

# WARHAMMER THE EMPIRE



WARHAMMER ARMIES



# THE EMPIRE





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# ARMY SPECIAL RULES

This section of the book describes all the different units used in an Empire army, along with the rules necessary to use them in your games of Warhammer. Where a model has a special rule that is explained in the *Warhammer* rulebook, only the name of that rule is given. If a model has a special rule that is unique to it, that rule is detailed alongside its description. However, there are a number of commonly recurring 'army special rules' that apply to several Empire units, and these are detailed here.

## REGIMENTAL UNITS

Some units have an option in the Empire Army List (see page 82) to purchase one or more support units, called Detachments. Units that can purchase Detachments have the **Regimental Unit** special rule. Units that can be fielded as a Detachment have the **Detachment** special rule. Some units have the option to be either a Regimental Unit or a Detachment, though they cannot be both, so make sure your opponent is aware of which units in your army are Regimental Units, and which are Detachments, when you place them on the battlefield.

The following rules apply when selecting Detachments:

- Detachments cannot be taken without a Regimental Unit.
- A Detachment's size can range from a minimum of five models to a maximum of half the number of models in the Regimental Unit (rounding up).
- Detachments can purchase any equipment upgrades listed in their army list entries, but they may not include a standard bearer, musician or unit champion.
- The points cost of a Detachment, and any upgrades it has taken, counts towards the points total of the same unit category as the Regimental Unit they are purchased with.

In battle, Regimental Units provide leadership to their Detachments. As long as the Regimental Unit is not fleeing, their Detachments that have at least one model within 3" use the Regimental Unit's Leadership, unless it would otherwise be higher.

Regimental Units and Detachments fight so closely together that they are affected by the same battlefield psychology. If a Regimental Unit has any of the special rules listed below, they confer the same special rule onto all of their Detachments whilst they have at least one model within 3":

- |                  |                        |
|------------------|------------------------|
| • Frenzy         | • Immune to Psychology |
| • Hatred         | • Stubborn             |
| • Hold the Line! | • Steadfast            |
| (see page 32)    | • Stupidity            |

*Example: A Detachment of Handgunners (who have Leadership 7) are required to take a Break test. The Detachment is within 3" of their Regimental Unit of Greatswords (who have a Leadership of 8 and the Stubborn special rule). The Greatswords are not fleeing and so the Handgunners gain the Stubborn special rule and take the Break test using the Greatswords' Leadership of 8.*

## DETACHMENTS

Detachments must be deployed at the same time as their Regimental Unit, with at least one model from the Detachment within 3" of their Regimental Unit. If arriving as reinforcements, a Detachment always arrives with its Regimental Unit; the Detachment must be deployed so that at least one model in the unit is within 3" of its Regimental Unit and their back rank touches the board edge.

Detachments are trained to support their Regimental Units and protect them in battle. If an enemy unit declares a charge against a Regimental Unit, and the Regimental Unit does not flee as a charge reaction, then each of its unengaged Detachments within 3" can make either a **Support Fire** or a **Counter Charge** action (see below). These actions are declared immediately after their Regimental Unit's charge reaction. If the Regimental Unit does not get a charge reaction for any reason then the Detachment cannot make a Support Fire or a Counter Charge action.

Additionally, a Detachment can only declare one Support Fire action, one Stand and Shoot reaction or one Counter Charge action per turn.

### • Support Fire

A Detachment can only declare a Support Fire action if at least one model in the unit is armed with a missile weapon and the range between the charging unit and the Regimental Unit is greater than the charging unit's Movement characteristic.

If a Support Fire action is declared, the Detachment makes an immediate, out of sequence shooting attack, resolved as if it had just declared a Stand and Shoot charge reaction against the charging unit. All unsaved Wounds from a Regimental Unit and its Detachment's Stand and Shoot charge reaction and/or Support Fire actions, are combined when determining if the charging unit is required to take a Heavy Casualties Panic test.

### • Counter Charge

If a Counter Charge action is declared, the Detachment makes an out of sequence move that is resolved as if it had just declared a charge against the charging unit. This move is made after your opponent has moved all of his charging units, as long as one or more enemy units has successfully completed a charge against the detachment's Regimental Unit. The enemy does not get to make any charge reactions against a Counter Charge, but otherwise all the normal charging rules and bonuses apply.

---

"The Siege of Altdorf was my first battle, and damn near my last. See this scar, and this? My empty sleeve, this wooden leg, and this patch where my eye should be? We fought like Unberogens that day, slaughtering dozens of the foul Orcs, but there were always more – a tide of green-skinned monsters as far as the eye could see, and worse things yet that still give me nightmares to this day. Sigmar alone knows how we survived."

---

- Tobias Gottmann, last survivor of the Altdorf Redshields

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# THE IMPERIAL ARMOURY

In this section, you will find the descriptions and rules for a number of weapons and upgrades that are available to several units and characters within the Empire army.

## MECHANICAL STEED

Named by its creator as 'Meikle's Equine Effigy of Dynamic Locomotion', the mechanical steed is one of the more dubious inventions produced by the Imperial School of Engineers. Its clockwork mechanism must be regularly wound lest the contraption grind to a halt. This is a risky and time-consuming process, and several Engineers have met with injury after the winding spring has failed and they have been flung into the air by a bucking metal horse. However, when a Mechanical Steed operates properly, anything caught in its path is likely to be demolished by the impact.

	M	WS	BS	S	T	W	I	A	Ld
Mechanical Steed	7	1	0	4	4	1	1	1	2

**TROOP TYPE:** War Beast.

**SPECIAL RULES:** Impact Hits (D3).

**Unreliable:** Roll a D6 for each Mechanical Steed at the start of each of your Movement phases. On the roll of a 2-6, the Mechanical Steed is unaffected. On the roll of a 1, the Mechanical Steed's mechanism has started to run down; the steed must deduct D3 from its Movement characteristic for the rest of the game (to a minimum of 1).

## FULL PLATE ARMOUR

The greatest and most honoured warriors of the Empire go to battle wearing sturdy suits of Dwarf-forged plate mail.

A model with full plate armour has a 4+ armour save. This combines with other armour as normal.

## GRENADE LAUNCHING BLUNDERBUSS

This unusual weapon fires a small explosive charge that can punch through the thickest suit of armour.

Range	Strength	Special Rules
18"	6	Armour Piercing, Move or Fire, Slow to Fire

## HOCHLAND LONG RIFLE

Invented by Leon Todmeister, few foes have fallen in the sights of a sniper with a Hochland long rifle and lived to tell the tale.

Range	Strength	Special Rules
36"	4	Armour Piercing, Move or Fire, Slow to Fire, Sniper*

\*A model firing a Hochland long rifle gains the Sniper special rule.

## PIGEON BOMBS

Herstel-Wenckler was the first Engineer to train a determined cadre of homing pigeons to fly towards the foe. Each bird was fitted with a bomb, designed to fall away when its fuse burned to a certain point.

A Master Engineer with Pigeon Bombs can use them instead of firing a weapon in the Shooting phase. When a Master Engineer declares he will be using Pigeon Bombs, nominate any enemy model within 24", roll a D6 and consult the following chart:

- 1 Oops!** The confused pigeon returns to its handler. Centre the small round template over the Master Engineer. Every model touched by the template suffers a Strength 4 hit.
- 2-4 Boom!** The bomb explodes harmlessly in mid air (harmlessly for everyone except the pigeon).
- 5-6 Huzzah!** The pigeon lands exactly on the head of its target just before the bomb detonates. Centre the small round template over the target. Every model touched by the template suffers a Strength 4 hit with the Armour Piercing special rule.

## REPEATER HANDGUN

Also known as 'Von Meinkopt's Whirling Cavalcade of Death', the repeater handgun is a bizarre, multibarrelled contraption that spits a torrent of bullets at its enemies.

Range	Strength	Special Rules
24"	4	Armour Piercing, Move or Fire, Multiple Shots (3)

## REPEATER PISTOL

A repeater pistol packs a punch belied by its compact size.

Unlike most other weapons, a repeater pistol can be used as both a missile weapon and a close combat weapon, following the same rules as an additional hand weapon.

Range	Strength	Special Rules
12"	4	Armour Piercing, Multiple Shots (3), Quick to Fire

**Brace of Pistols including a Repeater Pistol:**  
(Combat)

Range	Strength	Special Rules
Combat	As user	Extra Attack*, Requires Two Hands

\*Grants an Extra Attack to models on foot only.

(Shooting)

Range	Strength	Special Rules
12"	4	Armour Piercing, Multiple Shots (4), Quick to Fire



# COMMANDERS OF THE EMPIRE

The armies of the Empire are led by warriors who have been trained to direct their forces as effortlessly as a swordsman wields a blade. First and foremost amongst these great leaders are the Elector Counts, inspirational and famous individuals whose mere presence can steady a wavering battle line. The knowledge that their count is personally fighting beside them is enough to embolden the courage of a province's soldiers and strengthen their resolve.

In practice, however, it is unfeasible for Elector Counts to command every force that must be despatched, for the Empire is a dangerous land, and its territories are forever under attack from savage monsters and marauding armies. Often, command is delegated to a trusted soldier considered to be an honourable leader of men, and this officer will lead the province's forces when the count cannot. Of course there are always exceptions, and some of the more bellicose counts, such as Valmir von Raukov of Ostland, have an unhealthy love for the clash of swords and thunder of cannons, thus taking to the field of battle whenever they can.

Many of the men appointed by an Elector Count to lead an army will also be nobles of the Empire, educated in martial pursuits from an early age – falconry, swordsmanship and hunting Beastmen in the forests. Others have risen through the ranks, having first stood amongst the rank and file with a bloody halberd in their hands. These officers vary greatly in standing, depending on the size of the force they lead,

and can be known as captains, marshals, generals or simply commanders. Regardless of their station, the vast majority will be tried and tested veterans of many years who have a fine understanding of the craft of soldiering, having spent most of their lives fighting in defence of the Empire.

The commanders of the Empire differ greatly in skill and bravery. The Elector Count of Middenland, Boris Todbringer, for example, is a ferocious commander, and though his boldness and skill at arms is beyond doubt, his impetuous battle plans are sometimes costly. On the other hand, there are commanders such as Baron Kurt von Steinburg, of Stirland, who has famously never won a single duel in his life, but who possess one of the shrewdest tactical minds in the Empire. There are also, unfortunately, a small minority of Empire commanders who are little more than effete fops. They tend to be petty aristocrats who owe their rank more to ancestral titles and politicking at court than to any actual experience of leading men on the field of war.

	M	WS	BS	S	T	W	I	A	Ld
General of the Empire	4	5	5	4	4	3	5	3	9
Captain of the Empire	4	5	5	4	4	2	5	3	8

**TROOP TYPE:** Infantry (Character).

## SPECIAL RULES:

**Hold the Line!** While a character with this special rule is in a unit, the unit rolls 3D6 for any Break test it is required to take, and uses the two lowest scores.



## THE PRIDE OF THE EMPIRE

The soldiers of each Imperial province take pride in their regimental histories, bragging of their heroes and former glories whilst belittling the meagre accomplishments of neighbouring states. Every professional fighter in Ostland has heard tales of the battle prowess of their Elector Count, Valmir von Raukov, and those provinces whose leaders are better known as statesmen and diplomats are disparaged as soft southerners. Warriors of Middenheim are apt to praise the Order of the Knights of the White Wolf, recounting their howling charges and how they maul foes with heavy hammers. To true Middenlanders, fighters who use shields, which the White Wolves disdain, are seen as somewhat less manly. Men of Stirland espouse the marksmanship of their archers – able, by claim, to stick a Beastman in the eye at two hundred paces, whilst the folk of rival states roll their eyes in disbelief. Those citizens who hail from Reikland hold pride of place, for their well equipped soldiery has saved many battles and they can also boast of being home to some of the most famous warriors to lift a blade, including the Reiksmarshal Kurt Helborg. Despite the posturing and pompous claims, when faced with a common enemy, the soldiers of the Empire, no matter which province or city-state they call home, have stood shoulder to shoulder on the battlefield shouting ‘Sigmar save the Emperor’ and giving their all to claim victory.



