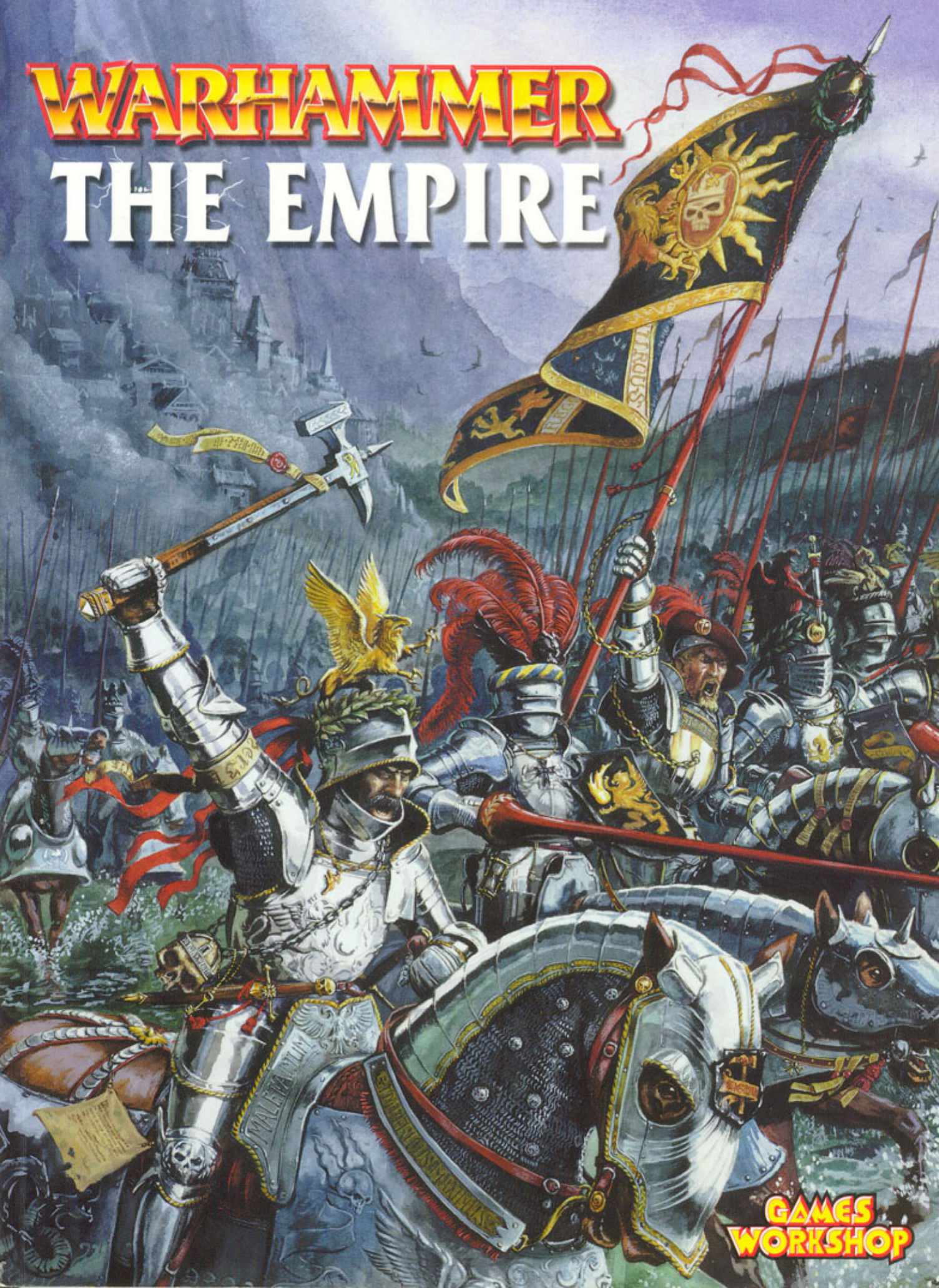


WARHAMMER THE EMPIRE



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The Talabbeim army prepares to receive the Orc charge.



The massed artillery of the Nuln army faces off against a Skaven horde.

THE EMPIRE



A WARHAMMER ARMIES SUPPLEMENT



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Adrian McWalter, Tim Huckelbery,
Mark Havener, Bastet e la mia mamma!

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British cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library.

UK
Games Workshop,
Willow Rd,
Lenton,
Nottingham, NG7 2WS

US
Games Workshop,
6721 Baymeadow Drive,
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Product Code: 60 03 02 02 001 Games Workshop World Wide Web site: www.games-workshop.com

ISBN: 1-84154-059-5



INTRODUCTION

It is the year 2520 of the Imperial Calendar, and Karl Franz is the ruling Emperor. More than two hundred years have passed since Magnus the Pious reunited a divided Empire during the Great War against Chaos. In these two centuries, the Empire has thrived in stability, wealth and military might, becoming the largest and most powerful kingdom of Men in the Old World. Still, it is such a vast land that law cannot reach all the hidden recesses of its dark forests and impenetrable mountain ranges. Orcs raid its borders and the menace of Chaos is growing stronger in the far north, where Warlord Archaon is massing his armies in preparation for the Last War. These and other enemies, internal as well as external, have to be fought and defeated by the armies of the Emperor.

This book focuses on the armies of the Empire, offering you all the information you need to field this force of Men in your games of Warhammer. An Empire army is not simple to use. It is not easy for a human being to survive in a world populated by huge monsters and supernatural creatures such as the living dead. It is not easy, but the men of the Empire make good use of their best weapon: their intelligence. Their bodies are not protected by tough hides or hard scales, so they forge steel and make armour. They lack the strength of an Ogre or the vicious claws of a Daemon, so they manufacture swords, spears and bows. They cannot fly or breathe fire on their enemies, so they build machines that tame the power of blackpowder to blow their foes to smithereens. They cannot match the numbers of the countless Skaven and Goblin hordes, but their tactical skill can bring them victory even when outnumbered.

As an Empire player you must be very careful and use all the various parts of your army together, in a highly coordinated plan. You don't have 'super' troops that can win the game alone for you, so your infantry, artillery and cavalry need to work together and support each other to defeat the enemy. Nothing can be left to chance, because if you allow your opponent to conduct the battle on his terms you will probably face defeat. On the other hand, if you learn to use it well, an Empire army makes a fine and balanced force, which is fun to collect and can be extremely powerful on the battlefield.

In this book you will find the following sections:

SOLDIERS OF THE EMPIRE

A description of all the units that make up the formidable armies of the Empire.

EMPIRE ARMOURY

All the weapons and armour that are unique to the armies of the Empire.

THE TREASURE VAULTS (Magic Items List)

A list of all the magical heirlooms and artifacts available to the troops of the Empire.

ARMIES OF THE EMPIRE (Army List)

All the weapons, options, points values and other details you need to prepare your army for battle.

PAINTING THE EMPIRE ARMY

Pictures of our magnificent range of models, with hints on how to collect an Empire army and tips on how to paint your forces.

HEROES OF THE EMPIRE

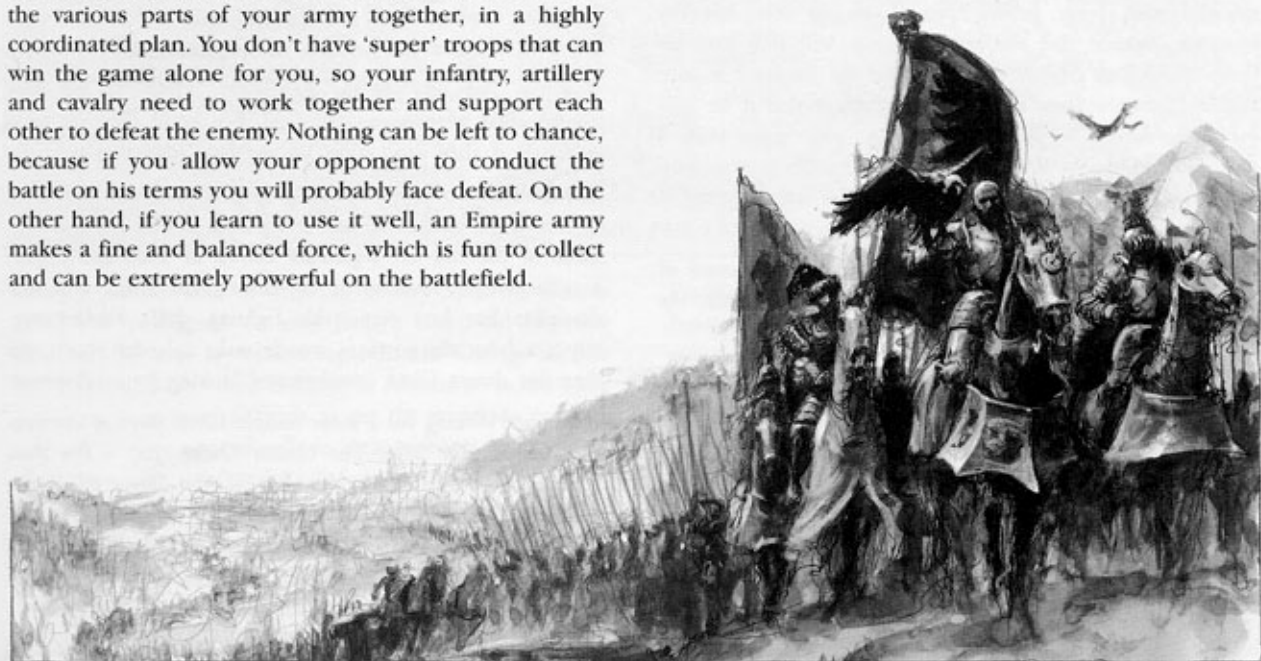
The rules and background for two new Special Characters.

CHRONICLES OF THE EMPIRE

A precious source of lore for those who are willing to learn.

HOSTS OF MEN (Appendix)

The Emperor's Guard, the Artillery Train of Nuln, the army of the cult of Ulric and many others.



LESSONS ON THE EMPIRE

Excerpt from a lecture to Konrad Ludenhof by his preceptor, Erasmus von Nuln.

"Young man, one day you will succeed your father as Count of Hochland and it is therefore of primary importance that you learn about the military and political structure of our great land. From your court here in Hergig, you will reign over the Province of Hochland. You can see the borders on this map. Always remember, your first duty is to govern and protect your people. Furthermore, you are already aware that your full title will be that of Elector Count, a title which brings with it an even greater responsibility. You will sit in the Imperial Council, together with the other fourteen Electors. Do you remember who these important people are?"

"The Counts of Averland, Middenland, Nordland, Ostland, Ostermark, Reikland, Stirland, Talabecland and Wissenland," repeated the young noble in one breath. "Together with the Grand Theogonist of Sigmar, the two Arch-lectors of Sigmar, the High Priest of Ulric and..." the boy stopped, embarrassed.

"And the Elder of the Moot," concluded the old man. "Don't you forget him again, his vote counts as much as yours and we don't want to cause a diplomatic incident, do we!"

The Council has the difficult task of electing a new Emperor when our ruler, Karl Franz of Reikland, departs this world and joins the almighty Sigmar.

This election is a delicate game of diplomacy, politics and intrigue. It can be as dangerous as any battlefield and you need years of experience before you can even think to take part in it. At present, though, the power seems to be solidly in the hands of the Counts of Reikland, who can rely on the decisive support of the Sigmarite votes. It is no coincidence that the Temple of Sigmar in Altdorf grows richer and more splendid with every passing year. I am no seer, but my educated guess is that the next Emperor will still have his court in Altdorf. Always remember that the Emperor is your lord and you owe him allegiance. This means that if he calls for help during a military campaign, you must send a contingent of troops as requested. Failure to do so would be considered high treason and that would be the undoing of your family.

Since we are on the subject, let us examine the structure of the Army of Hochland which, if it is not fighting under the Emperor, will have you as its supreme commander."

"Sorry to interrupt you sir, but why would we need to fight if the Emperor does not call us?" asked the boy.

"Well, you are lucky because you grew up in an exceptionally peaceful period for our province. Can you remember when, eight years ago, your father led his army against a horde of foul Beastmen which emerged from the woods on the foothills of the Middle Mountains?" asked the preceptor.

"Hardly sir, I was only four at the time," smiled the heir.

"Mmh... I see... Anyway, our land has many enemies," continued the old man. "You may have to fight the tribes of greenskins and the creatures of Chaos that live hidden in the vast forests and high mountains of your domain, or even some more civilised opponent, if the Count of Ostland pretends once again to have a strange understanding of where our border should lie.

Now, as I was saying, you are the supreme commander of the army of Hochland, but you can delegate command of smaller forces to any officer who you consider to be a valid leader of men. You will always have at your disposal the regiments of our state army, what we call 'regular troops'. These are the professional soldiers who you see training every day on the drill grounds. They are armed and equipped at your expense and are ready to fight at any time. Mostly they consist of infantry regiments, distinguished by the weapons they carry, such as halberdiers, spearmen, swordsmen and handgunners. The sons of the nobility form our most modern and deadly cavalry, the Pistolier Corps, where you too will serve for some time in order to gain some invaluable experience of warfare."

"With pride, sir. And what about the Greatswords?" asked the boy with enthusiasm. "And the cannons!"

"I was getting there," retorted the old man. "The Greatswords form your bodyguard and the garrison of your castle. They are your best soldiers, stern veterans who have sworn to give their lives to protect you. They are equipped with the best weapons and armour we can afford, specially commissioned from the Guild of Dwarf Smiths.

The Count's artillery train, on the other hand, comes from my home town of Nuln and can field many cannons and quite a few of the new mortars that the Engineers have developed.

You can also rely on the Engineers' School to try their experimental weapons on the field. I've heard they are quite effective, if they don't blow up the first time they're fired.

If your state troops are seriously outnumbered, you can resort to militia or 'irregular troops'. The bulk of these is normally made of the riff-raff regiments known as 'Free Companies': a collection of adventurers, cut-throats and scum who lack discipline but have respectable fighting skills. Furthermore, trappers from the northern woods make splendid scouts and there are always Tilean crossbowmen looking for employment.

If you are looking for a more reliable force, you can summon the Knights for help. The closest Order, just a few days north of Hergig, are the Knights of the Silver Mountain, who have come to the aid of our House many times in the past. If the Knights join your forces, you can count on a formidable ally, but you must be prepared at times to share the command of your forces with their Grand Master.

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.

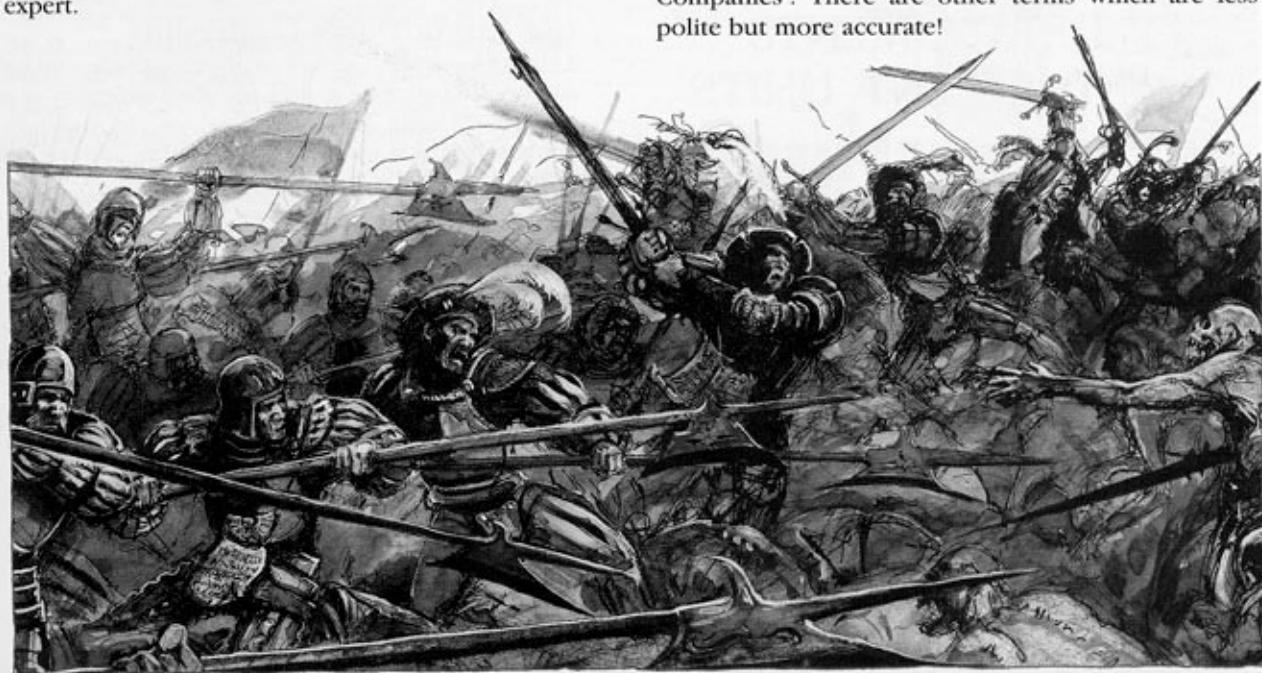
Special Rules

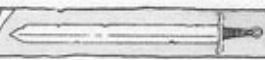
***Skirmishers.** Archers are *skirmishers*, as described in the Warhammer rulebook, page 115.

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

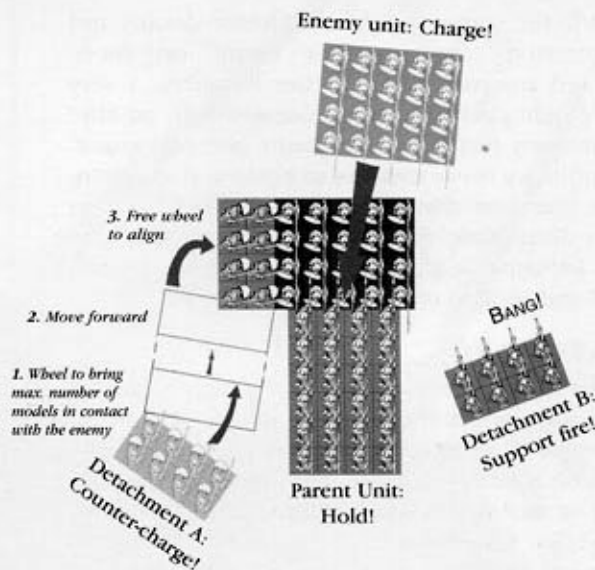


Remaining Moves, the Detachment can declare a normal charge against the enemy. Note that if the Detachment can draw a line of sight to an exposed flank of the enemy, and has enough Movement to reach it, it can charge the enemy in the flank even if it should have charged to the front, according to the 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)

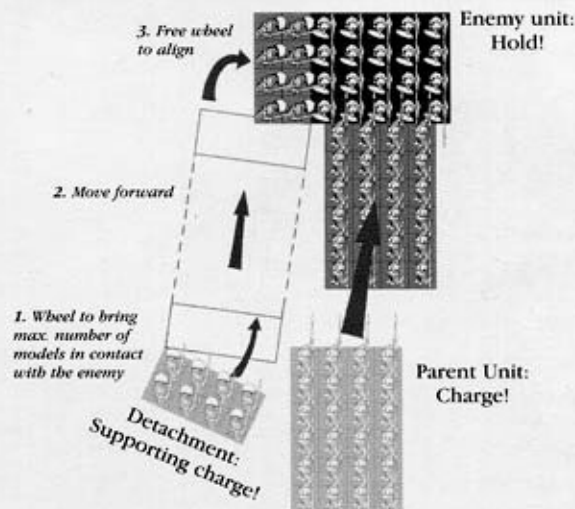
In its own Movement phase a Detachment may make a supporting charge by hitting the flank of an enemy unit engaged in the front by its Parent Unit (or indeed hitting the rear of an enemy charged in the flank by the Parent Unit). Declare the supporting charge when you declare the charge of the Parent Unit. 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

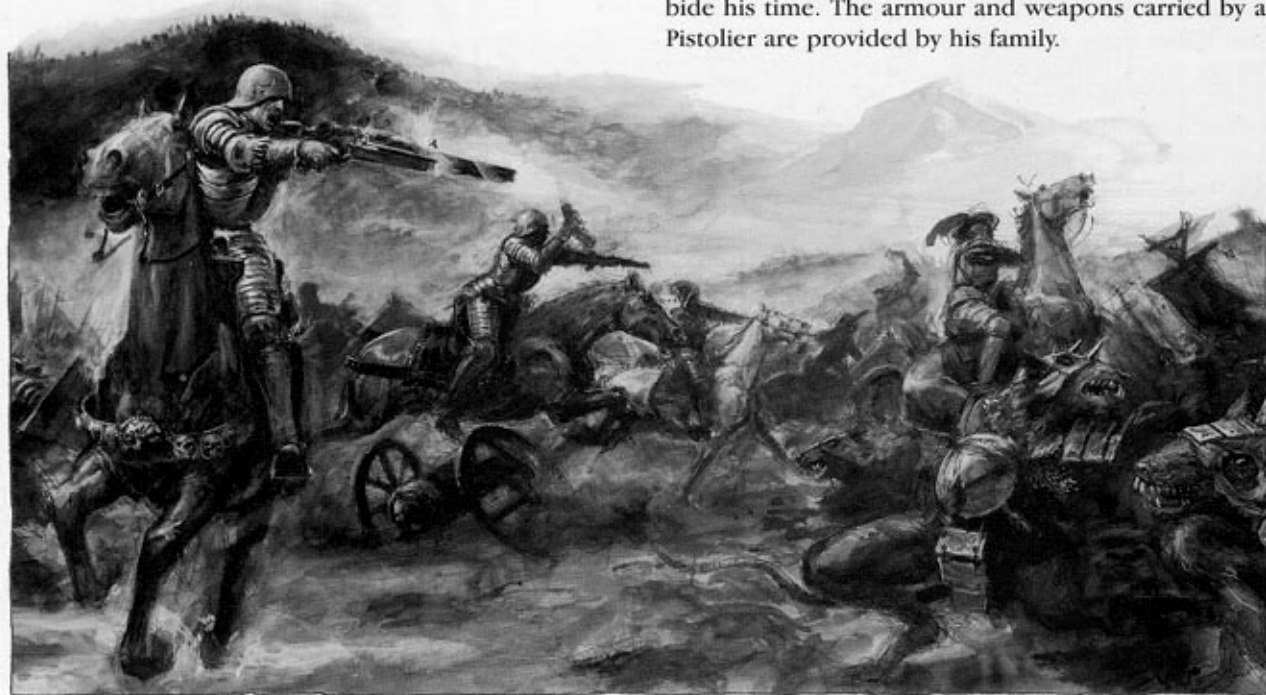
Special Rules

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.

