sacked by the legions; its treasures stolen and taken back to the capital of the Reman Empire, Remas. While the south became a Province of Remas, the northern lands fell into turmoil. Without leadership from Magritta the rulers in the north were unable to unite under a strong leader and reclaim the south. In the next two centuries Reman control extended further north, even into the lands of what would become Bretonnia. These northern lands were seen as frontier lands by the Remans, infested with pagan tribes that still worshipped the earth.

During this time many Reman traders travelled into the lands between the Grey Mountains and the World's Edge Mountains, in order to trade with the new tribes that were arriving from the east. They took with them Priests so that they could start to civilise the savage tribes they encountered, a fact that many Imperial scholars of today largely dispute. However, the expansion of the Reman Empire was not to last. The Nehekharan Empire now controlled most of the modern lands of the Border Princes and was mounting expeditions into the future lands of Sigmar's Empire. This meant that Remas needed to keep most of its forces in the east of its Empire. The downfall of Remas did not however come due to an invasion from Nehekhar, but from the dead. In -1157 IC, the dead began to rise from the earth all across the southern Old World. At the same time, the great Nehekhar Empire crumbled and the Reman Empire began to tear itself apart. Thousands of people fled the cities – homes to the largest burial sites - to escape the Undead menace.

With the Reman Empire tearing itself apart, the Bretonni people, a tribe that had not long ago moved into the northern lands beyond the Grey Mountains, took advantage of the situation and migrated south into what is now modern day Bretonnia. The Reman colonies and the more primitive tribes within the lands where displaced, forced to move further south, either back to their original homelands or into the Irrana Mountains to be slaughtered by the Orcs that now resided there.

In the wake of the Reman retreat several small kingdoms established themselves within what would

become the Estalian peninsula, situated away from the previous major settlements. The magic that had originally animated the Undead declined, but there remained a fear of cities and any neighbouring people that could harbour the undead. Thus each nation became hostile and isolationist, seeing all outsiders as a threat. Meanwhile, thanks to the natural barriers of the mountains, most of the peninsular was safe from the Greenskin and Undead tides. With no common cause to unite them, the kingdoms remained fragmented and scattered, fighting amongst themselves.

The growth of culture in Estalia came to a halt with the massive Orc invasion of 474 I.C. Sweeping past the formidable defences of Barak Varr, they swept through and laid waste to the Tilean countryside before rampaging elements bludgeoned their way into Estalia. Though many died in the devastation, the strong fortifications of the large Estalian towns allowed the inhabitants to avoid the same fate of the villages outside.

In spite of their initial success at slaughter, the Orcs were greatly overextended. The remnants of the armies of Estalia began a long, slow process of eliminating the greenskin threats from their land. Most of the fighting took place in the countryside, but the constant dangers posed by the greenskins made farming a tenuous business. Famines were common throughout the southern Old World as well as disease. Centuries would pass before the Estalians were able to expel the Orcs and re-establish a level of normalcy in their lands. In contrast, the old civilisation in the Border Princes was forever a thing of the past and the land remained wild with small human settlements in the foothills of the Vaults and Black Mountains. Nomadic tribes of





Orcs and Goblins inhabited the central and southern portions.

The appearance of newly arrived Bretonni warlords and their retinues in these lands changed the balance of power. The Bretonni swept out and replaced the native ruling families in the region. From a peasant's point of view, one set of rulers was no better than the last. In time, Bretonni rulers would intermingle with the remnants of the old order.

Unification

Then a miracle occurred which would once again unite Estalia and make it strong once more. In Magritta, a child was born that was Myrmidia made flesh, although this was not known to the church at the time. She was born to common folk and given the name Macaria Medina. For reasons unknown she was abandoned by her parents and instead raised by her aunt and uncle on a farm. At a young age she was sold into an arranged marriage with a Tilean trader, and taken to land she did not know. In Tilea she was treated with contempt and abused by her husband, her body sold to the highest bidder. This suffering turned Macaria from a peaceful shy girl into a force against injustice. When she was unwilling to accept such treatment any longer she rose up, took a ceremonial spear from her husband's collection and thrust it into his abdomen. Escaping into the countryside, she became an outlaw. Her charismatic nature and dedication to righting the wrongs of the world led others quickly to her cause.

She returned home to the nation of her birth, where she was welcomed with open arms. However, she soon saw similar injustices she had suffered happening on

the streets of the town of her birth. She spoke out against this, demanding that the church act to stop such crimes. However the church was powerless to act while all the resources of Magritta went to protecting it from her enemies. The young maiden resolved then to unify the land once again. Taking up her bandit army and the faithful who had realised her true divinity, she waged war outwards from Magritta to re-conquer Estalia.

The war lasted six years, and although there was great loss of life, this is seen as a glorious liberation for Estalia. Myrmidia's generals overturned corrupt, tyrannical princes, re-established trade between the kingdoms and brought light and learning to the terrified peoples. Many cities eagerly welcomed her armies and joined her forces immediately they arrived. Her battles too, expressed her beliefs and teachings, celebrating mercy, justice and wisdom, and spreading her faith all the while. These battles and their lessons form the Book of War, Myrmidia's holiest of books.

The task was not finished with the unification of Estalia, however. Next the now enormous army of the west turned to conquer the Tileans to the east. Myrmidia believed that the Tileans too, clung too hard to their divisive and isolationist ways, leading them into oppression and suffering. The army that crossed the Abasko mountains was the largest military advance in the history of humanity, complete with elephants from Araby and vast warmachines of Myrmidian science. In the face of this, and Myrmidia's strategic genius, the conquest of Tilea took only another six years. Soon, every mile from Lysboa to Strigos, from

the Grey Mountains to the coast of Araby, was united under Myrmidia's banner. The empire of her faith was arguably larger and stronger than Sigmar's, and certainly more united in its fervent adoration for its beautiful warrior queen.

But the victory was terribly short-lived. In triumph, Myrmidia returned to the city of Magritta to be crowned Queen in her golden Temple. On the day of her coronation she was struck down by a poisoned dart while in deep prayer before the High Altar. The assassin was found to be a mad Tilean, and the Estalian faithful demanded that the Tileans be subjugated for the insult. The proud Tileans argued they had been framed, that the spy was an outside agent sent to foment discord. Whatever the case, they would never agree to being slaves to foreign rulers without Myrmidia as queen. Indeed, the rulers of the city-states argued they had sworn all their surrenders to *Bellona Myrmidia* and no-one else, so they were now null and void. Soon enough, many Estalian princes said the same. The great new nation that took a dozen years to build tore itself apart in what seemed like moments, and its people were filled with anguish for the loss of what their uncrowned Queen had achieved.

While she lay dying, Myrmidia demanded she be laid on a bower and sent across the Great Western Ocean. As she reached the horizon her body and spirit are taken up into the heavens to once again join the Gods, as she predicted in her last writings. The writings also say that when the time is right, the goddess will return to unite Estalia once again.



The Time of Woes

With the collapse of the nation and the reestablishment of the old Kingdoms, Estalia returned to an age of darkness. From the beginning of the first century the Estalian Kingdoms along the coast were raided by Lord Settra and his Undead fleet numerous times over numerous centuries, decimating Estalia's sea trade. There were also other enemies at sea. Many legends of this time say that the people of Estalia were punished by the Gods for not protecting Myrmidia's new nation. The dark kindred of the elves that once helped Mankind came in the night to steal away their people, to the degree that entire villages disappeared overnight.

While the Kingdoms along the coastline suffered in the first half of the millennium, the second half brought a new menace from within. Greenskins poured unchecked across the Abasko Mountains into the Irrana Mountains and the lands of Estalia, raiding at will and killing all that they met. From these havens they spread out, destroying everything in their path. During this dark time only the cities of Magritta and Bilbali seemed to be safe havens against the raiders – and even they were not untouched. When the sea raiders had enough slaves and turned away, yet another menace arrived that was interested in both worldly goods and slaves. Arriving from the north in crude vessels called Dragonships came the Norse Raiders. So bold was their nature that in one raid they attacked the northern city of Bilbali, and stole the great golden bell that had rung in the harbour tower for the past five hundred years, placed there by Myrmidia herself.

The Great Darkness

It took a long time, but eventually Estalia began to recover and prosper again. However, this attracted the attention of the Skaven. In the year 800 the Skaven had managed to dig tunnels under the mountains and invaded Estalia, destroying everything in its path. The Estalians were not prepared to face an attack from the ground. They had powerful fleets and cities, which were only prepared to face attacks from the sea. After the defeat of most of the humans, the Skaven encountered unexpected rival in its attempt to dominate the Estalian peninsula – Goblins of the mountains, supported by powerful bands of ogres, were determined to dispute the remains. The war between the Goblins and Skaven was terrible but it gave the Estalians time to recover and take the lead after a few years, and so was able to recover their cities. Gradually the Estalians were able to take control of major portions of territory until the Skaven and Goblins were driven into the mountains.

The weakness of the states, especially after the effort to regain what had been taken by the Skaven and Goblins, allowed several pirate groups to arrive and occupy some settlements in south eastern Estalia. These small states of pirates and bandits engaged in the capture of slaves and piracy and could not be easily eradicated. In fact some of them were able to compete against the great commercial cities such as Magritte whose ports

had to be strengthened to cope with the incursions of pirates who tried to loot the trade convoys.

The year 1111 I.C saw an influx of refugees from the lands of the Empire, escaping the Skaven menace that was trying to enslave them, but they brought the Black Plague with them. While the Estalian people helped the refugees as much as they could, hundreds began to die from starvation and plague. Fearful that, unless military aid was sent north to the Empire, the number of refugees would swamp what resources the Estalian Kingdoms could give, a small force of men marched to help those still fighting in the Empire against the Skaven, a fight that would last a decade. To this day, there are Wissenlanders and Averlanders who remember their debt to their southern saviours.

Over the next few centuries the Kingdoms of Estalia finally began to prosper. A steady devotion to improving their naval forces and seaside fortresses had at last led to their coasts being safe once more. This then allowed the nations' armies to get the Orc raiders under some kind of control. It also permitted the Estalians to begin to travel the seas again and trade with their neighbours. After their successful employment in the north, many of the Dons continued to hire out their forces – armies and navies - to the nobles of the Empire, to help rebuild the county and fight in the numerous civil wars that raged there throughout this time. The various knightly orders of the Maiden used these exchanges to expand into the north.

The Arabian Invasion

As the southern Old World began to recover from the ruinous pestilence, another threat loomed on its horizon. Arabyan corsairs had become bolder over the years with increasing attacks on Estalian and Tilean shipping. This eventually led to an Arabian invasion of the island of Sartosa, which had been settled by Norse immigrants over two hundred years before. From their island redoubt, the corsairs stepped up their piracy, as well as conduct slaving raids along the northern coast of the Black Gulf and along the rivers of the region. These raiders stayed clear of the Barak Varr Dwarfs.

In 1211 there were sightings of strange ships off the southern coast. Reports began to reach Magritta of attacks on coastal towns by a strange people. In 1212, the Arabians launched a full-scale invasion from the south. The Estalians, used to static warfare and hand-to-hand fighting, were completely unprepared for the lightning attacks which threatened them. By 1224, most of the south had been overrun and many Estalian armies had been destroyed. Magritta itself was threatened by the incursive hordes.

The King of Magritta at that time, Ferrera the Rash, was a weak man who set little store by ancient legend and saw that Magritta itself was under threat. He commanded the people to gather their belongings and retreat to the great fortress at Bilbali rather than wait in



Magritta. The flag was taken down from the tower, and the people evacuated Magritta and headed for Bilbali.

Then disaster struck. The retreating column of civilians was overtaken by some raiding Arabyan horsemen, who immediately attacked. Ferrera and his bodyguard tried to defend against the onslaught, but soon became embroiled. Most of the Estalian troops were strung out in a line and had no defence against the Arabyan attacks. Many horsemen broke through the defensive line and began sacking the wagons. Somehow, a small group of horsemen managed to rescue the great flag of Myrmidia and break free of the chaos, heading for Bilbali. Most of the other Estalians, including King Ferrera, were killed.

With the main Estalian army destroyed, the Arabyans swept across the country looking for plunder. They dared not assault the great fortress of Bilbali, but neither did the Estalians have the strength to sally out. Many Estalians fled the country and went to live in what is now southern Bretonnia. Estalia was now even more divided than before, with several kingdoms and the Arabyans to compete against each other for the control of the land.

The Reconquest

The situation remained unchanged for many years, until the Bretonnian knights interfered. To the north of Estalia there was a powerful state capable of confronting the Arabyan soldiers. After the Arabyan forces attempted to lay siege to Bretonnia, the Bretonnian King finally agreed to send knights to assist the Estalian cause. Initially their attempts were ineffective, but gradually the allied armies began to force the Arabyans back. After Bretonnia withdrew

from the fight in 1347, Estalia was strong enough to carry on alone.

In 1349, an event occurred that would change the tide of the war. A small Estalian force, led by Prince Juan of Bilbali, became separated from their main army during the night. When they awoke, they found themselves surrounded by Arabyan soldiers. Quickly they donned their armour and prepared to fight, but the odds were hopeless. As the Arabians readied themselves to charge, a wounded knight raised the gonfalon in the centre of the Estalian army to give them heart.

Suddenly, there was a blinding flash of light. From over the hills came riding a hundred riders on white horses. The Arabyans panicked and fled, and were cut down by the exultant Estalians. After the battle, there was no sign of the white horsemen that had saved the Estalian army. The Prince of Bilbali claimed that the riders had been led by Myrmidia herself and gave thanks for the victory. The Estalians took the appearance of Myrmidia to be a divine sign that their cause was blessed, and took up the sword with renewed vigour. Prince Juan handed over the rulership of Bilbali to his son and devoted his life to the preaching of Santiago's message. After his death the church declared him a Saint. His sword, armour and banner were placed in the great church of Bilbali. Even today, the belongings of San Juan are one of Estalia's most treasured relics.

Eventually, a general appeared who would lead the Estalians to victory, named Rodrigo Pas-Fernandez, though he is remembered as El Cid. Educated in the



Empire and trained in Bretonnia, he brought new ways of warfare to the battles. Until that point the Estalians had relied on the javelin as their main ranged weapon, but Santiago brought Imperial crossbows which had greater range and power. Battle after battle was won against the Arabyan troops until the Estalians reached Magritta in 1351. What happened next is the subject of legend.

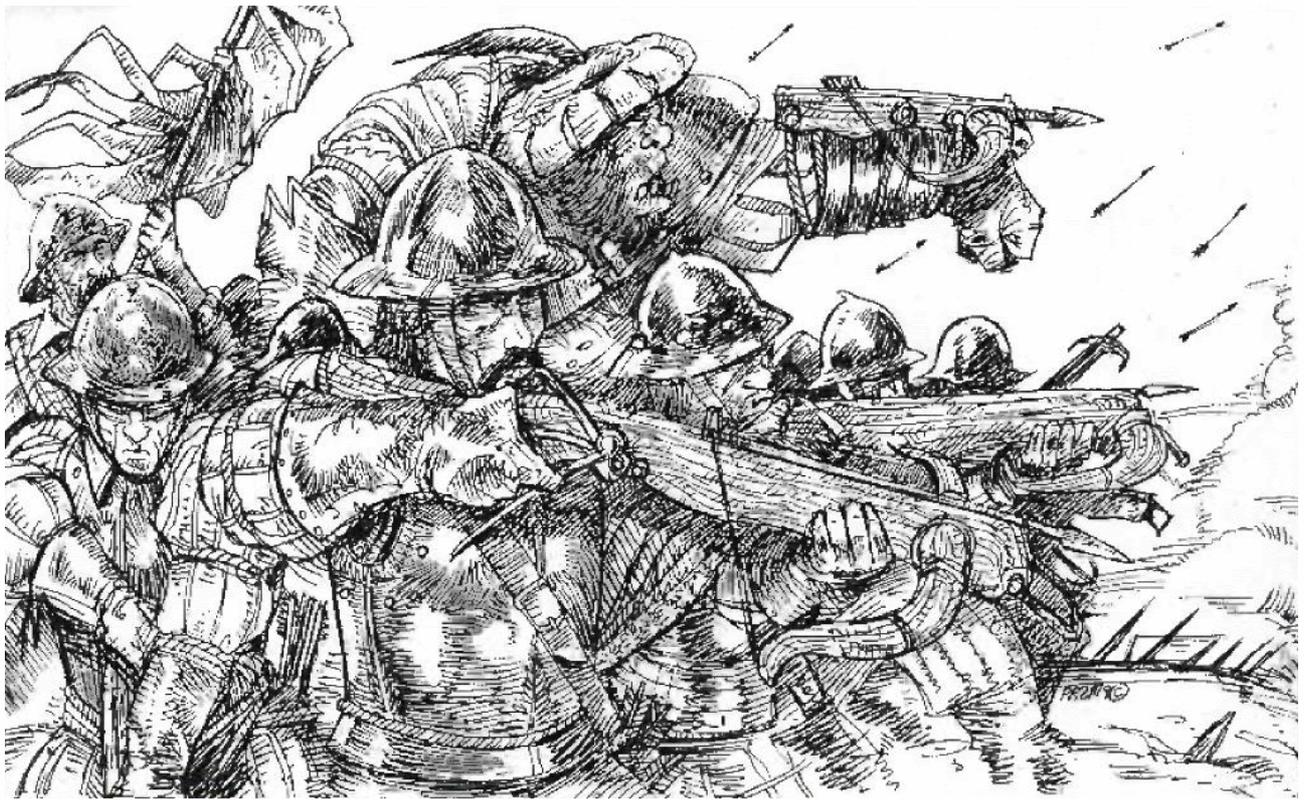
When the Estalians reached Magritta, they found it deserted, and entered, only to be surrounded and besieged. While defending the walls, El Cid was hit by an arrow and mortally wounded. The Estalian generals panicked, as without their beloved leader they could not hope to defeat the Arabyans. Eventually rumours began to spread among the troops that El Cid was dead, and these rumours reached the besieging Arabyans. However, the next day El Cid led his troops out of the castle gates. The Arabyans, thinking their nemesis was dead, were horrified. El Cid was dead, but he had ordered his body strapped to his horse so that he could lead his troops on the sally out. Magritta was recaptured and the Arabian army destroyed.

However, many of the old tribal rivalries still existed. The Bilbai blamed the Magritte for the loss of Estalia, while the Magritte accused the Bilbai of not coming to their aid. The country quickly divided along these lines, the Magritte claiming the central area around Magritta, while the Bilbai established their own capital at Bilbali and occupied most of the surrounding area. Soon after this division had become apparent, many of the elements of the army made up of the Portige mutinied, as did the Galice. The Portige were appalled at the behaviour of the Estalian troops and the ransacking of many towns during the Reconquista. They established their own kingdom in the west, fiercely independent of the other states. The Galice thought they were oppressed by the other elements of the army and set up their own land in the north east.

The Black Crusade

As if this was not enough, a larger Arabian invasion came a century later, when Sultan Jaffar took the throne of Araby. Influenced by the Skaven, they convinced Sultan Jaffar that the Kingdoms of Estalia would be a future threat to his rule and that if he was to strike first, his rule would never falter.

In 1448 I.C. the Sultan's forces landed in the south of the Estalian peninsular and quickly laid siege to the city of Magritta, while enslaving the local rural population. The various Estalian Kingdoms were slow to react to the invasion, and so one by one the Kingdoms began to fall again. The Sultan's forces marched north, enslaving the people and tearing down what they saw as heretical temples. Too weak to field an effective force against the Sultan's army the northern Kingdoms rallied to Bilbali, the largest remaining kingdom, and began a guerrilla style war against the ever encroaching enemy which lasted eight long years.



With the Sultan's forces slowed, but still marching north, hope was only restored when a Bretonnian army (who were fearful that their lands would next be under attack) and a smaller Imperial force arrived as rescuers.

Fighting men from all over the Old World put aside their differences and joined in a Crusade against the Arabyan intruders.

Over the following decade the lands of the Estalian Kingdoms were reclaimed by the larger force from the north and east and resistance fighters from within Estalia. However as the Sultan's forces withdrew they put many towns to the torch and captured the people, sending them back to the lands of Araby as slaves. The armies of the Old World became incensed at the treatment of the Estalians and took oaths that the Arabyans would feel their wrath. They began to put to death any Arabyan they encountered, until the Sultan realised that he could not defend against such hate and would have to withdraw completely. He commanded his forces to leave, but one rebellious sheikh, named Emir Wazar or "Emir the Cruel", refused to move his troops from the city of Magritta. A contingent of Knights to laid siege to the city, a siege which would last for another long eight years and require the intervention of Myrmidia to win. The majority of the armies of the Old World continued their blood hunt, waiting in and around Magritta as a fleet was prepared to sail the forces to Araby. Some Bretonnian Knights had little patience to wait and instead began the long march south through the wild lands of the Border Princes and Badlands, leading to other Wars of Errantry, as the Bretonnians call them.

So focussed were the foreigners on crossing the ocean that the liberated Estalians called them "cruçados" – an Estalian word meaning those who travel as passengers on a boat. The Bretons thought the word meant liberators, and took at as their own, labelling themselves the Crusaders.

The war did not end there. Many of the knightly orders and mercenaries craved more riches and glory and the local rulers wanted these unruly and dangerous forces out of their lands. So, Estalian ships, chiefly those from Magritta, took advantage of the bloodlust and transported many of these warriors to the northern and western shores of Araby. Their energies spent, the Arabians could not resist in the initial stages of this counter-invasion. Many cities and towns fell before the marauding Old Worlders, including the Arabyan city of Istrabul.

The destruction of Istrabul proved to be the critical catalyst to Arabyan resolve. Armies that once faded into the desert now attacked with a fierceness that the Old Worlders had not expected. Where there were once victories for the invaders, they now experienced defeat. The Old Worlders fought their way with mounting losses back to the Arabian seaports. Uprisings there made even these (relatively) safe havens dangerous. In retaliation, the Old Worlders set these towns aflame so as to cover their own evacuation. Ships from Tilea and Estalia transported the remnants of the Crusaders back to the ports of the southern Old World from where these warriors could make their way back home.

In 1471 I.C. the crusading armies of the Old World finally defeated Sultan Jaffar in the Battle of El Haikk in Araby. The majority of Bretonnians, having

fulfilled their oaths, turned for home, but others felt that the Arabyans needed further lessons and the Crusade continued. Over a period of 600 years numerous new Crusades are launched from the Old World against Araby, in the pursuit of revenge, treasure or new lands. Most of the Crusaders departed from the harbours of Estalia and Tilea, bringing much wealth to the lands and the opening of new trade routes. The Estalians become even more proficient at ship building and sailing, and began a race with Tilea to conquer the world by sea. Over the next five centuries, the countryside of Estalia was almost entirely denuded of forest to build their new navies.

Age of Recovery

Some Tilean scholars proclaimed the years that followed the expulsion of the Arabyans from Estalia as the Age of Exploration. These scholars claim that during this age Marco Colombo, the founder of the ruling family of Trantio, "discovered" Lustria and brought back riches from that foreign land. Many scholars are sceptical of the claim as there were no historical records proclaiming such an accomplishment at that time nor do they really believe that such an expedition could have escape notice of the High Elves. More likely, the Colombo family's claim was put forward in an attempt to trump the discovery by the Norse Explorer Eric the Lost centuries later. There are also some historical records from the Verenan Temple in Remas that suggests Colombo was nothing more than a pirate who attacked the ships of other Tilean cities as well as Estalian and Arabian. Then again, there are those Lustrian plaques located in the portion of the Trantio palace honouring Marco Colombo. Nonetheless, within a decade of hearing of his discovery, every nation in the Old World had heard the rumours of vast cities made from gold and jewels hidden in those foreign jungles, and rush to join the race across the sea. Neither Estalia nor Tilea could match the military strength of their neighbours but only they had sufficient navigation and ship-building skills to ensure safe passage. Both nations grew extremely rich from selling their services. Eventually, the other nations could not sustain their military excursions and Lustria was, for the most part, abandoned to the southerners again. A kind of cold war developed between the few Estalian and Tilean settlements that managed to survive in the jungle.

There is little doubt that the Tilean city-states took advantage of the cessation of hostilities against Araby to expand their network of trade. In this, they were in direct competition with one another, as well as with the Estalian ports, chiefly Magritta. Skirmishes, particularly at sea, were common between these competitors. Moreover, Arabian corsairs returned to plague shipping about the same time that Old Worlder pirates were increasing. At times, these two bandits of the sea would battle one another for the right to attack a merchant ship, allowing the prey in question to escape intact. So numerous were the Old Worlder pirates that

they were able to band together to wrestle control of Sartosa from Luccini.

The Wizards' War, which commenced in Middenheim, spilt over the mountain ranges to effect society in the southern Old World. Fleeing Imperial wizards were followed by the Witch-hunters of Sigmar, Morr and (to a lesser extent) Solkan who desired to "save" the souls of their sorcerous prey through the cleansing flame. Emissaries from the Grand Theogonist of the crumbling Empire of Sigmar brought forth evidence of the Chaos taint of wizards to his religious counterparts. Soon, other cults (the exceptions being Shallya and Ranald) joined in the persecution and burning of wizards and witches. The effort in the Border Princes was more haphazard as that land was far less "civilised" than its neighbours. The sorcerous arts in the Old World were brutally suppressed for the next three centuries with many of its surviving practitioners driven underground.

In the current view of Tilean scholars, the year 2000 I.C. heralded the dawn of the Age of Enlightenment. This term is a misnomer in as much as the years were marked by advancement in art, culture, and prosperity as it was by pestilence, famine, and wars. Some scholars attributed these calamities to malevolent vapours emanating from the Blighted Marshes. While this theory is certainly plausible for northern Tilea, it is a stretch to apply this to the rest of the southern Old World.

Border wars between northern Estalia and southwestern Bretonnia became frequent as each side sought to gain some land at the expense of the other. The Estalian kingdoms even battled one another for influence and land, as well as battling the independent



Irranan dukedoms. The Bretonnians tried to extend their influence here as well, but fared as poorly as they did with their continuous attempts in northern Tilea. Rumours of a war in the northern land of Kislev sent many mercenary bands packing. Due to their absence, peace reigned across the Southern Old World for the few short years that the Empire, Kislev, and Norsca were fighting for their survival.

The War of Blood

Although the Crusades took place over a period of 600 years, there were several quiet moments within this period when no Crusade was being launched or prepared. It was during one of these quiet periods, in the year 1750 IC, that the foul vampire Nourgul the Nocrarch launched an attack from his stronghold in Sombra Wood. Although Estalia was and is no stranger to the vampire menace, Nourgul's armies were vast and his sorcery terrible. With no Crusader forces currently stationed in the land and much of their own soldiers fighting the snake-men across the sea, the Kingdoms once again struggled to remain free.

The armies of Nourgul had grown tirelessly over the centuries in which the Vampire and his followers were looking for the Great Book of Wisdom of Myrmydia. The hordes of undead moved slowly destroying everything in its path, including armies who dared oppose him. Nothing seemed capable of stopping Nourgul on their way to Magritta. The Grand Commander Don Juan de Zapata made one last attempt

a few miles from the city walls. This final conflict was the unequal as expected because the army of Don Juan was vastly outnumbered and succumbed after a hard combat. His determination and courage saved the city, as after fighting for two days the fortifications were completed by the Inquisition and the confraternity of merchants. In addition, casualties occurred among Nourgul's necromancers that were not compensated by the new additions of dead Estalian soldiers to the army.

Nourgul reached the gates of the city two nights later, mounted on a terrible winged nightmare. On the walls of the city the Estalians, and Tilean mercenaries that were received from other cities were preparing to fend off countless monsters of Nourgul's horde. But the evil Nocrarch was not aware that he was falling into a trap as in the nearby hills and forests, thousands of family and lay brothers were hidden, supported by the Knights of the Blazing Sun and bands from the Asturian Mountains, ready to attack the horde.

The undead immediately launched a first assault, but the hidden army did not move. It was too soon. Then a second wave was launched against the walls and was also rejected, but neither was the time. The third wave revealed the first signs of weakness among the defenders and then Nourgul attacked ahead of his elite troops.

That was the signal for the Inquisitor Francisco Maldonado de Deza nola to launch his attack on the



rear of the Undead horde with preconceived fury. Nourgul realized he was about to lose everything and that his only choice was made to take the book and disappear, so he led a fierce attack against the Fountain Gate near the Temple of Myrmidia. Thousands of Estalian soldiers perished in defending the Temple, but eventually Nourgul and his bodyguard penetrated their defence and entered the Temple. There Nourgul faced the Grand Inquisitor Álvaro Mendoza Tordesillas with a handful of Inquisitors and Knights of the Blazing Sun, the last defence of the Temple. Don Alvaro and his loyal men could do little against the power of the Vampire whom easily cut down the Grand Inquisitor. But as soon as the Vampire tried to touch the Book of Wisdom, it is said that Myrmidia herself appeared and smote the foul creature. Whatever might have happened, the Undead forces crumbled to the ground for no apparent reason and the Vampire's ashes were found next to the ancient Tome. What the foul Vampire had in mind for the Tome of Wisdom is still a mystery, but from this moment on, the faith in the Goddess and the safety of the Kingdoms became united in the mind of the Estalian people.

Despite their victory, the war had been terrible for Estalia. The lands of the north and west Magritta had been reduced to ashes by Norgoul. They had lost tens of thousands of lives and the best troops of Magritta, Bilbali and Tobaró. Among the casualties was the Grand Master of the Blazing Sun Juan de Zapata and the Grand Inquisitor Don Alvaro de Mendoza Tordesillas.

For years the kingdoms of Estalia were reconstructed, the influence of Tilean mercenaries became increasingly noted in the composition of the armies, with a massive presence of pikemen and crossbowmen. However, the presence of the Empire soldiers during



the war meant the Estalians gained knowledge of the hand gun, a weapon which greatly impressed them. For three centuries, the kingdoms of Estalia reached certain prosperity, especially Magritta, home of cult to Myrmidia, and Bilbali where weapons are created of great quality that are appreciated by all the Old World. Magritta ran a series of campaigns with the intention of seizing some small realms and fixed their eyes on Tobaró, but could not take the city with the help of unwilling Tilean mercenaries.

The Prophet of the East

In 2004 a child was born to Domingo and Lucrezia Crenardi in Tobaró. The boy was given the name Tomas and was apprenticed as a scribe in 1218 to Luigi Penó the historian. Tomas was a quiet and studious young man who suffered from the fits of the "Affliction of God". He had been studying the long and tragic history of Estalia one day at his desk when he fell to the ground in a severe fit. Luigi thought he would die and sent for a healer. While being carried to the home of his parents he had a vision where a beautiful young woman dressed in white came to him and told him that he must go to Estalia to lead the people to freedom. At first he was impressed by her aura of virtue but as he gazed in her eyes he saw a steely and merciless resolve. He knew then that this cleansing would be done with steel and fire. He asked what should be the rallying cry for this great quest. The image of Myrmidia smiled, a sight both beautiful and chilling, "Let us use their own words against them. It will be a holy war". With that she was gone.

Tomas awoke in his room knowing what he must do. His parents were sad and frightened but Tomas was burning with a fire which would not be denied. He dressed in a plain black robe and picked up a sturdy staff and headed west, towards the haunted and monster ridden mountains of the Sierra del Draco. On a cool autumn evening in 2022 Juan Kortusa was warming his hands at the brazier near his sentry post outside the East Gate. He saw a figure coming down the seldom used Tobaró road. It was a tall gaunt man, dressed in a ragged black gown and carrying a sack over one shoulder. As he came closer Juan could see his staff sparkled with gems and glowing runes which seemed at odds with his bedraggled appearance. "Who comes from the haunted east?" he asked. The man looked up his pale blue eyes burned into Juan making him step back and clutch his sword. "By the blessed Myrmidia, Infanta of Estalia, I am Tomas of Tobaró and I come to save this sacred land from the curse of evil."

The Day of Destiny

The king of Magritta at the time was Fernando XXIII, a young man only recently crowned. He had heard of this strange Tilean who had wandered in from the haunted mountains and now preached of the legendary Myrmidia in the marketplaces. He went to the main square dressed as a townsman with only two of his closest companions. He saw a man not much older than

himself but with skin weathered brown by the elements and fierce white scars on his face and arms which bore witness to desperate battles with savage beasts. This man preached the need for a holy war against all enemies of Estalia. He walked straight up to Fernando, knelt before him, clasped his hand and looked into his eyes and spoke. "My lord. You and I are blessed. It is our destiny to cleanse this land from all evil in the name of the sacred Myrmidia". Fernando was stunned but as he looked at Tomas he saw a halo of white light surround him and a beautiful female voice said "Fernando, descendent of the first Fernando of Cordoba, this man is my prophet, believe in him and your name will live forever." Fernando said nothing but lifted Tomas up and led him to his palace.

The Inheritance of Verak

Tomas had been changed by his years in the mountains. Gone was the innocence of youth leaving a driven and determined man who had seen things that would have driven a lesser man insane. Battling hunger and the elements, fighting monsters and goblins, he had survived due to his belief that he was chosen to save Estalia. He had learned to control his fits so he had time to find safety before they overwhelmed him. He continued to have visions of Myrmidia and learnt more of what was expected of him.

In one vision, just before he left the mountains, Myrmidia told him of the location of a cave in the last valley before the plains of Estalia. She told that there he would find the keys to the freedom of her people. Tomas travelled to the valley and within the cave he found the cunningly disguised counterweight which rotated a false wall and allowed access to an ancient tomb. This was the last resting place of the legendary runesmith Verak Geradson, known as "the Mad". Verak Geradson had been driven from his home due to breaking tradition by mixing runic lore with the magic of other races. With a small party of friends Verak fled west finally reaching Estalia during the first of the Skaven attacks. The High King of Estalia, Pedro VI, convinced Verak to make weapons for his armies.

Verak made a few minor items but saw that Pedro was more interested in expanding his lands than driving out the Skaven. He also had little gold.

Verak had visited a shrine of Myrmidia out of curiosity, the cult which flowered after her death was in decline after 200 years of dwindling support. While there he had a vision. Verak's followers were used to his visions but they usually were of gold and beer, not dead female humans! Without a word of warning Verak collected his goods and followers and disappeared in the morning mist towards the Sierra del Draco and into folklore.

Tomas found a huge chamber carved from stone and inscribed with ancient dwarven runes. The sarcophagus of the ancient runesmith was still sealed and all around him was his treasure trove and an array of fine weapons, some inscribed with complex runes. However over the sarcophagus was a tablet of marble inscribed in an old Estalian dialect which Tomas could just understand.



"This is the last resting place of Verak Geradson. Having no heirs I leave my treasure and my knowledge to be used in a time of great need. May the light of virtue shine on he who uses it well, for the sake of the divine Infanta."

Tomas was stunned that one who was not Estalian or human could dedicate all he had for the future use of the people of Estalia. He knew his time in the mountains had ended.

The Holy War

For two years anyone outside Magritta would have thought nothing had changed. However in this time the city was transformed. Tomas took over a number of public buildings and created houses of worship for the Cult of Myrmidia including monasteries for the Knights of the Blazing Sun and the Sisters of Myrmidia. In addition he founded a number of poor houses and hospitals winning the common people to the cult. Most important of all he created the Sacred Office of the Inquisition to root out public corruption and all other cults and religions. This led to the arrest of dozens of wealthy citizens who were found guilty of a range of evil practices and suffered various punishments including confiscation of all goods to purification by fire. The resulting increase in the treasury allowed Tomas to mount an armed expedition to the mountains with his most trusted inquisitors, returning with some of the artefacts of the tomb. On his return Tomas decreed that all study in magic in the future would be under the "patronage" of the Inquisition and focus on anti magic rather than spell casting. After pressure from Fernando Tomas agreed to



allow the study of some forms of magic within the Royal College of War, but in return Fernando agreed that any other practice of magic would be punishable by purification by the Sacred Office of the Inquisition. In 2027 Fernando arranged an alliance with Luiz VI of Portua, nominally a subject monarch. In return for recognition of the ancient title of High King of Estalia, Fernando supplied gold and advisers with promises of a combined assault on the common enemy. Tomas sent his followers to bring the sacred truth of Myrmidia to the people of Portua. During the movement of agents between the two monarchs much use was made of the forests to provide cover for the forces of the Arabs. This brought agents of the Inquisition in contact with the forest brethren. At first the agents were suspicious of these part elf forest dwellers, however they were encouraged by their simple lives and lack of involvement in magic. Inquisitors sent to investigate them found that the forest brethren worshiped a pure female goddess they called Ishalla, the name they gave to the ancient High Elf goddess Isha. The Inquisitors reconciled this worship with their cult of Myrmidia and the forest brethren were happy to go along with a revised form of worship in return for allies against their many enemies.

