



# SOLDIERS OF THE EMPIRE

## STATE TROOPS

Every province and each city state in the Empire has its own army, which is equipped and maintained at its own expense. In the case of the provinces, these forces fall under the command of the Count, whereas in the city states they are under the control of the city's Burgomeister. Regardless of whether they are provincial troops or city state troops, these forces are known as State Troops or State Regiments.

State Troops are paid as full time professional soldiers, ready in their barracks at all times. They spend the day drilling and weapon training and are easily recognised by their uniforms. They also serve as the town guards, the fire watch and the police force, as well as forming a standing army ready to repel invasion. State Troops are mostly infantry, and may be equipped in a variety of different ways with different types of armour and weapons. Probably the most common weapon is the halberd, a combination of a spear and battleaxe held in both hands. Other favoured weapons include handguns, swords and spears. A State Regiment will often have one or two smaller detachments of differently armed troops to support the main unit in battle. These detachments can be drawn from regular State Troops or from irregular Militia units.

Among the State Troops there will usually be at least two regiments of elite troops. These comprise Pistoliers, who are light cavalry recruited from the young sons of the landed nobility of the state, and Greatswords. These grizzled fighters, promoted from ordinary soldiers who have distinguished themselves on the field of battle, are the Count's bodyguard and the garrison of his castle.

Also included among State Troops is the artillery. These cannons and mortars are made to order in Nuln at the expense of a Count or Burgomeister.

State Troops wear uniforms decorated in the traditional colours of their province or city. All the troops wear a uniform which has its own distinctive pattern or mix of colours. There are no strict rules about the use of these colours or the way in which they are worn, so it is usual to find a great deal of variation in clothing styles between regiments which originate from the same place. For example, the colour most associated with the province of Middenland is blue, but this does not mean that all troops from Middenland always wear uniforms entirely of this colour: some regiments might have blue coats, others blue-striped jackets, while some just sport blue feathers in their caps, or blue ribbons.

## STATE TROOPS

	M	WS	BS	S	T	W	I	A	Ld
Elector Count	4	5	5	4	4	3	5	3	9
Halberdier	4	3	3	3	3	1	3	1	7
Spearman	4	3	3	3	3	1	3	1	7
Swordsman	4	4	3	3	3	1	4	1	7
Handgunner	4	3	3	3	3	1	3	1	7

State Troops units can be used as independent units, Parent Units or Detachments.

### Special Rules

**Magic Banner.** If an Elector Count is your General, **one** unit of State Troops (Halberdiers, Spearmen, Swordsmen or Handgunners) in the army can have a magic standard worth up to 50 pts.

## HALBERDIERS

These soldiers are the most common type of Empire State Troops, because each Elector Count is required to have a standing force of Halberdiers. The Empire halberd is a heavy weapon, capable of dealing terrible damage and is best used against armoured enemies and very tough creatures such as Orcs.

## SPEARMEN

A formation of spears makes an excellent defensive regiment. Enemies who charge a unit of Spearmen are faced with an impassable wall of sharp steel points. Spearmen are more common in the northern provinces. In the southern provinces, which are influenced by nearby Tilea where the pike is the infantry's weapon of choice, the traditional Empire spears are often replaced by similar pole weapons, commonly called half-pikes.

## SWORDSMEN

Swordsmen are expert fencers. They are regarded as romantic and dashing figures, often bravely engaging the best enemy regiments. Their great ability with the sword makes them a tough challenge for even the most skilled opponents.

## HANDGUNNERS

Handgunners are highly effective troops armed with long-barrelled blackpowder weapons. These weapons are known as handguns and are manufactured in Nuln. Often the best marksmen among them get to use one of the deadly experimental weapons created by the Engineers' Guild.

# MILITIA

Broadly referred to as 'irregular troops', Militia units are called up as required, and no one can foretell how many men will turn up at the muster. These troops receive no formal training or discipline, and are armed with their own equipment at their own expense. Such troops are often either mercenaries, such as Crossbowmen from Tilea, or recruited from the peasantry, such as the Archers.

They wear their own clothes which may sometimes have a vaguely uniform appearance and are paid after the battle from the spoils or the Count's war chest. Then they are disbanded once more.

Although Militia troops can operate as independent units, they will often provide detachments for the regular State Regiments.

## ARCHERS

In the Empire, the bow is the classic weapon of the yeomen, and these troops are normally organised into small groups of skirmishers who support the regimented units in battle. Trappers and hunters from the northern provinces, such as Ostland, are often called to serve in special units called Huntsmen, which are employed to scout ahead of the main army.

## CROSSBOWMEN

Crossbows are not popular weapons in the Empire, though Tilean mercenaries are often recruited to augment the firepower of a Count's army. Some Counts from the southern provinces retain units of Crossbowmen as part of their personal household troops. Crossbows may lack the penetrative power of handguns, but are just as accurate in the hands of an expert.

## MILITIA

	M	WS	BS	S	T	W	I	A	Ld
Archer*	4	3	3	3	3	1	3	1	7
Crossbowman	4	3	3	3	3	1	3	1	7
Free Companies	4	3	3	3	3	1	3	1	7

Militia units can be used as independent units or Detachments, but never as Parent Units.

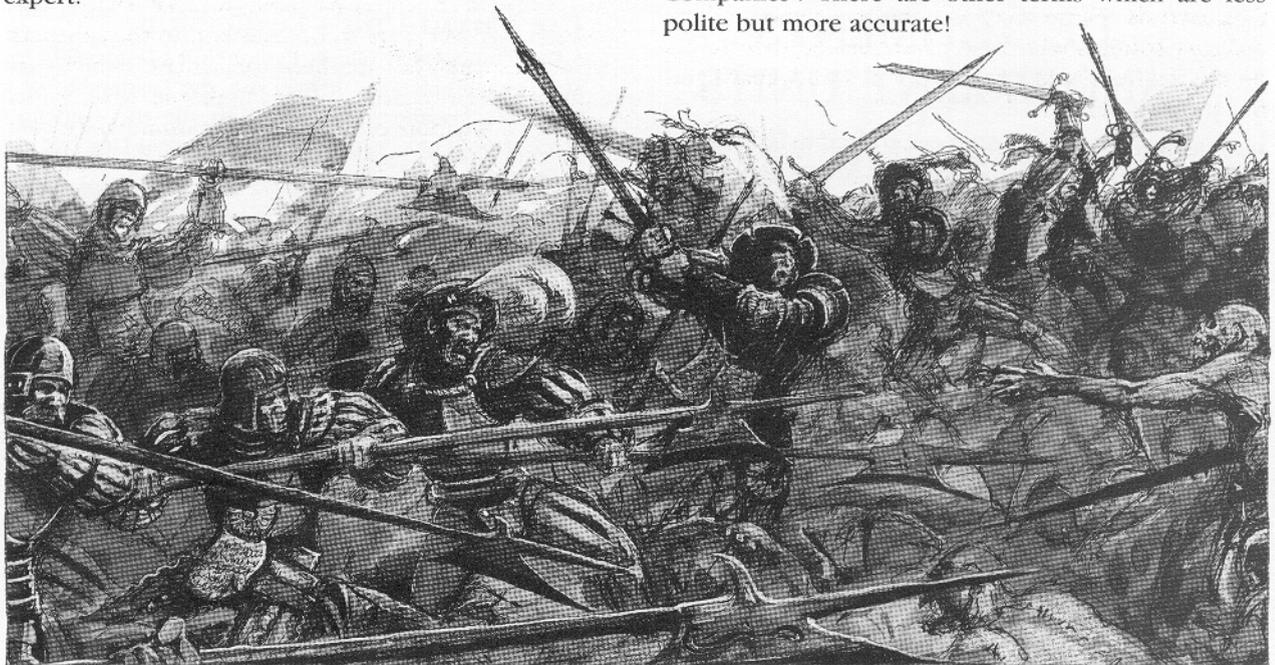
### Special Rules

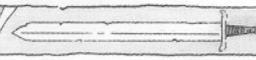
\***Skirmishers.** Archers are *skirmishers*, as described in the Warhammer rulebook, page 115.

## FREE COMPANIES

A further source of irregular troops are the bands of footloose young men and would be adventurers who wander off to seek their fortunes in such places as the Border Princes or the Wasteland. The most successful of these fighters may even end up as nobles in some distant land. Others become brigands or pirates, most are never seen again, but a steady stream return to their homeland, with scars, tall tales and a total inability either to settle down into normal society or accept discipline as regular soldiers. They are good fighters but liable to cause trouble in taverns, when they are not roaming around in dangerous bands.

The Elector Counts wisely seek to recruit such bands as irregular troops for two reasons. The first is to bring these headstrong fighters under some sort of control and thus prevent brigandage and rebellion. The other reason is that they represent a ready source of expendable troops, often brave, reckless and hardened to the rigours of campaigning. The polite and diplomatic term for such troops is 'Free Companies'. There are other terms which are less polite but more accurate!





# DETACHMENT RULES

Empire foot soldiers have developed a very effective method of fighting which has won many a battle: the detachment system. Just like any other body of troops, Empire regiments can operate as totally independent units, but they are also trained to fight in a slightly different way. While the majority of the regiment are armed and equipped as normal, some of its members are armed with different weapons and formed into separate smaller units, called **Detachments**.

The Detachment forms up close to the main unit where it can offer support, either by using long-range weapons, such as bows or handguns, or by employing close combat weapons to threaten an enemy's exposed flanks. A particularly favoured combination is to have two Detachments supporting a main body, one armed with ranged weapons and the other armed with close combat weapons.

As the enemy advances, the Detachment armed with missile weapons keeps firing on them. Should the enemy charge the missile troops, they will flee, and the attackers are either drawn onto the close combat specialists or left struggling in front of the main body of the regiment, ready to be charged in return. Meanwhile, the other Detachment moves round to attack the enemy in the sides or to protect the main body against a flanking attack. The missile troops hopefully rally to rejoin the fray and continue to shoot at approaching enemies. Obviously there are many variations on this tactic, but all rely upon the principle of mutually supporting units.

## DETACHMENTS AND PARENT UNITS

Some infantry units have been trained to fight in a very specialised system based on the interaction of small units, called Detachments, with a main larger unit, called the Parent Unit.

It is important to note that infantry units do not have to be fielded as a Detachment/Parent Unit. If fielded as an independent unit, they move and fight normally, exactly like any other unit in Warhammer.

**State Troops units** (Halberdiers, Spearmen, Swordsmen and Handgunners) may be used as independent units, Parent Units and/or Detachments.

**Militia units** (Archers, Crossbowmen, Free Companies) may not be used as Parent Units, but can be used as Detachments or independent units.

**Greatswords** may not be used as a Detachment, but can be used as a Parent Unit or an independent unit.

## SPECIAL RULES

- Each Parent Unit may have one or two Detachments.
- Detachments do not count towards the minimum number of Core units an army has to field.
- Detachments' size can range from a minimum of five models (regardless of the unit's normal minimum) to a maximum of half the number of models in their Parent Unit, rounding down. Eg, 21 Halberdiers may have up to two Detachments, each from 5 to 10 men strong.
- Detachments cannot choose any of the unit's weapon/armour options and cannot have a Standard Bearer, Musician or Champion.
- Detachments must be deployed simultaneously with their Parent Unit and within 3" of it.
- All friendly units are immune to *panic* caused by fleeing, broken and destroyed Detachments.
- Detachments are treated as normal independent units for the purposes of calculating Victory points.

### DETACHMENTS WITHIN 3" OF THEIR PARENT UNIT

A Detachment is a normal unit and is completely separate and independent from its Parent Unit (eg, it can choose to pursue a broken enemy while the Parent Unit holds its ground, spells and magic items affecting the Parent Unit do not affect its Detachments, etc). Detachments may use the following special rules only if they are within 3" of their Parent Unit, (but not if the Parent Unit is fleeing or declared a flee reaction).

Note that these special rules apply only to Detachments and **not** to Parent Units.

If a character joins a Detachment, that Detachment will be treated as an independent unit (it **will** cause *panic* in other Empire units if it is broken/fleeing/destroyed) and will not be able to use any of the following special rules for as long as the character stays with it.

### Use Parent Unit's Leadership

A Detachment may use its Parent Unit's Leadership for any Leadership tests. It may use the Leadership of a character leading its Parent Unit, or the General's Leadership if he is within 12" of the Parent Unit but not within range of the Detachment.

### Support Fire (see figure 1)

In the enemy's Movement phase a Detachment may stand & shoot against an enemy unit charging its Parent Unit if the Detachment itself has not been charged and is not counter-charging in the same turn. A Detachment can offer support fire regardless of the distance the enemy starts its charge from, and does not suffer the -1 To Hit penalty for standing & shooting, as it has not itself been charged.

### Counter-charge (see figure 1)

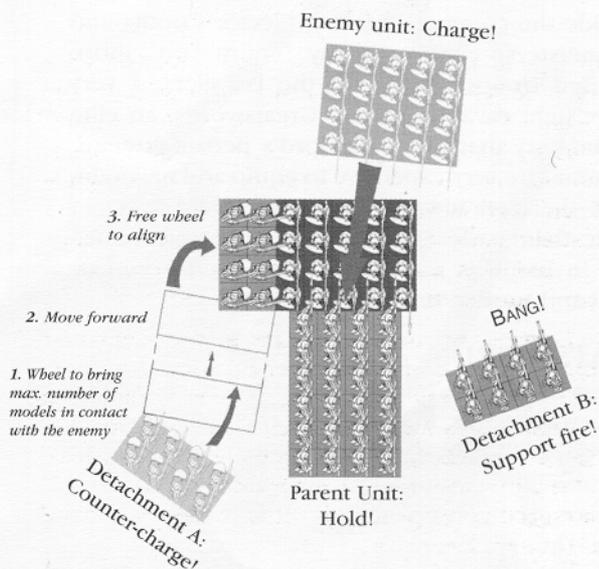
In the enemy's Movement phase a Detachment may counter-charge an enemy unit charging its Parent Unit if the Detachment itself has not been charged. After the enemy has finished moving all its chargers, but before

Remaining Moves, the Detachment can declare a normal charge against the enemy. Note that if the Detachment can draw a line of sight to an exposed flank of the enemy, and has enough Movement to reach it, it can charge the enemy in the flank even if it should have charged to the front, according to the normal rules for charging. This counter-charge does **not** cause *panic* in the charging enemy unit if it is hit in the flank, but the Detachment will get the normal Flank Attack combat bonus and will negate the enemy's rank bonus as long as the Detachment has a Unit Strength of at least five and a frontage of at least four models (skirmishing Archers do not negate rank bonuses). Apart from the exceptions noted above, the Detachment counter-charge follows all the normal rules for charges (it must take a Ld test to charge *fear*-causing enemies, it can wheel only once during the move, it gets an extra alignment move, etc.). This can look a bit awkward, but it just represents the unique tactics of the Detachments, trained to engage the enemy's flanks and disrupt its formation. In the Close Combat phase, resolve the counter-charging Detachment's Attacks first, then the Attacks of the enemy and finally those of the Parent Unit which was charged.