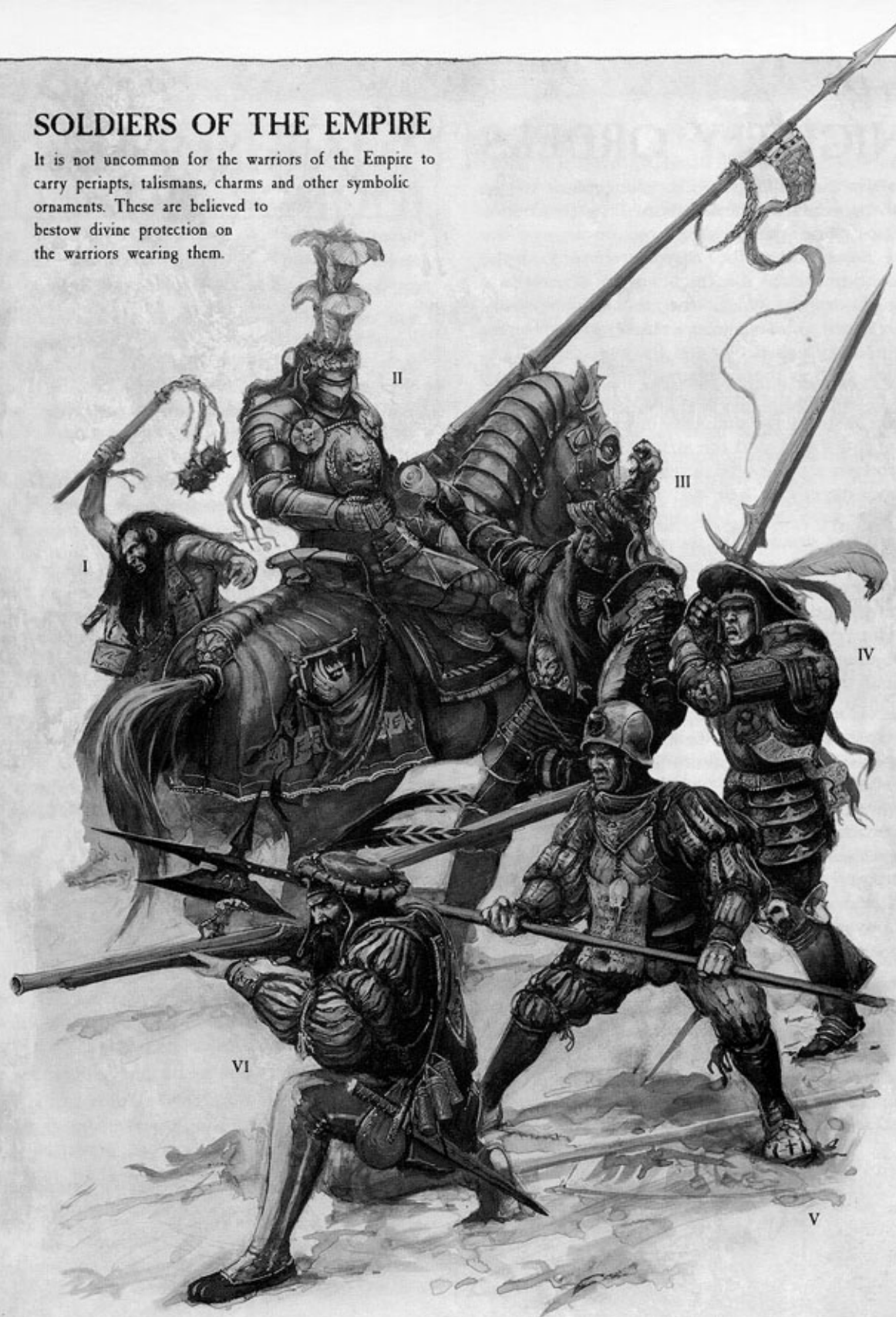
PISTOLIERS

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.



SOLDIERS OF THE EMPIRE

It is not uncommon for the warriors of the Empire to carry periapts, talismans, charms and other symbolic ornaments. These are believed to bestow divine protection on the warriors wearing them.



I. Flagellant. The crude casket hanging from this zealot's neck is very likely to contain a grisly holy relic of dubious origin.

II. Reiksguard Knight. The laurels adorning his lance and crest, a rare and most honourable decoration, contrast vividly with the Sash of Shame that covers this Knight's blazon of the Reiksguard.

III. Captain Hans Schlagen. The emblem of the Lion, recurring many times on his armour, is a symbol of strength and nobility.

IV. Wissenland Greatsword. A devout warrior, this veteran has on his breastplate a parchment containing the verses of the Deus Sigmar.

V. Kemperbad Halberdier. An interesting blend of superstition and religion, this soldier carries the skull of a raven (said to prevent the infection of wounds) over a page from the Sigmarite Gospel.

VI. Bogenhafen Handgunner. His bag carries the seal of a Warrior Priest, said to make the bullets lethal against the Living Dead.

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 Mörk 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 Altdorf. 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.

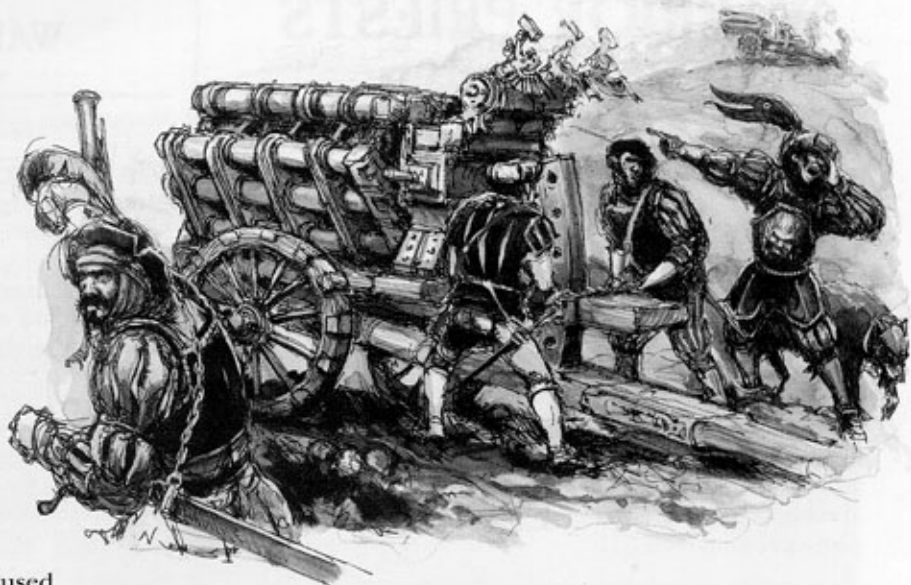
The Helblaster's barrels are organized in three groups of three. When the crew shoots, they pull the lever and discharge a group of three barrels. Then the crew will rotate the crank and place a new deck of three new barrels into firing position, while at the same time reloading the deck which just fired.

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.

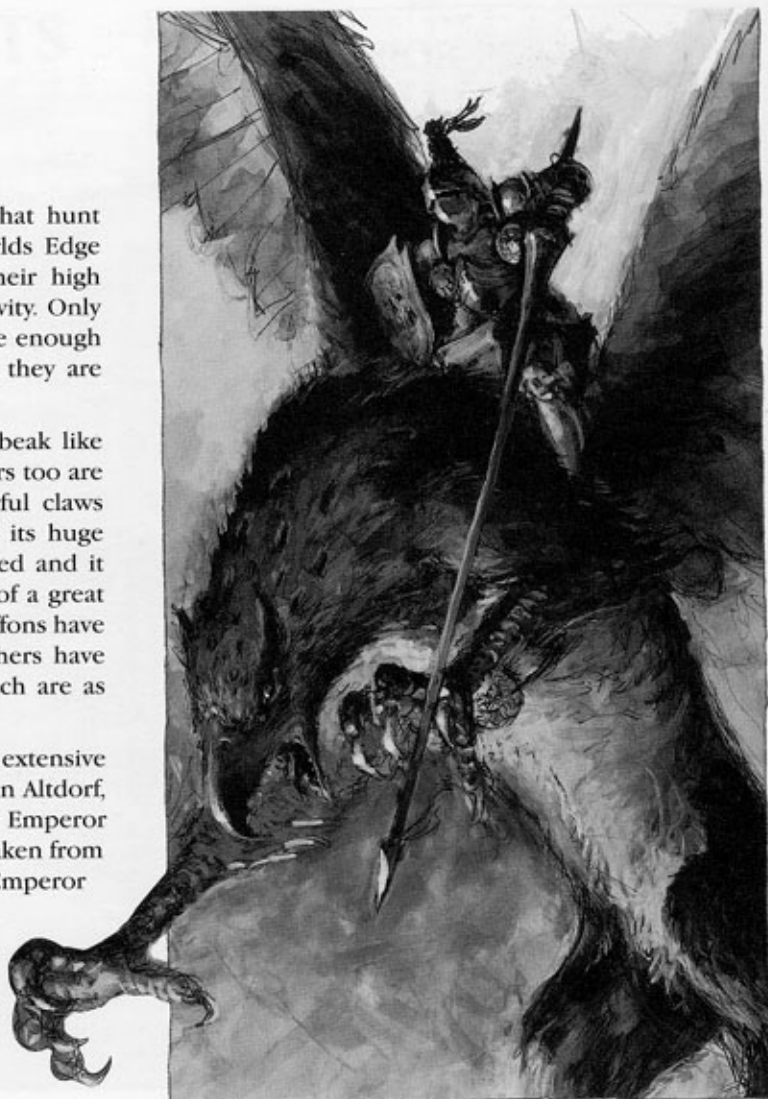
THE EMPIRE BESTIARY

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).



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.

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.

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 Wyrm Slayer 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 divinatorial 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 outnumbered 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

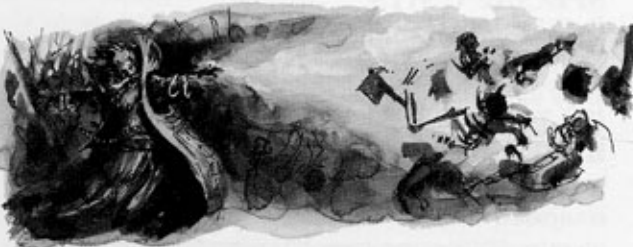
The presence of this revered relic among their ranks fills the soldiers with faith and strengthens their resolve. They will fight on even against the most dreadful of enemies.

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 Lores: 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
Marksman	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
Marksmen	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:

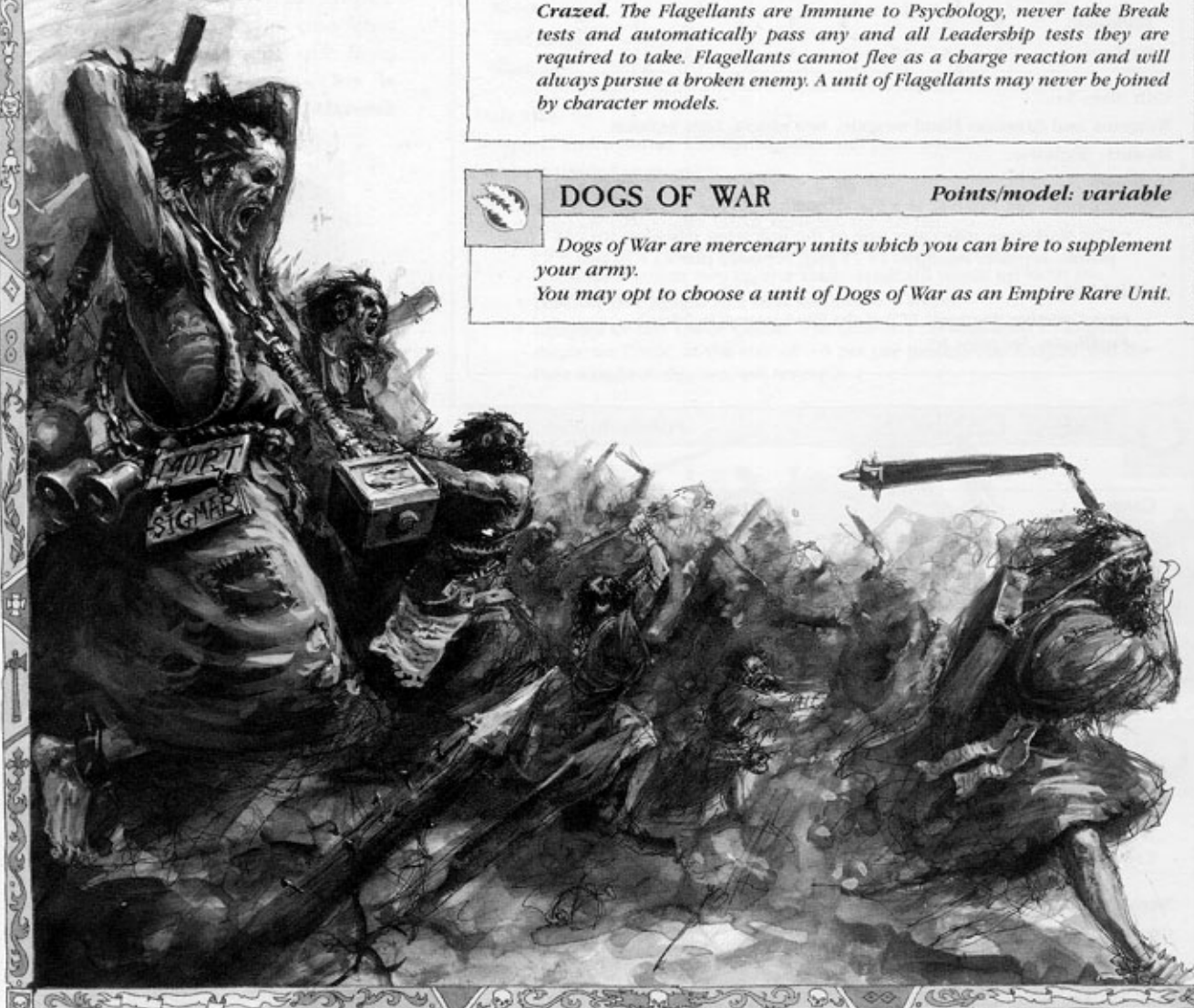
Crazed. The Flagellants are Immune to Psychology, never take Break tests and automatically pass any and all Leadership tests they are required to take. Flagellants cannot flee as a charge reaction and will always pursue a broken enemy. A unit of Flagellants may never be joined by character models.



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.



PAINTING THE EMPIRE ARMY



There is no greater reward than to fight a game of Warhammer with a fully painted army. Painting the colourful Empire army is a challenge and this section of the book will guide you through this rewarding experience. To start with we'll talk about the overall colour scheme you'll choose and the basic techniques you need to know when painting Empire troops. Then we'll look at how to assemble and rank up your regiments of Spearmen, Swordsmen, etc. Next we'll show how different regiments are made to fit the theme and colours of the army. Some units don't fit in with a unified colour scheme, such as Knights, characters and artillery for instance, but they can still be made to fit in with your force using a few simple tricks. Making your own terrain pieces is a great opportunity to really set the scene for your battles. Finally, we'll show examples of different colour schemes to inspire you.

If you are a beginner, don't worry too much about the quality of your painting. The models you see in these

pages have been painted by members of the 'Eavy Metal team, expert painters chosen for their talent, who spend every day of the week painting model soldiers. It is fine to look at these pictures as a source of ideas and inspiration, but don't worry if your first results are not exactly the same. As long as your models are all painted and have a common colour scheme unifying them, you will have a perfect Warhammer army, an achievement you can be truly proud of.

Before we start, here's a Top Tip: When you paint your regiments, try to be as neat as you can, finishing all the weapons, the regimental banner and all the bases before you start on another regiment. It is very easy to get distracted and start too many different things at the same time. It will only take longer to have a finished force if you don't finish one thing before moving onto another. Remember, above all enjoy yourself as you paint your troops and you'll soon have a finished Empire army.



PAINTING EMPIRE MODELS

Empire armies march to war resplendent in their brightly coloured liveries. For the painter, this effect is achieved by choosing a strong, simple colour scheme which uses a limited number of colours to paint your foot troops.

The classic combination of colours for an Empire army is to pick two contrasting colours, like the red and white of the Studio's Talabheim army. After you've gained experience painting lots of foot troops, you'll be able to go to town on your Knights and characters, who are painted a little differently, as you will see later.



This is an example of a quartered colour scheme.



Stripes have been added to this colour scheme.

On page 48 you will find the colour schemes of the provinces of the Empire. These will give you lots of ideas, but feel free to invent your own. You can paint your colour scheme in lots of different ways; halving and quartering in different combinations are the simplest. You can also paint parts of the models, like socks and feathers, in contrasting colours.

You could try more complex themes, like striped patterns, or painting the slashes in the cloth a contrasting colour. This is a little more time consuming, but the effect is worthwhile. You may want to reserve these more complicated schemes for characters, or elite regiments such as Greatswords or Pistoliers.

There are a few different ways of varying your chosen colour scheme within the army. The most extreme approach is to have every regiment in your army in a different colour scheme. While this certainly will look bright and colourful, most gamers prefer to have some

continuity running through their army. A good way to introduce variation while maintaining a unified feel is to vary the way the colours are used within the army, or within the regiments themselves.

When it comes to equipment and other similar areas of the models, it's best to use neutral colours, like browns, greys or black. These won't detract from your strong colour scheme, and will make the army look tough and ready for action, as befits the armies of the Empire.

Armour and other areas of metal look best painted a steely colour such as Chainmail. More decorative colours like golds and bronzes are good for piping and other embellishments. Once again, it's best to reserve more involved colour schemes for your special units and characters, to make them really stand out.



This soldier is painted a single colour all over, with a contrasting colour painted into the slashes in the cloth.



The shield design has been painted Shining Gold.

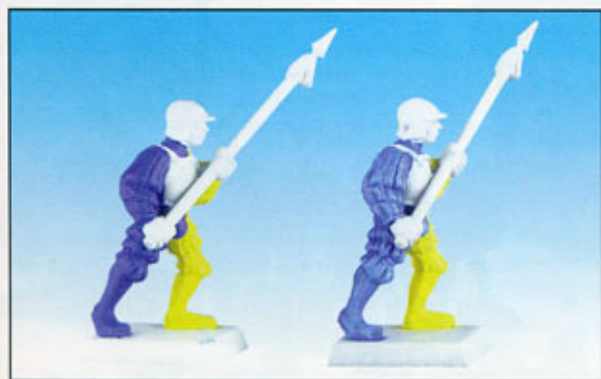


The Talabheim army uses a strong red and white livery.





Most Empire infantry miniatures are modelled with flamboyant uniforms, which are perfect for painting your liveries onto. With a strong colour scheme you can simply paint these areas in the colours you have chosen. However, to really bring out the detail of the models, here are some highlighting techniques you can try:



Drybrushing. This technique works well with colours which can be made lighter by adding white to them. Enchanted Blue is a good example of one of these colours, and half of the warrior shown above has been painted this colour. A little Skull White was added to the Enchanted Blue and drybrushed over the top. To drybrush, dip your brush in the colour, then wipe most of the paint off on a cloth or tissue. Then draw the tip of the brush over the area you have painted. You'll see that only the raised areas pick up the lighter colour, thus accentuating the detail. Where the detail runs in lines (like the sleeves of this Spearman), make your brushstrokes across the detail. Different effects can be achieved by lightening the colour to varying degrees, and by the amount of paint you leave on the brush. The important thing to remember is that there is no single correct way to drybrush, so keep trying until you get a result you are happy with. It's worth bearing in mind that brushes used for drybrushing lose their points very quickly, so it's a good idea to set aside a brush or two specifically for this purpose. The Citadel brush range includes brushes specifically designed for drybrushing, as they have no point and are made from more hard-wearing bristles.



Using Ink Washes. Inks are another way to bring out the detail of your models. The dark ink flows into the cracks and folds on the model's surface, instantly creating shading. This Halberdier was first painted with Bad Moon Yellow and Enchanted Blue. Over the yellow was painted Flesh Wash and, when this was dry, the blue was painted over with Blue Ink (the flesh areas were painted with Flesh Wash too). You can experiment with different combinations of colours, or try thinning down the inks with some water. Once again, the best thing to do is try a few different combinations until you find one you like.

Our 'Eavy Metal painters use all of these techniques, though they also use more advanced methods. If you look closely at some of the photographs of the Studio armies, you'll see that the 'Eavy Metal team have painted highlights onto each piece of detail individually. This is a very difficult technique to master and takes lots of practice (not to mention time!). While it's true that some people aspire to create armies where every model is an individual work of art, for most people the overall effect of the army is what counts, and these techniques should help you create great looking armies.

PAINTING ARMOUR



Whatever colour you choose to undercoat your models, it's much quicker and easier to paint metal over black. If you have chosen to undercoat your troops white, paint the metal area black first. You can then simply paint on the metal colour, or use the drybrushing method described earlier. To give more definition to the detail, try painting a wash of Black Ink over the top.