# BATTLE WIZARDS

After the Great War Against Chaos, Magnus the Pious lifted the ancient laws against the practice of wizardry and founded the eight Colleges of Magic in Altdorf. His aim was to provide a core of competent Battle Wizards so that the Empire would never again have to fight a battle without the aid of magic. Ever since, when the Emperor and his Elector Counts muster their armies to war, they will call upon the Colleges of Magic for aid, and Battle Wizards will be provided as needed. The services of a Battle Wizard are much sought after by the Elector Counts, as many of their enemies employ potent shamans or fell sorcerers. Such foes bend the Winds of Magic to evil and destructive ends, and only those schooled in the arcane arts of the Colleges of Magic have any chance of countering such power.

Battle Wizards are strange figures who wield awesome magical powers and are privy to secrets beyond the ken of normal folk. Battle Wizards learn to harness one of the Winds of Magic to their will. They dedicate many long years, sometimes decades, to studying arcane tomes and mystical scrolls, but only a fool would mistake their frail, scholarly appearance for weakness. Battle Wizards can hurl bolts of fire and lightning at their foes, confound them with terrifying illusions or snuff out their life-force like a man blowing out a candle. It is a rare army indeed that marches to war without at least one Battle Wizard at its disposal.

The minds of men cannot master the full spectrum of sorcery without inviting insanity. As such, each of the Colleges specialises in harnessing a separate Wind of Magic. As a result, wizards from different colleges have their own distinct sorceries, traditions and secret rituals, reflecting the nature of the magical energy they wield.

Wizards are strange and aloof men, mistrusted by most folk. No sane inhabitant of the Empire courts their attention without great need, for wizards are notoriously unpredictable and dangerous. Their mood can change from cool indifference to incandescent rage at the slightest perceived insult. The fates of those fools who have provoked their ire range from the lucky ones, who were cursed with permanent cases of the hiccups, to the less fortunate, who were transformed into warty toads, or worse. Many who cross a wizard simply disappear altogether, leaving behind only a smoking pair of boots as a warning to others. Some even whisper that Battle Wizards are tainted by the very magic they wield. As such, the citizens of the Empire tend to make superstitious gestures behind their backs when in the presence of a wizard to ward away any evil influences.

To be a Battle Wizard is to understand the power at the heart of the world, and though each can bend but one of the eight Winds of Magic to his will, such power is not wielded lightly. To lose control of this arcane power for even a second is to invite disaster. A misplaced syllable could result in a wizard accidentally immolating himself, along with any unfortunates who happen to be standing in his vicinity at the time. A momentary lapse of concentration might even open a portal to the Realm of Chaos that the wizard could be sucked through. None are aware of the danger more than the wizards themselves, and so while a soldier risks his life in battle, a wizard risks eternal torment.



	M	WS	BS	S	T	W	I	A	Ld
Battle Wizard Lord	4	3	3	3	4	3	3	1	8
Battle Wizard	4	3	3	3	3	2	3	1	7

**TROOP TYPE:** Infantry (Character).

**MAGIC:** A Battle Wizard uses spells from one of the eight Battle Magic lores in the *Warhammer* rulebook.

## THE TRICKERY OF WIZARDS

*In the Imperial year of 2516, the Empire stood on the brink of civil war as Theoderic Gausser – the Elector Count of Nordland – sought to enact his territorial ambitions against neighbouring Hochland. The Emperor asked Balthasar Gelt to intervene on his behalf, and the Supreme Patriarch travelled to Nordland's capital of Castle Salzenmund. Though ostensibly there as an ambassador, Gelt secretly transmuted the gold earmarked for Theoderic's armies and mercenaries into worthless bars of lead before returning to Altdorf on the back of a Pegasus. The hired swords refused to fight without payment and the looming threat of civil war was narrowly averted. In revenge, Theoderic has sworn he will have Gelt's head.*



# THE IMPERIAL ZOO

The Imperial Zoo in Altdorf is home to some of the most dangerous monsters of the Old World. This menagerie contains all manner of grotesque monstrosities, such as the Abomination of Stirland, the Drakwald Gibberbeast and many more. In addition to being one of the wonders of the Old World, the Imperial Zoo also has a practical function, stabling the Emperor's more dangerous and bizarre mounts.

## IMPERIAL GRIFFONS

Griffons have the reputation of being noble beasts. They are not frenetic killers, but instead strike with a swift, precise grace. A Griffon's every motion is poised and controlled, yet this elegance in no way undermines its deadliness – each is a mighty creature, terrible to behold in battle.

Elector Counts prize Imperial Griffons above all other mounts, and years of selective breeding have produced noble beasts that are notably stronger and larger than their wild counterparts. Brave Empire adventurers seek out Griffon nests and steal their chicks to raise in captivity, singling out the strongest, cleverest and most ferocious for their lords. Once trained to carry a man in battle, Imperial Griffons are incredibly dedicated to their riders, and many Elector Counts prize these ferocious creatures as loyal mounts.

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

**TROOP TYPE:** Monster.

**SPECIAL RULES:** Fly, Large Target, Terror.

### UPGRADES:

**Bloodroar:** Enemy units must roll an additional D6, discarding the lowest result, for Leadership tests caused by this beast's Fear or Terror special rules.

**Two Heads:** This Imperial Griffon gains a Chomp Attack in addition to the Attacks shown on its profile, which should be rolled for separately. The Chomp Attack receives +1 To Hit against models with the Large Target special rule.

## THE IMPERIAL DRAGON

There is but one Dragon in the Imperial Zoo, a ferocious beast raised from an egg said to have been taken from the deepest cave in the Black Mountains. None but Emperor Karl Franz have ever dared to ride it, for only he has the strength of will to dominate its cold, aloof mind.

	M	WS	BS	S	T	W	I	A	Ld
The Imperial Dragon	6	6	0	6	6	6	3	5	8

**TROOP TYPE:** Monster.

**SPECIAL RULES:** Fly, Large Target, Scaly Skin (3+), Terror.

**Fiery Breath:** The Imperial Dragon has a Strength 4 Breath Weapon that has the Flaming Attacks special rule.

## IMPERIAL PEGASI

A Pegasus is a mighty and noble winged creature, possessed of an intelligence beyond ordinary steeds. Only many years of training will gain the trust of a Pegasus, but once established, they are loyal and will obey their master's every command.

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

**TROOP TYPE:** Monstrous Beast.

**SPECIAL RULES:** Fly.

### UPGRADES:

**Iron-hard Hooves:** An Imperial Pegasus with this upgrade re-rolls failed To Wound rolls when making a Stomp.

**Swift as the Wind:** An Imperial Pegasus with the Swift as the Wind upgrade re-rolls any dice results of a 1 when determining its charge range, unless it has joined a unit.





# MASTER ENGINEERS

Master Engineers are eccentric individuals who are obsessed with designing new machines and technological marvels. Many are also gifted artists, writers and musicians, for inventing is just one avenue for their creative thoughts to express themselves. When their energies are focussed in the workshops of the Imperial Engineers School, they can be found tinkering with half-finished inventions and developing new technological weapons for the Emperor's arsenal.

Master Engineers can be struck by inspiration for a novel war machine at any time, and when a new idea gets stuck in their heads, they will become totally absorbed with its creation, eschewing distractions like food or sleep until they see their vision realised. These inventors tend to mutter incomprehensible gobbledygook to themselves as they bustle from one machine to another in an attempt to improve their performance. Normal citizens of the Empire quite rightly think that Engineers are a little bit mad, and they try to avoid them whenever possible.

The contraptions Engineers bring to battle range from utterly lethal devices, such as the Steam Tank and Helstorm Rocket Batteries, to the downright bizarre, such as von Hugon's terror bell, the thunder barrel, the Herstel-Wenckler pigeon bomb or a whole array of other deadly devices. These inventions rarely work, or at least not in the intended way, but every now and again a Master Engineer will succeed in creating a new and strange war machine that can have quite lethal consequences - usually, but not always, for the enemy. The youngest Engineers show a burning desire to personally try out their latest inventions on the battlefield. The older Master Engineers have seen enough malfunctions in their time to know better than to field-test their devices themselves. Instead, they prefer to entrust their prototypes to some eager, youthful fellow whilst they observe from a safe distance.

However, it is not just their positions as inventors and suppliers of deadly weapons that make Master Engineers valuable on the battlefield. While they are not soldiers, Master Engineers are still part of the Emperor's forces. They can often be found taking advantage of 'battlefield conditions' to snipe at the enemy with a variety of powerful experimental rifles and handguns.

However, sometimes Master Engineers just can't resist the appeal of being in charge of the really big guns. On the battlefield, individuals from the Imperial Engineers School attend to the artillery of the Empire forces, making small adjustments here and there as the battle rages and ensuring that the war machines function correctly. Engineers also tend to oversee the deployment of the army's artillery pieces, baffling gunners with talk of parabolic arcs, trajectories and wind speeds. Artillery crews often resent the presence of Master Engineers, seeing them as pompous bookworms who get in the way with lofty academic theories and no real practical experience. However, many a gunner has had to swallow his own words after seeing the effect of an Engineer's labours - entire enemy regiments being shredded by a direct hit from a mortar shell, a whole cavalry column torn asunder by a well-placed cannon ball, or a ferocious monster suffering the full onslaught of a Helblaster Volley Gun. Whether the



carnage caused was the result of careful calculation or just blind luck, the feeling seems to be that the presence of a Master Engineer really does make artillery more reliable and accurate (most of the time anyway).

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

**TROOP TYPE:** Infantry (Character).

## SPECIAL RULES:

**Master of Ballistics:** If a Master Engineer is not fleeing, a single war machine within 3" of him can use his Ballistic Skill and re-roll one artillery dice during the Shooting phase. This cannot be the dice that determines the distance bounced by a cannonball. You must nominate which war machine, if any, will be using this rule each Shooting phase before any war machines within 3" of the Master Engineer are fired. A Master Engineer cannot use this special rule and shoot with his own missile weapon in the same Shooting phase.

**'Stand Back, Sir!':** A Master Engineer that is within 3" of a war machine is allowed to take a 'Look Out, Sir!' roll just as if he was within 3" of a unit of five or more models of the same troop type as himself. If the roll is successful, the hit is instead resolved against the nearest friendly war machine.



# WARRIOR PRIESTS

When an Empire army goes to war, it is often accompanied by one or more Warrior Priests. Whilst there are priests for all the many gods worshipped in the Empire, the ones who regularly take up arms are those devoted to Sigmar, although the Priests of Ulric are also known to do so. It is for this reason that they are known as Warrior Priests, for their deities are gods of battle who demand worship in the fires of war and devotion by strength of arms.

The Cult of Sigmar demands that its followers fight all forms of evil with martial feats as well as with faith, so many of its priests accompany the Empire's armies as they march to war. In this role, they not only lead and inspire troops in battle, but also minister to their spiritual well-being.

Warrior Priests are clad in ceremonial vestments and armour adorned with symbols of holy hammers, twin-tailed comets and other religious icons. They shave their heads as a sign of devotion and they carry all manner of strange fetishes made of iron, wood and bone. Many Warrior Priests further adorn themselves with scrolls detailing war oaths and parchments written in the blood of martyrs.

The prayer of a Warrior Priest is a call to war, their hymns the clash of arms and their benedictions are the smiting of Sigmar's foes. Warrior Priests call upon the power of their gods, performing miracles in their names. A Warrior Priest can summon their faith to lend steel to their blows in combat,

destroy creatures of darkness or shield themselves from harm. To see such power made manifest fires the hearts of men, and all who witness such miracles redouble their efforts to defeat their enemies. Woe betide any foe facing an army filled with such divine power.

## ARCH LECTOR

The High Priest of the Cult of Sigmar is the Grand Theogonist, and beneath him are his two Arch Lectors. Arch Lectors are grim, imposing figures, both on and off the battlefield. As the Emperor is believed to be the living incarnation of Sigmar, the Grand Theogonist and his Arch Lectors are all electors, that is, they may cast a vote to decide who shall be crowned the next ruler of the Empire, though they may not become Emperor themselves.

In these dark times, where the curse of undeath and the worship of Chaos infest the Empire, it is the duty of Arch Lectors to protect the populace and cast out such evils. They epitomise the warrior courage of Sigmar himself, leading from the front where they manifest the power of the gods and inspire whole armies to acts of heroism.