In the years since the Black Crusade, the Grenaden kingdom had broken up into many small emirates and princedoms. At the time of the alliance with Luiz the country was racked by civil war with one of the emirs, Akbar, mounting a siege of Bilbao. In the spring of 2028 after 5 years of preparation and hundreds of minor skirmishes to harden his troops, Fernando led his

armies west while Luiz sallied out of Bilbao. Taken completely by surprise the two armies crushed the disorganised emirs and princes and by midsummer were at the gates of Magritta. Only the lands east of Magritta including the city of Grenada were in the hands of the Arabs. The Inquisition followed close behind rallying the grateful Estalian people to the cult and ruthlessly purging the followers of other beliefs, magic users and all opposition.

Magritta

Fernando was weary after such a hectic campaign and wanted to rest and reequip his army. Luiz had already returned to Portua to re establish his rule over the ancient realm. Tomas was at first annoyed then furious. He realised that Fernando did not want to destroy the richest city in Estalia with its successful merchants and trade port, he was prepared to discuss terms including religious freedom. Tomas knew this could be the end of the holy war and a return to the old ways and eventual collapse of Estalian rule as had happened before. Tomas knew his destiny was to guarantee that the Estalian kingdom would be cleansed and re organised to last forever, for the glory of Myrmidia. As much as he liked Fernando, he knew this task was bigger and would take longer than either of them would live. More importantly, the fate of Magritta would send a message to all Estalians that the price of freedom from the Arabs was acceptance of the rule of the Inquisition. There would be no back sliding and no mercy for transgression.

Tomas advised Fernando that the last surviving member of the ancient royal house of Castilla, Isabelle, had been found unharmed, young and unmarried in the provincial capital Immira, where the Estalians had maintained some semblance of the old ways. Tomas had known this for some time but had waited to turn it to his advantage, as well as bringing Isabelle under his charismatic influence. Fernando realised here was a chance to control all of Estalia without any risk of challenge from Luiz. Hurriedly he turned over command of the army to Don Lazar de Vedia his second in command and rushed off to Immira. In his haste he forgot that Lazar had recently dedicated himself to the new Inquisition chapter of the lay Brothers of the Infanta. By this act, Lazar de Vedia became the first Inquisitor General of Estalia. Lazar's first command was to go down in history and he was to earn the most significant justification for his name of Lazar the Merciless, Inquisitor General and Grand Marshal of the Brethren of the Infanta.

With Fernando safely gone, Tomas and the Inquisitors travelled to the towns and villages around Magritta. It was easy to raise anger against the privileged and pampered inhabitants of the city.

After a week of siege Lazar approached the gates of the city under truce. Riding forward alone he addressed the city commander Hamabi al Said: "I call on you to surrender this city and hand yourselves to the charitable mercy of the Sacred Office." Hamabi who had as many men as the Estalians appeared to have, plus the advantage of 30 foot high walls simply laughed and waved Lazar away. Lazar was unperturbed. "Unbeliever. If you will not surrender the city then you have waived the right to mercy. I ask you then to release any who will accept the mercy of the Infanta by sundown today." Hamabi shrugged his shoulders, "my fine adversary, no-one is kept within the city against their will. I will pass your message throughout the city."

As the sun set, a few hundred people left the sally port of the main gate. They walked uncertainly towards the Estalian lines where they were taken into the care of the Inquisition.

Hamabi rose just before dawn, something just wasn't right, his instincts as a survivor of battles and court intrigue brought him to the battlements facing west to the Estalian lines. He looked out at the Estalian camp. The sun was rising and he noticed that dark shadows covered the camp and the land beyond. But the shadows were moving, towards the city and the rising sun. "Sound the alarm. We are under attack!"

At dawn an enormous ragged horde ran towards the walls of Magritta carrying sturdy scaling ladders and improvised weapons. Led and urged on by fanatical Inquisitors the people of the surrounding countryside sought revenge for hundreds of years of exploitation and persecution. Whipped up by a religious frenzy the horde ignored the hundreds falling to the arrows and catapults of the defenders. Like a tidal wave they crashed against the walls and surged up the ladders

while the defenders poured boiling water and burning oil on the attackers. The regular troops of Estalia stayed just out of range of the defenders weapons. Hour after hour the attackers, continuously reinforced by fresh fanatics, surged against the walls. Thousands of bodies littered the ground and the defenders were tiring and running low on ammunition.

Lazar looked at the latest wave of attackers, they were tiring and losing the enthusiasm for the attack. Then he saw what he was looking for, near the main gate half a dozen ladders stood while hundreds of ragged attackers surged onto the battlements. Dozens were being cut down by the defenders but they were making ground. Lazar stood in his stirrups and turned to the trumpeter at his side, "sound the attack and may the Infanta Myrmidia guide and protect us!"

As the fanatical attackers finally gained a foothold on the walls, the Estalian army charged forward and grabbing the ladders from the fallen hurled themselves onto the battlements. The fresh and well armed troops quickly overcame the weary defenders and drove them into the town. The surviving fanatics followed closely behind the regular troops breaking into the houses and shops and slaughtering anyone they found. The streets ran with blood and bodies hung from windows and lay



hacked apart in the gutters. The army was out of control and fires started to break out in the poorer parts of the city. The main gates were opened and the bulk of the attackers poured into the town led by Lazar himself. "No quarter, no mercy!" he cried.

Hamabi was tired and wounded in a dozen places. He led what was left of his men in a rearguard trying to protect the thousands of terrified inhabitants fleeing towards the east gate. This opened onto the road to Grenada and the Estalians were not yet attacking from the east. Determined to give these people a chance of survival, Hamabi halted his weary men at the gate determined to sell their lives dearly.

The survivors of Magritta, some 4-5,000 terrified weary people were now several miles from Magritta which they could see burning behind them. They were approaching a rise in the road where it crested a small hill. On the road ahead they could see a lone horseman. Don Hernando de Vedia sat on his black war horse looking at the mob of unbelievers before him. While his brother Lazar was taking the city Hernando had led the elite of the Inquisition to the east, to make sure no enemies of the Sacred Office escaped. He turned in his saddle and looked back to his men on the reverse slope of the hill. The Brethren of the Infanta sat silently on their black warhorses and waited for the signal. This was the hand picked elite trained to a high pitch and equipped with the best armour and weapons money could buy. On the signal they galloped over the hill without battle cries or trumpet calls and fell on the helpless refugees.

It was several days before Fernando received word of the sacking of Magritta. Taking his closest followers Fernando rushed to the city and long before they

arrived they could see the plumes of black oily smoke rising into the air.

The hooves of his horses echoed in the empty streets, the stench of death overwhelming. Only a small garrison was in place which was in no position to clean up the city. Angry and frustrated he galloped out of Magritta towards Grenada. A few miles from the city the plain was covered by thousands of dead bodies all of which seemed to have been slain by lances or ridden down. He rode hard for Grenada where he arrived the next day. To his surprise the city seemed untouched with the flag of Estalia flying at all the gates and towers. On a low hill before the town he could see dozens of blackened stakes with bodies hanging from them, a single tent stood at the base of the hill: black with the white standard of the Inquisition flying before it. He dismounted before the tent and rushed inside, Tomas knelt alone in meditation. Before Fernando could speak Tomas rose and looked directly into the eyes of his king. "The great work is done. You are the saviour of Estalia, live long Fernando the Great, High King of Estalia." Fernando saw the fervour and devotion in Tomas' eyes, sighed to himself and said, "Thank you my friend." They walked together towards the beautiful city of their enemy.

The Last of the Arabyans

The population of Grenada had heard of the blood soaked fanatic army heading it towards it and fled east to the mountains or south by sea to Araby leaving their wealth behind. Only a few stragglers were found and executed by the Inquisition. In this way one of the most elegant cities in the world was saved from destruction, however fire would have cleansed the evil lurking in dark towers and sewers which would plague the city from then on.



Rebirth of a Nation

Later that year Fernando and Isabelle married, combining the ancient realms of Castilla and Aragona, which secured the future of the kingdom of Estalia, for a while at least. Tomas spent the rest of his life building the Inquisition into every walk of life. When Tomas died in 2091, Magritta was rebuilt and the wealth of the nation restored under the direction of the Inquisition. However the only contact with the outside world was through the ports of Bilbao, Magritta and Grenada where foreigners were banned from leaving the walled cities and forced to live in the Foreign Quarter of each city watched closely by the tireless agents of the Sacred Office. Foreigners who leave the city are seldom seen again.

Juan de Zorkana brushed his hands as the last stone was placed. Once the grass and shrubs grew back no-one would be able to see the last resting place of his master. He and his 4 helpers would stay in the mountains until they died. No-one would know the last resting place of Tomas the Pure as he lay with the ancient dwarf runesmith. One day, in time of great need, this place would be found again. For Tomas had removed only a small portion of the horde.

Return of the Elves and the Rise of Estalia

In 2150 I.C., the Elves returned to the Old World by sailing into Marienburg and signing a treaty making the merchant houses of that city the exclusive agents of the Elves of Ulthuan in matters of trade. This coup trumped the attempts of the various Estalian and Tilean cities in reaching some accord with the Elves. The reactions of these southern powers differed. The Tileans saw an opportunity to expand their influence, so they signed agreements with Marienburg to become trading and banking partners. Bilbali, capital of the Estalian kingdom of Tigarre was hit hard by the turn of events. Their shipping was greatly affected by pirates from Brionne, who were suspected of working in concert with the Marienburger merchants. Bilbali used diplomatic channels to reach trade agreements with L'Anguille and Bordeleaux, rivals of Marienburg and Brionne, respectively.

Magritta, irritated by the friendliness of Marienburg and their Tilean rivals, concentrated their efforts towards strengthening their trading network with the caliphates and emirates of Araby and extending their reach to the Southlands, Ind, and Cathay. This extension placed the Estalians in direct competition with the Elves for trade, which led to several confrontations on the high seas. The risk was well worth the difficulties as Magritta's wealth grew. Having had enough of Brionne predations, Bilbali led a coalition of northern Estalian kingdoms and dukedoms against the Duchy of Brionne. Bilbali's Bretonnian partners convinced their King that the incursion was a local matter resulting from the piracy supported by the Brionne duke. Well-placed bribes kept the Bretonnian King content in the initial stages of the hostilities. As the war continued for a number of years with Brionne holding its own while under siege, other Bretonnian



dukedoms, chiefly Quenelles and Carcassonne, began pressing the King to allow them to come to Brionne's aid.

The inconclusive campaign proved to be a drain on Bilbali's wealth. With the prospect of a costly and broader war, L'Anguille and Bordeleaux emissaries brokered a peace in which Brionne would pay some reparations to Bilbali and its Estalian allies in exchange for the cessation of war. Brionne's support for the pirates became less overt for a number of decades. In time, that charade came to an end.

Magritta tried a different approach in the south. For years, the daughters of the noble families of Astarios and Cantonia were much sought after by the ruling class of southern Tilea for marriage and political alliances. This gave the rulers of these Estalian kingdoms some influence in Tilean politics and power schemes. The expenditure of capital gained some additional trade concessions with Luccini and Verrezo, which caused some alarm in Remas and Miragliano. Tobaró began to become concerned with Estalian activity, especially after Magritta invaded the island of Sartosa on the pretence of acting against the pirates based on that island.

The fall of Sartosa caused alarms in Marienburg. Their northern rival decided to act against Magritta's interests by using its wealth to break Estalian influence and power in southern Tilea. This threat forced Magritta's hand and the Estalian kingdom of Astarios led the attack on Tobaró, one of Marienburg's Tilean trade partners, albeit a very minor one. This move proved too much for Magritta's Tilean allies and a general struggle commenced. The drain on Magritta and its allies' treasuries made the Tilean venture too

costly to maintain. The irony was that the southern Estalian kingdoms were forced to obtain loans from Marienburg to keep their economies afloat while they withdrew from Sartosa and Tobaró.

In the Border Princes, more Orc incursions forced Bretonnia's hand. Responding to pleas from the nobility who claim some kinship, the Bretonnian King proclaimed a crusade against the greenskins. Bretonnian knights and their retinues crossed into northern Tilea where they took ships to the Border Princes in their quest for honour and glory. The Bretonnians enjoyed great success in clearing the land of greenskins, but their pride and arrogance got the better of them. They took their campaign into the Badlands, slaughtering all they came across. Heady by their success, the cream of Bretonnian knights ignored Dwarf warnings as they rode into Death Pass in their quest to drive the greenskins back into the Dark Lands. The subsequent massacre forced the Bretonnians back into the Border Princes, many of who subsequently returned to their homeland defeated and demoralised. Nonetheless, the Bretonnians did succeed in pushing the majority of Orcs and Goblins back across the Blood River.

By Fire and Sword

After the Great War of Chaos many religions blamed the use of sorcery for the evils of the Old World. The people of the Estalian Kingdoms were no different, having witnessed the foul sorcery performed by Arabyan Wizards and the raising of the dead by Vampires (which continued to decimate the lands of the north). Since the Cult of Myrmidia was now by far the most powerful of all the southern cults, having



slowly converted the other faiths to aspects of the Goddess, the people looked to the Priests for salvation.

The leaders of the Cult took advantage of these fears to unite the Kingdoms of Estalia under the leadership of La Aguila Ultima, the head of the Cult of Myrmidia, who effectively became the leader of all the different Kingdoms. In order to protect the lands from all threats of Arabyan sorcery, necromancy and other deviation, the Temple established its own military, uniting its various templar orders into a centrally controlled force, answerable only to the Aguila Ultima. Soon this was augmented with a more subtle policing force dedicated to finding the more hidden threats to the Kingdoms. Called the Inquisition, it was tasked in hunting down those tainted by necromancy and Chaos and putting to the sword any that would stand against the Temple's views. The Vampire Wars and the Great War against Chaos in the north gave the Temple of Myrmidia plenty of opportunities to quell any fears or doubts that the people had about the new order.

The Communards

Given the continuing situation of confrontation between the different states it began to be evident that to thrive, Estalia's division should be remedied. Thus began a policy of matrimonial alliances and pacts of allegiance that were joining the various homes until the unification of all states under one sovereign was achieved. Sancho XI "the Great" was crowned King of Portu, of Bardulia and Irrana and Earl of Zaragoza. Thus began a new period of prosperity and peace. Domestic trade was developed enormously, the Inquisition seemed to have eliminated the last stronghold of necromancers and the fleet kept the unified Estalian seas clean of surrounding pirates. Unfortunately after the death of Sancho XI there was only an heiress, Urraca IV whom married a noble of the Empire, Elector Count Philip von Schwarzental. Urraca died shortly after giving birth to an heir, leaving Philip as regent. He wanted to take the riches of Estalia (whose external trade expanded by Lustria and the Far East thanks to the legacy of Sancho and Urraca) as a springboard to get the imperial throne. The new taxes and the abolition of certain privileges for the guilds of the merchants of the Empire led a revolt in the cities and among the Asturian Bardulia. The Regent underestimated the power of the rebels and sent an army to achieve rapid submission so that the taxes again could flow to their coffers. His plans were altered before the crushing defeat to the rebels that not only destroyed his army, but also seized numerous materials. The regent himself was leading a huge army reinforced by troops of the Empire and based on the traditional Estalian army of cavalry and light infantry reinforced by Tilean mercenaries. This conventional army could not do anything against the new mode of warfare of the villagers, based on large blocks of disciplined pikemen supported by crossbowmen and swordsmen. The defeat of the ruler altered the balance of the newly unified kingdom. The crown has lost its authority and

both the ruler and his heir had to go back in exile to the Empire, nobles were forced to cede some of its properties as compensation for the war and with them formed communities throughout Estalia. The properties of the Inquisition were observed, and, in fact, increased. The idea was to extend the model to all Estalia, increasing the power of municipalities to the detriment of nobility that had caused so much harm to the Estalian people. The power of the kingdom would fall into a "Kingdom of the People" (although in reality there was no kingdom) to which each community would send a representative or senator. Titles of nobility were abolished as well as their rights under the jurisdiction of the Communards.

The great error of the Comunards was that the nobles were banished and, in fact, retained much economic and even political power, so that the regions of Estalia returned to a situation very similar to the previous and the villagers did not benefit charters all, especially in East and South Estalia. In the great commercial cities of Magritta and Bilbali were the powerful merchant guilds which took control of the municipal boards and the vote of the senators who were due.

In just ten years time the Nobles were able to impose the restoration of the old titles (some converted into kings), which was clear evidence of his power. The Inquisition also managed to introduce its own representatives in order to achieve a greater presence in public life of Estalia. In this way the commoners of Estalia was in a stalemate with several warring factions: the Communities that remained independent (especially in the Bardulia, between North and Astures Magritta), the city-states of Magritta and Bilbali (linked to what they were interested in spite of being on permanent trade war), the nobles and the Inquisition. Others like the kingdoms of Irrana returned to its former independence and their old habits of theft and looting their neighbours.

Estalia Today

In 400 years Estalia has changed little from Tomas' day. The current high king, Rodrigo X, is a stern and just ruler interested in furthering the power and influence of Estalia without changing the way of life of his people. To this end he has sponsored an investment in exploration particularly into the lands of Lustria. The current Grand Inquisitor, Hernando de Vria, is a true "son" of Tomas, keen on maintaining the security of the nation and destroying the enemies of the faith. Though no invader has attempted a large scale invasion since the destruction of Magritta, there are many who envy the wealth and stability of Estalia. However Estalia's long coastline makes it vulnerable to raids by all the seaborne races, and the old enemies, the Undead and Skaven, sally out from their lairs every few years. This guarantees that the armies of Estalia are well established and hardened in battle. The city of Grenada is particularly plagued by Undead and the activities of Araby and Chaos sympathisers.

As magic has gained legitimacy in the Empire and Tilea, the Cult of Myrmidia has recently – and



grudgingly – begun to allow the practise of Magic once more. However those that do follow this path are very closely monitored and many have been known to disappear into the night never to be seen again. While the Cult of Myrmidia controls the various Kingdoms throughout the land to some degree, the Kings and Princes of the land still make war upon each other, using the slightest dishonour to avenge a half forgotten grievance made centuries ago. The land flourishes from trade routes, including the New World, with much of its gold finding its way to the coffers of the Cult of Myrmidia. The Temple holds tight to its control of the lands but all the while people plot to remove or reduce its dominance. So although united in faith, the Kingdoms remain, as ever, divided in everything else – and more war and bloodshed is sure to follow as a result.

Today, the Inquisition is the only institution present in all Estalia, since the Senate has a lot of headaches to be treated with effective authority throughout the territory. Furthermore, plots and intrigues of the nobility who survived the revolution of the Communards are multiplying in recent years to keep pace regain their former power.

Enrico "the cruel king of Portua", who for years intrigue to proclaim himself king of all Estalia, has begun to show his more brazen ambitions. Try one part to win support among the smaller states (and most affected by the disunity of Estalia) and the Inquisition (by numerous donations) and other attempts to discredit the legitimate heir. Some see the attack that he recently suffered the long hand of the king of Portua.



The confraternities of the main city of his kingdom, Bilbali, support their claims with enthusiasm in the hope that he would assume the primacy of the port of Bilbali on Magritta.

Meanwhile there is an internal struggle in Magritta between the wealthiest families (such as Mendoza de Castro and Figueroa) who advocate the return of the heir to Diego III (supported by the most powerful guilds seeking the return of the king to ensure its predominance over Bilbali) and one group formed by the Church of Myrmidia (Inquisition, priests, and Knights of the Blazing Sun) and artisans guilds no king who prefer to maintain the autonomy they currently enjoy, and without the new taxes that the arrival of a monarch undoubtedly appear.

The merchant guilds of Magritta and Bilbali wait to be decided if there will be a King of all Estalia, or who is he and already in a situation of open war between them for control of trade routes in Arabia, and Lustria the Far East. Collisions between their ships and looting of the rival factories are common.

For its part, the rightful heir to the throne, Diego III, prepares his return cautiously to retrieve the lost crown for a long time. For now know that he just has some support in Magritta, in southern Estalia and some voters of the Empire that have pledged their troops. He is aware that the support of the latter is not precisely the support of the Inquisition, although its military aid would be essential for the troops to defeat the Communard bandits.

The king of Irrana has closed all commercial traffic routes crossing the mountains of Irrana, forcing any travellers to pay abusive fees to pass through. One of

them, the Grand Duke of Villairrana Alvar, even cherishes the idea of unifying all Irranas and extend its dominance to the sea.

On the other hand it is rumoured that the ultimate purpose of the Inquisition is not to end with any outbreak of corruption, necromancy and worship the chaos but rather to gain total control of the Kingdom and to establish a kind of theocracy. According to this theory, the Grand Inquisitor Don Alvaro de Acosta would thus opposing the return of Diego III, the claims of Enrico "the Cruel" and would support the Senate Bárdulo as the best option until they would have enough power to dominate the entire kingdom. No one knows if that's true, but officially a new crusade to cleanse the land for Myrmidia has begun. The process starts to be produced with great frequency, and the reason for the complaint may be from the possession of any object not authorized by the Inquisition, to a word or even moderation in the cult of Myrmidia.

The Communard cities are considering triggering a new revolution that finally ends the nobles and binds all Estalian states to the authority of the Senate. They are developing an arms industry in cities like Toletti (to the delight of his council chaired by the noble Suero de Quiñones) or Uxama and train troops and have reached agreements with the Asturian and the legacies of the Inquisition in the area (although these have only been promises of neutrality while respecting their properties). Some think they should follow a more pragmatic policy based on increasing economic power, but the threat posed by the aspirations of King Enrico De Portu make this party a minority.

Don Julian de Quart, Conde de Zaragoza, (belonging to

one of the oldest families Estalia) situation is in clear contempt of the Senate. The reason is that keeps some small fiefdoms in the south of Bretonnia and those who dispute with the Duke of Aix. The Count has disobeyed the Senate that, in order to avoid an unwanted war with Bretonnia (with which there remains an important commercial tie) has sought to impose arbitration to reach a peaceful settlement. The situation is extremely complicated because the Senate is on the horns of an unwelcome war with Bretonnia and the wall of a strange alliance with Bretonnia (saving and trade agreements) against the Count Julian. In favour of the latter alternative shows the cities' commoners that see in it the possibility of starting the new revolution. The development in neighbouring Zaragoza is greatly disturbed by the old Marquis of Murviedro, Don Fardrique Alcocer de Vals, whose domains are heavily dependent on trade with Zaragoza, Magritta and Tobaró. It seems to be opting for a policy more akin to that of the first even though he knows it will mean requiring the presence of troops from Magritte in his dominions. That could pose problems in some sectors of the population and with his grandson and heir, the fiery Don Berenguer Alcocer. The Marquis de Olissipo, Don Alonso de Caparros, afraid of choosing the wrong side against potential conflicts ahead, has decided to maintain a neutral stance renewing its commercial agreements with the guilds of Bilbali, Magritta and Toletti, but leased from the port of Citadel High Elves of Ulthuan available to establish a naval base from which to cover its



commercial traffic in this part of the Old World. This was a decision that pleased both the Senate (because in this way ensures a certain stability for this area) and gain hatred from the Inquisition (which did not welcomed the presence of troops and magicians in from Ulthuan in Estalia).

The Duke of Garnata, Don Francisco de la Vega and Pinto-Moreira, faces the increasingly audacious necromancers hiding in his kingdom with the constant threat of the Inquisition decided to depose him as incompetent and raze his city to the ground .

Finally the Emperor of Turdania, Celedonio XXVII "the Invincible", determined to bring the rest of Estalia to his iron fist and invaded neighbouring Murviedro. After a terrible battle in which he and his bodyguard was arrested in a tavern for public disorder and contempt for authority, their domains have been temporarily headless so it has assumed the regency of his wife (to the relief of his subjects).

While many old enemies threaten again and the pirates, Skaven and Bretonnians prepare to take advantage of the chaos, the Vampires are stirred in their crypts and Ogres and Goblins renew their partnership ...

The Conquered

Technically speaking, the Estalian Kingdoms have been conquered from outside at least twice: by the Remans and by the Arabyans. They've also suffered almost total conquest under the threat of Settra the Lich King and then the vampire Nourgul. This leads many Empire scholars and warriors to label Estalia as a helpless nation, and thus her soldiers and sailors as cowards and weaklings, from a country of lovers and poets, not fighters. It is however only Estalia's divisive nature that makes it so vulnerable to outside attacks, and those mercenaries who serve in the Empire quickly repair that reputation when they demonstrate just how fierce and deadly they can be.

Empire and Tilean rulers also enjoy highlighting the fact that the Temple controls the nation, making the individual Kings merely puppets or lapdogs in effect. This they also take as a sign of Estalian weakness, with even their kings lacking absolute power. Indeed, King Carlos IV is mockingly dubbed "the puppet king" by outsiders. The kings of Estalia have no rejoinder to this insult, because they indeed do chafe under the control of the Inquisition. They take solace, however, in the great many faults of their neighbours that they lack – the poor food, the lack of culture and the terrible manners, to name but a few.

Although Estalia has been threatened many times by enemies, none of these wars have reached the same scale as they did in the days of San Juan and El Cid. On many occasions a strong ruler has emerged and tried to unify the kingdoms as Myrmydia did and have met with various degrees of success. However, none of these settlements has lasted, and Estalia remains a land divided.

TIMELINE OF THE KINGDOMS OF ESTALIA

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| C -1700 | The ancestors of the nobility of the Kingdoms of Estalia leave the City of Tylos, following a Priestess of Myrmidia whom has foreseen Tylos's destruction. | | Portuans sign the Treaty of Acceptance which recognises the supremacy of the High King of Estalia. |
| | | 824 | The golden bell of Bilbali is stolen by Norse Raiders. |
| C -1400 | A primitive Estalian nation is ruled from the city of Magritta; those tribes that resist are pushed north or into the Irrana Mountains. | 1116 | Refuges from the Empire come to the Estalian Kingdoms to escape from enslavement by the Skaven, however in their escape they bring the Black Plague with them. |
| C -1300 | The southern lands of Estalia become a Province of the Reman Empire. | | |
| -993 | The dead rise up across the known world; thousands flee the cities away from the Undead menace. | C. 1130-1430 | Estalian mercenaries fight in the civil wars of the Empire, bringing much wealth to their lords. |
| | | 1212 | Arabian forces begin conquest of Estalian kingdoms. |
| C -1000 | The Bretonni tribe enter the frontier lands of the Reman Empire, driving away both the locals and Reman colonies. The Estalian peninsular splits into several Kingdoms. | 1233 | Remnants of the Estalian realms (Tigarre, Obregon, and Cantonia) withdraw to the Irrana Mountains to continue the struggle. |
| C -150 | Under increasing pressure from the Bretonni and Greenskin tribes, the Estalians finally reclaim the cities of old. Four kingdoms arise as the most powerful: Tigarre, Obregon, Cantonia and Astarios. | 1448 | The Kingdoms of Estalia are invaded by Arabyan forces led by Sultan Jaffar, once they are defeated and pushed out of the Old World by a combined army from several Old World nations, many set out on a Crusade to liberate those Estalians taken as slaves to Araby. |
| 9 | Carlos de Aragona becomes king and takes on the ancient, but at this time purely honorary, title of High King of Estalia. | 1469 | The city of Magritta is finally free from Arabyan control as the last sheikh, Emir the Cruel, is defeated by the Knights of the Blazing Sun and their allies. |
| 12 | Ambassadors from Carlos reach the rapidly forming Empire under Sigmar and succeed in forming an alliance. | | |
| 179 – 530 | The Undead Lord Settra and the Dark Elves of Naggaroth raid the coastlines of the Southern Old World for slaves, numerous towns and villages disappear. | 1751 | The vampire Nourgul the Necrarch launches an attack on the southern Kingdoms of Estalia, in what is known as the War of Blood. |
| | | 1993 | Religious pressures bring bloody repression of sorcery in Old World. The Cult of Myrmidia begins to increase its influence as the people come to her for salvation after the wars against Araby and the Undead. |
| 527 | The lands of Tilea and Estalia are united into one nation by Macaria Medina, now seen as the Goddess Myrmidia in the flesh. On the day of her coronation in Magritta, she is assassinated by an unknown assailant and the nation breaks apart again into several individual Kingdoms. | 2004 | Tomas Crenardi, later know as "de Tobaró" and "the Pure", is born in Tobaró. |
| 654 | A brief civil war breaks out between Portua and Aragona over the power of the High King. Aragona wins a decisive battle at Belsabino and the | 2022 | After years in the haunted mountains east of Cordoba, Tomas arrives in Cordoba and rekindles the cult of Myrmidia. |

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|------|---|------|--|
| 2032 | Tomas uses the Inquisition to take over the administration of the nation. As part of the changes Bilbao, Magritta and Grenada became the only ports to have contact with the outside world. The bridge across the Tigre is closed to access from the east and only Royal Caravans are allowed to travel to Tobaró. The rest of the nation is insulated from the evil of the outside world becoming increasingly controlled by the Inquisition and the cult of Myrmidia. | | from lack of money and wizards). Only Magritta and Bilbali have the means to maintain their colleges. |
| | | 2440 | Estalian attempts to find the fabled land of riches across the Great Western Ocean rebuffed by the Sea Elves of Ulthuan. Several sea battles take place with each ending in a draw. |
| 2091 | Tomas dies but the power of the Inquisition continues to grow. | 2478 | Trade with (and the occasional raids in the interior of) Lustria begins to fill the coffers of the Estalian kingdoms. King Adolfo Fernando Martínez of Tigarre passes away and is succeeded by his son, Prince Carlos Martínez. |
| 2301 | The Great War against Chaos in the north allows the Temple of Myrmidia to expand its control over faiths totally. | 2489 | Queen Isabela of Astarios dies suddenly. Succession in doubt, but nobles throw their support behind her son, Prince Carlos Aguilar. Coup attempt by Capitán Jorge Sancho Díaz de Moleno fails and he meets his end at the hands of the Inquisition. Isabela's son ascends the throne of Astarios as King Carlos IX Montoya Aguilar. |
| 2508 | Queen Juana del Roja crowned in Bilbali. The celebrations last an entire year. | | |
| 1457 | Founding of the Order of the Blazing Sun. Magritta liberated by Crusading forces. | | |
| 2232 | Alliance of northern Estalian kingdoms of Tigarre and Novareno (with allied troops from the Duchies of Alquezaro, Barboza, Guaniar, and Serpicio) invade and conquer southern Bretonnia. | 2489 | Don Cortez de Córdoba with his "Conquistadores" blazes a trail of destruction in central Lustria sacking ancient native temples, Dark Elf outposts and a Clan Pestilens stronghold. On his way home his fleet is attacked by High Elf reavers and half the treasure is lost. The Inquisition swear vengeance against the elves of Ulthuan. The power of Estalia is at its height as it stands alone against all its enemies. |
| 2274 | Siege of Brionne results in the end of Estalian domination. | | |
| 2398 | Struggle to maintain hold on southern Tilea nearly bankrupts Astarios treasury. Kingdoms of Avila, Santoyo, Obregon, and Cantonia pull out as their treasuries are empty. | 2496 | King Carlos V of Tigarre attempts to conquer the county of Siernos in the Irrana Mountains. He is slain in battle and his daughter crowned as Queen Juana I la Roja Carlota Martínez. She takes Baron Antonio Escobar de Raganos as her royal consort. King Alfredo Diego Nunez de Pacheco committed to an asylum of Shallya for dementia. His son is crowned King Miguel I. |
| 2400 | Astarios armies return home to a bankrupted kingdom. Riots ensue as taxes are increased to pay off emergency loan received from Marienburg. | | |
| 2429 | Renaissance of sorcerous studies across entire Old World. Each of the Estalian kingdoms rush to establish their own magic academies (many fail | 2504 | Treasury of Astarios finally recovers from Tilean debacle. |

THE WAR OF BLOOD - THE LAST BATTLE

In the fens, the rain fell gently but incessantly, pouring onto the tired men walking, wallowing in the mire, from dawn. The regiment had marched, following the river Tagos to its mouth in Stillness Bay, and now struggled to keep pace the appropriate way to reach Magritta outside in a couple of days. Time was pressing because the hordes of the Undead were concentrated at the city, ready deal the final blow to Estalia's unhappy kingdom.

Requiario walked with his companions, staring at the muddy ground, fighting trying to keep pace with the march despite infinite weariness, as a slab, put lead in their legs. In the rain, the only thing to hear in the marshland was the cries of birds, the river and the occasional noise caused by the passage of an animal making its way between the marsh vegetation.

The men walked in silence, lost in a kind of hopeless miasma. They had eighteen days forced march and were at the limit of their strength. They were what was left of the 8th Regiment of Zaragoza's Tercio of the thousand hundred men who were now composing, staying just with enough life after the casualties in the defence of Zaragoza. Requiario remembered the horror, the nightmare experienced during those days, the waves of rushing to the walls of the assault by the undead, acts of heroism of defenders, the defeat and after slaughter and, above all, creepy and terrifying revenge the crowds of the defenceless population. The decimated Estalian troops had achieved to regroup outside the city under the command of the Major Master, But Alvargonzalez, assuming the city was lost, had decided to march to the south to help defending the last Estalian bastion: Magritta. Before they where to march she addressed to his demoralized troops, trying to raise their fallen encouragement.

"Soldiers" - his voice powerful to be heard among murmurs of the troops, "we have lost a battle but not the war. I sent emissaries to the Grand Inquisitor, Francisco Maldonado. Nourgul and his host is focusing on Magritta's doors with the intention to end our kingdom. The Holy Temple is in danger and the Book of Wisdom can fall into the hands of the dark Necrarch. I was therefore asked to assist Magritta. All of Estalia should prevent that the abomination of desolation takes them. Let us march, then, to the south. Estalia need us!"

"Estalia, Semper Fidelis!" was the massive response. The soldiers lifted, proudly, heads forgetting the hardships and past sufferings. A breath of hope seemed to hover over the defeated army who with redoubled energy got up to an uncertain destination. And it was a triumphant way. Desolation everywhere was their travelling companion. Lands devastated, hundreds of bodies horribly mutilated and desecrated, villages and towns destroyed. Death and destruction was crossing the bitter landscape. Hordes of goblins had come down from the mountains and roamed the

depleted land hunting for survivors, making the road marred by the constant skirmishes with the hated greenskins even more difficult for the decimated units and wore their energies in the constant struggle to that they faced.

Now, in the marshes, the remains the 8th of Zaragoza's Tercio struggled to break through, still it was far to Magritta. Requiario ruminated, as he struggled keep pace with the march, dark thoughts of revenge and hatred. Gone was his hometown where now ruins lay, and under the rubble, his wife and children. Only one thought was in his mind – see destroyed the cursed Nourgul and his terrifying army of shadows.

Night over Magritta was falling sharply. The two moons rose on spectral horizon staining the countryside with a red light. The remains of Zaragoza's army advanced slowly, in running order towards Magritta. A silence reigned among the tired men who, knowing the closeness of the fight, struggled to banish dark thoughts from curling up in their minds. Among the growing shadows Requiario distinguished the figure of a messenger rapidly approaching. "Captain" said in a whisper - order from the Grand Master. We should stop.

Requiario ordered his men to stop the march and peered into the darkness. The army had stopped waiting new orders, some ten thousand men filled with fear and anxiety.

In the distance he heard the beating of regimental drum calling officers. Requiario walked to the call. Stephen Verástegui, Colonel of the 8th of Zaragoza Tercio, waited for all the captains.

Requiario admired the man who had devoted all efforts to strive for the greatness of Estalia, willingly sacrificing his life in this endeavour. Now, a bitter grimace of despair drew on his thin face as he addressed his officers.

"Gentlemen" he said "I will be brief. The scouts have returned with news. A large army of more than fifty thousand men is posted in the shelter of forest Pardo, northeast of Magritta, under the command of the Grand Inquisitor Francisco Maldonado de Deza. It is not a trained army, except units that have been incorporated from the north. Rather it is a crowd of peasants and fleeing citizens from Magritta. Although they are no military prepared, they have a great moral. Their armament is, of course, very poor but their desire to fight the undead is strong. Our Grand Master has been ordered to be joining this army. We are the vanguard, an unexpected honour for us. I hope you and your units know to respond to the trust placed in us. Return to your units and wait for the order to departure."