Jim Butler has picked a black and red colour scheme for his army, over a black undercoat. To paint the red areas, Jim first painted on Scab Red, thinned down with a little water to help it get into the recesses of the detail. When this was dry, he drybrushed on Blood Red, and washed Red Ink over the top. Jim chose not to highlight the black areas; black often looks grey when highlighted.





EMPIRE REGIMENTS

The overall look of your army will be dictated by the colour scheme you choose for your main regiments of infantry. As well as looking at assembling and ranking up your regiments, we'll show you how to apply your chosen colours to different regiments, as well as to unit banners.



This partly assembled unit of Spearmen has troops at the back and front of the unit mounted on single bases. Those in the middle ranks are mounted on regiment bases, which makes the unit easier to rank up. Keeping models on single bases means that you can fit your command models in the front of the unit and take casualties off at the back. It looks more natural if those models with weapons held forward are placed toward the front of the unit and those held upright are at the back.



These Empire Swordsmen from the Regiment boxed set come with separate arms, legs, torsos, weapons and heads, so they can be assembled in a variety of poses. These regiments work best when troops who are modelled holding their swords aloft are ranked up at the back while those held forward are at the front.



These Militia Detachments are painted in a less formal way than the Spearmen regiment, but by using some red and white they match their Parent Unit.



You can use banners to differentiate your regiments from each other. A simple half or quartered design using your chosen colour scheme, like those on the left, is a good start. Later, when you're more confident, you can try painting a design on as well, such as those above. Each Talabbeim regiment in our army has a different heraldic beast painted onto the banner.



Your Militia units represent an interesting challenge. It's not easy to paint them to look like a rabble yet at the same time keep them feeling like part of your army. Here are a couple of tricks to achieve this effect.

Vary a few of the weapons in the unit. It doesn't matter if there is a trooper holding a balberd or a handgun; they still count as the troops described in the army list. When painting the unit use lots of neutral colours, such as brown and grey, rather than the chosen colour scheme of the army. If the unit is a Detachment, it's a good idea to paint on some of the colours of the Parent Unit to make them match.



Free Company Fighters



Militia Crossbowmen



Militia Archers



One idea to help identify and unify different regiments is to use the same contrasting colour on all the helmet and spear plumes on the troops. In our Nuln army we have used green on one regiment and red on another, as shown above. These colours are featured on the regimental banners as well, as shown below. Blue has been used on a third regiment.



The contrasting colour used on the Nuln regiments mentioned above has only been applied to the banners' streamers rather than all over. The black borders on the banners tie in with the overall black colour scheme of the Nuln army.



The Army Standard is a centrepiece of the army, so spend some extra time making it look impressive.



When painting a Knight's banner use the imagery associated with the Order as a guide to what to paint.



THE KNIGHTLY ORDERS

Knights present you with a great opportunity to paint a really splendid unit of cavalry for your army. They are typically painted in metal colours over a black undercoat, as we've discussed earlier. However, painting regiments of Knights also gives you a great chance to let your imagination run wild. Feel free to create your own colour schemes for the Knightly Orders, or even invent your own glorious Order of Knights.



The Reiksguard

PAINTING ARMOUR ON HORSES



When painting armour (or barding) on horses use the same techniques as for painting armour. The example above left has been drybrushed with Boltgun Metal. Paint the horses themselves in a contrasting colour. For instance, if the barding is a light metal colour, such as Chainmail, then paint the horse black or brown as in the centre photograph. If you choose a really dark colour, or even black to paint your armour, paint the horse a light brown. You can mix the colours of your horses, but if they are the same then the whole regiment looks more unified.



Knights of the White Wolf led by their Grand Master.



There are many Knightly Orders in the Empire. The most famous Orders are the Reiksguard, the Knights Panther, the Knights of the White Wolf and the Knights of the Blazing Sun. You can of course create your own Knightly Order, and this is a great opportunity for you to try out your own ideas. The easiest way to create a new Knightly Order is to choose a colour to paint the unit's banner, helmet plumes and shields, in a similar style as the Knights Panther. You don't have to paint your Knights' armour in metal colours either. You can choose other colours instead, in the style of the other example colour schemes, such as the Knights of the Blazing Sun at the foot of the page. Even though your Knights don't have the same colour scheme as the foot troops in your army, you can make them fit in by finishing their bases in the same style.

*Knights
Panther
regiment*



Grand Master of the Blazing Sun



Captain of the Reiksguard



Grand Master of the Knights Panther



Knight of the Blazing Sun



Knight of the Order of the Gold Lion

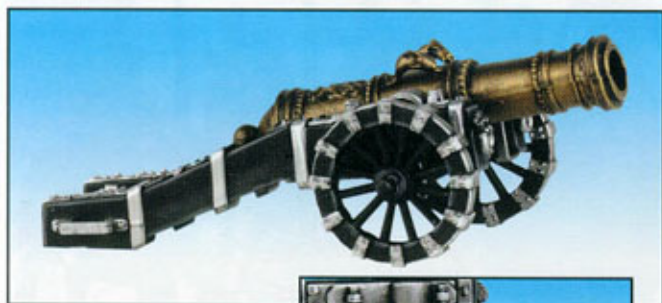


Member of the Inner Circle of the Knights Griffon

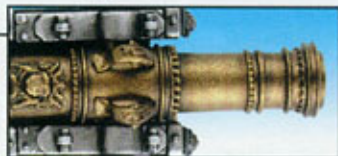


PAINTING ARTILLERY

Artillery pieces are large models to paint but don't be intimidated. Use the same simple techniques that you use for painting your regiments. For instance, you can drybrush the gun barrels in different metal colours such as Shining Gold or Dwarf Bronze. Paint the crews in the same colours as the rest of your foot troops.



The bronze coloured cannon barrels featured in our Nuln army were first painted all over in Tin Bitz. This was then drybrushed with Dwarf Bronze.



Cannon Crew

This cannon and its crew have been mounted on a scenic base. Bases for artillery pieces are the perfect excuse to create little dioramas that look splendid on the battlefield.



These Helblasters, Great Cannons and Mortars are all painted black, the livery colour of Nuln. The Dwarf Bronze contrasts with Chaos Black in the same way that the Bleached Bone does on the crew.



CHARACTERS

Lords, Heroes and Wizards are unique personalities in an army and offer a great opportunity to create new colour schemes that don't have to tie in with your army. Have fun, after all no two characters are alike.



You can paint Imperial Engineers like the rest of your army or do something different to emphasise that they are individuals. You can do this with all the characters in your army.



Battle Wizard of the Order of Grey Magic



Elector Count of Ostland



Elector Count of Hochland



Battle Wizard of the Order of Gold Magic



Elector Count on Griffon



Elector Count of Middenheim



OTHER EMPIRE REGIMENTS

Using a simple painting style to paint lots of large units of foot troops is best. However, regiments such as the Greatswords are detailed models and you can spend a lot more time on them if you want.



This unit of Pistoliers contains a couple of converted models. The two models above have had their heads converted, as well as a pistol replaced with spare parts from various Regiment boxed set plastic frames.

The Pistoliers shown here have light armour painted Chainmail, with an edging in Dwarf Bronze. We've also painted the horses different colours to add to their wild, impetuous look.



Specialised Militia Archers are called Huntsmen, and we've painted them in greens and browns.



Talabbeim Greatswordman



Carroburg Greatsword Leader



The famous Carroburg Greatswords



CULT OF SIGMAR

Warrior Priests and Flagellants provide a great opportunity to paint a single regiment without a formal colour scheme. In a similar way to the Militia troops, we've used neutral colours such as brown and grey for our regiment. However, you don't need to tie them in with the army colour scheme as you would with the Militia, unless you want to, of course.



Warrior Priests

BASES

It's a good idea to paint and texture all the bases throughout your army in the same way. This, along with a consistent colour scheme, contributes to making the army look a cohesive whole. This also takes care of those regiments and models that don't naturally have the same colour scheme as the rest of the army. These include Knights, characters and Flagellants. If you have an army made up of troops from different provinces, and hence wearing different colour schemes, using the same style of bases will make the army look like a single force.



Flagellants



Here you can see how the Warrior Priests and Flagellants have been painted in the Talabbeim army: to stand out from the rest of the troops.



THE ARMY OF THE ELECTOR COUNT OF TALABHEIM



Below is the Studio's vast Talabheim army arrayed for battle against marauding Orcs. As you can see, the army is unified by the bright red and white colour scheme in contrast to their darker opponents. You can see how effective it is to stick to a few basic colours and to a common basing technique across all the different units in a force, including the cavalry. The army is a great example of the splendid look that can be achieved by carefully planning your painting.





MAKING TERRAIN

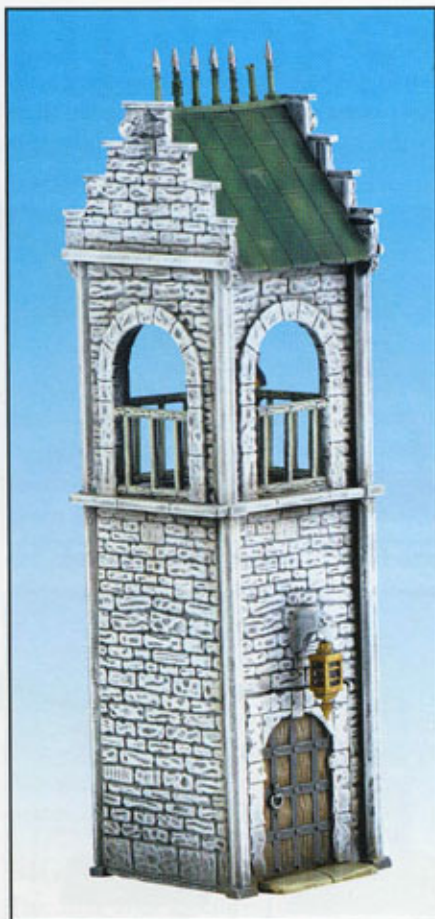
A large portion of the Empire is covered in vast forests. A good way to represent this landscape is to make wooded terrain for your tabletop battlefield. Other important features of the Empire are its settlements and shrines dedicated to Sigmar.



You don't have to use a lot of trees to make large areas of wood. Simply make the outline of your wood with smaller trees. Rather than fill the centre with more trees, leave the wood open so you can easily move your troops around. Why not make a fully modelled terrain piece, as we have done above. A wood has been made up of model trees glued onto a hardboard base and then flocked. The central trees are glued onto a separate piece so it can be removed to make way for your troops.



Here the Talabbeim army has been set up within Imperial style terrain, complete with a shrine to Sigmar in the foreground to the right. If you want to know more about making terrain, there are plenty of ideas in the *Wargames Terrain* book and also every month in *White Dwarf* magazine.



The walls of this bell tower were made from the Warhammer castle tower. The doorways in the Warhammer castle were cut out to make the open windows for the belfry.



The basis for this building was the watchtower made by Games Workshop's ForgeWorld, with strips of balsa wood glued to a cardboard box to make the top of the tower.



This small piece was made from leftover Mordheim building parts.



A log pile made from balsa wood.

The impressive Empire building on the left is made from balsa wood combined with walls cut from the Warhammer castle, and Empire shield motifs for decoration.



STATE COLOURS

Here you can see examples of the different liveries from the Empire's provinces which you can choose for your armies, or you can base your own ideas on them. Different troops from the same province often display their liveries in different ways. No two soldiers or regiments need to be exactly the same, although some collectors prefer a more rigorous uniformity in their army.



Altdorf



Hochland



Middenland



Wissenland



Talabecland



Nuln



Stirland



Middenbeim



Ostermark



Nordland



Ostland



Averland



Reikland



Talabbeim



Carroburg Greatswords



Bogenhafen Swordsmen



Stir River Patrol

As always, feel completely free to create new and interesting uniforms for your troops. Your alternative colour schemes offer a great opportunity to invent a colourful history for your army based on the Empire's background. The many minor settlements and isolated regions of the Empire, where troops wear the colours of their local lord rather than State colours, are perfect for this. On the left you can see some examples of these local regiments, but you could also invent new ones, such as the Hochland Mountain Troops, the Trappers of the Forest of Shadows, the Nordland Mariners, the Ostland Outriders, Helmgart's Steel Guard and so on.

HEROES OF THE EMPIRE

Many mighty heroes, powerful wizards and great leaders have influenced the history of the Empire. Their names are passed on from one generation to the next in myths and legends, sung by wandering minstrels at the courts of the Counts, or recited to grandchildren at bedtime. These stories form the core of the Empire's identity as a nation.

On this page you will find a list of just a few of these important personalities. Feel free to let your imagination run wild and create profiles, history and rules for these characters so that you can use them in your games!

On the following pages are two examples of such characters: the mysterious Baltbasar Gelt and the grim Luthor Huss. These two are powerful and expensive lords, and they also reduce the number of characters you can field. Players are free to use them in their army (yes, without opponent's consent!). On the other hand, if players wish to use special characters of their own creation, they must always ask their opponent first.

SIGMAR HELDENHAMMER

The first and foremost of all these heroes; a mighty barbarian chieftain, leader of Men, Hammer Bearer, slayer of untold evils. Sigmar unified the human tribes and brought law and peace to the land that he was to reign over as the first Emperor. Ever since his passing, he has

been worshipped as the patron god of the Empire. His loyal followers swear to fight Chaos in every form it manifests itself and to defend the Empire against its enemies, internal as well as external.

MAGNUS THE PIOUS, BANE OF CHAOS

Magnus was the hero who led the forces of the Empire, Kislev, Dwarfs and Elves to defeat the huge Chaos horde in the Battle of the Gates of Kislev. His story, together with that of the Great War against Chaos, is told elsewhere in this book.

THE EMPEROR KARL FRANZ

The Emperor Karl Franz is said to be the greatest statesman in the Old World. He is acclaimed as a patron of arts and science, as a military innovator, and a valiant warrior. Thanks to his efforts, the Empire has flourished during his reign. The Imperial Engineers' School has grown, the Colleges of Magic have thrived, and the army has marched from victory to victory.

The Emperor takes personal command of his army whenever possible, and has earned himself an impressive record of victories and conquest.

The Emperor's armour was made for him by Dwarf Smiths and incorporates some of the actual armour worn by Magnus the Pious at the Battle of Kislev. It is made of black gromril and is richly gilded and adorned with runes and symbols of power.

The Emperor is armed with the Hammer of Sigmar, the weapon given to Sigmar by Kurgan Ironbeard, the Dwarf King. This is one of the most potent magic weapons ever crafted by the Dwarfs of old, in the days when their power was at its height. The Emperor also wears an enchanted gem, the Silver Seal, upon a chain around his neck. This Seal wards against harmful blows, and even counters magic spells cast against the Emperor. It was made for Magnus the Pious by the Warrior Mage Fredrik von Tarnus, after the Great War against Chaos.

OTHER HEROES OF THE EMPIRE

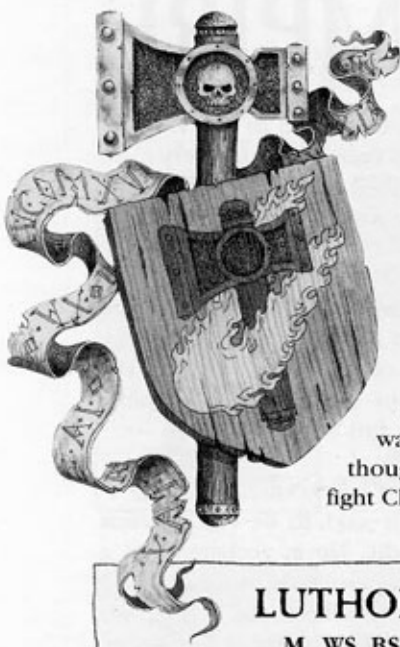
Many other great warriors, wizards and holy men have left their mark on the history of the Empire: Johann Helstrum, the first Theogonist; Count Mandred of Middenheim; Felix Mann, thief supreme; Volans, the first Supreme Patriarch; the Grand Theogonist Volkmar the Grim; Reiksmarshall Kurt Helborg; Boris Todbringer, Elector Count of Middenland; Aldebrand Ludenhof, Elector Count of Hochland; Valmir von Raukov, Elector Count of Ostland; Marius Leitdorf, Elector Count of Averland; Ludwig Schwarzhelm, the Emperor's Champion and many many others.





LUTHOR HUSS

Prophet of Sigmar



In the early years of Karl Franz's reign, a boy appeared at the gate of a Sigmarite monastery near Wissenburg and pleaded to be allowed to join the ranks of the warrior monks. When asked about his past, the boy did not answer. All he would say was his name, Luthor Huss, though his burning desire to fight Chaos was soon clear to all.

LUTHOR HUSS

	M	WS	BS	S	T	W	I	A	Ld
Luthor	4	5	3	4	4	3	5	3	9
Warhorse	8	3	0	3	3	1	3	1	5

Luthor Huss, the Prophet of Sigmar, is a Warrior Priest. He can be taken as a Lord choice, but will use up one of your Hero choices as well. Taking Luthor counts as taking both a Lord and a Hero. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Points: 300

Weapons: Two-handed hammer (great weapon).

Armour: Heavy armour.

Mount: Luthor rides a barded warhorse into battle.

Special Rules

The Chosen of Sigmar: Sigmar's protection of Luthor manifests itself in a supernatural halo that surrounds the prophet in battle and protects him from evil. Luthor has a 4+ Ward save and causes fear in the enemy.

Blessing of Sigmar: The presence of Luthor in an army adds two dice to the Dispel dice pool instead of the normal one.

Righteous Fury: So strong is the faith and charisma of Luthor that, when he joins a unit, even characters in the unit and models who are normally immune to Psychology will share Luthor's burning hatred for all blasphemies against Sigmar (Chaos Warriors, Beastmen, Daemons, Chaos Dwarfs, Khemrian Undead, Vampire Counts and Skaven).

Still, Luthor would never join units of warriors who are not devout to Sigmar, so he cannot join units of Knights of the White Wolf.

Prayers of Sigmar: Luthor can cast the Prayers as normal, but with a Power Level of 4!

Many years of hard training, intense study and inflexible discipline followed. The lean boy grew up to become a tall, muscular young man, whose fighting skills were soon a match for his instructors. He also proved an eager student of the Way of Sigmar and, at the completion of his studies, he could engage his old teachers in subtle dialectic duels. One thing remained for Luthor to earn a place amongst his brothers, he needed to face Darkness in battle and defeat it.

Luthor left the monastery and walked across the Empire, preaching faith in Sigmar and looking for a sign, a chance to prove his worth against Chaos. He finally had his chance in Weismund, a small town at the edge of the Drakwald Forest. When Luthor reached Weismund, he found a great commotion among the population. Squads of the town's militia were in full alarm, peasants and woodmen were flooding to the relative safety of the town's palisade with their livestock. It looked as though they were preparing for a siege. Luthor soon found out that a large band of Beastmen had attacked the area and many isolated communities had already been destroyed.

Painful memories of his childhood flickered through the novice's mind. He was soon busy striding around the town, inspiring the defenders with fiery speeches and helping them get ready for the imminent attack. Help had been sent for, but the nearest garrison of regular troops was in Helmgart, and reinforcements would take days to reach Weismund. Suddenly the foul Children of Chaos were upon the town. Great were the feats of valour that Luthor accomplished, the power of Sigmar was strong with him that day. His mighty warhammer struck down many abominations and a supernatural aura protected him during the fight. The blows of the enemies were unable to pierce his armour and the evil sorcery of the shaman who was leading the Beastmen was totally powerless against Luthor. Even a huge bull-headed horror succumbed to the implacable priest.

After two days of uninterrupted fighting, an imperial relief force reached the town and the Beastmen fled back into the forest. Luthor joined the troops in their pursuit, but when the soldiers reached the edge of the wood, they stopped, judging it folly to continue under the dark canopy of trees. Luthor was undeterred and followed the fleeing creatures of Chaos, determined to wipe them all out. The soldiers set up camp close by, in case the Beastmen decided to return. Soon everybody was convinced that the ferocious novice had surely been killed, but after three days Luthor emerged once more from the forest. His armour in tatters, his exhausted body covered in the blood of his enemies, Luthor reached the camp dragging behind him the massive horned head of the shaman.

After this victory against Chaos, Luthor returned to the monastery, where he was ordained. From that day on he joined his brothers on the battlefield, where he distinguished himself fighting the minions of Darkness.



Luthor quickly rose through the ranks and eventually was chosen to join the delegation representing his order at the Sigmarite Council in Altdorf. The reason for this Council was the election of a new Arch-lector to replace Mannfred of Nuln who had disappeared in the north during his crusade against the Chaos Warlord Archaon.

Luthor was deeply troubled by what he witnessed in the council. He saw fat clergy more concerned with politics and business than in pursuing the holy mission bestowed upon them by Sigmar: the fight against Chaos. The Grand Theogonist Volkmar was absent from the council; the old man was spending more and more time in the high pinnacle at the top of the Temple of Sigmar. For days at a time he would lock himself in the secret repository of the tomes of forbidden lore, in search of an answer to the dark menace gathering in the far north. Malign rumours circulated in the council, and some even doubted Volkmar's sanity because of the many hours he spent reading those unholy grimoires.

Without the Theogonist's guidance, the influence of the Arch-lectors was growing. They were steering the position of the clergy of Sigmar towards the achievement of their selfish political aims.

With all the fervour of his burning faith, Luthor openly denounced this spiritual relaxation, attacking the Lectors in the Council with hard words of reproach.

"To fight Chaos on the battlefields, not to grow rich and fat in the golden halls of the capital, that is the purpose of our Cult!" boomed Luthor's voice at the Council.