	M	WS	BS	S	T	W	I	A	Ld
Arch Lector	4	4	4	4	4	3	4	2	9
Warrior Priest	4	4	4	4	4	2	4	2	8

**TROOP TYPE:** Infantry (Character).

## SPECIAL RULES:

**Divine Power:** Warrior Priests can channel power and dispel dice in the same manner as Wizards.

**Righteous Fury:** A Warrior Priest, and any unit he is currently in, has the Hatred special rule. However, other characters in the unit do not gain the Hatred special rule.

**Battle Prayers:** Warrior Priests know the three Battle Prayers listed below. Battle Prayers are innate bound spells (power level 3). Battle Prayers are **augment** spells that target the Warrior Priest and his unit. If a Battle Prayer is successfully cast on a Regimental Unit, any of its Detachments within 3" are also targeted by the spell.

- **Hammer of Sigmar:** The Warrior Priest and his unit re-roll all failed To Wound rolls in close combat until the start of the next friendly Magic phase.
- **Shield of Faith:** The Warrior Priest and his unit have a 5+ ward save against all Wounds inflicted in close combat until the start of the next friendly Magic phase.
- **Soulfire:** The Warrior Priest and his unit gain the Flaming Attacks special rule until the start of the next friendly Magic phase. In addition, when cast, all enemy models in base contact with the Warrior Priest suffer a Strength 4 hit. Undead, Nehekharan Undead and models with the Daemonic special rule in base contact suffer a Strength 5 hit instead, with no armour saves allowed.





# WITCH HUNTERS

The worship of Chaos and practice of wizardry beyond the strictures of the Colleges of Magic are crimes in the Empire, punishable by death. Those that dare employ fell sorcery or consort with the agents of the Dark Gods must answer to the Witch Hunters. These sinister men, members of a secret order, lead solitary existences. They hunt mostly by intuition, keeping an ear open to strange rumours and peasants' tales whilst their eyes seek the distinctive trails of corruption and signs of magic gone awry. When Witch Hunters find the spoor of evil, they are utterly relentless in tracking it to its source, hounding their quarry unto death. Witch Hunters devote their lives to rooting out evil wherever it may be found, whether in the shadows of some dank and lonesome hamlet or in the raging melee of a battlefield.

Judge, jury and executioner combined, a Witch Hunter will use any means necessary to burn out heresy from the heart of the Empire. Not a twinge of doubt softens the knife-sharp edges of a Witch Hunter's soul; his bleak existence allows no room for foibles such as compassion or mercy. Indeed, they are often feared even by the innocent, as it is said that a Witch Hunter would sooner raze an entire village to the ground than see a single worshipper of Chaos go free. And yet, for all the heartlessness and cruelty of this dark brotherhood, the Empire needs men of this calibre – men who will put aside their own humanity in order to punish and destroy those who embrace dark sorcery or the temptations of Chaos. Such is a Witch Hunter's duty, and it is a burden lesser men would find impossible to bear.

Witch Hunters are deeply distrustful of their fellow man, and no one is above suspicion – not even their own kind. Witch Hunters are trained to look for the slightest hint of mutation and the merest suggestion of sorcerous powers, and those in whom corruption is discovered will find themselves answering to the soot-stained muzzle of a Witch Hunter's pistol. Despite their unsettling reputation, Witch Hunters are welcomed with open arms in times of war. When battle is raging and the sorceries of vile wizards burn the skies above, a Witch Hunter's assortment of arcane sigils, holy talismans and protective charms can ward away evil magic, often proving the only thing that stands between an Empire soldier and a most unnatural death. The tools of the Witch Hunter's profession include sharpened stakes, prayer-inscribed rapiers and baroque pistols loaded with thrice-blessed silver bullets. Some say that the Witch Hunter's bullet is the final judgement of the damned; one who is tainted by dark magic will burst into white-hot flame at its touch, whereas those who fail to burn are at least proven innocent by their death. As the Witch Hunters are fond of pointing out, to die cleanly is a far better fate than to live under the sway of evil.

*Though it is said that the first Witch Hunters fought alongside Sigmar himself against the sorcerer Nagash, the secretive Order of the Silver Hammer was only officially recognised in 1682 by Grand Theogonist Siebold II. It was Magnus the Pious who raised the Order from the shadows over 600 years later, granting the Witch Hunters licence to hunt renegade wizards who wilfully refused the noble teachings of the newly founded Colleges of Magic.*

	M	WS	BS	S	T	W	I	A	Ld
Witch Hunter	4	4	4	4	4	2	4	2	8

**TROOP TYPE:** Infantry (Character).

**SPECIAL RULES:** **Magic Resistance (2).**

**Accusation:** After deployment, but before the first turn begins, select a single model in your opponent's army to accuse of heresy. This is the Witch Hunter's primary quarry. The Witch Hunter may re-roll all failed To Hit rolls against his primary quarry. Every hit he inflicts on that model also have the Killing Blow special rule, even if they were from a shooting attack. Finally, the Witch Hunter may also choose to shoot at the primary quarry as if he had the Sniper special rule.

**Grim Resolve:** Witch Hunters automatically pass any Leadership tests caused by Fear that they are required to take. Note that they will be unaffected even if the unit they are in fails such a test. In addition, Witch Hunters, and any unit they are in, treat Terror-causing creatures as causing Fear instead (just as if they themselves caused Fear); they do not automatically pass this Leadership test.

**Tools of Judgement:** When attacking Wizards, or models with the Undead, Nehekharan Undead or Daemonic special rules, in close combat, a Witch Hunter re-rolls failed rolls To Wound.





# STATE TROOPS

Every province and city-state in the Empire has its own standing army of professional soldiers, equipped and maintained at the expense of that realm. These brave troops are armed with a wide variety of weapons, from spears to handguns, but they are all known collectively as state troops.

State troops wear the traditional colours of their province or city; bright uniforms with a mix of badges, hats, and campaign symbols. There are no strict rules governing how these are worn and so it is common to find great variation between regiments, although a soldier always endeavours to display his homeland's colours somewhere on his person. For example, a Middenlander would include something blue in his uniform, perhaps wearing a blue jacket, tying off his britches with blue ribbons or simply sporting an enormous blue feather in his cap. There are some notable exceptions though, such as the Scarlet Guard of Stirland and the Hochland Blackshields, who are just a few of the many famous regiments in the Empire that eschew the colours of their province in favour of their own, distinctive uniforms.

State troops are paid as full-time professional soldiers, ready to answer the call to arms at all times. In addition to forming a standing army to repel enemy attack, state troops also serve as city guards, the fire watch and the enforcers of the law. However, most of the time these soldiers spend their days drilling and training with various weapons to the barked instructions of grim-faced Sergeants and veteran Marksman.

Every state trains its regiments to fight together, providing each other with mutual protection on the battlefield. State regiments often march to battle with detachments of differently armed troops to aid them. These detachments form up close to their regimental units, where they guard vulnerable flanks and provide battlefield support, either by joining their regimental units in the bloody melee of close combat, or by showering oncoming enemies with missile fire. Swordsmen fight shoulder to shoulder with Spearmen, the close range parries and ripostes of swords complimenting the longer reach of the spear. Handgunners and Crossbowmen fell their foes with withering volleys of fire, but should a foe survive through such salvos, a detachment of Halberdiers will bravely intercept them, cutting them down with heavy bladed pole arms.

	M	WS	BS	S	T	W	I	A	Ld
Empire Soldier	4	3	3	3	3	1	3	1	7
Marksman	4	3	4	3	3	1	3	1	7
Sergeant	4	3	3	3	3	1	3	2	7

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** Detachment, Regimental Unit.

## ARCHERS

Archers are adaptable troops, able to fight in close ranks or in a loose skirmish screen. The northern provinces of the Empire are famous for their bowmen and tend to have a high proportion of Archers in their armies.

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

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** Detachment, Regimental Unit, Skirmishers.

## SWORDSMEN

Swordsmen are expert fencers and blade masters, regarded as dashing, heroic figures. This reputation, whilst somewhat exaggerated by the bards and poets of the Empire, has its foundation in truth, for Swordsmen are amongst the most highly trained and proficient of the state regiments.

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

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** Detachment, Regimental Unit.





# FREE COMPANY MILITIA & HUNTSMEN

## FREE COMPANY MILITIA

Whilst state troops form the mainstay of the Empire's military forces, its armies are often bulked out by ad hoc regiments of militia who are recruited, willingly or not, to fight as and when required. No one can foretell how many will turn up at the muster, or what their fighting quality will be. After all, these irregular troops receive no formal training or discipline. Many militias are formed from townsfolk and villagers levied from the local countryside – brave men standing ready to defend their homes and families against the monsters and beasts that constantly threaten them. Other militias are bands of mercenaries, bandits or other curs used to living by the strength of their sword arm, hired or pressed into service.

'They might look like an undisciplined rabble to you Sergeant, but a man fights twice as hard when he's defending home and hearth.'

- Captain Edwalst von Hilde

Militia fighters tend to wear their own, tatty clothing, which may sometimes have a vague resemblance to a uniform and often incorporates elements of their own state's colours. These warriors are armed only with their own personal assortment of weapons, be it bows, swords, cudgels or, particularly in the more rural provinces, farming tools.

There is a constant stream of adventurers, pirates and brigands returning to the Empire from such lawless places as the Border Princes, and these are a plentiful source of irregular troops for an Elector Count. Battles in far-off lands have forged these men into hardened warriors, but they are uncouth, disreputable sorts, liable to cause trouble in taverns when they are not roaming around in dangerous bands. Elector Counts regularly, and wisely, seek to recruit such bands for two reasons. The first is that they represent a ready source of brave and reckless troops. The other reason is to bring these headstrong fighters under some sort of control and thus prevent brigandage and rebellion. The polite and diplomatic term for such irregular troops is 'Free Companies', but the professional, disciplined state soldiers of the Empire simply refer to them as what they are – scum.

Free Companies are paid after the battle from a mixture of the spoils of war and the Elector Count's own war chest. Some unscrupulous generals are known to throw Free Company regiments into the thickest fighting, knowing that dead mercenaries do not require payment.



## HUNTSMEN

In the untamed wilds of the Empire there lurk countless mutants who are ever hungry for human flesh. Huntsmen are masters of the wilderness and skilled trackers who patrol the forests surrounding their homes to cull these foul monsters. Armed with little more than a bow and their wits, these grim warriors are adept at luring their quarry into lethal ambushes.

When an Elector Count, especially those from the wilder, less 'civilised' provinces, such as Ostland, Stirland and the Ostermark, muster regiments of militia, they are keen to gather as many Huntsmen to their banners as they can. These seasoned hunters are organised into groups of skirmishers who can scout ahead of the main body of the army to gather intelligence, disrupt enemy movements and pick off war machine crews with deadly accurate bow fire.

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

TROOP TYPE: Infantry.

SPECIAL RULES: Detachment.

	M	WS	BS	S	T	W	I	A	Ld
Huntsman	4	3	3	3	3	1	3	1	7
Tracker	4	3	4	3	3	1	3	1	7

TROOP TYPE: Infantry.

SPECIAL RULES: Scouts, Skirmishers.



# GREATSWORDS

Alongside the common soldiery, Elector Counts and Burgomeisters can normally call upon more specialised troops. Foremost amongst these are the Greatswords, an elite body of heavy infantry that forms their lord's personal guard on the battlefield.

Greatswords are expensive to equip and maintain, and are therefore always fewer in number than the province's regiments of ordinary state troops. To commit such troops to battle is a serious matter for an Empire general and is often regarded as a last resort.

Regiments of Greatswords garrison the castles of the Elector Counts and form their lord's honour guard on state occasions. These grim men are equipped with huge two-handed swords called zweihanders that can cleave an armoured knight in twain with one blow. Greatswords are also adorned with superb suits of Dwarf-forged plate armour, for these elite troops are expected to fight in the thick of the bloodiest and most dangerous combats of a battle.