The officers nodded in silence. Requiario returned to his company. The words of the Colonel had tried to be

courageous but had not succeeded. He thought a moment, in the little chance of that ragtag army to beat the warlike and disciplined armies of Noulgur and dismissed the bitter thoughts that threatened to make him go crazy. Only Myrmidia could save Magritta! Shortly afterwards the drums sounded, muffled, touching bivouac. Requiario ordered his men to prepare for rest. After the frugal supper consisting of a piece of beef jerky with bread, the quartermaster organized the guard duty. Fortunately, it had stopped raining.

Dawned did a sad and leaden day, short helped to improve tempers. The Legion of Zaragoza, after breaking camp, was on its way to Forest Pardo. The short march, low more than three miles, was performed with only the change of any skirmish that took the flanking patrols with small Ghouls units that seemed to have wandered lost. Soon they reached their destination, deep in the forest, waiting for the Grand Inquisitor and his makeshift army. A flurry of activity developed in many clearings, where veterans and regular units were working in teach the basics of management of weapons and training for combat to the thousands of recruits.

Requiario, used to discipline and military efficiency, looked in vain at the efforts of the pessimistic instructors. It was clear that little could make those inexperienced men soldiers, save for enthusiasm, to the ordeal that was coming.

Later, while the soldiers of the Legion were taking a deserved rest, the Grand Master and his officers met with Maldonado and the heads of the ragtag army. The Great Inquisitor explained the battle plan. The Legion of Zaragoza would form the forefront with the support of the cavalry and Myrmidia's veterans. The militia would deploy in the rear, as reserve units.

The plan was to surprise the Army of Shadows when it was engaged in the assault on the walls of the city. This way it would be very vulnerable to an attack from the rear and this advantage would be that the Grand Inquisitor of the untrained Army would exploit. After the meeting Requiario returned to his men, doubt nested in his heart. Would they be able to break the organized formations of Noulgur's army? His experience from the Battle of Saragossa, said this was a very difficult undertaking but was careful not discuss it with his men. It was in the middle of the afternoon when heard the distant explosions of Magritta's artillery.

In the woods the hoarse roll of drums were heard. The variegated army launched, abandoning the protection of the forest. Before them, the land gently opened down to the walls Magritta. The assault had begun. Before them was a sea creature Undead, a terrifying host that would freeze the heart of the less strong and put in an anxiety in everyone. Countless formations of skeletons advanced towards flanked by dense walls of zombies.

The Undead abominations marched in perfect lines led by their Wight Kings, looking frightening.

Undisciplined bands of ghouls moved between the lines of the perfectly defined regiments of the Undead. Dark magicians raised their black robes and canes invoking the evil black magic of the tombs.

Flying over the horde was repulsive bats, spectres and Vampires on nightmares. Requiario, without taking breathtaking view of the image, again felt the same conflicting emotions he had already suffered in the defence of Zaragoza. The fear of the supernatural and hatred towards them due to cause the death of their loved ones formed an insane amalgam in his heart. The sound of the trumpet of the army returned him to reality. The shrill notes of the combat training rang over their heads. The time for battle had arrived.

With military precision, the units manoeuvred to take the new order. The 8th Tercio deployed, flanked by the 5th and the 9th, pikes raised, ready for approximation. Regiments of pikemen and swordsmen formed a solid and compact line, the flags rocked by the gentle waving breeze. The gunners and crossbowmen took place, tightening their crossbows and getting ready their wicks to fire. In the distance, on both flanks, Requiario observed regiments of knights retaining the nervous steeds, with their dark armour and lances in hand, under the banners with the blazing sun and Myrmidia. Nuno de Alvargonzalez rode on his black horse through the whole line under the cheers from the soldiers. He finally stopped and a powerful voice rose over the cheers, which silenced. There was silence in the whole line, men waiting for the words of their general.

"Third of Zaragoza!" the words of the Grand Master sounded clear and firm. "Soldiers of Estalia! We are facing the most crucial crossroads in our history. The future of our land depends on the boldness and courage in us today. I know you well and I know you are capable of the most glorious deeds and the most courageous sacrifices. So I hope fully in you. Today, the forces of darkness will defeated and driven from Estalia and always shall the honour and glory in you be their executioners. Fight vigorously, for Myrmidia is with us and protects. For Estalia, always faithful!" "For Estalia, always faithful!" was the thunderous roar that rose from the throats of the soldiers.

Nuno Alvargonzalez raised his sword in victory while the drums left his voice hoarse. The boom of cannons sounded over their heads and soon, clouds of dust and smoke rose among the distant ranks of the undead. Priests invoked in prayer covered the army with a mantle of protection. Requiario gave the order to march and his company began to move to the monotonous rhythm of the drum. The sharp sound of cavalry trumpets tore the thick air of the countryside and the pikemen captain saw lightning as the the glorious knights Myrmidia, waving banners the wind, galloped on the unsuspecting enemy lines.

There was a moment of confusion and disorder in the rear of the army of darkness before the violent charge

of the knights, like a sharp knife penetrated deep into the ranks of sowing destruction in their wake. Next, Requiario turned left to see them involved in the tide of bones and rotten meat. But he had no time to thinking about them as they were already engaged with the enemy. He was faced with a single unit of wights that had turned and prepared to charge. Under the hoofs, skulls with strips of flesh and hair hanging looked at them with vacant eyes, a look so terrifying that the men felt that their blood freezing. Rusty trusses, covered with dirt from the tombs, they produced a spooky sound when moving. Through the deep chasms which were their mouths came a sinister howling that ruffled the hair. Before the diabolical presence of inhabitants of the tombs could display hesitation in his men, Requiario raised his halberd while he shouted. "Soldiers, hold your ground! Destruction to these heinous freaks!"

The impact was brutal. Long pikes formed a wall that the wights crashed against. The air was filled with the sound of the crumbling bones broken armour. But despite the carnage, the wights did not waver.

While sweeping with his halberd at everything before him, Requiario ordered his men to move forward, and this they did it with such force that what remained of the wights disappeared under ferocious onslaught of the pikes. While it took a moment of respite, Requiario could feel the wind of death over their heads. Several of his men were killed by the fell necromantic scythe but the others had no time to think about it.

To his right, a company of the 5th pikemen fell to the fierce thrust of a regiment of skeletons to which the new joined units had encountered. Requiario did not hesitate. An order left his lips and his company charged against the flank of the skeletal regiment, rolling the bones on the ground in a sinister cacophony of bony spurs. The 5th reacted with a charge backs and the regiment of shadows disappeared while the captain raised his halberd in victory and recognition.

"For Myrmidia!" he shouted and Requiario responded with a gesture of triumph before changing it into another of fear. Floating a few inches above the ground, a group of spectral beings, almost transparent was fast approaching, and although their forms seemed to be diluted in air, they were sufficiently clear that his men would back one step, frightened. Requiario did not think. With a loud voice he asked his men for support and launched himself on the spectres brandishing his halberd blessed by the very Myrmidia. It had belonged to his halberd father and, before this, the father of his father. Always had it been in the hands of his family, a heritage that was lost in distant night time. Tradition

ensured that the family had been given it as a reward to a remote ancestor for their dedication in the defence of the Sacred Temple of Myrmidia. But Requiario did not think of that now. With remarkable dexterity he handled his halberd, mowing the ethereal beings down one after another. Shouts of joy arose from the throats of his men to see how the spectres dissolved under the push of Requiario. Now they could see the unstoppable progress of the Legion of Zaragoza, as regiment after regiment, passed like a roller over the Undead host.

Requiario gave the order to advance according to the other units. A great shout rose to the heavens, cries of thousands of soldiers close to victory.

Skeletons, zombies, wights, necromancers... all fell under the implacable arms of men the Legion. And then, the clamour extinguished and the men stopped as if a powerful force had anchored them to the floor.

Above their heads, Nourgul, with his white hair blowing in the wind, was riding the most frightening winged nightmare that would be able to settle their worst dreams. He was accompanied by dozens of vampires on so many nightmares and hundreds of giant bats, which fluttered up a wind that hit the faces of the terrified men. During an eternal moment, the evil army quickly disappeared behind the walls of the city. A cry of despair escaped all lips. Men began to retreat under the renewed push of the army of darkness. The generals quickly tried to stop the withdrawal, but to no avail. An icy mantle of terror seemed to have befallen the men of the Legion, knowing that Nourgul would come to the Holy Temple and profane the Book of Wisdom.

Everything that they had fought bravely for seemed to collapse on them, the axes and swords of the undead opening huge gaps in the demoralized units. But then, when everything was lost, a miracle occurred. Before the astonished eyes of the soldiers, the Undead began to fall apart. First slowly and then as a harvest reaped by the scythe, the units were dissolved into dust. Soon the only ones on the battlefield were the dead and the stunned soldiers not could believe what they saw.

Requiario, as amazed as the rest, bend to his knees, exhausted. Not understanding what was happening. Then the city doors opened and a frenzied mob was scattered through the countryside. Among them so many throats screaming noises of joy, Requiario could clearly distinguish the following keywords.

"Nourgul has been destroyed! In the temple, Myrmidia has finished the Defiler! Estalia is saved! Glory forever to Myrmidia!"



THE PEOPLE OF ESTALIA



Most people outside Estalia refer to the lands southwest of Bretonnia simply by this name. The people living in these lands however have quite a different perspective. They will not only refer to the city they live or were born in, but often to the quarter of the city and sometimes to the street. Putting people from Bilbali and Magritta in one basket may be acceptable elsewhere, but it certainly is not in either of the two cities. This is not a never-ending source of argument, but also a good way to start physical confrontation with even the more peace loving people.

As most parts of the Old World Estalia is dominated by agriculture. Although not very productive, the peasants do their best to get at least the most basic food. Very little of the corn is exported from Estalia. The only noteworthy products that are shipped out of Estalia are wine, which is grown mainly in the hills near the west coast of Estalia, and leather. Especially Bilbali and Magritta got rich through trade which is done with Tilea and Araby. Although the relations with Araby are strained, at best, this has not stopped the merchants to import silk, herbs and perfumes from these distant lands.

One speciality of Estalia is its bulls. Although also used as food, they play a great role in Estalian

tradition. Twice every year bullfights take place in all towns and cities of the peninsula. The two biggest events are, of course, in Bilbali and Magritta. In most towns the bulls are taken out of the normal stock of cattle and the toreros are just young men eager to prove their manhood. In the cities, however, bulls are especially raised for these events and the toreros are professionals who, when victorious, enjoy great popularity among the nobility of the region.

Social Classes

On top of the food chain is the nobility. The most important is of course the local king or queen. No matter how small the kingdom may be, the king/queen has any right he wants to have. He can kill discretionally without fearing prosecution and take without justifying himself. Of course, this does not mean that the rulers are very popular among the citizens. In practise these powers vary very much. Theoretically King Felipe III of Magritta has the right of the first night, but he is good advised not to use it. In general the bigger the town, the less direct is the presence of the ruler. His presence is mostly reduced to levying high taxes.

Below the ruler are often a great number of lords and ladies. These have a fief that, depending on its size, guarantees for a more or less regular income. These noblemen and noblewomen can hardly ever be found on their fiefs. Instead they prefer to spend most of their time at the king's court. When they do not appear on some festivity, scheming seems to be their favourite pastime. Trying to further their influence or bring rivals into discredit. Such a live of luxury requires large sums of money. This means that their serfs have to work harder.

The mayor part of the nobility is formed of the Hidalgos, who stand on the lowest step of the nobility and are mocked upon by other noblemen. These are noblemen who received their title for some outstanding achievement. The status as a Hidalgo is not connected with a fief. It can take centuries for a Hidalgo to gain enough influence to get a fief, although clever assassination also has played a role in the past. Those that have not been granted a fief often have to work for other noblemen (e.g. as heralds or equerry) or serve in the military. Most of there is spend to differentiate themselves against the richer merchants and artisans. The priests of Estalia are not very much different from those in the Empire or elsewhere in the Old World. They church of Myrmidia has the biggest influence and its main temple is in Magritta. Priests can often be found to work as advisors for the rulers. Although this is also practised in the Empire, the influence of the Real Consejero is much bigger. Some priests resemble more politicians and have lost touch with their cult a little bit. They can rarely be found in the churches, but are willing to use all of their influence to further the aims of their church, since they know that their power

is just borrowed. Although most cults can also be found in Estalia, the churches and temples are often made for a saint and the god itself steps somewhat in the background. Many people have small shrines where they pray to a saint and ask for guidance or protection.

Below the priests stand the merchants and artisans. Some of these have as much influence as noblemen, but they are cautious to overuse this influence for fearing to attract the attention of the higher classes.

The peasantry is a social class that seems to be very similar throughout the Old World. They work hard and are poor.

Outsiders almost form a class of their own. Due to their exaggerated sense of origin, Estalians regard people from other parts of Estalia and especially from outside Estalia, to be untrustworthy, dishonourable and of bad character. They are looked down upon by almost any Estalia. It has happened more than once that a beggar who asked for a few coins scoffed his donator afterwards. On the other hand Estalians can prove to be friendly when they see any chances that they have got some advantages.

The people of Arabian descendant or people born in Araby form a group of their own. Social classes are by definition almost impervious, this group however is virtually closed to any outsider and what is an outsider is in the discretion of those who are not. The contacts between Estalians and those of Arabian origin remain superfluous and mostly on a professional basis. Personal contacts are extremely rare and no one, from either side, would allow intermarriages between the two groups. The reasons for this separation can be found in the time when the south of Estalia was under Arabian rule and the reconquista. The northern regions of Estalia have only very, if any, people of Arabian descendant. The biggest community can be found in Magritta and its Arabian Quarter. Easily identifiable as it is the most run down part of the city, since the King has forbidden any kind of structural repair in this part of the town. Of course there are contacts on another level society. Various "herbs" can only be found in small shops and dens of the Arabian Quarters and there are enough people who have interest beyond the law that are willing to deal with their Arabian counterparts. Professions

The professions in Estalia generally resemble those in other parts of the Old World. Here are only some peculiarities and a new profession detailed.

Thieves & Criminals

Crime is not less a problem in Estalia, as it is elsewhere in the world. Some criminals form almost a parallel society, with their own jurisdiction, markets, taxes, temples et c. The most famous of these groups is "Orm's Court" in Magritta. The watch tries to ignore the problem at best and will only interfere when the criminals carry their problems out of their quarters. As



long as they do not worry the nobility and influential merchants, they are tolerated.

Criminals have a strong sense of community. The worst crime in their eyes is treason and cooperation with the watch. This is because jurisdiction in Estalia in general is swift and harsh. Even misdemeanours are often punished by death or forced labour in the silver mines, which is nothing but an extended death sentence. Of course the nobility enjoys great privileges and is seldom prosecuted, left alone sentenced.

Almost any criminal native to the city can lean on a great number of connections, helpers, fences and similar trades. However any outsider is considered to be a rival and can soon be found in the nearest river, should he act suspicious. And the definition of the word suspicious in this context is very broad.

An Estalian specialty is fraud. This crime is probably more widespread than anywhere else in the Old World. Nobody knows where the borders of the various kingdoms exactly are and often foreigners have to pay tariffs for kingdoms that do not exist or are stopped at borders that do not exist. In the cities people identifiable as become from elsewhere are asked to pay dubious taxes. Others offer the help in the bureaucracy or arrange meetings with people at the local courts. Although few may be able to do so, most are never seen again after they received their advance payment. Merchants

Estalia, or more precisely, Bilbali and Magritta are a

good place for merchants. They can find most goods available in other parts of the Old World. Additionally the markets offer a wide range of Arabian goods. Most of these are very expensive outside Magritta and Bilbali and some cannot be found at all.

Merchants in Estalia do not form guilds as the merchants of the Empire do. Instead many merchants have a monopoly on certain goods. This ensures great wealth for those that enjoy this privilege. The trade with perfumes in Magritta for example is in the hand of Jorge Bastos and his family in the sixth generation. The trade with less lucrative goods is left to the ordinary merchants. They vigorously competent against other merchants this has prevented any cooperation in the past.

Bullfighters

Bullfighting is a sport almost exclusively found in Estalia. Only the most south western parts of Bretonnia know bullfighting, but this is done in a non official fashion.

Towns and cities have an area, often outside the town, which is used for the *corrida*, as bullfighting is called in Estalia. When no *corrida* takes place, the arena is often used to sell cattle. Very few cities are rich enough to have an arena that is only used for the *corrida*.

The *corridas* generally take place twice a year on the days of the equinox. Other *corridas* take place on important date, like the birth of son or daughter to the king. On the death of King Felipe II of Magritta a *corrida* took place, although this was not officially sanctioned and watch had to end the fight.

Bullfighters, called *toreros*, can be professionals or amateurs. Professional *toreros* are very rare outside cities. They often come from the class of the *Hidalgos*, where the young men try to earn respect and money by this sport. Amateurs are often peasants, farmers and

other people of these classes. Should be prove to be skilled in the sport, they can become professional *toreros*. Professional *toreros* spend most of their time practising and showing off. Successful *toreros* do not need to worry about money (or women). They can find enough sponsors that pay just to be seen with them.

Toreros have to fight only with a rapier. Professional *toreros* fight on horses, while amateurs have to fight on foot. The horses have thick leather armour that protects them against the worse injuries. The *toreros* however have no armour. Should they be thrown out of the saddle, they have to continue fighting on foot.

Most of the time they fight against bulls, but sometimes rhinoceros or Lustrian buffaloes are used as opponents. Basically any wild beast that attacks by charging can be used for bullfighting.

Character

Estalians speak the Old World tongue with a sing-song, nasal accent, and in some of the northern hill-side states, outsiders have great difficulty understanding the locals, whose speech is often larded with strange idioms from a former age.

The people of Estalia are very proud of their origin. They claim to be the first Humans to have settled in the Old World, but this is not taken seriously elsewhere. However, it would be an unwise traveller who chose to debate the issue within the Kingdoms' boundaries. Even peasants can sometimes trace back their family to the time before the *reconquista* (although not everything may be true). They are also much more connected to their birthplace than people in other parts of the Old World. Even large families continue to live in one house or in houses next to each other long after the children married and have their own children. Some streets of the cities are inhabited by members of the



same families and one quarter of Bilbali is called Cuarto Borgeos, from an exceptionally large family.

The importance of the birthplace and regional pride has led to much prejudice against gypsies and travelling circus.

Besides the family and place of birth, Estalians have a very rigorous view on honour, pride and courage. These character traits are held in high esteem. Questioning someone's honour is almost as bad as questioning his mother's sexual preference. Both can lead to duels or a knife in the back. Someone who behaves dishonourably is socially dead and even ignored by his former friends. In this they resemble the dwarves.

A strong part of honour is representation. Physical labour on the other hand is not considered to appropriate for an Estalian, even among those that plough their fields. Abilities are not so important, as flamboyant lifestyle. Even ordinary artisans and merchants spend most money on clothes, servants and festivities than reasonable. During noon many leave their work, not only because of the heat, but also to saunter through the streets.

Another way to earn honour is to buy titles. Many noblemen are poor enough to be forced to accept such proposals. However this way is left only to the richest citizens. Others try to bring in some irrelevant document to the king which they sign with the prefix Don. They hope to receive an answer, even if it is just an insult to stop such correspondence, which is addressed to a Don Soandso. Then there are those that use bribery or blackmailing to get a title. This may be the reason why some influential criminals have titles.



The importance of courage and honour of course means that many people are willing to go on any adventure. Dropping words like "dangerous", "great foe" and alike is likely to raise the interest of some people. They will be enthusiastic to join any adventuring party and will arrive in the most fashionable adventuring gear the next morning. However they are likely to lose interest very soon, generally as soon as they find out that adventuring means hiking, climbing and sweating, while carrying large packs of equipment.

Although Estalians generally look down upon foreigners, they are honest and reliable towards their friends. Should a foreigner become the friend of an Estalian, he will get all support he wants to. The biggest compliment that can be made to foreigner is that he is worth to be Estalian.

The Hidalgos represent the Estalian characteristics more than any other groups. They are especially sensitive on their honour and will often behave in an exaggerated way. More than one Hidalgo has committed suicide because he felt that he lost his honour. A Hidalgo who wants to further his fame and fortune is a never ending source of adventure for his friends.

National interests

The "national interests" of Estalians revolve around presenting themselves. The cities present themselves on their festivities, the people in theatres. To be seen is often more important than to do.

Estalians can be found in taverns where they spend their free time. These are crowded well after midnight and the people start to go out when the citizens of Altdorf are long in bed.

The corridas are of course the most important social event of the year. It is the chance for farmers and peasants to earn some respect. They have to fight on foot and often die during the fight. Should they be victorious, they are carried through the streets on the hands of the people. Even in cities that have professional toreros, amateurs are given the chance to fight before professional toreros fight.

The Enemies of Estalia

The first enemy that the elves and the first humans found in Estalia were huge tribes of goblins plaguing the forests. Few forest goblins survive today in these woods, surrounded by the Estalians, the Skaven and necromancers, they have been declining and disappearing gradually. However, the abundant greenskins in Estalia remain as new waves of green invaders have found shelter and have thrived in the Estalian mountains. Most of them are night goblin tribe renegades who are occupying the Skaven tunnels to which they are forced to take refuge in the lower levels of.

But greenskins are not the worst of the dangers to Estalia and, indeed, the bands of ogres that come from

the mountains of Irrana are much feared. Thankfully, the Kings have learned to come to terms with the ogres and their armies and some regions that pay tribute to the kings of the mountain bandits are totally inhabited by ogres.

Pirates

The huge ports of Bilbali and Magritta and attract a huge commercial traffic from all over the known world. Pirates and privateers of all races are attracted by the endless flow of wealth. However the Estalian Sea is relatively safe because the major cities have huge fleets to protect them decisively. Such is his power that is rumoured that the navy of Bilbali could easily defeat entire fleet of Bretonnia, and that the navy of Magritta is even larger. Although both cities are rivals and are in a state of permanent war, they usually cooperate against the pirates and makes a joint operation around Estalia cleaning out pirate bases each year.

Unfortunately for some of the Estalians, these titanic fleets are not overly concerned about defending the smaller independent cities that usually suffer the depredations of pirates and slavers.

The Undead Necromancers in Estalia

Necromancers and Skaven are the greatest threats to the states of Estalia. In fact, the bloodiest wars (apart from the cross) produced against estalianos necromancers. The Inquisition has made strenuous efforts to get rid of them, but stubbornly recur again and again in certain regions such as the nearby hills and mountains to Irrana Granata. Their activities are more subdued than usual as it is due to the pressure of the Inquisition. They know that anything that can attract the attention of the Inquisition could mean an end. There is a huge rivalry between them and Skaven.

Since the Wamphyri Nourgul was destroyed, the undead have been a threat secondary and latent. Today there are no really powerful vampire in the kingdom (just a few Strigoi necarcas and roaming the mountains), and there are a few magicians entity. Among them Akhad-akhad-al-Tarsun-Tarsun, one of the survivors who fought alongside Nourgul. After its destruction fled with the largest of its library to a remote cave in the mountains of Irrana which established its base. He offered his services to local irranios nobles took him for a magician gipciaco since then has been at your service amassing wealth, power and using irranios kings themselves for their benefit (such as the destruction of the temples of the Inquisition in the Irrana mountains).

But its history goes back many centuries before. It is assumed that he was born in Arabia and that came with the first Arab invaders after the invasion of Skaven in the ninth century after Sigmar. Akhad was a born survivor and achievement become one of the top magicians at the court of Nourgul and librarian. Akhad was the one who found definitive evidence showing that the Holy book Myrmidia was in an underground crypt of his church.

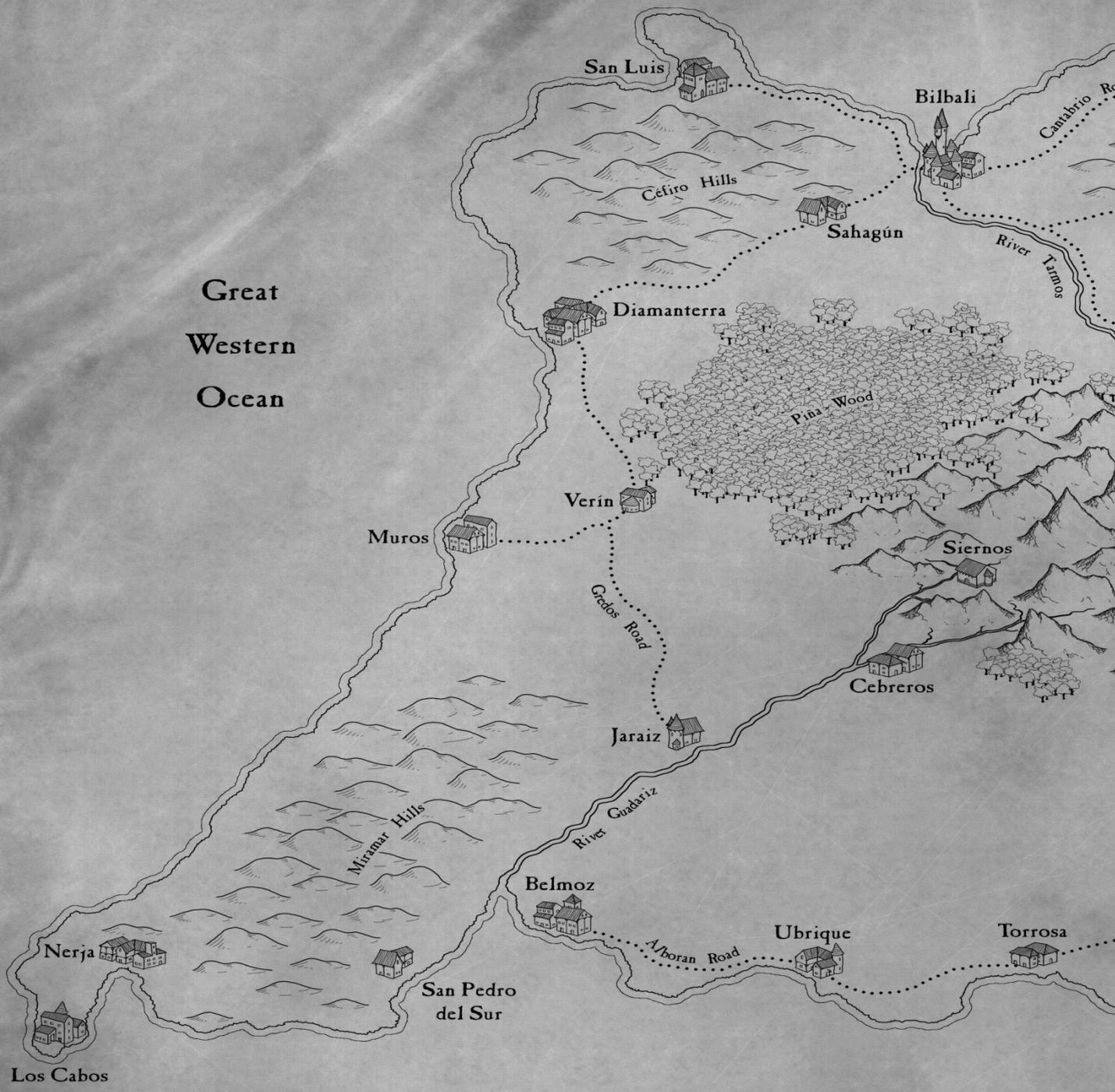


Since the disaster have greatly increased their powers and plans to regain the power they once had the undead in Estalia during the Dark Ages. During his research has found evidence that an unknown Skaven clan is somehow manipulating the activities of the Inquisition, so that whenever you open an investigation that could lead to that Skaven clan, are evidence that redirect the case and usually end with the destruction of a magician at your service. Akhad think your plans must also take account of this hidden threat Skaven ... especially.

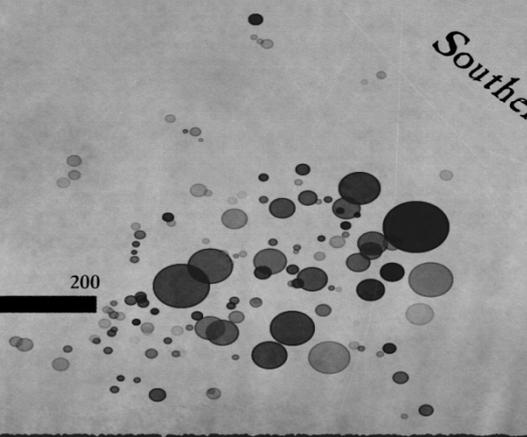
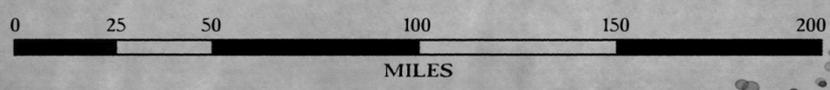
Skaven Clan Skrisnik

The Skrisnik Clan is one of the smallest of the warring clans and one of the two that are driven by a Grey Seer. Their principal leader, Lord Skrisnik, is one of the most powerful members of the council of Thirteen (the third most powerful Grey Seer and one of the lords of corruption) and one of the more discreet Skaven. The proof is that it has maintained its position for more than 500 years (it has several thousand years behind). The clan Skrisnik controls all possessions in Estalia Skaven, and Skrisnik has drawn some of the most daring and successful plans of the council of Thirteen. The best example is the discrete manipulation he performed on the activities of the Inquisition, based on half truths, a certain amount of falsification of records and some suitably altered the evidence being used to kill their rival magicians, with some tribes of pielesverdes, with some noble estaliano Skaven clans or even rivals. Skrisnik has occasionally offered some of their possessions in Estalia some ambitious clan payment for any service provided below has been manipulated so that the Inquisition has been the total destruction of the clan and then was taken up, discreetly, their activities in them.

Great
Western
Ocean



Estalia





Barboza

Alquézaro

Brettonia

Feroz Hills

Golfo de Bidouze

Potes

Vizcaya

Graus

Borgas

Azuara

Pajena

Guaniar

Reas

Llaqueno

Irrana Mountains

Durango

Montañas

Serpicio

Ragaños

Molena

Zaraguz

Gualcazar

Magritta

River Tagos

River Eboro

Sombra Wood

Bay of Quietude

Tobaro Road

Solsona

Tramoto Pass

Jávea

Tilea

Almagora

Chelvén

River Riaza

Sitges

Abasko Mountains

Sea

KINGDOMS OF ESTALIA

The Estalian Kingdoms lie far to the south, where the threat of Chaos seems very remote. Its foul corruption might be deeply hidden, but the seeds are nevertheless there, and gradually the more weak-willed fall prey to its influence.

Estalia is the westernmost of the lands of the Old World and probably the cradle of the first human settlers. It is a hugely contentious area: south of Bretonnia, West Tilea, very close to Araby and Skavenblight and surrounding seas teeming with pirates and privateers of all races. This is why it has been a battleground for many armies have passed through it, leaving a deep imprint on the Estalian character. The Estalians are a proud race, mindful of their honour and very warlike. It must be remembered that the conversation that happened between a Tilean mercenary and an Estalian Captain in the service of the Elector Count of Hochland, in which castigated his cowardice in battle, given the low number of dead in their battles, whereas the former (which was the famous Condottiero Braccio da Montone) reproached him for his blind ferocity, "You think it is honourable to be broken by your enemies rather than retire, rather than keep your life and avenge the next day." The honour until the last breath should be the motto of any good Estalian general.

There was a time when Estalia was a united kingdom, a land of peace and prosperity. Unfortunately, today it is divided into a set of small fiefdoms (some call themselves Kingdoms), League of Cities (republics) and city-states. This sets mixed states with different



laws and ways of understanding the shared political language, a Senate, the Inquisition and an extremely bellicose nature that leads them to fight each with its close neighbours or even more distant nations.

Lacking both the external threat of Chaos to unite the people, and any outstanding charismatic leaders, Estalia has remained fragmented. Countless independent kingdoms have evolved around the largest cities and towns, constantly waging war upon each other, and occasionally upon their neighbours - the Arabians to the south, the Tileans to the east and the Bretonnians to the north.

The Estalian climate is warm and dry, and although not exactly bountiful, harvests are more than adequate for local needs, supplying sufficient amounts of palatable wine, olive oil; and fruit for lucrative trade into Araby to the south. The Arabian connection is strongest in the kingdoms that lie along the southern coast, where Arab traders frequently come to ply their wares and exchange stories of adventure. To the north are the Kingdoms of the Irrana Mountains, barren lands populated by fierce-fighting hillmen whose solid fortresses guard the passes over the mountains. The area is extremely mountainous estaliano which promotes the division in many different regions. The most important mountain ranges are the Abasko that serves as the border between Tilea and Estalia and the Irrana Mountains that divide Estalia in two, although there are numerous mountain ranges or systems that punctuate the land. There are a few large rivers, but those born in the two great mountain ranges have strong seasonal variations in flow which causes become raging torrents during the time of thaw. The Tiger River that marks the current border Bretonnia can only be crossed by a few points to keep a strong flow all year round. The population is concentrated in lowland areas, in many cities, towns and small villages. The heart of Estalia is only scarcely populated. The people living there try to plough the sandy soil. Only the hills west of Magritta and along the border to Bretonnia promises a productive agriculture. The two largest Estalian cities are also, not surprisingly, the wealthiest and most powerful Estalian states. There are numerous towns and villages, but none come close to the size of Bilbali or Magritta.

Magritta

Magritta is a great port, built by natural deep-water harbours within the sheltered Bay of Quietude. Its reputation as a friendly port with ready markets for all manner of cargoes draws traders from many parts of the globe. Its quays are usually crowded, and, among the assortment of Old Worlder merchantmen, one can occasionally catch a glimpse of a strangely rigged craft from Araby or even further afield. Magritta's reputation is well-deserved, for no pirates are tolerated here, and the Magrittans maintain a strong presence in the

Southern Sea. They are fair, honest traders, and, over the years, have grown to be rich ones. The Bay of Quietude forms a natural fortress, and the Magrittans control all the land thereabouts, including the bay's twin headlands where two massive fortresses guard the approaches to the port, and serve as its beacons. The merchants of Magritta trade goods from the north, as well as the natural produce of their lands, including silver from the Abasko Mountains to the east, while Couronne in Bretonnia is one of the larger markets for imported silks and spices. Their southern trade is deeply envied by the piratical Tilean states to the east, who fancy themselves as merchant adventurers, and there are frequent skirmishes between the rival cities. To protect their trade, the Magrittans maintain a strong navy, often hiring northern ships and crews to fight alongside their own tireless galleons. Hostile shipping is mercilessly sunk, whilst pirates are hounded and captured whenever possible and their crews brought back for public execution in the great market place. Ships from rival states may be boarded, their cargoes 'inspected' and frequently their captains obliged to sail into Magritta to trade their goods - thus swelling the city's trade and reducing that of its rivals. Like all open ports and trading cities, Magritta has a polyglot population. The natives are hard-working folk, largely ignorant of the dangers and temptations of Chaos, thanks to the city's position in the deep south of the Old World. Nonetheless, there are some who are only too willing to take advantage of the city's lax laws to practise their unspeakable rites and vile, demonic faiths, undisturbed by the vigilance that characterises

the cities of the north. Even so, the worship of Chaos Gods is a matter that would shock and disgust the majority of easy-going Magrittans.

It is also the headquarters of the cult Myrmidia (the goddess of war and strategy and protective Estalia) with its marvellous temple and dozens of monasteries surrounding the city. To protect all these riches has both a powerful fleet and with a respectable army troops reinforced by the Inquisition, whose headquarters is near the temple of Myrmidia. Magritta maintains a strong rivalry not only with Bilbali, but most Tilean cities see it as a threat and protect many pirates and their ships to harass the city.

Bilbali

Bilbali lies in the north of the country, controlling an area between the sea and the southern forests. It is the second largest settlement in Estalia, and the main one in the north of the country.

The surrounding coast is extremely inhospitable, with towering cliffs that afford no shelter for ships. At Bilbali, however, a steep sided crag gives access to a shallow bay, where the city stands against a background of cave-studded cliffs.

The most striking feature of the city is a tall tower, built upon an island within the bay. From atop its lofty height, a great bronze bell calls out across the Great Western Ocean. In storms and times of trouble, pilots listen eagerly for the sound of the bell with its promise of a safe harbour and a mug of good Estalian wine. The surrounding area is somewhat poor, so that Bilbali's fortunes are wholly dependent upon the sea and, to



protect her fragile maritime trade, the people of the city maintain a close watch on the seaways. Their fleets are well armed and her sailors renowned fighters, bitter enemies of the many pirates who frequent the coasts of Estalia and southern Bretonnia.

