



THE EMPIRE



**WARSCROLLS
COMPENDIUM**

INTRODUCTION

In fair Sigmaron the free people of humanity gather, preserving heraldry and cultural traditions from civilisations ground beneath the weight of unceasing strife. The clamour of warlike souls fills the heavens, united in

Sigmar's name. Though some of these lost tribes have been driven from their homelands, and others cast adrift on the tides of time, every soul amongst them dreams of wreaking bloody revenge upon the forces of Chaos.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** Each warscroll has a set of characteristics that tell you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword on their warscroll. For example, a rule might say that it applies to 'all **STORMCAST ETERNALS** within 12"'. This means that it would apply to models that have the **STORMCAST ETERNAL** keyword on their warscroll.
- 6. Damage Table:** Some models have a damage table that is used to determine any of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.



KARL FRANZ ON DEATHCLAW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Reikland Runefang	1"	4	3+	3+	-1	D3
Ghal Maraz	1"	3	4+	3+	-2	3
Deathclaw's Deadly Beak	2"	2	3+	3+	-2	☀
Deathclaw's Razor Claws	2"	☀	3+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Deadly Beak	Razor Claws
0-3	15"	D6	6
4-6	13"	D6	5
7-9	11"	D3	4
10-11	9"	D3	3
12+	7"	1	2

DESCRIPTION

Karl Franz on Deathclaw is a single model. Karl Franz is armed with either the Reikland Runefang or Ghal Maraz. He also bears the Silver Seal – an arcane talisman that can ward away harm. Karl Franz rides the loyal Griffon Deathclaw, who fights with his Deadly Beak and Razor Claws.

FLY

Karl Franz on Deathclaw can fly.

ABILITIES

Piercing Bloodroar: In the battleshock phase, Deathclaw can loose a piercing Bloodroar at a unit within 8". If he does, that unit must roll two dice and use the highest result if it has to take a battleshock test that phase.

The Silver Seal: You can re-roll failed save rolls for this model. In addition, roll a dice each time this model suffers a mortal wound. On a 6, that wound has been absorbed by the Silver Seal and is ignored.

Loyal Beast: Deathclaw will fight until the bitter end to protect his master. Whenever this model suffers a wound, you can re-roll hit rolls for Deathclaw's Deadly Beak and Razor Claws until the next hero phase.

Stirring Valour: If Karl Franz is your general, **FREE PEOPLE** units in your army do not have to take battleshock tests if they are within 15" of him.

COMMAND ABILITY

Leader of Men: If Karl Franz uses this ability, select one **FREE PEOPLE** unit within 15". Until your next hero phase, models in that unit make one extra attack with each of their melee weapons.

KEYWORDS

ORDER, HUMAN, GRIFFON, FREE PEOPLE, MONSTER, HERO, KARL FRANZ ON DEATHCLAW

KURT HELBORG



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Solland Runefang	1"	4	3+	3+	-1	D3
Krieglust's Hooves	1"	2	4+	4+	-	1

DESCRIPTION

Kurt Helborg is a single model. He fights with the Solland Runefang and bears the Laurels of Victory. He rides Krieglust, who lashes with his Hooves.

ABILITIES

Laurels of Victory: These enchanted laurels magnify the wearer's stature such that few can muster the courage to stand before him. If any enemy units fail a battleshock test within 3" of Kurt Helborg, an additional model will flee from that unit.

Pride of the Reiksguard: Helborg's skill is as legendary as his moustache is magnificent. You can re-roll any failed hit rolls when attacking with the Runefang so long as you have a bigger and more impressive moustache than your opponent.

COMMAND ABILITY

The Reiksmarshal: If Kurt Helborg uses this ability, then you can re-roll the dice when determining the charge distance of **FREE PEOPLE** units from your army within 15" at the start of your next charge phase.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, KNIGHTLY ORDERS, HERO, GRAND MASTER, KURT HELBORG

BALTHASAR GELT, THE SUPREME PATRIARCH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Volans	1"	2	4+	3+	-1	D3
Pegasus' Iron-hard Hooves	1"	2	4+	4+	-	1

DESCRIPTION

Balthasar Gelt is a single model. He is carries the Staff of Volans and wears the Amulet of Sea Gold. Balthasar Gelt rides to war on the back of an Imperial Pegasus that attacks with its Iron-hard Hooves.

FLY

Balthasar Gelt can fly.

ABILITIES

Amulet of Sea Gold: You can add 1 to any unbinding rolls for Balthasar Gelt for each enemy **WIZARD** within 18" of Gelt when he makes the attempt.

Alchemist Supreme: You can add 1 to casting rolls for Balthasar Gelt if the battle is taking place in the Realm of Metal.

MAGIC

Balthasar Gelt is a wizard. He can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Searing Doom spells.

SEARING DOOM

With a gesture Gelt causes his foes' own armour to glow red hot and burn the warriors encased within. Searing Doom has a casting value of 6. If successfully cast, pick a visible target unit within 18" and roll 6 dice. That unit suffers 1 mortal wound for each dice rolled that is equal to or higher than that unit's Save characteristic (for example, a unit with a save of 4+ would suffer a mortal wound for each dice result that was a 4 or more). Units with a save of '-' cannot be affected by this spell.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, HERO, WIZARD, BALTHASAR GELT

VALTEN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blacksmith's Hammers	1"	6	3+	4+	-	1
Ghal Maraz	1"	3	4+	3+	-2	3
Warhorse's Steel-shod Hooves	1"	2	4+	4+	-	1

DESCRIPTION

Valten is a single model. He wields a pair of Blacksmith's Hammers.

WARHORSE

Valten can ride to battle on a barded Warhorse. When he does, he wears full plate armour and wields Ghal Maraz instead of his Blacksmith's Hammers. When riding a Warhorse, Valten's Move is increased to 10" and his Save to 4+. He also gains the Warhorse's Steel-shod Hooves attack.

ABILITIES

Iron Resolve: The first time Valten is slain, roll a dice. On the roll of 2 or more, he refuses to die, picks himself back up and miraculously fights on; Valten is not slain and all his wounds are healed.

Marked for Greatness: Once per battle, in a combat phase, Valten can perform deeds worthy of legend. When he does, he makes an extra D3 attacks with his Blacksmith's Hammers or Ghal Maraz, and you can re-roll failed save rolls for him until the end of the phase.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, HERO, VALTEN

MARIUS LEITDORF



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Averland Runefang	1"	3	3+	3+	-1	D3
Stiletto Dagger	1"	3	4+	5+	-	1
Daisy's Steel-shod Hooves	1"	2	4+	4+	-	1

DESCRIPTION

Marius Leitdorf is a single model. He is armed with the Averland Runefang and a Stiletto Dagger. Marius rides Daisy, a warhorse that strikes at its enemies with Steel-shod Hooves.

ABILITIES

The Mad Count: Marius Leitdorf is an exceptional swordsman, even if he is totally insane. If, during your hero phase, you pretend to ride an imaginary horse, you can re-roll failed hit rolls for the Averland

Runefang until your next hero phase. If you actually talk to your imaginary horse you can re-roll failed wound rolls as well.

COMMAND ABILITIES

Lunatic Ravings: If Marius Leitdorf uses this ability, roll a dice:

1-2 **Outrageous Insult:** Select an enemy unit within 15". Your opponent must subtract 1 from all hit rolls for that unit until your next hero phase, such is their stuttering outrage.

3-4 **Insane Bravado:** **STATE REGIMENT** units from your army do not need to take battleshock tests if they are within 15" of Marius in the battleshock phase

5-6 **Tactical Brilliance:** Select a **STATE REGIMENT** unit within 15". That unit can move twice, shoot twice or attack twice in the combat phase during your turn.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, HERO, EMPIRE GENERAL, MARIUS LEITDORF

EMPIRE GENERAL



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Pistol		9"	1	4+	3+	-1	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Sigmarite Weapon		1"	5	3+	4+	-1	1
Great Weapon		1"	3	3+	3+	-2	D3
Imperial Lance		2"	3	3+	4+	-1	2
Warhorse's Steel-shod Hooves		1"	2	4+	4+	-	1

DESCRIPTION

An Empire General is a single model. Some Generals favour the heft of a double-handed Great Weapon in battle, but others prefer a magical single-handed Sigmarite Weapon which they can wield alongside an Imperial Shield. If riding to war, a General may instead slay his foes with an Imperial Lance. Many Empire Generals carry a pistol instead of a shield to shoot their foes from afar. Occasionally, an Empire General will have the honour of carrying a Stately War Banner to battle.