Members of the Greatswords are personally picked by the Elector Counts from amongst the most accomplished warriors in their state regiments. Indeed, many Greatsword regiments are led in battle by the Count's personal champion. Only the bravest and most honourable soldiers are ever promoted into the ranks of the Greatswords, and to gain such a promotion, a soldier must distinguish himself under

the eyes of his commanding officers and accomplish some heroic feat of arms. Whilst these brave acts are far from uncommon, it is much rarer for the soldier in question to survive the experience. On one such occasion, during the Battle of Blood Ridge, Albrecht Hoefner, the last survivor of von Menscher's Blackhelms, received his promotion to the Hochland Greatswords after defending his regiment's colours for an entire day against repeated attacks from scores of bloodthirsty tribesmen and mutated beasts. However, Albrecht died a week later after he finally succumbed to an infected leg wound he received during his valiant last stand. It is the dream of almost every soldier in the Empire to serve in a regiment of Greatswords, but it is a goal that few men have the courage or skill to realise.

Upon a soldier's induction into the esteemed ranks of the Greatswords, he is required to swear an oath never to take a backwards step in the face of the enemy. Every regiment of Greatswords has its own particular punishments for those who fail in their duty. However, such instances are extremely rare, and the history of the Empire is replete with heroic tales of regiments of Greatswords that have died to a man to protect the life of their liege lord, even after the rest of their army had been butchered.

This courage and devotion in Greatswords is well rewarded; the veterans of this elite corps receive double pay, eat the best food and live in well-appointed quarters in the most prestigious barracks within the castle walls. Sometimes, an especially heroic Greatsword may even be rewarded by his Elector Count with knighthood. This is a great and extremely rare honour for a warrior not of noble blood, and it is one of the few paths which the common soldiery can take to join one of the acclaimed Knightly Orders.



	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

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** Regimental Unit, Stubborn.

## THE CARROBURG GREATSWORDS

*The Carroburg Greatswords are one of the most famous regiments in the Empire, with tales of their valour and ruthlessness told from Marienburg to Talabheim. The regiment earned its bloody reputation after the Siege of Carroburg in 1865, where its soldiers successfully defended the walls of their city against the Count of Middenland's vast army. Despite the horrific casualties and many wounds they suffered during the battle, the Greatswords fought on resolutely and, by battle's end, their white Reikland uniforms were drenched in blood. From that moment onwards, the Carroburg Greatswords have worn dark red uniforms in remembrance of that bloody battle.*



# FLAGELLANTS

The Empire is a dangerous and often cruel place. Wars, plagues and the predations of terrible monsters can destroy whole towns and force their inhabitants to become beggars, vagabonds and brigands. All who endure such hardships are hardened by their losses, yet some are driven over the edge of sanity by their suffering. Many of these dishevelled wretches see their plight as a morbid sign that the Empire is about to collapse, an irrefutable portent that these are the last, desperate days of a dying world. These men revel in their despair, despondent in all things yet manic in their pronouncements of gloom.

Such unfortunates flock like moths to a flame to hear the despairing prognostications of lunatic doomsayers, and in their desperation, they join these penniless zealots in their rants about lost hope and the end of the world. Together, these deluded bands of Flagellants roam the Empire at will, spreading their gospel of desolation before them. It is a common sight to see groups of fanatical madmen whipping and beating themselves as they travel from village to village, begging scraps of food as they preach their nightmarish vision of ruin to any who will hear. Whilst some listen to their doom-mongering speeches, many citizens simply ignore them, while others pelt them with rubbish in an effort to make them leave.

When word reaches the Flagellants that a battle is brewing, they gather together in anticipation of the conflict, believing it to be the final hopeless battle between good and evil. Thus, as armies clash, the Flagellants throw themselves into the fray in a desperate gesture of sacrifice and repentance. Although they are mad, Flagellants are not cowards. They firmly believe that the end of the world is about to come, and their conviction gives them a maniacal courage. Indeed, many are completely fearless; having long since confronted their own visions of world destruction, nothing holds terror for them any longer. Their madness also gives the Flagellants great strength and endurance, and they fight with astounding fury and determination.

When battle is joined, bands of crazed Flagellants beat themselves into a frenzy before charging headlong towards the enemy. They throw themselves into the fray without hesitation, launching themselves against the most hopeless of odds. With howls of doom on their lips and visions of martyrdom in their thoughts, Flagellants fight with wild ferocity, swinging their flails at their enemies and leaving trails of blood and woe in their wake. Heedless of danger or injury, these madmen will continue to fight with reckless abandon until each and every one of them lies dead or dying on the battlefield, thus vindicating their belief that the end is indeed nigh...

**The End is Nigh!** If a unit of Flagellants is in base contact with an enemy unit at the start of any Close Combat phase, the Flagellants immediately suffer D6 Strength 3 hits. Casualties inflicted in this way are 'martyrs' and they do not count towards combat resolution.

If at least one model is removed as a martyr, the remaining models in the unit immediately gain one of the special rules listed below until the end of the current phase. The exact special rule that applies will depend on the number of models removed as martyrs.

- 1 Fanatical Fury:** *The Flagellants enter a seething fit of rage as they launch themselves at the enemy with an almost unnatural fervour.*  
The unit re-rolls all failed rolls To Hit.
- 2-3 Strength of the Penitent:** *The Flagellants' self-inflicted pain lends their blows great power.*  
The unit re-rolls all failed rolls To Hit and To Wound.
- 4+ Insensible to Pain:** *Having beaten themselves insensible, the Flagellants no longer feel mortal injuries, shrugging aside blows that would cripple a sane man!*  
The unit gains +1 Toughness, and re-rolls all failed rolls To Hit and To Wound.



	M	WS	BS	S	T	W	I	A	Ld
Flagellant	4	3	3	3	3	1	3	1	7
Prophet of Doom	4	3	3	3	3	1	3	2	7

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** Frenzy, Unbreakable.



# THE KNIGHTLY ORDERS

The noble-born warriors of the Empire do not form part of any state's standing army, for to do so would mean to rub shoulders with the common soldiery. Instead, they typically fight for one of the Knightly Orders of the Empire; heroic brotherhoods of warriors who ride into battle atop mighty barded warhorses. Knights are magnificent figures, clad in gleaming suits of heavy plate armour and armed with weaponry of the finest quality. The sight of a regiment of knights charging full tilt at the enemy is a terrifying prospect for the Empire's foes to face. As the knights thunder onwards, they are likened to an avalanche of steel and muscle, and those enemies not spitted on the end of sharpened lances are crushed beneath the trampling of iron-shod hooves.

To become a member of one of the Empire's select brotherhoods of Knightly Orders, a noble must forsake his feudal responsibilities and rights of inheritance and then pass a rigorous rite of initiation. There are many of these brotherhoods throughout the Empire. Some are small in size and their members are recruited from the local aristocracy, such as the Knights Griffon and the Knights of the Broken Sword. Other Orders restrict their membership to devout worshippers of a particular god. These are often referred to as knights templar, and they include such orders as the Black Guard of Morr and the zealous Knights of Sigmar's Blood. Whilst every Knightly Order will have a primary temple in one city-state or province, most will also maintain subsidiary temples across the length and breadth of the Empire.

The Knightly Orders of the Empire are organised along strict lines of hierarchy, with every novice trained in martial virtues and the chivalric code until he is ready to take up the mantle of a fully-fledged knight. As the warrior attains honour on the battlefield and proves his worth, he will ascend through the ranks of his Order and forge himself a warrior's name. The Order's veteran knights form its inner circle. These heroic warriors epitomise the warrior virtues of the Knightly Orders and they have accomplished mighty feats of arms, slaying their foes on countless battlefields. The Knights of the Inner Circle are the elite of the elite, amongst the best fighting men of the entire Empire.

Every Empire knight bears his rank and Order's symbols upon his shield or armour as heraldic devices and other icons of importance and symbolic meaning. The most famous Orders in the Empire have histories stretching back centuries and their chapter houses are hung with ancient banners and battle trophies. The three largest and most influential Orders are the Knights of the White Wolf, the Knights Panther, and the Knights of the Blazing Sun.

The Knights of the White Wolf are a fierce order of warriors based in the northern city of Middenheim. These loud and brash warriors follow the creed of Ulric, the god of battle, wolves and winter. The White Wolves wear mantles of wolf skin over their armour and eschew the use of a lance, instead carrying mighty warhammers to smash the skulls of their





foes. They carry no shields and ride to war bareheaded to better display their long hair and impressive beards as they howl their ferocious war cries.

In contrast to the unorthodox Knights of the White Wolf, the Knights Panther are a formal Order that traces its origins to the terrible crusades against Araby. When the returning crusaders brought back the pelts of outlandish animals, they hung them from the pauldrons of their armour as trophies of their bloody victories. Thus was born the Order of the Knights Panther, a courageous brotherhood that is known and respected throughout the Empire. Like most Orders, the armour and weapons of the Knights Panther are of a more traditional nature – they wear full battle armour and carry tall lances as their main weapon.

The Order of the Blazing Sun was also founded during the crusades against Araby, but their origins are rooted in the Battle of Magritta. The battle was a great victory for the Empire, for it eventually freed Estalia from the Arabyan invaders. It was a battle made all the more remarkable by a strange and prophetic occurrence. During fierce fighting around the temple of the warrior goddess Myrmidia, a group of knights were ambushed by the elite warriors of Emir War the Cruel. As the Arabyans closed in, a mighty earthquake shook the temple and a huge bronze statue of the goddess plummeted to the street, crushing the Emir and his troops. Seeing this as a sign from the heavens, the knights drove their enemies from the field of battle. Shortly thereafter, the surviving knights established the Order of the Blazing Sun with Myrmidia as its patron. Upon returning to the Empire, the knights built a shrine to Myrmidia in the heart of Talabheim. Though many folk mistrust them for their courting of strange foreign deities, the Knights of the Blazing Sun have fought with distinction against the Emperor's foes and they are held as prized allies by many Elector Counts.

	M	WS	BS	S	T	W	I	A	Ld
Empire Knight	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Inner Circle Knight	4	4	3	4	3	1	3	1	8
Inner Circle Preceptor	4	4	3	4	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

**TROOP TYPE:** Cavalry.

### UPGRADES:

**Knights of the Inner Circle:** One Knightly Orders unit in your army (see their Army List entry on page 91) can be upgraded to Inner Circle Knights, which have an improved profile, as shown above.

## GRAND MASTERS

Greater even than a Knight of the Inner Circle is the Grand Master, and it is he who commands a Knightly Order. A Grand Master is a warrior and leader of unparalleled valour, having fought in dozens of battles, and whose military prowess is beyond question. An Elector Count can request that a Knightly Order fight alongside his army, but the decision to ride out lies solely with the Grand Master. This makes the Grand Master a very powerful ally, and great care is taken not to offend them.

When an Elector Count petitions a Knightly Order for aid, it is sometimes a condition that the Grand Master himself take command of the army. Most Elector Counts are only too happy for a general of such superlative ability to lead his soldiers, though this has not always been the case, and ego, ambition or sheer lunacy has sometimes brought unfortunate consequences. In the year 2485, just such an attitude almost spelled disaster for Wolfram Hertwig, the then-teenage Elector Count of Ostermark, who stubbornly refused to yield command to Grand Master Kessler of the Knights of the Everlasting Light. Kessler withheld his aid and the inexperienced Hertwig led his troops into a bloodbath, barely escaping the carnage with his life. Hertwig's Folly, as it is now known, stands as a cautionary tale to those who would let pride blind them from the value of having the greatest warriors of the Empire fighting at their side.

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

**TROOP TYPE:** Cavalry (Character).

**SPECIAL RULES:** Immune to Psychology.

**Master of Battle:** If a Grand Master joins a unit of Knightly Orders or Demigryph Knights, the unit gains the Immune to Psychology special rule. If the Grand Master leaves the unit or is slain, this special rule is immediately lost.