### Supporting Charge (see figure 2)

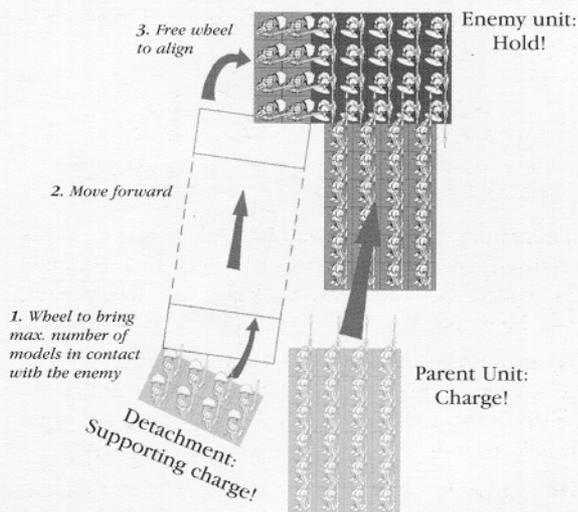
In its own Movement phase a Detachment may make a supporting charge by hitting the flank of an enemy unit engaged in the front by its Parent Unit (or indeed hitting the rear of an enemy charged in the flank by the Parent Unit!). Declare the supporting charge when you declare the charge of the Parent Unit. Note that if the charge of the Parent Unit does not hit its target (failed Psychology test, out of range, etc.), the Detachment will **not** charge either. After the Parent Unit has been brought into contact with its target and after all other chargers have been moved, but before Remaining Moves, the Detachment can charge the same target. If the Detachment can draw a line of sight to an exposed flank of the target, and has enough Movement to reach it, it can charge the target's flank even if it should have charged its front. This flank attack does not cause *panic* in the enemy unit if it is hit in the flank, but the Detachment will get the normal Flank Attack combat bonus and will negate the enemy's rank bonus, as long as the Detachment has a Unit Strength of at least five and a frontage of at least four models (skirmishing Archers do not negate rank bonuses). Apart from the exceptions noted above, the Detachment supporting charge follows all the normal rules for charges.

## FIGURE 1. COUNTER-CHARGE & SUPPORT FIRE



*In this example we are in the enemy Movement phase. The enemy unit declares a charge against the Parent Unit, which holds its ground. Before the enemy charges in, Detachment B opens fire. After all enemy charges have been moved, Detachment A counter-charges against the enemy's exposed flank, following all the normal rules for moving chargers (see steps 1 to 3).*

## FIGURE 2. SUPPORTING CHARGE



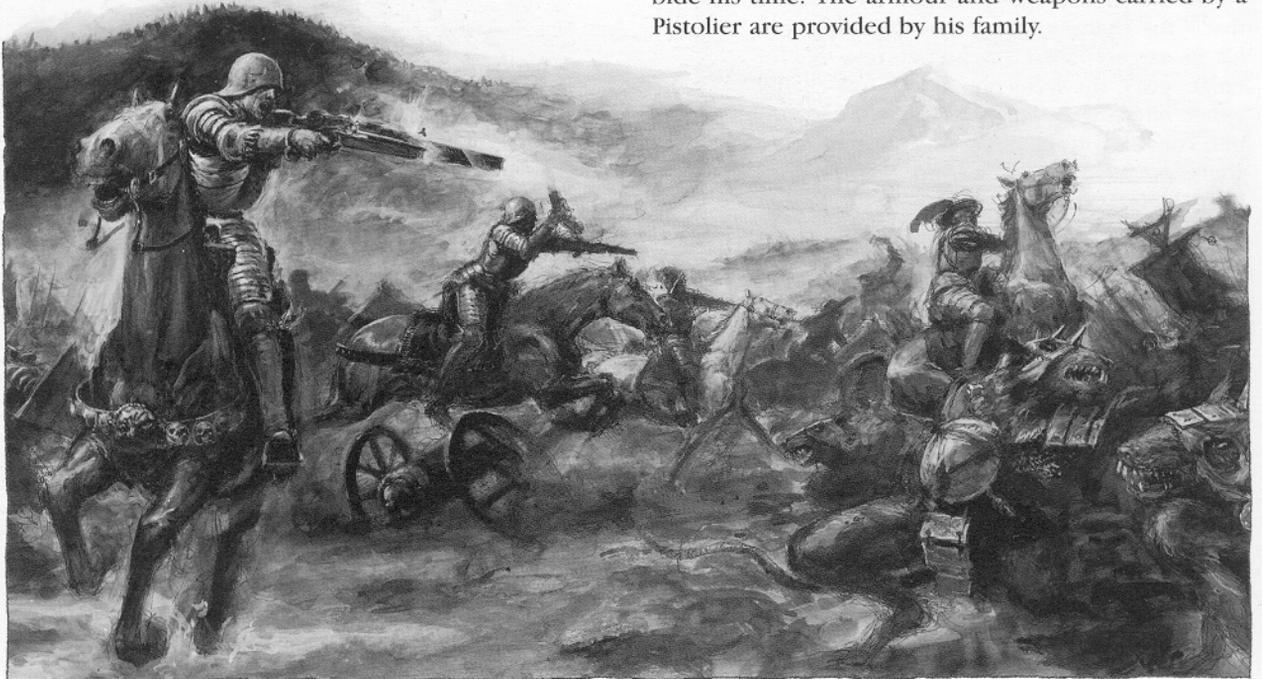
*In this example we are in the Empire Movement phase. The Parent Unit declares a charge against the enemy unit and the Detachment declares a supporting charge. The enemy holds its ground. After all normal charges have been moved, the Detachment charges the enemy's exposed flank (it does not matter if it is now beyond the 3" distance from its Parent Unit), following all the normal rules for moving chargers (see steps 1 to 3).*

# THE ELITE STATE TROOPS

Alongside the common infantry, Elector Counts and Burgomeisters can normally count on more specialised troops. These are the Pistoliers, a very effective light cavalry, and the Greatswords, an elite heavy infantry that forms the lord's personal guard. These units are very expensive to equip and maintain, and are therefore always less common and fewer in number than basic State Troops. To commit such troops in battle is a serious matter for an Empire general and is often regarded as a last resort.

## GREATSWORDS

Members of the Greatswords are personally picked by the Elector Counts from among the champions of their troops. To gain such promotion, a soldier must distinguish himself under the eyes of his commanding officers or accomplish some heroic feat of arms (and survive the experience!). Greatswords form the garrison of the Count's castle and their personal bodyguard on the battlefield. Equipped with deadly two-handed swords and superb suits of full plate armour made by Dwarf Smiths, Greatswords swear to never give ground to the enemies of the Empire and to protect the Count at the cost of their own lives. The history of the Empire is rich with episodes where these brave soldiers were cut down to a man in a last stand around their Count after all the rest of the army had been defeated. Such devotion is well rewarded, as veterans of this elite corp are sometimes knighted, a great honour for a humble warrior.



## ELITE STATE TROOPS

	M	WS	BS	S	T	W	I	A	Ld
Greatsword	4	4	3	3	3	1	3	1	8

Greatswords can be used as independent units or Parent Units, but never as Detachments.

### Special Rules

**Stubborn.** Greatswords are *stubborn*, as described in the Warhammer rulebook, page 85.

	M	WS	BS	S	T	W	I	A	Ld
Pistolier	4	3	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

### Special Rules

**Fast Cavalry.** Pistoliers are Fast Cavalry, as described in the Warhammer rulebook, page 117.

**Fusillade.** Mounted models cannot normally use two hand weapons in close combat, but Pistoliers are an exception to this rule. In the first turn of each combat, Pistoliers can attack with both their pistols (or with a sword and repeater pistol), just like models on foot. In subsequent turns they will revert to the normal rules and the rider will have only one Attack at his basic Strength.

## PISTOLIERS

Pistoliers are nobles' sons who are not yet old or experienced enough to win their spurs as Knights. In battle, they outflank the enemy and disrupt its lines with sudden hit-and-run attacks. Being rather young and inexperienced, Pistoliers are inclined to be hot-headed and rather wild, bravely dashing into the jaws of danger where a more experienced warrior might bide his time. The armour and weapons carried by a Pistolier are provided by his family.

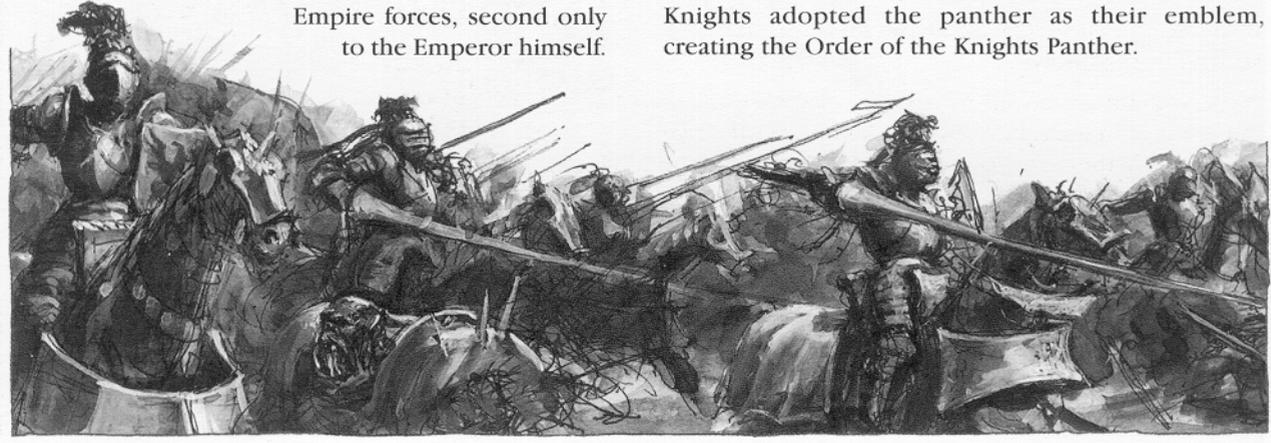


# KNIGHTLY ORDERS

The sons of the Empire's nobility often choose to join one of the select brotherhoods of Knightly Orders. There are many such brotherhoods throughout the Empire. Some of the smaller Orders recruit from the local nobility, such as the Knights of the Blazing Sun, the Knights of the Black Rose, the Knights of the Broken Sword, etc. Some restrict their membership to worshippers of a particular god and are referred to as Templars, such as the members of the sinister Black Guard of Mórr or the Knights of the Everlasting Light. A Knight displays the emblems of his order on his armour and shield, and the style of his armour and dress follows a traditional design. Knights owe their allegiance directly to their lord: the Grand Master of their Order. Each Order has a very complex hierarchic structure, but almost all of them are governed by an Inner Circle of Knights. These heroic warriors have accomplished a mighty feat of arms, distinguishing themselves and earning the right to ascend to this important position. The Knights of the Inner Circle are the elite of the elite, certainly the best fighting men of all the Empire.

Elector Counts often call upon the Knights of an Order to come to arms and fight as part of their army. To add this crack heavy cavalry to their own army is vital for the Counts. This makes the Grand Masters very powerful individuals, because their's is the final decision whether the Order will join the Count's army or not. Often the condition for this help is that the Grand Master himself assumes command of the army. Many Elector Counts are only too happy to accept this condition, since it is well known that Grand Masters make formidable leaders.

The Reiksguard Knights form the bodyguard of the Emperor. The Order was founded during the reign of Wilhelm, the first Emperor of the lineage of the Princes of Aldorf. Devout Templars of Sigmar, Reiksguard Knights swear to give their lives to protect the Emperor, who is the living incarnation of Sigmar. Their Grand Master is the Reiksmarshall of the Empire, commander of all the Empire forces, second only to the Emperor himself.



## KNIGHTLY ORDERS

	M	WS	BS	S	T	W	I	A	Ld
Grand Master	4	6	3	4	4	3	6	4	9
Knight	4	4	3	3	3	1	3	1	8
Warhorse	8	3	0	3	3	1	3	1	5

You can field a Grand Master only if your army contains a unit of Knights of the same Order. For example, if you have a unit of Knights Panther, you can include their Grand Master in your army. If you field a unit of Reiksguard Knights, you can include the Reiksmarshall, who follows the same rules of the other Grand Masters.

Templar Grand Masters fight on their own or with a unit of Knights, they never join other units.

### Special Rules

**The Grand Master.** Templar Grand Masters are veterans of hundreds of battles and strong in their faith, so they are *Immune to Psychology*. In addition, as long as a Templar Grand Master is with a unit of Knights of his Order, the Knights are inspired by the presence of their Master, and so are *Immune to Psychology* as well.

The Knights of the White Wolf are based in the city of Middenheim, where they were founded following a great victory against Chaos outside the city walls. The Knights are all followers of the god Ulric who is worshipped throughout the Empire, but most notably in the northern provinces, especially Middenland. The Knights wear mantles of wolf skins over their armour, carry neither shield nor helm, and ride to battle bareheaded to show off their long hair and beards. Their weapon is a mighty warhammer which they swing round their heads, knocking enemy horsemen from their saddles and pounding the skulls of foes on foot.

The Knights Panther trace their origins to the wars against Araby, when returning crusaders brought back outlandish animals from the east. Some of these Knights adopted the panther as their emblem, creating the Order of the Knights Panther.