Needless to say, that did not win him much popularity with the Arch-lectors and he was ordered to apologise by his superiors in the Order. The young and pious Luthor could not obey that order, which was in open contradiction with everything he had always believed in. He finally decided to resign his position and leave the assembly.

From that day on, Luthor has travelled throughout the Empire, preaching against the corruption of the heads of the Cult of Sigmar and inciting the faithful to seek the will of Sigmar without the mediation of the clergy.

Luthor has become the nightmare of every corrupt priest, and rumours are that the worst of them have met a grisly end at his hands. The Arch-lectors have asked the Theogonist to excommunicate Luthor, but the holy man has never agreed with them. Indeed, Luthor has never attacked Volkmar in his speeches. The enigmatic smile that appears on the Theogonist's face when Luthor is mentioned to him has led many to think that the old man knows something important about Luthor. Something he cannot or does not want to reveal.

Luthor Huss appears most often whenever the forces of the Empire are facing evil and unholy enemies. Beastmen, Skaven, the Living Dead – all are blasphemies against Sigmar and all must be smitten by the faithful! Luthor fights beside the soldiers of the Empire, his example and inspiring words are a great aid against those unholy foes, his powers stronger than those of any other priest of Sigmar.

BALTHASAR GELT

The Supreme Patriarch



Balthasar made his first appearance in the busy port of Marienburg, having bought passage on a merchant ship coming from his native Black Gulf. As he had paid for the journey with gold which he had transmuted himself, Balthasar left for Altdorf quickly before the effects wore off. The Colleges of Magic were his destination.

Since his early years, Balthasar had always been fascinated by alchemy, inspired by the science of the transmutation of metal, and especially by the mystic search for the Philosopher's Stone. To turn vile metals into the noblest of all, pure gold, had always been an obsession for Balthasar.

Driven by this powerful force, and sustained by a natural talent for manipulating the energies of the Winds of Magic, Balthasar soon rose in the ranks of the Gold Order of Magic. In Altdorf he spent many years studying and experimenting on how to combine the art of Alchemy with the magic of Metals. His inquisitive intelligence and open-minded approach made Balthasar quite popular with the Alchemists'

BALTHASAR GELT

	M	WS	BS	S	T	W	I	A	Id
Patriarch	4	3	3	3	4	3	3	1	9
Pegasus	8	3	0	4	4	3	4	2	6

Balthasar is the Supreme Patriarch of the Colleges of Magic. He can be taken as a Lord choice, but he will use up one of your Hero choices as well. Taking Balthasar counts as taking both a Lord and a Hero. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Points: 450

Weapons: Sword (hand weapon).

Armour: None.

Mount: Balthasar rides a Pegasus into battle.

Special Rules

Alchemist Supreme. Balthasar is a Fourth Level Wizard and always uses spells from the lore of Metal. Balthasar knows **all** the spells from the list, so you do not need to roll on the chart at the beginning of the battle.

Al-kahest. In the Shooting phase, Balthasar can throw a vial of highly acidic alchemical substances taken from the box in the saddle bags of his Pegasus. The vials have a range of 6" and follow the rules for throwing knives. If Balthasar hits, the vial will shatter, wounding any target on a 4+ (including ethereal creatures, war machines, etc). No armour saving throws are allowed against these wounds.

Panacea Universalis. Instead of throwing a vial of Al-kahest, in the Shooting phase Balthasar can use a vial of Panacea Universalis taken from the box. The vial can heal one Wound suffered by either Balthasar or his Pegasus.

MAGIC ITEMS

Staff of Volans

This magic staff belonged to Volans, the greatest human wizard of all time, who was taught by no less than the supreme Mage Tectis of Ulthuan during the Great War against Chaos.

Immediately after rolling the dice to cast a spell or to dispel an enemy spell, the Wizard wielding the Staff of Volans can pick up one of the dice rolled and turn it so that its result is one higher than the number rolled.

Only then is the total score and its effects worked out, including Miscasts and Irresistible Force. This is especially useful because the Staff will make Miscasts and failed Dispel rarer (you need to roll at least three 1s) and will make spells cast with Irresistible Force more common (if you roll a 5 and a 6, you can transform the 5 into a 6).

The Gleaming Robe

This mystic robe creates a shimmering series of images of the Wizard and his mount, constantly rotating in a dazzling whirlwind of iridescent colours, confusing the aim of anybody attacking them with a ranged weapon.

The robe gives a 3+ Ward save against any missile attack (including template weapons and missile spells) directed towards Balthasar and/or his mount. The robe has no effect against close combat attacks and spells that are not *magic missiles*.

Amulet of Sea Gold

An ancient Elven heirloom found by Balthasar in the ruins of one of the abandoned colonies of the Elves on the Estalian coast.

The amulet adds one dice to any attempt to dispel an enemy spell targeted at the wearer and/or his mount or otherwise affecting them.

Guild, and even among the Engineers, who benefited from his research into new types of blackpowder.

One day a freak accident in his laboratory almost killed him and from that day he always appears in public completely covered in his elegant robes and wearing a golden mask. Rumours abound concerning the reason for this unusual habit. Some say that his entire skin turned to gold and others swear that he is horribly disfigured, but nobody knows exactly what happened to him. One thing is sure, the accident did not reduce his will to succeed in his research nor did it hamper his powers. On the contrary, he has risen to the position of Supreme Patriarch of the Colleges of Magic, defeating Thyrus Gormann in the ritual duel and replacing the prominence of the Bright Order with his beloved Gold.

From that day on, the winds of power have blown strong for the magic of the Metals and a new Supreme Patriarch, riding a pegasus and surrounded by a golden halo, has appeared on many a battlefield where the Emperor's troops are fighting.

When asked: "What is the name of the stone that burns?"

Thou shalt respond: "Sulphur, to be mixed with mercury."

When asked: "What is the name of the universal solvent?"

Thou shalt respond: "Al-kahest."

When asked: "What is the name of the remedy for all maladies?"

Thou shalt respond: "Panacea Universalis."

When asked: "What is the name of the acme of the Art?"

Thou shalt respond: "The Elixir of Life."

When asked: "What is the name of the noblest of metals?"

Thou shalt respond: "Gold."

Balthasar Gelt, The training of the Alchemist



Thyrus Gormann was confident. He had won the ritual duel for the last three times in succession and his powers were stronger than ever. His mastery of the fiery element was unmatched. Clad in the red robes of his Order, Thyrus was wearing all the symbols of his position as Master of the Bright College and Supreme Patriarch. Standing almost seven feet tall, hands on the hilt of his magic sword, Thyrus was an imposing figure. He was ready, on the ritual position of the Ruling Patriarch in the great Hall of the Duels. The huge chamber was shaped like an eight-sided prism. The thick walls, the ceiling and the floor were made of gloss smooth obsidian. That black stone was the bane of magic, totally refractory and inactive. Thyrus could feel his powers dimmed by the presence of so much of it all around him. Under the symbol of their own Wind of Magic, the Masters of the other Orders were standing in alcoves carved in the eight walls, protected by powerful enchanted barriers.

Replacing the Patriarch in the position of the College of Fire was Hans Feuerbach, Thyrus' most gifted apprentice. The obsidian chamber and the presence of the eight most powerful wizards in the Empire were necessary to contain the powers that the two contestants would soon unleash. After all, the winner of the duel would gain the title of Supreme Patriarch for the next eight years. The objective of the challenge was to reach the centre of the Hall, where an altar stood, shaped in the guise of the Great Wheel of Magic. Levitating above its hub was the Staff of Volans, the Staff of the Patriarchs. The first contender to lay his hands on the Staff would have his powers immediately amplified by the ancient artefact. At that point the other wizard normally surrendered, if he knew what was good for him. Anything was allowed to stop the opponent from approaching the altar, and in the past there had been fatalities among the contestants.

The position of the Challenger was still empty. Thyrus' opponent was late. "Maybe the upstart is scared," thought the Patriarch. The three opponents he had defeated were all Masters of their own Order, while this Balthasar Gelt was just a young Alchemist. A promising one, though. Thyrus had witnessed his brilliant progress through the selections for the position of Challenger, but Gold Wizards had never struck Thyrus as great warriors. The main tactic when fighting them was to keep a reasonable distance, to stay out of reach of their touch. Failure in doing so could result in being turned to a golden statue, and Thyrus had other plans for the future.

Finally, the Challenger walked into the Hall through the Gold entrance. The gate was immediately sealed behind him. Thyrus examined his young opponent and realised immediately that there was no trace of hesitation in him. He could not see the face of Balthasar because of the mask he always wore, but could clearly understand from the posture of his robed body and from his resolute stride that the Gold Wizard was not there to lose. Balthasar Gelt assumed his codified position, eight steps in front of the Gold wall, and stood ready. After the preparatory ritual, silence fell on the Hall and tension began to build. The Challenger had to take the first step towards the Hub, thus starting the duel.

Balthasar moved in. A gesture, a few words of power, and a golden light surrounded him. The young wizard suddenly melted into a pool of liquid gold that zigzagged towards the altar. Thyrus laughed and formulated a counterspell, while summoning the mystic Crimson Bands to hold his opponent. When he saw the Gold Wizard trapped, Thyrus cast a second spell. He was immediately enveloped by fiery wings and lifted into the air and towards the Staff. A surge of golden energy vapourised the Bands. Then suddenly Thyrus crashed to the floor with a scream. The robe of the Bright Wizard, his wide mantle and everything he was carrying had suddenly turned to lead! Balthasar started to walk towards the altar.

In a split second the body of Thyrus was enveloped by intense flames that quickly melted the lead and the Patriarch was back on his feet. A Scarlet Scimitar, the concrete manifestation of Thyrus' anger, materialised in the air and streaked towards Balthasar. The Scimitar was met in mid-flight by a Burnished Gauntlet, similarly conjured, and the two spells cancelled each other out in a flash.

Next Balthasar fought back and a Golden Cage imprisoned the red wizard. Thyrus felt mocked by the refusal of his opponent to use offensive spells and a ray of intense heat erupted from his outstretched hand. The fiery energy carved a great hole in the cage and hurtled towards the Gold Wizard. Balthasar raised his left gloved hand and the beam was stopped by a shimmering golden shield. Thyrus kept up the pressure and the ray focused to a very thin lance of red energy. Balthasar's shield was growing dimmer under the attack and he obviously could not resist much longer. The right hand of the Gold Wizard rose and glowed for an instant, with no apparent effect.

The Patriarch was triumphant, soon the Challenger would have to surrender or be turned into a pile of charred bones. Then Thyrus suddenly realised that something strange was happening to his legs. He felt a sensation of icy coldness starting to spread up his lower limbs. Thyrus had to interrupt the attack. He looked down. With terror he realised that his body was in the process of turning to gold! How was it possible? He had not been touched, unless... His own heat ray! The ray had established a contact between the two wizards. The cursed Balthasar must have channelled the gold energy along Thyrus' own spell! For a second the Patriarch was in the grasp of sheer panic. Such skill! Such control!

Then his warrior spirit took control once more and he directed all his fiery energies in a desperate attempt to stop the transmutation. He concentrated on the cold feeling of the metal and fought it back with all the fire in his veins. After a difficult struggle, the Patriarch managed to stop the gold energy at his waist. He raised his head again, just in time to see Balthasar now only a few yards from the altar.

With his legs still paralysed, the Patriarch raised his arms and evoked the most powerful defensive spell of his Order. A great Wall of Fire appeared between Balthasar and the altar. The creation stretched from one wall of the vast chamber to the other, and reached the vaulted ceiling. Thyrus directed all his remaining energies to raising its temperature. Soon the barrier was burning white with heat. No living creature could go through without being destroyed. The two wizards had reached a stalemate, it seemed. Thyrus could not move and could not lose his concentration to keep up the Wall. Balthasar was at an arm's length from the Staff and still could not reach it. The Patriarch was thinking hard, he had a very short time to find a solution. Then once more he witnessed the impossible. Was it an arm of solid gold which stretched through the Wall and grasped the staff? The bright light of his spell made it difficult to see clearly.

Then it was all over.

The chamber was filled by a flash of golden light that dazzled the Masters in their shielded alcoves. When they could see again, Balthasar was standing in the centre of the Hall, the Staff firmly in his hands. In front of him was a golden statue, only the eyes and mouth of the Patriarch were still flesh. The calm voice of Balthasar echoed in their minds: "Thyrus Gormann, you forgot that the essence of Metal is in equal parts Stone and Fire. This has caused your defeat. I could take your life now, but the Empire needs your powers against its many enemies, your Order requires your leadership and I would rather have you as a friend. Do you recognise my authority?"

"Aye, you won the duel in a fair fight. You are our Supreme Patriarch now and you will have my respect and my loyalty... until we meet again here in eight years."

"I'll be ready, Gormann," answered Balthasar "I'll be ready."

CHRONICLES OF THE EMPIRE



In the following pages our inquisitive readers will be able to find a description of the many provinces that form the domain of Karl Franz, with their rich cities, impenetrable forests and snow-capped mountain ranges. Fragments of the long and epic history of the Empire are also to be discovered in this section, together with tall tales, epic stories of heroes and monsters, and erudite notes on important landmarks of this vast nation, such as the fabled Colleges of Magic in Altdorf.



THE POLITICS OF THE EMPIRE

THE TIME OF SIGMAR

Today the Empire is the strongest, wealthiest and most famous of the realms in the Old World, but it was not always so. In a time before the Empire, before the taming of the land, the tribes of Men survived in the wilderness. They fought against Orcs, Goblins and Beastmen, and against each other.

Then the passing of a great twin-tailed comet heralded the birth of the first and greatest of the rulers of Men: Sigmar, later to be called 'the Heldenhammer', or the 'Hammer of the Goblins' in the many legends about his life.

The Unberogens, the tribe that followed Sigmar, are the most renowned in the legends. Under the leadership of Sigmar, the Unberogens defeated the human tribes who opposed them. Sigmar unified the scattered tribes through war, cunning and diplomacy. He was a great warrior and a charismatic leader, but above all, he had a vision: a land ruled by Men which was free of Orcs and Goblins, governed by fair laws and protected by a strong army. In Dwarfs he found staunch allies who armed and equipped his warriors with steel weapons and armour, recognising the need of support in their never-ending war against Orcs.

The Teutogens were their main human competitors in war, and these fought long and hard against the Unberogens, until finally acknowledging their rule when their chief was defeated in single combat by Sigmar. Though the Unberogens and Teutogens were the greatest of the tribes, the legends mention many others as well: Thuringians, axe wielding men of the mountains, Cherusens, the master hunters, and Merogens with their long spears which were said to be the terror of Orc warriors.

All in all, twelve great tribes followed Sigmar as he waged war to free the lands between the mountains and sea from the grip of the Orcs and other evil creatures. With his Dwarf allies, Sigmar utterly crushed the massed armies of the Orcs in the Battle of Blackfire Pass, inflicting on them the greatest defeat of all time.

After the battle, when Sigmar stood victorious, he divided his newly founded Empire between the twelve tribal chiefs who commanded his warriors in battle. Their holdings would become the provinces of the Empire and, in due time, their rulers would be known as Elector Counts.

THE DIVISION OF THE EMPIRE

Though the Empire is often referred to as a single nation, this is not really the case. This great kingdom of Men is not as unified as it would first appear to some. In fact, the Empire is a group of individual and independent states, joined together by ties of culture, language and

common interests. Today, in the time of Emperor Karl Franz, these states are of two kinds: city states and provinces. Originally only the provinces held political power, but over the years larger cities have grown in importance and become self-governing.

The provinces are based upon the ancient tribal homelands whose people were ruled by their own chieftains, who became Counts during the reign of Sigmar. Some of the provinces are now lost to war, hunger or plague, while others have been renamed or changed their shape. In addition, old rivalries and hatreds have caused many civil wars within the borders of the Empire, further fragmenting the land's unity. Thus several provinces of old no longer exist.

The cursed province of Sylvania, for example, long haunted by the dread Vampire Counts, was once of great importance, but is now a backward rural area ruled by the Count of Stirland and shunned by all sane folk. Sollard is no more than memory now, for it never recovered from the destruction wrought by the Orc Warlord, Gorbard Ironclaw.

Marienburg was once part of the Empire, but gained independence through a massive transfer of gold into the Imperial coffers during the reign of Boris Goldgather. Any subsequent attempts to subdue Marienburg and bring it back within the rule of the Empire have failed, and today Marienburg remains a fiercely independent city where the Count of Norland, nominally the ruler of Marienburg, is forbidden to return under pain of death.

THE IMPERIAL ELECTORS

The Counts are hereditary rulers whose families have long held the position of an Imperial Elector. Over the centuries, the title of Count has passed from family to family as old dynasties withered away, intermarried or perished in battle.

With the death of the Emperor, the Counts gather to choose one of their own number as successor. Hence, in addition to being Counts, they are also Electors of the new Emperor and for this reason their full title is more properly Elector Counts. Though all Counts of the Empire are Electors, there are others who have gained the right to vote through politics, bribery and religious influence.

The powerful cults of Sigmar and Ulric, the old god of wolves and winter, can both cast their vote and influence which Count will become the Emperor. Curiously, even the Elder of the Mootland, the leader of the Halflings, has earned the right to vote in the election, due to the Halflings' contribution to Imperial cuisine! However, the current Elder of the Mootland, Hisme Stoutheart, is more interested in the timing of his next meal than political intrigues.

THE RUNEFANGS

After the bloody Battle of Blackfire Pass, where the power of the Orcs was broken for a thousand years, King Kurgan Ironbeard showed his gratitude to Sigmar by

presenting a gift of magic to the newly fledged Empire. A Dwarf will always repay a favour (just as he will never forget a grudge), and Sigmar's warriors had been instrumental in the defeat of the greenskin hordes. Thus the King set to work Alaric the Mad, greatest of the living Runesmiths, ordering him to make twelve great runeswords, one for each of the mighty chieftains of Men who commanded Sigmar's armies.

It is the Lore of Runes which entraps and binds the Winds of Magic into the metal and makes the Dwarfs unrivalled smiths, whose magical weapons, armour and talismans are prized even above the works of the great Elven smiths. Only the Dwarfs know the true secrets of the Runecraft, and they guard their knowledge jealously. Now this skill was harnessed to make blades of unsurpassed power for Sigmar's generals.

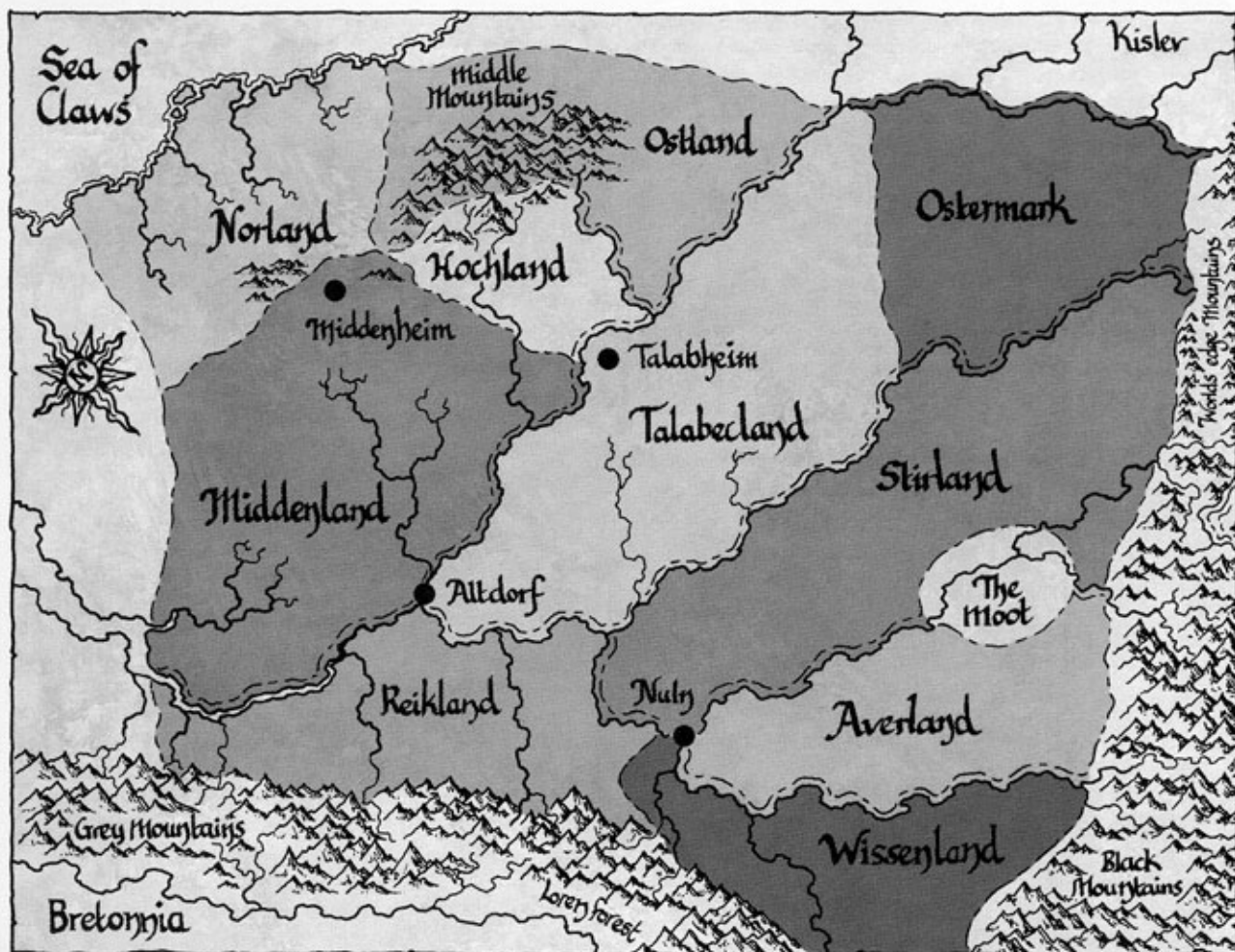
For many years Alaric toiled, and his beard grew long. Many years even for a Dwarf, and more than a lifetime for a Man. When Alaric finally emerged from his secret forges beneath the mountains, Sigmar had long since passed eastward to whatever fate overtook him, and the chieftains who fought for him in the beginning were long dead.