*Edmund Kriegersen snorted like an irate warthog, spitting a fat gobbet of phlegm across the gap in the battle line between the Knights of the White Wolf and their rivals, the Order of Glinting Steel. Kriegersen's narrowed eyes had not left those of the splendidly-armoured Sebastius Belmont since the pompous prig had suggested Kriegersen's knights were no more civilised than the Chaos-worshipping scum across the field. Belmont may fight like a Griffon, as they said, but he looked more like an armoured peacock.*

*Kriegersen hefted his ancient warhammer meaningfully. 'There will be time for this after the killing,' he muttered, his words lost under the clarion calls sounding the advance. Turning to his knights, Kriegersen raised his hammer to the skies. 'This day, we bring death to our enemies once more! Let the Norscan tribes turn tail and flee howling into the wastes as our hammers fall. Let Belmont and his arrogant whelps gaze in wonder as our tally grows. We shall dine on victory tonight. We shall feast on glory. Now charge! CHARGE!'*

*Kriegersen's knights thundered out across the field as the Empire battle line advanced. The Knights of the White Wolf hit the Norscans like a mailed fist. Their warhammers swung in great looping arcs, slamming into tattooed chests and smashing plate-clad warriors to the ground. On their flank, the Order of Glinting Steel drove their lances home with such force they all but broke the enemy shield wall apart. All semblance of order was lost, but the cavalry hammers of Kriegersen's brethren were still taking a heavy toll.*

*Kriegersen could not suppress a laugh of pure exhilaration – this is how battle was meant to be fought!*



# REIKSGUARD KNIGHTS

The Reiksguard Knights are the personal army of the Emperor. As an Elector Count, the Emperor also has direct command of his own provincial army – which in the case of Karl Franz are the regiments of Altdorf and the Reikland – but it is the knights of the Reiksguard that form the symbol of his military strength.

The Reiksguard is barracked in the comparative comfort of Altdorf, however, they maintain battle ready fortresses scattered throughout the whole of the Empire. The Reiksguard were founded during the reign of Wilhelm III, the first Emperor of the lineage of the Princes of Altdorf. Devout templars of Sigmar all, knights of the Reiksguard swear to give their lives to protect the Emperor, who is said to be the living incarnation of their god. Over the decades, the Reiksguard have forged a legendary reputation for courage, often charging into the fray against opponents that would see lesser warriors flee in terror. Time and again, this stoic bravery has brought the Empire a great, if bloody, victory and the name Reiksguard is synonymous throughout the provinces with feats of selfless heroism.

‘Reiksguard Knights, your Emperor is calling! Death or glory await us, but if we die, we will die as warriors, with swords in hand, and there can be no better death than that.’

– Kurt Helborg, *The Reiksmarshal*



As befits their prestigious role and elite status, the knights of the Reiksguard are equipped with the very finest weapons and suits of armour available. They ride fine destriers to war and the suits of gleaming plate armour in which they are clad are emblazoned with symbols of allegiance to the Emperor.

The head of the Reiksguard is known as the Reiksmarshal of the Empire. In addition to his duties of recruiting, training and leading the elite knights of the Reiksguard in battle, the Reiksmarshal is also the commander of all the Empire’s forces, second only to the Emperor himself in matters of war.

The ranks of the Reiksguard are open to all men of noble birth, regardless of what city or state they originally hail from. Provided they can prove their loyalty to the Emperor, and their feats of martial prowess meet the stern expectations of the Reiksmarshal, any warrior can hope to join this illustrious brotherhood. This is considered a great military and social honour amongst the nobility of the Empire, and there is no shortage of applicants. The Reiksguard can therefore maintain the highest standards and includes the very best warriors from all the Empire’s provinces, including those from as far afield as Ostland and Nordland, Wissenland and Ostermark. The ranks of the Reiksguard include the heirs to many of the wealthiest and most powerful noble houses in the Empire, including the sons of several Elector Counts.

As the best troops available to the Emperor, the Reiksguard Knights form the core of the Imperial household guard, both on the field of battle as well as at other, more stately, functions. The Reiksguard accompanies the Emperor on campaign and during diplomatic and political tours throughout the Empire and abroad. However, it is not uncommon for the Emperor to attach a unit of these renowned warriors to fight alongside another Elector Count’s army. In doing so, the Emperor is effectively lending the count his personal support for the upcoming struggle.

Although few in number, the knights of the Reiksguard are the most important part of the Emperor’s army, for they are a symbol of the Empire’s nobility and martial might. As such, when a unit of Reiksguard Knights takes to battle, it will typically form up proudly in the centre of the Empire battle line, the better to inspire the common soldiery and reassure them that the blessing of the Emperor is with them. Imperial history is rich with records of decisive battles won by a timely charge of the Reiksguard, and the halls of their barracks are hung with countless trophies and enemy banners won on the field of war. Despite the potential power and influence that such a reputation offers, the Reiksguard has stayed apolitical, loyal first, last and always to the reigning Emperor.

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

**TROOP TYPE:** Cavalry.

**SPECIAL RULES:** Stubborn.



# DEMIGRYPH KNIGHTS

In the heart of the Reikwald Forest there lurk many foul and fearsome creatures. However, there also dwell beasts of a more noble heritage that can be harnessed for war by the Knightly Orders of the Empire. Only Knights of the Inner Circle are found worthy to ride to battle on these more exotic and, frankly, ferocious mounts. Some such champions of the orders have long passed into legend – the Winter Wolves of Middenheim, and the Razorbeak-mounted Knights of the Shining Talon amongst them. Most famously, however, it is Demigryphs that are chosen as mounts for the most virtuous and battle-hardened knights, for these great beasts have proven themselves as loyal and powerful steeds on countless battlefields in the Empire's proud history.



Whilst many of the monstrous creatures ridden by the heroes of the Empire have been raised from birth, such is not always the case with Demigryphs. Amongst some Knightly Orders, an aspiring knight's final trial is to capture a Demigryph and break it to his will. Unsurprisingly, many fail and are torn to bloody ribbons. As a result, there are relatively few Demigryph Knights in the Empire and even the Knights Griffon, who count fully two dozen of these majestic beasts amongst their number, still rely primarily on more conventional steeds. However, those few small Orders, such as the Knights of Taal's Fury and the Knights of the Vengeful Sun, whose entire brotherhoods can take to war upon these monstrous beasts, have a roll of victory honours surpassed only by the most ancient of Knightly Orders.

When a Demigryph attacks, it strikes in a blur of motion, pouncing upon the enemy before they even have time to raise their weapons; a swipe of a Demigryph's razor-sharp talons can eviscerate a man and its powerful beak can cut through armour and limbs with dreadful ease. It is rare to find a Demigryph Knight who does not bear a scar of two inflicted by their own mounts, for whilst Demigryphs are noble creatures, they remain fierce and temperamental. The knights wear these scars with pride, for they set them apart from their horse-mounted brethren and bear testament to their skill and bravery. However, for every grim story of a knight being devoured by his own mount, there is another tale of a loyal Demigryph stalking the foe to avenge the death of its rider.

Demigryph Knights do not tend to overwhelm their prey in great sweeping charges. Instead, they are more likely to engage the enemy in protracted assaults where the strength and endurance of their fearsome mounts becomes decisive. Demigryphs are well suited to the savage and bloody nature of such fighting, with their claws and razor sharp beaks cutting a bloody swathe through their foes. In such close confines, a knight's traditional lance loses much of its effectiveness, and many Demigryph Knights have thusly adapted their fighting style to wield heavy cavalry halberds in battle instead. These weapons strike the perfect balance between reach and power, and are far better suited to the knights' role on the battlefield.



	M	WS	BS	S	T	W	I	A	Ld
Inner Circle Knight	4	4	3	4	3	1	3	1	8
Inner Circle Preceptor	4	4	3	4	3	1	3	2	8
Demigryph	8	4	0	5	4	3	4	3	7

**TROOP TYPE:** Monstrous Cavalry.

**SPECIAL RULES:**

**Armour Piercing** (Demigryph only), **Fear**.

## THE KNIGHTS OF THE VENGEFUL SUN

*The Knights of the Vengeful Sun first made a name for themselves at the Battle of Ghoull Pass. This treacherous valley was infested with greenskins, and passage to the Border Princes had become all but impossible. So it was that Count Ruprecht of Nuln sent for the Knightly Order to carve a way through. The greenskins were many, and it was not long before battle-hungry Orcs and cunning Night Goblins choked the pass, grinding down the Empire force in a war of attrition. The Knights could not bring their full strength to bear, and the battle was going badly. As artillery fire roared overhead, the Knights of the Vengeful Sun took a daring gamble, and sent forth their cadre of Demigryph Knights. They rode their powerfully agile steeds up the sides of the valley, arcing around and down upon the flank of the greenskin horde. There, they waged a cull of such unremitting violence that it broke the deadlock and, ultimately, carried the day.*



# PISTOLIERS & OUTRIDERS

## PISTOLIERS

Pistoliers are young nobles who are not yet old or experienced enough to test their spurs in battle or join one of the Knightly Orders. However, the clarion call to arms pounds strongly in the veins of these youths, and many cannot wait to march to war and prove themselves on the glorious field of combat. Some spirited young nobles may gather their friends and form regiments of Pistoliers of their own, but most join the ranks of the Pistolkorps, a military organisation funded by the Emperor, the Imperial Engineers School and sponsored by several Knightly Orders. Here, the nobles learn about horsemanship and war from the Outriders – grizzled veterans paid by the knights to train their sons. Most of the young men who survive their time in the Pistolkorps go on to join a Knightly Order and put the skills and scars they have earned to good use as a fully armoured knight.

Many Pistoliers will be fighting in battle for the first time. Being rather inexperienced, they are inclined to be hot-headed and rather impetuous. Filled with notions of heroism, many Pistoliers dash into the jaws of danger where an older warrior might wisely assess the risks and bide his time. Such fiery courage is only to be expected of Pistoliers, and indulging it is seen by their fathers as a good way of tempering their wildness into something more dependable.

The armour and weapons carried by a Pistolier are provided for from the treasuries of his family. Each Pistolier cuts a

dashing figure with his flamboyant livery, plumed helmet and brace of finely crafted pistols. In battle, Pistoliers act as light cavalry who gallop around the enemy flanks, disrupting formations and launching devastating hit-and-run attacks with their pistols blazing away.

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

**TROOP TYPE:** Cavalry.

**SPECIAL RULES:** Fast Cavalry.

## OUTRIDERS

Outriders are grim men who are both the commanders and drill instructors of the Pistolkorps. Outriders are rarely noblemen, but rather they are veterans elevated from the ranks of the state regiments, sergeants and officers who show an affinity for horsemanship and a talent for training new recruits. Outriders typically wear ornate armour, for noblemen pay well for their sons to learn the art of war. They also tend to sport eccentrically waxed moustaches to better differentiate themselves from their younger charges.

The Outriders that lead units of Pistoliers into battle have the job of reining in their young charges' excesses and keeping them out of the worst of danger. Although this is sometimes a forlorn hope, an Outrider's stern gaze and barked orders have prevented more than one foolhardy Pistolier from getting himself killed. Outriders see Pistoliers as promising, if intemperate youngsters who lack discipline. Despite much grumbling about not showing their elders any respect, Outriders are always extremely proud when one of their charges is inducted into the ranks of a Knightly Order.

Outriders also form into separate regiments, sometimes to show their charges exactly how it's done, but also to display their own martial discipline to any noblemen in the army that might be looking for an experienced instructor to tutor their own sons. As the Pistolkorps is funded in part by the Imperial Engineers School, Outriders are equipped with deadly repeater handguns, weapons capable of unleashing devastating storms of lead at long range. The leader of the Outriders, inevitably the keenest shot in the regiment, will often be armed with an even more outlandish weapon as befits his status, gifted to him by a patron Engineer.

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

**TROOP TYPE:** Cavalry.

**SPECIAL RULES:** Fast Cavalry.





# THE WAR ALTAR OF SIGMAR

There are few more awe-inspiring sights than the Arch Lectors of Sigmar answering the call to war atop the mighty War Altar. Commissioned by Magnus the Pious after his ascension, the War Altar is a colossal chariot, ornate and gleaming with a towering effigy of a golden Griffon carried upon it. Crafted by the most skilled artisans in the Empire, this statue was consecrated in the Temple of Sigmar in Altdorf with the blood of the Grand Theogonist and Emperor Magnus themselves. The Golden Griffon has thus ever been a source of great, and some say divine, energy. An Arch Lector of Sigmar can draw forth this power with the sheer conviction of his faith and unleash a blinding white light. For creatures that are bound to the mortal plain by means of dark magic, this light is anathema and they are utterly consumed by its touch; bursting into cleansing flames and crumbling to dust in an instant. Against the forces of Chaos, where the danger of spiritual malaise and moral corruption is as great a danger as death, the Grand Theogonist may deem it necessary to unleash the War Altar in battle once again. He may entrust this solemn duty to one of the Arch Lectors under his command, or, in times of particular crisis, ride it to war himself. The sight of the altar inspires acts of heroic bravery in the forces of the Empire, steeling their resolve to face the manifold horrors that the world throws at them.