Bilbali is the great rival of the former specializing in trade between Lustria and Old World. Located in northwest Estalia and controls a region stretching from the hills of iron in the east, forests of the south Astures. The surrounding areas are very inhospitable, high cliffs that provide shelter to navigation. Bilbali is in a great majority of high walls. The most emblematic building of the city is an enormous tower built in the time of the Elves, when the city was called Ethel, Ellyrion, and on which was installed (to rebuild the city) a huge bell that serves as a guide for ships find refuge offered by the river especially during storms or the darkest night. The area around the city are so poor from the point of view of agriculture and livestock that the city is totally dependent on maritime trade for its survival, so that the city must maintain a powerful navy to keep the surrounding clean water pirates, pirates and other threats.

Other important cities are Toletti that, although it is about ten times smaller than Magritta, is the seat of the Senate and head of the commoners League of Cities. However it is much better known for one of its products: the famous swords Toletti. The hills surrounding the city are extremely rich in iron which has been exploited since the time of the elves. Local artisans have managed to combine the knowledge inherited from the same, with lessons learned during the Crusades from the Arabyan invaders to create a product of extraordinary quality.

Zaragoza is the city of conspiracies and secrets, which profits from the trade by land with Tobar and Bretonnia, but it is also the homeland of many mercenaries whose good services are provided to those who want to pay.

Garnata, the dark city of the necromancers is still heavily influenced by Arabyans. In it, the Inquisition is struggling to purge Arabyan elements and the necromancers of the city in a continuous struggle of uncertain resolution. Some say that the only hope is the city is being burned to the ground...

Emporio and Edeta are keys to the overland route to Tobar, or Alcazaba (Olissipo County) on the west coast naval base whose support and vie Magritte, and other powers as Bilbali Ulthuan or the Empire.

Not to be forgotten are the kingdoms of Irrana in the Mountains with the same name that control the mountain passes from their strong fortresses. They are actually more powerful bands of outlaws than organized states. Dedicated to extortion and looting, they usually show no scruples when it comes to choosing their allies.

As one can easily deduce from the above Estalia is politically divided into many small states that retain representatives in a Senate that, unfortunately, has only



a token value today, a reminder of a past of unity and peace. In fact, the representatives of Irrana do not attend at all and those of Bilbali have been replaced by lower-ranking officials without authority.

The Kingdom of Astarios

Since the Arabyans withdrew from their conquest of the land, the kingdoms of Estalia have grown in strength and influence. The most powerful and richest of these kingdoms is Astarios. Its lone stance against the power of Araby and its hold on its capital of Magritta has given Astarios prestige among the Estalian people. It was this prestige that allowed Astarios and her allies to build its own Empire (by overrunning southern Tilea) during the middle of the 23rd century until its coffers were depleted in the beginning of the 25th century. The Kingdom of Astarios is based around the city of Magritta itself, the city of Myrmidia. It has traditionally been the strongest state in Estalia, and has mounted many campaigns to subdue their neighbours. In 1642, King Carlos of Magritta and his son Felipe managed to bring the whole peninsula under their direct control for 50 years, but after Felipe's death the other states revolted and regained their independence.

Despite being the largest and most powerful state, Astarios has often found itself pressed on all sides by enemies. To counter this, the Kingdom has developed the largest network of Inquisitors in the peninsula. They spy on neighbouring provinces and have even performed the occasional assassination for the Magrittian King.

The Kingdom of Tigarre

The second most powerful kingdom is Tigarre with its capital of Bilbali. Like Astarios, Tigarre led her allies into expanding their sphere of influence beyond the Estalian frontier. The invasion of southern Bretonnia was short-lived, however, and lasted just over 40 years.

Tigarre, like most of the other kingdoms, sees itself as the direct successor to Santiago, the leader of the first Estalian settlers. Their capital is the city of Bilbali, the oldest part of Estalia; one of the first parts of the country to be conquered by Santiago and the only part to survive the Arabian incursions unscathed. They are also, as their King constantly reminds the other Estalian rulers, the people of San Juan, and they carry his flag into battle to remind their enemies that Santiago is with them.

Tigarre has also adopted Bretonnian ways of warfare more readily than some of the other states. Their Lancers are rightly feared as some of the best heavy cavalry in the world.

The Kingdom of Portigelle

The Portige were Santiago's tribe, and they see themselves as his successors. During the Reconquista, many Estalian towns had been sacked by Magritte and Bilbai soldiers, and many relics that the Portige considered sacred had been destroyed. Shocked by this, the Portige sections of the army mutinied and made their way to the coast, where they established their own kingdom under their leader, Alfonso.

Alfonso saw that the other states of Magritta and Bilbali were unhappy that so much of their land had



been taken to form a separate kingdom. He also knew that Portigelle was not strong enough to withstand an assault from both other kingdoms. He set up a capital at the town of Portobella on the coast and sent out messages to the Empire, Bretonnia and some Tilean city states, requesting assistance. Before any of the states could reply, Portigelle was invaded. Alfonso took his troops to meet them, but was defeated in some early skirmishes and fell back. As the Portigelle army was retreating down the coast, they came across a group of High Elves, who had been shipwrecked in a violent storm. Alfonso made a deal with the Elves- he would rebuild their ships if they helped him against the invaders. The High Elf leader, Anarion, readily agreed.

The next day, the troops of Magritta found themselves facing not exhausted, starving Portigelle soldiers, but serried ranks of Elven archers and row upon row of armoured spearmen. The battle was brief as most of the Magrittian army fled the field when the Elves opened fire. The Bilbali army, seeing the fate of the Magrittians, withdrew from Portigelle. Since that day, relation between Portigelle and Ulthuan have been excellent. There is a large Elven community in Portobella and Portige kings can often rely on Elven help in battle.

The Republic of Galicea

The Republic of Galicea is the smallest of the major Estalian states. Its population are descended from a tribe that once covered much of the Western Old World, but were dispossessed by the Bretonni and the Estalian tribes. They fought alongside the Estalians during the Reconquista, but soon found themselves treated almost as slaves by the rest of the Estalian people. Following the example of the Portige, they revolted and set up their own state in the north of Estalia.

Galicea was established as a Kingdom initially, but after a series of wars with Magritta, they soon found themselves lacking a royal family to take the throne. The last King of Galicea was Jaime the Young, who was inspecting his troops when he was blown up by a Magrittian assassin. Unfortunately for the assassin, he had overestimated the amount of gunpowder needed, and was blown up as well. The Galicean people, outraged by these actions, declared war on Magritta, but were swiftly defeated. The ruler of Galicea is known as El Presidente, and is elected by the twelve greatest merchant families in the capital, Campastello.

Galicea has been overrun by Magritta many times in its history, but its people have always maintained their distinctive culture and have eventually thrown off the Magrittian yoke. On a number of occasions they have been known to ally with the Portige to defeat their larger neighbour. The courage of the Galicean peasants is legendary- on a number of occasions an invading army has awoken to find that half its number have been killed by Galicean peasants during the night.



Other states

In Estalia's long history, many small states have sprung into existence. Some, like the Principality of Catalina, have existed since the Reconquista, while the Kingdom of Rodrigo existed for thirty-six minutes in 1546 before it was reoccupied by the Magrittans. Most of these states spend their entire time fighting to retain independence from one of the larger powers and so are not worthy of separate detailing.

With the exceptions of the Obregon and Cantonia, the other coastal kingdoms and duchies tend to ally themselves with either one of the two most powerful kingdoms. Astarios can nominally count on the support of the kingdoms of Avila and Santoyo, as well as the duchies of Zaragoz and Gualcazar. In contrast, the kingdom of Navareno and the duchies of Alquezaro and Barboza follow Tigarre's lead. Obregon (with the duchy of San Luis) and Cantonia tend to follow their own respective policies and only join one or the other alliance when it suits their purposes. The small duchies and counties of the Irrana Mountains are fiercely independent of any of the coastal powers and serve as a strong barrier between Astarios and Tigarre.

As a peninsula, the sailors of the coastal Estalian Kingdoms are among the best seamen in the Old World. If not for the Norse, the Estalians would have been the first to land in Lustria, or so they claim anyway. With their dream of conquest in the Old World a fading memory, the kingdoms of Astarios and Tigarre (with Obregon and Cantonia playing minor roles) have turned their attention to expanding trade and contacts with the land across the Great Western

Ocean. Conflict and competition with the Norse, Bretonnians, and Sea Elves are seen as necessary evils to which the Estalians are willing and able to respond.

Overseas Exploration

When not fighting each other, the Estalian states are especially interested in overseas exploration. Portigelle has been the most successful state at this, as their good relations with the High Elves ensures that Elven ambushes of treasure fleets are a relatively rare occurrence. A number of Portige sailors have claimed to have passed the Citadel of Dusk and the Fortress of the Dawn, and sailed all the way round the world, but everyone in Estalia knows that the world is in fact flat and these dangerous individuals are usually suppressed by the Inquisition. Nonetheless, many treasures from distant lands keep appearing in Portobella, as well as the occasional Nipponese or Cathayan.

Most Estalian overseas exploration, however, happens in the lush jungles of Lustria. The discovery of gold there by a Bilbali adventurer made expeditions very popular. Even though at least half of the treasure ships sent out each year are captured by Elves or Pirates, the ventures are still incredibly lucrative. So far, however, the Estalians have failed to establish any towns further south than the Norse settlement of Skeggi, thanks to the Lizardmen who live in the area. The most famous and successful Estalian in Lustria is Pirazzo, who recruited his Lost Legion in Tilea and still occasionally returns to the land of his birth.

Southern Littoral

Along the entire length of Estalia's Southern Coast runs a great chain of atolls and islands, mostly being insignificant and too small to be marked on any general chart or map. The chain starts as bony reaches of bare dagger-like atolls that emerge from the Great Ocean as one sails towards Estalia, broadening into a dense archipelago of half-mapped isles until one reaches the Eastern Coast of Estalia, where its shifting border with Tilea is marked by the emergence of the much larger islands of the Fool's Rocks.

The clear blue waters of the Southern Sea surround these islands, and dense forests made up of laurel leaved evergreen hardwoods and a rich undergrowth of ferns, shrubs and other plants typically covers them. Known locally as the Islas, settlers have established many towns and villages here, from Estalian Kingdoms and their colonies to independent fishing villages and the occasional lawless enclave that provides a safe port for buccaneers.

Many ships operate here: most merchants wishing to travel from Magritta, Tilea and Barak Varr to the Great Ocean follow the Estalian coast. The most prestigious of these merchants are the so-called Treasure Ships returning from Lustria, Araby and the Southlands. Invariably after their long ocean crossings, they make port in the settlements here to restock their stores and take shore leave before sailing onto their homes, often 'threading the teeth' through the Islas, sailing within them to avoid pirates that sail upon the open sea.



THE CULT OF MYRMIDIA

THE SPEAR OF BETRAYAL

Today, I was taken by Senor Albarano to the High Temple of Myrmidia in Magritta. It is a sight that I shall never forget. In particular, it has impossibly large, unsupported domes. When I expired as to the force that kept them from falling, the amused reply was simply- "*Science*" I remain unconvinced, and believe there must be some magical component to their construction.

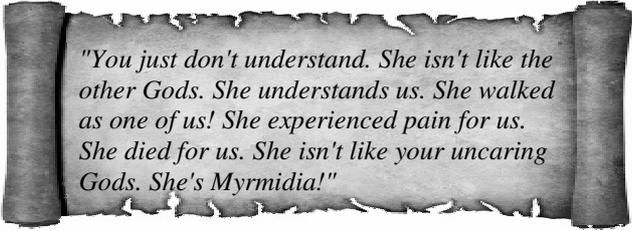
I received a tour of the wondrous place, and the myths associated with each carving, frieze and window were explained to me. One story stood out as particularly unexpected, so I will recount it here.

Myrmidia once chose to walk the earth as a powerless mortal. At this point, she was, like her sister Shallya, a pacifist. When still a girl, her parents died, so Myrmidia went to live with her aunt and uncle, who were farmers, and very poor. They hated the girl, and took any opportunity to spite her, forcing her to work from dawn to dusk. Eventually, when she came of age, they gifted her to a local lord, hoping he would be Fateful, and ease their taxes.

The lord was not a kind master, and the mortal Goddess was subjected to many indignities. Eventually, unwilling to accept the injustice any longer, Myrmidia, enraged, rose up and took a ceremonial spear from the lord's collection, thrusting it into his abdomen.

Myrmidia was changed forever. And from that day forward, she never walked again without a spear, a weapon that came to symbolise her future struggles.

—THE JOURNALS OF LORD KARL RIKARD GOELLNER, 2ND GRAND MASTER OF THE KNIGHTS PANTHER, 1156 IC



"You just don't understand. She isn't like the other Gods. She understands us. She walked as one of us! She experienced pain for us. She died for us. She isn't like your uncaring Gods. She's Myrmidia!"

Bellonna Myrmidia (The War Goddess Myrmidia) begins with tale of the tragically flawed Tylos, the legendary father of the Tilean peoples. Tylos made a covenant with raven-haired Myrmidia, a Goddess of Civilisation, Beauty, and Honour, and with her help built a great city for his tribe. However, this city was not enough for Tylos, for he dreamed of surpassing the slender, white structures to the south. So, he ordered his people to build a tall tower, one to humble even the Elves.

Myrmidia was appalled at this pointless toil, and, after many warnings, abandoned Tylos, claiming she would return when his people knew honour again. The fate of the city is unclear, but some scholars claim it fell to the Dark Gods, its corruption spreading outwards to form what is now known as the Blighted Marshes.

Centuries passed, and the shattered remnants of the people of Tylos spread through the other, southern tribes. After a great war with the Dwarfs, the Elves abandoned the Old World, and Humanity cautiously replaced them, slowly building new civilisations around the Elder Race's ruins. For reasons still hotly debated by her modern cult, Myrmidia then returned to the descendants of Tylos; however, she came not as a God, but as a mortal. It is said Myrmidia learned hard lessons in her early years, and was driven by her experiences to abandon her pacifist ways, and take up weapons of war to fight injustice. Over the years, and many battles, she gathered great heroes to her side, and within a decade had bound all Estalia and Tilea under her rule, staving off all manner of invasions and

rebellions. But, just as Myrmidia was to be crowned queen, she was shot by a poisoned dart. As she lay dying, she ordered a great ship be built, and, it is said, sailed west upon it, there to return to her home amongst the Gods, known now, and forever after, as a Goddess of War.

Over two thousand years later, the Cult of Myrmidia is easily the largest organised cult in the Old World. In Estalia and Tilea, nearly everything is influenced by her, for beloved Myrmidia is not only appealed to in times of war and injustice, but in all matters, especially those concerning revenge, honour, and art, three aspects of her mortal life that have many legends attached to them. This almost universal adoration of Myrmidia in the south is something that northern folk find very hard to understand.

The Cult

In the Empire, the Cult of Myrmidia has very little influence.

Myrmidia has none of the visceral appeal of Ulric's furious ways, nor does she invoke the loyalty and solidity of Sigmar. To some, specifically soldiers, Myrmidia is considered "an officer's God." Her emphasis on learning and thought is not the way of most soldiers – force and passion have carried the Empire through countless wars, not strategy or "strange foreign ways."

In truth, the Cult of Myrmidia only secured a position on the Grand Conclave because the Knights of the Blazing Sun were the first templars to support Magnus the Pious during the Great War. Indeed, the nature of Myrmidia's divinity is even called into question within the Empire's borders. Many of its scholars claim she cannot be the daughter of Verena and Morr, as is widely claimed in the south, but must instead be an ascended Human, much like Sigmar.

However, these claims make many in the Cult of Sigmar uncomfortable, for many believe that Sigmar's rise to Godhood was unique.

Whatever individuals may believe, most cities within the Empire have a temple run by the Order of the Eagle. There, sharp-eyed priests run classes in strategy and warcraft, open to any who wish to attend. They also hold regular services for expatriate southerners (the specific day varies according to local customs, but is often every five days). These services—normally conducted in Classical, Estalian, or Tilean—are more interactive than most, with the priests actively encouraging others to get involved, asking questions of the congregation. This is too much for most Empire folk, who are used to being preached at, not asked questions, and rarely understand anything bar the Emperor's Reikspiel; so, most avoid these deeply odd sermons. Therefore, to most people of the Empire, Myrmidia is nothing more than a Goddess of Strategy and War.

The Order of the Righteous Spear has several chapterhouses in the Empire, and although many chapters use different names, they are all part of the Righteous Spear order. Each chapter is typically tasked to protect one of the Eagle's temples, although they



also respond to honourable causes as and when they see fit. Because of this, the templars of the order are rarely seen outside of the area they protect.

The Knights of the Order of the Blazing Sun are far more commonly encountered than the Righteous Spears, even though there are numerically less of them in the Empire. This is because of a unique custom the order practises.

After an initiate has finished his training, he is sent to wander the Old World for at least a year, which is symbolically supposed to represent the time Myrmidia spent as a mortal, learning of the world. Because of this, Blazing Suns can be encountered in all corners of the Empire, lending their swords to honourable campaigns and explaining the finer points of strategy to those in need. It is said that a single Blazing Sun does more to spread the awareness of Myrmidia in the Empire than all of the Eagle temples combined. Further, the Blazing Suns, the only Myrmidian knightly order to have been founded by the people of the Empire, is responsible for the cult's pilgrim routes from the Empire to Magritta. Working these important trade lanes has been extremely lucrative, and the order is rumoured to be one of the richest in the Old World, rivalled only by the crusading Knights Panther.

Beliefs

Myrmidia's twelve greatest battles, and her commentaries upon them, form the basis of *The Book of War*. It contains all of the cult's core beliefs, and is carried by many Myrmidians, who ponder long over their Goddess's words and deeds.

Honour is central to the cult, as it is the guiding principle behind all Myrmidia's actions. In life, the Goddess followed a strict code that she called the "Rites of War," and she offered all her opponents the fair treatment that it afforded, even when they had proven to be treacherous in the past (which they often had). In kind, Myrmidians treat their opponents with respect, especially when they surrender, which is seen as one of the goals of a battle. The command structure is also central to her teachings, but there are several legends where the Goddess or her Shieldmaidens chose to do what was right, not what they were ordered to. Because of this, although most Myrmidians stick rigidly to orders, they readily ignore them if it will result in a betrayal of their honour.

Myrmidia also teaches her followers to master the *art* of war. As a woman, she was physically weaker than many of her opponents, so she learned how to best use her strengths, and cover her weaknesses.

Unlike other war Gods, she focuses on avoiding unnecessary conflict through use of clever strategies. This is something that many soldiers favour, as few that have experienced the horror of war relish it. Ultricans and Sigmarites see this as cowardly. Myrmidians see it as prudent.

This said, Myrmidia is quite popular with women who have sons and husbands at war. They pray to the Goddess to guide the officers into making wise choices

that will keep their loved ones alive. As they say, "Sigmar takes you to war, but Myrmidia brings you back."

There is also a feeling that Myrmidia, as a woman, is more likely to understand their fear and heartache for their men—a belief the Cult of Sigmar frowns upon.

Initiation

In the Empire, most believe the Cult of Myrmidia is only open to those from military careers or expatriate Estalians and Tileans.

However, almost anyone, if they show the proper interest in the Myrmidian cult and the honourable lifestyle it demands, will be accepted if the local temple priest is sufficiently impressed.

Once accepted, Initiates are given a white, hoodless robe, and are each attached to a priest, who may be training up to four other initiates at any one time. These initiates form a "Flight," and they do everything together, including eating, sleeping, listening to lectures, and physical training. If a temple has enough initiates to have several Flights, they will be pitched against each other in various wargames and tasks.

Honing the mind is as important as honing the body, so lessons in meditation whilst inhaling sacred smoke, or periods of contemplation during prolonged isolation, often accompany the extensive lectures in Myrmidia's teachings.

The best of any Flight will soon be elevated to become the "First Eagle," a Flight's leader. No initiate can be elevated to a priest until they have been a First Eagle and have done something to distinguish themselves. What this entails differs from temple to temple. It could be something seemingly simple, such as demonstrating insightful wisdom concerning a difficult trial, or showing strong leadership skills. Or, it could be something more challenging, such as bettering Myrmidia's successes in a battle recreation using painted figurines to represent opposing armies.

Whatever it takes, eventually an initiate proves himself worthy of consideration to become a priest, or he will be taken aside and told to leave. Those that are worthy are given a task to complete by the temple priests, which varies according to the temple. It may involve navigating a puzzle-filled maze beneath the temple, or ritualistically evading a powerful creature from the myths of Myrmidia, such as a bull or wild boar. It may require that the initiate survives abandonment in a hostile environment, or quests to uncover the secrets of a distant holy site. Whatever it may be, once the task is completed, the initiate becomes a priest, and a temple sergeant takes command of his training.

Cultists

In the 'Book of Transformations' from the *Bellona Myrmidia*, the Goddess takes the form of a sharp-eyed Golden Eagle to scout enemy positions. The Order of the Eagle thus identifies itself with this majestic bird, and commonly pictures it with wings spread high above its head. This symbol is worn on the left breast, or as a clasp to hold a priest's white cloak in place. In



the Empire, members of the order also wear blue cowls with red edging and white robes. Elsewhere in the Old World, cowls take different colours according to the regiment the priest belongs to. Rank in the Eagles is shown with small claw pins worn at the neck.

The Order of the Righteous Spear wears well-polished plate armour, with white tabards marked with the spear and shield of Myrmidia, her favoured weapons.

However, the order has splintered into many scores of lesser orders spread across the Old World, with each sporting its own unique uniform, style of fighting and weapon preference. The only thing all these disparate orders have in common is the shield-and-spear symbol, which is always worn somewhere.

In comparison, all Knights of the Blazing Sun wear highly polished, ornate plate armour of black and gold, often sporting the order's symbol – a stylised sun emitting sixteen rays of wavy light – as a head crest, or as part of their heraldry. The order's inner circle – an enormously rich group of men – sport their wealth ostentatiously, wearing stupendously expensive armour, detailed in gold, jet, obsidian and diamond. Many templars of the order bear polished, mirrored shields, which they use to reflect sunlight into the eyes of their enemies, dazzling them.

Structure

In Estalia and Tilea, the massive Cult of Myrmidia has seemingly countless positions of power spread through its myriad orders.

However, in the Empire, where the cult has little representation, it is somewhat simpler.

Although the Order of the Eagle is organised like a vast army, where those below take orders from those above, wisdom and insight, the gifts of Myrmidia's mother and father, also command great respect. Superiors not only

listen to the counsel of their lessers, but they actively request it. The highest position in the Empire is the Eagle of the North, who is currently based in NuIn, and commands the Northern Regiment of the Order of the Eagle. This Regiment is split into ten Units—one per Human Imperial Province and one for Kislev—each of which is commanded by a high priest. A High Priest's Unit is split according to how many temples he controls, with each temple commanded by a temple priest. A temple priest is aided by one or more temple sergeants, who each order up to ten priests each. Lastly, each priest can direct up to five initiates. In the Empire, progress within the order is mostly dictated by the whim of an individual's superiors, and the availability of appropriate ranks, although most ranking priests meditate long upon their options to make sure they are making the best choices. However, to the south, appointments of most ranking positions require the support of the Order of True Insight (see page 44), which is believed to have a greater understanding of Myrmidia's strategy for the cult. The impartiality of the oracles is never openly questioned, but it is whispered that money and favours have more influence than any revelation of Myrmidia during a smoke-fuelled prophetic trance. Indeed, it is not uncommon to find different oracles supporting different candidates, with each claiming Myrmidia is guiding their choice. The structure of the Order of the Eagle goes through minor changes almost every other year, as it believes in adapting to changing circumstances. Currently, the Eagle of the North is an equivalent position to the head of a province in Tilea or Estalia.



He is commanded by the High Eagle of Miragliano, who also commands half the order's Regiments in Tilea.

The Order of the Righteous Spear is one of the largest orders of templars in the Old World: Most of their number is spread through Estalia and Tilea, but chapterhouses can be found in the Empire, Bretonnia, the Border Princes and even Araby. In the Empire, they have not spread any further than the temples that they protect and support, but the order is slowly gaining in popularity. The order is split into many minor orders, each of which has its own grand master and unique name, but they are all still answerable to the Glorious Leader (*El Lider Gloriosa*), who leads the order from Magritta.

Each grand master of the Empire can be commanded by the Eagle of the North, although the Glorious Leader can override these commands if he so wishes. Each Righteous Spear chapterhouse is led by a templar captain, who is always a knight of the inner circle. The Order of the Blazing Sun is tiny when compared to the Righteous Spears. During the Crusades, sixty cornered Imperial knights swore to the service of Myrmidia after a violent tremor toppled a massive statue of the Goddess onto hundreds of charging Arabians, saving the knights from certain destruction. When they returned to the Empire, they built a chapterhouse and temple to the foreign Goddess near Ravenstein in western Talabecland. With help from other crusading knightly orders, such as the Knights Panther and Knights of the Golden Lion, they worked hard to open trade and pilgrimage routes to Estalia and beyond. Today, the order, rich from its foreign dealings, now has most of its influence in Middenland, where the grand master orders his templars from the Carroburg chapterhouse. The order is only answerable to La Aguila Ultima in Estalia, to whom the original Empire Knights swore fealty, which is a source of great annoyance to the Eagle of the North, who covets their seemingly endless coffers of gold.

Sects

The Cult of Myrmidia has many divisions of belief. Fortunately, most of these manifest in the southern nations, and never reach as far as the Empire. However, one division is so fundamental, that every corner of the cult is affected by it.

East Versus West

The Cult of Myrmidia is split. To the east, there are the Tileans.

They believe Myrmidia was born in Remas, and was therefore a Tilean. Importantly, they believe that Myrmidia, as a Tilean, conquered Estalia. However, the Estalians to the west believe Myrmidia was born in Magritta, and was therefore an Estalian. Similarly, they believe Myrmidia, as an Estalian, conquered Tilea.

Both nations have their own versions of Myrmidia's holy texts to support their beliefs, and both are convinced they are correct.

This fundamental difference has been the cause of, or the excuse for, much of the hostility between the Estalian kingdoms and the Tilean city-states down through the centuries. Indeed, the cult has almost broken in two over the issue on more than one occasion.

Currently, Magritta is considered to be the heart of the Myrmidian religion, although the high temple in Remas undermines this at every turn. *La Aguila Ultima* (or, as Tileans prefer, *tultima Aquila*), the Order of the Eagle's leader, is a Tilean woman; thus, the Tileans expected her to support Remas as the future centre of the cult.

However, she controversially swore to accept the Estalian version of Myrmidia, and has moved to Magritta, where she is working hard to put this old division to rest.

This causes problems for the Empire branch of the Cult. The Order of the Eagle is sworn to obey a High Eagle from Tilea, thus they use the Tilean texts. However the templars receive their orders from Magritta, and, by default, accept the Estalian texts. To make matters a little more complex, the Eagle of the North has authority over the Order of the Righteous Spear in the Empire, and has been ordered to ensure the templars follow the Tilean texts, which, of course, they resist.

It is a massive divide, and one that, it seems, will inevitably tear the cult in two, which could plunge almost half of the Old World into an acrimonious and bitter war.

Lesser Orders

There are countless lesser orders of Myrmidia in Estalia and Tilea, where almost every isolated hill has a monastery or temple dedicated to a particular deed, battle, or proclamation of Myrmidia.

Few of these orders have reached the Empire, but those that have are expanding their influence quickly.

The Blessed Order of True Insight

When mortal, Myrmidia often consulted the seers of Morr's cult, as she valued the prophetic advice of her distant father. Today, Myrmidia's faithful continue this practise, and Augers of Morr can often be found accompanying Tilean and Estalian armies. But

"Before the strategy is agreed, one should seek the advice of an Oracle. Morr's dark folk claim foresight as their God's domain, but as they little understand the vagaries of war, they may mistakenly speak false sooth. Seek an oracle knowledgeable in Myrmidia's way, only there can the honourable general find true insight."

—*BELLUM STRATEGIA, 'BEFORE
BLADES ARE BARED'*



Myrmidia's cult also has its own oracles. The Blessed Order of True Insight is comprised of those said to be blessed with their Goddess's revelation, and they gather in sparsely populated, secluded temples, there to speak prophecy to the honourable souls that seek their wisdom.

Access to the order is by invitation only, and the majority of its members are women in their twilight years.

Most reside in isolated temples where they study Myrmidia's holy texts and meditate in smoke-filled rooms, contemplating problematic strategies and matters of Myrmidian faith. The order may have no temples in the Empire as of yet, but its presence is still felt, for many within the Order of the Eagle refuse to undertake any major campaigns without first consulting the Oracles of True Insight. Indeed, three Oracular Priestesses—one young, one middle-aged, and one old—recently arrived in Nuln to advise the Eagle of the North, although none are sure what manner of campaign he may be planning.

The Order of Fury

When mortal, Myrmidia drew many heroes to her side, but none are more famous than the shieldmaiden Fury. Her tale is recorded in the *Bellona Myrmidia*, and is one full of horror, pain and betrayal. The events of the sad story result in a young girl renouncing her name and swearing to claim revenge for all the dark deeds of the world, a task she takes to with unparalleled passion and anger. Although it pained her, Myrmidia could not bring herself to stop the girl, for she intimately understood the source of Fury's rage. Instead, Myrmidia did what she had to: she used the girl on the battlefield. There, Fury slayed and slayed and slayed, until eventually, once all her enemies were gone, she collapsed, weeping. Fury's last stand was in the Abasko

Mountains. There, her body was found by Myrmidia, surrounded by piles of dead Ores and Goblins. The site is now protected by the order's high temple. Even though the Order of Fury is mostly comprised of women in Estalia and Tilea, in the Empire it is almost exclusively male. The order is gaining in popularity, and already has four temples in Reikland. A charismatic high priest of the order, Janos Enescu, has recently arrived in Delberz. The Stirlander survived some of the worst conflicts of the recent Chaos incursion. He is now gathering support to found a temple to Fury in the city, which is finding a great deal of resistance from local Ultricans.

Temples

The fortified Myrmidian Temples are normally built according to the architectural principles of Estalia and Tilea, both of which are strongly influenced by the extensive Elven ruins in those nations.

Thus, spired roofs atop slender, tapering towers are common, as are domed central halls. White marble is preferred, but local building materials, especially granite, are more common in the Empire.

Most temples are decorated with large bas-reliefs of weapons and shields, which often form a backdrop to the training grounds that surround Myrmidian holy sites.

Within, it is common to find cramped, circular lecturing theatres for lessons in warcraft and strategy. These are normally dwarfed by an airy, seated hall, which has a lowered, central area where priests (commonly working in groups, promoting concepts of teamwork) lead services to their Goddess. Surrounding this central hall are statues of Myrmidia alongside her shieldmaidens, companions, and local heroes. Often,

*"And she did hear of what had happened,
and she came unto Her, and she said,
Because of what path been done to thee:
from this day forward I renounce my name,
and I shall be called Fury."*

—BELLONA MYRMIDIA,
'BOOK OF FURY'

these statues bear archaic weapons from the south, and are often only dressed in a single scarf of silk about the waist, something many Empire people find scandalous. Above the central hall, many temples also maintain small, isolated shrines to the Goddess, where her devout can retreat to ponder difficult questions and pray to Myrmidia for inspiration.

Most Eagle temples also have a chapterhouse for the Order of the Righteous Spear (under whatever local name it has chosen) within its walls, making assaults upon Myrmidia's holy sites a daunting task indeed.

Personalities

The most important members of the Cult of Myrmidia are far from the concern of most Myrmidians in the Empire. Luminaries such as the immensely influential La Aguila Ultima Isabella Giovanna Luccelli, the head of the Order of the Eagle, or El Lider Glorioso Juan Federico, the high grand master of the Order of the Righteous Spear, are nothing more than complicated names with little local relevance. It is the leaders within the Empire's borders that matter most, the people that will make the day to day decisions that affect others' lives.



THE ESTALIAN INQUISITION

The Holy Inquisition is a special religious court, one focused on pursuing heretics, magicians, non-humans, Arabs... Anyone can fall in one of these groups if it interests the Inquisition. It is a feared organization in all the places where it has jurisdiction. Nobody contraries it in public, although some nobles plot in the shadows against it. It is a dangerous game and more than once a noble disappears during the night. Even the Cult of Verena fear to openly argue with it, instead giving a false public image of unity. Although it is a powerful institution, it is far from achieving total control of the Estalian Kingdoms. The jurisdiction of the Holy Inquisition is limited to the more rural and poor kingdoms. Here their control on the people is amazing. They don't govern openly, but all the petty kings of the region rule with an inquisitor or have an adviser from the Santo Oficio. So they are largely puppet Kings with an obvious apathy towards the duties of government. The advisors and inquisitors usually allow the King to think that they are the actual ruler, until they deviate from the chosen path. In this case, the King will have to face the raw reality of the situation. What would their reaction be? Abdication? Depression? Open or secret rebellion? No one knows. Only the measure of the man and the power they still hold would determine their course of action. Until now none have dared to attempt an open rebellion, but times are changing.



Creation of the Inquisition

The history and creation of the Inquisition is closely tied to the Arabian invasion of Estalia and the subsequent reoccupation. In this context, just after the Arabs were driven home, numerous Estalian Kingdoms were formed. With the exception of Magritta and the people of the Irrana Mountains, who were not completely conquered by the Arabs, numerous racial and religious laws appeared in the rest of Estalia. Racist measures were also promoted by the advisors of the different Kings. The usually small and poor interior kingdoms started a fierce legislation banning the cult of Ormazd. The remaining Arabs had to choose between conversion or leaving their home and livelihoods. Of course the majority of them chose public conversion while they maintained their real faith. This was noticed by the Church of Verena, whose power and influence was growing in these kingdoms. During some secret conversations with each King, some were persuaded to allow the creation of the Santo Oficio in his kingdom. At the beginning, the Inquisition was only a court focused on the search of false converts. It had no additional structure supporting it; so it had to rely completely on the watch and other public institutions. All their dark methods came later, so they did not employ torture, spying or denial during the beginning. These became more prolific when the Suprema judged the sister of the Inquisidor General Tomás Ojeda for witchcraft and found her innocent. Sadly Ojeda found his sister sacrificing her son in an sinister ritual two months later. This incident shocked him to the core and he became a fanatic zealot obsessed with the persecution of liars and heretics. He started a campaign to forbid all uses of magic, a campaign that finally succeeded with a total ban on the free use of magic. Since then a magician needs a special licence from the Crown to practice his art. During that time Ojeda thought on the use of the current interrogation and investigation methods. He made statements on the use of torture and verbal subterfuge, asserting that the truth is hidden in the shadows and the only way to make a liar truly confess is with fire and iron. This discussion opened a widespread debate inside the cult of Verena. The opposition to Ojeda was fierce and numerous, although not amongst the members of the Inquisition who mostly defended Ojeda's ideas. At the beginning his propositions were rejected and Ojeda gradually ceased his claims. Secretly, he created an organization, La Hermandad. Its purpose was to fight unbelievers and those who protected them. So during some years Ojeda remained quiet, organizing a web of informers and recruiting diversely skilled people that could train promising members. Once the foundations were set they covertly infiltrated all aspects of the cult of Verena, slowly promoting Ojeda's propositions. One by one, the theories and methods were accepted, while La Hermandad grew in

strength. During that time Ojeda wrote “El Proceso Inquisitorial” and “El Código del Inquisidor”; two books stating how an inquisitorial process must work and how an inquisitor has to behave. Since then the structure of the Inquisition has remained unaltered, remaining as stated in Ojeda’s writings.

Hierarchy of the Inquisition

Fray Tomás Ojeda was the real creator of the Inquisition as it is known in present day Estalia. He created a complex bureaucratic structure to organize the Inquisition. Heading the Inquisition administration is the Consejo de la Suprema y General Inquisition lead by the Inquisitor General. If the Inquisitor General is charismatic or exerts great influence, he becomes an unopposed ‘consultative’ organ (like during Ojeda’s leadership). On the other hand, with a weak Inquisitor General, the la Suprema may become a real power and the last chance for the accused.

Below la Suprema are a number of organisms called Consejos (Councils), with a defined territorial jurisdiction, usually an entire kingdom. At the top of each of these Councils is an Inquisitor Mayor, and below him are a number of Inquisitors Provinciales organized in Tribunales Provinciales (Provincial Courts). These also organize temporary Tribunales Locales (Local Courts) in those places where heresy has been accused to make the appropriate investigations.