The Runefangs were presented to the ruling Emperor Heydrich, who divided them between the Elector

Counts. Each blade was a mighty weapon in its own right, making the wielder all but invincible on the battlefield. It also became a symbol of the authority and prestige of the Elector Count who wielded it.

Many years have passed and the Empire has fought many wars and withstood countless invasions, but the Runefangs have survived through the ages. Ten are in the hands of the Elector Counts themselves, while the Runefangs of Solland and Drakwald now rest in the Imperial armoury of Altdorf, brought forth only during times of strife and war.

Many times in the past Runefangs have been lost to the enemy, only to be later recovered. The most famous of these tales is the legend of the Solland Sword. It was taken by Gorbard Ironclaw, the greatest of all Orc warlords ever to tread the soil of the Old World. The ravages of this dreaded greenskinned despot devastated Solland to such an extent that it has never recovered. The Count of Solland was slain by Gorbard and the Runefang taken from his corpse. It was only after many years that an expedition of Dwarfs and Men recovered the revered blade from a Chimera's lair beneath the mountains of the Worlds Edge. Today the Runefangs remain as they always have been: symbols of the glory of the Empire and magical weapons of terrifying power.



Some GREAT EVENTS In The HISTORY of OUR EMPIRE

A TRUE HISTORY OF THE LAND OF SIGMAR FROM ANCIENT TIMES FOR THE INSTRUCTION OF THE YOUNG AND ENQUIRING OF MIND. COMPILED BY REIKHARD OF GOTHAM, SCRIBE AND SCHOLAR. ALL WORKS UNDERTAKEN MOST REASONABLY. WRITS AND CURSES A SPECIALITY.

As all men know full well, the LORD SIGMAR was born in most ancient times to the warlike tribe which was called the Unberogen. Now no one knoweth the year of Sigmar's birth, but only that his coming was foretold by the appearance in the night sky of the great twin-tailed comet which is his badge and sign.

Whilst yet a youth of fifteen summers SIGMAR DID RESCUE THE DWARF KING KURGAN IRONBEARD from the clutches of evil greenskins. For this valiant deed Kurgan gifted Sigmar with the Wondrous Hammer called Ghal Maraz, which means Splitter of Skulls in the secret tongue of the Dwarfs. Many tales there are of the deeds of Sigmar in his youth. By this one deed alone was the great bond of friendship forged between Men and the race of Dwarfs.

In time, SIGMAR DID WIN SOVEREIGNTY OVER ALL THE TRIBES OF MEN that lived between the Worlds Edge Mountains and the sea and this he did by strength of arms and by the fairness and justice of his reign. In many battles did Sigmar lead his armies to war against the greenskins that did infest the lands. Beside him fought the King of the Dwarfs, for great was the friendship between them and greater still their strength at arms.

At the place known as Black Fire Pass, Sigmar and Kurgan and the hosts of Men and Dwarfs did battle against the greenskins and overthrew them and made the lands safe for habitation. Afterwards, SIGMAR WAS CROWNED EMPEROR by the High Priest of Ulric and the years of Imperial reckoning began. And that was twenty five hundred and two years before the accession of our beloved Emperor Karl Franz of Altdorf.

It is said that Sigmar did rule for two score and ten years. The lands prospered as never before and for the first time Men learned the arts of building in stone from the Dwarfs. The lands were bountiful and all evils were banished from the sight of Men. Then Sigmar rose from his throne and laid aside his crown and rode into the east and was not seen again. And the Counts did elect from their number a new lord to rule them in his stead and such has been the habit to this day in the land that is yet called the Land of Sigmar.

But Men did not forget the Lord Sigmar and many prayed to him and erected statues to his memory and, it is said, those statues did work many miracles and marvels in his name. In the year 73, reckoned from Sigmar's coronation, JOHAN HELSTRUM DID PUT ON THE MANTLE OF THE TEMPLE OF SIGMAR AND BECAME HIS FIRST PRIEST. From that is reckoned the line of Grand Theonists who speak for Sigmar and his temple even unto this very day.

Little is there to be said of the centuries that followed, for the lands were swallowed in darkness, and from that time comes little but the tales of Sigmar themselves, written and rewritten by the noble breed of scribes upon whose keen observation, wit and intelligence the history of Man rests as does so much else. As I have said often unto many young princes, though they listen not and do gesture most rudely behind my back, though they think I know not.

Yet it is recorded that IN THE YEAR IIII THE BLACK PLAGUE DID DESCEND UPON THE LAND OF SIGMAR and for four years were the lands cursed so that nine men in every ten did perish in ways most gruesomely described in 'Ye True and Grisly Account of the Great Plague' written most accurately by my good self with numerous woodcuts of the most explicit nature by Johann Weiss and published by ye Altdorf Press at the modest sum of three pennies. Many do say that vile rat-like monsters did roam the lands visiting cruel and perverse tortures upon innocent folk - yet I give away the plot of a most excellent and instructional book.

'Tis said that not all evil can be ill, and so it was, FOR IN THE YEAR III5 THE CONTAGION CARRIED AWAY THE MOST LOATHED EMPEROR BORIS GOLDCATHER, of whose misdeeds and meanness there are many tales and stories such as are told to children to frighten them sorely. After his death none did wear the crown of Sigmar until the year II24, when it is said that MANDRED RATCATCHER DID DRIVE OUT THE MANY VILE MUTANTS AND SCABROUS CREATURES, FOR WHICH DEEDS HIS FELLOW COUNTS DID PRESENT HIM WITH THE CROWN.

Mandred did reign in the land of Sigmar for many years until he was most cruelly slain, some say by the very evil creatures he had thought destroyed. Thereafter there was strife in the land and none did wear the crown of Sigmar, though many did claim it for their own.

EVENTUALLY, AND AFTER MANY WARS, THE LANDS OF SIGMAR DID DIVIDE INTO TWO PARTS. There were those Counts who did follow the Ottilian Emperors of Talabecland, the descendants of Empress Ottilia, and there were those who continued to choose an Emperor from their own number, who called themselves the Electorate Emperors. This division can be traced to the time of Empress Ottilia in the years following 1360. There stands yet an ancient and most worn statue of the Empress in the marketplace at Talabheim which depicts her with her consort, the river god Taal, whom the people of that town venerate even above the Lord Sigmar himself, for such is their impudence.

Of those years which we know as THE CRUSADES AGAINST ARABY I will speak but briefly in the sure and certain knowledge that there lies at hand a copy of that most excellent work 'A True and Bloody Account of the Wars Against Arabys', by my own self with woodcuts by the renowned Johann Weiss sparing no gruesome detail in the rendering of events on battlefield, bazaars or harem, published by ye Altdorf Press and a bargain at one shilling only.

In the year 1547 the Count of Middenheim did proclaim himself Emperor in the name of the wolf god Ulric and so began what we students of history call THE AGE OF THREE EMPERORS. What we students also know, if we have been paying attention and not slacking and bickering like some young princes I could mention, though I name them not, is that in the Age of Three Emperors, though there were always three main claimants to the throne of Sigmar, there were oft times many more. So many Emperors there were that indeed there was none and all was anarchy and war. Chief among the war-makers were the rival Emperors of the Electorate, the Ottilians of Talabecland, and the Ulric or Wolf Emperors of Middenheim.

So it was for many years, and the land of Sigmar grew weak and the enemies of Man waxed strong beyond its borders. IN THE YEAR 1707 AN EVIL AND MOST HUGE ORC WARLORD NAMED GORBAD IRONCLAW DID LEAD AN ARMY OF GREENSKINS THROUGH THE BLACK FIRE PASS. The city of Nuln was sacked and Eldred Count of Solland was slain and the land of Solland devastated, and the sword that Sigmar gave his forefather was lost. Then Gorbald led his army north along the Upper Reik and met and defeated the Count of Wissenland at the Battle of Grunberg which lies to the south of Altdorf. Then Gorbald lay siege to Altdorf, and during the siege Sigismund the Electorate Emperor was slain by a great beast, but Altdorf was not taken and the Orcs were driven away.

Alas! Though the land of Sigmar was weak and divided none would give up their claims to the crown. IN THE YEAR 1799 THE ELECTORS CHOSE MAGRITTA OF MARIENBURG AS THEIR NEW EMPRESS. The Grand Theogonist was much vexed by this choice, for he was of the kind much opposed to the raising of women to the throne of Sigmar and he did refuse her the crown, though many said it was not his right but that of the Counts alone. Yet his voice was not without influence, and so each Count went his own way and each was divided from each other. The land of Sigmar was riven by war and rivalry. Many powerful cities did look to their own means for defence in those times, and the merchants and usurers did profit overmuch.

IN THE YEAR 1999 THE TWIN-TAILED COMET OF SIGMAR WAS SEEN AGAIN in the sky above the city of Mordheim which was consumed in fire and by the wrath of Sigmar as a sign of his anger. The city of Mordheim was a place of ghosts and other fell things did dwell therein. Yet the people learned not and turned again to their wickedness.

So it was that a great evil did grow unnoticed in the County of Sylvania: VLAD VON CARSTEIN, the first of the notorious Vampire Counts, whose bloody and most horrific deeds are recounted in such stirring detail in the true account 'A Most Bloody and Heinous Tale of Vampires' by this author and available in broadsheet format from ye Gutterpress at a mere groat.

Wherein the dead do rise from their tombs, and zombies do walk in the night, and mighty spells of evil are woven and blood is drunk from the white throats of maidens, all rendered in unrivalled descriptive detail. All this did happen in the year 2010, yet who knows what lurks behind the arras yet!

In the year 2145 Manfred Von Carstein, the last of the Vampire Counts of Sylvania, was destroyed at THE BATTLE OF HEL FEN and the world was rid of a great evil. Much fictitious and fanciful works have been written that imply otherwise, in the most part by authors of an inferior talent and little regard for ye facts. Believe them not!

In the year 2302 much disturbance there was of the atmosphere and in Gloenuck A FULL-GROWN PIG WAS BORN THAT WORE A CROWN ABOUT ITS HEAD AND HAD EIGHT LEGS AND GREAT IRON FANGS LIKE SWORDS. In the Reikland there was a mighty pox of boils, and blood was seen to drip from the statues in the temple of Sigmar, or so it is recorded. All this was but the herald of a great evil in the north and soon the Dark Gods did unleash their minions upon the lands of Men and the GREAT WAR AGAINST CHAOS did begin. Daemons did cavort in the lands of the north and the world was changed as they passed. They did cross the River Lynsk, which did turn to stinking pus, and then they did destroy the city of Praag in its entirety.

There was much outrage in the Empire at that time, though there was no Emperor to lead them, the gallant folk of Sigmar did rise and march to the north. Their leader was MAGNUS OF NULN, A GREAT SCHOLAR AND STUDENT OF RELIGION, who was called Magnus the Pious. Few today save the educated read his treatise 'On the Hundred Names of Evil' and his famous speeches 'The Overthrow of Chaos' and 'Sigmar's People', yet all might be had in abridged form by this very author under the title 'Ye Deeds of ye Emperor Magnus', with many artful woodcuts of daemons and fell beasts by Johann Weiss. This at a mere six pence from the Altdorf Press is unmatched value for the serious student of history.

At the BATTLE OF THE GATES OF KISLEV, Magnus and the Men of the Empire, in company with the Tzar of Kislev and a mighty force of Dwarfs, did meet and defeat a horde of daemons and such mortals and beasts as follow the Dark Gods. Their names can be mentioned not in this instruction, written as it is for the general consumption, yet they may be learned by those of an inquisitive mind and their natures may be understood by the intelligent and strong of will.

IN THE YEAR 2304, MAGNUS THE PIOUS WAS ELECTED EMPEROR and built his court in the city of Nuln and his badge was that of the Griffon. He was the first to reign as sole Emperor for more than a thousand years, which does truly show that the power of the quill is mightier than that of the sword. In his time the Empire was made whole again and the cities were rebuilt and many were the wondrous works that were accomplished. In truth it was a new age in which Sigmar smiled upon his people, and men of learning were respected everywhere and raised to high office. How unlike our own times when men of worth must scratch a living at the feet of ignorant young princes who attend not to their lessons with due rigour.

The land of Sigmar did prosper well for many years until in the year 2429 the Burgomeisters of the city of Marienburg, ever a den of vice and avarice, did by bribery purchase the independence of the city from the feeble minded Emperor Dieter IV. Such was the scandal that Dieter was deposed afterwards in favour of the most noble prince of his age. This was Wilhelm, Prince of Altdorf, ancestor of our most beloved EMPEROR KARL FRANZ whose wit, native intelligence, discernment and generous patronage are as marked today as was that of Wilhelm in his own.

Praise be that in the year 2502 the Prince of Altdorf, HIS IMPERIAL HIGHNESS KARL FRANZ, WAS ELECTED TO THE THRONE OF SIGMAR to rule over us. May Sigmar grant him long life, strength and the favour of his people.



THE COLLEGES OF MAGIC

In former times the people of the Empire had little to do with magic, believing all sorcery to be inherently evil. The Priests of Sigmar taught that magic was the stuff of Chaos, responsible for the existence of mutants and the source of all the world's ills. So it was that for many hundreds of years wizards and witches were sought out and burned, and many innocents were slain in this way as well as many genuine practitioners of the secret arts. In the countryside it was still possible to find local herbalists, fortune-tellers and such kinds of primitive magicians as thrive upon superstition and ignorance. Yet even these folk were not safe from the zealots amongst them, and many found themselves driven from village to village, or tortured and burned by the Witch Hunters.

Those educated men who studied the lore of magic and the dark gods did so in great secrecy. These were likely to be rich and powerful men who hoped to gain by the powers of darkness some advantage in business, politics, or war. So it was that in every city there grew up covens whose members practised the debased rites of sorcery in hidden places at the dead of night.

Such things changed a great deal in the time of the Great War against Chaos, which began more than two hundred years ago. During that terrible war the dark gods rose in the north and cast their minions upon the world, engulfing the lands of the Kislevites. So great was the threat to all the world that the free peoples made common cause to fight the armies of Chaos and for the first time Men, Elves, and Dwarfs lent their efforts to overthrow the dark enemy. At this time the renowned Elven Sorcerer Teclis travelled to the Old World at the request of Magnus the Pious. There he and his companions fought side by side with the armies of Men and Dwarfs and the courage and might of the Elves did much to win the trust of Magnus.

One of Teclis' deeds was to find such low sorcerers and hedge wizards as existed in the Empire and teach them a few rudimentary spells of fire, lightning bolts, and thunderous noises, which they employed against the minions of Chaos. Many Witch Hunters were aghast that Sigmar's folk should embrace the secret arts, but the wise council and undoubted learning of Teclis won over the majority. Soon, the new breed of wizards were hailed as saviours of the Empire alongside Magnus the Pious himself, who became Emperor of all the land of Sigmar.

THE CREATION OF THE COLLEGES

Upon his ascension to the throne Magnus asked Teclis to help him create an institution whereby wizards might be properly trained. At first Teclis' companions advised the great mage against such a course, claiming that the secret sorceries of the Elves were not meant for Mankind. But Teclis realised that the safety of the whole world rested upon the Men of the Empire, the strongest of the realms of the Old World, and so he agreed to Magnus' request. Following this, the Colleges of Magic were established in the city of Altdorf under the protection of the Prince of that city, and Teclis taught the first Masters and laid down the laws by which they were to study before he returned to the Elven kingdoms of Ulthuan.

Teclis taught how all magic was derived from Chaos and was inevitably tainted by it, but could be controlled and purified by a trained practitioner. Men learned how the raw power of magic blew from the northern realms of Chaos in the form of eight sorcerous winds that represented unique types of magic. For this reason, the sign of all magic is the symbol of Chaos itself – the eight-pointed star. For each wind Teclis founded a separate school of magic and taught its first Masters. He judged the mind of Man inadequate to the mastery of all the eight Winds of Chaos but, with care and study, he believed that humans were able to contain the power of one of them.

Thus today there are eight Colleges, each of which forms the headquarters of one of the Orders of Magic in the Empire. Each has its own Masters, and the sorcery of each is different and distinct from the others, yet all are aspects of that great and potent source of magic that is Chaos itself.

THE EIGHT ORDERS

There are eight Colleges each of which is home to one of the eight Orders of Wizards of the Empire as follows: the

Light Order, the Golden Order, the Jade Order, the Celestial Order, the Grey Order, the Amethyst Order, the Bright Order and the Amber Order.





THE LIGHT ORDER

The wizards of the Light Order are sometimes known as the White Wizards or Hierophants. Their especial study is knowledge and for this reason they are also called the Order of the Wise. The Lore of Light lies under the province of the First Lore of Magic, which is called the Wind of Hysh. The symbols of the First Lore are many, and the most important is the Serpent of Light. There are many other arcane symbols to be seen in the mystical pictures and statues in the College of Light of which the Tree of Learning, the Tower of Isolation, the Candle and the Pillar of Wisdom are the most common. The colour of the robes of the Order is white, and a serpentine staff is often carried.

The magical energies of Hysh are the most effusive of all kinds of magic and quickly penetrate solid things and soak away even into the very rocks that lie beneath the ground. For this reason, the spells that bind the Wind of Hysh are especially elaborate and ritualistic and Light Magic is reckoned the most difficult of all to master. Because of this there are many acolytes and lowly wizards whose duties are to keep up the chorus of incantations and various spells of purity which are sung constantly night and day each day of the year. They must also ensure that the thousands of candles and lamps are kept ever alight, that the incense burners are full of their pungent offerings, and that the proper chimes and bells are all struck at the appointed ritual hours.

The magic of the Order has many potent applications and is most renowned for its powers of healing and protection. Yet the Order also has mastery of light and brightness to a fearsome degree and wizards can cast blinding lights of great power that can burn and consume. The Wizards of the Order of Light are reckoned the wisest of Men and rulers often seek their counsel from distant lands.

The principle building of the College of Light lies at a mystic conjunction within the bounds of the city of Altdorf, yet, like many of the magical colleges, its whereabouts goes largely unrecognised by those around. Thanks to its clever positioning upon lines of arcane convergence, an ordinary mortal will never chance upon it. It exists within a secret space within a space, a plot of land parallel to but separate from the mundane world.

To those who do discover its whereabouts, the building presents an aspect unlike any other in Altdorf or, indeed, the Old World. The College forms a gigantic pyramid whose shape retains and concentrates the power of the Wind of Hysh. Within its walls, hundreds of minor wizards maintain the ritual incantations that go on eternally, so that the entire building hums and drones with radiant arcane power. Because of the high levels of Hysh energy, the stone walls appear translucent and the thousands of lights that burn within make the whole pyramid glow with light. It is an awesome and strange sight indeed and one that few of Altdorf's inhabitants would imagine lies within their city.

In the depths of the College, beneath the pyramid, and protected by many twisting tunnels, traps and magical fields, lies the greatest magical treasure house in the

Old World. This was created by the Elven mage Teclis as a repository and prison for many of the sorcerous objects and creatures of power captured during the Great War against Chaos. The Guardians of the Light Order, an arcane society to which only the most powerful and wise of the Light Order belong, keep these evils from the world.

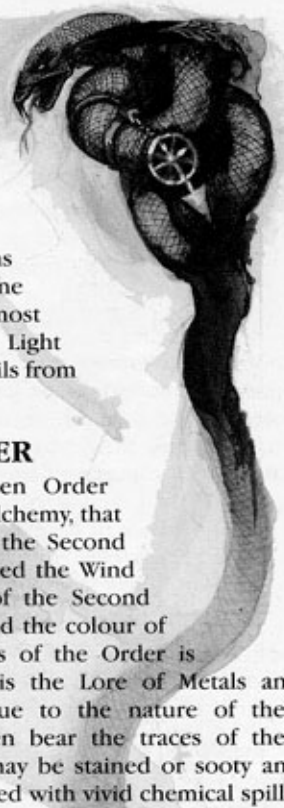
THE GOLDEN ORDER

The Wizards of the Golden Order study the Lore of Metal, or Alchemy, that lies under the province of the Second Lore of Magic, which is called the Wind of Chamom. The symbol of the Second Lore is the soaring eagle and the colour of the robes worn by wizards of the Order is yellow. The Second Lore is the Lore of Metals and alchemical change and, due to the nature of their studies, Gold Wizards often bear the traces of their experiments. Their robes may be stained or sooty and their beards singed or marked with vivid chemical spills.

The magical energy of the Wind of Chamom is heavy and very dense. It is attracted to metal as metal itself is attracted to a magnet, except that it is most attracted to the heaviest of elements and most especially to gold. It is said that this alone accounts for the almost sorcerous effect that gold exerts upon even the most intelligent races, inciting greed, violence, and sometimes even war.

The Wizards of the Golden Order are the most accomplished alchemists of all Men in the Old World. They practise the transmutation of metals as well as spells of forging and runic inscription. In this last mentioned they are far inferior to Dwarf Runesmiths, but they are less affected by the maddening power of gold that metal has over Dwarfkind and so have the mastery of many spells which no Dwarf would dare learn. Though much of their magic is of this nature, Gold Wizards are able to conjure molten metals which scorch and consume and they can also cast spells to corrode and weaken iron in the blink of an eye.

The buildings of the Golden Order are like no other. They are neither rich nor ostentatious but are more along the lines of a great forge with many furnaces and tall chimneys that belch multi-coloured glowing smoke into the air. It is much to the relief of the citizens of Altdorf that this College lies not near the centre of the city but upon its edge by the River Reik, whose waters cool the forges and which periodically run with fantastical colours following some great experiment. Unlike many of the Colleges of Magic, that of the Golden College is not hidden from view, but few go near it owing to the evil smells and thick smoke which surround it and to which the Gold Wizards themselves appear impervious.