The War Altar has seen battle on hundreds of occasions, and it bears the scars of battle as proudly as any soldier of Sigmar. It is the duty of each Grand Theogonist to tend to this holy relic. They renew scrolls of benediction, repair sigils of faith and attach new artefacts and holy icons to the War Altar's redoubtable frame. These modifications are made completely at the discretion of the incumbent Grand Theogonist. As such, the War Altar has reflected the personality of each man to hold the rank over the centuries. In the time of Grand Theogonist Richter, a fiery orator who sought to bring the light of Sigmar to the darkest corners of the Empire, the War Altar sported a pair of burning braziers. Volkmar the Grim instead affixed the mighty Horn of Sigismund to the chariot's sturdy carriage, so that his enemies would tremble at his approach. Whatever improvements are made, the Golden Griffon mounted atop the War Altar remains untouched, forever standing proudly as a symbol of the Empire's might.

	M	WS	BS	S	T	W	I	A	Ld
The War Altar of Sigmar	-	-	-	5	5	5	-	-	-
Warhorse	8	3	-	3	-	-	3	1	5

**TROOP TYPE:** Chariot (Armour Save 5+).

**SPECIAL RULES:** Large Target, Stubborn, Ward Save (4+).

**Holy Fervour:** All friendly Empire units have the Hatred special rule whilst within 6" of the War Altar of Sigmar.

**The Power of Sigmar:** Any Battle Prayers cast by an Arch Lector (or Volkmar the Grim) who is mounted on the War Altar of Sigmar also target all friendly units within 6".

## MAGIC ITEMS:

**The Golden Griffon:** *The Golden Griffon is the best known emblem of Magnus the Pious and a source of raw magical power. In battle, it unleashes a blinding white light that is anathema to the unholy.*

Enchanted Item. Innate bound spell (power level 4). The Arch Lector may cast *Banishment* (see the Lore of Light).

## UPGRADES:

**The Horn of Sigismund:** *Emperor Sigismund was gifted this enchanted horn by the Dwarfs after the Battle of Grimgrill Dale. Following Sigismund's death, it passed into the keeping of the Temple of Sigmar where it is blown three times on the anniversary of the deceased Emperor's death. It is said that when the horn is blown, the enemies of the Empire hear the angry roar of Sigismund himself, and they flee before the wrath of the vengeful dead.*

Enchanted Item. The War Altar of Sigmar has the Terror special rule.





# ARTILLERY OF THE EMPIRE

The Imperial Gunnery School in Nuln is the biggest cannon foundry in the Empire and nearly every artillery piece employed by the Emperor's armies is cast there. It is a gigantic complex of forges and workshops, and the Elector Counts spend much of their wealth to acquire the Gunnery School's finest artillery pieces. In addition, it is there that the majority of the Emperor's gunners and artillery crews receive their training.

## GREAT CANNONS

The Great Cannons of the Imperial Gunnery School are the terror of the Empire's foes. Their thunderous fire sends iron balls hammering into the ranks of enemy warriors, each impact ploughing bloody furrows through tightly packed regiments. Even the mightiest creatures cannot ignore the power of a Great Cannon, as was ably demonstrated at the Siege of Middenheim, when Master Gunner Pumhart von Steyr decapitated a rampaging Dragon with a single well-placed shot.

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

**TROOP TYPE:** War Machine (Great Cannon).



## HELBLASTER VOLLEY GUN

The Helblaster Volley Gun is one of the most infamous black-powder weapons ever invented, its devastating firepower able to tear apart an entire regiment in a crackling volley of ear-splitting reports.

The Helblaster Volley Gun is the lethal creation of the deranged Engineer, von Meinkopt, and the terrifying reputation of this weapon has spread to all corners of the Old World. Its nine separate barrels are divided into three 'decks' and are turned by means of a central crank, which means that it can unleash devastating hails of shot that shred its unfortunate target in a firestorm of leaden death. The serious disadvantage of the Helblaster is that it is notoriously prone to jams, misfires and explosive malfunctions. As a result, Helblaster crews are a morbid lot who tend to be paid up with the priests of Morr.

	M	WS	BS	S	T	W	I	A	Ld
Helblaster Volley Gun	-	-	-	-	7	3	-	-	-
Crewman	4	3	3	3	3	1	3	1	7

**TROOP TYPE:** War Machine.

### SPECIAL RULES:

**Volley Gun:** A Helblaster Volley Gun has the following profile and rules:

Range	Strength	Special Rules
24"	5	Armour Piercing

To fire the Helblaster Volley Gun, select a target according to the normal rules for shooting, then roll three artillery dice to find out how many shots are fired.

- If one of the dice rolls a misfire, something has jammed a firing mechanism – halve the results of the remaining two artillery dice to determine how many shots are fired.
- If two of the dice rolls a misfire, a dangerous fault may have occurred – roll a D6 and consult the Black Powder War Machine Misfire chart in the *Warhammer* rulebook.
- If all three dice rolls a misfire, all of the volley gun's barrels fire simultaneously, unleashing a devastating fusillade but destroying the Helblaster Volley Gun at the same time. The Helblaster Volley Gun fires 30 shots, but is removed as a casualty once they have been resolved.

If no misfires are rolled, the number of shots fired is equal to the total of all the dice rolled. After determining how many shots are fired, roll To Hit the target with an equivalent number of dice, resolving any successful hits using the profile given above.

'Three things make the Empire great: faith, steel and gunpowder.'

- Magnus the Pious



## HELSTORM ROCKET BATTERY

The Helstorm Rocket Battery was inspired by a particularly impressive fireworks display. Early prototypes blew apart an entire floor of the Imperial Engineers School, but the soot-blackened Engineers persevered and succeeded in creating a deadly, if unpredictable, weapon.

The shrieking rockets fired by this bizarre machine are wildly inaccurate weapons that have little chance of hitting anything other than (eventually) the ground. However, when these rockets do land on target, the results are devastating; entire regiments are blown apart by a series of earth-shaking explosions. After Elector Count Boris Todbringer was almost killed by an errant barrage, they were dubbed 'Helstorm' rockets after the colourful language used to reprimand the unfortunate crewmen.

	M	WS	BS	S	T	W	I	A	Ld
Helstorm Rocket Battery	-	-	-	-	7	3	-	-	-
Crewman	4	3	3	3	3	1	3	1	7

**TROOP TYPE:** War Machine.

### SPECIAL RULES:

**Helstorm Rockets:** A Helstorm Rocket Battery has the following profile and rules:

Range	Strength	Special Rules
48"	3(3)	Armour Piercing



When firing a Helstorm Rocket Battery, first roll a D3 – this is the number of rockets fired in the salvo. Next, place a small round template over your target following the rules for a stone thrower. You'll find it helpful to mark the central point (under the hole in the template) with a dice or marker.

Roll a single artillery dice and a number of scatter dice equal to the number of rockets in the salvo. If the artillery dice result is a misfire, roll a D6 and consult the Black Powder War Machine Misfire chart in the *Warhammer* rulebook. Assuming a misfire was not rolled, choose one of the scatter dice results and resolve it in the following manner:

Move the template a number of inches equal to the result on the artillery dice in the direction shown. Note that Helstorm rockets are so inaccurate that they always count as being fired indirectly, even if the Helstorm rocket Battery has line of sight to its target.

When the final position of the template is known, resolve hits as you would for a stone thrower, using the profile given above. There is no difference in Strength for the model under the central hole. If there are any scatter dice as yet unresolved, return the template to its original position, choose an unresolved scatter dice and resolve this shot as described above. Continue until all scatter dice have been resolved.

## MORTARS

Mortars are short, heavy weapons, designed to lob a hollow, explosive shell high into the air so that it drops onto its target. While a solid cannon ball may plough through several victims, a Mortar shell explodes with tremendous force, scattering razor sharp shrapnel over a wide area and scything through whole ranks of enemy warriors.

Firing a Mortar is always a tense moment, for the quality of fuses is highly variable and it is not unknown for one to burn through before the crew have finished loading the shell. As a result, Mortar crews tend to be superstitious and carry a large number of good luck charms about their person.

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

**TROOP TYPE:** War Machine.

### SPECIAL RULES:

**Mortar Shells:** Mortars have the following profile and rules:

Range	Strength	Special Rules
12-48"	2(6)	Armour Piercing, Multiple Wounds (D3)

A Mortar is fired using the same rules as a stone thrower, but with the profile given above and the following differences:

- A Mortar uses a large round template.
- If, when firing a Mortar, the artillery dice result is a misfire, roll a D6 and consult the Black Powder War Machine Misfire chart in the *Warhammer* rulebook.



# STEAM TANKS

Steam Tanks are monstrous, smoke-belching creations that rumble towards the enemy, firing deadly cannonballs from their steam-powered guns. A thick, armoured skin protects the whole Steam Tank and the advance of these iron behemoths is terrifying to behold; arrows and sword strokes rebound harmlessly from hulls and enemy warriors are crushed beneath their immense bulk.

Powered by a pressurised boiler that siphons steam through pipes and pistons, a Steam Tank comes from the inspired design of Leonardo of Miragliano. Twelve Steam Tanks were originally built, though only eight now remain, carefully maintained by the Imperial Engineers School. Whenever one of these machines is destroyed in combat, all efforts are made to recover all the broken fragments, and wherever possible, the machine is meticulously rebuilt. However, since Leonardo's disappearance, many of the secrets of their construction have been lost, and the surviving Steam Tanks are becoming increasingly unreliable and inefficient. It is a rare day indeed when all eight of these ponderous machines can be persuaded to run at the same time.

In battle, the Engineer Commander of a Steam Tank directs the pressurised steam to whichever portion of the tank requires it, be it the pistons that drive the wheels or the tank's steam-powered weapons. As the Steam Tank is not built with any instruments for determining the pressure in the boiler, the Commander must instead rely on the

intensity of the gurgling noises, the hissing sound of steam escaping from imperfectly sealed piping, and the clouds of vapour that accumulate around him. It is a delicate art to judge how much pressure the boiler can hold, but the higher the pressure, the more options the Commander has at his disposal. If too much pressure builds, the Engineer runs the risk of rupturing the boiler, an event that typically entails a catastrophic effect. In several battles, a Steam Tank has suddenly exploded because of a fatal overpressure, destroyed in a cloud of super-heated vapour and spinning iron shards.

Steam Tanks are armed with a steam-powered cannon that can fire a spinning ball of iron whirling into the foe's ranks. A turret-mounted steam gun is also standard, which can engulf nearby enemies in great gouts of scalding steam.

Young Engineers are reluctant to volunteer as Steam Tank crew, as the boilers are renowned for bursting apart and boiling those inside alive. The Steam Tank is also very uncomfortable to ride in and whenever the main cannon is fired, the noise rebounds deafeningly inside, shaking the machine and churning the stomachs of the crew. As a result, most Engineer Commanders prefer to lean out of the Steam Tank's top hatch where they can partially escape the cramped confines. This vantage point also provides the commander with a superior view of the battlefield, and many take the opportunity to bolt on a rifle or draw a pistol for a little target practice of their own.





	M	WS	BS	S	T	W	I	A	Ld
Steam Tank	0/Var.	-	-	6	6	10	-	-	-
Engineer Commander	-	3	4	3	-	-	3	1	7

**TROOP TYPE:** Chariot (Armour Save 1+).

**SPECIAL RULES:** **Large Target**, **Random Movement (variable)**, **Terror**, **Unbreakable**.

**Steel Behemoth:** A Steam Tank, and its crew, can shoot missile weapons with the Move or Fire special rule even if it moved in its Movement phase. In addition, a Steam Tank cannot overrun or pursue a fleeing enemy – it automatically restrains and is unable to perform combat reforms.

**Steam Points:** At the start of your turn, declare how many Steam Points your Steam Tank is generating – this can be any number between 0 and 5. You may find it helpful to place tokens or a specially coloured dice next to the Steam Tank to keep track of how many Steam Points you have generated, as you will expend them later in the turn to perform actions.

After you have generated your Steam Points (if any), roll an artillery dice to see if the Steam Tank's boiler holds out. If the result is greater than the Steam Tank's current number of Wounds, or if you roll a misfire, roll a D3 and then, for each Steam Point the Steam Tank currently has, add 1 to the result and consult the Steam Boiler Mishap table.