A Local Court consists of one or more Provincial Inquisitors, depending on the importance of the accusation. In extreme cases the Local Court is led by an Inquisidor Mayor, but these are rare. It is also composed of a prosecutor, some notaries, a physician, a cleric or monk and a number of familiares. The familiares are people such as torturers, jailers and constables who have played some important role in an investigation, more usually spies and investigators. A normal practice is that the Local Court officials will arrive in a town some days before the arrival of the Inquisitor, in order to make the first investigations. The common people fear them with an almost superstitious awe.

Sins, Crimes and Censorship

In the beginning the El Santo Oficio could only judge followers of Verena and only for witchcraft and religious matters. That is the official charter as it was stated by the cult of Verena and the governors of those Kingdoms under its influence. When the Inquisition was founded it only had that jurisdiction, but its reach has grown since then. Nowadays the Inquisition can judge most citizens and for a variety of crimes. These extra crimes and sins primarily include bigamy, adultery, Ormazd worshipping and reading books by Arab or non-human authors. Between them a large range of more appropriate crimes are judged by the Inquisition. These are sins like blasphemy, apostasy, heresy, witchcraft including unlicensed magicians, Arabic celebrations or false believers and converts. These crimes are their main duty and the reason for the Inquisition’s creation.

Due to the religious conversion of most Arabs and the expulsion of the rest along with non humans, the arm of the Inquisition currently reaches across all Estalian Kingdoms. It is an effective tool of repression present in all social classes.

Though these things are true in a general sense, one must not forget that the powers and jurisdiction of the Inquisition vary from Crown to Crown. A crime prosecuted in one kingdom by the Inquisition, might be under the jurisdiction of secular institutions in other provinces or even be perfectly legal. In a similar vein, the Inquisition is dependant on the different royal or local authorities for manpower. The Inquisitors may find their power limited depending on the mood of the authorities. However, not many officers dare to deny the Inquisitors their requests.

Another right of the Inquisition in some provinces, with the particular agreement and control of the Crown, is the moral and political censorship of ideas, books, pictures, music and all artistic expression. In these places, before a book is published or imported from foreign countries it has to be examined by an inquisitorial censor. This has the right to force changes in the writing, eliminate parts of the text and even forbid it completely, including it in the lists of banned books. Different kingdoms have very different lists. In some places these policies are applied retroactively and the censor have the power to examine private libraries. Despite the diligence of the censors their duties are made difficult by a lack of manpower, the ingenuity of the publishers and the use of the printing press. Writers and publishers use tricks to avoid censorship like printing in a neighbour kingdom or printing a first edition purged by themselves and then print the original text in the second edition. This last trick is one of the most successful because the censors usually only examine the first printing of a book.

The Inquisitorial Process

All the inquisitorial processes start with the accusation. Any citizen of a kingdom where the Inquisition has jurisdiction can make an accusation of heresy. In some kingdoms there are limitations on who has this right and duty. If the accusations are scarce, the inquisitors can provoke them with Edictos de Fe (Faith Edicts) which state that every person of the community must accuse all the heretics he knows or face excommunication. These edicts usually provoke an accusation frenzy in the community, with people accusing each other just by sheer terror to the inquisitorial process.

The inquisitors also have the right to promote Edictos de Gracia (Grace Edicts), which grant every person who recognizes he is guilty of heresy the chance of self-accusation and ask for mercy in 30-40 days. The sinner is sure he won’t be heavily punished, but he must pay some money “as alms”. As the cynics say the provincial courts usually sign these Edictos when they get short of money.

The accusation is studied by the Calificadores, people specialising in Law and Theology, who decide if the accusation belongs to the jurisdiction of the Inquisition.

Sometimes they send some familiares to make some initial investigations. If they prove that the accusation is false, the informer is accused of calumny and must pay a fine to the Inquisition.

If there is not evidences of the innocence of the accused they are arrested, without an explanation, and all of their assets as well as their families assets are confiscated to pay for the salary of the inquisitors and the cost of investigations and judgement. Once arrested, the accused is informed vaguely of the terms of the accusation, usually only stating that he is accused of a crime of heresy. In the same vein the name of the accuser is kept in secret to avoid any possible vengeance. The accused has to demonstrate their innocence preparing a defence with the aid of a lawyer provided by the Inquisition itself. In the same way they can collect favourable testimonies but they have to wait until the inquisitors have finished their investigations, including an interrogation of themselves. This means that they usually have less time to prepare the defence, but at least the accused, after the interrogations, will have a better idea of what crimes and sins are imputed against them.

The most feared part of the process involves the extraction of evidence from the accused. Provincial Inquisitors are designated to travel to the location and demonstrate the guilt of the accused with various evidences. These are accusatory testimonies collected by the Familiares and the accused own confession. If the accused deny their guilt during the first interrogation, they are tortured until they confesses. The accused is given the chance to reject a confession obtained under torture three days after the confession. If the confession is denied, it is annulled... and the accused can be tortured again.

Although torture is always applied in the presence of a physician, the accused is told that all the temporary and permanent damage and pain he'll suffer is his own responsibility. This is due to their refusal to confess and discharge their conscience. The frightened and half-alienated accused doesn't know the exact terms of the accusation, basically they have no idea of what charges they must confess. So they start a process of trial and error trying to get the charges right.

Sometimes this is a short process, but with some of the more insidious accusations the accused can confess almost everything in order to put an end to the torture. All the "extra" self-accused crimes and sins are also judged in the same inquisitorial process.

Once all the evidences from two sides are collected the process begins with the reading of the defence and accusation (in that order). After that the court deliberates in the named Consulta de Fe and decides a verdict. Due to the confession being considered irrefutable evidence, those accused are rarely absolved. The sentencing is performed during an Auto de Fe, a ritual very similar to a mass. This supposes that the heretic is reformed and reconciled with Verena and Mórr for extension.

In the privacy of their homes many Estalians recognize that the inquisitorial process is an excellent tool for



eliminating rivals and enemies. The accused is arrested, humiliated by the crowd and his worldly goods confiscated just for starters. Even in the case that the accused is absolved he will always bear the stigma of having been investigated by the Inquisition. Watching from his anonymity the accuser smiles whenever he remembers that his well planned vengeance is completely free.

There are four types of verdicts: absolution, suspension, defamation and conviction.

Absolution: the accused is released, his goods returned after the payment of fees and declared innocent.

Suspension: the judgement is suspended provisionally and the accused is released for lack of evidence. His goods remain confiscated and he is still considered suspicious, so he can be arrested again in the future.

Defamation: the accused is given a spiritual sentence just by sheer suspicion, even though there is lack of proof.

Conviction: the accused is declared guilty and is given the subsequent punishment. As everywhere else the exigency of the punishments can vary a lot, not only from court to court but from accused to accused. Some examples of punishments for different crimes and sins are described below.

Minor crimes (blasphemy, don't adhere to Verenan strictures, etc.): payment of a fine, wearing Sambenito (special costume, very flashy, it marks the person as inquisitorial culprit and invites derision).

Common crimes (heresy, casting petty magic, using Divination): lashes (usually 100), exile of the locality or province, jail for a specific amount of time in an ecclesiastic institution (usually a convent or monastery).

Major crimes (recidivist heretics, high level magic using (all above petty magic), Chaos and other dark gods worshipping, necromancy, witchcraft): exile of all the kingdoms where the Inquisition is found (any person who encounters them inside the limits has the duty, and a reward, to kill them), public burning. Just before an accused is burned, they are given the choice of repenting and therefore redemption. If they agree, they will be strangled before the bonfire is lit.

Autos de Fe

One of the most solemn events in rural Estalia are the Autos de Fe, which are performed periodically in the market square. Nobles and commoners assist in these events as if it were just another celebration. A foreigner will probably find it tragic, perhaps even cruel. The Auto de Fe is celebrated once the sentence is given. This ceremony is performed to reconcile the culprits with Verena.

Before the shops open and with the first masses, the Auto de Fe starts with a procession led by a standard bearer and followed by numerous Verenan symbols



(Saints, owls, etc.). The standard bearers are nobles and important people dressed with austere black clothes. Behind them, walk the commoners, dressed in the same fashion, followed by the clergy. The barefooted culprits, guided by two familiares, wear the sambenito and follow the clergy. At the end of the retinue walk the members of the Inquisition (notaries, secretaries, fiscals, etc.) followed by the Bishop and the inquisitors. The procession, softly singing Verenan verses (in Classic), walks to a chosen square. There a wooden flight of steps is set, at the top is which the culprit is seated, awaiting the sentence of death. Below this are seated those sentenced to galleys or hard labour and at the bottom sit those who will be lashed. With the exception of the Bishop and the inquisitors, who have special seats, the rest of the Inquisition's officers sit where they can. The quiet public watch the ceremony in the crowded square, assistance to the act is a must if you don't want to be prosecuted with heresy or Ormazd worshipping.

The Bishop or an inquisitor makes a speech to provoke fear of the inquisitorial punishment. When he finishes, one of the secretaries reads the name of a culprit, his crimes, his confession and the punishment he will receive. He has to listen standing on a chair with a candle in both hands. When the secretary finishes, the sentence is executed in situ. The death penalties come first, followed by the rest. Sometimes this ceremony lasts for a few days.

In some cases, the Auto de Fe is not done publicly and it's performed in the inquisitorial dependencies. This is only done in the most special or troublesome cases.

Relations with the Verenan Cult

Officially, the Cult and the Inquisition are one, the latter being a module of the former. So, in theory, the Inquisition depends on the Cult, but in practice that's not true. Actually, the Inquisition is independent from the Cult and controls it mainly via La Hermandad. Almost all the ranks of the Cult are filled with agents trying to promote the purposes of the Inquisition. This is done in various ways: blackmailing, persuasion, robbery, assassination (uncommon), etc. Of course not all of them are performed by the cult agents, the most criminal acts are done by agents from outside the Cult. The other tool used by the Inquisition to control and spread inquisitorial propaganda amongst the Cult is encouraging temporary incorporations of Verenan monks and priests in order to do short services in local and itinerant courts. These services are limited to a maximum of two years of service before they return to their former obligations.

For all the dirty dealings of the Inquisition, one could think that the Verenan priests fear for their lives. This is not so as all Hostile acts performed in a most covert fashion. There are rumours of abducted priests, but they are just that, rumours. This is true for the vast majority of low rank priests, but the higher members usually are aware of this covert tyranny. They have united themselves in a secret organization to stop it. Los Fieles (more or less The Faithful), is their name. They are few and still in a period of formation. Yet

they are determined to “clean” the Cult. How? Nowadays they are discussing the methods they’ll use. There are different opinions varying from covert war to open spreading of the truth within the Verenan clergy. Decrying the situation in public is not considered by them. If they’d clean the Cult of “rats”, with the agreement of the different Crowns, they could dissolve the Inquisition, although not all of them would. Note that Los Fieles don’t separate La Hermandad from the Inquisition. However, that is their vision, not the truth.

Relations of the Estalian Cult with foreign Verenan Cults

The foreign cults have different visions of the Estalian one. The relations with the Magrittans are, at best, bad. Not only due the enmity of their kingdoms, but due their different vision on Verena. They assume the “official face” of the Estalian Cult, so they consider its doctrine a recipe of heresy. In the meantime Los Fieles are thinking on meeting some Magrittan priests, but are not sure how they’ll be welcomed. The Inquisition and the “official” Cult don’t recognize the Magrittan priesthood, calling them heretics or schismatics. Outside Estalia, the Inquisition and the Estalian Cult have little, if any, relations with other Verenan priests. The extremist vision of the Inquisition is considered close to heresy and some decades ago provoked a schism. The Estalian “official” Cult disregards them as soft and heretic, corrupted by their contact with and their dependence on other races and religions. Nowadays, Los Fieles are trying to establish some kind of contact with foreign cults, but with little success yet.

Relations of the “official” Cult with Magritta

The relationship with the city of Magritta is especially bad. The Inquisition has no jurisdiction in the city or the surrounding area, but Magritta is too liberal for their taste. There are no extreme racist laws (apart from Arabs being disallowed public office), Ormazd worshiping is not banned, though they can’t build new mosques and usury is allowed. Officially, there is no relationship with Magritta, but behind the scenes a lot of secret messages are sent to those agents of La Hermandad working there. Some of these agents are high standing members in Magrittan society. Magritta, in turn, doesn’t recognize the existence of the Inquisition, so no direct relationship can exist between them. But they also use their spies to obtain information, rescue prisoners or perpetrate sabotage. In fact, one can say that an intense covert war exists between Magritta and the Inquisition.

Relations of the Inquisition with Bilbali

The relationship with Bilbali is good. In the beginning Bilbali opposed the inception of a religious court, although they shared similar laws with the Inquisition. This was a decision motivated by the political situation, one that involved the rebuilding of a entire kingdom. During the campaign against Bretonnia, the Queen María de las Mercedes, also known as la Piadosa (or in

Reikspeil, the Pious), who was a faithful Verenan worshipper, decided to introduce the Inquisition in Bilbali. This idea came from her confessor, Fray Luis Carrasco, a devout Verenan priest and also a member of La Hermandad. After a number of meetings between Carrasco and the Queen’s advisors, the Inquisition was slowly introduced in Bilbali and the surrounding area. The main aspect that excited the Queen’s advisors was the opportunity of recruiting numerous soldiers from the inquisitorial culprits. A number that could be increased if the Inquisition agreed to change penances and promoting Edictos stating that anyone who fought in the war would be absolved of his sins and crimes. This led to the rise of the Inquisition in Bilbali, establishing new courts across the city and its estates. Nowadays the situation is quite balanced. The Inquisition has some power, similar to that owned by some influential nobles. The join the nobles in plotting against each other trying to diminish each others influence but without great success. Lately it seems that the Inquisition is starting a new covert campaign, although the details are unknown by the Inquisition itself. Surely somebody knows what’s going on, but who? This is the question that turns in the minds of those people involved in such affairs.

Relations of the Inquisition with the Irrana Mountains people

There is no relationship between the Inquisition and the Irrana Mountain people. Although they have no court here, the inquisitors still consider the Irrana Mountains within their jurisdiction. Of course the Irrana people don’t think so, avoiding any inquisitor who enters their territory. The Inquisition has made no real attempt to force the issue of their “jurisdiction” yet. Mostly because the mountain people are fierce warriors and followers of the Old Faith and Ecaté, although sparse followers of Ulric and Taal exist. So “the Inquisition has nothing to do here” is the common belief amongst these people.

This doesn’t stop the Inquisition from making claims in its propoganda that the mountain people are primitive barbarians who commune with warlocks, witches, daemons and represent an actual danger for the morality of Estalian societies. Periodically the Inquisition tries to fund an alliance between the different kingdoms to cleanse the mountains. Given the difficulty of an invasion and the petty rivalries between the soldiers and officers from different kingdoms, these expeditions have been limited to raids against isolated towns, much to the frustration of the Inquisition.

Relations with other Southern cults

The relations with the Southern cults are usually good. The cult of Mórr is, more or less, involved in the Inquisition, especially those cases involving necromancy, tomb robbing and ghouls among others. Those unrepentant sinners sentenced to death by the Inquisition are not buried by Mórr priests, denying them Mórr’s Realm of Dead and falling in the hands of Khaine. They only perform rituals to prevent their

return as undead. This is considered a harsh punishment.

Relations with the cult of Myrmidia are quite strange and complex. The relations with the Magrattan base of the Myrimidian cult are cold, but better than those with the Verenan cult. Relations with the cults of Myrmidia within the Inquisitions own dominion are much warmer. Here the Myrmidians usually work for the Inquisition or at least don't disturb it. Sometimes this behaviour has provoked tensions between the local cults and the Magrattan Temple.

"Shallya es harina de otro costal" (Shallya, more or less) is an Estalian sentence that, although quite difficult to translate to Reikspeil, accurately represents the situation. The relations with Shallya are cold, extremely cold. The Inquisition tries to establish good relations with them but the Shallyans don't want any part of the Inquisitions brutal domain. They are simply horrified by the cruel methods of the Inquisition. In spite of their disdain, the Inquisition treat Shallyans with respect and extreme care.

Unbeknownst to the Inquisition there is a Shallyan secret organization, called Caridad (Mercy), which helps those people pursued by them. Recently and surprisingly these people have made use of a traditional right of the Shallyan clergy which permits the access to an inquisitorial court to act as an honorific observer. Here they try to mitigate the suffering of the culprits, although with little success since they have no powers. One of their more daring plans is the promotion of a religious test called the Hand of Verena. In this test the culprit holds a red-hot iron bar with a hand and then the hand is muffled with a sack during three days. If after this time the hand appears healed, the culprit is innocent; if not it's another evidence of their guilt. During these three days the Shallyans pray to their Goddess for her compassion and more than once the observer and his companions try more direct solutions like secretly casting healing spells on the culprit's hand. So far this practice has not been discovered, but if it is the consequences for the Cult of Shallya will be serious.

The relationship with Verena

There are two views held in the hearts of Verenas Estalian followers. One holds that Verena doesn't view the Inquisition as her true priests, just impostors. They are nothing more than people who are corrupting her cult and strictures, although they think they behave in a righteous manner. In this case, Verena would send visions to the true followers to try to cleanse the cult. The other opinion is that Verena adopted a hard attitude in the Estalian kingdoms, appearing as an aspect of her concerns for fighting against liars instead of upholding justice or fighting against oppression. In this aspect, Verena would prefer the lesser evil of tyranny rather letting liars go without punishment. The practical difference between the two options is the use of Divine Magic. In the first case, they can't and in the later, they can. Usually only spells focused on interrogation and investigation are used.



La Hermandad

Unbeknownst to most people, this secret organization is one of the real Estalian powers. The few people who know something about it, usually just its name, mostly think that they are just the secret arm of the Inquisition. Although it is not really true, nobody would say it is false. La Hermandad usually acts as the secret arm of the Inquisition, compiling information, infiltrating in strategic positions of power, blackmailing, murdering, etc. They do the dirty work of the Inquisition but they are not part of the Inquisition. The majority of members are layman and some are Verenan priests or Inquisitors. If one scratch's the surface, it is plain to see that their relation is not as clear as one might think. This started long time ago when Fray Tomás de Ojeda created it.

Creation of the Organization

As said earlier, Ojeda was the creator of La Hermandad. He did it during the Reform of the Inquisition when the Inquisition, as we know it today, was born. As any Estalian scholar could tell you, Ojeda's first propositions were rejected after a fierce debate inside the cult of Verena. Since the Cult was, in his eyes, full of soft people with nearly heretical attitudes in their opposition to his propositions, Ojeda plotted a new course of action. Although he was a fanatic and wanted to punish them publicly for their sins, he was also a pragmatic man. In fact Ojeda's character is an example of the contradictions that affect the Estalian people attitude, a blend of passion and pragmatism. So, for some years, he stayed quiet but not inactive.



The first thing he did was the creation of the La Hermandad and writing three books, not two as most scholars and inquisitors would say. “La Senda de la Iluminación” was the secret book. It stated the objectives, role and organization of La Hermandad. Probably all the copies of this book are in the hands of members of the organization. If a copy fell into the wrong hands, it could become the most important evidence of the existence of the organization. Neither the Inquisition (the members aware of its existence) nor the Fraternitas would like this to come about and they would do anything to avoid the revelation.

Hierarchy of the organization

As opposed to the Inquisition, La Hermandad has a non-bureaucratic and more flexible structure. It was thought of as a web, an interconnected, complex and effective organization. Every group of Familiares (note they use the inquisitorial term), is connected with three Hermanos (contacts who supply them with orders and resources) and every Hermano is connected with three groups of Familiares.

Above that level are the Consejos, one for every kingdom or province, depending of the importance and degree of control of the zone. The number of people who form a Consejo varies depending on the extension of the local web. Usually there is one Consejero for every five or ten Hermanos, so they are mostly small groups.

The Consejos are coordinated by the Fraternitas, the brain of the organization. This group is formed by one person per kingdom and they decide a general course of action for every Consejo, depending on the politics and their objectives. Within La Hermandad rumours exist that there is a person, el Gran Hermano, who is behind the Fraternitas, pulling the strings. Only the members of the Fraternitas would know if it is true.

Some even dare to connect the Gran Hermano with some legends about what happened to fray Tomás de Ojeda after his death and his posterior sanctification.

Objectives of La Hermandad and its relations with the Inquisition

Although fray Tomás de Ojeda created it to fight unbelievers and those who protect them, he realized that his fight wouldn't be effective until all the Estalian kingdoms made an united front. So this was and is the main objective of La Hermandad. The secondary, though no less important, objectives are the fight against all kind of magic and supernatural manifestations, such as monsters, magicians, witches, chaos rituals and the like. This fight involves not only destroying the physical manifestation, but also any existing knowledge about it –including legends. They never use magic, even when they fight against magicians or the undead.

Since its creation La Hermandad and the Inquisition have followed parallel paths because the Inquisition have always been the main candidate to rule Estalia. If a better candidate appeared, the Fraternitas would change its support. This is the greatest fear of the Grand Inquisitor because without the aid of the organization, Los Fieles could dissolve or purge the Inquisition. So the role of La Hermandad within the Inquisition is essential for its continued existence, because the Verenan Cult is basically controlled by its members infiltrated within the Cult's ranks. He would do anything to retain the organization on his side. So the mighty and feared Inquisition is a giant with feet made of mud.

Lately the Grand Inquisitor is worried about the new and unknown covert campaign in Bilbali. He and the Suprema have not ordered it so he suspects La Hermandad is behind it. He is definitely unsure about the reasons they might have for doing it.

Don Guillermo Cardonzo surveyed the scene before him. A city lay partly ruined on the plain below. Near its centre lay a smoking crater – the source of the heresy he and his band had been dispatched to cleanse. His thoughts briefly turned to his family’s beautiful villa and the equally beautiful wife he’d left behind. Esperanza, he thought to himself, will I ever see your lovely smile again?

He turned to inspect his men. Father Frederico stood scowling in his red robes, his back absolutely straight. The man never smiles, thought the Don. The good father was a priest of the Inquisition, the organisation within the Church of Myrmidia that had gained so much popularity in recent years. With so much uncertainty and fear in the world today, the order offered by the church was very comforting to the common people. The ruthlessness of their methods was seldom questioned, as it was accepted that extreme measures were necessary in these desperate times. Chaos-worshippers and heretics were abundant throughout the Old World, and it was the Church’s job to weed out these diseased individuals and protect the souls of the innocent.

The Church had been fairly successful in containing the Chaos threat in the Estalian Kingdoms, and the decision was made to spread the word beyond those lands throughout the Old World. To this end the Church sent out members of the faithful like father Frederico to weed out the Chaos infection wherever they found it. To protect its representatives from more worldly threats, the Church hired and equipped bands of soldiers and sent them along with its priests. This was what Don Cardonzo’s men had been hired to do, and they were determined, though none of them enjoyed being in the presence of so many unbelievers for such a length of time.

In addition to the priests, other officers of the Inquisition were commonly sent out with the expeditions as well. An Inquisitor Brother had been sent along with Don Guillermo’s band. As Guillermo gazed over at the proud face of the Inquisitor, he reflected upon the reputation of such men. All Inquisitors were thought to be very persuasive in their attempts to get heretics to beg for redemption. The idea of torturing another man sickened the Don, but he forced such thoughts away. Sometimes distasteful acts were necessary in the war for men’s souls

Guillermo walked down the line of his men and pride filled him at the sight of these brave men of Estalia with their gleaming armour and steely look in their eyes. He knew he should say something to inspire them, but the Don had never been very good at oratory. He believed in inspiring men with deeds, not words. Fortunately Brother Frederico took the Don’s silence as a signal for him to speak.

“Today we go to spread the word of Myrmidia to the heretic. Those who repent will be offered absolution. Those who turn a deaf ear to our holy cause will be sent into the afterlife, their souls unsaved. Either way, never falter in our cause, and never doubt that we do the will of Myrmidia. You have the complete backing of the Church in this holy mission, and those who fall will have the assurance that our Goddess will be with us in the afterlife.”

After completing his speech, the priest turned to Don Cardonzo and nodded.

“Forward men” cried to Don, “For Myrmidia! For Estalia!”



BESTIARY

In this section you will find information and rules for all of the different warriors, heroes, creatures and war machines in the Estalian army. At the end of the section are some special characters – famous Estalians that you can field in your army.

Estalia is a land steeped in mystery. Divided into several kingdoms, the people are proud and hard fighters. It is not the first time that the kingdoms of Estalia join to fight an external threat.

Because Estalia is not a unified country, there is no “national army” as such. Each state maintains some standing troops, but the majority of any Estalian army is made up of mercenary troops recruited shortly before a battle. The core of an Estalian army is the Knights of the Blazing Sun, the Jinetes and Conquistadors, who are among the finest cavalry in the world. Most of the infantry is comprised of mercenaries – pikemen in particular, but also Lancers and Sword and Bucklermen. Since their introduction to Estalia by Tilean and Imperial troops, the crossbow and handgun have also become very popular. Finally there are the serfs who march with the army. It is more usual to encounter serfs in ambush forces than on the battlefield, but nonetheless they make up an important part of many Estalian armies, and can be relied upon to defend their homelands with great courage.

Most of Estalia’s war efforts are directed against the Arabyans to the south, the Skaven, and other Estalian states. Many Estalian troops can also be found in Lustria.

The Estalian armies are well drilled, and usually consist of large formations of seasoned pikemen, fast cavalry, deadly swordsmen and lethal artillery.

On the following pages are the complete rules for the models in the Estalian army. Each entry includes the models profile and special rules. This is normally in combination with the army list on pages ??-?? to create a force that can be used in a one-off game in Warhammer. However, players can also design scenarios with specific forces involved, or run a series of games in a campaign, both of which may well use the information in this section without recourse to the Estalia army list.

Special Rules

Many troop types have special rules to reflect their unique nature and abilities, and these are explained in the individual Bestiary entries that follow. To save space and repetition, where a model has a special rule that is explained in the Warhammer rulebook, only the name of the rule is given in this section. Refer to the special rules section of Warhammer for the full details of how the rule works. Similarly, the following rule applies to most units in this Bestiary, and as such is detailed here:

Tactical Supremacy: The Estalians are fully devoted to the art of war of Myrmidia, and as such drill tirelessly in her image. This means they are among the most disciplined soldiers in the Old Wold, easily capable of making daring manoeuvres that most other men would struggle with in the heat of battle.

Any unit with this rule may re-roll failed tests to Rally, March, Reform and Redirect Charges.



COMMANDERS



The nobility of Estalia is an overbearing lot with far too much time on their hands. The nobility lives a life of extreme privilege and find the lives of those beneath them as nothing short of a life of contempt. The nobles of the land are arrogant and quick to take umbrage to any slight, real or perceived.

Most nobles are excellent fighters, owing to their lives of one intrigue after another. They will fight anyone, and lacking a common foe they will fight each other without a thought.

Most armies are led by a noble of royal blood. This is not as restrictive as one might think as all of the great families of Estalia are considered "royal". As an example the house of Aragon, consists of over 60 families each of whom has a patriarch whose honorary title is "king" and who rules his lands as an absolute ruler, even if it is only a few thousand acres. The young sons of the house provide the knights for the royal regiments.. This can be very confusing for foreigners as there seem to be hundreds of "kings" in Estalia, which of course, in a sense, there are!

The Kings and Queens of Estalia are not just figurehead; they formulate the foreign policy of the whole of Estalia, including the introduction of the Inquisition, and marshals Estalia's forces to war. The Kings and the Dukes can muster individual provincial and city-state armies. The Royal Estalian Army goes to war under the direct gaze of either the King or a Duke, who takes on the mantle of Grand Commander of all the forces of Estalia and her tributary states.

In smaller forces a Grand Commander may not be necessary. If an army is raised to put down a local peasant uprising, or a less threatening Chaos Cult, the the Captains of the Provinces assume the role of leaders and commanders in an Estalian battle force. Captains are also able leaders, generally nobles in their own right, landed gentry who have spent time at the world famous Military Academy and sometimes in the most prestigious Knightly Order in Estalia – the Knights of the Blazing Sun.

Sometimes the different domains that make up Estalia gather together to make common decisions. One is the meeting of an army to fight a common threat, in which case one is elected from all representatives to act as the Grand Commander, whom has absolute control of the forces and is responsible for leading them to victory. Much of the expenses incurred by the army, runs to his office, and his reward is often include land in the different kingdoms, so these tend to accumulate more noble titles and properties than the kings themselves and provide a link among all the territories where they have possessions in almost all them. The Grand Commanders are among the best fighters of their time and always go to battle at the head of their troops.

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Grand Commander | 4 | 6 | 5 | 4 | 4 | 3 | 6 | 4 | 9 |
| Captain | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 3 | 8 |

Special Rules Tactical Supremacy

The baking sun was blistering down on the Army of King Sancho II of Bilbali. The force of some 2500 men had been sent into the mountains to root out the chaos warbands high up in the mountains between Estalia and Bretonnia. So far they had seen nothing except dust, weeds and mountain goats. Spirits were sagging, as were the rations of the army. The army had been on reduced rations since a rockslide had killed a great many of the mules in the baggage train. Still the group marched on. On the 13th day out of Raro Vilela the army encountered their quarry. The Beastmen had formed up and were prepared to fight to the last. As if on cue however the Estalian Lancers smashed into the rear of their defences and the slaughter of the beastmen commenced.

INQUISITORS

To the population by and large the threat from the ruinous chaos powers to the north seems very far away. Isolated as they are by Bretonnia, the Empire and Kislev the threat seems very remote indeed. However this is not the case, in their complacency many people in the few large cities fail to realize the true dangers posed.

While a devote people, the religion of Estalia does have its darker side. In a world full of chaos mutants, heretics, beastmen and chaos warriors it falls to the Inquisitors of Estalia to root out these problems. In this role the Inquisitors form a fraternity sworn to destroy chaos at every turn. In doing so no methods are viewed as extreme.

The Inquisitor is an exceptional individual who has waged covert (and overt) war against chaos, for humanity's survival for the past hundred years. Every Inquisitor has sworn potent oaths to defend the human empires against its worst enemies, and those within the Inquisition are concerned with destroying the physical manifestation of Chaos itself – the Daemon.

Members of the Inquisition have pledged their every waking hour to the discovering and scourging of Chaos wherever it may be found. An Inquisitor has at his disposal every citizen in Estalia in the worship of Myrmidia, and will not hesitate to requisition local troops at a moment's notice.

But there are times when the scale of Chaos perversion is such that even the most formidable and righteous Inquisitors need to call upon aid to triumph. The slightest lapse in Myrmidia's faithful vigilance has the potential to allow ravaging Chaos creatures and Daemons to pour into the kingdom of Estalia, hungry for the souls of the innocent. As such it is up to the Inquisition to root out these threats and destroy them.

"Such arrogance, such blasphemy here in this place! Anyone else would have gotten his throat cut uttering these words. But Vincenzo ignored them and went on calmly.

"I will not let this legend spread. If by any chance this farce was true, this would only be a new trick of Chaos! And it is my duty to stop it before the it is used against the true faith. I have seven companies, but I still lack the basics: a guide. You know the way to the Cultist's lair, do you not?

"Yes, but it is a winding road. Alas, my memory does not accommodate well to these chains and dungeons..."

"Hopefully for you witch, once away from these walls, you will recover your memory..."

However, the threat to Chaos and other blasphemers is far from the only truth – above all, the Inquisition is a tool for the various Kings of Estalia to better control their subjects by uniting them against a common foe, minimizing the risks up rebellions and political opponents overthrowing them. One word from a higher-up means the immediate involvement of the Inquisitors, which in nearly all cases means death for the accused.

The Inquisitors are much feared throughout the world, especially by their own people. Few would dare to go against the will of an Inquisitor, and those that do are never heard from again. Whenever the Inquisitors takes to the field of battle, there is bound to be at least one witch burning afterwards, regardless of the outcome of the battle itself.

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| High Inquisitor | 4 | 5 | 3 | 4 | 4 | 3 | 5 | 3 | 9 |
| Inquisitor | 4 | 4 | 3 | 4 | 4 | 2 | 4 | 2 | 8 |

Special Rules

Blessing of Fury: The Inquisitor's passionate prayers fill his fellows with righteous fury. The Inquisitor, and any unit joined by him, is subject to Hatred.



INQUISITORIAL HENCHMEN

Although some Inquisitors prefer to work alone, it is common practice for an Inquisitor to surround himself with exceptional individuals. Many of these he has encountered on his ceaseless quest to protect humanity, but such is the authority of the Inquisition that every citizen of Estalia is his to command should he require them. Occasionally an Inquisitor will have need of a seer to convey an urgent piece of information, or an experienced warrior to reinforce his strength on the field of battle.

Those who excel in their role find themselves a permanent member of the Inquisitor's staff. Estalian records show that at one point Inquisitor Lord Coteaz had more than three hundred individuals in his employ, albeit scattered throughout the land. Generally, though, an Inquisitor will have a small entourage of those he has deemed most useful for his current mission, accompanying him across countless miles on his quest to bring light to the darkest corners of Estalia.

An Inquisitor or Inquisitor Lord may take Inquisitorial Henchmen as a retinue. They form a single skirmishing unit and may not be joined by other characters. An Inquisitor may take up to six Henchmen, whereas a High Inquisitor Lord must take a retinue of between 3 and 12. An Inquisitor or Inquisitor Lord can have no more than three henchmen of any one type in his retinue. Any profile Increases an Inquisitor may benefit from due to his Henchmen remain in effect even if the Henchman that afforded the increase is removed from play.

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Henchman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |

The Warrior

The Inquisitor has an affinity for martial actions and a fine appreciation of the value of ranged firepower. He has trained extensively in both ranged combat and close assault, and ensures that he is well equipped to combat the minions of the Daemon as well as the Daemon itself. He is invariably accompanied by accomplished and well-armed warriors, capable of laying down covering fire as their master singles out his quarry.

The Inquisitor gains +1 WS if he has any Warriors in his retinue. All Warrior Henchmen have WS 4, heavy armour and a shield.

The Acolyte

The inquisitor is hardy and wise, having survived long enough to begin training likely prospects to follow in his footsteps. Typically having been active in the field for over a century, an Inquisitor only accepts trainee Inquisitors once he is certain he has mastered the skills of his calling. His charges hang on his every word, hoping some day they will attain the status of their mentor. All aspiring Inquisitors must start at the lowly rank of Explicator, where they learn how to extract

information using physical pain and the tools of the torturer after all, they are not known as the Inquisition for nothing. Those few who survive to make the rank of Interrogator are both capable and strong, for only the most skilful survive the duty of accompanying their mentor on the field of battle.

If an Inquisitor with an Acolyte Henchman suffers a wound, he may allocate the wound to the Acolyte. This must be done before any saving throws are attempted.

The Hierophant

The Inquisitor knows full well that faith is both his best armour and his most potent weapon against the Daemon. Though his own faith in Myrmidia is unshakeable, he is accompanied by the most devout and pious of holy men, their abjurations bolstering his own holy prayers. Any Daemons able to hear these catechisms find their tenuous hold on reality dissolving. To the abomination, a litany of purity is as deadly as a sword.

If an Inquisitor has one or more Hierophants in his retinue, he gains +1 Leadership. Daemons within 6" of the unit are at -1 Ld.

The Penitent

One of the greatest rewards of the Inquisitor's work is when a soul is saved and returns to Myrmidia's fight. Through the purgation of pain and the shriving of their sins, precious few sinners live to repent their evil ways and begin the lifelong task of atoning for their wickedness. Those penitent witches who are judged to be truly repentant are bound by powerful wards, sanctified with holy oils and allowed to live that they might protect their deliverer from harm at the hands of other dangerous wizards. Little more than magic lightning rods, they endure constant pain as they 'earth' the blasphemous magicks of the Inquisitor's foes and allow him to continue his good works.

An Inquisitor with a Penitent in his retinue may allocate an enemy spell cast at the unit to only affect the Penitent on the roll of a 4+.

The Surgeon

Often the work of an Inquisitor can only truly begin once their prey has been captured. Both information and repentance must be extracted from a victim, often in the depths of the torturer's dungeon by the red-hot implements of his trade. Such expert students of the intricacies of human anatomy know the exact amount of punishment that can be inflicted on the fragile flesh of a subject before it expires. They can inflict the maximum amount of pain for the least amount of effort, and then nurse their subject's shattered body back to health in order to begin the process again.

If accompanied by a Surgeon, an enemy attacking the Inquisitor must re-roll one successful roll to Wound roll each turn for every Surgeon in the unit.

BATTLE MAGES



The arcane arts are not unknown in the lands of Estalia. Many of the wizards of the land of Estalia travel to the Empire and the capital city of Altdorf to receive their training in the arcane arts at the Colleges of Magic. The Inquisition has a long standing distrust of magic and its practitioners. Many times the peace of the realm has been threatened by the manic ambition of a practitioner of magic tempted by the dark forces. The only magic allowed to be practiced in Estalia is within the Royal Colleges.