# THE IMPERIAL GUNNERY SCHOOL

## GREAT CANNONS

The Imperial Gunnery School at Nuln is the biggest cannon foundry in the world, and it is here that the Emperor's gunners receive their training. Most Counts also maintain their own artillery train and many cities have cannons to defend their walls.

Rules about how cannons work during battle can be found in the Warhammer rulebook, on page 122-124.

## MORTARS

Mortars are shorter, heavier weapons than cannons, designed to lob an explosive shell high into the air so that it drops down onto the target. A mortar shell is hollow and filled with gunpowder. The crew light the fuse before dropping the mortar shell into the Mortar. While a cannon ball may plough through a line of troops and kill three or four victims, a mortar shell explodes with a tremendous blast, scattering mud and bits of shell over a wide area. A well placed mortar shell can kill a great many victims at once.

## Firing the Mortar

To fire a Mortar you need the large template (the 5" diameter one), the Artillery dice, and the Scatter dice.

First pivot the Mortar so that it is pointing in the direction you wish to fire. Note that the crew of the Mortar **does** need to see the target. Now declare how far you want to fire the mortar shell. You must do this without measuring, guessing the range as accurately as you can. You must guess a distance of between 12" and 48".

After guessing, place the centre of the large template directly over the spot you have guessed to.

To see where the mortar shell lands roll both the Scatter dice and the Artillery dice.

If the Scatter dice rolls a HIT then the shell lands exactly where it was aimed.

If the Scatter dice rolls an arrow then the shell will veer off in the direction shown by the arrow.

If you roll a number on the Artillery dice then this is the distance in inches the mortar shell veers off target as shown by the arrow on the Scatter dice. Move the template the distance indicated in the direction shown by the arrow. If a HIT was rolled on the Scatter dice then the numbers are ignored: a number simply indicates that the shot has not misfired.

If the Artillery dice rolls a MISFIRE, something has gone wrong – roll a D6 and consult the Misfire chart opposite. A Misfire roll automatically cancels out the whole shot regardless of the Scatter dice result.

## Damage

Once you have established where the mortar shell lands, damage can be worked out. Place the 5" template centred on the spot where the shell landed. All models whose bases lie completely under the template are hit automatically by the blast. Models whose bases are partially under the template are hit on a 4+. It is a matter of judgement and common sense to judge which models lie under the template.

Each model hit by the mortar shell takes a Strength 3 hit with a -1 Armour Save modifier, causing 1 wound if it causes damage. Any single model directly under the template's central hole is always hit, even if its base is not entirely covered. Note that if the central hole covers equal proportions of two or more bases, players will need to roll a dice to determine which model counts as under the hole. The model under the hole takes a Strength 6 hit which causes D3 wounds, with no armour save allowed.

## Profiles

	Strength	Wounds	Armour Save
Normal hit	3	1	-1
Under the hole	6	D3	none

The Movement rate is the speed the Mortar can be moved by a full crew. If any crew are slain, the Mortar's speed is reduced proportionally. A Mortar cannot move and shoot in the same turn except to turn to face its target.

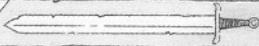
Range	Move	Toughness	Wounds
12"-48"	As crew	7	3

## Loss of Crew

A Mortar requires a crew of three to work it properly. Two crewmen can just about get by without reducing the rate of fire. If only one crewman remains, he will be unable to maintain the normal rate of fire and the Mortar will only be able to fire every other turn. If the Mortar has no crew at all, it is unable to fire.

## MORTAR MISFIRE CHART

D6	Result
1	BOOM! The mortar shell explodes before it is fired. The Mortar and crew are destroyed.
2-3	The fuse fizzles out and the gun fails to fire. It takes a complete turn to replace the shell, so the Mortar not only fails to shoot this turn but cannot shoot next turn either.
4-6	The shell explodes in mid air, so the shot has no effect this turn.



# THE SCHOOL OF ENGINEERS

The Imperial School of Engineers at Altdorf provides some of the most unpredictable (and occasionally deadly) weapons in the Empire army. Founded many years ago by the genius Leonardo de Miragliano, the Engineers' School produces such marvels as the Helblaster Volley Gun, the repeater handguns and many other wondrous machines. However, it is not just their position as supplier of all that is most advanced and deadly in the way of weapons that makes them valuable on the battlefield. Individuals from the School attend to the artillery of the Empire forces, making small adjustments here and there as the battle rages and ensuring that the Great Cannons and Mortars perform perfectly. Well, most of the time!

## MASTER ENGINEER

Master Engineers are eccentric scientists who are mostly found in Altdorf, tinkering with new technological weapons for the Emperor's arsenal. Their burning need to try out their latest creations also brings them onto the battlefield, where they employ their most successful pieces of machinery to the advantage of the Empire's forces. Engineers are normally occupied sniping at the enemy with a variety of powerful experimental handguns, but sometimes they cannot resist the appeal of being in charge of the artillery fire. Even if the gunners are quite puzzled by the Engineers' unintelligible theories about the parabolic motion of projectiles, their presence does increase the accuracy of the artillery. The Engineers' most successful creation is probably Von Meinkopt's dreaded Helblaster Volley Gun. After the creator's unfortunate death, caused by the malfunctioning of one of his 'reliable' machines, the Engineers often tend to observe these interesting prototypes from a safe distance.



## MASTER ENGINEER

M WS BS S T W I A Ld

Engineer 4 3 3 3 3 2 3 1 7

### Special Rules

**Master of Ballistics.** A Great Cannon or a Mortar (but not a Volley Gun) which has been joined by a Master Engineer may re-roll either one Scatter dice or one Artillery dice per turn (not the roll to determine the distance bounced by a cannonball!). Note that if the Engineer uses his re-roll ability during the firing of the war machine he has joined, he will not be able to shoot with his own missile weapon in the same Shooting phase (he is too busy kicking the gunners around). Remember that you must fire all the weapons requiring you to guess the range before any normal shooting.

When firing his own missile weapon, an Engineer can always choose a different target from the one fired upon by the machine he has joined.

**Extra Crewman.** An Engineer can also replace one crew member of a machine he joins (including Volley Guns), but if he is operating the machine, the Engineer cannot fire his own missile weapon.

If a machine with an Engineer attached to it misfires and explodes, the Engineer will be killed with the rest of the crew if he replaced a crewman or used his re-roll ability during that turn.

## HELBLASTER VOLLEY GUN

*"Von Meinkopt's macro-mainspring of multitudinous precipitation of pernicious lead"*

The Helblaster Volley Gun has nine separate barrels, divided into three decks of three barrels, fixed on a circular crank. The advantage of the Helblaster is that it can fire several shots at once in a devastating volley. A full volley will rip through the toughest regiment causing immense casualties in the blink of an eye. The disadvantage of the Helblaster is that it is inclined to

jam or misfire. In fact, the chances of being able to fire for a prolonged time are slim, as the weapon is quite likely to malfunction.

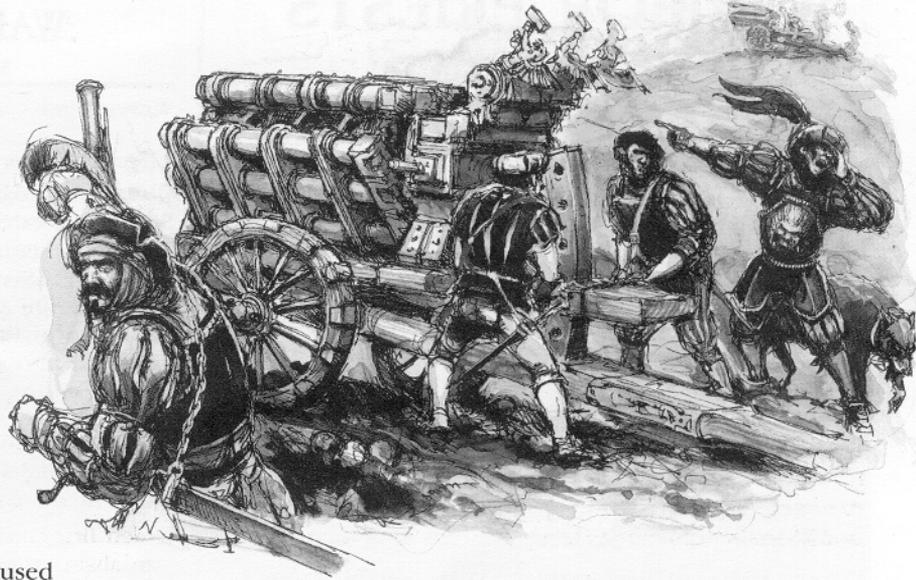
The Helblaster's barrels are organized in three groups of three. When the crew shoots, they pull the lever and discharge a group of three barrels. Then the crew will rotate the crank and place a new deck of three new barrels into firing position, while at the same time reloading the deck which just fired.

## Firing the Volley Gun

The procedure for firing the Helblaster is as follows. The Volley Gun has a range of 24". First nominate your target and turn the Volley Gun to face it. Then fire your first shot. Each shot causes a variable number of hits as described below.

Once you have worked out how many hits your first shot has caused, fire a second shot at the same target, then a third. At this point the crew needs to rotate the crank to place the second deck of barrels into firing position, so the next deck will be fired in your next Shooting phase.

To work out how many hits are caused you will need the Artillery dice. Roll one Artillery dice for each shot in turn. If the target lies within 12", then the number rolled is the number of hits scored on the target. If the target lies more than 12" away, the number of hits scored is half the number rolled (eg, a roll of 8 would equal 4 hits). Determine the number



of hits from all of your shots before calculating the damage inflicted. If you roll a 'Misfire' result then consult the Helblaster Misfire chart immediately, before rolling the Artillery dice for any remaining shots. Note that you must roll the dice for all three barrels even if the target happens to be out of range.

## HELBLASTER MISFIRE CHART

### D6 Result

- 1-2 **Destroyed!** The Helblaster explodes with a mighty crack. Shards of metal and wood fly in all directions leaving a hole in the ground. The Helblaster is destroyed and its crew slain. Remove the Helblaster and its crew.
- 3 **Malfunction.** The firing mechanism and the main crank grind to a halt. Any remaining shots in this group of three barrels are wasted and the crew must spend the following turn unjamming the machine. Turn the Helblaster around to indicate this.
- 4 **Jammed.** The firing mechanism blocks and the barrel does not fire. In addition, any remaining shots in this group of three barrels are wasted. You can fire as normal in the next Shooting phase.
- 5 **Dud.** The powder fails to ignite and the barrel does not fire. However, you can continue to fire any remaining barrels in this group of three as normal.
- 6 **KA-BOOM!** Something spectacularly devastating has happened. The barrel you were rolling for and any remaining barrels in this deck all score 10 hits (5 at long range). You can fire normally in the next Shooting phase.

## Damage

Once you have fired the three barrels, you must roll for each hit to determine damage. The Helblaster has a Strength of 5 at short range and a Strength of 4 at long range. Roll to wound as normal. Saving throw modifiers are -3 at short range and -2 at long range because the Helblaster is a blackpowder weapon and therefore very good at penetrating armour.

## Profiles

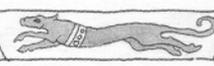
Range	Hits/Shot	Strength	Armour Save
0"-12"	Artillery dice	5	-3
12"-24"	1/2 Artillery dice	4	-2

The Volley Gun's Movement rate assumes it has a full crew - if any crew are slain then its Movement is reduced proportionally. A Volley Gun cannot move and shoot except to turn to face its target.

Move	Toughness	Wounds
As crew	7	3

## Loss of Crew

A Helblaster Volley Gun requires a full crew of three crewmen to work properly. Two crewmen can just about cope without reducing the machine's rate of fire. If only one crewman remains to operate the Volley Gun by himself, then when the machine fires, the crewman must spend an entire turn preparing to fire again, reducing the weapon's rate of fire to once every other turn. If the Helblaster has no crew at all then it cannot fire.



# WARRIOR PRIESTS OF SIGMAR

Sigmar is a warrior god, and his clergy are Warrior Priests. Sigmar, in His divine all-seeing wisdom, knows that there are many unseen and supernatural evils and horrors which beset mankind, and so channels His own divine power through His chosen priests. The soldiers of the Empire, trusting in their faith, can withstand and turn back the tide of enemies that assail them, needing only to hear the Priests reciting the Deus Sigmar to inspire them to heroism. But it befalls the Priests to contend with the foe on the spiritual and magical planes and this they do with prayers and invocations, almost equal in potency to the spells of Wizards, and with the strength of their unflinching minds.

Warrior Priests of Sigmar are a common sight among the armies of the Empire. They are most often seen preaching and prophesying in the ranks of the common soldiers. Sometimes Sigmar himself chooses someone to be His messenger. He speaks to him and endows him with a measure of His own spiritual strength, power and authority. This blessing may fall upon any man, be he noble or commoner. Thus are recruited the clergy of Sigmar's own cult, and it is from among the humble priests that the higher echelons of clerics arise, even unto the powerful positions of Lectors or the Grand Theogonist himself.

Every city, town and village of the Empire has its shrines to Sigmar and priests of His cult. Thus a Warrior Priest is ready at hand to inspire the people whatever trials may come. These Priests are recognised by their robes, and by the insignia of Sigmar which they wear, in particular the image of the Holy Hammer. Warrior Priests go about their tasks in castle and camp, blessing the soldiers, healing the wounded and inspiring everyone with the words of Sigmar. When Sigmar calls upon His Priests to speak, they do so, rousing tired and flagging soldiers to righteous fury with their fervent sermons. Among the many evils which beset the Empire, there are three

## WARRIOR PRIESTS

	M	WS	BS	S	T	W	I	A	Ld
Warrior Priest	4	4	3	4	4	2	4	2	8

### Special Rules

**Blessing of Sigmar:** Warrior Priests are blessed by Sigmar and can invoke the god's protection against the sorcerous powers of the enemy. As long as a Warrior Priest is on the battlefield, he adds one dice to the Empire player's Dispel dice pool during the enemy's Magic phase.

**Righteous Fury:** Warrior Priests and the unit they are with *bate* all models in any of the following armies: all Chaos (Chaos Warriors, Beastmen, Daemons and Chaos Dwarfs), all Undead (Khemri and Vampire Counts), all Skaven.