You can expend Steam Points in three ways: through the Steam Engine, Steam Gun or Steam Cannon. You can expend up to 3 Steam Points in each of these categories, as long as you have enough Steam Points remaining. Any Steam Points left unused at the end of your turn are lost.

- **Steam Engine:** The more Steam Points you expend in the Steam Engine, the further the Steam Tank moves in the Movement phase. Declare how many Steam Points you will expend in the Steam Engine at the start of your Compulsory Moves sub-phase. If you choose not to expend any Steam Points in the Steam Engine, the Steam Tank's Movement will be 0 that turn and it cannot move at all. For each Steam Point you chose to expend, the Steam Tank's Random Movement increases by D6". (For example, if you expend 2 Steam Points in the Steam Engine, the Steam Tank has a Random Movement of 2D6".)

If the Steam Tank charges an enemy unit, it will inflict an additional D3 Impact Hits for each Steam Point expended in the Steam Engine that turn. (For example, if 3 Steam Points are expended in the Steam Engine, the Steam Tank inflicts D6+3D3 Impact Hits!)

If the Steam Tank starts its Movement phase in base contact with an enemy unit, it cannot move, but can instead expend Steam Points in the Steam Engine to grind foes beneath its wheels. Select one enemy unit in base contact – it immediately suffers D3 Strength 6 hits for each steam point expended in this way, distributed as from shooting.

- **Steam Gun:** The more Steam Points you expend in the Steam Gun, the higher the pressure of the resultant gout of steam. If the Steam Tank is unengaged, declare how many Steam Points you will expend in the Steam Gun at the

start of your Shooting phase. If the Steam Tank is engaged in close combat, declare how many Steam Points you will expend in the Steam Gun at the start of your Close Combat phase. In either case, if you choose not to expend any Steam Points in the Steam Gun, you cannot fire it that turn.

If only a single Steam Point is expended, the Steam Gun is treated as a Strength 2 Breath Weapon, which uses the Engineer Commander's Initiative. The Strength of the Breath Weapon is increased by 1 for each additional Steam Point expended in the Steam Gun. (For example, if 3 Steam Points are expended, the Steam Gun is treated as a Strength 4 Breath Weapon.) The Steam Gun has a 360 degree arc of fire. Unlike other Breath Weapons, the Steam Gun can be used once each turn.

- **Steam Cannon:** A Steam Cannon is a cannon, but instead of gunpowder, it is fired by pressurised steam. The more Steam Points that are expended in the Steam Cannon, the greater its maximum range will be. If you choose not to expend any Steam Points in the Steam Cannon, or if the Steam Tank is in base contact with an enemy unit, you cannot fire it that turn.

If you expend a single Steam Point, the Steam Cannon can fire with a maximum range of 12". For each additional Steam Point you expend, the maximum range of the Steam Cannon is increased by 12". The Steam Cannon can only be fired directly ahead.

The Steam Cannon is a cannon with the following profile:

Range	Strength	Special Rules
12"/24"/36"	10	Multiple Wounds (D6)

If the first artillery dice rolls a misfire, the Steam Cannon does not fire and the Steam Tank immediately loses D3 Wounds with no armour saves allowed. The Steam Cannon cannot fire grapeshot.

#### Steam Boiler Mishap Table

- 1-4 **Valve Locked:** Roll a D6. On a 1-2, you cannot expend Steam Points in the Steam Engine this turn. On a 3-4, you cannot expend Steam Points in the Steam Gun this turn. On a 5-6, you cannot expend Steam Points in the Steam Cannon this turn.
- 5 **Minor Leak:** The Steam Tank immediately loses D3 Steam Points.
- 6 **Emergency Vent:** The Steam Tank immediately loses D6 Steam Points. The Steam Tank, and any unit in base contact, immediately suffers 2D6, Strength 2 hits, distributed as from shooting (roll for each unit).
- 7 **Dangerous Overpressure:** Roll a D3. The Steam Tank immediately gains a number of Steam Points and loses a number of Wounds equal to the result.
- 8 **Kaboom!:** All units within 6" of the Steam Tank (friend or foe) immediately suffer 2D6 Strength 4 hits, distributed as from shooting (roll for each unit). After resolving any damage, the Steam Tank is removed as a casualty.



# LUMINARK OF HYSH

## Arcane Battle Altar

A Luminark of Hysh is a large and complex magical war machine created by the Wizards of the College of Light Magic. Each consists of an array of enchanted mirrors and aether-lenses, resembling the innards of a vast magical telescope mounted atop a great wheeled platform. These mystical weapons are crewed by a pair of Acolytes – students of the Patriarch of the Light College himself – who tend to the machine's array of precision instruments. As the Acolytes set about focussing lenses, tilting prisms and polishing mirrors, they continuously intone spells to channel the Wind of Hysh. As the invocations gain in tempo and volume, the Orb of Sorcery at the machine's core glows with increasing ferocity until a blinding white light leaps through the Luminarium's arcane optics, manifesting in a destructive beam of soulfire so intense that it vaporises anything in its path.

The Light College has precious few Luminarks, and deploying any of them on the battlefield constitutes a terrible dilemma for the Order's Patriarch. This is because each Luminark forms a critical part of the sorcerous safeguards that keep the most evil artefacts recovered by the Empire imprisoned within the college's vaults. The removal of any part of this prison's magical defences runs the risk of that evil escaping, and should such a thing happen, the consequences could well spell doom for the Empire.



Each Luminark is surrounded by an aura of light that reaches out to protect those Empire soldiers who bask in its glow. Warriors so blessed find enemy sword strokes turned aside by invisible forces, or incoming volleys of arrows transformed into harmless bursts of multicoloured light moments before they would have struck.

	M	WS	BS	S	T	W	I	A	Ld
Luminark of Hysh	-	-	-	5	5	5	-	-	-
Acolyte	-	3	3	3	-	-	3	1	7
Warhorse	8	3	-	3	-	-	3	1	5

**TROOPTYPE:** Chariot (Armour Save 5+).

**SPECIAL RULES:** Large Target.

**Aura of Protection:** The Luminark of Hysh and all friendly units within 6" have a 6+ ward save.

**Locus of Hysh:** If you have one or more Luminarks of Hysh on the battlefield at the start of your opponent's Magic phase, add 1 dice to your dispel pool.

**Solheim's Bolt of Illumination:** *The Luminark focuses the Wind of Hysh, projecting the energies as a searing beam of light that scythes through enemy ranks with the power of a solar flare.*

Innate bound spell (power level 4). *Solheim's Bolt of Illumination* is a **magic missile** with a range of 36". It causes a Strength 8 hit that has the Multiple Wounds (D3) and Flaming Attacks special rules, and penetrates ranks in the same manner as a shot from a bolt thrower. Armour saves are not permitted against Wounds caused by *Solheim's Bolt of Illumination*. If the target is Undead, Nehekharan Undead, or has the Daemonic special rule, all failed To Wound rolls caused by this spell are re-rolled.

### THE ORBS OF SORCERY

When the Elven Loremaster Teclis founded the Colleges of Magic, he gifted each Order with a handful of crystal orbs to help the fledgling wizards harness the Winds of Magic. Each orb is infused with the essence of one of the eight magical winds and it is even whispered that a portion of Teclis' own power is bound within every one of them. The Orbs of Aqshy are thus wreathed in searing flames and the Orbs of Chamon shift like flowing mercury between a golden sheen to polished silver and back again. The Orbs of Hysh radiate a blinding white light so intense that they have been mistaken for miniature suns, whilst the Orbs of Azyr are as dark as deepest space, lit only by the swirling mass of constellations moving within it. Only the Patriarchs of the respective colleges can sanction their use. They are amongst the most powerful and treasured magical artefacts in the colleges' possession and the loss of any of them is a grievous blow to the Order in question.



# CELESTIAL HURRICANUM

## Arcane Battle Altar

In times of desperate need, when the signs and portents indicate the fate of the Empire itself lies in the balance, the Patriarch of the Celestial Order may eschew subtlety and sanction the use of one of his Order's largest and most destructive weapons – a Celestial Hurricanum. These battle altars were originally built to help Celestial Wizards in their studies of the heavens, to aid them in making more accurate predictions of the future. At the heart of each Hurricanum lies one of the college's most revered artefacts – one of Teclis' Orbs of Sorcery, which enables the Hurricanums to do more than just observe the orbits of passing comets; they actually alter their paths and even cause them to come crashing down from the heavens. Mounted upon sturdy carriages and attended by the Order's Acolytes, the Hurricanums have since been turned into devastating weapons of war.

Celestial Hurricanums harness the Wind of Azyr. In battle, the sorcerous energies surrounding it grow in strength from a steady breeze to a whirling hurricane. By adjusting the huge orrery atop the altar, the Acolytes can summon the very wrath of the heavens. Lightning bolts smite the Empire's foes and icy hail-shards flense flesh from bone. More impressive still are those rare times when the Acolytes achieve a perfect alignment and fiery comets come streaking out of the skies. What is more, Celestial Hurricanums constantly 'leak'

magical power, and Empire soldiers who march beside them often report seeing visions of the imminent future. They are able to predict the actions of the foe with uncanny accuracy, and know exactly where and when to strike a critical blow.

	M	WS	BS	S	T	W	I	A	Ld
Celestial Hurricanum	-	-	-	5	5	5	-	-	-
Acolyte	-	3	3	3	-	-	3	1	7
Warhorse	8	3	-	3	-	-	3	1	5

**TROOP TYPE:** Chariot (Armour Save 5+).

**SPECIAL RULES:** Large Target.

**Locus of Azyr:** If you have one or more Hurricanums on the battlefield at the start of your Magic phase, add 1 dice to your power pool.

**Portents of Battle:** The Hurricanum and all friendly units within 6" have a +1 bonus To Hit in close combat.

**Storm of Shemtek:** *The Celestial Hurricanum assails the foe with everything from light drizzle to lightning bolts.*

Innate bound spell (power level 4). *Storm of Shemtek* is a **direct damage** spell with a range of 24". Place the small round template over the target and scatter it D6". The result of the D6 is also used to determine the type of storm that is summoned (see the chart below). If a Hit! is rolled, the template does not scatter. If the template hits a unit with the Fly special rule, it suffers D6 Strength 4 hits, in addition to any other effects (even if a Sudden Downpour is summoned).



- 1 Sudden Downpour:** The target is pelted with rain – the unit is a bit soggy, but no damage is inflicted this time.
- 2 Iceshard Tempest:** All models hit by the template suffer a Strength 2 hit. In addition, all units touched by the template suffer a -1 modifier to all To Hit rolls (both shooting and close combat) until the start of the caster's next Magic phase. Shooting attacks that do not use Ballistic Skill are unaffected.
- 3 Raging Tornado:** If a target unit lies beneath the template's central hole and is not engaged in close combat, roll a scatter dice and rotate the unit so that it is facing that direction (if a hit is rolled, the casting player chooses the direction). If, by rotating the unit, it would come within 1" of another unit or impassable terrain, simply stop rotating the unit as soon as it moves to within 1".
- 4-5 Lightning Strike:** The model under the template's central hole suffers a Strength 6 hit. Other models hit by the template suffer a Strength 3 hit.
- 6 Meteor Strike:** The model under the template's central hole suffers a Strength 8 hit with the Multiple Wounds (D6) Special rule. All other models hit by the template suffer a Strength 3 hit.



# KARL FRANZ

## The Emperor

The incumbent Emperor is Karl Franz, Prince of Altdorf and Elector Count of Reikland. Karl Franz is said to be the greatest statesman the Old World has ever seen. He is also a military genius and a valiant general. The Emperor frequently takes personal command of his soldiers, wielding Ghal Maraz, the fabled hammer of Sigmar, like the warrior god of old, smiting enemies of the Empire with every blow.

The Emperor has earned a magnificent record of conquests. It was Karl Franz who led the charge of the Reiksguard that finally broke the Bretonnian Knights at the Battle of Norduin. On the Field of Blood, it was the Emperor's courage that steadied the Imperial line against the charges of Waaagh! Spleenrippa. Against the Chaos horde of Morkhal-hai the Savage, Karl Franz led the Reikland Greatswords into the heart of the enemy army, where he crushed the Champion's skull with a single strike of Ghal Maraz. There is little doubt that Karl Franz is one of the greatest generals of his age. He stands at the forefront of the battles against those that would see his beloved realm torn asunder, and it is a responsibility that weighs heavily upon his shoulders.