WARHORSE

An Empire General can be mounted on a barded Warhorse, granting them a Move of 12" and the Steel-shod Hooves attack.

ABILITIES

Stately War Banner: A General with a Stately War Banner gains the **TOTEM** keyword. You may roll two dice and choose the lowest when taking battleshock tests for **STATE REGIMENT** units from your army within 24" of a Stately War Banner.

Charging Lance: Add 1 to the Damage of this model's Lance if it charged this turn.

Imperial Shield: An Empire General with an Imperial Shield has a Save of 3+.

COMMAND ABILITY

Hold the Line!: If a General uses this ability, pick up to three **STATE REGIMENTS** within 15". These units cannot move or charge during your turn, but you can add 1 to all hit and wound rolls for them until your next hero phase.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, HERO, EMPIRE GENERAL

GENERAL OF THE EMPIRE ON IMPERIAL GRIFFON



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Imperial Lance	2"	3	3+	4+	-1	2
Runefang	1"	4	3+	3+	-1	D3
Magical Warhammer	1"	2	4+	3+	-2	3
Imperial Griffon's Deadly Beak	2"	2	3+	3+	-2	*
Imperial Griffon's Razor Claws	2"	*	4+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Deadly Beak	Razor Claws
0-3	15"	D6	6
4-6	13"	D6	5
7-9	11"	D3	4
10-11	9"	D3	3
12+	7"	1	2

DESCRIPTION

A General of the Empire on Imperial Griffon is a single model. Many Empire Generals ride to war armed with an Imperial Lance to skewer their foes on the charge. Others prefer to carry a Runefang in battle – an enchanted sword and symbol of office for an Elector Count. Some Generals are even fortunate enough to wield a Magical Warhammer, a weapon forged in ancient times and possessed of raw destructive power. A General of the Empire may also carry an Imperial Shield to protect himself in battle. The General's Griffon fights with savage fury with its Deadly Beak and Razor Claws.

FLY

A General of the Empire on Imperial Griffon can fly.

ABILITIES

Charging Lance: Add 1 to the Damage of this model's Lance if it charged this turn.

Imperial Shield: An Empire General on Imperial Griffon with an Imperial Shield has a Save of 3+.

Piercing Bloodroar: In the battleshock phase, an Imperial Griffon can loose a piercing Bloodroar at a unit within 8". If he does, that unit must roll two dice and use the highest result if it has to take a battleshock test that phase.

COMMAND ABILITY

Rousing Battle Cry: If a General of the Empire on Imperial Griffon uses this ability, pick **STATE REGIMENT** or **KNIGHTLY ORDER** unit within 15". Until your next hero phase you can add 2 to that unit's Bravery and 1 to its charge rolls and hit rolls.

KEYWORDS

ORDER, HUMAN, GRIFFON, FREE PEOPLE, MONSTER, HERO, EMPIRE GENERAL

LUDWIG SCHWARZHELM



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Sword of Justice	1"	4	3+	3+	-	2
Warhorse's Steel-shod Hooves	1"	2	4+	4+	-	1

DESCRIPTION

Ludwig Schwarzhelm is a single model. He is armed with the Sword of Justice and rides a warhorse that strikes at its enemies with Steel-shod Hooves. He carries the Emperor's Standard to battle, which has been wrought with subtle magics to fill the hearts of all who look upon it with courage, moral fibre and fighting spirit.

ABILITIES

The Sword of Justice: If you roll a wound roll of a 6 or more for the Sword of Justice, that hit inflicts 2 mortal wounds on the target instead of its normal Damage.

The Emperor's Bodyguard: Each time **KARL FRANZ** suffers a wound or a mortal wound whilst within 3" of Ludwig Schwarzhelm, Ludwig can leap in front of the attack. If he does so, **KARL FRANZ** ignores that wound or mortal wound but Ludwig suffers a mortal wound in its place.

The Emperor's Standard: STATE REGIMENT and **KNIGHTLY ORDER** units from your army add 1 to their Bravery if they are within 24" of the Emperor's Standard. In addition, in your hero phase, Ludwig Schwarzhelm can hold the Emperor's Standard high. If he does so, you may not move him until your next hero phase, but you can roll a dice each time a **STATE REGIMENT** or **KNIGHTLY ORDER** model from your army flees whilst within 24" of the Emperor's Standard; on a 4 or more they are imbued with fighting spirit, return to the fight and do not flee.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, HERO, TOTEM, LUDWIG SCHWARZHELM

MARKUS WULFHART



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Amber Bow	20"	1	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Woodsman's Longsword	1"	3	4+	4+	-	1

DESCRIPTION

Markus Wulfhart is a single model. He is armed with the Amber Bow and a Woodsman's Longsword.

ABILITIES

Monster Hunter: You can add 1 to any hit roll for Markus Wulfhart if the target of the attack is a **MONSTER**.

The Amber Bow: The Amber Bow inflicts D6 Damage instead of D3 against **MONSTERS**.

Wulfhart's Hunters: After set-up is complete, you can select a unit of **EMPIRE ARCHERS** to be Wulfhart's Hunters. You can add 1 to hit rolls for that unit for the duration of the battle.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, HERO, MARKUS WULFHART

GRAND MASTER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Heirloom Weapon	1"	4	3+	3+	-1	1
Warhorse's Steel-shod Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A Grand Master is a single model. Grand Masters wield Heirloom Weapons in battle. Many also carry an Imperial Shield for protection. They ride upon Barded Warhorses that crush the skulls of those before them with their Steel-shod Hooves.

ABILITIES

Imperial Shield: A Grand Master with an Imperial Shield has a Save of 3+.

Knights of the Inner Circle: When Grand Masters ride to war, they are often accompanied by a cadre of their Inner Circle Knight – warriors who epitomise the virtues of their Order. After set-up is complete, you can select one **EMPIRE KNIGHTS** unit to be Inner Circle Knights. You can add 1 to the Bravery of all models in that unit for the duration of the battle.

COMMAND ABILITY

Master of Battle: If a Grand Master uses this ability, **KNIGHTLY ORDERS** units in your army can both run and charge that turn so long as they are within 15" of this model at the start of the charge phase.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, KNIGHTLY ORDERS, HERO, GRAND MASTER

DEMIGRYPH KNIGHTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lance and Sword	2"	2	4+	4+	-	1
Cavalry Halberd	2"	2	4+	3+	-	1
Demigryph's Razor-sharp Talons	1"	3	4+	3+	-1	1

DESCRIPTION

A unit of Demigryph Knights has 3 or more models. Some units of Demigryph Knights wield Lances and Swords, while others are armed with Cavalry Halberds. In either case, the Knights carry Shields and ride upon fearsome Demigryphs that attack with their Razor-sharp Talons.

PRECEPTOR

The leader of this unit is a Preceptor. A Preceptor makes 1 extra attack with either his Lance and Sword or Cavalry Halberd.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, it only needs to take a battleshock test if two or more of its models were slain during the turn.

HORNBLOWER

Models in this unit may be Hornblowers. If the unit includes any Hornblowers, add 2 to its charge rolls.

ABILITIES

Shield: You can re-roll save rolls of 1 for a unit equipped with Shields.

Charging Lance: Add 1 to the wound rolls and Damage for this unit's Lances and Swords if it charged in the same turn.