Estalia is home to some of the oldest Colleges of Magic in the Old World. These institutions teach the theory and practise of magic, as first taught to Estalians by the great Mage during the wars against the Dark Elves of Naggaroth. Before this time Estalian wizards were no more than wandering herbalists and shamans, witches and warlocks who could brew a love potion but not much more. With the establishment of the Colleges of Magic this has all changed, offering some protection for the Mages even from the overzealous forces of the Inquisition ever – ready to spot Chaos within the mysterious arts of magic. Tall towers rise high into the air where the magical tides can be tapped by the Mages, and at night the skies above Magritta flash and hum with the working of spells.

The Kings of Estalia allows the Colleges to operate for a very good reason – the support of their services in

battle. In return for tolerance and patronage the Kings and the Dukes receive a steady stream of Mages for their armies. Every College can provide Mages to take their part in battle, and sometimes whole units of Mages go to war, using their combined enchanting power to cast powerful spells to rend the foe and win the day for Estalia.

To most people, sorcerers are disturbed people, filled with malice and dark thoughts. Some nobles, though fearful of magic and its practitioners, often grants authorizations to carry out such practices in their domains, because they know very well how the wizards can give them help when they were needed. This mentality is often not shared by the subjects who sometimes take the law into their own hands, scolding, torturing and sometimes even killing the followers of Aethyr. And this happens in the most cosmopolitan cities and regions, as the Estalians seeks to punish more harshly magicians within the law and through collective fear.

The Wizards being demanded by Estalian armies are those that dominate the White Magic or Magic of Light. Due to their power of exorcism and ability to protect against the dark powers, followers of White Magic are respected even by the Temple of Myrmidia, which generally has always opposed the use of magic in Estalia.

In recent years, it is a common sight along the rows of pikes and impenetrable smoke of gunpowder, to see the arcane light rays created by Estalian sorcerers, who as put their honour and gallantry on the battlefield Estalia and the Goddess by the enemies of the nation. Whether foreign or Estalian, trained with the power of imperturbable Light or the sinister illusions of Shadows, the wealthy pay Estalians closely for any magical help.

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Arch Mage | 4 | 3 | 3 | 3 | 4 | 3 | 3 | 1 | 8 |
| Battle Mage | 4 | 3 | 3 | 3 | 3 | 2 | 3 | 1 | 7 |

Special Rules

Restricted Practise: Due to the suspicious nature of the Inquisitors, the practitioners of magic are heavily supervised in Estalia. Because of this, your army may never contain more Battle Mages than Inquisitors.

PRIESTESSES OF MYRMIDIA

Even though Myrmidia is a Goddess of War, the initiation rites of her cult almost never involve combat. That is not to say that people are not chosen for initiation based on their combat prowess, but that assessment takes place before the rite itself. Almost all rites involve the presentation of arms and armour to the new priest, and they are almost invariably public. The details vary a great deal from place to place, and even from one occasion to another, as it are common for the rite to involve some reference to the bold deeds of the particular initiate. For example, she might be presented with a sword to replace one she lost fighting Orcs.

When a priestess wakes in the morning, her first task is to arm herself for the day. Most do this literally, putting on armour and taking up their weapons. Every step of this ritual is accompanied by prayers to Myrmidia, and the prayers recount the function of the armour or weapon taken up. In many cases, armour is not the appropriate garb for the day, so the next thing the priest does is take it off again. Only if the circumstances make keeping armour in their quarters impractical will priests perform the ritual symbolically, treating their clothes as armour and any tools as weapons.

Most Myrmidian superstitions revolve around military strategy. Thus, many refuse to enter blind alleys, or any room with only one exit, and always keep an escape route in mind. Similarly, it is very bad luck to make a decision on impulse; priests should always be alert for facts they may have missed. This can easily be taken to extremes.

A very common superstition is the belief that a priest should never be unarmed. This weapon can be fairly small, but it must be a real weapon, not just a symbol. This can cause conflicts when the priest wishes to speak to a powerful and cautious individual.

A distinct set of superstitions revolve around eagles. It is incredibly bad luck to kill an eagle, or even to see a dead eagle. On the other hand, seeing an eagle take flight in the morning is an excellent sign, while many priests abandon a journey if they see an eagle land just before leaving. A lot of sheep farmers regard eagles as pests that harry their flocks; as the cult of Myrmidia expands through the Empire, conflicts over this become increasingly likely.

Myrmidian priests like clear chains of authority, although they do not have to be the ones in charge. They hate doing anything, even going to a tavern, without a plan, and are willing to be the ones to suggest the scheme, if necessary. They place great importance on group loyalty and morale, and never abandon a comrade, even one who does something foolish.



| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Priestess | 4 | 4 | 3 | 4 | 3 | 2 | 4 | 2 | 8 |
| Altar | - | - | - | 4 | 5 | 4 | - | - | - |
| Bull | 7 | 3 | 0 | 4 | - | - | 3 | 1 | - |

Special Rules Tactical Supremacy

Blessing of Myrmidia: The Priestess is said to have the keen insight of Myrmidia Herself. The Priestess and any unit she is with has the Always Strikes First rule.

Altar of Myrmidia

An Altar of Myrmidia is a four-wheeled war altar, mounting a large standard and drawn by bulls. It is a rectangular platform on which the standard of Myrmidia and an altar erected with her statue. The Priestesses hold services on the altar before the battle, and the trumpeters beside them encourages the fighters to the fray.

In battle the Altar of Myrmidia is often surrounded by the bravest warriors in the army as guards, and it serves both as a rallying-point and as the palladium of the army's honour. Its capture by the enemy is often regarded as an irretrievable defeat and humiliation.

An Altar of Myrmidia counts as a chariot in all aspects, except that it may join units. It acts as the army's Battle Standard Bearer, and any unit joined by the Altar is Stubborn for as long as it is in the unit.

THE LORE OF MYRMIDIA

In Tilea and Estalia, the many orders of the Myrmidian Cult practise an array of different prayers, rituals, and rites that reflect the many aspects of the Goddess. In the Empire, where the Cult has less influence, prayers tied to Myrmidia's association with the art of war are most common.

The Order of the Eagle practises an assortment of prayers, with two primary camps found in the Empire. Some warrior priests perform tactical roles, leading units of men according to the dictates of their leaders, and learn prayers that aid them to do this (Myrmidia the Captain). Others prefer to support the generals directly and memorise rites more appropriate for this role (Myrmidia the Commander). In the Empire, only the Order of Fury goes beyond these prayers, preferring rites that demonstrate their unique view of the world (Myrmidia the Wrathful).

DISMAY FOE **Cast on 4+**
You take on the wrathful aspect of Myrmidia.

Remains in play. *Command the Legion* is an augment spell with a range of 12". The unit will now cause Fear. If it already causes Fear, it will now cause Terror instead.

EAGLE'S VISION **Cast on 5+**
Answering your prayers, Myrmidia sends you visions of a nearby battle as if you were an eagle flying high above it.

Eagle's Vision is an augment spell with a range of 18". Until the start of the caster's next Magic phase, the unit may re-roll failed 1's to hit and to Wound in Close Combat.

COMMAND THE LEGION **Cast on 6+**
You pray to Myrmidia to lend her strength to your words, and shout out your orders.

Command the Legion is an augment spell that is cast on any friendly character within 12". Until the start of the caster's next Magic phase, all friendly units within 12" may use the Leadership of that character. If cast on the army's General, all friendly units on the entire battlefield are affected. In addition, all affected units may re-roll failed Leadership tests.

INSPIRED LEADERSHIP **Cast on 7+**
You take on an aura of authority your prayers inspiring allies with faith in your abilities.

Remains in Play. *Inspired Leadership* is an augment spell that is cast on the wizard. If successfully cast, all friendly units within 18" may re-roll failed Leadership tests.

BLAZING SUN **Cast on 8+**
Myrmidia answers your prayers with blinding flames of retribution.

Blazing Sun is a direct damage spell. Place the small template anywhere in base contact with the Priestess. Any model touched by the template takes a Strength 3 hit and will suffer -1 to Hit with missile weapons and in close combat as they stagger, half-blind and beating at their aflame accoutrements.

SHIELD OF MYRMIDIA **Cast on 9+**
Your chanted prayers fill Myrmidia's children with the devotion of her bravest Shieldmaidens.

Shield of Myrmidia is an augment spell that is cast on the wizard. Until the start of the caster's next Magic phase, all friendly units within 12" gain a 5+ Ward save against missile attacks.

SPEAR OF MYRMIDIA **Cast on 10+**
Your weapon becomes infused with the power of Myrmidia.

Spear of Myrmidia is an augment spell with a range of 24". Until the start of the caster's next Magic phase, the unit gains +1 Strength, +1 to Hit and Magical Attacks in Close Combat.



TERCIO PIKEMEN

In the early days of the kingdom the Estalians were disadvantaged by having poor quality and quantity of cavalry. To even the balance the infantry adopted the "Tercio" a square of spears supported by swordsmen. As the cavalry improved, these elite units became an



attacking formation using special long spears, pikes, in a tight well drilled formation. This formation takes continuous training and high morale and has become restricted to the Royal Regiments only.

Tercio Pikemen are well renowned, highly disciplined professional pike troops with a fierce reputation, often supported by gunners and crossbowmen. These pikemen are good fighters equipped with a pike and protected by light armour. Able to present a wall of deadly pikes at oncoming enemies, this unit will give any charging cavalry second thoughts.

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Pikeman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |
| Sergeant | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 7 |

Special Rules Tactical Supremacy

Pike: Pikes are very long spears, almost twice as long as a normal spear and longer even than a horseman's lance.

Pikes require two hands and fight in 3 Extra Ranks.

When a pike unit is charged in the front they inflict D3 S4 Armour Piercing Impact hits per full fighting rank of pike armed models.

These hits are resolved before impact hits of charging units and models with Always Strike First Ability. The Pikemen then make normal attacks in Initiative order.

All of these special rules cannot be used against enemy units fighting to the Pikemen's flank or rear.

ARBALESTS

The crossbow is a potent weapon ready to be used with minimal training unlike other archery weapons. It is slow to reload but makes up for it in power. Despite the Inquisitions dislike of crossbows being used by Estalians against Estalians, they are used throughout Estalia by peasants and nobles alike.

The rich cities of Estalia are attractive targets for a range of enemies. To defend themselves the mayors and merchants raise forces and pay for their training and equipment. The Arbalests are excellent defensive troops, able to hit their target from far away with the crossbows, they can outshoot most other archers. Arbalest work as part-time soldiers and part-time watchmen over the cities. Whenever there is a war to be fought though, they are recruited into the army as support for the pikemen, an important position to hold.

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Arbalest | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |
| Marksman | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 |

Special Rules Tactical Supremacy



SWASHBUCKLERS

Duelling aside the men of Estalia are competent fighters; Duellists however are exceptional swordsmen. In Estalia swordsmen fight with sword and small shield called a buckler.

Swashbucklers are very valuable units and are at the fore of most battles. They are fierce and aggressive, recruited from among the numerous cut-throats, bandits and renegades that inhabit Estalia. It could be risky to hold such individuals in the field of battle, but fortunately, like any Estalians, the Swashbucklers have a great sense of loyalty and honour just able to see their sentences unlike the cowards of other nations.

In the dark days of Estalia when only Magritta and Bilbao held out against their enemies, the citizens of Magritta funded a unit of highly skilled swordsmen to defend the walls of the city. Later the swordsmen guarded the flanks of the Tercio Aragona. When the Tercios became an attacking unit the Swashbucklers formed an attacking unit of their own.

Swashbucklers are armed with swords of the finest Tobaró steel. Renowned for their swordsmanship, these infantrymen are protected by good light armour and an open helmet. Armed with a metal buckler shield and a double-edged, razor sharp Toledo made sword. These swordsmen are capable of breaking pike formations and wreaking havoc amongst less well armed and trained units. They do however, need to be wary of heavy cavalry.

| | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Swashbuckler | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 |
| Sergeant | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 2 | 7 |

Special Rules

Tactical Supremacy

Buckler: Bucklers are small round steel shields attached to the forearm of a warrior skilled in the use of a fencing weapon, like a foil or sabre. A flick of the wrist of a skilled user can deflect the blows of swords and hammers alike.

The buckler has dual uses; it may be used as an additional hand weapon, or as a shield in close combat. If a model is equipped with a buckler, you must nominate how they are going to use them at the start of each combat phase.



"How dare you Don Diego, to consider that my old blood is not of lineage!" Don Garcia roared.

"An insult of this size can only be repaired in the field of battle, but that will be tomorrow, if you survive then you honour shall be cleared!"

The two veterans went to bed, even though angry and eager to solve the "issue" there, prevailed be able to battle tomorrow.

LANCERS

The decaying states that are feudal Estalia has a large amount of land but an even larger population of landless knights. In order to make a living many turn to the life of a mercenary.

Most Lancers are part of the nobility of the different kingdoms, small freeholders that form the shock troops of the Estalian armies. However, despite the fact that they hold the rank of knight, far from many of them holds the privileges one would associate with being of noble birth. Many Lancers can just but afford their horse, arms and armour. In order to work themselves up in the hierarchy, they can often be seen selling their services in the armies of Estalia.

Lancers are impetuous and adventurous gentry, eager to see the world and fight. Able to afford good equipment, these elite troops are armed with pikes and good mail or plate armour. Despite being well trained these hot blooded nobles can act recklessly in battle, eager to outdo other units and each other.

True knights in shining armour, in principle at least, these men espouse the noble ideals of chivalry and honour. In reality they are brutally effective warriors who practice their skills daily in tournaments and mock fights.

Experienced in battle, these knights are protected by plate armour and are armed with lances and swords. Excellent on the charge, they are more than capable of dishing out a very unpleasant experience to any unit they choose to fight.

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Lancer | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 8 |
| Knight | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 2 | 8 |
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 |

Special Rules

Tactical Supremacy



JINETES



Since the days of the Lusitani tribes in ancient times, the Estalians have had a long tradition of fighting with the javelin. These lightly armoured horsemen are armed with javelins which they hurl at their foes to weaken their enemies and break up formations.

Estalian warfare has a long tradition of light mobile troops, both mounted and foot, fighting with the javelin since ancient times. These troops are drawn from the Estalian peasantry, protected by light armour and fighting with the javelin, in Estalian fashion, allowing them to hurl their weapons at their foes, while remaining mobile enough to stay clear of trouble.

On the battlefield, Jinetes strengths are against massed stationary, disorganized or fleeing knights and infantry. Jinetes can also ride down exposed enemy missile infantry. Finally, Jinetes had the discipline, weapons and armour to screen their own friendly formations as well as challenge or drive off enemy screening light cavalry.

Jinetes can be very effective against heavy knights, where they simply ride up to the knights and hurl their javelins into the mass. The heavy javelins are fully capable of penetrating the armour of knights as well as harming their horses. Knights, on their larger, heavier and slower horses, cannot easily catch the Jinetes on their smaller, more agile horses. If a few knights brakes ranks and chase after them, then the Jinetes could swarm around the knights and take them down. A mass of knights which has lost its cohesion and is disorganized could also be very vulnerable to Jinetes.

Feigned retreats are often used as a Jinete tactic to lure knights out of their organized mass formation. Of course, Jinetes cannot not halt a mass of well controlled, advancing knights, but the knights usually cannot catch or hurt the Jinetes either. Jinetes can effectively attrite and provoke massed, stationary knights with ease and little to no risk. They can also directly engage and take out isolated, disorganized or exhausted groups of knights.

The many noble houses of Estalia are supported by a large number of followers who guard their lands and manage the tough and wild cattle on the ranches. They are expert horsemen and are able to fend off wolves in the mountains and kill wild boar. In war they form up under their house banner and support the heavier horse troops. They excel in scouting and pursuing the enemy.

Jinetes are capable of employing a shooting circle tactic enabling riders to create a continuous cycle of firing. Jinetes hurl their javelins before closing in and fighting with their cavalry swords.

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Jinete | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |
| Outrider | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 |
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 |

Special Rules

Tactical Supremacy, Fast Cavalry

Heavy Javelin: The Jinetes favour heavier weapons for dealing with knights and other heavily armoured troops. The heavy javelin has shorter range than the standard one, but is more effective against armour.

Range: 6"; **Strength:** As user

Rules: Quick to Fire, Armour Piercing

DIESTRO

The Chaos Wastes are quite distant from the sunny land of Estalia which has never witnessed the wrath of the bloodthirsty hordes the way the Empire and Kislev have. Its people engage in other pursuits, from science and scholarship to crime and vendetta. One thing Estalians dearly love is swordplay. Its cities sport many fencing schools, each with its own style. Many of these styles are descended from the teachings of Master Figueroa a legendary swordsman who applied the latest scientific theories to his swordplay with spectacular results. Followers of the Figueroa style, known as Diestro, fight and duel across Estalia. Some grow bored with their homeland and seek excitement elsewhere, favouring Tilea and Bretonnia.

A complex legal system of formal duels was established throughout Estalia ages ago. Diestro are specialists in the lethal application of sword and dagger, hiring themselves out to safeguard the honour of others, though many of their kind come from the ranks of younger nobles who duel for their own purposes. Diestro come in two varieties: happy-go-lucky devil-may-care swashbucklers who regard their exploits as a continuous adventure, and deadly serious fighters who wear their honour on their sleeves and are very quick to take offence at slights, imagined or otherwise.

What all Duellists have in common, however, is their overwhelming competitiveness. They strive to be the best at what they do and defeat often becomes hard to take. A Diestro, who fights with self-doubt in his heart, is not often around for much longer.

Many Diestro earn a reputation over time and it is not too unusual to find an experienced Diestro to be attended by his own small retinue. Formal Diestro may have attendant physicians, an official second who issues challenges on his behalf and for the truly self-absorbed Diestro, even a biographer, whose job is to document the Diestro's most famous bouts and immortalise him in print.

They are often proud and haughty, looking down on commoners and their own peers. The height of the profession is to be involved in a high profile dispute or to take part in the irregularly organised Estalian 'Diestro, Buenos Diaz Carnival'. Here Estalian Diestro cross swords with duellists from far and wide for a coveted blade of Tobaró steel.

There are many types of bouts that the Diestro partake of, from fencing duels to pistols at dawn. But not all are a fight to the death; indeed many are to first blood only or finish when one party can no longer continue. A common approach to a duel is to have a circle drawn on the floor about ten paces in diameter which the Duellists must not exit, if he does, he forfeits the bout, an action that most Duellists will avoid at all costs.



Alternatively, for a bout including pistols, the two Duellists stand fifteen paces apart and fire one at a time until a hit is scored. This requires nerves of steel and has caused the premature retirement of many an aspiring young Duellist.

In a more formal duel with legal legitimacy, it is common practice for the winning party to pay for the care or funeral arrangements of his beaten opponent. This fee is normally paid for by the Duellist's sponsor or in a private duel, by the Diestro himself and is known professionally as 'The Mask of Sorrow'. In this way, the Diestro pays respect to his opponent in the safe knowledge that he himself is still the best; largesse is, after all, the realm of the worthy.

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Diestro | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 |
| Champion | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 2 | 7 |

Special Rules Skirmishers

Disengage: All Diestro cut dashing figures in combat - all scarves and rapiers and cheeky grins that make men cheer and women swoon. No enemy is immune to the dazzling acrobatics, charm and witty comments and the Diestro's ability to melt through an enemy's fingers. A unit of Diestro may make a Leadership test at the end of any close combat phase if they are still in base contact with enemy models. If the unit passes the test they may D6" away from the enemy, facing the same direction. Enemy units may not pursue. If the Diestro fail the test they remain in combat and must fight as normal the following turn.

MARINES

Used throughout the Great Western Ocean since ancient times, Marines have been the coastal guard in Estalia. The standard tactic for engaging is to disable the opposing ships' sails then ram and board it. Capable of undertaking and surviving long voyages in the open sea, Marines often travel to discover far off places.

Naval companies were forced created by the Kings of the seafaring cities of Estalia – primarily Bilbali and Magritta. These Marines are equally at home in the rocking waves battling the Dark Elf raiders of Naggaroth, or in a place of honour in the Royal Estalian Army battling back any invading forces.

Marines are ship-borne soldiers who can be found in the Estalian fleet and onboard the larger private vessels. They protect their ships from pirates, Norse marauders, and other raiders. Unlike seamen, whose primary duty is sailing the ship, Marines are onboard only to fight. When in port, Marines frequently form press gangs to fill out the ship's crew. More than one unsuspecting citizen has awoken at sea after taking a belaying pin to the head from an overzealous press ganger. Due to these activities, and their own drunken brawling, Marines are resented in many seaside communities. When raiders attack, however, these same citizens are quick to accept the aid of battle-hardened Marines.

The fleets of Bilbali guard the northern and western coast of Estalia and protect the trade routes north to Bretonnia and the Empire. These ships contain units of Marines to defend the vessels and carry out boarding actions. Sometimes the marines form units to fight with the armies of the kingdom. Their ability to shoot and fight equally well is highly regarded by many generals.



| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Marine | 4 | 3 | 3 | 3 | 3 | 1 | 4 | 1 | 7 |
| Sergeant | 4 | 3 | 3 | 3 | 3 | 1 | 4 | 2 | 7 |

Special Rules

Tactical Supremacy

SERFS

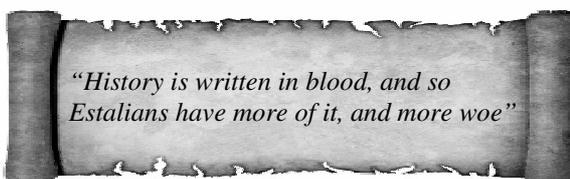
The peasants of Estalia live especially hard lives in an era when life was not easy for anyone. The difference is that Estalia has been a battleground for much of the time as the Estalian kingdoms in the north strived to reconquer the peninsula from Arabyans who had invaded, as well as Orcs, Undead, Dark Elves and nearly constant civil disputes. Many Estalian peasants are therefore also warriors part of the time.

Life at the bottom rung of Estalian society is not easy or healthy. In times of dire need it is necessary to call on the farm and ranch workers of the countryside to join the army. There they are drafted into levies, and if they are lucky, given some kind of simple weapon to fight with. Unsurprisingly, peasants are undisciplined troops who are better at fleeing than they are at fighting.

| | M | WS | BS | S | T | W | I | A | Ld |
|----------------|---|----|----|---|---|---|---|---|----|
| Serf | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 |
| Militia Leader | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 2 | 5 |

Special Rules

Insignificant: No one expects Serfs to actually stand and fight. Serfs never cause Panic in friendly units other than other units of Serfs.



PENITENTS

Many people fall foul of the strict rules of the Inquisition. The penalty for transgression can be severe including the punishment of purification by fire. In times of war those who transgress who show repentance may be given the opportunity to redeem themselves in combat. Bands of penitents, lacking any armour and armed with only the most rudimentary of weapons are roused into a religious frenzy and driven into battle. Needless to say, very few survive this redemption through combat, those that do are allowed to return to their former lives. Many choose to enter the Inquisition monasteries and convents instead.

Penitents are men who either through religious fanaticism, guilt over unspeakable acts or after suffering one too many tragedies have turned to an informal religious movement that practices self-mortification, most commonly through whipping. These tortured and deranged souls have banded together to go on crusade, armed with fanaticism, stern self discipline and a simple hand weapon such as a mace.

Penitents do not want to go to battle in the vanguard of the Inquisitorial army, they are working off their punishments after being discovered as foul degenerates who worship Chaos, proven or not. Sometimes Chaos manifests in unusual forms, like warts, boils or bunions, and those accursed with them must fight and must die to atone for their sins in the face of Myrmidia.

Some Penitents have lost it all. Maybe their families were murdered by Beastmen or their villages sacked by Orcs. Or conniving merchants destroyed their businesses or powerful Nobles carried off their daughters. Whatever the case, nothing was left for these men and women but religion. They found solace in the angry sermons of the Inquisitors. Now they wander the Estalia in tattered clothes, looking to smite the minions of evil and Chaos. They want redemption through blood – be it their own or that of their enemies. They may not have the training of soldiers but they do have the fire of faith and that is a strong weapon indeed.



| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Penitent | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 6 |
| Zealot | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 2 | 6 |

Special Rules

Frenzy

"If it doesn't hurt, it doesn't count!"

Inquisitor Ximenez

MISSIONARY



As the Estalians gradually came to understand that Marco Columbo had opened the door to two complete continents with the discovery of Lustria, they awoke to the desirability of converting the potentially immense native population to the faith of Myrmidia. The Estalians sent monks called Missionaries into the New World to bring about conversion and salvation. To be a missionary requires great faith, a strong constitution, and great zeal. They are often required to plunge into the wilderness amongst peoples of radically different cultures and beliefs. Many Missionaries suffer despair, torture, and death at the hands of natives who resist the message being brought to them or identify the monks with the disease and conquest that accompanies them.

Missionaries are ordained men and women who administer to the needs of the faithful throughout the Estalia. Myrmidia gift them with the ability to channel small amounts of divine energy, to aid in their works. Many Missionaries will be assigned to a specific region or church, others are wanderers who go where they feel they can do the most good.

Missionaries often accompany the Estalian armies in the field, being Myrmidia's spokesmen. They are heartily received by the Estalians, and having a holy man among their ranks is a great boost to the morale.

| | M | WS | BS | S | T | W | I | A | Ld |
|------------|---|----|----|---|---|---|---|---|----|
| Missionary | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 0 | 8 |

Special Rules

Spread the Faith: Missionaries are always deployed in the front rank of a unit, and the unit may use their Leadership as normal. A unit with a Missionary in it gains +1 to their Combat Resolution bonus and may re-roll failed Psychology tests. In addition, the Missionary has a 4+ "Look out, Sir!" in close combat as the Estalians gladly sacrifice themselves for their holy men.

In response to the threat from the Chaos in order to prevent any possible spread of evil in our world, the second decision was that we will send to the four corners of the world, representatives of our most devoted orders. Our priests, representatives of the Church of Myrmidia and their respective orders, were selected for their dedication, fortitude, and for their determination. These are all without exception exorcists, versed in the occult sciences, the decryption of the machinations of evil men.

In addition, wise counsel, you will find in them men of good will, and very resourceful. They will be able to bring forth the power of your men to fight against demonic corruption and to bring Myrmidia's grace to the needy, wounded or dying.

You will quickly come to appreciate the zeal and the skills of your humble servants. Please be sure that, despite some differences between us, we are not left without shepherds for the countless of Myrmidia's sheep. So we have spoken. So shall it be.

KNIGHTS OF THE BLAZING SUN

The Knights of the Blazing Sun are a small elite order of Templars devoted to the study and mastery of the science and art of warfare. These fervent followers of Myrmidia value ability and accomplishment over all other factors, including noble birth. It is because of this that the order has grown in prosperity attracting the finest military minds to its banner. A Knight of the Blazing Sun's primary goal is to obtain perfection in the art of War, as such they travel the old world individually seeking battle both large and small. A army with a unit of Knights of the Blazing sun at its head is a potent force capable of dealing with opponents with a level of cunning that ensures victory before the battle is even joined.

They were founded during the Crusades in IC 1457, over 1000 years ago. In a street battle against the Arabyans in Estalia, a group of Imperial knights were saved from certain defeat when a freak earth tremor dislodged a huge statue of Myrmidia from a temple roof. It crashed to the ground and landed on the enemy general and his bodyguard, killing them instantly. After the battle, the survivors banded together and founded the Order of the Blazing Sun in Myrmidia's honour. Since it was established, the order has spread throughout Estalia, and is one of the most prominent of the knightly orders. Unlike most other templar orders, its members do not reside in large chapter houses; instead they travel the land individually or in small groups, looking for new challenges to test their skills. They are well versed in the use of arms and armour, but their true expertise is as tacticians and strategists, and they often serve as military advisers and commanders on the battlefield. Throughout Estalia, countless villages, farms and isolated outposts owe their survival to the timely arrival (and subsequent assumption of command) by a Knight of the Blazing Sun.

These knights wear armour of burnished brass, and their shields bear the device of the blazing sun. Their standard depicts a soaring Pegasus against the blazing sun emblem.

The Knights of the Blazing Sun are known as an elite force that values superior intellect in a battle as much as a strong arm. They prefer to manoeuvre their foes into the worst possible position before striking the fatal blow, even to the point of using deception to gain an advantage. Feigning retreat, planting false intelligence, using spies, and even bribing enemy officers - all these things are part of the arsenal of the Blazing Sun. To the Myrmidian, the object of battle is to win, and almost any tactic is fair game.

More so than other knightly orders, the Knights of the Blazing Sun value ability and accomplishment over noble status or birth. This opinion, which makes the order the target of more than a few jokes among other cults, stems from the Order's founding battle, when men and women of all stations took up arms in a



desperate defence of Magritta. To this day, the "brethren in arms" regard even the son of the lowliest peasant as an equal, as long as he proves his worth on the battlefield.

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Knight | 4 | 4 | 3 | 4 | 3 | 1 | 3 | 1 | 8 |
| Preceptor | 4 | 4 | 3 | 4 | 3 | 1 | 3 | 2 | 8 |
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 |

Special Rules

Tactical Supremacy

Blinding Light: The Order has developed a technique using their polished mirrored shields to focus sunlight onto the enemy's face as they charge. This disorients and dazzles the poor fools just before they are charged down.

Whenever the Knights declare a charge, roll a D6. A roll of 1 means there is no sun (it's raining or overcast) and so the Blinding Light cannot be used this charge. On a 2+, there is enough sunlight for the Knights to dazzle their enemies as they charge. The enemy unit being charged are at WS and BS 1 for the duration of the turn.

Full Plate Armour: These all-enclosing suits of armour are crafted by Estalian master smiths and are kept in high honour by the Kings of the Estalian provinces in their personal collections. These suits of armour are very rare, but undoubtedly offer the best protection available to warriors of the Royal Estalian Army. Full Plate Armour confers a 4+ armour save to its wearer.

CONQUISTADORS



Estalian soldiers are very greedy people, eager for glory and honor, able to fight against the most fearsome enemies in exchange for a few gold coins and the possibility to brag about it in the bars and brothels in the country. There are some however, that go beyond simple recruitment and prefer to embark on real adventures to inhospitable regions the new continents of the world offers. Such obstinacy mean only two possible outcomes: die far away from his beloved Estalia or return with a rich booty and deserved fame.

Estalian adventurers who set off to conquer Lustria became known as Conquistadors. These men are an assortment of disposed sons of the nobility and soldiers of fortune looking for adventure and loot. Most were soldiers without employment. They arrived in the New World with a great technical advantage in weapons over the Lizardmen who could not stand up to steel swords, firearms, and mounted lancers. The horse was particularly an asset to them as they could easily outmanoeuvre the slower lizards.

Within the ranks of the Estalian adventurers who invaded Lustria there were soldiers of superior ability and determination who became the Elite Conquistadors. These were the men who lead the charges against seemingly insurmountable odds and triumphed due to their superior weapons and grim resolve.

Conquistadors are a powerful force to be reckoned with. Equipped with lighter more easily used handguns than the Arquebusiers, these men ride into battle on trained cavalry which are not scared by the loud reports of their masters' firearms. Armed with a steel breastplate for protection, these men are a boon to Estalian hopes of total conquest of the new world.

The jungles of the ancient continent of Lustria remain a major source of gold to the conquistadors and nobles who subsidized the costly expeditions. For other races and nations that colonized the coasts on the continent, the Estalian Conquistadors are great mercenaries provided they have something really attractive to offer for his great knowledge of the domain and forest interiors. For the indigenous inhabitants of Lustria, on the other hand, the "humans who ride with thunder" are nothing but looters and desecrators of their temples.

Although driven primarily by greed, the Conquistadors have exhibited exceptional bravery, cunning and resilience. The Conquistadors can be an absolutely devastating force against the indigenous warriors of Lustria and beyond.

| | M | WS | BS | S | T | W | I | A | Ld |
|--------------------|---|----|----|---|---|---|---|---|----|
| Conquistador | 4 | 4 | 4 | 3 | 3 | 1 | 4 | 1 | 8 |
| Elite Conquistador | 4 | 4 | 4 | 3 | 3 | 1 | 4 | 2 | 8 |
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 |

Special Rules Tactical Supremacy

Fusillade: Conquistadors may attack with their pistols as they close into battle with the enemy, giving them an extra Strength 4 Armour piercing Attack in the first round of each combat.

In addition, such is their skill that they may move and fire with their handguns and may shoot even if they marched in the Movement phase.

ARQUEBUSIERS

Handguns are starting to become a more and more popular weapon in the lands of Estalia.

Not as common as in the Empire there are now foundries that are making these weapons in Estalia, although a large number of them are imported legally and illegally from the Empire. Arquebusiers are often expert shots and can be quite deadly, as long as their temperamental weapons do not act up.

In general, gunpowder weapons are disapproved of by the Inquisition and only appear within the royal artillery companies. The one noticeable exception to this is the elite unit that guards the Kings of Estalia.

A master of the blackpowder weapon, the Arquebusier is the highest rank an aficionado of the Estalian speciality can attain. These elites are rare and make excellent sniper units, cutting down ranks of heavily armoured knights with thunderous blasts of their treasured weapons. More than one General has thought twice about charging a massed regiment of Arquebusiers, as many fine men have been cut down in their prime by a fusillade of hot lead.

The Estalian practitioners of the art of gunsmithing are among the best in the Old World, even ranking up with the Imperial Engineers in Nuln. The Estalians focus on hand guns of immaculate design and ornate carving, they shy away from heavy ordnance like cannons.

An improvement on the handgun, the arquebus is longer, more accurate and fires a heavier shot. Like the handgun, it fires using a matchlock mechanism, a smouldering length of rope as a fuse that ignites the gunpowder in the pan. The noise, smoke and lethality of this weapon cause fear in its targets.

Although primitive compared to the Dwarf handguns, the arquebus is able to inflict considerable damage and panic at range, and can penetrate almost any armour. Arquebusiers are noted for their uncouth and uncompromising attitude, and are quite happy to follow up a volley with their swords.

You should see Captain, what a show a regiment of Arquebusiers put on! Thousands of flickers, a roar of thunder and a cloud of smoke rise into the sky. What a feeling of invincibility to see the enemy ranks mowed down like wheat! Invincible, yes...

| | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Arquebusier | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 |
| Sharpshooter | 4 | 3 | 5 | 3 | 3 | 1 | 3 | 1 | 7 |

Special Rules Tactical Supremacy

Arquebus: These weapons are longer and heavier than the handguns used by the Empire, but are also more expensive to make, and so are limited only to the best marksmen in Estalia.

Range: 30"; **Strength:** 4

Rules: Move or Fire, Armour Piercing



GRENADIERS



The Grenadier is more than just a soldier; he is the one who, above all, has one goal: get his grenade as far away as possible from him! He does not think about anything but his goal, set fire to the match without too much stress, aim, hesitate, hide, and hope you don't get blown to bits.

The Grenadiers specialize in explosive sector shooting. Armed with devastating grenades, they engage in often fatal missions to devastate the enemy ranks.

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Grenadier | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 |

Special Rules

Tactical Supremacy, Skirmishers

Grenades: Grenades are highly unstable alchemical concoctions filled with gunpowder that explode on impact, causing massive damage. Each hit with a Grenade is multiplied into D6 hits. Against skirmishers and single characters on foot, it causes D3 hits.

Range: 8"; **Strength:** 5

Rules: Quick to Fire

MOUNTAIN BANDITS

Estalia is a land of honour and gallantry, but it not necessarily justice. The kingdoms of Estalia have been full of crooks and thieves ever since the Estalians emptied their prisons in their fight against the Arabyans. Since then roving bandit gangs have ever been a thorn in the side of the Estalian nobility, hiding in the mountains, preying upon travellers.

Bandits that get captured are usually given two options; either serve in the army to work off their crimes, or execution. Few choose the latter.

Mountain Bandits form small scouting parties that excel at hiding in forests and cliffs where they rain death upon the foe with their bows before quickly disappearing again.

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Mountain Bandit | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 |
| Bandit Leader | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 6 |

Special Rules

Skirmishers, Scouts

Guerrilla Fighters: Mountain Bandits may make a free normal move at the end of each of their Shooting phases.