Note that this power does not affect other characters (they are more difficult to influence than the average soldier) and units *Immune to Psychology* are not affected by this power as well. Also note that Warrior Priests will never join units of warriors who are not devout to Sigmar, so they cannot join units of Knights of the White Wolf.

**Prayers of Sigmar:** Warrior Priests are granted exceptional powers by their divine patron. Not as powerful as the spells of the Battle Wizards, these Prayers are still very valuable on the battlefield.

Once per Empire Magic phase, a Warrior Priest is allowed to use ONE prayer chosen from the Prayers of Sigmar list. Prayers are cast exactly like Bound spells from magic items, with a Power Level of 3. They can be cast on the Priest himself or on any one character or unit champion within 12" of the Priest. Prayers never affect a model's steed, and cannot be cast on Knights of the White Wolf or their Grand Master. Note that a Warrior Priest is never considered to be a Wizard.

heresies which a Priest of Sigmar will recognise instantly and denounce: malign sorcery, the curse of Undeath and the vile worship of Chaos. From these evils may Holy Sigmar deliver us!

## PRAYERS OF SIGMAR

**Hammer of Sigmar:** The model can re-roll failed rolls to wound. This Prayer lasts until it is dispelled or until the Warrior Priest attempts to cast another prayer. This Prayer has no effect on hits from magic weapons.

**Armour of Righteousness:** The model gets a 5+ Ward save. This Prayer lasts until it is dispelled or until the Warrior Priest attempts to cast another Prayer. This Prayer has no effect if the model already has a Ward save.

**Healing Hand:** The model is immediately healed of all the wounds it has suffered during the battle up to that moment.

**Soulfire:** Centre the large 5" template on the Warrior Priest. All Undead and Daemons hit by the template (work out which models are hit exactly the same way as you would do for a Mortar's hit) suffer a Strength 4 hit, with no armour save allowed. Soulfire can only be cast on the Warrior Priest, not on other models.



## FLAGELLANTS

The Old World is a dangerous and often cruel place, where war, plague and the vagaries of nature can destroy whole towns and force their inhabitants to become beggars, vagabonds and brigands. It is probably no wonder that many are driven mad by the terrible hardships that they suffer. Many see their condition as a sign that the realms of Men are about to collapse, that they are living in the last days of a dying world.

It is quite common for these hordes of penniless zealots to band together under the leadership of some ranting madman, a preacher of apocalyptic doom. These bands travel the towns and cities of the Old World spreading their nightmarish vision of doom and despondency. When they hear there is a battle brewing, Flagellants gather together in anticipation of the final apocalyptic conflict. As the armies clash, the Flagellants throw themselves into the fray in a gesture of sacrifice and doom.

Due to the constant hardships they are forced to endure, many of them self-inflicted, Flagellants feel almost no pain and are difficult to kill. They are also completely fearless – having long since confronted their own vision of world destruction, nothing holds any terror for them any longer.

### FLAGELLANTS

	M	WS	BS	S	T	W	I	A	Ld
Flagellant	4	2	2	3	4	1	3	2	10

#### Special Rules

**Crazed!** Because they are so demented, Flagellants are immune to Psychology, never take Break tests and automatically pass any and all Leadership tests they are required to take.

Flagellants cannot flee as a charge reaction and will always pursue a broken enemy.

Flagellants may never be joined by any characters.



# THE EMPIRE BESTIARY

## GRIFFONS

These are wild and dangerous creatures that hunt from the tallest crags of the northern Worlds Edge Mountains. Brave adventurers seek out their high nests and steal their chicks to raise in captivity. Only in this way can a Griffon ever be made tame enough to allow anyone to ride it, and even then they are temperamental and ferocious beasts.

Griffons have fierce heads with a hooked beak like that of a huge bird of prey. Their forequarters too are feathered, with scaly limbs bearing powerful claws that are bird-like and razor sharp. Behind its huge feathered wings, the Griffon's body is furred and it has huge taloned paws and a tail like that of a great hunting cat such as a lion or tiger. Some Griffons have great golden pelts like mountain lions, others have skins which are spotted or striped, or which are as black as night.

The Emperor Karl Franz is famous for his extensive collection of creatures at the Imperial Zoo in Altdorf, including the Griffon Deathclaw, which the Emperor has ridden into battle on many occasions. Taken from its nest as a chick and raised by the Emperor himself, the Griffon has formed an unusually close bond with his master and has learned to obey commands. Deathclaw frequently flies freely above Altdorf, returning to his cage at nightfall (much to the relief of the citizens).



During the Battle of Blood Keep, Deathclaw stood over the fallen Emperor, defying his enemies to come near and slaying several who tried. Although the Emperor was so badly wounded that it took many months for him to recover his strength, it was thanks to the uncanny loyalty of Deathclaw that he survived to fight another day.

## MONSTERS

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

### Special Rules

**Fly.** A Griffon has great wings which enable it to fly up to 20". See the Warhammer rulebook, page 106.

**Terror.** A Griffon causes *terror* as described in the Warhammer rulebook page 81.

**Large target.** A Griffon counts as a large target, as described in the Warhammer rulebook, page 62.

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

### Special Rules

**Fly.** A Pegasus has broad wings which allow it to fly up to 20". See the Warhammer rulebook, page 106.

## PEGASI

The Pegasus is a winged beast that looks much like a horse, but is cunning and intelligent beyond the measure of any ordinary steed. To be properly tamed they must be caught and reared as foals, taken from their nests high in the Grey Mountains whose snow-tipped peaks overlook the vast Forest of Loren.

Once tamed they are loyal creatures who willingly obey their masters and respond to his slightest command. Their hides are white and glisten like snow, while their wings are broad with long, elegant feathers. The greatest ability of the Pegasus is to carry its rider high into the air.

# EMPIRE ARMOURY

The items in the following list are unique to the Empire army and can be chosen by the Empire player according to the instructions given in the army list section of this book (pages 24-32).

Note that the rules for Empire handguns replace those for handguns found in the Warhammer rulebook (page 92) for all models in this book which are equipped with such weapons.

## ARMOUR

### FULL PLATE ARMOUR

*Such all-enclosing suits of armour, as worn by the Templars, were crafted by Dwarven smiths and are kept in great honour in the armouries of the Emperor and the Knightly Orders. These suits of armour are very rare, but undoubtedly offer the best protection available to the warriors of Mankind.*

**Rules:** Full plate armour gives a 4+ armour save.

## CLOSE COMBAT WEAPONS

### CAVALRY HAMMER

*(Knights of the White Wolf only)*

*The Templars of the White Wolf wield heavy warhammers in battle. Cavalry hammers require great skill and absorb all the attention and energies of a mounted warrior, so they cannot be used with a shield.*

**Rules:** +2 Strength bonus in first turn when charging, otherwise +1 Strength bonus; requires two hands.

## MISSILE WEAPONS

### EMPIRE HANDGUN

*These are simple and crude, but highly effective blackpowder weapons.*

**Maximum range:** 24"; **Strength:** 4.

**Rules:** Move-or-fire; armour piercing.

**First Volley:** Being extremely temperamental pieces of technology, Empire handguns are more effective the first time they are fired. To represent this, the first time Empire handguns are fired they have an extra D6" maximum range (make one roll for each unit firing, before measuring the range to the intended target). Their short range is not affected and remains 12", regardless of their maximum range in the first volley.

## EXPERIMENTAL WEAPONS

*(With their proper names, as recommended by the Engineers' Guild)*

### HOCHLAND LONG RIFLE

*"Leon Todmeister's fantabulously far-reaching barquebus of unforeseeable and unperceived bereavement"*

*The Hochland long rifle was developed from weapons used by the hunters of that land.*

**Maximum range:** 36"; **Strength:** 4.

**Rules:** Move-or-fire; armour piercing.

**Scientific Precision.** The shooter may pick any target he can see (including a character/champion in a unit, a war machine's crew, a chariot or monster rider etc.), but if he uses this special ability he will suffer a -1 to hit. Note that the normal -1 modifier for shooting at a single man-sized model does not apply (but other To Hit modifiers do apply) and a character/champion cannot benefit from the "Look out Sir!" rule. The shooter may always choose a different target from the one chosen by the unit he is with.

### REPEATER HANDGUN

*"Von Meinkopt's whirling cavalcade of death"*

*The repeater handgun is a recent innovation, a deadly weapon with a high rate of fire.*

**Maximum range:** 24"; **Strength:** 4.

**Rules:** 3 x multiple shots; armour piercing.

### REPEATER PISTOL

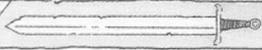
*"Von Meinkopt's micro-mainspring of multitudinous precipitation of pernicious lead"*

*The repeater pistol is a very effective side arm.*

**Maximum range:** 8"; **Strength:** 4.

**Rules:** 3 x multiple shots; armour piercing.

**Close combat:** The repeater pistol works like an ordinary pistol, except that it confers three additional Attacks at Strength 4 with a -2 armour save modifier in the first turn of combat (instead of the one additional Attack for a normal pistol).



# THE TREASURE VAULTS

In this section the common magic items are listed first (see page 154 of the Warhammer rulebook for a complete description). They are followed by a list of 'Empire only' magic items. These items can only be used by models from this book and must be selected within the points limitations set by the army list section. Note that all the rules on magic items presented on page 152-153 of the Warhammer rulebook also apply to the 'Empire only' magic items.

## COMMON MAGIC ITEMS

### **SWORD OF STRIKING: 30 pts**

Weapon; +1 To Hit.

### **SWORD OF BATTLE: 25 pts**

Weapon; +1 Attack.

### **SWORD OF MIGHT: 20 pts**

Weapon; +1 Strength.

### **BITING BLADE: 10 pts**

Weapon; -1 Armour save.

### **ENCHANTED SHIELD: 10 pts**

Armour; 5+ Armour save.

### **TALISMAN OF PROTECTION: 15 pts**

Talisman; 6+ Ward save.

### **DISPEL SCROLL: 25 pts (one use only)**

Arcane; Automatically dispel an enemy spell.

### **POWER STONE: 25 pts (one use only)**

Arcane; +2 dice to cast a spell.

### **STAFF OF SORCERY: 50 pts**

Arcane; +1 to dispel.

### **WAR BANNER: 25 pts**

Banner; +1 Combat Resolution.

## MAGIC WEAPONS

### **RUNEFANG: 100 pts. Elector Counts only**

*The Runefangs were made at the dawn of time for Sigmar's twelve chieftains. Now they symbolise the status of Elector.*

All hits wound automatically. No armour saves allowed.

### **THE MACE OF HELSTRUM: 65 pts**

*This mace was used in battle by the first Theogonist, Jobann Helstrum. It is said that it can shatter the very walls of a castle.*

The bearer can forfeit all of his normal Attacks to make only one Attack. Roll to hit normally. If this one Attack hits, the hit is resolved at Strength 10 and causes D6 wounds.



### **SWORD OF FATE: 50 pts**

*The blade of this enchanted weapon was forged and enchanted to be the undoing of one specific foe.*

At the beginning of the battle, nominate one enemy monster (must be a Large Target) or an enemy character. The sword normally counts as a magic sword with no particular bonuses, but any attack directed against the designated target will wound on a 2+ and cause D3 wounds, with no armour saves allowed.

### **SWORD OF SIGISMUND: 50 pts**

*This sword, wielded in the crusades by the Grand Master of the Knights Panther, once belonged to Emperor Sigismund.*

The wielder of this sword has +1 Strength and always strikes first in close combat, even before enemies that have charged. If the bearer is fighting another enemy who is also entitled to strike first (because of spells, special abilities, etc), then resolve attacks in Initiative order. If Initiative values are equal, roll a dice to determine who strikes first.

### **SWORD OF RIGHTEOUS STEEL: 45 pts**

*Swords made of steel can be blessed by a priest of Sigmar to enhance the fighting skills of their wielder.*

The wielder always hits any opponent on a 2+, regardless of relative Weapon Skills. This cannot be modified in any way.

### **SWORD OF POWER: 40 pts**

*The wielder of this weapon is bestowed with supernatural strength.*

The sword confers +2 Strength to all close combat Attacks made by the character fighting with it.

### **HAMMER OF JUDGEMENT: 35 pts**

*This mighty hammer was carried to battle by Frederick the Bold, great-grandfather of Karl Franz. Its strikes not only crush bones, but evil spirits as well.*

Models hit by this hammer must take a Leadership test for every hit suffered. If the test is failed, the hit wounds automatically and no armour save is allowed. If the test is passed, roll to wound and take armour saves as normal.

### **DRAGON BOW: 30 pts**

*A relic from the ancient Elven colonies in the Old World, this bow enables the wielder to outshoot the best archers in the Empire.*

The Dragon Bow has a range of 36" and Strength 6. Hits from this bow count as being from a magical weapon.

### **SWORD OF JUSTICE: 25 pts**

*The Sword of Justice is traditionally carried to battle by the Emperor's personal champion.*

The bearer can re-roll failed To Wound rolls.

**WYRMSLAYER SWORD: 20 pts**

*The Wyrmslayer Sword has been the doom of many monsters menacing the lands of the Empire.*

Hits from this sword wound any opponent on a roll of 4+ (unless the wielder's Strength would make this less). Armour saves apply as normal, modified by the Strength of the character, but Large Targets lose their armour save due to the Scaly Skin special ability against hits from this sword.

**MAGIC ARMOUR****THE GILDED ARMOUR: 50 pts**

*This golden suit of armour was a gift from the Elves of Ulthuan to Magnus the Pious after the Great War against Chaos. Any weapon brought to bear against the wearer is repelled by an invisible force.*

Counts as heavy armour (armour save 5+) which can be combined with other equipment normally. Models attacking the wearer in close combat must pass a Strength test before rolling to hit for every Attack directed at the target (ie, roll equal to or less than its Strength on a D6, a 6 always fails). If the test is failed, the Attack is lost.

**DAWN ARMOUR: 40 pts**

*An armour of burnished Estalian steel, enchanted by Gold Wizards so that any damage suffered by it disappears.*

Counts as full plate armour (armour save 4+) which can be combined with other equipment normally. In addition the model can re-roll any failed armour save.

**ARMOUR OF TARNUS: 35 pts**

*This armour was worn by the warrior-wizard Frederick von Tarnus.*

Counts as light armour (armour save 6+) which can be combined with other equipment normally. If the wearer fails his armour save, he may make a 5+ Ward save. Wizards can wear this armour and cast spells.