Savage Ferocity: If the wound roll for a Demigryph's Razor-sharp Talons is a 6 or more, then that attack inflicts D3 damage instead of 1.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, KNIGHTLY ORDERS, DEMIGRYPH KNIGHTS

EMPIRE KNIGHTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lance and Sword	2"	1	4+	4+	-	1
Cavalry Hammer	1"	2	4+	3+	-	1
Warhorse's Steel-shod Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Empire Knights has 5 or more models. Some units of Empire Knights ride to war with Lances and Swords and Shields. Others eschew a shield and prefer to wield Cavalry Hammers. Empire Knights are mounted upon Warhorses that attack with their Steel-shod Hooves.

PRECEPTOR

The leader of this unit is a Preceptor. A Preceptor makes 1 extra attack with either his Lance and Sword or Cavalry Hammer.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, it only needs to take a battleshock test if two or more of its models were slain during the turn.

HORNBLOWER

Models in this unit may be Hornblowers. If the unit includes any Hornblowers, add 2 to its charge rolls.

ABILITIES

Shield: You can re-roll save rolls of 1 for a unit equipped with Shields.

Duty and Honour: Once during the battle, in your hero phase, this unit can attempt to fight their way to victory. When the Knights use this ability, you can re-roll hit rolls for them until your next hero phase.

Charging Lance: Add 1 to the wound rolls and Damage for this unit's Lances and Swords if it charged in the same turn.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, KNIGHTLY ORDERS, EMPIRE KNIGHTS

REIKSGUARD KNIGHTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Reiklance and Sword	1"	1	3+	4+	-	1
Warhorse's Steel-shod Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Reiksguard Knights has 5 or more models. They wield Reiklances and Swords and carry Shields. The Reiksguard are mounted upon Warhorses that attack with their Steel-shod Hooves.

REIKSCAPTAIN

The leader of this unit is a Reikscaptain. A Reikscaptain makes 2 attacks with his Reiklance and Sword.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, it only needs to take a battleshock test if two or more of its models were slain during the turn.

HORNBLOWER

Models in this unit may be Hornblowers. If the unit includes any Hornblowers, add 2 to its charge rolls.

ABILITIES

Shields: You can re-roll save rolls of 1 for a unit equipped with Shields.

The Emperor's Chosen: You can re-roll failed battleshock tests for this unit if **KURT HELBORG** is within 30" of them. Reiksguard do not need to take battleshock tests at all if **KARL FRANZ** is within 30" of them.

Charging Lance: Add 1 to the wound rolls and Damage for this unit's Reiklances and Swords if it charged in the same turn.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, KNIGHTLY ORDERS, REIKSGUARD KNIGHTS

EMPIRE CROSSBOWMEN



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Crossbow	20"	1	4+	4+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Dagger	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Empire Crossbowmen has 10 or more models. Units of Empire Crossbowmen are armed with Crossbows and Daggers.

MARKSMAN

The leader of this unit is a Marksman. Add 1 to the hit rolls for a Marksman using a Crossbow.

STANDARD BEARER

Models in this unit may be Standard Bearers. If you roll a 1 when taking a battleshock test for a unit that includes any Standard Bearers none of its models flee.

PIPERS

Models in this unit may be Pipers. Once per turn, if an enemy unit ends its charge move within 3" of a unit that includes any Pipers, they can signal their unit to stand and shoot; each model can then shoot its Crossbow at the charging unit.

ABILITIES

Piercing Bolts: Each time you roll a wound roll of a 6 or more for a Crossbow, that attack is resolved with a Rend of -1 instead of '-'.
Reload, Fire: Empire Crossbowmen can shoot twice if their unit has 20 or more models, they did not move in their preceding movement phase and there are no enemy models within 3".

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, STATE REGIMENT, EMPIRE CROSSBOWMEN

EMPIRE HANDGUNNERS



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Imperial Handgun	16"	1	5+	3+	-1	1
Hochland Long Rifle	30"	1	4+	3+	-1	2
Repeater Handgun	10"	D3	4+	3+	-1	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Dagger	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Empire Handgunners has 10 or more models. Units of Empire Handgunners are armed with Imperial Handguns and Daggers.

MARKSMAN

The leader of this unit is a Marksman. A Marksman is armed with either an Imperial Handgun, a Hochland Long Rifle or a Repeater Handgun. You can add 2 to hit rolls for a Marksman with an Imperial Handgun in the shooting phase.

STANDARD BEARER

Models in this unit may be Standard Bearers. If you roll a 1 when taking a battleshock test for a unit that includes any Standard Bearers none of its models flee.

PIPERS

Models in this unit may be Pipers. Once per turn, if an enemy unit ends its charge move within 3" of a unit that includes any Pipers, they can signal their unit to stand and shoot; each model then can then shoot its missile weapon at the charging unit.

ABILITIES

Steady Aim: You can add 1 to the hit rolls for an Empire Handgunner in your shooting phase so long as its unit did not move in the preceding movement phase and there are no enemy models within 3" of its unit.

Handgun Volley: You can add 1 to hit rolls for an Empire Handgunner when it shoots its missile weapons if its unit includes at least 20 models.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, STATE REGIMENT, EMPIRE HANDGUNNERS

EMPIRE ARCHERS



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Bow	18"	1	4+	4+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Imperial Shortsword	1"	1	5+	4+	-	1

DESCRIPTION

A unit of Empire Archers has 10 or more models. Units of Empire Archers are armed with Bows and Shortswords.

MARKSMAN

The leader of this unit is a Marksman. Add 1 to the hit rolls for a Marksman using a Bow.

ABILITIES

Huntsmen: After set-up is complete, you can make a bonus move with this unit as if it were moving in the movement phase.

Ordered Volleys: You can re-roll hit rolls of 1 for Empire Archers in the shooting phase. You can re-roll hit rolls of 1 or 2 instead if the unit has 20 or more models, or re-roll any failed hit roll if it has 30 or more models.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, STATE REGIMENT, EMPIRE ARCHERS

EMPIRE GREATSWORDS



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Zweihander	1"	2	4+	3+	-1	1

DESCRIPTION

A unit of Empire Greatswords has 5 or more models. Units of Empire Greatswords are armed with large, double-handed swords called Zweihanders.

COUNT'S CHAMPION

The leader of this unit is a Count's Champion. A Count's Champion makes 3 attacks rather than 2.

STANDARD BEARER

Models in this unit may be Standard Bearers. If you roll a 1 when taking a battleshock test for a unit that includes any Standard Bearers none of its models flee.

HORNBLOWER

Models in this unit may be Hornblowers. If the unit includes any Hornblowers, it can counter-charge after your opponent has finished moving all his charging units, so long as no enemy models are within 3". A counter-charging unit charges D6".

ABILITIES

Oathsworn Honour Guard: If a unit of Empire Greatswords is within 14" of a **FREE PEOPLE HERO** from your army when they attack, you can add 1 to all of their hit rolls.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, STATE REGIMENT, EMPIRE GREATSWORDS

EMPIRE PISTOLIERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brace of Pistols	9"	2	5+	3+	-1	1
Repeater Handgun	14"	D3	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brace of Pistols	1"	2	5+	3+	-1	1
Cavalry Sabre	1"	1	4+	4+	-	1
Steed's Stamping Hooves	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Empire Pistoliers has 5 or more models. Units of Empire Pistoliers are armed with Braces of Pistols, which they use to slay their foes at range and in melee. They are mounted on Steeds that trample the foe with their Stamping Hooves.

TRUMPETERS

Models in this unit may be Trumpeters. A unit that includes any Trumpeters can shoot and charge in its turn even if it ran during its movement phase.

OUTRIDER

The leader of this unit is an Outrider. An Outrider has Bravery 6 instead of 5. Some Outriders are armed with a Brace of Pistols – you can add 1 to hit rolls for these Outriders – but many prefer to wield a Repeater Handgun. Some Outriders ride to war equipped with a Repeater Pistol, which they wield alongside a regular Pistol. Outriders are also equipped with a Cavalry Sabre for fighting in close quarters.

ABILITIES

Repeater Pistol: An Outrider equipped with a Repeater Pistol makes 3 attacks instead of 2 when attacking with his Brace of Pistols.