THE JADE ORDER

The Wizards of the Jade Order study the Lore of Life that lies under the province of the Third Lore of Magic, which is called the Wind of Ghyran. The symbol of the Third Order is the Coil of Life and the colour of the robes worn by wizards of the Order is green. In addition to the Coil of Life, which may be recognised as a spiral, these wizards also show such symbols as the triskele and the oak leaf, and they often go about barefoot so that they can feel the Wind of Ghyran upon their feet. Each wizard carries a sickle, small or large, which is the badge of attainment amongst his kind.

The magical energies of Ghyran precipitate like rain upon the earth, forming pools and eddies which only those attuned to the sight of magic can see. These magical pools flow into natural watercourses and, for this reason, the power of Ghyran is closely bound up with water and thence with vegetation and living things. When the winds of Chaos blow most strongly it is said that the very streets become awash with the power of magic flowing like streams, yet of this the common man sees and suspects nothing.

Jade Wizards are, of all wizards, the most attuned to nature and the least likely to be found within the confines of cities. They love nature and living things, for their studies teach them about the harmony of nature and the balance between all living things. Because they are so closely tied to the power of nature their own powers tend to wax and wane with the seasons, being vigorous in spring, most powerful in the summer, waning over the fall to become weakest over winter.

Jade Wizards have power over nature and can cast spells, which cause thorns and briars to spring out of the earth, woods to appear, or mighty winds to suddenly bowl over their enemies. At his command a Jade Wizard can bring rain out of a cloudless sky or cause the very rocks of the earth to fly into the air.



The Jade College is the centre of the Order, but few wizards abide there, and even those who would learn the Lore of Life are likely to do so under the stars. Throughout the Empire there are hidden forest groves where the Jade Wizards conduct their rituals and keep many of their secret treasures. These take the form of circles of stone and often lie at the confluence of three streams, for such places are powerful in the magical lore of Ghyran. Within the city of Altdorf itself, the College takes the form of a walled enclosure, plain and unimposing to the outside world, yet hidden within is a living College of trees whose boughs form the beams and pillars of mighty halls. Amongst the glades of this hidden world are numerous pools and streams where running water pours into a wondrous silver lake.

THE GREY ORDER

The Wizards of the Grey Order study the Lore of Shadow that lies under the province of the Fifth Lore of Magic, which is called the Wind of Ulgu. The symbol of the Fifth Lore is the Sword of Judgement and the colour of the robes worn by wizards of the Order is grey. True to their Order's symbol they usually carry swords, though often concealed beneath their robes. Of all the Orders of wizards they are the most secretive and least easily recognised, and are not widely trusted or liked by common folk, who believe them to be sinister and scheming. For this reason they are sometimes called Trickster Wizards in scorn, though they call themselves the Grey Guardians.

The magical energies of Ulgu boil across the ground like a shifting mist, visible to those attuned to magic, evoking only a sense of mistrust and concealment to ordinary folk. It is most affected by the mortal winds, which blow across the earth and it rears into mighty clouds beneath the influence of storms and gales. Yet it is at its most potent in the still, dank, and threatening fogs and mists that bring a chill to the air and hide everything in a cloak of shadow.

Grey Wizards are wanderers by nature whose journeys, often undertaken in darkness, always seem to imply some great or sinister purpose. Yet they do not talk easily of their deeds, or of other matters much, for they are aware of the distrust of their fellow men and prefer to remain inconspicuous. Their powers, though considerable, do not lend themselves well to the favour of ordinary folk, being bound up in spells of concealment, illusion, and death by a number of sinister and unseen ways.

The Grey College itself is a worn and shabby stone building ill-positioned in the back alleys of Altdorf's poorest and most disreputable district. Even the town watch prefer to keep out of this area, and no honest citizen would ordinarily risk entering such a den of rogues and cut-throats. The building is not large and its appearance is in no way dissimilar to those beside it. Grey Wizards come and go by any number of secret entrances situated in the surrounding streets, and it is suggested that a network of tunnels extend beneath the building and throughout the city. What goes on within its crumbling halls is anyone's guess.



THE CELESTIAL ORDER

The Wizards of the Celestial Order study the Lore of the Heavens, or Astromancy, that lies under the province of the Fourth Lore of Magic which is known as the Wind of Azyr. The symbol of the Fourth Lore is the Comet of Power and the colour of the robes worn by wizards of the Order is blue. As well as the comet, which is their special symbol, they employ such heavenly signs as stars and crescent moons by which they might easily be recognised by even the most ignorant of men.

The magical energies of Azyr are light and insubstantial and quickly dissipate into the upper portion of the heavens where they form a backdrop of drifting blue cloud. This layer is visible to wizards and creatures with magical insight but, like all the Winds of Magic, invisible to ordinary folk. This layer of cloud is said to distort the light of celestial bodies such as the stars, moons, and planets in different ways. As the Winds of Chaos blow from immaterial realms where time has no meaning, it is possible for a Celestial Wizard to predict important events by the manner in which celestial bodies are distorted by the drifting cloud layer.

Celestial Wizards spend much energy gazing into the night skies and plotting the movements of astral bodies on transchronological charts, the complexity of which is baffling to the uninitiated. To this end they are expert in the use and manufacture of precise instruments of calculation such as astrolabes and telescopes. By such means they can foretell of danger and disaster, and so the advice of the Celestial Order is valued above that of all others in times of war or hardship.

Celestial Wizards have some ability to shift the fate of Men by manipulating the course of the Winds of Magic. They can also command the powers of the heavens to call down lightning, thunderbolts, and comets upon the heads of their enemies. For this reason, Celestial Wizards are often sought out as fortune tellers and augers, but they are equally respected for the awesome powers that lie at their disposal.

The buildings of the Celestial College lie close to the centre of Altdorf, guarded from the curiosity of passers-by by many cunning spells of concealment. As a result, few know that they pass the College's doors each day, and few maps show the true extent of the College, whilst many do not show it at all. It may come as a surprise to many, therefore, to discover that the towers of the Celestial College are the tallest of all buildings in the city, overlooking the Temples of Sigmar and rising far above the Palace of the Princes of Altdorf. There are sixteen of these tall, elegant towers, which is four times four, four being the number of Azyr in the lore of sorcery. Each tower is topped by a glass dome from which the Wizards of the Celestial Order observe the night sky.

THE AMETHYST ORDER

The Wizards of the Amethyst Order study the Lore of Death, that some call Necromancy or Spirit Lore. This Lore lies under the province of the Sixth Lore of Magic,

which is called the Wind of Shyish. The symbol of the Sixth Lore is the scythe and the colour of the robes worn by wizards of the Order is purple. Wizards of this order often carry a scythe by way of a staff, and in this they may be easily recognised. As well as this symbol of their Order, they also favour designs of skulls and bones, the hourglass, and the thorned rose, by which images all people in the Empire recognise the symbols of the grave.

The magical energies of Shyish are the most difficult to see of all the Winds of Magic. They blow through past, present and future, weaving through the time stream, following the undetectable currents of fate. Many say that the Wind of Shyish blows strongly where death lies most heavily, that its energies are drawn to death and that doom follows in its wake. It blows over battlefields and mortuaries, it clings around charnel pits and graveyards, and falls over the gibbet like a shadow.

Wizards of the Amethyst Order are shunned by the folk of Altdorf and there is reason to see why. Yet even so there are many who secretly crave contact with the spirit world, with departed loved ones, and with those dead whose secrets they wish to learn. The Wizards of the Amethyst Order can contact the spirit world and the dead can speak through them, for they have mastery over spirits of all kinds both benign and otherwise. It is said that they can also cause the dead to rise from their tombs and have the power to bend the dead to their will.

As the Wizards of the Amethyst Order have power over the dead so they also have the power to deal death. It is said that a wizard can steal the soul of his enemy or suck his life from him leaving nought but a husk. They can cast a wind of death that dries and destroys flesh, or envelop their foes in a shroud of despair. Such tricks are as nothing compared to the nightmarish sorceries of the Undead, yet they are of a similar nature, and the Amethyst Wizards will be forever tainted by their association with the powers of darkness.

The College building of the Amethyst Order is dark and sepulchral, shuttered against the light and dimly illuminated even at the dead of night. Its crooked towers are the abode of bats and its cellars crawl with verminous creatures. The building overlooks the fabled haunted cemetery of Old Altdorf where thousands were hastily interred after the devastation of the Red Plague. Within its silent halls, the dust lies thick where it is dragged by the Winds of Shyish from all the ages, bringing with it the stench of eternal decay. Though the citizens of Altdorf are fully aware of where it is, none trouble the Wizards of the Amethyst Order.

THE BRIGHT ORDER

The Wizards of the Bright Order study the Lore of Fire or Pyromancy, that lies under the province of the Seventh Lore of Magic, which is called the Wind of Aqshy. The symbol of the Seventh Lore is the Key of Secrets and the colour of the robes worn by wizards of the Order is red or orange. The Key of Secrets represents the unlocking of hidden knowledge, and wizards of the College may carry keys as a sign of their authority. The Masters of the College have, as part of their ceremonial regalia, a bunch of seven keys of differing metals. Other symbols associated with the pyromancers are the flame and the burning torch. Wizards of this Order are often ruddy of skin and some have hair that is red and wild that betrays their fiery nature. Wizards skilled in the pyromantic arts wear red tattoos upon their arms and faces. These are said to writhe and change form to make the spells of fire.

The magical energies of Aqshy are like a hot dry wind; it gutters like flame in the breeze and runs wild over hot sands and sun-baked fields. It is powerful where there is flame and fire, and is whipped into a frenzy as it swirls over the volcanoes of the Worlds Edge Mountains. All flame becomes a vortex for Aqshy magic and the rites of the Bright College are rites of fire. By means of their powers, the Bright Wizards control both magic and flame, and theirs is one of the most spectacular and impressive of all sorceries.

Bright Wizards are held above all others when it comes to battle. They know many spells of destruction, and their ability to cast flames and fiery blasts is a very visible reminder of their great power. A Bright Wizard can wield flame like a sword and he can raise a curtain of fire to confound his enemies. Such powers are highly visible and very destructive, and few ordinary folk would wish to seek the assistance of a Bright Wizard in any trivial matter. The powers of the pyromancers are not well suited to subtle tasks, and where they bend their powers, ruin and destruction is sure to follow, whatever is intended.

The College of the Bright Wizards lies behind a barrier of magic that makes it invisible to ordinary folk of Altdorf. It is sometimes said to appear in the heat of summer, as a shimmering haze or mirage, glittering above the city. But ordinarily its buildings appear only as dark and splintered ruins surrounded by an ancient fire-blackened plaza. It is commonly supposed that a warren of streets stood there before fire consumed part of the city, leaving the College intact in a sea of ruin. Afterwards the Bright Wizards cast their spell of concealment, but even so none of Altdorf's inhabitants have deemed it

wise to build too closely to the headquarters of the Bright Order. Were that spell to be removed it would be possible to see the spectacular fire-topped towers that rise from the College, not as tall as those of the Celestial College, but infinitely more awesome. Behind its barrier of sorcery it is always dark, with not even the light of stars to illuminate the towers of the College. Instead the towers are topped by a gigantic beacon that burns both day and night, casting an eerie red glow over the entire College and illuminating the sorcerous inner realm that is the Bright College.

THE AMBER ORDER

The Wizards of the Amber Order study the Lore of Beasts that lies under the province of the Eighth Lore of Magic, called the Wind of Ghur. The symbol of the Eighth Lore is the Arrow and the colour of the robes worn by the wizards of the Order is brown. The members of this, the last and wildest of all the Orders of wizards, can be easily recognised by their savage appearance. As well as the arrow, which is the sign of the hunter and woodsman, they wear talismans of teeth, claw and feather, and carry charms of herbs in small leather pouches that hang about their necks. Their clothes are often those of the wild woods rather than those of other wizards and they are grizzled and weatherworn in appearance and often carry bows. They are called Shamans by some and Brown Wizards by others.

The magical energies of Ghur are those of beasts and wild places most inimicable to man. It is a sharp wind that is like a claw or tooth. It is said to be a merciless and inhuman magic that cares little for the ways of Mankind and other civilised creatures. It resides most strongly in the minds of wild animals, and to learn the ways of the Amber Order is to open one's mind to the raw and savage power of the wild.

It is small wonder then that Amber Wizards are often solitary individuals, preferring the company of wild beasts to that of their fellow men. They avoid human settlements unless they have some pressing need that draws them from their mountains or forests. With wild unkempt hair they often appear more like animals than men and it is commonly supposed that they can change into animals and travel through the eyes of wild creatures and far-travelling birds.

The powers of the Amber Wizards give them control over beasts of all kinds as well as the ability to induce states of bestial terror in others. Amber Wizards have mastery over the savage heart that lies under the cultivation and learning that adorns every human soul and masks its animal nature. They can also assume the powers of great beasts, such as bears, to attack their enemies tossing them aside like autumn leaves.

Of all the Orders of Wizardry, the Amber College is the only one which has no buildings or representation within Altdorf. Instead, the Masters of the Order inhabit a number of caves that lie beyond the city amongst the Amber Hills, which are named after them. These are rocky and wooded, unsuitable for agriculture or other purposes. These refuges are not easily found and visitors are not welcomed. Other similar lairs are said to exist throughout the Empire in the depths of forests and high on mountain tops.



The Battle of Hel Fen. The heroic stand of the Stirland Halberdiers, just before the decisive flank attack by the Knights of the Reiksguard.

The Land of the Empire

These being the most noble and wise words of our beloved Grand Master Breitenhoff, Sigmar protect him, recorded faithfully for the elucidation of the brother Knights of our Order by the humble scribe Melistius.

You have sworn upon your honour and your life to defend the Empire with all the battle skill and guile you can muster. As an individual warrior of our most revered Order I have no doubt that you are a match for any foe. However, upon occasion you will have the honour of commanding an entire army. Even if you do not, your status as a noble Knight of our Order will ensure your consultation in matters of war; and you must be prepared to acquit yourself with honour. Leading an army is a very different skill from individual feats of arms, and upon it rests a far greater burden. Your errors will condemn not just you, but hundreds of your fellows to death, as well as endangering the safety of the Empire itself. It is for this reason that I commit my many years of battle experience to paper, so that you may profit by my scars and live to serve the Empire long and well.

Of our Glorious Empire

There is no realm as powerful nor as just as our most noble Empire. In part, this is due to the rich variety of peoples and land that are united under our worship of Sigmar. However, this variety is also a problem when we consider our preparations for its defence. A good general must know how to dispose his troops in fields or marsh, and when to fight and when he should fall back to give battle on more favourable ground. I have ridden against many different foes, from the foul Beastmen to the vicious Orcs. I have battled the

Knights of Bretonnia and struggled forwards under a rain of arrows loosed by their followers. Treacherous and misguided Chaos lackeys have fallen to my blade, as have the diseased Skaven and most fearsome hosts of the living dead. Even the glimmering armies of the Elves have known my wrath, as have the evil slavers of their dark kin. And how did I best these warriors? Was it my godlike might and battle prowess, my invincible armour or my magical blade? No, it was long study and deliberation. It was knowing when to fight and when to withdraw, when to advance and when to retreat. If you know these things then your armies will be worth twice their numbers and your men will follow you anywhere, because they know that you only ask them to risk their lives when the battle is already half won.

Grand words indeed, but what use have they? Listen closely for what follows is of importance.

Of the Lie of the Land

When the gods fashioned our Empire they formed it like a giant bowl with mountains rising at the brim. Into this they scattered verdant forests and watered them with many rivers flowing down from the heights. In time, Sigmar came and tamed this wild land, felling trees to build villages and making way for fields and pasture. Even so, to this day our land is mainly one of dark forest bounded by crags and peaks.

Of the Clear Pastures and Farmlands

Around every settlement are fields and open lands to graze livestock. In the campaigning season this land sees many a warrior's boot as armies march and counter-march to gain momentary advantage. Most of your battles will be fought over open fields and moors like this, and as your normal training assumes this to be the case, I will not labour upon the subject here.



Of the Bleak Mountains and High Places

To the west lie the Grey Mountains and our border with Bretonnia. To the south the Black Mountains separate us from the petty squabbles of the Border Princes. In the east rise the towering peaks of the Worlds Edge Mountains. Each of these forms part of the borders of the Empire, and so it is that you will frequently be called upon to fight on their slopes and in the few passes that wend their tortuous way between the highest of the peaks. All mountains are cold, dark places to die,



and there are many unpleasant creatures that dwell in them who would help you on your way. Luckily, few of these enemies can send an army through the mountains save at a small number of passes, and these are not the craggy death traps for our men that the mountains themselves are. The most important of these are guarded by great Keeps, such as Helmgart which defends Axe Bite Pass through the Grey Mountains to Bretonnia. In the South, though, many smaller passes pierce the Black Mountains, there is only one that is reliable and can be traversed in all weather: Black Fire Pass is found where the Black Mountains meet the Worlds Edge Mountains and is the site of Sigmar's famous battle against the Orcs. The only other route through the mountains at the Worlds Edge is in the far north and is known as Peak Pass. Between these two the sole means of crossing are the subterranean tunnels carved by the Dwarfs, and these are treacherous in the extreme. Many have been overrun by Goblins, Orcs or other foul creatures and even the Dwarfs have to be wary. Of the Dwarfs themselves, they have made the mountains their home since before the time of Sigmar. When they choose



to venture from their holds to fight it is usually beside us as brothers in battle rather than as foes, though you would do well to keep a civil tongue in your head as they offend easily and are famous for bearing grudges.

Finally we have the cursed Middle Mountains, infested with Beastmen, greenskins, Trolls and other perils. Much of this lies buried under heavy forest and so is even more inhospitable to armies. If you are granted the honour of leading one of the periodic expeditions to clear out this vile nest of evil, I wish you luck. Many have tried and most have not returned. The provinces of Ostland and Hochland border the Middle Mountains and so are most beset by the foes therein. If you fight with these armies expect them to be particularly well-trained and experienced warriors who will not suffer fools at all, let alone gladly. Also, the Dwarfs have either abandoned this place or were never there. Either way you cannot rely on their aid.

Of Grim and Treacherous Forests

Much of the Empire is still forested, though those areas near settlements have mostly been cleared of the worst dangers. Of the rest, there are two of particular note. The first is the Forest of Shadows that adjoins the Middle Mountains and covers much of the province of Ostland. It is a deadly place indeed, and, as a token, Ostland regiments often carry trophies of the Beastmen they have slain there. The second area to be wary of is the Reikwald Forest that straddles the main road between Bretonnia and the Empire. Perhaps because this is so close to our capital it is full of outcasts and brigands who prey on the merchants plying their trade to the west over Axe Bite Pass.





Both of these places are suited to roving bands of evil-doers rather than formed bodies of troops, and for this reason I say be wary of them. The dark forests of the Empire can swallow armies whole, only to spit out their undead husks later. Avoid fighting in them as they are home to no friend and many a foe.

Of Streams, Rivers and Lakes

In full war harness a knight will float as well as any stone, so it is generally wise to avoid fighting on water. In the winter battle at Lake Tura in the far north, the cunning Orc chieftain Azhag the Slaughterer used his stone throwers to smash the ice and send hundreds of brave Kislevite horsemen to their doom. This is a lesson you should learn well.

In general, though you have to worry about the many rivers that flow through the Empire rather than lakes. Glance at any map and you will see. These are often deep and wide, forming excellent trade routes and substantial and time-consuming barriers for armies to cross. This can act to your advantage, but beware of being caught with your forces on the wrong side. The most famed river is the Reik due to its great length, the fact that it flows through Altdorf and its place as the most important trade route in the Empire. It reaches the sea at Marienburg – the most populous city in the Old World as well as its busiest port. Marienburg is not part of the Empire, though once it was, so you should have few dealings with it.

Of Marshlands Cursed and Fetid

There are not many large stretches of marsh left in the Empire, though the Cursed Marshes and the Wasteland to the north of Marienburg occasionally see Empire armies. As you might expect, these places are full of the same manner of cut-throat rogues and mutants that lurk in the worst of the forests.

If you are fool enough to take an army into one of these, your cannons will mire and your baggage train will have to be abandoned. The heavy cavalry of your glorious Knightly Orders will struggle through slowly but be rendered almost impotent by the clinging mud. If you must go in, use as many militia archers as you can find. These lightly equipped troops can navigate the worst quagmires far more easily than your heavy troops and will flush the enemy out of hiding onto a proper battlefield where you can destroy them.

Of the Villages of Honest Peasants

All over the Empire are the villages, hamlets and farmsteads of the common folk. These are often enveloped by battle and a cluster of ramshackle huts can form a useful anchor for one end of your line of battle. The peasants



themselves will flee the field long before the first blow is struck, but the tangle of fences, outhouses and animal pens will slow down any enemy trying to outflank you. However, beware that it will also hamper you should you wish to counter-attack.

Of the Manyfold Towns and Cities

To the west and south the cities are more wealthy and more sturdily built. As you move east and north, stone gives way to wood until you reach our neighbouring land of Kislev in the frozen north where they build even their forts from logs. Do not despise these defences, though they are strange to our eyes. The Kislevites have fought Chaos in all its raw power for many decades now, and they are not without considerable battle skill.

The most important towns in the Empire are Altdorf, our capital, Nuln, Talabheim and Middenheim. As I have already mentioned, Altdorf is on the Reik, and our glorious Emperor holds his court there. This is the centre for the



study of magic as well as all other learning including the arts of war. The Imperial Engineers' School is at Altdorf and these skilled artisans contribute their wisdom to new means of defending the Empire.