SISTERS OF MYRMIDIA



For centuries the nobility of Estalia has sent its wayward and troublesome daughters to the Order of the Sisters of Myrmidia to be initiated into the only order of priestesses dedicated to Estalia's patron Goddess. The Sisters of Myrmidia have traditionally travelled Estalia administering to the sick and poor, tending to the needs of orphans, curing the diseased and curing broken bodies. As well as the healing arts, which they practice with expert knowledge, their advice is frequently sought by those about to make an important decision, for the Sisters of Myrmidia are famed for their ability to predict the fickle course of battle.

Of all the inhabitants of Estalia only the Sisters of Sigmar were prepared for the Inquisitorial purges. Seeress Miranda foretold of the uprising and at their nightly vigil the Maidens of Myrmidia heard the voice of Myrmidia speaking in their dream minds. Thus they were told to rally forth and join the cause, rooting out evildoers and the followers of Chaos. Their calling had become Myrmidia's Duty.

The Sisters believe they have a holy mission, a task which they have been set by Myrmidia herself through the holy Inquisition, that they must submit themselves body and soul. The regiments of the Sisterhood are led by tough Matriarchs, each accompanied by a body of warrior priestesses. The training and harsh discipline of the convent includes mastery of martial as well as ecclesiastical skills, for mastery of the body is but the first step towards mastery of the soul. Their favoured weapon is the spear, the instrument of Myrmidia, seen as her holy symbol, alongside the eagle and shield.

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Sister | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 |
| Matriarch | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 2 | 8 |

Special Rules

Tactical Supremacy

Myrmidia's Adept: The Sisters of Myrmidia is incredible skilled at fighting with their spears. They have the Always Strike First rule in the first round of combat and Fights in an Extra Rank in addition to the normal rules for spears.

"The Goddess instructs us to seek out the enemy's weaknesses and to attack them with relentless force. Do this in all things – in love, in politics, in war. To accomplish any task – to defeat any foe, all that is needed is a keen eye, a sharp mind and the favour of the Goddess."

BLACK WATCHMEN



The sons of the lay members of the Sacred Office may choose to join the military arm of the Inquisition: the Red Order. The very best of these are selected for the elite inquisition unit, followed by an extremely hard training. Only the finest weapons and food is provided for these troops. Others join the rank and file of the Inquisition and provide units to protect the convents, monasteries, hospitals and public buildings of the Sacred Office.

The Sacred Office has many shrines, monasteries, convents and public buildings to protect. It provides governors to many towns and its Inquisitors must travel the country to seek out and destroy evil. To provide protection, the Inquisition raises units of infantry. The Inquisition provide a police force in all the cities and towns of Estalia. In Grenada, a city plagued with ancient cults of Undead and chaos this special unit patrols the cemeteries and sewers of the city.

After the fall of Magritta the first governor, Master Inquisitor Hernando Lacruiz , discovered that the city was riddled with many miles of sewers and tunnels infested with all kinds of foul and evil denizens. In addition the cemeteries of Magritta were over 2,000 years old and had been haunted by necromancers and chaos worshipers for a large proportion of that time.

After months of increasing attacks by Undead, Skaven and bandits he formed a unit of watchmen to patrol the streets and sewers by night to protect the citizens. This was a task for the most hardened warriors and over many years the unit gained the awe and respect of the citizens, membership often passing from father to son through succeeding generations. Consequently the watchmen are not easily frightened and will fight with great determination against their traditional enemies. They draw great strength from their belief in the cult of Myrmidia.

The Black Watchmen are the body dedicated to the defence of Myrmidia's temples and the protection of the Grand Commanders on the battlefield. Its members are recruited between the best and most seasoned soldiers for. Her characteristic weapon is the two-handed blow and not is unusual for princes to grant permission creation of a new Third allocate a portion of his guards to it. Depending on which principality could change his uniform belonging in colour, taken at the end of the name, place of origin.

During the cruel war of the Blood, a unit of Black Watchmen was assigned to the defence of the Grand Commander commanding the Estalians in the Battle of Despeñaperros Pass. They knew the battle was lost from the beginning, but the Estalians had to try to stop the enemy's advance south through the mountains of Irrana. The Black Watchmen endured together with the Grand Commander until the last second and were massacred with almost the rest of the entire army. But their deaths bought enough time for the Estalians to muster a defence in Magritta, saving Estalia from the Undead. Since that day, many Grand Commanders makes sure to always include a regiment of Black Watchmen.

Armed with halberds and wearing blackened full plate armour, these dark, imposing men are dangerous opponents indeed.

| | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Watchman | 4 | 4 | 3 | 4 | 3 | 1 | 4 | 1 | 8 |
| Watch Captain | 4 | 4 | 3 | 4 | 3 | 1 | 4 | 2 | 8 |

Special Rules

Tactical Supremacy, Hatred, Stubborn, Immune to Psychology

CULVERIN

Cannons are especially difficult and expensive to produce and so it is the King's job to make sure his Kingdom has enough artillery. Individual provinces can produce cannons if they like, but none are made to the calibre of the Gunnery School of Magritta. The School thus creates the best cannons and distributes them to the Dukes as the Kings sees fit to protect the cities and towns of Estalia. Of course, the Dukes sometimes ends up using their weapons against each other, but technically at least they remain the property of the Kings and can be removed or replaced at any time. When a Duke is called upon to bring his armies to war he also brings any artillery that has been loaned to him.

Estalia's skills in cannon foundries are derived from communities of ostracized Dwarves who were forced to flee the intolerance of Bretonnia. Thanks to the centralised wealth of the royals and nobility of Estalia, the kingdom has become the home of good solid, practical and pragmatic blackpowder weapons, popular with mercenary band throughout the Old World.

While reopening the road to Tobaró the army of the King had continual problems with attacks by large monsters and bands of goblins taking shots at them from hiding places in the rocks. Attempts to take the large cannons of the army into the mountains for support were hampered by the steep and narrow roads. The first step was to develop a lighter gun which could be handled by troops rather than drawn by horses. This helped with fighting the large monsters but not the goblin snipers.

It is not recorded when, but in a fierce engagement with a goblin archer band, a mountain gun crew ran out of cannonballs and in desperation scooped up handfuls of large stones lying by the road. When fired the result was spectacular with the stones ricocheting through the rocks cutting down dozens of goblins. Since that time mountain guns carry metal canisters of handgun ammunition to fire in their defence.

The Culverin is a type of bombard and a fearsome piece of artillery. It utilises advanced metallurgy techniques, superior construction and better trained crews to outrange and outshoot nearly all preceding bombards. Able to fire solid or scatter-shots, the culverin is devastating against enemy walls and lethal against enemy troops.

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Culverin | - | - | - | - | 7 | 3 | - | - | - |
| Crew | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |

Special Rules

Cannon

Scatter-shot: Culverins may fire scatter-shots instead of firing normally. If they choose to do so, the maximum range is 8", and causes D3 Wounds rather than D6. Instead of rolling to determine the bounce, place the tear-drop template where the cannon ball lands. All models touched by the template takes a Strength 5 hit.



TOROS EMBOLADOS

The landowners of Estalia are nothing if not creative. Usually outnumbered by their enemies they sometimes use unusual tactics. One of the most unique is the use of wild bulls with chains attached to their horns dragging logs soaked in tar and other flammable materials. They are led into battle by Caballeros who light the logs on fire and goad the bulls towards the enemy. The effect of the panicking bulls rushing towards the enemy lines is often devastating for anyone unfortunate to stand in the way.



| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Bull | 7 | 3 | 0 | 4 | 4 | 1 | 3 | 1 | 5 |
| Caballero | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |
| Horse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 |

Special Rules

Bull Run!: The Caballeros may light the bulls at the start of the Movement phase. They may not declare a normal charge. The bulls then move 3D6" in a straight line in the compulsory movement phase. If the bulls would end their movement in the middle of a unit, then they automatically moves through – place the bulls 1" beyond the unit in the direction they were moving. Each bull in the unit cause one Strength 5 Impact hit on any unit it passes through. A unit that suffers 25% casualties from the bulls must immediately take a Panic test. Units failing this test flee directly towards the closest table edge.

After the first move the bulls, terrified of the burning logs, move 3D6" in a random direction as determined by the Scatter dice for the rest of the game. The Caballeros acts independently of the bulls once released. If the Caballeros are killed before they have released the bulls, the bulls simply wander of and are removed as casualties. Caballeros never counts for the purposes of Victory Points.

Toros Embolados cause Fear when released and have *flaming attacks*. Once the logs are on fire the bulls are so panicked that they are Immune to Psychology.

La Vibria

Legends tell of a small kingdom once besieged by a plague of foul poisonous serpents that threatened to do away with all its inhabitants. The creatures would rise from the sewers every night in search of unknowing victims. The terror inflicted by the serpents was so great that the serfs feared ever leaving their abodes. Driven by the desire to end the plague and righteous fury, the Count took a small band of his finest men and headed down into the dark underbelly of his realm to find the source of this evil. Eventually he and his men discovered was not a mere gathering but a complete hatchery of the daemonic reptiles; governed over by a monstrous matriarch whose scales were the colour of violent flame left behind by vengeful Arabyans driven away during the Crusades according to the tale. What truly occurred that day will never be known, but legend speaks of the noble Count doing battle with the queen-serpent and winning the day by beheading the creature with a swipe of his sword. Today, the nameless Count is honoured as a noble hero to Estalia, becoming a symbol of heroism and nobility while the foul mother-worm slain by his blade is cursed and has earned the name "La Vibria" by believers.

GRIFFON

Griffons are noble beasts, as beasts go, though they are far from tame and placid. Their heads are like that of a huge bird of prey, whilst their bodies resemble that of a lion or a large cat. All this is borne aloft by a large pair of wings that carry the Griffon across the high mountains where it dwells.

A patiently hand-reared hatchling can be trained to bear a noble upon its back, making a formidable mount in times of war. The people of Zaraguz, famed hunters and scouts, are particularly renowned for their skill at raising and training the Griffons that circle above the high mountains of their land.

A distant cousin to the Griffon is the Taurogryph; half eagle and half bull. Its volcanic temper has been known to leave a village in shambles once enraged according to witnesses. Though feared through the kingdoms and villages of Estalia, the Taurogryph is also admired as a symbol of power as several nobles are known to sport a Taurogryph icon upon their coat-of-arms or armour. There are also nobles who pay almost a complete fortune to actually own a pet Taurogryph, although the successes of acquiring one have been very few.

| | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Griffon | 6 | 5 | 0 | 5 | 5 | 4 | 5 | 4 | 7 |

Special Rules

Fly, Terror, Large Target



PEGASUS



The Pegasus is a magical winged horse, always the purest white in colour, which is only rarely seen. Herds of Pegasi can sometimes be seen in the highest mountain peaks, winging above the clouds where they can live without disturbance. Shy creatures, they can only be bred in captivity, which is generally how the armies of Estalia procure them. Inquisitors hate them, perceiving them as the offspring of Chaos – hideous hybrids of bird and beast – but others are more tolerant. They are also highly intelligent, but speak only the language of other fair aerial creatures.

| | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Pegasus | 8 | 4 | 0 | 4 | 4 | 3 | 4 | 2 | 6 |

Special Rules

Fly

MIRAZ THE CRUEL, KING OF BILBALI

Having taken the throne throughout the means of killing anyone in his way, the rule of Miraz was not expected to be a happy one. Having raised the taxes far beyond that of his predecessors, his army is the best equipped in all of Estalia, sparing no expenses in either training or weapons. Some say Miraz is blinded by the thoughts of becoming High King of Estalia, uniting the land once and for all, and naturally he means to do this through the means he knows best; conquest. A military genius, if a rash one, he is also undoubtedly one of the best hand-to-hand combatants in Estalia, at least according to himself. The ones that have faced him in single combat so far have not been able to argue, that is for certain!

| | M | WS | BS | S | T | W | I | A | Ld |
|-------|---|----|----|---|---|---|---|---|----|
| Miraz | 4 | 6 | 5 | 4 | 4 | 3 | 6 | 4 | 9 |

Equipment

Miraz carries the Sword of Miraz, the Sun Shield and wears full plate armour

Special Rules

Tactical Supremacy

Spare no Expenses: Any units of Pikemen, Arbalests, Sword and Bucklermen, Lancers, and Arquebusiers may increase their Armour save by +1 and/or gain Armour Piercing Attacks on all their weapons for +1pt/model and ability.

Magic Items

Sword of Miraz (Magic Weapon)

This sword was custom-made for the personal use of Miraz. Infused with power and enchanted by the Royal College, this sword can be devastating in the hands of a skilled swordsman.

If Miraz hits a single model with 3 or more of his Attacks in Close Combat, then one of these Attacks scores an automatic Killing Blow on the target. Roll to Wound as normal with the other hits.



The Sun Shield (Magic Armour)

An archaic artefact from the time of Estalia's founding, and acquired by Miraz through unknown means, this shield makes its bearer an impenetrable wall of steel.

This shield gives the bearer a 5+ armour save and a 5+ Ward save. Against all missile Attacks, this Ward save is increased to 2+.

EL CID CAMPEADOR



During the invasion of the Arabyans under the Sultan Jaffar, the King of Almagora became a legendary figure of resistance. In a land starved for heroes he would truly become one of the greatest of all Estalian figures and burn as brightly as a shooting star. Rodrigo of the House of Diaz had only been King of Almagora for a short time when the invasion happened. What followed would become the stuff of legends. From battle to battle, victory followed under the leadership of El Cid, as he was nicknamed, meaning "The Champion", giving hope to Estalians in the struggle everywhere and inspiring fear into the hearts of the invaders.

Despite their victories, it was not enough, as the armies of the Sultan were too many. Slowly the Estalians were pushed back to the city of Almagora. In the fighting retreat near the city a poisoned arrow mortally wounded the mighty king, and the doctors and clerics were unable to heal him. It took several dies during which he lingered in great pain but eventually he perished from his grievous wound, giving the Arabyans great hope that they would capture the city and the Kingdom.

In his dying wish he instructed his generals to strap his body to his horse and he would lead them to victory once more.

At the final battle during the siege of Almagora the Estalians propped up the dead body of their leader and strapped him to his horse. The Estalians swung open the gates and sallied forth. Upon seeing the feared leader whom they thought that they had killed the Arabyans broke and fled from the seemingly invulnerable warrior returned from certain death. The Estalians charged forth and won the day.

The resistance put up by El Cid was vital for the survival of Estalia during the Arabyan invasion, as when all hope seemed lost, there was one man too claim victory for them, even in his death. El Cid was later made a saint in the Temple of Myrmidia, and is today seen as a national hero by all Estalians.

| | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| El Cid | 4 | 7 | 5 | 4 | 4 | 3 | 6 | 5 | 9 |
| Babieca | 8 | 4 | 0 | 4 | 3 | 1 | 3 | 1 | 6 |

Equipment

El Cid carries the Tizona & Colada, and wears the Armour of the Cid (see page??)

Mount

El Cid rides upon his mighty barded warhorse, Babieca.

Special Rules

Tactical Supremacy

Champion: Each Wound caused by El Cid in combat counts as D3 Wounds for the purposes of combat resolution.

Magic Items

Tizona & Colada (Magic Weapon)

Won in combat from the Count of Gualazar, these swords was presented to El Cid. Their power depends on the wielder and it frightens unworthy opponents.

These swords cause Fear against foes with a basic Leadership lower than that of El Cid's. In addition, he may re-roll failed rolls to Hit and to Wound and gain +1 Attack for fighting with two weapons, even if mounted.

GRAND MASTER JUAN FEDERICO

Never in all the years of the history of the Righteous Spear have there been a Glorious Leader reaching the top of the order, as bloodthirsty and heartless as Juan Federico. Already from early years, Juan Federico was an apathetic boy. When he joined the Order, he was characterized by little camaraderie and companionship, he harshly criticized the system as liable to his superiors when the Myrmidians would not obey the strict code. Over time, he brought together a group of Knights with the same shared ethics and values, and thanks to this select group he was making its way to the highest positions of the Righteous Spear to eradicate the base that corrupted the weak order, to become appointed Glorious Leader, becoming the feared judge he is today.

Juan Federico is now Grand Master of the Righteous Spear, head of the Cult of Myrmidia, and the person most feared and respected Estalia in his determination to rid the world of the scourge of Chaos, at any cost.

| | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Juan Federico | 4 | 6 | 5 | 4 | 4 | 3 | 6 | 4 | 9 |

Equipment

Juan Federico carries the Axe of Retribution, the Book of Wisdom, the Cross of Myrmidia and wears full plate armour.

Special Rules

Tactical Supremacy, Hatred, Stubborn, Immune to Psychology

Magic Items

Cross of Myrmidia (Talisman)

The Cross of Myrmidia consists of a gold and bronze pendant hanging from the original, ancient emblem of Myrmidia.

The Cross of Myrmidia gives the wearer a 5+ Ward save and Magic Resistance (2).

"We failed the fiefs on the road to Wisdom, which then was unknown to us. In the name of the Goddess, you've followed my footsteps through the hardships to bask in Her gaze. All these incidents on the scale of existence seem, from my pen, as if they were ephemeral. For now, we distinguish them through the prism of the centuries that have elapsed. However, our fraternal bonds are woven in those early years and I'm sure they have not lost their strength."



Axe of Retribution (Magic Weapon)

This axe was forged by the pupils and descendants of Tomas with genuine steel. It is considered the recreation of the inert carrier, the handle cold but with a burning blade, the Axe is the main weapon for Juan Federico.

This axe gives the wielder +1 to his Strength and Flaming Attacks. In addition, it causes D3 Wounds.

Book of Wisdom (Enchanted Item)

Guarded by the Righteous Spear during the wars against Araby, and it is believed, written the by the very Myrmidia, the Book of Wisdom is a compendium on the ancient gods and earthly way to eternity. With it, a scholar may have access to knowledge never revealed to the unworthy.

Bound Spell, Power Level 5. The Book of Wisdom contains a direct damage spell with a range of 18". If cast, each model in the enemy unit must take a Strength test or suffer a Wound, with no armour save allowed. In addition, any unit that is joined by the bearer of this book is Immune to Psychology.

FERNANDO CORTEZ



From the Conquistadors of Lustria emerged an experienced mercenary captain, the son of a minor Estalian noble, whose greed and cruelty knew no bounds. His name was Fernando Cortez, travelling the world and known for his time as one of the big newcomers among the captains of history. The governor of Plascia, an island port city in Lustria, began to fear the temper of the Conquistador, whom even lead soldiers from the small coastal stronghold to open battle against the reptilian inhabitants of the jungle. The governor tried to demote Cortez and his loyal men to prevent the slaughter of the Estalian empire in the New World.

The news that the end of his plunder and conquest was near, Cortez made haste to reach the desired glory extolled him for the rest of his days. Upstream, the Conquistador army took the city ruins of Pahuax, the ziggurats and temple buildings in the city still wearing gold, causing the eyes of the warriors to shine with light and above all rejoiced at the Cortez leadership. But just as they put one foot in the holy city, the visitors were greeted by a rain of deadly arrows and the roar of beasts as big as the elephants of Araby. After a tough battle, Cortez and his men were forced to row back to rebuild and develop a plan to conquer the city. During that night, many of the Conquistadors fell ill because of the poison darts of the Lizardmen and panic began to spread among the troops due to lack of motivation, so Cortez was forced to cut off the retreat of his army by setting fire to the boats and galleons without the least sense of compassion. There was only one way to go home, through victory.

The next day, the Conquistador army went to do battle again, this time without being caught by surprise. The thunder of gunpowder weapons was scurrying back to the chameleon-like creatures of the trees, while the guns got a good account of the huge creatures and ruined the walls of the city. Pikes continued to advance to bring death to the streets of the primitive Lizardmen, while the horsemen gave no quarter to those who were in retreat. Finally, the survivors of the war could plunder at will and fill entire wagons with burnished gold, weapons and lavish costumes, and ancient objects that were imbued with magical power was taken back to Estalia where they Cortez and his men were greeted as conquering heroes. Once home, the majority of the members of the looting of Pahuax could buy large tracts of land and titles while Cortez was granted the rank of marshal.

However, not content with only the treasures of Pahuax, Cortez is now mounting more expeditions of his own to Lustria, to uncover the remaining treasures hidden deep within the jungles, and he will not let anyone stand in his way to get his prize.

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Fernando Cortez | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 3 | 9 |

Equipment

Cortez carries the Pistols of Bilbali, wears the Amulet of Pahuax and heavy armour.

Special Rules

Tactical Supremacy, Fusillade

Conquistador Commander: If Cortez is in your army, you may take units of Conquistadors as Core choices instead of Special. In addition, all Conquistador units may use his Leadership just as if he was the army's General.

Magic Items

Pistols of Bilbali (Magic Weapon)

This brace of pistols are among the most finely crafted firearms in all of Estalia, able to hit the most concealed target without hurdle.

Brace of pistols. All shots fired by these pistols hit on a 2+ and may re-roll 1's to wound.

Amulet of Pahuax (Talisman)

Found in the ruins of Pahuax, this enchanted pendant offers considerable protection to the wearer. It has been worn around Cortez' neck ever since his raid on the city.

The Amulet of Pahuax gives a 4+ Ward save to the wearer.

DON QUIXOTE

No one knows the true identity of this individual, whether he is a noble or a commoner. He rides the countryside of Estalia seeking glory and to right wrongs and evil to slay. Not that this would be that uncommon in the World, except for the fact that Don Quixote tends to see evil monster everywhere he goes, especially when it comes to windmills.

Don Quixote is just that. He suffers from mad delusions and is quite insane. He fancies himself as a great knight of Bretonnian decent, roaming the countryside seeking wrongs to right and monsters to slay in the proper chivalric tradition.

Don Quixote's attire can best be described as comical. He wears a miss-mash of rusted and beat up armour all taken from different suits that he has presumably scavenged from battles. His attire is so absurd that he even has his own coat of arms on his ratty tabard and lance pennon.

The Don Quixote's hold on reality is tenuous at best. He lives in a dream world of his own making, one where he is King of a mythic land and he slays giants, dragons other foul creatures. Since he is so far gone the "real world" of the Old World holds no terror

No one is quite sure how such a ridiculous individual has not been slain on the field of battle, it is as if some great fate is in store for him and he will not meet his doom until then.



| | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Don Quixote | 4 | 4 | 3 | 4 | 4 | 2 | 4 | 2 | 9 |
| Rocinante | 7 | 2 | 0 | 3 | 3 | 1 | 2 | 1 | 4 |

Equipment

Don Quixote carries a hand weapon, a lance, wears heavy armour and carries a shield.

Mount

Don Quixote rides upon his old warhorse, Rocinante.

Special Rules

Unbreakable, 3+ Ward save

Insane: Don Quixote is a lunatic. Because of this no one in their right mind would willingly follow him. Don Quixote may never be the army's General.

Random Chance: The mind of Don Quixote moves in strange ways. He does observe normal routines of life but on the battlefield his mind is filled with strange notions, a goblin may appear as a giant, a horse as a dragon etcetera...perhaps he sees Daemons from the Realm of Chaos! As such the Mad King cannot truly distinguish a true threat from a non-threat. In fact he has spent entire battles attacking defenceless trees! Don Quixote's actions have been known to make a Troll look downright brainy. To determine what the Don Quixote will do roll a D6 at the start of the Movement phase and consult the following chart:

D6 Result

- 1 Befuddled with the images that he is seeing Don Quixote moves 2D6" in a random direction determined by the Scatter dice. Should he move in base contact with an enemy unit he counts as charging. If he comes into base contact with a forest or building he will immediately stop to fight that as well, and will not respond to being attacked by any other source.
- 2 Confused by the conflicting images in his head the Mad King stops and putters around in a befuddled state. He stops moving and wait for the next round. He is so confused that he will not attack, even if he himself is attacked.
- 3 Still confused but less so the Mad King's grip on reality is somewhat better now, he still will not move, but may attack anyone who attacks him.
- 4-5 Seized by delusions of heroic do-daring Don Quixote launches himself straight forward 3D6". Should he move in base contact with an enemy unit he counts as charging. If he comes into base contact with a forest or building he will immediately stop to fight that as well, but will respond to attacks made by another source as normal.
- 6 The Mad King has a sudden moment of clarity and moves as the controlling player wishes.

CAPTAIN ALATRISTE

Raised in the tough streets of Magritte, Alatrisme learned the noble art of the sword at an early age. At the age of eight he cutting bags of unconcerned passersby, and at thirteen he joined the third of Sahagun. He quickly proved what material he was made of, and earned the respect and admiration of his comrades and even veteran officers, which eventually promoted him to Captain status.

However, when he enjoyed a satisfactory position under the banner of General Triandro, a bad leg crossed his path and his superiors wanted to exchange him for another captain, which ended with the clash of swords and the throat of the new captain spitting blood. It was thus that Alatrisme had to return to his previous life, consisting of making money at the expense of others' blood as an assassin.

He did not learn of any teacher or any school, yet Alatrisme came to dominate all aspects of self-taught fencing. His "work" often appeared beheaded in alleys under the first rays of the morning. This series of murders caught the ear of justice, and Alatrisme was sentenced to several years of forced military service.

But fortune came back to Alatrisme, for once again he proved his worth in combat and was nominated for captain again. But this time he rejected the offer due to

wanting to perfect his sword technique. Today, he is still duelling with the enemies of Estalia, and no one who knows how long he will persist in his goal.

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Alatrisme | 4 | 6 | 5 | 4 | 4 | 2 | 6 | 3 | 8 |

Equipment

Alatrisme wields two hand weapons and carry a pistol.

Special Rules

Tactical Supremacy, Killing Blow

Fencing Master: There is no fencer in all the kingdoms of Estalia able to match Alatrisme's handling of the sword. His state of constant guard when fighting lets him easily surprise the enemy when he launches the attack. For every attack that misses Alatrisme in close combat, he may immediately make an attack back at that model.

Captain: Alatrisme was an acclaimed Estalian commander until misfortune came over his fate. His colleagues and other captains continue to use his command under risky military missions. Any unit joined by Alatrisme may re-roll failed Psychology tests.





CHOOSING AN ARMY

This army list enables you to turn your miniatures collection into an army ready for tabletop battle. As described in the Warhammer rulebook, the army list is divided into four sections: Characters (including Lords and Heroes), Core Units, Special Units and Rare Units.

CHOOSING AN ARMY

Every miniature in the Warhammer range has a points cost that reflects how valuable it is on the battlefield. For example, a Serf costs just 3 points, while a mighty Archmage costs 175 points!

Both players choose armies to the same agreed points total. You can spend less and will probably find it impossible to use up every last point. Most '2000 point' armies, for example, will be something like 1,998 or 1,999 points.

To form your miniatures into an army, look up the relevant army list entry for the first troop type. This tells you the points cost to add to each unit of models to your army and any options or upgrades the unit may have. Then select your next unit, calculate its point and so on until you reach the agreed points total. In addition to the points, there are a few other rules that govern which units you can include in your army, as detailed under Characters and Troops.

ARMY LIST ENTRIES

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

Profiles: The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

Unit Sizes: Each entry specifies the minimum size for each unit. In some cases, units may also have a maximum size.

Equipment: Each entry lists the standard weapons and armour for that unit type. The value of these items is included in the points value.

Options: Each entry lists any available upgrades to the unit, together with their points cost.

Special Rules: Many troops have special rules which are described in this section.

With the points total agreed, players need to pick their forces using the army list in the relevant Warhammer Armies hook, and the system presented here.

THE GENERAL

An army must always include at least one Lord or Hero to be its General.

Every army must have a General to lead it into battle. The General represents you — he issues the orders that lead to the moves, shots, spells and attacks that your troops make.

MINIMUM THREE UNITS

An army must always include at least three units in addition to any Lords and Heroes.

An army just isn't an army unless it has plenty of warriors in its ranks.

UNIT CATEGORIES

Each army list divides the forces available into several categories. In a standard game, players are limited as to how many of their points can be spent from any particular category.

LORDS

You can spend up to 25% of your points on Lords. Lords are the most powerful characters in your army, individuals possessed of fearsome martial or magical might.

HEROES

You can spend up to 25% of your points on Heroes. Heroes are lesser characters, not as intrinsically deadly as Lords, but still worth a score of ordinary warriors.

WIZARDS AND SPELL LORES

Some Lords and Heroes are Wizards, and have access to one or more spell lores. Although you won't generate the spells that your Wizards know until you start to play your game you do need to make a note in your army roster of which spell lore each of your Wizards will use. If you have a Wizard that is allowed to choose specific spells, you must select which spells they are at the time you pick your army.

CORE UNITS

You must spend a minimum of 25% of your points on Core units.

Core units are the heart of your army, the iconic troops who make up the bulk of every warband and warhost. Unlike other types of unit, there is no maximum to the proportion of your points that you can spend on Core units.

Some Core units do not count towards the minimum points you must spend on Core units (sometimes written as 'do not count towards the minimum number of Core units you must include' or variations thereof) or indeed the minimum number of units you must include in your army. In fact, such units don't count towards any category, just the points value of the army.

SPECIAL UNITS

You can spend up to 50% of your points on Special units.

Special units are invariably elite troops, capable of anchoring a battleline of lesser warriors, or performing great deeds in their own right.

RARE UNITS

You can spend up to 25% of your points on Rare units. Rare units are the most unusual warriors in your army, mighty monsters, weird war machines and elite soldiers of unsurpassed skill. Rare units are often fantastically powerful, but often require a canny general to get the most from them.

DUPLICATE CHOICES

An army cannot contain more than 3 Special choices of the same type and 2 Rare choices of the same type. To further represent the scarce nature of Special and Rare choices there is a limit on how many duplicates of each troop type you can include in your army.

This limit applies only to duplicate Special or Rare unit choices of the same type, not to the total number of Special and Rare units overall.

Note that this limit applies to the basic troop type and isn't dependent on the size of the unit or optional war gear.

Two Units For One Choice

Some units are listed as taking up a single choice. As implied, this means that these two units count only as one choice.

GRAND ARMY

In a grand army, you can include up to 6 duplicate Special choices and 4 duplicate Rare choices. If choosing an army of 3,000 points or more, it is considered to be a 'grand' army, with enough patronage, cash or muscle to get a larger supply of scarce units: up to 6 duplicate Special choices, and up to 4 duplicate Rare choices.

ARMY SELECTION SUMMARY TABLE

You must always include at least three non-character units, plus one Lord or Hero to be your General.

| | Points Limit | Duplicate Choices |
|---------|--------------|-------------------|
| Lords | Up to 25% | No limit |
| Heroes | Up to 25% | No limit |
| Core | 25% or more | No limit |
| Special | Up to 50% | Up to 3 |
| Rare | Up to 25% | Up to 2 |



LORDS

Miraz the Cruel, King of Bilbali

Points/model: 200

| | M | WS | BS | S | T | W | I | A | Ld |
|-------|---|----|----|---|---|---|---|---|----|
| Miraz | 4 | 6 | 5 | 4 | 4 | 3 | 6 | 4 | 9 |

You may only include one Miraz the Cruel in your army.

Equipment:

- Sword of Miraz
- The Sun Shield
- Full plate armour

Special Rules:

- Tactical Supremacy
- Spare no Expenses

El Cid Campeador

Points/model: 300

| | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| El Cid | 4 | 7 | 5 | 4 | 4 | 3 | 6 | 5 | 9 |
| Babieca | 8 | 4 | 0 | 4 | 3 | 1 | 3 | 1 | 6 |

You may only include one El Cid in your army.

Mount: Babieca.

Equipment:

- Tizona & Colada
- Armour of the Cid

Special Rules:

- Tactical Supremacy
- Champion

Grand Master Juan Federico

Points/model: 325

| | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Juan Federico | 4 | 6 | 5 | 4 | 4 | 3 | 6 | 4 | 9 |

You may only include one Juan Federico in your army.

Equipment:

- Axe of Retribution
- Cross of Myrmidia
- Book of Wisdom
- Full plate armour

Special Rules:

- Tactical Supremacy
- Hatred
- Stubborn
- Immune to Psychology

Options:

Mount:

Barded Warhorse

21pts

LORDS

Grand Commander

Points/model: 90

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Grand Commander | 4 | 6 | 5 | 4 | 4 | 3 | 6 | 4 | 9 |

Equipment:

- Hand weapon

Special Rules:

- Tactical Supremacy

Options:

Close Combat Weapon (once choice only):

| | |
|------------------------|------|
| Spear | 3pts |
| Lance | 6pts |
| Great weapon | 6pts |
| Halberd | 6pts |
| Additional hand weapon | 6pts |

Armour:

| | |
|----------------------|-------|
| Light armour* | 3pts |
| Heavy armour* | 6pts |
| Full Plate Armour* | 12pts |
| *May only choose one | |
| Shield | 3pts |

Ranged Weapon (once choice only):

| | |
|----------|-------|
| Pistol | 9pts |
| Handgun | 10pts |
| Arquebus | 15pts |

Mount (once choice only):

| | |
|-----------------|--------|
| Warhorse | 15pts |
| Barded Warhorse | 21pts |
| Pegasus | 50pts |
| Griffon | 200pts |

Magic Items:

| | |
|------------------|--------|
| Up to a total of | 100pts |
|------------------|--------|

Archmage

Points/model: 175

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Archmage | 4 | 3 | 3 | 3 | 4 | 3 | 3 | 1 | 8 |

Magic:

- An Archmage is a Level 3 Wizard and knows spells from the following Lores: Fire, Metal, Light and Heaven's list.

Equipment:

- Hand weapon

Special Rules:

- Restricted Practise

Options:

Magic:

| | |
|---------------------------|-------|
| Upgrade to level 4 Wizard | 35pts |
|---------------------------|-------|

Mount (once choice only):

| | |
|-----------------|-------|
| Warhorse | 15pts |
| Barded Warhorse | 21pts |
| Pegasus | 50pts |

Magic Items:

| | |
|------------------|--------|
| Up to a total of | 100pts |
|------------------|--------|

High Inquisitor

Points/model: 100

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| High Inquisitor | 4 | 5 | 3 | 4 | 4 | 3 | 5 | 3 | 9 |

Equipment:

- Hand weapon

Special Rules:

- Blessing of Fury

Magic Items:

| | |
|------------------|--------|
| Up to a total of | 100pts |
|------------------|--------|

Inquisitorial Powers:

| | |
|------------------|--------|
| Up to a total of | 100pts |
|------------------|--------|

HEROES

Fernando Cortez

Points/model: 150

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Fernando Cortez | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 3 | 9 |

You may only include one Fernando Cortez in your army.

Equipment:

- Pistols of Bilbali
- Amulet of Pahuax
- Heavy armour

Special Rules:

- Tactical Supremacy
- Fusillade
- Conquistador Commander

Options:

Mount:

Warhorse

10pts

Don Quixote

Points/model: 125

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Don Quixote | 4 | 4 | 3 | 4 | 4 | 2 | 4 | 2 | 9 |
| Rocinante | 7 | 2 | 0 | 3 | 3 | 1 | 2 | 1 | 4 |

You may only include one Don Quixote in your army.

Mount: Rocinante.

Equipment:

- Hand weapon
- Lance
- Heavy armour
- Shield

Special Rules:

- Unbreakable
- 3+ Ward save
- Insane
- Random Chance

Captain Alatrisme

Points/model: 125

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Alatrisme | 4 | 6 | 5 | 4 | 4 | 2 | 6 | 3 | 8 |

You may only include one Alatrisme in your army.

Equipment:

- Two hand weapons
- Pistol

Special Rules:

- Tactical Supremacy
- Killing Blow
- Fencing Master
- Captain

HEROES

Captain

Points/model: 50

| | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Captain | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 3 | 8 |

Equipment:

- Hand weapon

Special Rules:

- Tactical Supremacy

Options:

Close Combat Weapon (once choice only):

| | |
|------------------------|------|
| Spear | 2pts |
| Lance | 4pts |
| Great weapon | 4pts |
| Halberd | 4pts |
| Additional hand weapon | 4pts |

Armour:

Light armour* 2pts
Heavy armour* 4pts

*May only choose one

Shield 2pts

Ranged Weapon (once choice only):

Pistol 6pts
Handgun 10pts
Arquebus 15pts

Mount (once choice only):

Warhorse 10pts
Barded Warhorse 14pts
Pegasus 50pts

Magic Items:

Up to a total of 50pts

Battle Mage

Points/model: 65

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Battle Mage | 4 | 3 | 3 | 3 | 3 | 2 | 3 | 1 | 7 |

Magic:

- A Battle Mage is a Level 1 Wizard and knows spells from the following Lores: Fire, Metal, Light and Heaven's list.