**SHIELD OF THE GORGON: 35 pts**

*The hideous head of the mythical creature known as the Gorgon is depicted on this shield in such detail that it seems alive. Even the fiercest enemies try to avoid its gaze which is rumoured to turn living creatures to stone.*

This shield confers a 6+ armour save which can be combined with other equipment normally. The wearer can force one model in base contact to lose one Attack. In the case of models with different Attacks (eg, mounted models) the wearer chooses which Attack is lost. Special Attacks (like those of a Giant, impact hits and anything not included in the Attacks value on a model's profile) are not affected.

**ARMOUR OF METEORIC IRON: 30 pts**

*This suit of armour, forged by the Dwarf Smiths of Zbusbar long ago, is today held in the Imperial armoury at Altdorf.*

This suit of armour gives the bearer a 1+ armour save which cannot be improved by any means.

**BRONZE SHIELD: 25 pts**

*A shield made of bronze can carry a powerful enchantment of protection, but only for a short time.*

This shield gives a 6+ armour save which can be combined with other equipment normally. Also, the bearer ignores the first hit in the battle suffered from shooting or close combat.

**HELM OF THE SKAVEN SLAYER: 20 pts**

*The legendary helm of Count Mandred Skaven Slayer, this relic fills the rat-spawn with dread.*

This helm confers a 6+ armour save which can be combined with other equipment normally (including normal armour and a shield). In addition, the wearer causes fear in all models in a Skaven army (except non-Skaven Dogs of War).

**TALISMANS****SHROUD OF MAGNUS: 60 pts**

*This shroud was laid upon the body of Magnus the Pious after his death. On it one can still see the features of the Saviour of the Empire.*

This item gives a 5+ Ward save. A model carrying the Shroud and his mount are totally immune to Dark, Skaven and Chaos magic, even if cast with Irresistible Force. Note that the spell will not be dispelled and that other models in a unit the character is with will be affected normally.

**JADE AMULET: 50 pts**

*The Grand Theogonist sometimes grants a shard of the Jade Griffon, his badge of office, as a reward for great services.*

The model may ignore the first wound it suffers.

**HOLY RELIC: 45 pts**

*The most famous holy relic in the Empire is the icon of Sigmar carried by the Arch-Lector of Nuln.*

The Holy Relic gives its bearer a 4+ Ward save.

**THE WHITE CLOAK: 30 pts**

*This cloak has been enchanted by Ar-Ulric, the High Priest of the Sect of Ulric, the god of winter and war.*

This item gives a 5+ Ward save. Also, the wearer is immune to all cold-based spells/attacks (White Dragon's breath, etc).

**SIGIL OF SIGMAR: 20 pts**

*The symbol of Sigmar may take many forms such as a twin-tailed comet, hammer, crown or griffon.*

The Sigil of Sigmar adds one extra dice to all Dispel rolls against enemy spells that would affect its wearer or the unit he is with.

**THE CRIMSON AMULET: 20 pts**

*Legends say that the bearer of this pendant is capable of exceptional feats of strength and agility.*

This item gives a 6+ Ward save. The wearer automatically passes any characteristic tests he has to take (except Leadership tests).

## ARCANE ITEMS

### GREY WAND: 50 pts

*The Archmage Ptolos of the Grey College won this wand at the Battle of Blood Keep.*

Gives +1 to the Casting attempts made by the Wizard.

### SEAL OF DESTRUCTION: 50 pts. One use only.

*Once activated this seal can drain the knowledge of one spell from the mind of an enemy Wizard.*

The seal has the same effect as a Dispel scroll. In addition, roll a D6. On a result of 4+ the spell is removed from the caster's mind and he can no longer cast it. Spells cast from a Bound item will only be removed on the result of a 6.

### ROD OF POWER: 45 pts

*The Rod of Power absorbs magical energy which its bearer can use to boost his own spells.*

At the end of each Magic phase, you can save up to three dice from your Power dice pool and store them in the Rod. At the beginning of the next Magic phase (yours or the enemy's), roll a dice. If the result is equal or higher to the number of Power dice stored, add them to your pool, if the result is lower than the number of dice stored, they are lost.

### LUCKSTONE: 25 pts. One use only

*Charged with divinatory power, these stones are very useful when a Wizard is manipulating the delicate balance of the Winds of Magic.*

Once per battle, the bearer can re-roll one dice used to cast or dispel a spell. This can effectively cancel a Miscast result, or cause Irresistible Force or a Miscast.

### CRYSTAL BALL: 25 pts

*Nothing can be hidden from the inquisitive gaze of Wizards using this powerful scrying device.*

The enemy must always reveal all the 'secrets' involving all units which are within 12" of the Wizard at any time. This includes which magic items are in the unit and who is carrying them, the presence of disguised Assassins, the number of Fanatics and everything else that the player is not normally obliged to disclose to his opponent.

### WIZARD'S STAFF: 15 pts

*Many Wizards of the Empire carry a staff as a mark of their office and as an aid to their sorcerous powers.*

The Wizard's Staff allows the bearer to use one more dice from the Power dice pool than he is normally allowed to when casting a spell (eg, a Level 1 Wizard will be able to use up to three dice to cast spells).



## ENCHANTED ITEMS

### LAURELS OF VICTORY: 70 pts

*The most celebrated heroes of the Empire are decorated with golden laurels that are enchanted by the Imperial Wizards. The sight of a warrior wearing this symbol of victory causes most enemies to run for their lives.*

Each wound caused by a model wearing the Laurels of Victory (but not those caused by his mount) will count as 2 Wounds when working out combat resolution. Note that you do not actually cause double wounds on your victim!

### ROD OF COMMAND: 50 pts. One use only

*When the battle seems lost, the bearer can summon the powers of the Rod to turn a rout into steadfast resistance.*

The character and the unit he is with will automatically pass the first Break test they have to take, regardless of modifiers and even if they would normally automatically fail their test (for example, losing a round of combat against an opponent that outnumbers them and causes fear). If the player forgets to use it, even if he rolls and passes the test, the item is still used up. Note that this item cannot be used by a character in the turn he refused a challenge and who is hiding at the back of the unit (who would pay heed to such a coward!).

### THE SILVER HORN: 45 pts

#### Bound Spell

Power Level 5

*This elegant hunting horn contains a potent spell. Friends who hear its note are filled with courage.*

The Silver Horn may cast its spell once per Empire Magic phase. The spell requires no Power dice to cast, all the power required is provided by the Horn itself.

All friendly units that are fleeing anywhere on the battlefield will rally immediately.

### THE ORB OF THUNDER: 40 pts

#### Bound Spell

Power Level 4

*The Orb of Thunder contains a powerful spell that wreaks turmoil in the air.*

The Orb of Thunder spell may be cast once per Empire Magic phase. The spell requires no Power dice to cast, all the power required is provided by the Orb itself and the spell will last until dispelled.

When the Orb of Thunder spell is in play, no flying creatures on the battlefield can use their ability to fly and will have to move on the ground at their normal Movement rate.

### ALDRED'S CASKET OF SORCERY: 35 pts

#### Bound Spell

Power Level variable

*The casket has the power to entrap and contain the power of magic forever.*

At the end of each of his Movement phases, the bearer may automatically remove and capture one randomly determined spell from an enemy Wizard in base contact with him.

The bearer can cast the captured spell in his own Magic phase by releasing it from the casket. The spell is then removed from the game. No Power dice are required to cast the spell. Any number of spells may be captured by the casket, and the bearer can cast each one once, either over several Magic phases or all at the same time if he prefers. The Power Level of the spell cast by the casket will be equivalent to the score normally needed to cast the spell.

**ICON OF MAGNUS: 30 pts**

*The presence of this revered relic among their ranks fills the soldiers with faith and strengthens their resolve. They will fight on even against the most dreadful of enemies.*

The character and the unit he is with are not affected by enemies that cause *fear*. Faced with an enemy that causes *terror*, the character and the unit he is with only suffer *fear*, not *terror*.

**RING OF VOLANS: 30 pts. One use only**  
**Bound spell** **Power Level variable**

*Volans was the greatest of the pupils of Teclis, the founder of the Colleges of Magic.*

Choose one of the magic Lores in the Warhammer rulebook and randomly select one spell from that list to be held inside the Ring of Volans. This spell may be cast in the Magic phase and requires no Power dice to cast, all the power required is provided by the Ring itself. The Power Level of the spell cast by the Ring will be equivalent to the score normally needed to cast the spell.

**DOOMFIRE RING: 25 pts****Bound Spell** **Power Level 3**

*The Doomfire Ring, made of iron and rubies, contains a spell which allows its master to cast fire upon his enemies.*

The Doomfire Ring may cast its Bound spell once per Magic phase like an ordinary spell. The spell requires no Power dice to cast, all the power required is provided by the Ring itself.

A flaming magic missile spurts from the Ring in a straight line up to 18" long, striking the first unit in its path. The unit takes 1D6 Strength 3 hits.

**VAN HORSTMANN'S SPECULUM: 25 pts**

*This tiny mirror hangs around the wearer's neck and has the ability to reflect back the fighting qualities of an enemy.*

When the wearer fights a challenge he can 'swap' his base Strength, Toughness, Initiative and Attacks values with his enemy. He has the choice of not using the mirror, but if he does he must swap all characteristics for the duration of the challenge. So, the wearer fights with his enemy's S, T, I and A whilst his enemy fights with the wearer's S, T, I and A.

## MAGIC STANDARDS

**IMPERIAL BANNER: 100 pts**

*The flag with the blazon of the ruling Emperor fills his troops with a supreme sense of duty and pride.*

All units with at least one model within 12" of the Imperial Banner can re-roll any failed Psychology test as well as tests to avoid pursuing a fleeing enemy.

**BANNER OF SIGISMUND: 60 pts**

*Emperor Sigismund, the hero of the Siege of Altdorf, held this banner atop his palace. It survived the siege and was never touched by the Orcish invaders.*

The unit is *stubborn*.

**BANNER OF ULRIC: 50 pts****Knights of the White Wolf only**

*This banner depicts the White Wolf of Ulric. It was carried at the Battle of Middenheim, and afterwards was dipped in the blood of a mighty Daemon Prince.*

If a unit is charged by a unit of Knights carrying this banner, then it must take a Leadership test as soon as the Knights are determined to be within charge range. If the test is passed, the unit can fight on as normal. If the unit fails its test, it must roll 6s to score hits in the first turn of close combat.

If a unit wishes to charge Knights carrying this banner, it must take a Leadership test. If the test is failed, it may not charge or shoot and must remain stationary in that Movement phase. A unit normally not affected by *fear* is immune to the effects of this banner as well.

**GRIFFON STANDARD: 50 pts**

*The men of Reikland have carried this standard in many a battle. It rests in the Great Cathedral of Sigmar and is brought forth in times of war. A unit flying the Griffon Standard will resolutely stand its ground. Few foes can break them, no matter how many fall.*

A unit carrying the Griffon Standard counts double its normal rank bonus when it comes to working out combat results. If in a single rank, it has no advantage. However, if the unit is in two ranks it receives +2, in three ranks +4, and in four ranks (the maximum bonus) +6.

The unit carrying the Griffon Standard will never pursue a fleeing enemy but will always hold its ground instead.

**BANNER OF VALOUR: 40 pts**

*Held high by Solland's Greatswords in their renowned last stand against Orc invaders, and later recaptured by Karl Franz himself, this banner is a symbol of sacrifice and ultimate devotion to duty.*

The unit is immune to *panic*.

**STANDARD OF ARCANE WARDING: 40 pts**

*This magic banner absorbs the power of hostile spells and discharges it into the ground.*

This banner gives two extra dice to all Dispel rolls against enemy spells which would affect the unit.

**STEEL STANDARD: 25 pts****Knightly Orders only.**

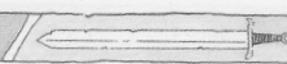
*Created for the Knights of the Empire by the Gold College of Magic, this standard affects the heavy metal barding of the Knights' warhorses and makes it lighter.*

The unit can add +D3" to its charge move. If the charge is failed, the unit will move forward 7" as normal.

**BANNER OF DUTY: 10 pts**

*This banner shines with a soothing light which reaches into the hearts of warriors in despair, filling them with inextinguishable courage and renewing their will to fight on.*

The unit can re-roll any failed Rallying test.



# ARMIES OF THE EMPIRE

The purpose of an army list is to enable players with vastly different armies to stage games which are as fair and as evenly balanced as it is possible to make them. The army list gives each individual model a points value which represents its capabilities on the tabletop. The higher a model's points value the better it is in one or more respects: stronger, tougher, faster, better leadership, and so on. The value of the army is simply the value of all the models added together.

As well as providing points costs, the list also divides the army into its constituent units. The list describes the weapons and optional equipment that troops can have and occasionally restricts the number of very powerful units an army can include. It would be very silly indeed if an army were to consist entirely of thundering cannons, or ferocious Griffons. The resultant game would be a frustrating and unbalanced affair if not a complete waste of time. We employ army lists to ensure that this does not happen!

## HOW THE ARMY LIST IS INTENDED TO BE USED

The army lists enable two players to choose armies of equal points value to fight a battle, as described in the main body of the Warhammer rules. The following list has been constructed with this purpose in mind.

The list can also be used when playing specific scenarios, either those described in the Warhammer rulebook, or others, including ones invented by the players. In this case, the list provides a framework which the players can adapt as required. It might, for example, be felt necessary to increase or decrease the number of characters or units allowed, or to restrict or remove options in the standard list such as magic items or monstrous mounts. If you refer to the Scenarios section of the Warhammer rulebook (p. 196-213), you'll find some examples of this kind.

## ARMY LIST ORGANISATION

The army list is divided into four sections:

### CHARACTERS

Characters represent the most able, skilled and successful individuals in your army: extraordinary leaders such as Heroes and Wizards. These form a vital and potent part of your forces.

### CORE UNITS

Core Units represent the most common warriors. They usually form the bulk of the army and will often bear the brunt of the fighting.

### SPECIAL UNITS

Special Units are the best of your warriors and include common engines of war. They are available to your army in limited numbers.