To the south and east of Altdorf lies Nuln, most famous for the foundries at the Imperial Gunnery School that produce the best cannons in the Empire. Their armies fight in black uniforms which suits the fact that they are usually smeared in black powder. The city itself is the last point at which the Reik can be bridged with a single span, and the locals see this as a source of pride. Further downstream, Altdorf is built on several islands and you can cross here too, but on many small interconnecting bridges, not one. Elsewhere you will have to use ferries and I have already discussed the problems of fighting on water and having your army on the wrong side of the river.

Talabheim is sometimes known as the Eye of the Forest as it is

to be found in the centre of the Great Forest, south of the Middle Mountains. It lies at the heart of a giant crater and the rim forms a natural defensive wall. This has been reinforced over the years and is all but unbreachable. Inside there is a large area with fields and pasture to feed the population in the unlikely event of a siege. Many traders congregate here on their way between Kislev in the north, and the rest of the Empire to the south.

The last of the great cities is the City of the White Wolf: Middenheim. The worship of Ullric here eclipses that of Sigmar, so they might be considered somewhat suspect. However the most noble and brave Knights of the White Wolf hail



from Middenheim, so they cannot be said to be anything except loyal subjects of the Empire.

There are many smaller cities and towns in the Empire, far too many to name here. They have some similarities and it is those that concern us

now. Nearly all have defensive walls, though whether they are in a usable state of

repair is debatable. Should you be appointed to their defence, you should fight in the fields before the town if you have the strength.

Fighting in the town itself will only destroy what you seek to protect. If you have not the strength to give battle, hide behind the walls and sally

out only if you need to discomfit the enemy and buy time for your allies to send relief.

If you retire behind the walls, your foe will either seek easier prey elsewhere or invest the town, encircling it with earthworks and bombarding you with stones and cannon shot from their war machines. If the enemy breaches the walls, the fighting will become brutal and close. By the ancient tradition of arms, those that resist a siege are given no quarter, and all know this. There are few more murderous actions. Streets become rivers of blood and every square a



marshalling yard of frantic officers desperately rallying their scattered troops. In the end, what remains of the defending army may retire to the keep and attempt to hold out there, thus making a smaller siege within the larger. However, if the siege has already gone this badly it is most likely that the fate of the defenders has already been sealed.

Think well upon these words for you may need them sooner than you think. We live in a time of war and all must look to their battle gear for protection. However, always remember that no matter how sturdy your armour, nor how keen your blade, it is Sigmar alone that is your true protector and guide.



HAMMER OF SIGMAR

Dark heavy clouds hung over the Worlds Edge Mountains, hiding the Black Fire Pass from sight and casting a gloomy grey light on the battlefield. The Empire forces had managed to find the Orc horde and bring it to battle in a narrow gorge where the Old Dwarf road, descending from the pass, reached the rocky foothills. If the Orcs were not stopped there, they would swarm through the plains of Averland.

Kurt Helborg, Reiksmarshall of the Empire, was observing the battlefield from a dominating crag, an expression of intense concern on his battle-scarred face.

"Can you see him?" he asked the Master of the Engineers' Guild, who was searching the tempestuous skies with the help of his telescope.

"Yes," answered the Engineer, "He's heading back, but his griffon is flying in rather a peculiar fashion, I'm afraid it has been wounded..."

Soon it was possible to recognise the shape of the mighty Deathclaw, and its rider, the Emperor Karl Franz himself. The griffon was obviously in a bad condition, its flight painfully irregular.

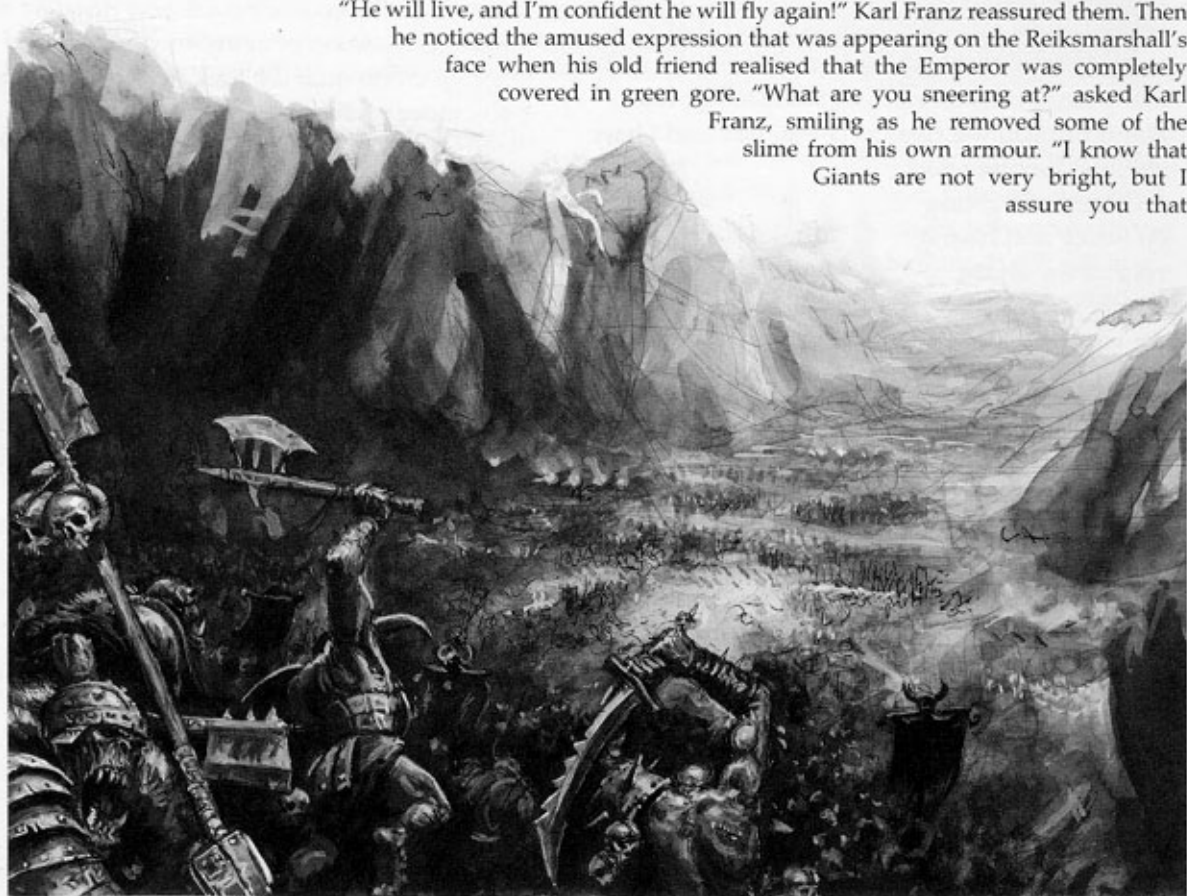
The two high officers and the Reiksguard Knights, who were kept at the base of the crag in reserve, were momentarily ignoring the battle in the gorge below and following with apprehension that little dot in the sky.

The Knights were holding their breath, afraid for the safety of their lord, but the loyal beast, in spite of its serious wounds, eventually made it to the Reiksguard and was welcomed by a triumphal cry. Immediately the Emperor was surrounded by his men. His first worry was to see that the griffon was taken back straight back to Altdorf with one of the baggage wagons, and only then he accepted a flask of ale, mounted his warhorse and spurred it towards the Reiksmarshall at the top of the crag.

As Karl Franz dismounted, the two old officers first asked him about his griffon. "How bad is Deathclaw, Sire?"

"He will live, and I'm confident he will fly again!" Karl Franz reassured them. Then he noticed the amused expression that was appearing on the Reiksmarshall's face when his old friend realised that the Emperor was completely covered in green gore. "What are you sneering at?" asked Karl

Franz, smiling as he removed some of the slime from his own armour. "I know that Giants are not very bright, but I assure you that



they have enough brains for a man to bathe in! At least this one had... Now, what's the situation on the field?"

Kurt Helborg turned serious again and replied, "A stalemate my Lord, the Orcs are trying to push their way out of the gorge, but our infantry is holding its ground. We are outnumbered at least five to one, but as long as we keep them in the gorge they cannot make their numbers count. Furthermore, they're so densely packed they make a perfect target for our artillery, and the guns are causing tremendous casualties."

"But they are Orcs, those things do not fear death... they will keep on coming," murmured the Emperor. Then he added, "Don't you think that their attack is quite unusual? Until now we have seen lots of Goblins and not so many units of Orc warriors: only that Giant presented a major threat. Where are their best troops, I wonder?"

"Perhaps up in the pass, storming the Dwarf fort," proposed Helborg. "Maybe the Dwarf garrison still resists."

"Let's hope so, Kurt," answered Karl Franz. "But please, warn your Knights that I might be forced to ask them to fight dismounted if the situation gets worse. The rough terrain of the gorge is not suited to cavalry."

"They dislike fighting on foot, but they all swore to follow you to the Far North if necessary. It shall be done as you command."

"Thank you Kurt," nodded the Emperor, and then turned his attention back to the battle.

From this distance, it was possible to tell the great difference between the fighting styles of the two races. The Empire battleline resembled a breakwater of steel which an immense green tide was trying to submerge. Yelling ferocious battle cries, thousands of Goblins and Orcs poured down the pass. Large mobs of savage warriors crashed on the disciplined ranks of the Imperial infantry.

The attackers were always welcomed with a volley of handgun fire from the small detachments deployed between the main units of halberdiers and spearmen. The blaze and crackling noise of their shots accompanied the killing power of their bullets and at times, especially with cowardly Goblins, this was enough to disperse the savages. Orcs on the other hand were much more difficult to stop, and often their charges hit home. Then the men had to face some of the fiercest fighters of the Old World. One-to-one, a human soldier was no match for an Orc warrior, those monsters were sluggish but they could continue to fight even with a spear driven straight through their body! Once again the superior tactics of the men compensated for their lack of individual strength. The closed ranks of spearmen and swordsmen were taking the brunt of the charges, and resisting long enough for halberd-armed detachments to hit the Orcs in the flank, eventually routing them.

The Empire artillery was dominating the battlefield, its cannons destroyed the primitive stone-throwers of the Orcs with surgical precision, while the mortars and deadly volley guns of the Engineering School opened huge gaps in the enemy ranks.

Here and there a blazing gout of fire or a blinding lightning bolt was discharged against the enemy, marking the point where a wizard had won his duel with the green-skinned shamans, whose unreliable magic was often as dangerous to their comrades as it was to the Empire troops.

Up to that moment the battle had hung in the balance. The soldiers of the Empire had repelled many charges, but more and more enemies were appearing from the winding road descending from the pass. The Orcs and the Goblins seemed numberless, while after each attack the ranks of Men got thinner. The Empire had reserves, but they were mostly made up of hurriedly conscripted militia. Mercenary crossbowmen could barely replace the handgunners, and the rough fighters of the Free Companies lacked the staying power of the perfectly trained State Troops. The artillery too would eventually run out of ammunition, so the Empire army's only hope was that the morale of the Orcs would break. The same feral instincts that made Orc armies so devastating could also cause them to collapse irreparably if they were confronted with sufficient resistance.

The battle continued for hours and the Orcs kept attacking fiercely. The Empire soldiers were tired, but their unbending discipline still held. After all, they knew that they were fighting to save the lives of their families, and their Emperor was there, at their side. So they stubbornly kept on fighting. Even when entire regiments were overwhelmed by the green horde, the men of the Empire held their position and fought on. Eventually the effects of their stern resolve started to show, as gradually the greenskins' charges seemed to lose momentum. Those brutes looked less confident now, as they had to scale the grisly piles of green bodies that were obstructing most of the gorge to continue their attack.

The Emperor, from his dominating position on the crag, had noticed the reduction in enemy pressure. He was considering the idea of dismounting his bodyguard and leading it into the fray to deliver the final blow to the Orcs, when something terrible happened. A clamour arose from the north-east, where a new force appeared from a wood lying not far from the Empire's left flank. Massive Orcs mounted on brutal warboars were emerging from the cover of the trees and charging towards the panicking artillery.



Worst of all, the boar riders were led by the hugest Orc the Emperor had ever seen. The creature was a real monster, eight feet tall, and as broadly built as the ferocious beast he was riding.

Swinging a massive battleaxe over his head and bellowing a roaring battle cry at the head of the charging boar riders, he was the incarnation of the bloodthirsty spirit of his race. Surely this was the Warlord responsible for the creation of the Waaagh, a dire threat to the realms of Men and Dwarfs of the Old World.

The Orc cavalry ran down the artillery crews and smashed into the left flank of the Empire battleline. Entire regiments were caught while turning their formation to face the new threat and were easily routed and butchered. A few units broke rank and fled, as panic started to spread through the Empire left flank. Nothing seemed able to stop the Orc Warlord. At the same time the mobs of Goblins on the

road to the front of the Empire lines were swept aside by fresh troops who rushed forward as soon as they detected the cavalry attack. Those Goblins who were not fast enough in getting out of the way were ruthlessly trampled by the newcomers. These were the best Orc warriors, powerful veterans covered in scars. Bigger and stronger than the average Orc, they formed an awesome fighting force. Beside them, small groups of monstrous Trolls were pushed against the men, and one more Giant appeared and joined the fray.

"Sire..." began the Reiksmarshall, a tone of despair in his voice.

"I know Kurt," Karl Franz interrupted him. "This explains why the Stirland contingent did not arrive. We underestimated the cunning of these barbaric warriors. It looks like our army has fallen into a colossal trap!"

"Sire, there is only one thing left to do. You must return to Altdorf. I would only ask you to give me a squadron of Reiksguard Knights to engage the boar riders, so that we may buy some time for the rest of the army to retreat."

Karl Franz looked puzzled at this proposal, he stood silent and turned to look in the direction of his capital. Yes, he could retreat to Altdorf, and from the safety of its walls raise another army. Then his eyes met the green fields of the Moot on the far horizon and he considered what would be the fate of that merry land and of all the people living in the eastern provinces of his Empire if he followed Kurt's wise advice. A sardonic smile appeared for an instant on his lips, and when he turned towards the waiting Reiksmarshall, the decision was made.

"No," said the Emperor firmly. "Not while I live."

"Kurt, you will return to Altdorf with a small squadron and organise the defenses in case we fail. My place is here. We all know that without a leader the greenskins are nothing of a threat and I think that there lies our last hope. I will personally confront their Warlord, and only then will the battle be decided."

"But Sire, it's such a desperate plan, it would be rather..."

"That was an order, Kurt. We have no time to waste."

Recognizing unflinching decision in the Emperor's eyes, Kurt Helborg gave in. He knew that there was nothing he could say to make the Emperor change his mind. He also realised that the chances were that they would never meet again in this life, but he was a soldier, one of the best, and as a soldier he reacted. The old veteran stood to attention and answered: "Yes, Sire. May Sigmar fight by your side."

Then he left.

Karl Franz mounted his black warhorse and addressed the Master of the Engineers' Guild. "Tell your men to concentrate their last rounds against that Giant and to abandon the guns when they run out of shots. There will be enough deaths today."

Then he reached the standard of the Reiksguard and under its inspiring colours he spoke to the Knights.

"Men, I'm going to lead you into a desperate charge. I won't lie to you, there are not enough of us to prevail against that immense horde of boar riders. We do, however, have a chance. You have all experienced that Orc armies dissolve like snow in the sun if their leader is killed, and this is our last hope of winning the battle. I want to confront their chieftain and I need your help to reach him through his army. This is a sacrifice that I don't want to impose on any of you. Anybody who wants to leave with Kurt is free to do so; your Reiksmarshall will need protection on the way to Altdorf. The ones who decide to stay must know that they are probably choosing death. But they must also know that if we succeed, we will spend the rest of our life knowing that we have saved thousands of innocent lives. We will know that we were ready for the extreme sacrifice in the name of the Empire.

If we die, we will die wielding our swords and there is no better death for a warrior. We will all sit at Sigmar's banquet like the heroes of old and our names will be remembered in the songs of our people till the end of time.

In any case, we will become the stuff legends are made of. That I can promise you.

So, who is with me?!"

A murmur rose through the Knights and the banner bearer answered to the Emperor: "My Lord, I'm sure that I speak for all of us. We will all be with you, up to the end. We have trained all our life for this moment, we all swore to die protecting you and the tradition of the Guard will not be stained by any of us walking away from danger and abandoning you! Reiksguard Knights, your Emperor is calling!". Five hundred swords were unsheathed and held high, and with a single word the Knights renewed their oath of loyalty: "SIGMAR!".

Filled with pride, the Emperor turned his steed towards the green horde below and, raising the holy Hammer of the Empire's patron god, he shouted: "Ride with me, Men of the Empire. Charge!"

The Empire line was in tatters, only the right flank conserved some of its former order. Of the Men's centre a mere two regiments were left. The largest was a group of demented flagellants, too worried about the end of the world to run for their lives. Not far from them were the Greatswords of Averland, holding their ground in a desperate square to protect Marius Leitdorf, Elector Count of Averland. The two groups of men looked like small islands in a green sea, but their sacrifice was slowing down the enemy advance, giving time for the right flank to reorganise. Suddenly the boar riders were on them. The Orc Warlord drove his gigantic mount through the tall men in heavy armour, tossing them aside like broken dolls, and made his way to the Count himself. Marius Leitdorf came forward to meet the monster and dodging the charging beast he swung his Runefang in a deadly arc. The massive boar was disembowelled by the magic sword and its rider fell to the ground. For an instant the Orcs hesitated, but immediately the Warlord was on his feet again and leapt towards the Elector Count.

The ensuing duel was over in a few seconds. The creature parried the Runefang with his battleaxe and let the Count stab him with the long poignard he was wielding in his left hand. The blade buried itself in the thick skin and muscles of the creature, which ignored the wound altogether and grasped the neck of the Count in its powerful left claw. After a few seconds of struggle, the man's strangled snarl was cut short by the chilling noise of bones snapping, and the body of Marius Leitdorf relaxed in the grip of the Orc, lifeless.

The Orc Warlord turned around to contemplate his victory, the humies were defeated, the pitiful remains of their army would soon be crushed. There they were, still fighting off his boyz, but the sight of their boss dead at his hands should now break their spirit, he thought.

Unexpectedly, the humie line rang with cries of hope and a new energy seemed to fill them, all eyes were looking west. The Warlord could not understand what was happening, but then he perceived a tremor on the ground and heard the blast of a horn mixed with the screams of panic from the gobbos behind his boar boyz. Eventually he caught sight of the enemy knights as they charged through his troops, running down the gobbos as they fled and then crashing into the boar boyz.

At first the humies seemed to prevail, their charge penetrating deep within the mob of boar riders, slaying dozens of those ferocious warriors. But the boyz were too many and no matter how many were killed in those first moments, the humies' charge eventually exhausted its impetus. The humie knights rallied around their banner, their lances broken, their steeds wounded and spent.

At that point the Orc Warlord saw their leader and realised that the one he had killed was not the boss of the humies. The Orc recognised the weapon that the enemy leader was wielding with such an implacable power: Skull-splitter! That warhammer had been the bane of his race since the dawn of times, according to the shamans' tales. If the mounted humie boss had the Hammer, he must be the Warlord of all Men, the one they called 'Emperor'. The Orc was filled with pride, he would kill that Emperor and take his hammer. All the humies would then surrender to him and more Orcs would join his Waaagh. After that he would butcher the bearded stunts and he would become the greatest Warlord ever to walk under Gork's sky!



The Emperor of the humies had seen him too and started to move towards him, smashing his way through the boar riders. The Warlord could not wait for that fight and ordered his bodyguard of huge mounted bosses to stop the other knights, but to let the big humie with the hammer come to him.

His bodyguards, who had almost finished crushing the last Greatswords, grunted affirmatively and charged in.

Karl Franz spurred his horse towards the Orc Warlord. His arm was tired, he couldn't remember how many boar riders he had dispatched with the mighty hammer and now he could see that one more mob of them was coming towards him and his Reiksguard. These ones were impressive creatures, even bigger than normal boar riders and better armed and armoured. There were more of them than he had Knights left; the situation was grim. Well, he would make sure that they paid a high price for his life. "Sigmar and the Empire!" he shouted, closing his visor and spurring his charger towards the incoming Orcs. The Knights and the Orc bodyguard clashed in a thundering clamour of steel against steel, but something strange happened around Karl Franz: the boar riders opened up in front of him and let him through, concentrating their attacks on the Reiksguard. The Emperor stopped his horse and was about to turn it, but then saw the Orc Warlord standing straight ahead in front of him, on the body of Marius Leitdorf. The monster raised its axe in a clear challenge directed at him. The Emperor understood, rode towards the Warlord and then dismounted, readying himself for the final confrontation.

The two opponents studied each other for a few seconds, while all around them the battle seemed to stop. An unnatural silence fell on the battlefield, all eyes turned towards the two champions.

Everybody, Orc and man, knew that this was the fatal moment when the battle would be decided.

The two opponents were magnificent warriors, each of them representing the epitome of their race's fighting prowess.

The Emperor was a tall, muscular man, clad in his black full armour. He had removed his helm, knowing the importance of eye contact in single combat. On his chest the Silver Seal was shining like a star and the runes inscribed on Ghal Maraz, the mighty Hammer of Sigmar, were burning bright.

His opponent was towering over him, a mountain of green muscles. The steam of its breath made Karl Franz think of a savage beast ready to charge. The bits of armour strapped onto that immense body seemed more like a decoration than real protection for its rock hard flesh. The heavy axe in its hands was as tall as a man. Karl Franz noticed the crackling green energies playing around the edge of its blade and realised that he would not have to deal only with muscular power.

Detecting that the attention of the Emperor focused for an instant on the axe, the vicious Orc seized the occasion and sprang towards the man. It moved at a speed unthinkable for such a huge creature, and its bellowing battle cry was in itself an assault on the man's fighting spirit.