Reckless Riders: When this unit runs, roll two dice and pick the highest instead of rolling a single dice when determining how much extra they move. However, when Pistoliers run, they must run as close as possible towards the nearest visible enemy unit.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, STATE REGIMENT, EMPIRE PISTOLIERS

EMPIRE OUTRIDERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Handgun	14"	D3	5+	3+	-1	1
Brace of Pistols	9"	2	4+	3+	-1	1
Grenade Launching Blunderbuss	10"	1	4+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cavalry Sabre	1"	1	4+	4+	-	1
Brace of Pistols	1"	2	5+	3+	-1	1
Steed's Stamping Hooves	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Empire Outriders has 5 or more models. Units of Empire Outriders are armed with Repeater Handguns and Cavalry Sabres. They are mounted on Steeds that trample the foe with their Stamping Hooves.

TRUMPETERS

Models in this unit may be Trumpeters. A unit that includes any Trumpeters can shoot and charge in its turn even if it ran during its movement phase.

SHARPSHOOTER

The leader of this unit is a Sharpshooter. Some Sharpshooters shoot the foe with a Repeater Handgun – you can add 1 to hit rolls for these Sharpshooters in the shooting phase – but others ride to war equipped with a Brace of Pistols, one of which will typically be a Repeater Pistol. A few Sharpshooters, usually those that have a Master Engineer as a patron, instead carry a Grenade Launching Blunderbuss. Sharpshooters also make 2 attacks with their Cavalry Sabres instead of 1.

ABILITIES

Expert Gunners: You can add 1 to hit rolls for Outriders in the shooting phase if their unit did not move in their preceding movement phase and there are no enemy models within 3".

Repeater Pistol: A Sharpshooter equipped with a Repeater Pistol makes 3 attacks instead of 2 when attacking with his Brace of Pistols.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, STATE REGIMENT, EMPIRE OUTRIDERS

EMPIRE STATE TROOPS



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Halberd	1"	1	4+	4+	-1	1
Spear	2"	1	4+	4+	-	1
Sword	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Empire State Troops has 10 or more models. Units of Empire State Troops are either armed with Halberds, Spears, or Swords. Units of State Troops may also carry Shields to battle.

SERGEANT

The leader of this unit is a Sergeant. A Sergeant makes 2 Attacks instead of 1.

STANDARD BEARER

Models in this unit may be Standard Bearers. If you roll a 1 when taking a battleshock test for a unit that includes any Standard Bearers none of its models flee.

DRUMMERS

Models in this unit may be Drummers. If the unit includes any Drummers, it can counter-charge after your opponent has finished moving all his charging units, so long as no enemy models are within 3". A counter-charging unit charges D6".

ABILITIES

Massed Ranks: Add 1 to hit rolls for Empire State Troops if their unit contains 20 or more models. Add 2 instead if their unit contains 30 or more models, and add 3 if it contains 40 or more models.

Shield: You can re-roll save rolls of 1 for a unit equipped with Shields.

Parry: You can add 1 to save rolls for State Troops equipped with Swords in the combat phase.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, STATE REGIMENT, STATE TROOPS

EMPIRE FREE COMPANY MILITIA



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Militia Weapons	14"	1	5+	4+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Militia Weapons	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Empire Free Company Militia has 10 or more models. Units of Empire Free Company Militia are armed with Militia Weapons – an assortment of blades, clubs, bows, crossbows and even the occasional blackpowder firearm.

MILITIA LEADER

The leader of this unit is a Militia Leader. A Militia Leader makes 2 attacks rather than 1.

ABILITIES

Reckless Mob: You can re-roll hit rolls of 1 for models in this unit in the combat phase. You can re-roll all failed hit rolls in the combat phase instead if this unit includes 20 or more models.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, EMPIRE FREE COMPANY MILITIA

EMPIRE MASTER ENGINEER



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Pistol		9"	1	4+	3+	-1	1
Repeater Handgun		14"	D3	4+	3+	-1	1
Artisan Repeater Pistol		9"	3	4+	3+	-1	1
Hochland Long Rifle		30"	1	3+	3+	-1	2
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Engineer's Telescope or Tools		1"	2	5+	5+	-	1

DESCRIPTION

An Empire Master Engineer is a single model. All Engineers carry a telescope or other range-finding tools, which can also make for improvised weapons in close combat. However, Master Engineers prefer to shoot their foes; most carry a few Pistols into battle alongside a Repeater Handgun or an Artisan Repeater Pistol. Some Master Engineers instead supplement their Pistols with a Hochland Longrifle to snipe the foe. A few, very eccentric, Master Engineers also carry a Pigeon Bomb into battle.

ABILITIES

Range-finding Optics: You can re-roll hit rolls of 1 for a Master Engineer in the shooting phase if he did not move in his preceding movement phase and there are no enemy models within 3" of him.

Pigeon Bombs: Once per battle, in your hero phase, a Master Engineer with a Pigeon Bomb can release it! When he does, roll a dice. On a 4 or more, the clever little pigeon flies straight into an enemy unit within 18", which immediately suffers D3 mortal wounds. On a 1, the stupid homing pigeon returns to its owner and the Master Engineer suffers D3 mortal wounds. On any other result, the pigeon just flies off towards the horizon before exploding in a shower of feathers.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, HERO, ENGINEER, EMPIRE MASTER ENGINEER

MASTER ENGINEER ON MECHANICAL STEED



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Save	Damage
Imperial Handgun		16"	1	4+	3+	-1	1
Grenade Launching Blunderbuss		10"	1	4+	3+	-2	D3
Repeater Handgun		14"	D3	4+	3+	-1	1
Hochland Long Rifle		30"	1	3+	3+	-1	2
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Save	Damage
Mechanical Steed's Steel Hooves		1"	2	5+	4+	-1	1

DESCRIPTION

A Master Engineer on Mechanical Steed is a single model. These eccentric Engineers carry a favoured firearm into battle, either a trusted Imperial Handgun, a multibarrelled Repeater Handgun, a compact Grenade Launching Blunderbuss or an elegantly crafted Hochland Longrifle. They ride atop Mechanical Steeds that stamp the foe to death in close quarters with their Steel Hooves.

ABILITIES

Range-finding Optics: You can re-roll hit rolls of 1 for a Master Engineer in the shooting phase if he did not move in his preceding movement phase and there are no enemy models within 3" of him.

Clockwork Charge: If you roll a double when determining this model's charge distance, the Mechanical Steed barrels forwards demolishing all in its path as its clockwork mechanisms function perfectly. Select a model within ½" of the Master Engineer after making its charge move; that model's unit suffers D3 mortal wounds.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, HERO, ENGINEER, MASTER ENGINEER ON MECHANICAL STEED

EMPIRE CANNON

WAR MACHINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cannon Ball	40"	☼	4+	2+	-2	D6

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Cannon Ball
3 models	4"	2
2 models	3"	2
1 model	2"	1
No models	0	0

CREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Tools	1"	1	5+	5+	-	1

DESCRIPTION

An Empire Cannon consists of a war machine that can hurl Cannon Balls into the enemy's ranks, and a unit of 3 Empire Crew that tend their charge and, if necessary, defend it using their Tools as improvised weapons.

ABILITIES

Crewed Artillery: An Empire Cannon can only move if its **CREW** are within 1" at the start of the movement phase. If its **CREW** are within 1" of the cannon in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The **CREW** are in cover while they are within 1" of their war machine.

Grapeshot: Instead of firing a Cannon Ball in the shooting phase, the Crew can load their war machine with grapeshot; if they do, then select a visible target. Roll one dice for each model in the target unit that is within 10" of the Cannon; for each roll of a 6, that unit suffers a mortal wound.

Artillery Master: Master Engineers are experts at judging trajectories. You can re-roll failed hit rolls when firing a Great Cannon if there is a **HUMAN ENGINEER** from your army within 1" of the war machine. This ability has no effect when firing Grapeshot.