### RARE UNITS

Rare Units are so called because they are scarce compared to your ordinary troops. They represent unique units, uncommon creatures and unusual machines.

## CHOOSING AN ARMY

Both players choose armies to the same agreed points value. Most players find that 2,000 points is about right for a battle that will last over an evening. Whatever value you agree, this is the maximum number of points you can spend on your army. You can spend less and will probably find it is impossible to use up every last point. Most 2,000 points armies will therefore be something like 1,998 or 1,999 points, but they are still '2,000' points armies for our purposes.

Once you have decided on a total points value it is time to choose your force.





## Choosing Characters

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below.

Army Points Value	Max. Total Characters	Max. Lords	Max. Heroes
Less than 2,000	3	0	3
2,000 or more	4	1	4
3,000 or more	6	2	6
4,000 or more	8	3	8
Each +1,000	+2	+1	+2

An army does not have to include the maximum number of characters allowed, it can always include fewer than indicated. **However, an army must always include at least one character: the General.** An army does not have to include Lords, it can include all of its characters as Heroes if you prefer. At the beginning of the battle, choose one of the characters to be the General and make sure that you let your opponent know which one it is.

For example, a 2,500 points army could include an Elector Count (Lord), a Battle Wizard (Hero), a Warrior Priest (Hero), and an Engineer (Hero) (ie, four characters in total, of which one is a Lord).

## Choosing Troops

Troops are divided into Core, Special and Rare units. The number of each type of unit available depends on the army's points value, indicated on the chart below.

Army Points Value	Core Units	Special Units	Rare Units
Less than 2,000	2+	0-3	0-1
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each +1,000	+1 minimum	+0-1	+0-1

In some cases other limitations may apply to a particular kind of unit. This is specified in the unit entry. For example, the Greatswords Special Unit entry is accompanied by a note explaining that a maximum of one unit of this kind can be included in the army.

## Unit 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 the case of Core Units this is usually 10 models. In the case of other units it is usually less. There are exceptions as you will see. In some cases, units also have a maximum size.

**Weapons and Armour.** Each entry lists the standard weapons and armour for that unit type. The value of these items is included in the points value. Additional or optional weapons and armour cost extra and are covered in the Options section of the unit entry.

**Options.** Lists the different weapon, armour and equipment options for the unit and any additional points cost for taking them. It may also include the option to upgrade a unit member into a Champion. While this model usually has a specific name (the Champion of a Halberdier unit is called a Sergeant, for example) all the rules that apply to Champions apply to them. See the appropriate section of the Warhammer Rulebook for details (pages 108-109).

**Special Rules.** Many troops have special rules which are fully described elsewhere in this book. These rules are also summarised for your convenience in the army list.

It would be a long and tedious business to repeat all the special rules for every unit within the army list itself. The army list is intended primarily as a tool for choosing armies rather than for presenting game rules. Wherever possible we have indicated where special rules apply and, where space permits, we have provided notes within the list as 'memory joggers'. Bear in mind that these descriptions are not necessarily exhaustive or definitive and players should refer to the main rules for a full account.

## Dogs of War

Dogs of War are troops of other races who are prepared to fight under your flag in return for money, food, or some other suitable reward. A selection of such regiments are available as part of the Dogs of War range of models. The option to include Dogs of War units is included in the army list as part of the Rare Troops section.

Some players prefer to play without Dogs of War – choosing to field armies of pure and noble purpose unsullied by grubby financial transactions. If both players prefer to field armies without Dogs of War, they are free to agree beforehand not to employ untrustworthy sell-swords.

Conversely, if players wish to add more colour and variety to their armies then they may wish to employ more of these spectacular units. If both players agree beforehand, Dogs of War units can be included as Special Unit choices as well as Rare ones.

# LORDS

Lords (Elector Counts, Templar Grand Masters and Wizard Lords) are the highest ranking and most powerful characters in the Empire list.

Lords are severely limited in number (see page 25) and are quite expensive, but make the best army Generals.

## CHARACTERS' STEEDS

Here are the statistics for steeds that can be ridden by Empire characters. Full rules for these creatures can be found on page 18.

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



## ELECTOR COUNT

Points/model: 80

	M	WS	BS	S	T	W	I	A	Ld
Elector Count	4	5	5	4	4	3	5	3	9

**Weapons:** Hand weapon.

### Options:

- May choose either a lance (+6 pts), a great weapon (+6 pts), or a pistol (+10 pts).
- May also choose either a longbow (+15 pts), or a handgun (+15 pts).
- May wear either light armour (+3 pts), heavy armour (+6 pts), or full plate armour (+12 pts), and may also carry a shield (+3 pts).
- May ride either a warhorse (+15 pts), which can have barding (+6 pts), a Pegasus (+50 pts), or a Griffon (+200 pts).
- May choose magic items from the Common or Empire magic items lists, with a maximum total value of 100 pts.

### Special Rules:

**Magic Banner.** If an Elector Count is your General, one unit of State Troops (Halberdiers, Handgunners, Swordsmen, Spearmen) can have a magic banner worth up to 50 pts.



## TEMPLAR GRAND MASTER

Points/model: 160

	M	WS	BS	S	T	W	I	A	Ld
Grand Master	4	6	3	4	4	3	6	4	9

**Weapons:** Hand weapon, lance, full plate armour & shield.

**Mount:** A Grand Master always rides a barded warhorse.

(The cost of the Grand Master's equipment is included in the points cost).

### Options:

- A Grand Master of the Order of the White Wolf **must** replace his lance and shield with a cavalry hammer (+6 pts) unless he is buying a magic weapon.
- May choose magic items chosen from the Common or Empire magic items lists with a maximum total value of 100 pts. If he buys a magic weapon then this replaces his hand weapon and lance, and if he buys magic armour or a magic shield then these replace his normal armour or shield respectively. The points for any equipment replaced are lost.

### Special Rules:

You can field a Grand Master only if your army contains a unit of Knights of the same Order. See page 12 of this Army book.

**The Grand Master.** See page 12 of this Army book.



## WIZARD LORD

Points/model: 175

	M	WS	BS	S	T	W	I	A	Ld
Wizard Lord	4	3	3	3	4	3	3	1	8

**Weapons:** Hand weapon.

**Magic:** A Wizard Lord is a Level 3 Wizard. He may choose one of the following Lore: Fire; Metal; Shadow; Beasts; Heavens; Light; Life; Death.

### Options:

- May be upgraded to a Level 4 Wizard for +35 pts.
- May ride either a warhorse (+15 pts), which can have barding (+6 pts), or a Pegasus (+50 pts).
- May choose magic items from the Common or Empire magic items lists, with a maximum total value of 100 pts.

## CAPTAIN (see side panel\*)

Points/model: 50

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

**Weapons:** Hand weapon.

**Options:**

- May choose either a lance (+4 pts), a great weapon (+4 pts), a halberd (+4 pts), or a pistol (+7 pts).
- May also choose either a longbow (+10 pts), or a handgun (+10 pts).
- May wear either light armour (+2 pts), heavy armour (+4 pts), or full plate armour (+8 pts), and may also carry a shield (+2 pts).
- May ride either a warhorse (+10 pts), which can have barding (+4 pts), or a Pegasus (+50 pts).
- May choose magic items from the Common or Empire magic items lists, with a maximum total value of 50 pts.

## WARRIOR PRIEST

Points/model: 95

	M	WS	BS	S	T	W	I	A	Ld
Warrior Priest	4	4	3	4	4	2	4	2	8

**Weapons:** Warhammer (hand weapon).

**Options:**

- May choose either a second warhammer (+4 pts), or a two-handed hammer (great weapon, +4 pts).
- May wear either light armour (+2 pts), or heavy armour (+4 pts), and may also carry a shield (+2 pts).
- May ride a warhorse (+10 pts), which can have barding (+4 pts).
- May choose magic items from the Common or Empire magic items lists, with a maximum total value of 50 pts.

**Special Rules** (See page 16 of this Army book):

*Blessing of Sigmar; Righteous Fury; Prayers of Sigmar.*

## MASTER ENGINEER

Points/model: 55

	M	WS	BS	S	T	W	I	A	Ld
Engineer	4	3	4	3	3	2	3	1	7

**Weapons:** Hand weapon.

**Options:**

- May choose one of the following: repeater pistol (+10 pts); repeater handgun (+15 pts); Hochland long rifle (+20 pts).
- May wear light armour (+2 pts).
- May ride a warhorse (+10 pts), which can have barding (+4 pts).
- May choose magic items from the Common or Empire magic items lists, with a maximum total value of 50 pts.

**Special Rules:** (See page 14 of this Army book)

*Master of Ballistics; Extra Crewman.*

## BATTLE WIZARD

Points/model: 60

	M	WS	BS	S	T	W	I	A	Ld
Battle Wizard	4	3	3	3	3	2	3	1	7

**Weapons:** Hand weapon.

**Magic:** A Battle Wizard is a Level 1 Wizard. He may choose one of the following Lores: Fire; Metal; Shadow; Beasts; Heavens; Light; Life; Death.

**Options:**

- May be upgraded to a Level 2 Wizard for +35 pts.
- May ride a warhorse (+10 pts), which can have barding (+4 pts).
- May choose magic items from the Common or Empire magic items lists, with a maximum total value of 50 pts.

# HEROES

Heroes (Captains, Warrior Priests, Master Engineers and Battle Wizards) make great leaders for regiments.

The total number of characters you can field in your army can be found on page 25.

### \*BATTLE STANDARD BEARER

*One Captain in the army may carry the Battle Standard for +25 pts.*

*The Battle Standard Bearer cannot be the army's General even if he has the highest Leadership value in the army.*

*The Battle Standard Bearer cannot choose any non-magical equipment except for light, heavy, or full plate armour and/or barding for his steed.*

*He cannot be mounted on a Pegasus.*

*The Battle Standard Bearer can have any magic banner (no points limit), but if he carries a magic banner he cannot carry any other magic item.*



# CORE UNITS

Core Units are the most common warriors in the army. There is a minimum number of Core Units that must be fielded, and this varies with the size of the army (see p. 25).

There is no maximum limit on the number of Core Units that can be fielded.

On this page are listed the State Troops of the Empire armies. State Troops represent the regular standing armies of the Elector Counts and Burgomeisters.

State Troops can be fielded as individual units, as Parent Units and as Detachments.



## HALBERDIERS

Points/model: 6

	M	WS	BS	S	T	W	I	A	Ld
Halberdier	4	3	3	3	3	1	3	1	7
Sergeant	4	3	3	3	3	1	3	2	7

Unit Size: 10+.

Weapons and Armour: Hand weapon, halberd & light armour.

Options:

- Any unit may be equipped with shields for +1 pts/model.
- Upgrade one Halberdier into a Musician for +5 pts.
- Upgrade one Halberdier into a Standard Bearer for +10 pts.
- Promote one Halberdier to a Sergeant for +10 pts.



## SPEARMEN

Points/model: 6

	M	WS	BS	S	T	W	I	A	Ld
Spearman	4	3	3	3	3	1	3	1	7
Sergeant	4	3	3	3	3	1	3	2	7

Unit Size: 10+.

Weapons and Armour: Hand weapon, spear & light armour.

Options:

- Any unit may be equipped with shields for +1 pts/model.
- Upgrade one Spearman into a Musician for +5 pts.
- Upgrade one Spearman into a Standard Bearer for +10 pts.
- Promote one Spearman to a Sergeant for +10 pts.



## SWORDSMEN

Points/model: 7

	M	WS	BS	S	T	W	I	A	Ld
Swordsman	4	4	3	3	3	1	4	1	7
Duellist	4	4	3	3	3	1	4	2	7

Unit Size: 10+.

Weapons and Armour: Sword (hand weapon), light armour & shield.

Options:

- Upgrade one Swordsman into a Musician for +5 pts.
- Upgrade one Swordsman into a Standard Bearer for +10 pts.
- Promote one Swordsman to a Duellist for +10 pts.



## HANDGUNNERS

Points/model: 8

	M	WS	BS	S	T	W	I	A	Ld
Handgunner	4	3	3	3	3	1	3	1	7
Marksmen	4	3	4	3	3	1	3	1	7

Unit Size: 10+.

Weapons and Armour: Handgun & hand weapon.

Options:

- Upgrade one Handgunner into a Musician for +5 pts.
- Upgrade one Handgunner into a Standard Bearer for +10 pts.
- Promote one Handgunner to a Marksman for +5 pts.
- The Marksman may carry one of the following weapons instead of his handgun: Hochland long rifle (+20 pts); repeater handgun (+15 pts); brace of pistols (+4 pts).





## FREE COMPANIES

Points/model: 5

	M	WS	BS	S	T	W	I	A	Ld
Fighter	4	3	3	3	3	1	3	1	7
Sergeant	4	3	3	3	3	1	3	2	7

Unit Size: 10+.

**Weapons and Armour:** Free Company fighters are armed with a haphazard collection of weapons, including swords, daggers, halberds, bludgeons and pistols. However, for game purposes all models in a Free Company unit count as being armed with two hand weapons, regardless of what weapons they are actually wielding (since it tends to be their most common weapon choice).

**Options:**

- Any unit may be equipped with light armour (+1 pt per model).
- Upgrade one Fighter into a Musician for +5 pts.
- Upgrade one Fighter into a Standard Bearer for +10 pts.
- Promote one Fighter to a Sergeant for +10 pts.



## ARCHERS

Points/model: 8

	M	WS	BS	S	T	W	I	A	Ld
Archer	4	3	3	3	3	1	3	1	7
Marksman	4	3	4	3	3	1	3	1	7

Unit Size: 10-20.

**Weapons and Armour:** Bow & hand weapon.

**Options:**

- Promote one Archer to a Marksman for +5 pts.

**Special Rules:**

*Skirmishers.* Archers always fight in skirmish formation.

*Huntsmen.* One unit of Archers in the army may be upgraded into Huntsmen at the cost of +2 pts per model (see below).

**0-1 HUNTSMEN** (the Huntsmen unit does not count towards minimum number of Core Units required in the army)

Unit Size: 5-10.

**Weapons and Armour:** Longbow & hand weapon.

**Options:**

- Promote one Huntsman to a Marksman for +6 pts.

**Special Rules:**

*Skirmishers.* Huntsmen always fight in skirmish formation.