Equipment:

- Hand weapon

Special Rules:

- Restricted Practise

Options:

Magic:

Upgrade to level 2 Wizard 35pts

Mount (once choice only):

Warhorse 15pts
Barded Warhorse 21pts

Magic Items:

Up to a total of 50pts

Character Mounts

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Griffon | 6 | 5 | 0 | 5 | 5 | 4 | 5 | 4 | 7 |
| Pegasus | 8 | 4 | 0 | 4 | 4 | 3 | 4 | 2 | 6 |
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 |
| Altar | - | - | - | 4 | 5 | 4 | - | - | - |
| Bull | 7 | 3 | 0 | 4 | - | - | 3 | 1 | - |

Special Rules:

Griffon; Fly, Large Target, Terror
Pegasus; Fly

HEROES

Inquisitor

Points/model: 45

| | M | WS | BS | S | T | W | I | A | Ld |
|------------|---|----|----|---|---|---|---|---|----|
| Inquisitor | 4 | 4 | 3 | 4 | 4 | 2 | 4 | 2 | 8 |

Equipment:

- Hand weapon

Special Rules:

- Blessing of Fury

Magic Items:

Up to a total of

50pts

Inquisitorial Powers:

Up to a total of

50pts

Priestess of Myrmidia

Points/model: 95

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Priestess | 4 | 4 | 4 | 4 | 3 | 2 | 4 | 2 | 8 |

Magic:

- A Priestess of Myrmidia is a Level 1 Wizard and knows all the spells from the Lore of Myrmidia.

Equipment:

- Hand weapon
- Spear
- Shield

Special Rules:

- Tactical Supremacy
- Blessing of Myrmidia

Options:

Armour:

Light armour*

2pts

Heavy armour*

4pts

*May only choose one

Ranged Weapon (once choice only):

Javelin

4pts

Mount (once choice only):

Altar of Myrmidia*

100pts

*Only one per army

Army Battle Standard

The Altar of Myrmidia carries the Battle Standard. Alternatively, if there is no Altar of Myrmidia in the army, a Captain in the army may carry the Battle Standard for +25 points. The Altar of Myrmidia or the Captain carrying the Battle Standard can have a magic banner (no points limit) but if the Captain carries a magic banner he cannot carry any other magic items.

Magic Items:

Up to a total of

50pts

Inquisitorial Henchmen

Points/model: 10

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Henchman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |

Equipment:

- Hand weapon

Special Rules:

- Skirmishers

CORE

Tercio Pikemen

Points/model: 7

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Pikeman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |
| Sergeant | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 7 |

| | | |
|--------------------------|---|---|
| Unit Size: 10+ | Equipment: | Special Rules: |
| | <ul style="list-style-type: none"> • Hand weapon • Pike • Light armour | <ul style="list-style-type: none"> • Tactical • Supremacy |

Options:

| | |
|--|-------|
| Command: | |
| Upgrade one Pikeman to a Sergeant | 10pts |
| Upgrade one Pikeman to a Musician | 5pts |
| Upgrade one Pikeman to a Standard Bearer | 10pts |
| A Standard Bearer may carry a magic standard worth up to | 25pts |

| | |
|----------------|-----------|
| Armour: | |
| Shield | ½pt/model |

Arbalests

Points/model: 9

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Arbalest | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |
| Marksman | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 |

| | | |
|--------------------------|---|---|
| Unit Size: 10+ | Equipment: | Special Rules: |
| | <ul style="list-style-type: none"> • Hand weapon • Crossbow • Light armour | <ul style="list-style-type: none"> • Tactical • Supremacy |

Options:

| | |
|---|-------|
| Command: | |
| Upgrade one Arbalest to a Sergeant | 5pts |
| Upgrade one Arbalest to a Musician | 5pts |
| Upgrade one Arbalest to a Standard Bearer | 10pts |

Swashbucklers

Points/model: 6

| | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Swashbuckler | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 |
| Sergeant | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 2 | 7 |

| | | |
|--------------------------|--|---|
| Unit Size: 10+ | Equipment: | Special Rules: |
| | <ul style="list-style-type: none"> • Hand weapon • Buckler • Light armour | <ul style="list-style-type: none"> • Tactical • Supremacy |

Options:

| | |
|--|-------|
| Command: | |
| Upgrade one Swashbuckler to a Sergeant | 10pts |
| Upgrade one Swashbuckler to a Musician | 5pts |
| Upgrade one Swashbuckler to a Standard Bearer | 10pts |
| A Standard Bearer may carry a magic standard worth up to | 25pts |

CORE

Lancers

Points/model: 19

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Lancer | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 8 |
| Knight | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 2 | 8 |
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 |

| | | |
|-------------------------|--|--|
| Unit Size: 5+ | Equipment: | Special Rules: |
| | <ul style="list-style-type: none"> • Hand weapon • Lance • Heavy armour • Shield | <ul style="list-style-type: none"> • Tactical Supremacy |

Options:

Command:

| | |
|--|--------------|
| Upgrade one Lancer to a Knight | 14pts |
| Upgrade one Lancer to a Musician | 7pts |
| Upgrade one Lancer to a Standard Bearer | 14pts |
| A Standard Bearer may carry a magic standard worth up to | 25pts |

Armour:

| | |
|---------|-------------------|
| Barding | 2pts/model |
|---------|-------------------|

Jinetes

Points/model: 13

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Jinete | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |
| Outrider | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 |
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 |

| | | |
|-------------------------|--|--|
| Unit Size: 5+ | Equipment: | Special Rules: |
| | <ul style="list-style-type: none"> • Hand weapon • Javelin • Shield | <ul style="list-style-type: none"> • Fast Cavalry |

Options:

Command:

| | |
|---|--------------|
| Upgrade one Jinete to an Outrider | 7pts |
| Upgrade one Jinete to a Musician | 7pts |
| Upgrade one Jinete to a Standard Bearer | 14pts |

Weapons:

| | |
|--------------------------------|-------------|
| Swap javelin for heavy javelin | free |
|--------------------------------|-------------|

Diestro

Points/model: 7

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Diestro | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |
| Champion | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 2 | 7 |

| | | |
|-------------------------|--|---|
| Unit Size: 8+ | Equipment: | Special Rules: |
| | <ul style="list-style-type: none"> • Two hand weapons | <ul style="list-style-type: none"> • Skirmish • Disengage |

Options:

Command:

| | |
|-----------------------------------|--------------|
| Upgrade one Diestro to a Champion | 10pts |
|-----------------------------------|--------------|

CORE

Marines

Points/model: 6

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Marine | 4 | 3 | 3 | 3 | 3 | 1 | 4 | 1 | 7 |
| Sergeant | 4 | 3 | 3 | 3 | 3 | 1 | 4 | 2 | 7 |

Unit Size: 10+
Equipment:

- Two hand weapons
- Light armour

Special Rules:

- Tactical Supremacy

Options:

Command:
 Upgrade one Marine to a Sergeant **10pts**
 Upgrade one Marine to a Musician **5pts**
 Upgrade one Marine to a Standard Bearer **10pts**

Weapon:
 Swap hand weapon for pistol **3pts/model**

Serfs

Points/model: 3

| | M | WS | BS | S | T | W | I | A | Ld |
|----------------|---|----|----|---|---|---|---|---|----|
| Serf | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 |
| Militia Leader | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 2 | 5 |

Serfs do not count towards the minimum number of core units you must include in your army.

Unit Size: 20+
Equipment:

- Hand weapon
- Spear

Special Rules:

- Insignificant

Options:

Command:
 Upgrade one Serf to a Militia Leader **6pts**
 Upgrade one Serf to a Musician **3pts**

Weapon:
 Swap spear for sling **1pt/model**

Penitents

Points/model: 4

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Penitent | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 6 |
| Zealot | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 2 | 6 |

Unit Size: 10+
Equipment:

- Hand weapon
- Morning star

Special Rules:

- Frenzy

Options:

Command:
 Upgrade one Penitent to a Zealot **8pts**

Missionary

Points/model: 25

| | M | WS | BS | S | T | W | I | A | Ld |
|------------|---|----|----|---|---|---|---|---|----|
| Missionary | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 0 | 8 |

A Missionary may be bought as a unit upgrade to any unit of Tercio Pikemen, Arbalests, Sword and Bucklermen, Marines, Serfs, Arquebusiers and Black Watchmen. You may only have one Missionary in each unit.

Equipment:

- Staff

Special Rules:

- Spread the Faith

SPECIAL

Knights of the Blazing Sun

Points/model: 28

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Knight | 4 | 4 | 3 | 4 | 3 | 1 | 3 | 1 | 8 |
| Preceptor | 4 | 4 | 3 | 4 | 3 | 1 | 3 | 2 | 8 |
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 |

Unit Size:
5+

Equipment:

- Hand weapon
- Lance
- Full plate armour
- Shield

Special Rules:

- Tactical Supremacy
- Blinding Light

Options:

Command:

Upgrade one Knight to a Preceptor
 Upgrade one Knight to a Musician
 Upgrade one Knight to a Standard Bearer
 A Standard Bearer may carry a magic standard worth up to

16pts
8pts
16pts
50pts

Conquistadors

Points/model: 22

| | M | WS | BS | S | T | W | I | A | Ld |
|--------------------|---|----|----|---|---|---|---|---|----|
| Conquistador | 4 | 4 | 4 | 3 | 3 | 1 | 4 | 1 | 8 |
| Elite Conquistador | 4 | 4 | 4 | 3 | 3 | 1 | 4 | 2 | 8 |
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 |

Unit Size:
5+

Equipment:

- Hand weapon
- Pistol
- Handgun
- Heavy armour

Special Rules:

- Tactical Supremacy
- Fusillade

Options:

Command:

Upgrade one Conquistador to an Elite Conquistador
 Upgrade one Conquistador to a Musician
 Upgrade one Conquistador to a Standard Bearer
 A Standard Bearer may carry a magic standard worth up to

16pts
8pts
16pts
50pts

Armour:

Shield

2pts/model

Arquebusiers

Points/model: 12

| | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Arquebusier | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 |
| Sharpshooter | 4 | 3 | 5 | 3 | 3 | 1 | 3 | 1 | 7 |

Unit Size:
10+

Equipment:

- Hand weapon
- Arquebus
- Light armour

Special Rules:

- Tactical Supremacy

Options:

Command:

Upgrade one Arquebusier to a Sharpshooter
 Upgrade one Arquebusier to a Musician
 Upgrade one Arquebusier to a Standard Bearer

6pts
6pts
12pts

SPECIAL

Grenadiers

Points/model: 28

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Grenadier | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 |

Unit Size: 5-10

Equipment:

- Hand weapon
- Grenades
- Heavy armour

Special Rules:

- Tactical Supremacy
- Skirmishers

Mountain Bandits

Points/model: 9

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Mountain Bandit | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 |
| Bandit Leader | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 6 |

Unit Size:
5+

Equipment:

- Hand weapon
- Bow

Special Rules:

- Skirmishers
- Scouts
- Guerrilla Fighters

Options:

Command:

Upgrade one Mountain Bandit to a Bandit Leader

5pts

Sisters of Myrmidia

Points/model: 10

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Sister | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 |
| Matriarch | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 2 | 8 |

Unit Size:
10+

Equipment:

- Hand weapon
- Spear
- Heavy armour
- Shield

Special Rules:

- Tactical Supremacy
- Myrmidia's Adepts

Options:

Command:

Upgrade one Sister to a Matriarch
 Upgrade one Sister to a Musician
 Upgrade one Sister to a Standard Bearer
 A Standard Bearer may carry a magic standard worth up to

10pts

5pts

10pts

50pts

RARE

Black Watchmen

Points/model: 14

| | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Watchman | 4 | 4 | 3 | 4 | 3 | 1 | 4 | 1 | 8 |
| Watch Captain | 4 | 4 | 3 | 4 | 3 | 1 | 4 | 2 | 8 |

Unit Size:

10+

Equipment:

- Hand weapon
- Halberd
- Full plate armour

Special Rules:

- Tactical Supremacy
- Hatred
- Stubborn
- Immune to Psychology

Options:

Command:

- Upgrade one Watchman to a Watch Captain
- Upgrade one Watchman to a Musician
- Upgrade one Watchman to a Standard Bearer
- A Standard Bearer may carry a magic standard worth up to

12pts
6pts

12pts

50pts

Culverin

Points/model: 85

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Culverin | - | - | - | - | 7 | 3 | - | - | - |
| Crew | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |

Equipment:

- Hand weapon

Special Rules:

- War machine
- Scatter-shot

Unit Size: 1 Culverin with 3 crew.

Toros Embolados

Points/model: 8

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Bull | 7 | 3 | 0 | 4 | 4 | 1 | 3 | 1 | 5 |
| Caballero | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |
| Horse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 |

Equipment (Caballeros only):

- Hand weapon
- Spear
- Shield

Special Rules:

- Bull Run!

Unit Size: 2 Caballeros and 5-20 Bulls. The Caballeros are not part of the units points cost.

INQUISITORIAL POWERS

The Inquisitors of Estalia are well versed in fighting the forces of Chaos, and as such have developed special holy powers to battle them. Inquisitorial Powers are not Magic Items and as such cannot be destroyed by any source.

Holocaust **30 pts**

The Inquisitor projects forth the fire in his soul in a searing ball of white flame, igniting the very air around him, incinerating any who come too close.

Holocaust may be used in the Close Combat phase after all other Attacks have been resolved. If the Inquisitor can pass a Leadership test, place the small round template anywhere in base contact with the Inquisitor. All models, friend or foe, touched by the template suffer a Strength 5 hit. All wounds inflicted by this power count towards the combat result.

Divine Pronouncement **25 pts**

To the Inquisitor, all who stand against him are branded heretic, and the only fate deserved by such is an eternity of damnation. Invoking Myrmidia's power, the Inquisitor pronounces His judgement, before which few can stand defiant.

Target one enemy unit within 18" which not in close combat in the Shooting phase. This unit must take a Panic test as if it had just suffered 25% casualties from shooting. If the Inquisitor's Leadership is greater than that of the enemy unit, the test is modified by the difference.

Hammer of the Witches **20 pts**

For a man to wield the powers of Magic he must first have been tested and tried, and branded worthy to do so by the agents of the Inquisition. Any man who has not been so approved is an unclean witch and will be purged by the Inquisitor's own bestowed powers lest the beasts of the Chaos realm enslave his soul.

Hammer of the Witches may be used in the Shooting phase. All enemy wizards within 18" must pass a Leadership test or take D6 Strength 4 hits as the divine purity of Myrmidia consumes them.

Sanctuary **20 pts**

Many Inquisitors can throw up a holy shield that protects them from malign influences, and the strongest in faith can even conjure temporary wards around their companions through which the Daemon cannot pass.

The Inquisitor and his unit gain a 4+ Ward save against magic missiles and direct damage spells. In addition, no Daemons may move within 3" of the Inquisitor for any reason.

Scourging **20 pts**

The Inquisitor channels his righteous wrath into crackling energy, the air itself splitting apart as bright arcs of soul-lightning ravage those in his path.

Scourging may be used in the Shooting phase. It counts as a missile attack that hits its target automatically. Scourging has a range of 18" and Strength 5.

Hammerhand **15 pts**

Some Inquisitors can wield their powers as a physical force, such that anything they touch suffers catastrophic damage. An Inquisitor using Hammerhand is capable of ripping apart steel plates with his bare hands.

Hammerhand may be used at the beginning of any Close Combat phase. If the Inquisitor can pass a Leadership test, Hammerhand doubles the basic Strength of the user until the start of his next turn, but may not use any Magic Weapons while Hammerhand is in effect.

Her Will Be Done **15 pts**

The Inquisitor becomes a furious manifestation of Myrmidia's divine will, dispensing His justice with every blow and cowing all His enemies with his holy wrath.

Every unsaved wound inflicted by the Inquisitor in Close Combat counts as two for the purposes of combat resolution.

Purge **15 pts**

The Inquisitor is a seasoned master in the ways of hunting the heretic. With his sinister gaze he is able to decimate the will of his enemy, filling his mind with the unbearable truth of his sins, until nothing more than a drooling, broken form remains.

Purge may be used in the Shooting phase. Target one enemy model within 24" of the Inquisitor and within his line of sight. Both players roll a D6 and add the Leadership of their respective models. If the Inquisitor scores higher than the target model, the target's Leadership is reduced by 3 for the remainder of the game. This power may only be used successfully once per target.

Word of Myrmidia **10 pts**

Many Inquisitors have such force of belief that their canticles and liturgies can cause the unbeliever and the witch to shrink back in fear.

All enemy units attempting to charge the Inquisitor or his unit must pass a Leadership test. If they fail, they may not charge that turn.

RELICS OF ESTALIA

In this section is a list of the 'Estalia only' magic items. These items can only be used by models from this book. Magic items must be selected within the points limitations set by the army list section. Note that the rules for magic items presented in the Warhammer rulebook also apply to the 'Estalia only' magic items.

MAGIC WEAPONS

Sacred Sword of Vengeance 75 pts

This sword was carried by Tomas until his death. It has been carried by the Grand Master of the Sacred Order ever since. When wielded in combat it gives off a blinding white light that makes the enemy unable to find their mark.

Enemies in base contact with the wielder suffer -1 to hit in close combat. In addition, wounds caused by this sword do not allow any armour saves.

Hammer of Sacrifice 65 pts

In times of great need this hammer, from Verak's tomb, is taken by a hero of the Inquisition to vanquish the enemies of Estalia. This is a weapon which is dangerous to its wielder as its power can be the death of its bearer.

The bearer has their strength doubled and Always Strikes First. Once in combat the power of the runes causes the bearer to become Frenzied. Once Frenzied the wielder may overexert himself; at the end of each close combat phase of which the wielder takes part roll a D6; On a 5+ the wielder takes a wound which cannot be saved by any means.

Verak's Crossbow 60 pts

An heirloom of Verak, this heavy crossbow is covered in runes that give it magical properties far beyond that of any other crossbow.

All shots fired from this crossbow are resolved as hits from a bolt thrower.

Heartpiercer 35 pts

Heartpiercer is an enchanted javelin that has been carried by many heroes of the kingdom. Keen of edge and long and strait the shaft makes it ideal for hurling at foes.

Javelin. Heartpiercer has a range of 16" and always hits what it is aimed at and then returns to the throwers hand. Characters may be picked out within units and do not receive any "Look Out, Sir!" roll.

The Sword of Talabaro 35 pts

A most holy relic from ancient times it bears the name of the town where it normally resides. In times of war heroes deemed worthy of it may remove the sword and use it. The sword is an astute judge and does not let just anyone wield it, only heroes of great renown.

The wielder of this Sword increases his Leadership by 1 and gets +1 Attack.

Sword of the Duellist 25 pts

Long and elegant this sword is a masterwork of light fencing swords. It has a beautifully crafted basket hilt and hand tooled leather scabbard.

The wielder of this Sword gains +2 to his Initiative and +1 to Hit in Close Combat.

The Black Scimitar of Walleh 30 pts

Taken from the slain captain of the Black Scimitar Guard during the wars this weapon has been used by various heroes ever since.

If an enemy model suffers an unsaved wound from the Black Scimitar they must take a Strength test. If failed, they will suffer an additional wound. Keep testing until the wounded model passes the test or is slain.

The Cutlass of Quietude 25 pts

Used for generations by privateers loyal to the King of Magritta this weapon has found its way into a number of land battles as well.

Any armour saves taken from wounds caused by this weapon are at an additional -3.



Morningstar of the Blessed Martyr 25 pts

Tinged with a permanent crimson hue, this weapon gives mute testimony to the countless foes it has fallen.

The wielder of this morning star receives +2 Strength in the first round of combat, and +1 Strength in the subsequent rounds.

Spear of the Reconquista 20 pts

A better or more perfectly balanced spear was never made than this.

The wielder of this spear gains +2 Strength and +1 Attack when he charges.

Pica Myrmidia of Fury 25 pts

The tip of the spear was created from a meteorite metal, put on the lance of a noble and blessed by Crenardi himself. During the wars of the Communards the spear was broken and the tip was adapted by a captain. The pike has changed hands several times since then, but the point remains there for sacred ruin of enemies and Estalia and Myrmidia.

Pike. When the wielder is charged, this pike inflicts D6 Strength 5 Impact hits.

MAGIC ARMOUR

Armour of the Cid **60 pts**

Reputed to be the armour worn by the mighty Cid, this armour is considered a holy relic, it is said that the armour appears to worthy warriors on the eve of battle.

This armour provides its wearer with a 3+ armour save. In addition, he gains a 4+ Ward save as well.

Sacred Armour **35 pts**

This armour has been worn by many heroes of the Inquisition and over time it has been imbued with the spirit and strength of the wearers.

This armour provides a 2+ armour save and a 6+ Ward save to the wearer. In addition, the wearer is Immune to Psychology.

Blessed Armour of Myrmidia **35 pts**

It is said that during the Crusades, a powerful and brave captain wore Estalian. It has engraved on his armour right shoulder Myrmidia symbol protecting the holder.

Full plate armour. The wearer may re-roll failed armour saves.

Armour of Fortitude **30 pts**

This stout plate armour is hardened against most elements and is quite sturdy. It is of a dusky colour as it has been tempered in fire to prevent rust.

Heavy Armour. The wearer gains +1 Toughness.

Armour of Virtue **30 pts**

This armour was blessed by Tomas himself and is made of the finest Tobaran steel. It also bolsters the courage of the wearer, inspiring them to greater deeds.

Full Plate Armour. The wearer and any unit he leads may reroll failed Leadership tests.

Steel Shield **30 pts**

The famous Bilbali steel is not only used in weapons. This shield is made from this great material, being truly amazing in durability and resistance.

The Steel Shield counts as a shield that provides the wielder with a 5+ armour save. The wearers armour save can never fall below 5+, regardless of the Strength of the Attack.



Shield of Spell Deflection **25 pts**

The shield is polished to a mirror like sheen. It has the ability to deflect incoming spells cast at it.

Shield. On a roll of a 4+ a spell directed at the wielder of this shield or the unit that he may be accompanying is deflected harmlessly away.

The Coho Shield **10 pts**

Bearing the symbol of the leaping fish of the Count of Perche the shield has been an heirloom of that house for generations.

Shield. The first attack in any Close Combat phase directed against the wearer automatically misses.

ARCANE ITEMS

The Crystal of Magritta **50 pts**

This crystal has been known to be a focal point for magical energy.

The crystal adds +1 to casting/dispelling attempts.

Lucky Stone **50 pts**

This gem protects the holder of the harmful consequences of using the magic.

The wizard may re-roll the result on the Miscast table. The second result must be kept.

Vambraces of Containment **35 pts**

Intricate carvings adorn these arm bracers and held within are mighty secrets.

Choose any of the Lores available to the caster. One random spell from this Lore is held inside of the bracers and may be cast once per magic phase as a Bound Spell at half its normal casting value, rounding up.

The Staff of Onyx **35 pts**

Seemingly carved from a single piece of Onyx this staff thrums with barely contained power. Straight as an arrow it sends forth a highly compact beam of energy hurling towards the foe.

Bound Spell, Power Level 4. The Staff of Onyx fires a magic missile with a range of 36". One model within line of sight to the caster is struck with a S6 hit. This may be used to single out character models within units.

Wand of Many Colours **25 pts**

This wand is capable of dazzling foes with a shower of many hued sparks.

Bound Spell, Power Level 3. The Wand of Many Colours contains a hex spell that may be cast in combat. The enemy unit must make a leadership test with a -2 penalty or be unable to fight in the ensuing Close Combat phase.

TALISMANS

Amulet of Myrmidia 50 pts

The amulet of Myrmidia is a highly sought after item by the nobles of the Estalian Kingdoms.

A model wearing this Amulet regains 1 lost Wound at the start of each player's turn.

Cipher of the Inquisition 40 points

An ancient text describing the accumulated knowledge of the witch hunters, but written in a secret language that only they understand. It is filled with the secret instructions for banishing Undead and Daemons from whence they came.

Inquisitor only. The Cipher may be used in the Magic phase. Choose one enemy unit of Deamons or Undead; this unit must pass a Leadership or suffer 2D6 Wounds, with no armour save allowed.

Holy Scriptures 30 pts

These scrolls contains the writings of Myrmidia's worshippers, allowing the priest to more easily overcome enemy magic.

Inquisitors and Priestesses of Myrmidia only. The character will generate +1 Dispel Dice to the army's Dispel pool.

Luckstone of the Most Blessed Lady 20 pts

This is a holy item of the goddess Myrmidia inlaid with precious stones and platinum and hung from a silver chain.

The user of this item may re-roll 1 dice to Hit, to Wound, failed armour or Ward saves each turn.

Seal of Myrmidia 20 pts

This stamp is usually used by the Guardians of Faith that have faced evil Wizards and Necromancers many times.

This Seal gives the character bearing it Magic Resistance (2).

ENCHANTED ITEMS

Staff of Tomas the Pure 65 pts

This staff was carried by Tomas when he first arrived in Estalia. It is encrusted in gems and glowing runes. It behaves like all Inquisitor staffs but can draw on the Winds of Magic.

Inquisitors only. Each Shooting phase the staff can deliver the Retribution of Myrmidia; it fires D3 Strength 5 lightning bolts with a range of 24" that D3 wounds with no armour save allowed.

Light of Myrmidia 40 pts

The Light of Myrmidia is a pure crystal set in an ebony wand, which is kept in a black velvet bag until needed. Exposed to sunlight in the magic phase it gives off a blinding flash of white light.

One use only. The Light of Myrmidia may be used at any time. All enemy units with line of sight to the caster will be blinded by the light and suffer a -1 to hit with missile weapons and in Close Combat.

Staff of Purity 25 pts

This staff creates a protective barrier around the wearer, making it a safe hold from the forces of evil that besets him.

Inquisitors only. No enemy unit may enter within 6" of the wearer or any unit he is with without passing a Leadership test at their own, unmodified Leadership.

Scroll of Dispersion 25 pts

The Inquisition prepares these scrolls to help end the evil magic of the enemies of Estalia. In all of them a prayer and the seal of the Inquisition is displayed.

One use only. When used, a spell cast by an enemy wizard is automatically dispelled.

Gem of the Bands 25 pts

During the persecutions that followed the death of Don Gonzalo Infanzon, a goldsmith turned over to the Inquisition one of his creations: a sphere, studded with gold filigree containing a powerful spell.

Inquisitors only. Bound Spell, Power Level 4. The Gem of the Bands contains a hex spell with a range of 24". Any wizard targeted may not cast spells in their following turn.

Holy Water 15 pts

In certain instances Estalian heroes come to the temples of Myrmidia to seek the blessing of the Goddess and her help against enemies who does not dread mere steel. The members of the Black Order provided them with a vial with water blessed at the Temple of Myrmidia in Magritta.

The character and any unit he joins gains Magical Attacks.

MAGIC STANDARDS

The Standard of Myrmidia 100 points

This standard shows the image of the Great Goddess, Estalia's warrior patron. It is said that Myrmidia blesses all the Estalians who distinguish themselves in combat for their courage and bravery, enabling them to defeat any enemy.

All friendly units within 6" of this banner become Stubborn.

Shroud of the Cid 60 pts

This standard is reputedly to be from the bed that held the dying Cid before the last battle of the siege of Valencia. The red marked are said to be his blood.

The unit carrying this standard is gains a 4+ Ward save against all missile attacks.

The Black Standard 50 pts

The Black Standard is often carried by troops of the Inquisition. It has been enchanted by the finest of the spellcasters of the College of War.

The unit carrying this Standard gains +D3 to their combat resolution.

The Standard of the Sacred Office 50 pts

This standard was carried throughout the wars of liberation by the standard bearer of the Brethren. The staff is carved in ancient dwarf runes and came from the tomb of Verak.

The unit carrying this Standard is Immune to Psychology. In addition, the flag will dispel any spell directed at the unit on a 4+.

Veterans' Banner 30 pts

This standard was made to honour the many units of veterans, and each has been adding something to it to highlight their battles. The fabric is as it has been woven by priestesses of Myrmidia.

The unit carrying this standard automatically pass any Leadership tests affected by Tactical Supremacy. In addition, they may re-roll failed Panic tests.

Banner of Faith 25 pts

When the invasion of Jaffar was over, this banner was consecrated in the Temple of Myrmidia and later used in the Crusades. It is said that whenever it was hoisted in victory the Estalian attack fell on the side of the worshipers of the goddess.

The unit carrying this Standard adds +1 to their Strength in the first round of each combat. In addition, they hate all Arabyans.

Standard of Leon 25 pts

A relic from the Crusades, it was reportedly flown by a group of knights who swore to the Estalians to each kill one hundred invaders or die trying. The Knights were relentless during the liberation campaign and was elected as a banner to represent the figure of a lion. In fulfilling their promise, the last of the Knights who was still alive went on pilgrimage to a remote sanctuary to give the banner to the goddess.

The unit carrying this Standard may add +D6" to their charge move. They must always pursue a broken enemy.

Standard of Defence 25 pts

The fabric of this flag is made up of woven symbols of Myrmidia to protect her devoted soldiers.

The unit carrying this Standard adds +1 to their armour saves.

The Banner of Corsairs 25 pts

The hatred of pirates runs deep in the culture of the Estalian Kingdoms. Horrific punishments and executions are carried out against such raiders and their grizzly remains are incorporated onto this standard.

The unit carrying this banner causes Fear. Against Lothorn Sea Guard, Black Ark Corsairs and Long Drong's Slayer Pirates it causes Terror.

The Flag of Magritta 25 pts

In the care of the standard bearer, the Flag of Magritta has flown over the city for centuries. It depicts the coat of arms of the city quartered with those of the ruling house of the Kingdom of Magritta.

One use only. The unit carrying this standard may add +1 to its to hit and to wound rolls.

Banner of the Sun 20 pts

Depicting the Sun symbol of the House of the Montoya of Bilbali, this banner is cherished by generations of soldiers.

The unit may roll 3D6 when taking break tests and discard the highest.

Banner of the Bull 20 pts

In a similar vain to this beloved animal of Estalia, the soldiers fighting under this banner charge with the outmost ferocity at their foes.

Infantry only. Each model in the front rank inflicts an Impact hit at their basic Strength in any turn they charge.

REFERENCE

| LORDS | | | | | | | | | | | | |
|---------------------------|---|----|----|---|---|---|---|---|----|------|-----------|------|
| | M | WS | BS | S | T | W | I | A | Ld | Type | Base Size | Page |
| Miraz the Cruel | 4 | 6 | 5 | 4 | 4 | 3 | 6 | 4 | 9 | I | 20x20mm | |
| El Cid | 4 | 7 | 5 | 4 | 4 | 3 | 6 | 5 | 9 | Ca | 25x50mm | |
| <i>Babieca</i> | 8 | 4 | 0 | 4 | 3 | 1 | 3 | 1 | 6 | WB | 25x50mm | |
| Juan Federico | 4 | 6 | 5 | 4 | 4 | 3 | 6 | 4 | 9 | I | 20x20mm | |
| Grand Commander | 4 | 6 | 5 | 4 | 4 | 3 | 6 | 4 | 9 | I | 20x20mm | |
| Archmage | 4 | 3 | 3 | 3 | 4 | 3 | 3 | 1 | 8 | I | 20x20mm | |
| High Inquisitor | 4 | 5 | 3 | 4 | 4 | 3 | 5 | 3 | 9 | I | 20x20mm | |
| HEROES | | | | | | | | | | | | |
| | M | WS | BS | S | T | W | I | A | Ld | Type | Base Size | Page |
| Fernando Cortez | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 3 | 9 | I | 20x20mm | |
| Don Quixote | 4 | 4 | 3 | 4 | 4 | 2 | 4 | 2 | 9 | Ca | 25x50mm | |
| <i>Rocinante</i> | 7 | 2 | 0 | 3 | 3 | 1 | 2 | 1 | 4 | WB | 25x50mm | |
| Captain Alatríste | 4 | 6 | 5 | 4 | 4 | 2 | 6 | 3 | 8 | I | 20x20mm | |
| Captain | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 3 | 8 | I | 20x20mm | |
| Battle Mage | 4 | 3 | 3 | 3 | 3 | 2 | 3 | 1 | 7 | I | 20x20mm | |
| Inquisitor | 4 | 4 | 3 | 4 | 4 | 2 | 4 | 2 | 8 | I | 20x20mm | |
| Henchman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | I | 20x20mm | |
| Priestess of Myrmdia | 4 | 4 | 4 | 4 | 3 | 2 | 4 | 2 | 8 | I | 20x20mm | |
| CORE | | | | | | | | | | | | |
| | M | WS | BS | S | T | W | I | A | Ld | Type | Base Size | Page |
| Pikeman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | I | 20x20mm | |
| <i>Sergeant</i> | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 7 | I | 20x20mm | |
| Arbalest | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | I | 20x20mm | |
| <i>Marksmán</i> | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | I | 20x20mm | |
| Swashbuckler | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | I | 20x20mm | |
| <i>Sergeant</i> | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 2 | 7 | I | 20x20mm | |
| Lancer | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | Ca | 25x50mm | |
| <i>Knight</i> | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 2 | 8 | Ca | 25x50mm | |
| Jinete | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | Ca | 25x50mm | |
| <i>Outrider</i> | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | Ca | 25x50mm | |
| Diestro | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | I | 20x20mm | |
| <i>Champion</i> | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 2 | 8 | I | 20x20mm | |
| Marine | 4 | 3 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | I | 20x20mm | |
| <i>Sergeant</i> | 4 | 3 | 3 | 3 | 3 | 1 | 4 | 2 | 7 | I | 20x20mm | |
| Serf | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 | I | 20x20mm | |
| <i>Militia Leader</i> | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 2 | 5 | I | 20x20mm | |
| Missionary | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 0 | 8 | I | 20x20mm | |
| SPECIAL | | | | | | | | | | | | |
| | M | WS | BS | S | T | W | I | A | Ld | Type | Base Size | Page |
| Knight of the Blazing Sun | 4 | 4 | 3 | 4 | 3 | 1 | 3 | 1 | 8 | Ca | 25x50mm | |
| <i>Preceptor</i> | 4 | 4 | 3 | 4 | 3 | 1 | 3 | 2 | 8 | Ca | 25x50mm | |
| Conquistador | 4 | 4 | 4 | 3 | 3 | 1 | 4 | 1 | 8 | Ca | 25x50mm | |
| <i>Elite Conquistador</i> | 4 | 4 | 4 | 3 | 3 | 1 | 4 | 2 | 8 | Ca | 25x50mm | |
| Arquebusier | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | I | 20x20mm | |
| <i>Sharpshooter</i> | 4 | 3 | 5 | 3 | 3 | 1 | 3 | 1 | 7 | I | 20x20mm | |
| Grenadier | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | I | 20x20mm | |
| Mountain Bandit | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | I | 20x20mm | |
| <i>Bandit Leader</i> | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 6 | I | 20x20mm | |
| Sister of Myrmdia | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | I | 20x20mm | |
| <i>Matriarch</i> | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 2 | 8 | I | 20x20mm | |
| RARE | | | | | | | | | | | | |
| | M | WS | BS | S | T | W | I | A | Ld | Type | Base Size | Page |
| Watchman | 4 | 4 | 3 | 4 | 3 | 1 | 4 | 1 | 8 | I | 20x20mm | |
| <i>Watch Captain</i> | 4 | 4 | 3 | 4 | 3 | 1 | 4 | 2 | 8 | I | 20x20mm | |
| Culverin | - | - | - | - | 7 | 3 | - | - | - | WM | 50x50mm | |
| <i>Crew</i> | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | I | 20x20mm | |
| Bull | 7 | 3 | 0 | 4 | 4 | 1 | 3 | 1 | 5 | WB | 25x50mm | |
| Caballero | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | Ca | 25x50mm | |
| Horse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | WB | 25x50mm | |
| MOUNTS | | | | | | | | | | | | |
| | M | WS | BS | S | T | W | I | A | Ld | Type | Base Size | Page |
| Griffon | 6 | 5 | 0 | 5 | 5 | 4 | 5 | 4 | 7 | Mo | 50x50mm | |
| Pegasus | 8 | 4 | 0 | 4 | 4 | 3 | 4 | 2 | 6 | MB | 40x40mm | |
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | WB | 25x50mm | |
| Altar | - | - | - | 4 | 5 | 4 | - | - | - | Ch | 50x100mm | |
| Bull | 7 | 3 | 0 | 4 | - | - | 3 | 1 | - | WB | 25x50mm | |

WARHAMMER ESTALIA

"The sword is not the answer to every military problem, for even the mightiest of swords will miss its mark if the opponent is wise enough not to wait around to get slain."

Myrmidian proverb

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