WAR MACHINE

KEYWORDS	ORDER, WAR MACHINE, EMPIRE CANNON
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CREW

KEYWORDS	ORDER, HUMAN, FREE PEOPLE, CREW
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EMPIRE MORTAR

WAR MACHINE



MISSILE WEAPONS

Mortar Shell

Range

10-30"

Attacks

1

To Hit



To Wound

3+

Rend

-1

Damage

D3

WAR MACHINE CREW TABLE

Crew within 1"

Move

Mortar Shell

3 models

4"

2+

2 models

3"

3+

1 model

2"

4+

No models

0

0

CREW



MELEE WEAPONS

Crew's Tools

Range

1"

Attacks

1

To Hit

5+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

An Empire Mortar consists of an artillery piece that fires Mortar Shells, and a unit of 3 Empire Crew who load and fire their war machine. The Crew can, in desperate times, defend the Mortar using their Tools as improvised weapons.

ABILITIES

Crewed Artillery: An Empire Mortar can only move if its **CREW** are within 1" at the start of the movement phase. If its **CREW** are within 1" of the mortar in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The **CREW** are in cover while they are within 1" of their war machine.

Artillery Barrage: An Empire Mortar can fire Mortar Shells at units that are not visible to it.

High Explosive: If a Mortar Shell hits a unit that has 10 or more models, increase its Damage to D6. If it hits a unit that has 20 or more models, increase its Damage to 2D6 instead.

My Own Recipe: Master Engineers are known to experiment with black powder and can their add their own special mixture to the war machine's firing charges to improve its range. A Mortar Shell has a range of 10-40" if there is a **HUMAN ENGINEER** from your army within 1" of the war machine.

WAR MACHINE

KEYWORDS

ORDER, WAR MACHINE, EMPIRE MORTAR

CREW

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, CREW

HELBLASTER VOLLEY GUN

WAR MACHINE



MISSILE WEAPONS

Volley of Shots

Range	Attacks	To Hit	To Wound	Rend	Damage
26"	D6	☀	3+	-1	1

WAR MACHINE CREW TABLE

Crew within 1"	Move	Volley of Shots
3 models	4"	3+
2 models	3"	4+
1 model	2"	5+
No models	0	0

CREW



MELEE WEAPONS

Crew's Tools

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	5+	5+	-	1

DESCRIPTION

A Helblaster Volley Gun consists of a lethal war machine that fires a Volley of Shots at the foe, and a unit of 3 Empire Crew. The Crew load and fire the Volley Gun and can defend it in melee using their Tools as improvised weapons.

ABILITIES

Point Blank: You can add 1 to hit rolls for this model's Volley of Shots if the target unit is within 13".

Crewed Artillery: A Helblaster Volley Gun can only move if its **CREW** are within 1" at the start of the movement phase. If its **CREW** are within 1" of the Volley Gun in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The **CREW** are in cover while they are within 1" of their war machine.

Helblaster Volley: In the shooting phase the Helblaster Volley Gun's Crew can attempt to load and fire 1, 2, or 3 gun decks. If they loaded 2 gun decks, the war machine makes 2D6 attacks when it fires its Volley of Shots instead of D6, and if they loaded 3 gun decks, it will make 3D6 attacks. However, if any doubles are rolled when determining how many attacks are made when firing a Volley of Shot, the Helblaster Volley Gun jams and no shots are fired this phase.

Working Like Clockwork: Master Engineers know just how to tinker with Volley Guns to ensure they work at maximum efficiency and do not jam in the heat of battle. You can re-roll all the dice when determining how many attacks are made with a Volley of Shots if there is a **HUMAN ENGINEER** from your army within 1" of this war machine.

WAR MACHINE

KEYWORDS

ORDER, WAR MACHINE, HELBLASTER VOLLEY GUN

CREW

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, CREW

HELSTORM ROCKET BATTERY

WAR MACHINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Helstorm Rocket Salvo	10-36"	3	5+	3+	-2	☼

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Helstorm Rocket Salvo
3 models	4"	D6
2 models	3"	D3
1 model	2"	1
No models	0	0

CREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Tools	1"	1	5+	5+	-	1

DESCRIPTION

A Helstorm Rocket Battery consists of an artillery piece that launches wildly inaccurate but deadly Helstorm Rockets, and a unit of 3 Empire Crew who operate their war machine. The Crew can use their Tools as improvised weapons.

ABILITIES

Crewed Artillery: A Helstorm Rocket Battery can only move if its **CREW** are within 1" at the start of the movement phase. If its **CREW** are within 1" of the Rocket Battery in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The **CREW** are in cover while they are within 1" of their war machine.

Arcing Ordnance: A Helstorm Rocket Battery can fire Helstorm Rocket Salvoes at units that are not visible to it.

Rocket Salvo: Before firing their war machine, a Helstorm Rocket Battery crew can choose to fire all their Rocket Salvos at the same target. If they do, you can add 1 to the hit rolls for the shots.

I Meant to Hit That One, Honest: Master Engineers are excellent judges of wind speed and other factors and can vastly improve a Rocket Battery's chances of hitting the foe, if not the original target. If there is a **HUMAN ENGINEER** from your army within 1" of this war machine and you fail to hit with a Helstorm Rocket Salvo, you may pick a different unit within 10" of the original target and roll a dice; on a 6 that shot hits that unit instead.

WAR MACHINE

KEYWORDS

ORDER, WAR MACHINE, HELSTORM ROCKET BATTERY

CREW

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, CREW

EMPIRE STEAM TANK



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Handgun		14"	D3	4+	3+	-1	1
Hochland Long Rifle		30"	1	3+	3+	-1	2
Steam Cannon		☼	1	4+	2+	-2	D6
Steam Gun		8"	2D6	4+	☼	-	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Crushing Wheels and Ironclad bulk		1"	D6	4+	3+	-1	2
Commander's Sword or Rod		1"	2	5+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Steam Cannon	Steam Gun
0-2	2D6"	30"	2+
3-4	2D6"	24"	3+
5-7	D6"	18"	4+
8-9	D6"	12"	5+
10+	D3"	6"	6+

DESCRIPTION

An Empire Steam Tank is a single model. The Steam Tank Commander in the Steam Tank's turret can fight with a Commander's Sword or Rod. Some Commanders may also carry a Repeater Handgun, and some may also man a Hochland Longrifle attached to the Steam Tank's cupula. The Steam Tank itself is armed with a Steam Cannon and Steam Gun, and uses its Crushing Wheels and Ironclad Bulk to grind its foes into paste.

ABILITIES

More Pressure!: In your hero phase, the Steam Tank Commander can attempt to overpressure the Steam Tank's Boiler. If he does, roll two dice. If the total is more than the number of wounds the Steam Tank has remaining, valves start to crack and mechanisms break – the Steam Tank immediately suffers D3 mortal wounds. Otherwise, the overpressure of steam means that until your next hero phase you can re-roll any random values for this model (with the exception of the Commander's Repeater Handgun, which isn't connected to the Steam Tank's boiler!).

Steel Behemoth: After a Steam Tank completes a charge move, you may select an enemy unit within 1"; that unit suffers D3 mortal wounds.

Bouncing Cannon Balls: You can add 1 to hit rolls for a Steam Cannon if the target unit has 10 or more models.

I'll Fix It: Instead of using the More Pressure! ability, the Steam Tank Commander can attempt to make repairs to the Steam Tank in your hero phase. If he does, roll a dice; on a 4 or more he repairs one wound.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, WAR MACHINE, EMPIRE STEAM TANK

VOLKMAR THE GRIM



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Sigmarite Warhammer	1"	2	4+	4+	-	1
The Staff of Command	2"	4	4+	3+	-1	1

DESCRIPTION

Volkmar the Grim is a single model. He is armed with a Sigmarite Warhammer and the Staff of Command. He wears the Jade Griffon upon his chest and bellows prayers to Sigmar to aid him in battle.

ABILITIES

Grand Theogonist: Volkmar the Grim can attempt to unbind 2 spells in each enemy hero phase, as if he were a wizard.

The Jade Griffon: Volkmar the Grim heals 1 wound in each of your hero phases.