*Scouts.* Huntsmen are scouts (see page 112 of the Warhammer rulebook).



## CROSSBOWMEN

Points/model: 8

	M	WS	BS	S	T	W	I	A	Ld
Crossbowman	4	3	3	3	3	1	3	1	7
Marksman	4	3	4	3	3	1	3	1	7

Unit Size: 10+.

**Weapons and Armour:** Crossbow & hand weapon.

**Options**

- Upgrade one Crossbowman into a Musician for +5 pts.
- Upgrade one Crossbowman into a Standard Bearer for +10 pts.
- Promote one Crossbowman to a Marksman for +5 pts.

# CORE UNITS

On this page are listed the Militia troops of the Empire.

Militia troops are recruited in times of need and are less organised than State Troops.

Militia troops can be fielded as individual units and as Detachments, but not as Parent Units.

**Huntsmen** are an extremely specialized Archer unit.

Only one unit of Huntsmen can be fielded in an army and it does **not** count towards the minimum number of Core Units required in the army.

Huntsmen can be fielded only as individual units and are never used as Parent Units nor as Detachments.



# CORE UNITS

On this page are listed the two types of Knights that can be fielded by armies of the Empire.

There is no limit on the amount of Knightly Orders units that can be fielded, but a maximum of one unit of Knights of the Inner Circle from the Knightly Orders can be present on the battlefield.

Only one unit of Knights of the White Wolf can be fielded in an army, and this one unit can be upgraded to Knights of the Inner Circle.

The maximum number of Knights of the Inner Circle units that can be fielded by an Empire army is therefore two: one from the White Wolves and one from the Knightly Orders. This is intended to reflect the extreme rarity of these elite Knights.



## KNIGHTLY ORDERS

Points/model: 23

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

**Unit Size:** 5+.

**Weapons and Armour:** Lance, hand weapon, full plate armour & shield.

**Mounts:** Barded warhorse.

**Options:**

- Upgrade one Knight into a Musician for +8 pts.
- Upgrade one Knight into a Standard Bearer for +16 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.
- Promote one Knight to a First Knight for +16 pts.
- **Knights of the Inner Circle.** One unit of Knightly Orders in the army may be upgraded to Knights of the Inner Circle, at the cost of +3 pts per model. The Knights and the First Knight in this unit are Strength 4.



## 0-1 KNIGHTS OF THE WHITE WOLF

Points/model: 25

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

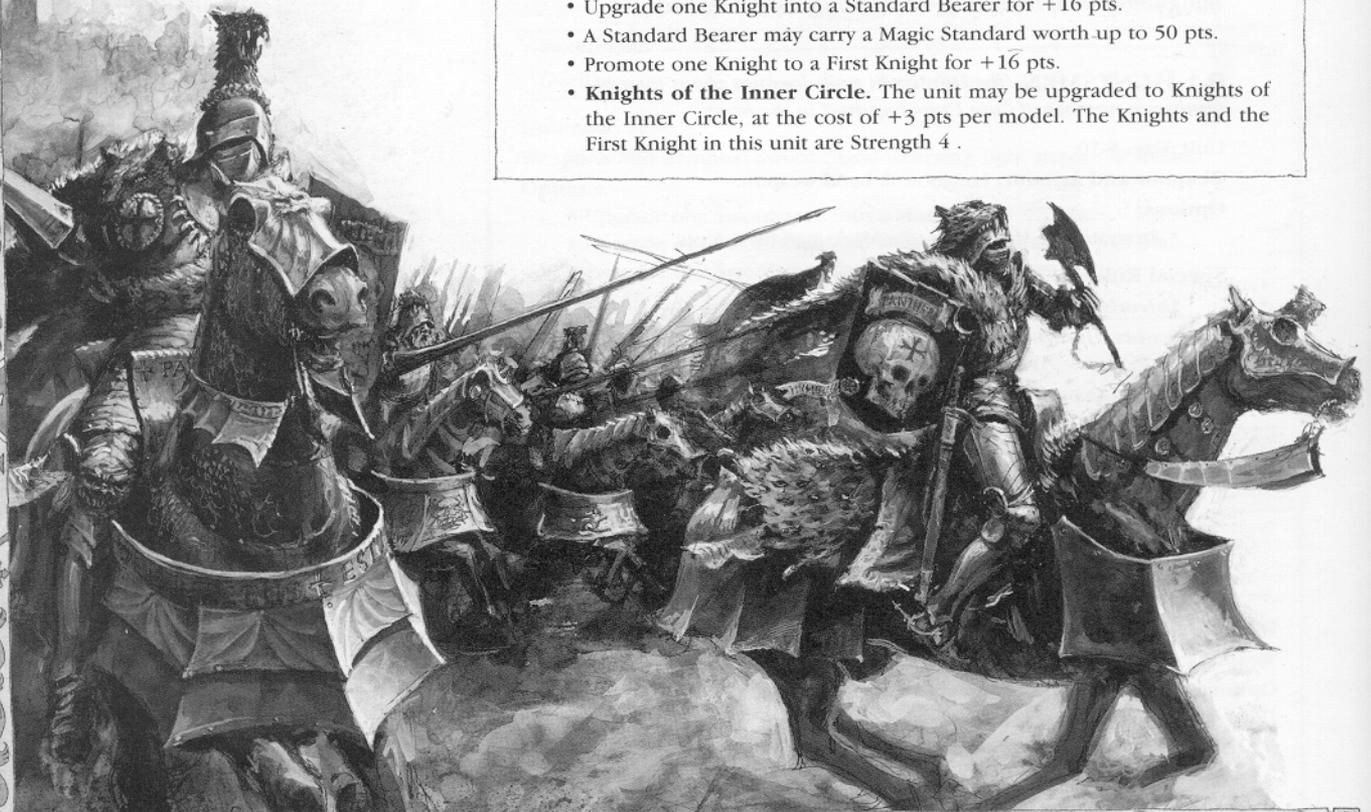
**Unit Size:** 5+.

**Weapons and Armour:** Cavalry hammer, full plate armour.

**Mounts:** Barded warhorse.

**Options:**

- Upgrade one Knight into a Musician for +8 pts.
- Upgrade one Knight into a Standard Bearer for +16 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.
- Promote one Knight to a First Knight for +16 pts.
- **Knights of the Inner Circle.** The unit may be upgraded to Knights of the Inner Circle, at the cost of +3 pts per model. The Knights and the First Knight in this unit are Strength 4.



## 0-1 GREATSWORDS

Points/model: 12

	M	WS	BS	S	T	W	I	A	Ld
Greatsword	4	4	3	3	3	1	3	1	8
Count's Champion	4	4	3	3	3	1	3	2	8

Unit Size: 10+.

**Weapons and Armour:** two-handed sword (great weapon), hand weapon & full plate armour.

**Options:**

- Upgrade one Greatsword into a Musician for +6 pts.
- Upgrade one Greatsword into a Standard Bearer for +12 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.
- Promote one Greatsword to be the Count's Champion for +12 pts.

**Special Rules:**

**Stubborn.** *Trained to the highest standard, Greatswords are famous for never retreating, even in the most desperate situations. To reflect this, Greatswords are stubborn (see page 85 of the Warhammer rulebook).*

## PISTOLIERS

Points/model: 19

	M	WS	BS	S	T	W	I	A	Ld
Pistolier	4	3	3	3	3	1	3	1	7
Marksman	4	3	4	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+.

**Weapons and Armour:** Hand weapon, two pistols, light armour.

**Mounts:** Warhorse.

**Options:**

- Promote one Pistolier to a Marksman for +7 pts.
- The Marksman may carry one of the following weapons instead of his pistols: repeater handgun (+15 pts); repeater pistol (+10 pts).

**Special Rules:**

**Fast Cavalry.** *See page 117 of the Warhammer rulebook.*  
**Fusillade.** *See page 10.*

## GREAT CANNON

Points/model: 100

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

Number of crew: 3.

**Crew's Weapons and Armour:** Hand weapon.

**Special Rules:** *See page 122-123 of the Warhammer rulebook.*

## MORTAR

Points/model: 75

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

Number of crew: 3.

**Crew's Weapons and Armour:** Hand weapon.

**Special Rules:** *See page 13 of this Army book.*

# SPECIAL UNITS

Special Units are extremely specialised troops that appear on the battlefield less often than basic regiments.

There is a maximum number of Special Units that can be fielded, and this varies with the size of the army (see p. 25).

**Greatswords** are the best infantry unit available in an Empire army.

Only one unit of Greatswords can be fielded in an army.

Greatswords can be fielded as individual units and as Parent Units, but not as Detachments.



# RARE UNITS

Rare Units are the most powerful troops in the army.

There is a maximum number of Rare Units that can be fielded, and this varies with the size of the army (see page 25).

Only one unit of **Flagellants** can be fielded in an army.

Famous companies of **Dogs of War** have fought alongside the armies of the Empire, such as Golgfang's Ogres, the Alcatani Fellowship, the dreaded Cursed Company and many others.



## HELBLASTER VOLLEY GUN

Points/model: 125

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

Number of crew: 3.

Crew's Weapons and Armour: Hand weapon.

Special Rules: See page 14 of this Army book.



## 0-1 FLAGELLANTS

Points/model: 11

	M	WS	BS	S	T	W	I	A	Ld
Flagellant	4	2	2	3	4	1	3	2	10
Prophet of Doom	4	2	2	3	4	1	3	3	10

Unit Size: 5-30.

Weapons and Armour: Flail.

Options:

- Promote one Flagellant to a Prophet of Doom for +12 pts.

Special Rules:

*Crazed.* The Flagellants are Immune to Psychology, never take Break tests and automatically pass any and all Leadership tests they are required to take. Flagellants cannot flee as a charge reaction and will always pursue a broken enemy. A unit of Flagellants may never be joined by character models.

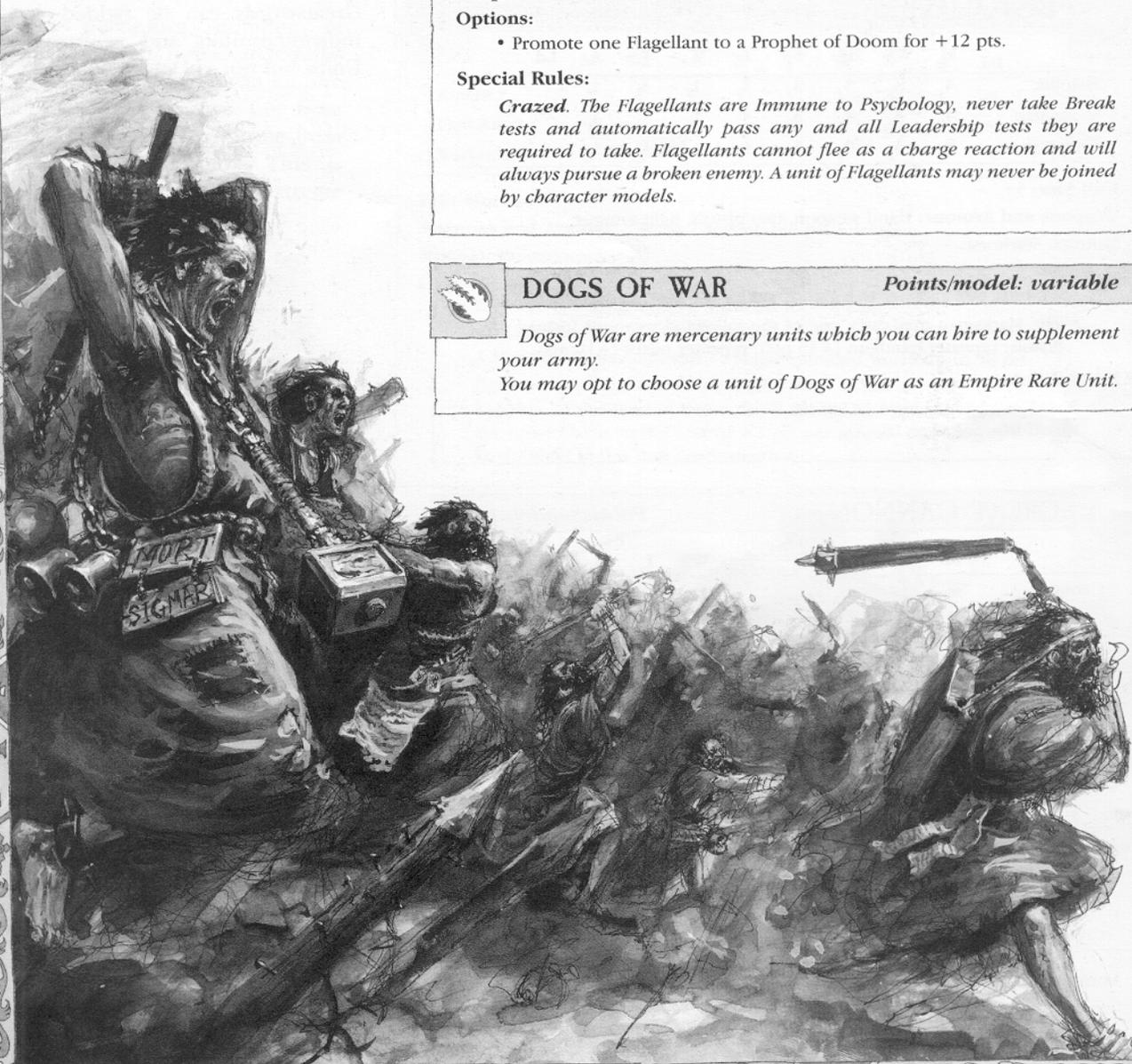


## DOGS OF WAR

Points/model: variable

Dogs of War are mercenary units which you can hire to supplement your army.

You may opt to choose a unit of Dogs of War as an Empire Rare Unit.





# HOSTS OF MEN

This appendix offers players some interesting alternatives to the basic Army list. It must be clear that the lists presented in this appendix are intended to be fun and are in no way as fair and balanced as the main list. Players should therefore agree with their opponent before the game if they can make use of these lists. Of course, should you wish to field a Cult of Ulric army, you can always field an army based on the main list in the book and paint it with the colours of Middenheim; you don't have to use the Cult of Ulric list from this appendix to represent a regular Middenheim army.