The instincts developed in years of training in the best fencing schools and the experience built on dozens of battlefields saved the Emperor. His shield arm rose just in time to stop the axe swinging towards his neck. The impact was terrible. The axe cut right through the shield bearing the insignia of the Emperor, destroying it, but the blade was stopped by the Emperor's armour, the Silver Seal countering the energies that would have allowed that fearsome axe to sever his arm.

Karl Franz ignored the pain and struck back with Ghal Maraz. The hammer hit the Orc on the shoulder and the savage warrior screamed its pain to the sky. That gave the Emperor the time to recover and regain the distance he wanted to keep from his opponent. He didn't want the Orc to get too close. He knew that if the monster grabbed him, that would spell his doom.

The wound seemed to eliminate any trace of rational thought from the Orc. It reverted to its most basic instinct and charged in with even stronger ferocity.

The series of blows that followed were parried, dodged and returned by the two opponents, in a duel that often got too fast for the troops around to clearly follow. After a few long minutes it became clear to Karl Franz that he was slowly losing, his body felt numb where some of the Orc blows had reached him, he could feel his own blood flowing in the leggings of his armour. His strength was waning, while his monstrous opponent kept attacking relentlessly. Finally the Emperor begun giving ground and eventually fell on one knee. At that sight a cry of pain came from the Empire troops. The Orc Warlord, foretasting victory, prepared for the last strike.

Karl Franz was overwhelmed by pain. He understood that he was losing the duel because his race had lost that blood-lust, that same savage spirit that filled his opponent with strength. Civilisation had brought many advantages on mankind, but Men nowadays relied more and more on blackpowder and other technological means to fight for them, and the warrior spirit of their barbaric ancestors was not as strong as it used to be. If only he could have the same strength as holy Sigmar of old, who vanquished this very same enemy millennia ago in this same mountain pass... If only he could regain that spirit to save his subjects and protect his land.

His silent prayer was sincere and was not ignored.

Karl Franz did not know where the new energy came from. Was it from the hammer he was still holding in his hand or was it from within the recesses of his own soul, he could not tell. All of a sudden the pain was gone, his muscles flexed with unearthly strength and a primal fighting spirit filled his heart.

The Emperor rose once more to meet the Orc.

The Warlord stopped. He could not believe what he was seeing. He had been fighting a man in armour... so why was the figure standing before him that of a gigantic warrior dressed in furs? This was not the same person, this was taller, more powerful, but the hammer he raised in the air was the very same legendary weapon. The man shouted a loud battle cry that boomed among the mountains as it had done so many centuries before: "Unberogen!"

At that sound the instincts of the Warlord were overcome by memories inscribed in the soul of his race, memories of mighty barbarians defeating the Orcs in the war for the domination of the rich plains, and driving them to the desolation beyond the mountains. In those times Men were led by this very same champion, he who had denied the possession of this land to the green-skinned race.

If the Orc Warlord could have known such an emotion, this would have been the moment he would have felt fear. Instead his reaction was rather one of hesitation, a split second of hesitation that was to cost him everything.

Ghal Maraz struck home on the Orc's forehead with a thundering crack.

The green giant fell, life quickly abandoning his crushed skull. The Orc stared through his own blood at the enemy that had vanquished him. Once again he was seeing the wounded man in the black armour, and not the god-like barbarian warrior. The Orc could not understand the Power that defeated him and raised a claw in a last attempt to fight back, but all his strength had gone and his arm fell back, powerless. Then he saw no more...

The battle was over. Their leader defeated, the Orcs scattered and kept fleeing until they were back in their bleak territories. The men, too tired to pursue, took care of their wounded, starting with their glorious Emperor.

From that day on, the name of Karl Franz has been pronounced in the Empire with even greater pride, for all heard tales of that duel. And even though in years to come the stories about the battle were embellished and exaggerated, everybody always agreed that on that day Sigmar Himself had fought alongside His warriors.



The Great War Against Chaos

Being the One Hundred and Fifty Seventh year of the reign of King Finubar the Seafarer. Report of High Mage Teclis to the Tower of Hoeth.

Sire Belannaer,

In answer to your request for an account on my mission in the realm of Men, I send you the present report. In this parchment I have recorded the sum of all knowledge harvested during my battles and travels through this vast and dangerous land.

The calendar of the Empire is reckoned from the year of Sigmar's crowning (year 1), but as you can imagine this is highly speculative and based on rather imprecise records. The current Emperor, Magnus the Pious was crowned in the year 2304.

In the far north of the Old World, far beyond the borders of the Empire is a desert of stone and shifting sands, where periods of increased magical activity overwhelmed the land, leaving behind twisted rocks and a barren landscape as the magic subsided. This blasted desolation is known to the men of the Empire as the Chaos Wastes or the Northern Wastes, and is surrounded in turn by only slightly less corrupted lands of distorted trees and broken rocks called the Troll Country.

All these lands lie to the north of the Empire, beyond the chill land of Kislev. The wastelands are inhabited by all manner of monstrous creatures and it is here that the armies of Chaos marshal their

strength. When the tides of magic flow strongly, the Realm of Chaos expands, the Northern Wastes are swallowed up, and the armies of Chaos pour down through the Troll Country into Kislev and the Empire. As these Chaos armies push south, the slaughter further strengthens the tides of magic, and the Realm of Chaos grows even larger, threatening to completely overwhelm the northern regions. The furthest the Realm of Chaos has ever expanded was during the Great Chaos Incursion, known among Men as the Great War against Chaos.

The power of Chaos had been growing steadily for some years. Beastmen prowled the dark forests and many outlying human settlements were abandoned. The deep division within the provinces of the former Empire ensured that no one had sufficient forces to root out the Beastmen. Warriors of Chaos, human outcasts from the wars, flocked to join the Beastmen and other foul creatures. As the power of Chaos grew, the warp gates began to spew dark magic into the world and the Realm of Chaos expanded horrifyingly quickly.

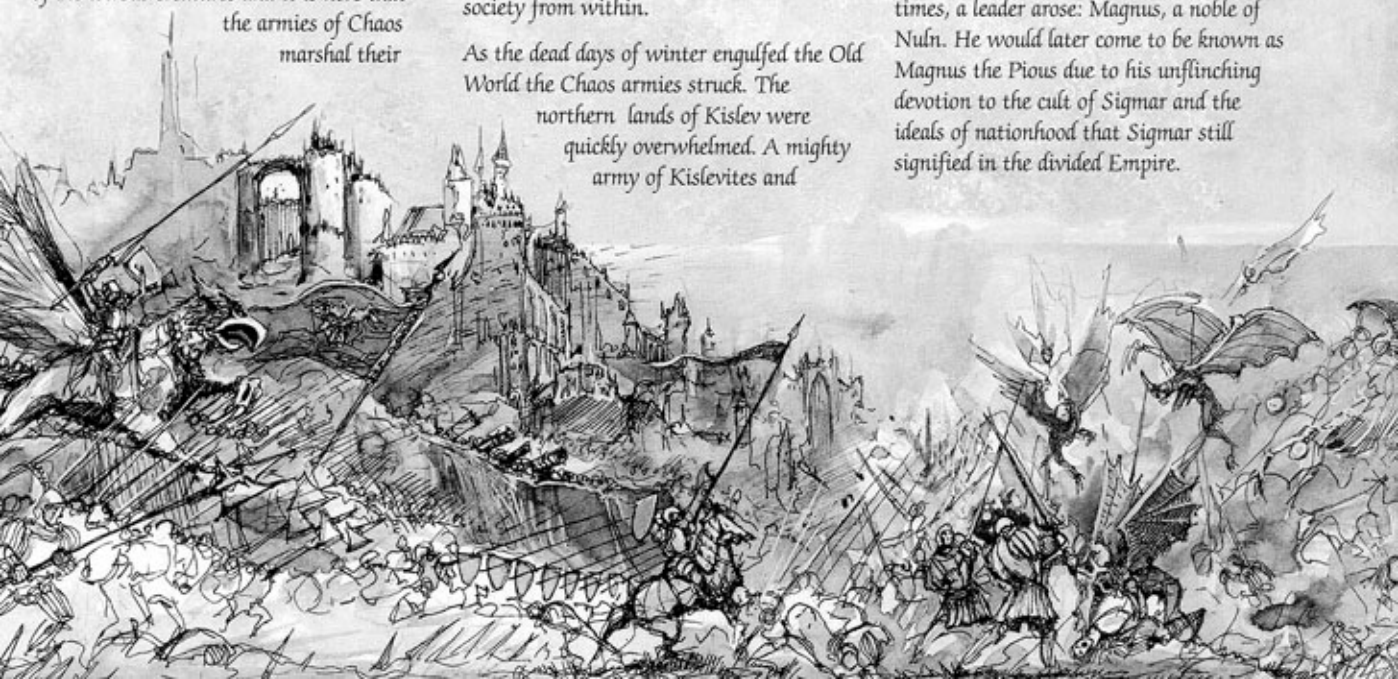
In the winter of the 138th year of King Finubar's reign, the Chaos armies moved southwards towards the Empire, fuelled by the growing darkness of Chaos. Daemons marched with them, fed by the fresh tides of life-giving magical energy, and everywhere the agents of Chaos became ever more powerful. In the heartlands of the Empire, Chaos Sorcerers and worshippers of the dark gods emerged from their secret conclaves to attack human society from within.

As the dead days of winter engulfed the Old World the Chaos armies struck. The northern lands of Kislev were quickly overwhelmed. A mighty army of Kislevites and

the Elector Count of Ostland were utterly crushed north of Praag, and the Chaos army advanced along the western foothills of the World's Edge Mountains. The Spring of the following year was noted as the coldest for centuries, and the Chaos army crossed the River Lynsk above Praag, destroying a contingent of Kislevites defending its bridges. With the last of the Kislevite armies defeated, the Chaos hordes advanced upon Praag and laid siege to the city.

The Siege of Praag lasted throughout the spring and summer, during which time the brave defenders defiantly held back the greater part of the Chaos forces. Eventually, as winter set in and the year drew to a close, Praag fell and the hordes of Chaos ran amok. The seething Realm of Chaos swept over the city, engulfing it, and Praag was changed forever, its stone walls and buildings melding into hellish and inhuman shapes. Those citizens unlucky enough to still be alive were swept into the maelstrom, their living bodies fused into the walls of the city itself, so that it was no longer possible to tell man from stone. Distorted faces leered from walls, agonised limbs writhed from the pavements and pillars of stone shrieked in madness with voices that once came from human lips. Praag had become a living nightmare and a grave warning of what lay ahead should the Chaos armies conquer the land.

Remnants of the defeated Kislevite army fled south and word of their defeat spread throughout the land. From amongst the confusion and panic of those troubled times, a leader arose: Magnus, a noble of Nuln. He would later come to be known as Magnus the Pious due to his unflinching devotion to the cult of Sigmar and the ideals of nationhood that Sigmar still signified in the divided Empire.



Magnus was a great orator whose rousing speeches soon created a massive following among the common folk of the Empire. He marched northwards from city to city, addressing the people in market places and town squares, gathering about him an army of devoted troops. The Elector Counts and Burgomeisters recognised in Magnus a leader they were all prepared to follow, and soon the citizen army was swollen by provincial soldiers and the troops of the Elector Counts themselves. It was at this time that the ship of Pieter Lazlo, despatched by Magnus in search of help, reached Ulthuan's shores. As you already know, brother Yrtle, brother Finreir and I volunteered to travel to the Old World to help the beleaguered Empire. We arrived just in time to join the army of Magnus, an army in desperate need of protection against the dark powers of the Sorcerers of Chaos.

By the time Magnus' army reached the sheer sided rock that is Middenheim, it was the largest single force in the history of the Empire, and Magnus had to divide his troops into two armies as no single place could provide enough food and water to support such a mass of Men.

The first army, consisting mostly of the Kislevites and fast-moving mounted troops, marched with all possible speed to Praag in the hope of relieving the siege. Brother Finreir accompanied them, but the army arrived too late and, stopping only to destroy part of the Chaos Army's rearguard, they quickly turned south in pursuit of the main Chaos force.

Brother Yrtle and I joined the larger second army. Led by Magnus himself, we marched north towards Kislev hoping to reprovision at the capital before continuing onwards. We discovered that Kislev was already under siege by the Chaos hordes and attacked immediately. The city was defended by the remaining part of the Kislevite army and a large Dwarf host that had marched

north when the fall of Praag became known in the halls of Karaz-a-Karak. Concentrating on the trapped defenders, the Chaos army was ill-prepared for this fresh assault from Magnus' army and initially the battle went well. The Chaos forces were scattered and their leaders unable to prevent wholesale slaughter, but soon the greater numbers of the Chaos force began to tell, and Magnus' army was gradually pushed back into a defensive circle.

When a rampaging Keeper of Secrets smashed through our ranks, brother Yrtle gave his life in a heroic attempt to destroy it. His efforts weakened the Daemon so that I was able to banish the abomination, but ours was a grievous loss. The Dwarfs inside Kislev attempted to break out to help Magnus but were held and forced back behind the city's walls.

As the Chaos army regrouped for its final attack, the Kislevites returning from Praag arrived from the north and struck the Chaos force in the rear. Caught between no less than three armies, the Chaos hordes faltered and charged in every direction, bewildered and confused by this new turn of events. The Kislevites were driven to wild fury by what they had witnessed in Praag, and the Chaos army began to crumble before their implacable fury. Magnus seized the opportunity, leading his troops forward as the remaining Dwarfs and Kislevite defenders burst from the city itself. The Chaos troops broke and fled, thousands cut down as they turned to run. The Old World was saved and the Realm of Chaos shrank away to the north.

Magnus was elected Emperor in the new year. The Elector Counts had no choice in Magnus's election; the people demanded it, and were not to be denied.

Magnus the Pious immediately set about restoring order to the provinces of the Empire and is proving an extremely able Emperor. The servants of Chaos were hunted down in the forests, and many wild and long abandoned lands have been resettled.

Brother Yrtle was buried with great honour, and later Magnus requested that brother Finreir and I teach the secrets of our magic to his people. This new Emperor had seen at first hand the importance of magic in holding back the tide of Chaos and needed men to able to defend themselves from the powers of darkness. After long debate, we decided to do so and, with your authorisation, I began to teach them the ways of magic. Men are not as able as our race in controlling the Winds of Magic, but they have proven to make extremely capable students in elemental magic. I have founded an academy in Altdorf where gifted men from across the Old World gather to learn the ancient secrets of Magic. This institution has been named the Colleges of Magic and is divided into eight Orders, each specialising in one particular lore of elemental magic. You will be pleased to know that many of the principles governing learning in Hoeth apply here as well. I appointed Volans, my most promising student, as Supreme Patriarch of the Colleges of Magic, leaving to him the powerful staff of brother Yrtle as a symbol of his position.

I feel my work here is done. I miss the peace of the White Tower and so I shall soon be on my way back to our beloved Ulthuan.

May Truth be with you.

Talis





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

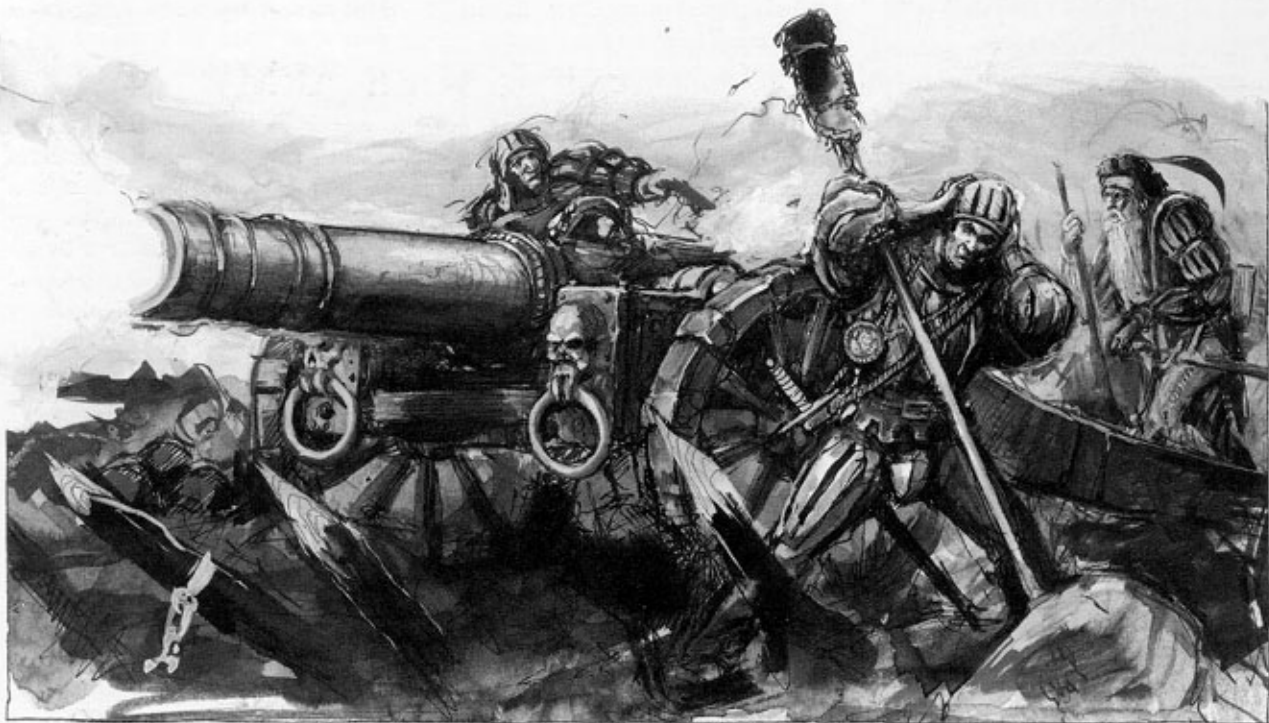
Cannons, Mortars. *You must have at least one unit of infantry (Detachments and Flagellants don't count) for every Cannon/Mortar.*

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-banded 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, Independent/Parent Unit</i>
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, Spearman, Free Companies
Marksman	4	3	4	3	3	1	3	1	7	Handgunners, Archers, Huntsmen
Duellist	4	4	3	3	3	1	4	2	7	Crossbowmen, Pistoliers
First Knight	4	4	3	3	3	1	3	2	8	Swordsmen
Count's Champion	4	4	3	3	3	1	3	2	8	Knightly Orders/White Wolves
Prophet of Doom	4	2	2	3	4	1	3	3	10	Greatswords
Flagellants	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

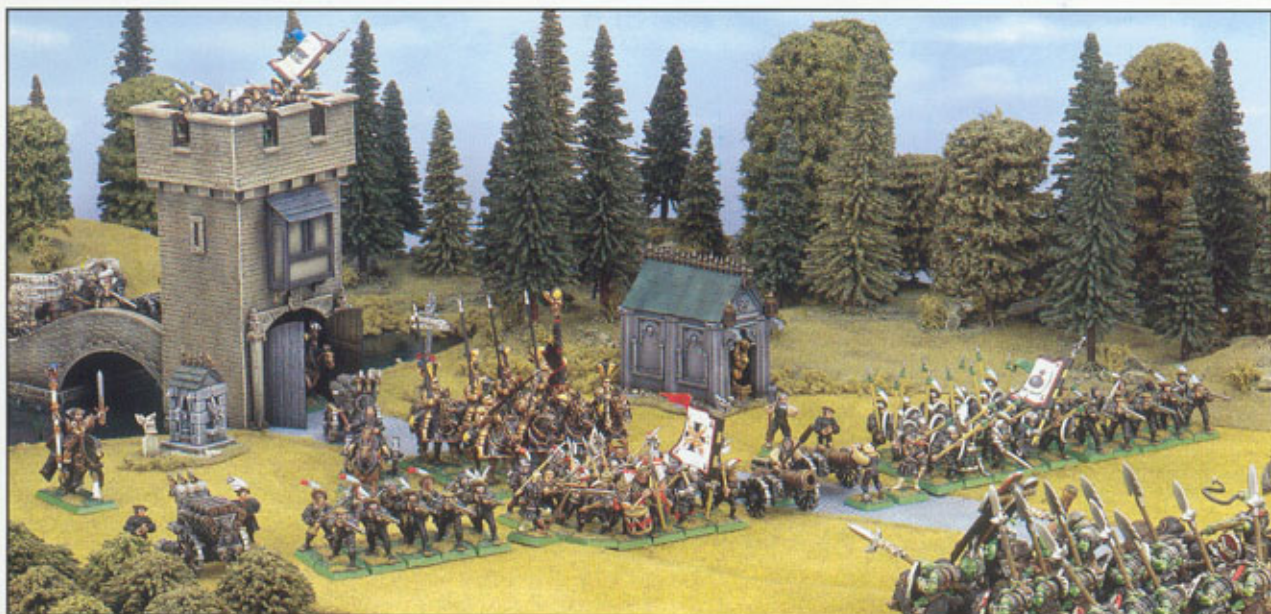
1. Declare target and guess range.
2. Position template and roll Scatter and Artillery dice.
3. If the Artillery dice is a MISFIRE refer to Misfire Chart, otherwise...
4. If the Scatter dice is a HIT the mortar shell has struck home.
5. If the Scatter dice is an arrow the shell has landed in the direction 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.



ARTILLERY TRAIN OF NULN



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necessarily have any influence on the game but they add lots of character to your collection. For this army of Nuln, the 'Eavy Metal team have constructed some characterful modelling pieces, such as the gun limbers.

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*"I can see in your eyes
that you fear this enemy.
I can see in your eyes that you wonder
how we can fight such terrible monsters.
Men of the Empire, I have the answer.
We fight them with our steel,
we fight them with our courage,
but above all we fight them
with our faith in Sigmar!"*

Magnus the Pious at the Battle of the Gates of Kislev

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ISBN 1 84154 059 5

**GAMES
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COMPONENT CODE
60 03 02 02 001
PRINTED IN THE UK



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