Battle Prayers: In your hero phase, Volkmar the Grim can pray to Sigmar. If he does so, pick a unit within 10", select one of the following blessings and roll a dice. On a 1 or a 2, his prayers go unanswered, but on a 3 or more they have been heard:

Shield of Faith: Until your next hero phase, you can roll a dice each time the unit suffers a wound or a mortal wound. On a 6, that wound is ignored.

Righteous Fury: Until your next hero phase, you can re-roll failed hit rolls for the unit in the combat phase.

Holy Fervour: Until your next hero phase, you can add 1 to the unit's run rolls, charge rolls, and hit rolls in the combat phase.

KEYWORDS

ORDER, HUMAN, CELESTIAL, FREE PEOPLE, HERO, PRIEST, VOLKMAR THE GRIM

THE WAR ALTAR OF SIGMAR



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Light of Banishment	20"	D3	3+	☀	-1	3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sigmarite Greathammer	1"	2	4+	3+	-1	1
Sigmarite Warhammer	1"	2	4+	4+	-	1
The Staff of Command	2"	4	4+	3+	-1	1
Warhorses' Steel-shod Hooves	1"	4	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Sigmar's Shield	Light of Banishment
0-2	10"	15"	2+
3-4	9"	12"	3+
5-6	8"	9"	3+
7-8	7"	6"	4+
9+	6"	3"	4+

DESCRIPTION

The War Altar of Sigmar is a single model. It is a vast battle altar pulled into battle by a pair of Warhorses who trample those in their path with Steel-shod hooves. Atop the altar is the Golden Griffon – a vast statue imbued with holy magic that can cast forth burning Light of Banishment. From a platform at the War Altar's fore stands an Arch Lector – a senior Warrior Priest who smites the foes with blows from his Sigmarite Greathammer even as he prays to mighty Sigmar for aid. The War Altar also mounts the Horn of Sigismund – an ancient relic that heralds the foe's doom.

VOLKMAR THE GRIM

A War Altar of Sigmar can be commanded by Volkmar the Grim instead of an Arch Lector. This War Altar gains the Jade Griffon ability. Volkmar fights with a Sigmarite Warhammer and the Staff of Command.

ABILITIES

Divine Power: A War Altar of Sigmar can attempt to unbind 1 spell in each enemy hero phase as if it were a wizard. If it is commanded by Volkmar the Grim it can instead attempt to unbind 2 spells.

The Horn of Sigismund: Once per battle, the Horn of Sigismund can be blown in a battleshock phase. When it is blown, all enemy units within 10" of the War Altar must subtract 1 from their Bravery until the end of that phase.

Sigmar's Shield: You can roll a dice each time a **FREE PEOPLES** model from your army is slain within range of this model (as shown on the damage table above). On a 6, that model has been miraculously saved from harm and ignores the wound that slew it.

The Power of Faith: **FREE PEOPLE** units from your army do not need to take battleshock tests if they are within 10" of a War Altar.

Light of Banishment: The holy light that emanates from the Golden Griffon is anathema to the followers of the Dark Gods. When you make a Light of Banishment attack against a **CHAOS** unit, double any wounds it suffers. The holy light is especially dangerous to **CHAOS DAEMONS**, who cannot abide its searing touch. Furthermore, attacks against these units are resolved with a Rend of -2 instead of '-'.
'.

Battle Prayers: In your hero phase, the Arch Lector – or Volkmar – can pray to Sigmar. If he does so, pick a unit within 10", select one of the following blessings and roll a dice. On a 1 or a 2, his prayers go unanswered, but on a 3 or more they have been heard:

Soulfire: Roll a dice for each enemy unit within 3" of the unit you picked; on a 4 or more it is struck by soulfire and suffers a mortal wound.

Righteous Fury: Until your next hero phase you can re-roll failed hit rolls for the unit in the combat phase.

Holy Fervour: Until your next hero phase, you can add 1 to the unit's run rolls, charge rolls, and hit rolls in the combat phase.

The Jade Griffon: If the War Altar of Sigmar is commanded by Volkmar the Grim, the magics of the Jade Griffon he wears upon his chest heal 1 wound on the War Altar in each of your hero phases.

THE WAR ALTAR OF SIGMAR

KEYWORDS

ORDER, HUMAN, CELESTIAL, FREE PEOPLE, TOTEM, HERO, PRIEST, WAR ALTAR OF SIGMAR

THE WAR ALTAR OF SIGMAR WITH VOLKMAR THE GRIM

KEYWORDS

ORDER, HUMAN, CELESTIAL, FREE PEOPLE, TOTEM, HERO, PRIEST, WAR ALTAR OF SIGMAR, VOLKMAR THE GRIM

LUTHOR HUSS, PROPHET OF SIGMAR



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sigmarite Greathammer	1"	2	4+	3+	-1	1
Warhorse's Steel-shod Hooves	1"	2	4+	4+	-	1

DESCRIPTION

Luthor Huss is a single model. He is armed with a Sigmarite Greathammer and rides a warhorse that strikes at its enemies with Steel-shod Hooves.

ABILITIES

Divine Power: Luthor Huss can attempt to unbind 1 spell in each enemy hero phase, as if he were a wizard.

Prophet of Sigmar: Once per battle, in a combat phase, Luthor Huss can harness the power of Sigmar. When he does, he makes 4 attacks with his Sigmarite Greathammer until the end of the phase.

Battle Prayers: In your hero phase, Luthor Huss can pray to Sigmar. If he does so, pick a unit within 10", select one of the following blessings and roll a dice. On a 1 or a 2, his prayers go unanswered, but on a 3 or more they have been heard:

Shield of Faith: Until your next hero phase, roll a dice each time the unit suffers a wound or a mortal wound. On a 6, that wound is ignored.

Soulfire: Roll a dice for each enemy unit within 3" of the unit you picked; on a 4 or more they are struck by inner soulfire and suffer a mortal wound.

Unbending Righteousness: That unit does not need to take battleshock tests until your next hero phase.

KEYWORDS

ORDER, HUMAN, CELESTIAL, FREE PEOPLE, HERO, PRIEST, LUTHOR HUSS

WARRIOR PRIEST



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sigmarite Warhammer	1"	4	4+	4+	-	1
Sigmarite Greathammer	1"	2	4+	3+	-1	1

DESCRIPTION

A Warrior Priest is a single model. Some Warrior Priests are armed with a Sigmarite Warhammer in one hand and a Sigmarite Shield in the other. Others wield a Warhammer in each hand, or pummel the enemy with swings of a double-handed Sigmarite Greathammer.

ABILITIES

Sigmarite Warhammers: You can re-roll hit rolls of 1 for a Warrior Priest armed with two Sigmarite Warhammers.

Sigmarite Shield: A Warrior Priest with a Sigmarite Shield has a Save of 3+.

Divine Power: A Warrior Priest can attempt to unbind 1 spell in each enemy hero phase, as if he were a wizard.

Battle Prayers: In your hero phase, a Warrior Priest can pray to Sigmar. If he does so, pick a unit within 10", select one of the following blessings and roll a dice. On a 1 or a 2, his prayers go unanswered, but on a 3 or more they have been heard:

Shield of Faith: Until your next hero phase, you can roll a dice each time the unit suffers a wound or a mortal wound. On a 6, that wound is ignored.

Hammer of Sigmar: Until your next hero phase you can re-roll failed wound rolls for the unit in the combat phase.

Healing Hands: One model in the unit immediately heals D3 wounds.

KEYWORDS

ORDER, HUMAN, CELESTIAL, FREE PEOPLE, HERO, PRIEST, WARRIOR PRIEST

WITCH HUNTER



MISSILE WEAPONS

Baroque Pistol

Range	Attacks	To Hit	To Wound	Rend	Damage
9"	1	3+	3+	-1	1

MELEE WEAPONS

Blessed Rapier

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	3	3+	4+	-	1

Silver Greatsword

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	3	3+	3+	-1	1

DESCRIPTION

A Witch Hunter is a single model. All Witch Hunters carry a Baroque Pistol. Some Witch Hunters carry a second Baroque Pistol and a Blessed Rapier to despatch their quarry, while others prefer the surety of a double-handed Silver Greatsword.