## THE EMPEROR'S GUARD

Unless Karl Franz himself is leading it, his Guard will be led by either the Reiksmarshall or by a Wizard Lord, no other Lord can be your General.

### CORE UNITS

Halberdiers, Spearmen, Swordsmen, Handgunners. *One regiment of State troops in the army can have a magic banner worth up to 50 points.*

Archers, Crossbowmen, Free Companies.

Knightly Orders. *You must have at least one unit of Reiksguard for every unit of other Knights.*

0-2 Greatswords. *One regiment is the normal Greatswords of Altdorf, the other is the Foot Reiksguard, garrison of the Emperor's palace and his personal bodyguard.*

### SPECIAL UNITS

Pistoliers, Cannons, Mortars, Helblasters

### RARE UNITS

0-1 White Wolves, 0-1 Flagellants, Regiments of Renown

## THE ARTILLERY TRAIN OF NULN

The armies of Nuln are renowned for relying on massed artillery fire to blow their enemies to smithereens. Knights disapprove of these tactics and therefore a Grand Master can never be the General of an Artillery Train from Nuln.

### CORE UNITS

Halberdiers, Spearmen, Swordsmen, Handgunners, Archers, Crossbowmen, Free Companies

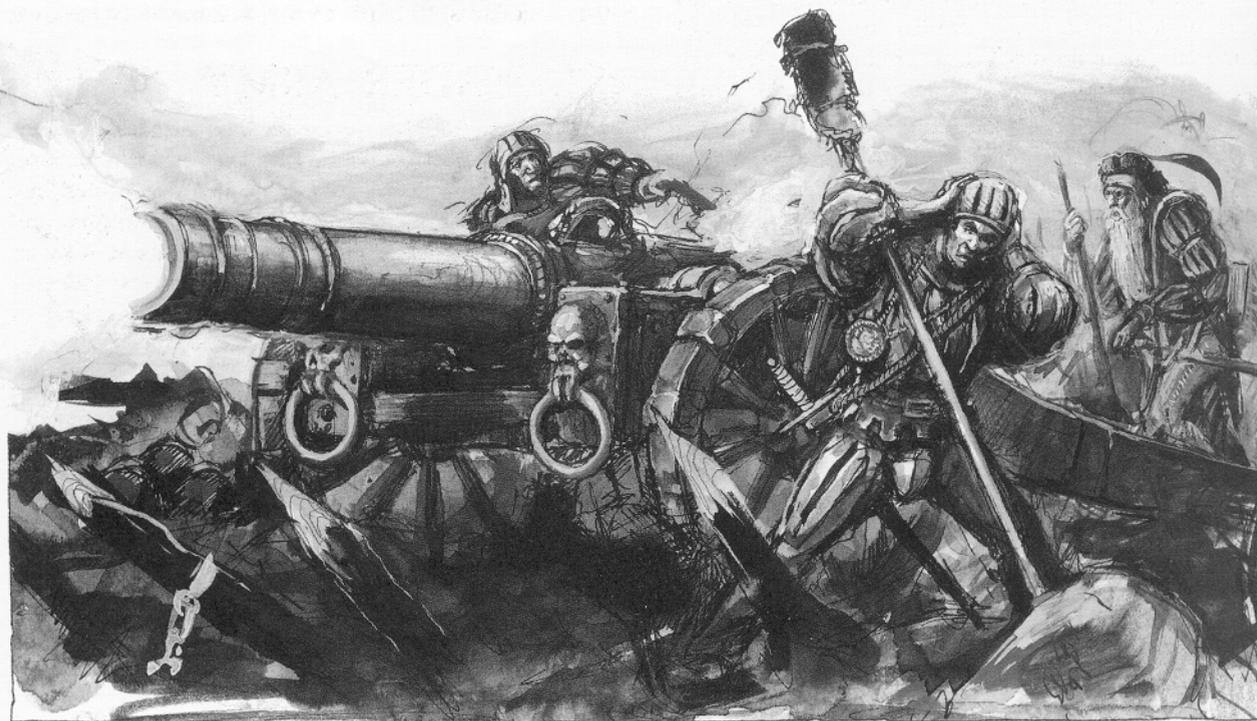
Cannons, Mortars. *You must have at least one unit of infantry (Detachments and Flagellants don't count) for every Cannon/Mortar.*

### SPECIAL UNITS

0-1 Greatswords, Pistoliers

### RARE UNITS

Knightly Orders, 0-1 White Wolves, Helblaster, 0-1 Flagellants, Regiments of Renown



## SIGMARITE ARMY

This kind of army normally forms around a holy man, priest or monk who roams the Empire following visions and signs and preaching to the people. They proclaim that Sigmar Himself entrusted them with a holy mission, which often consists of the destruction of a particular evil. So the people gather around them and flagellants flock to their army. Even regiments of regular troops may join their crusade if an Elector Count or a Grand Master decides so, out of devotion or, more often, out of convenience. You cannot choose Lords and Engineers at all and a Warrior Priest must be your General (you can take Luthor Huss and he will count as two Hero choices!).

### CORE UNITS

Free Companies, Archers (*both representing the commoners joining the holy crusade*).

Flagellants. *You must have at least one unit of Free Companies (Detachments don't count) for every unit of Flagellants.*

### SPECIAL UNITS

0-1 Knightly Orders or 0-1 White Wolves  
Halberdiers, Spearmen, Swordsmen,  
Handgunners, Crossbowmen

### RARE UNITS

Pistoliers, Mortars, Cannons

## MARIENBURGER MERCENARY ARMY

Not strictly part of the Empire, the armies of the rich port of Marienburg are similar to those of their Imperial neighbours, but mainly based on mercenaries coming from all over the known world. Similar armies march through the Empire in times of internal strife. Knights are a rare sight among these mercenary armies, so no Grand Master can be your General. Your Lords must be a Wizard Lord or a Burgomeister/Mercenary General (same stat line and rules as an Elector Count). You also need to change the names of all magic items of strong Imperial inspiration, such as Runefangs, to a different theme (their effect stays the same).

### CORE UNITS

Halberdiers, Spearmen, Swordsmen, Handgunners,  
Archers, Crossbowmen, Free Companies

Regiments of Renown. *You must have at least one unit of infantry (Detachments and Flagellants don't count) for every Regiment of Renown.*

### SPECIAL UNITS

Cannons, Mortar, Pistoliers

### RARE UNITS

0-1 Flagellants.

0-1 Greatswords. *Represents an elite mercenary bodyguard. Unit isn't Stubborn but costs only 10 points per model.*

## THE CULT OF ULRIC

At times the armies of Middenheim have been strongly influenced by the cult of Ulric. Its dogmatic favour for close combat as opposed to missile fire, in particular cowardly blackpowder weapons, makes the army old-fashioned by Imperial standards. The only Grand Master that can be your General is the Master of the White Wolves, ferocious Templars of Ulric, and any Warrior Priest will be a priest of Ulric rather than a priest of Sigmar (no change in the rules, except that priests of Ulric cannot join units of Knights except for units of White Wolves). You cannot field Engineers. You also need to change the names of all rules, prayers and magic items with Sigmarite connotations to an Ulric theme (their effects stay the same).

### CORE UNITS

Halberdiers, Spearmen, Swordsmen, Free Companies  
Any number of units of Knights of the White Wolf (*but only one unit of Knights of the Inner Circle*)

### SPECIAL UNITS

0-2 Greatswords. *Representing the grim Teutogen Guard fighting on foot with huge double-handed warhammers.*

Archers, Crossbowmen

### RARE UNITS

0-1 Flagellants, Knightly Order, Regiments of Renown

## CRUSADER ARMY

When all the Knights of one Order are called upon by their Grand Master to fight for a very important cause, a crusader army is formed. With few exceptions, the army will be made up entirely by the Knights and their men-at-arms, with a few other units sent by an allied Elector Count. You cannot choose Elector Counts and a Grand Master must be your General.

### CORE UNITS

Any number of units of Knights of one Order (*could be White Wolves, only one unit of Knights of the Inner Circle*)

Halberdiers, Spearmen, Swordsmen, Archers

### SPECIAL UNITS

Crossbowmen, Free Companies

### RARE UNITS

Knights of a different order, 0-1 Flagellants

## SOLDIERS OF THE EMPIRE

Lords	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Elector Count	4	5	5	4	4	3	5	3	9	<i>Magic Banner</i>
Grand Master	4	6	3	4	4	3	6	4	9	<i>The Grand Master</i>
Wizard Lord	4	3	3	3	4	3	3	1	8	-
Heroes	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Captain	4	5	5	4	4	2	5	3	8	-
Engineer	4	3	4	3	3	2	3	1	7	<i>Master of Ballistics, Extra Crewman</i>
Battle Wizard	4	3	3	3	3	2	3	1	7	-
Warrior Priest	4	4	3	4	4	2	4	2	8	<i>Blessing of Sigmar, Righteous Fury, Prayers of Sigmar</i>
Core units	M	WS	BS	S	T	W	I	A	Ld	Special Rules, Detachment rules
Halberdier	4	3	3	3	3	1	3	1	7	Independent/Parent Unit/Detachment
Spearman	4	3	3	3	3	1	3	1	7	Independent/Parent Unit/Detachment
Swordsman	4	4	3	3	3	1	4	1	7	Independent/Parent Unit/Detachment
Handgunner	4	3	3	3	3	1	3	1	7	Independent/Parent Unit/Detachment
Free Companies	4	3	3	3	3	1	3	1	7	Independent/Detachment
Archer	4	3	3	3	3	1	3	1	7	Independent/Detachment
Crossbowman	4	3	3	3	3	1	3	1	7	Independent/Detachment
Knight	4	4	3	3	3	1	3	1	8	-
White Wolf	4	4	3	3	3	1	3	1	8	-
Special units	M	WS	BS	S	T	W	I	A	Ld	Special Rules, Detachment rules
Greatsword	4	4	3	3	3	1	3	1	8	<i>Stubborn</i> . Independent/Parent Unit
Pistolier	4	3	3	3	3	1	3	1	7	<i>Fast cavalry, Fusillade</i>
Great Cannon	-	-	-	-	7	3	-	-	-	See right
Mortar	-	-	-	-	7	3	-	-	-	See right
Crew	4	3	3	3	3	1	3	1	7	-
Rare units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Helblaster	-	-	-	-	7	3	-	-	-	See right
Crew	4	3	3	3	3	1	3	1	7	-
Flagellant	4	2	2	3	4	1	3	2	10	<i>Crazed</i>
Champions	M	WS	BS	S	T	W	I	A	Ld	Champion's unit
Sergeant	4	3	3	3	3	1	3	2	7	Halberdiers, Spearmen, Free Companies
Marksman	4	3	4	3	3	1	3	1	7	Handgunners, Archers, Huntsmen Crossbowmen, Pistoliers
Duellist	4	4	3	3	3	1	4	2	7	Swordsmen
First Knight	4	4	3	3	3	1	3	2	8	Knightly Orders/White Wolves
Count's Champion	4	4	3	3	3	1	3	2	8	Greatswords
Prophet of Doom	4	2	2	3	4	1	3	3	10	Flagellants
Steeds	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Warhorse	8	3	0	3	3	1	3	1	5	-
Pegasus	8	3	0	4	4	3	4	2	6	<i>Fly</i>
Griffon	6	5	0	5	5	4	5	4	7	<i>Fly, terror, large target</i>

## EMPIRE EQUIPMENT

### FULL PLATE ARMOUR

Gives a 4+ Armour save.

### CAVALRY HAMMER

*Knights of the White Wolf only.*

+2 Strength bonus when charging, otherwise +1 Strength bonus; requires two hands.

### EMPIRE HANDGUN

**Maximum range:** 24"; **Strength:** 4.

Move-or-fire; armour piercing.

*First Volley.* The first time Empire handguns are fired they have an extra D6" maximum range. Their short range is still 12" however.

### REPEATER HANDGUN

**Maximum range:** 24"; **Strength:** 4.

3 x multiple shots; armour piercing.

### HOCHLAND LONG RIFLE

**Maximum range:** 36"; **Strength:** 4.

Move-or-fire; armour piercing.

*Scientific Precision.* The shooter may pick any target he can see, but if he fires on a single model he will suffer a -1 to hit modifier (characters/champions hit do not benefit from the "Look out Sir!" rule). The shooter may always choose a different target from the one chosen by the unit he is with.

### REPEATER PISTOL

**Maximum range:** 8"; **Strength:** 4.

3 x multiple shots; armour piercing.

In close combat, the repeater pistol works like a pistol, except that it confers three extra Attacks at S4 with a -2 Armour Save modifier in the first turn of combat.

## EMPIRE ARTILLERY

### GREAT CANNON

- 1) Align the cannon on the target and declare the distance you are aiming.
- 2) Roll the Artillery dice and add the score to the distance aimed. The cannonball travels forward this distance before striking the ground.
- 3) If the Artillery dice is a MISFIRE refer to Misfire Chart, otherwise...
- 4) Mark the point where the cannonball strikes the ground and roll the Artillery dice to establish the bounce distance. All models in the path of the bounce are hit. If you roll a MISFIRE for the Bounce roll, the cannonball sticks in the ground and does not bounce.
- 5) Work out hits at S10, no armour save, D6 wounds.

### MORTAR

1. Declare target and guess range.
2. Position template and roll Scatter and Artillery dice.
3. If the Artillery dice is a MISFIRE refer to Misfire Chart, otherwise...
4. If the Scatter dice is a HIT the mortar shell has struck home.
5. If the Scatter dice is an arrow the shell has landed in the direction shown 2", 4", 6", 8", or 10" away from the aiming point as shown by the Artillery dice.
6. Models completely under the template are hit by the blast, models partially under it are hit on a 4+.
7. Work out hits at S3, -1 save mod.
8. One model under the hole in the centre of the template is automatically hit at S6, no armour save, D3 wounds.

### HELBLASTER

1. Align Helblaster on target and measure range.
2. Roll the Artillery dice for the first barrel. Halve the score at over half range (12"-24"). This indicates the number of hits. Proceed to the second and then to the third barrel.
3. If the Artillery dice is MISFIRE refer to Misfire Chart, then...
4. Work out hits. Under half range at S5, -3 save mod. Over half range at S4, -2 save mod.