ABILITIES

Baroque Pistols: A Witch Hunter equipped with two Baroque Pistols makes 2 attacks in the shooting phase.

Grim Resolve: Roll a dice if a Witch Hunter is targeted or affected by an enemy spell. On a 5 or more, that spell has no effect on the Witch Hunter (but it may affect other units normally).

Sigmar's Judgement: A Witch Hunter's attacks inflict D3 Damage instead of 1 if the target of the attack is a **WIZARD** or a **DAEMON**.

KEYWORDS

ORDER, HUMAN, CELESTIAL, FREE PEOPLE, HERO, WITCH HUNTER

EMPIRE FLAGELLANTS WARBOARD



MELEE WEAPONS

Castigating Flails and Clubs

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	2	5+	4+	-	1

DESCRIPTION

An Empire Flagellants Warband has 10 or more models. Flagellants march into war waving doom-laden signs and ringing bells signalling the apocalypse. Units of Flagellants launch themselves at the foe armed with a mixture of Castigating Flails and Clubs.

PROPHET OF DOOM

The leader of this unit is a Prophet of Doom. You can re-roll failed hit rolls for a Prophet of Doom.

ABILITIES

Glorious Martyrs: Flagellants make 3 attacks rather than 2 in the combat phase if any models from their unit have been slain earlier in this turn. If 5 or more models have been slain earlier in the turn, then they instead make 4 attacks.

Fanatical Fury: You can re-roll hit rolls and wound rolls of 1 for Flagellants if they charged during the same turn.

Reckless Abandon: When all hope is lost a Flagellant will fling himself at the enemy with reckless abandon, heedless of his own survival. Each time a Flagellant flees, select an enemy unit within 6" and roll a dice; on a 4 or more that unit suffers a mortal wound before the foe can slay the frenzied Flagellant. If there are no enemy units within 6", then the Flagellant instead bashes himself to death with his own flail and is removed from play as normal.

KEYWORDS

ORDER, HUMAN, CELESTIAL, FREE PEOPLE, FLAGELLANTS

CELESTIAL HURRICANUM



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Storm of Shemtek	18"	☀	See Below			
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wizard's Staff	2"	1	4+	3+	-1	D3
Acolytes' Arcane Tools	1"	4	5+	5+	-	1
Warhorses' Steel-shod Hooves	1"	4	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Portents of Battle	Storm of Shemtek
0-2	10"	10"	3
3-4	9"	8"	2
5-6	8"	6"	2
7-8	7"	4"	1
9+	6"	2"	1

DESCRIPTION

A Celestial Hurricanum is a single model. The magical orrery mounted upon the battle altar can be used to unleash a terrifying Storm of Shemtek upon the enemy, as well as acting as a focus for magical energy to the benefit of nearby wizards. The Hurricanum is pulled into battle by two Warhorses that stamp at the enemy with their Steel-shod Hooves, and manned by Acolytes that protect their charge using Arcane Tools as improvised weapons.

CELESTIAL WIZARD

Some Celestial Hurricanums are tended by Celestial Wizards. These gain the Wizard's Staff attack.

ABILITIES

Locus of Azyr: Add 1 to casting rolls for **ORDER WIZARDS** from your army within 10" of any Celestial Hurricanums in the hero phase.

Portents of Battle: Celestial Hurricanums leak magical power, and nearby soldiers marching beside them often report seeing visions of the imminent future. With such knowledge they are able to predict the actions of the foe and land their blows with uncanny accuracy. You can add 1 to the hit rolls of any **FREE PEOPLE** units from your army within range of any Celestial Hurricanum's Portents of Battle ability when they attack; the range of this ability is shown in the Damage Table above.

Storm of Shemtek: A Celestial Hurricanum can summon a magical storm to batter the foe. Each time you make a Storm of Shemtek attack, select a target unit that is visible and in range, then roll a dice to see what kind of fury is unleashed from the heavens:

- 1-3 **Iceshard Tempest.** The target suffers a mortal wound.
- 4-5 **Lightning Strike.** The target suffers D3 mortal wounds.
- 6 **Meteor Strike.** The target suffers D6 mortal wounds.

MAGIC

A wizard tending a Celestial Hurricanum can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Comet of Casandora spells.

COMET OF CASANDORA

Reaching out to the heavens, the wizard draws a wandering comet and sends it crashing down upon the battlefield. Comet of Casandora has a casting value of 6. If successfully cast, pick a unit within 18" of the caster. Your opponent must then select one of his units that is within 18" of the caster (this can be the same unit as the one you chose). Then, roll a dice; on a 1, 2 or 3 the unit your opponent picked is struck by the falling comet, and on a 4 or more the unit you picked is struck – that unit suffers D6 mortal wounds.

CELESTIAL HURRICANUM

KEYWORDS

ORDER, HUMAN, CELESTIAL, FREE PEOPLE, CELESTIAL HURRICANUM

CELESTIAL HURRICANUM WITH CELESTIAL WIZARD

KEYWORDS

ORDER, HUMAN, CELESTIAL, FREE PEOPLE, HERO, WIZARD, CELESTIAL HURRICANUM

EMPIRE BATTLE WIZARD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wizard's Staff	2"	1	4+	3+	-1	D3
Horse's Stamping Hooves	1"	2	4+	5+	-	1

DESCRIPTION

An Empire Battle Wizard is a single model. All Battle Wizards specialise in mastering one of the Lores of Magic – Heavens, Bright, Amethyst, White, Gold, Grey, Amber or Jade. They are adorned with the trappings and arcana associated with that Lore. All Battle Wizards carry a Wizard's Staff.

HORSE

Some Battle Wizards ride Horses to war. These wizards have a Move of 12" instead of 5" and gain the Stamping Hooves attack.

ABILITIES

Magic Specialisation: When setting up this model, you can pick one of the following schools of magic for the Battle Wizard to specialise in: Heavens, Bright, Amethyst, White, Gold, Grey, Amber or Jade.

MAGIC

An Empire Battle Wizard can attempt to cast one spell in each of your hero phases, and attempt to unbind a spell in each enemy hero phase. All Battle Wizards know the Arcane Bolt and Mystic Shield spells. A Battle Wizard also knows one more spell depending upon his magical specialisation:

Specialisation	Spell
Heavens	Chain Lightning
Bright	Fireball
Amethyst	Soul Steal
White	Light of Battle
Gold	Final Transmutation
Grey	Mystifying Miasma
Amber	Wildform
Jade	Lifebloom

CHAIN LIGHTNING

Lightning bursts from the wizard's fingertips and arcs towards the enemy with crackling fury. Chain Lightning has a casting value of 6. If successfully cast, pick a visible enemy unit within 18". That unit suffers D3 mortal wounds. Then, roll a dice for every other enemy unit within 6" of the original target; on a 6 the lightning has leapt to that unit and it also suffers D3 mortal wounds.

FIREBALL

The wizard conjures a ball of flame and hurls it at his foes. Fireball has a casting value of 5. If successfully cast, pick a visible enemy unit within 18" and roll a dice. On a 1 or a 2 that unit suffers a mortal wound, on a 3 or a 4 it suffers D3 mortal wounds and on a 5 or a 6 it suffers D6 mortal wounds.

SOUL STEAL

The wizard extends a hand and leeches his victim's souls from their bodies. Soul Steal has a casting value of 5. If successfully cast, pick a visible enemy unit within 18". You and your opponent then both roll a dice; add the caster's Bravery to your dice roll and add the Bravery of the target to your opponent's. If your score is the highest, the enemy unit suffers a number of mortal wounds equal to the difference in the scores (for example, if your score was 10 and your opponent's 8, the unit suffers 2 mortal wounds).

LIGHT OF BATTLE

The wizard infuses his allies with Light energies, willing them with courage. Light of Battle has a casting value of 4. If successfully cast, pick a unit within 18". That unit does not need to take battleshock tests until your next hero phase. The magical aura surrounding that unit also ennobles nearby allies until your next hero phase; other units from your army within 6" of this unit in the battleshock phase add 1 to their Bravery.

FINAL TRANSMUTATION

With a gesture the wizard transmutes the flesh of his foe into unliving metal. Final Transmutation has a casting value of 6. If successfully cast, pick a visible enemy unit within 18". Your opponent then picks any model in that unit and rolls a dice; if the result is more than that model's remaining number of wounds, it is transformed into a gleaming golden statue and slain.

MYSTIFYING MIASMA

The wizard creates a fog that numbs his foes' battle skills. Mystifying Miasma has a casting value of 6. If successfully cast, pick a visible enemy unit within 18". Until your next hero phase your opponent must subtract 1 from all hit rolls for that unit.

WILDFORM

With a roar the wizard infuses his allies' battle spirits with the savage strength of wild creatures. Wildform has a casting value of 6. If successfully cast, pick a unit within 18". Until your next hero phase you can add 1 to all wound rolls for that unit in the combat phase.

LIFEBLOOM

The wizard infuses his allies with healing energies. Lifebloom has a casting value of 5. If successfully cast, pick a unit within 18". One model in that unit heals D3 wounds. In addition, until your next hero phase the energies of this spell persist; roll a dice each time a model in the unit suffers a wound or mortal wound. On a 6, that wound is instantly healed and is ignored.

KEYWORDS

ORDER, HUMAN, FREE PEOPLE, HERO, WIZARD, EMPIRE BATTLE WIZARD

AMBER BATTLE WIZARD ON IMPERIAL GRIFFON



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Beaststaff	2"	1	4+	3+	-1	D3
Imperial Griffon's Twin Beaks	2"	4	3+	3+	-1	*
Imperial Griffon's Razor Claws	2"	*	4+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Twin Beaks	Razor Claws
0-3	15"	3	6
4-6	13"	D3	5
7-9	11"	D3	4
10-11	9"	1	3
12+	7"	1	2

DESCRIPTION

An Amber Wizard on Imperial Griffon is a single model. The Amber Wizard is armed with a Beaststaff, and can hurl Amber Spears of magical energy at his foes. Amber Wizards ride twin-headed Imperial Griffons to battle, which savage their prey with their Twin Beaks and Razor Claws.

FLY

An Amber Wizard on Imperial Griffon can fly.

ABILITIES

Amber Wizard: You can add 1 to casting rolls for an Amber Wizard if the battle is taking place in the Realm of Beasts.

Two Headed: You can re-roll hit rolls of 1 when attacking with an Imperial Griffon's Twin Beaks.

MAGIC

An Amber Wizard can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Amber Spear spells.

AMBER SPEAR

The wizard conjures a magical amber spear that he hurls at his foes with uncanny accuracy, punching through the ranks of his foes without effort. Amber Spear has a casting value of 7. If successfully cast, pick a visible model within 18". Draw a straight line between that model and the caster; the target model's unit, and each other unit that this line passes through, suffers D3 mortal wounds.

KEYWORDS

ORDER, HUMAN, GRIFFON, FREE PEOPLE, MONSTER, HERO, WIZARD, AMBER WIZARD

LUMINARK OF HYSH



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Searing Beam of Light	30"	1	3+	3+	-2	★
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wizard's Staff	2"	1	4+	3+	-1	D3
Acolytes' Arcane Tools	1"	4	5+	5+	-	1
Warhorses' Steel-shod Hooves	1"	4	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Aura of Protection	Searing Beam of Light
0-2	10"	10"	6
3-4	9"	8"	D6
5-6	8"	6"	D6
7-8	7"	4"	D3
9+	6"	2"	D3

DESCRIPTION

A Luminark of Hysh is a single model. The magical lens array mounted upon the battle altar can be used to fire Searing Beams of Light across the battlefield, as well as acting as a focus for magical energy to the benefit of nearby wizards. The Luminark is pulled into battle by two Warhorses that stamp at the enemy with their Steel-shod Hooves, and is manned by Acolytes that protect their charge using Arcane Tools as improvised weapons.

WHITE WIZARD

Some Luminarks of Hysh are attended by White Wizards. These gain the Wizard's Staff melee weapon.

ABILITIES

Locus of Hysh: Add 1 to unbinding rolls for **ORDER WIZARDS** from your army within 10" of the Luminark of Hysh.

Aura of Protection: Luminarks of Hysh are surrounded by a magical aura that protects those nearby from harm. You can roll a dice each time a **FREE PEOPLE** model from your army suffers a wound or mortal wound whilst within range of a Luminark's Aura of Protection ability; on a 6 that attack is deflected by the aura and that wound is ignored. The range of this ability is shown in the Damage Table above.

MAGIC

The White Wizard atop a Luminark can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Burning Gaze spells.

BURNING GAZE

Bolts of burning light fly from the wizard's eyes, searing all caught in their path. Burning Gaze has a casting value of 6. If successfully cast, pick a visible unit within 18". That unit suffers D3 mortal wounds. Double the number of wounds inflicted if the target has 10 or more models, and triple them if the target has 20 or more.

LUMINARK OF HYSH

KEYWORDS

ORDER, HUMAN, LIGHT, FREE PEOPLE, LUMINARK OF HYSH

LUMINARK OF HYSH WITH WHITE WIZARD

KEYWORDS

ORDER, HUMAN, LIGHT, FREE PEOPLE, HERO, WIZARD, LUMINARK OF HYSH

THE EMPIRE

STATE TROOP DETACHMENT

ORGANISATION

A State Troop Detachment has the following units:

- 1 Empire General or General of the Empire on Imperial Griffon
- 3 units of State Troops, Handgunners, Crossbowmen or Empire Archers, in any combination
- 1 unit of Greatswords, Pistoliers or Outriders

ABILITIES

Stand Together, Fight Together: State Troop Detachments are trained to fight together to overcome their foes. You can add 1 to all hit rolls for a unit in a State Troop Detachment if it is within 6" of another unit from the Detachment.

Regimental Discipline: State Troop Detachments are drilled to hold in the face of even the most terrifying enemies. Units from a State Troop Detachment have +1 Bravery whilst they are within 10" of their Empire General. In addition, if you roll a 1 when taking a battleshock test for a unit from this Detachment, no models flee from that unit regardless of the result. If that unit includes any standard bearers, no models flee if you roll a 1 or a 2.

THE EMPIRE

BROTHERHOOD OF KNIGHTS

ORGANISATION

A Brotherhood of Knights has the following units:

- 4 units of Empire Knights or Demigryph Knights, in any combination

ABILITIES

Glorious Charge: When a Brotherhood of Knights charge into battle, the ground shakes with the thundering of hooves; only the most foolish would stand before them. Models from a Brotherhood of Knights make 1 extra attack with each of their melee weapons if they charged that turn.

Honour of the Order: A Brotherhood of Knights is composed of the bravest warriors, all of whom have sworn to uphold the honour of their order. All models in this battalion have +1 Bravery.

SUBSTITUTE WARSCROLLS

The following do not have their own warscrolls. Instead, use the substitute warscroll indicated below.

Unit	Warscroll
Ar-Ulric	Warrior Priest
Arch Lector	Warrior Priest
Arch Lector on War Altar of Sigmar	War Altar of Sigmar
Battle Wizard Lord	Battle Wizard
Battle Wizard Lord on Pegasus	Balthasar Gelt
Captain	Empire General
Felix	Militia Leader
	(see Empire Free Company Militia warscroll)
General of the Empire on Pegasus	Empire General on Warhorse
	(the model can fly)
Huntsmen	Empire Archers
Imperial Halfling Hot Pot	Empire Mortar
Karl Franz on foot	Empire General
Karl Franz on Warhorse	Empire General on Warhorse
Karl Franz on Imperial Pegasus	Empire General on Warhorse
	(the model can fly)
Karl Franz on the Imperial Dragon	Karl Franz on Deathclaw
Master Engineer on Warhorse	Master Engineer on Mechanical Steed
Teutogen Guard	Greatswords
Warrior Priest on Warhorse	Luthor Huss