Karl Franz often rides to battle on the back of Deathclaw, reputed to be the mightiest Imperial Griffon that ever lived. A powerful bond exists between the beast and its master, one

forged in countless battles and many adventures. During the Battle of Blood Keep, Deathclaw stood over the prone form of the wounded Emperor for three hours, slaying any who came near until the Reiksguard could hack a path to their fallen lord. Deathclaw frequently flies freely above Altdorf, returning dutifully to his cage come nightfall, much to the relief of the capital's citizens.

	M	WS	BS	S	T	W	I	A	Ld
Karl Franz	4	6	5	4	4	3	6	4	10
Deathclaw (Griffon)	6	6	0	6	5	5	4	5	8

**TROOP TYPE:** Infantry (Special Character).

**Deathclaw** (Monster): Karl Franz may be carried into battle by his loyal Imperial Griffon.

**SPECIAL RULES** (Karl Franz):

**Hold the Line!** (see page 32), **Immune to Psychology**.

**Leader of Men:** Karl Franz must be your General. His Inspiring Presence special rule has a range of 18", unless he is mounted on Deathclaw or the Imperial Dragon, in which case it is increased to 24".

**SPECIAL RULES** (Deathclaw):

**Bloodroar** (see page 34), **Fly**, **Large Target**, **Terror**.

**Loyal Beast:** Deathclaw always passes any Monster Reaction test he is required to make. In addition, if Karl Franz is killed, Deathclaw has the Hatred special rule when attacking the unit that killed him for the rest of the game.

**MAGIC ITEMS:**

**Ghal Maraz:** *Ghal Maraz is the legendary hammer of Sigmar and one of the most potent magical artefacts in the entire world. This rune-encrusted weapon has been the symbol of the Emperor's office ever since the founding of the Empire.*

Magic Weapon. Hits from Ghal Maraz wound automatically with no armour saves allowed. In addition, Wounds caused by Ghal Maraz have the Multiple Wounds (D3) special rule.

**The Reikland Runefang:** *As the Elector Count of Reikland, Karl Franz has the right to wield his Runefang in battle. When he does so, it is almost always to make a political statement, namely that his actions are done in his capacity as the ruler of his province, and not the Empire as a whole.*

Magic Weapon. All hits from the Reikland Runefang wound automatically with no armour saves allowed.

**The Silver Seal:** *The warrior mage Fredrik von Tarnus crafted this artefact for Magnus the Pious following the Great War Against Chaos. It wards away harmful blows and evil sorceries.*

Talisman. The Silver Seal grants Karl Franz a 4+ ward save and the Magic Resistance (2) special rule.





# KURT HELBORG

## Reiksmarshal of the Empire

Kurt Helborg is the Captain of the Reiksguard – the Reiksmarshal – and Emperor Karl Franz's most trusted military commander. Tall and strong, Helborg is the very image of a heroic general; his engraved armour is polished to a mirror sheen and his sword arm is as strong as his courage is unbending. Kurt Helborg rides into battle atop Krieglust, a massive grey gelding said to have been sired by the finest stud in the Emperor's stables. Kurt Helborg also wields the legendary Solland Runefang, a mighty artefact of significant symbolic importance. That the Reiksmarshal has been entrusted with this magical heirloom is a symbol of the Emperor's conviction in Helborg's ability, and so devout a warrior is he that he would sooner die than betray that trust.

As captain of the Reiksguard, Helborg commands the Empire's most deadly warrior corps. When these warriors are personally led by their inspirational leader, they are an almost unstoppable force, an implacable tornado of steel that fearlessly thunders across the battlefield, driving the enemies of the Empire into the blood-soaked ground.

Kurt Helborg is reputed to be the greatest swordsman in the Old World, though this is an accolade hotly contested by the Emperor's Champion, Ludwig Schwarzhelm. These two grim warriors are bitter rivals who regularly compete on the tournament field to answer the question of who is the mightiest warrior of the Empire. So far, honours are roughly even, though at the last meeting Helborg went slightly ahead, much to Ludwig Schwarzhelm's chagrin.

As the Reiksmarshal, Kurt Helborg is also commander of all the Empire's armed forces, second only to the Emperor himself. As such, he has spent most of his life in battle, and is one of the most experienced generals in the Old World.

Kurt Helborg has led the Reiksguard and Imperial armies in wars fought all across the Old World, from the dark forests of the Empire and icy wastes of Kislev to the blazing deserts of Araby. As a general, he is virtually without peer, leading entire armies of knights in thunderous charges of gleaming plate armour and glittering lance points. As a mighty warrior, he fights where the combat is thickest, his Runefang cleaving the foe without mercy.

	M	WS	BS	S	T	W	I	A	Ld
Kurt Helborg	4	7	6	4	4	3	6	4	9
Krieglust (warhorse)	8	3	0	3	3	1	3	1	5

**TROOP TYPE:** Cavalry (Special Character).

**SPECIAL RULES:**

**Immune to Psychology, Stubborn.**

**The Emperor's Chosen:** If Kurt Helborg joins a unit of Reiksguard Knights, his unit gains the Immune to Psychology special rule. If Kurt Helborg leaves the unit, or is slain, this special rule is immediately lost.

### MAGIC ITEMS:

**Laurels of Victory:** Kurt Helborg is one of the most celebrated heroes in the Empire, and he wears laurels enchanted by wizards of the Grey Order. The magic within the laurels magnifies Kurt's stature in the eyes of his enemies to the point that few can muster the courage to stand before his wrath.

Enchanted Item. Each unsaved Wound caused by Kurt Helborg (but not his mount) counts as 2 unsaved Wounds when calculating the combat result.

**The Solland Runefang:** The Empire province of Solland never truly recovered from the destruction wrought by the Orc Warboss Gorbak Ironclaw, and its lands have long since been absorbed by the neighbouring province of Wissenland. Thus, when the Solland Runefang, which had been lost in battle, was recovered and returned to the Empire, there was no longer an Elector Count of Solland to wield it. Instead, it was decreed that the Emperor would take ownership of the magical blade. It soon became tradition for the incumbent Emperor to entrust the Runefang to the care of one of the Empire's greatest heroes, and that honour currently sits with the Reiksmarshal, Kurt Helborg.

Magic Weapon. All hits from the Solland Runefang wound automatically with no armour saves allowed.





# LUDWIG SCHWARZHELM

## The Emperor's Champion

Ludwig Schwarzhelm is the champion of Karl Franz and the bearer of the Emperor's personal standard. Ludwig is a towering figure of a man, renowned throughout the Empire for his mighty physique, stern expression and deadly martial skill. The Emperor's champion is said to have never smiled in his life and this reputation as an uncompromising, incorruptible warrior is one Ludwig has consciously cultivated over the years. His role is to uphold the Emperor's justice during trials of combat, which are the judicial right of high-ranking nobles accused of breaking one of the Emperor's laws. Such is Ludwig's deadly reputation that many a noble so accused has confessed their guilt before a sword has even been lifted. Ludwig is also Karl Franz's principal bodyguard and his mere presence has so far proven enough to discourage any attempts on the Emperor's life.

In addition to his formidable skills as a master swordsman, Ludwig also acts as a potent reminder of the Emperor's authority, travelling to various provincial capitals to ensure that Imperial edicts are being obeyed. Karl Franz has an unyielding sense of fairness and honour, and he does not look kindly upon those lords who flaunt their wealth whilst their populace languishes in abject poverty. The arrival of Ludwig Schwarzhelm at the gates of an Elector Count's castle is greeted with some trepidation, even amongst those loyal to

the Emperor, for Schwarzhelm is notoriously inflexible and critical of those he perceives as lacking strong moral fibre and faith. On one occasion, Ludwig was forced to fight for his life after unmasking a Chaos cult hidden at the very heart of the von Rauken family of Ostland. However, as dawn broke the following morning, it was the Emperor's champion who marched alone, but victorious, from the castle – his armour rent and battered and his sword dripping with blood.

When the Emperor travels his lands, it is with the unsmiling Ludwig Schwarzhelm at his side, and Karl Franz's diplomatic words are backed up by the silent yet ever-present threat of his champion's keen blade. In battle, the Emperor's champion rallies the Empire army to Karl Franz's banner, and takes on the role of bodyguard, saving his liege-lord's life many times.

	M	WS	BS	S	T	W	I	A	Ld
Ludwig Schwarzhelm	4	6	5	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5

**TROOP TYPE:** Cavalry (Special Character).

### SPECIAL RULES:

**The Emperor's Bodyguard:** If Karl Franz suffers a Wound (before armour saves are taken) and Ludwig Schwarzhelm is in the same unit, roll a D6. On a 1, the Wound is resolved as normal, but on a 2+ the Wound is intercepted and re-allocated to Ludwig Schwarzhelm. If Karl Franz suffers more than one Wound simultaneously, randomise between them to determine which Ludwig attempts to intercept first. No more than one Wound can be re-allocated to Ludwig Schwarzhelm in this way in each phase. Wounds suffered by the Emperor in a challenge cannot be re-allocated – it is a duel of honour, and Ludwig Schwarzhelm will not interfere.

**The Emperor's Herald:** If you take Ludwig Schwarzhelm, he must be your army's Battle Standard Bearer. Ludwig Schwarzhelm can never be your army's General.

### MAGIC ITEMS:

**Sword of Justice:** *The Sword of Justice has been passed down from champion to champion through the reigns of successive Emperors. It is a magical weapon, studded with ancient Dwarf runes of vengeance and retribution.*

**Magic Weapon.** Attacks made with the Sword of Justice have the Killing Blow special rule. In addition, all failed To Wound rolls made with the Sword of Justice are re-rolled.

**The Emperor's Standard:** *Ludwig Schwarzhelm is entrusted to carry one of the Emperor's personal banners. This magnificent standard has been wrought with subtle magic so that the hearts of all true soldiers of the Empire who gaze upon it are filled with courage.*

**Magic Standard.** The Emperor's Standard follows all the rules for a battle standard, except that the range of Ludwig Schwarzhelm's Hold Your Ground! special rule is 18".





# MARIUS LEITDORF

## Elector Count of Averland

Renowned as the Mad Count, Marius Leitdorf's reputation has spread far across the Old World. Most knew Marius for his eccentricities; his bouts of screaming rage, his periods of melancholy and his mercurial conduct at court. Indeed, it is common knowledge that he relied on the advice of his warhorse, Daisy Kurt von Helborg II, as much as any of his advisors. In fact, his outrageous behaviour and roguish improprieties with the daughters and wives of the noble houses were such that few other counts welcomed him in their courts. One of Leitdorf's harshest critics was Kurt Helborg, who according to the Mad Count 'had a poor moustache, worse dental hygiene, and a sense of humour to rival a Troll'. On the last point, at least, Marius' judgement was correct, and the enmity between the two was legendary.

However, Leitdorf's reputation did him a gross disservice, for while he was clearly 'unconventional' in his manners and flamboyant in his clothing, he had an incisive mind. Indeed, he was an accomplished poet and an inventor of some standing. Furthermore, Leitdorf was an exceptional swordsman and military tactician who led his armies with considerable flair and skill. In fact, a number of great victories are owed to his insane courage and uncanny insights, and Karl Franz counted Leitdorf amongst his most trusted allies. It was with genuine regret that the Emperor

saw Marius fall in battle whilst they led their armies against a massive Orc invasion. With his passing, the Empire was robbed of one of its greatest, if most unpredictable, heroes.

	M	WS	BS	S	T	W	I	A	Ld
Marius Leitdorf	4	6	5	4	4	3	5	3	9
Daisy (warhorse)	8	3	0	3	3	1	3	1	5

**TROOP TYPE:** Cavalry (Special Character).

### SPECIAL RULES:

**Hold the Line!** (see page 32).

**The Mad Count:** At the start of every friendly turn, Marius Leitdorf must take a Leadership test on 3D6, discarding the lowest result. If passed, he behaves himself and acts normally this turn, otherwise roll a D6 and consult the table below:

- 1 Lunatic Ravings:** *Marius recites poetry, does impressions of the Reiksmarshal and sings bawdy songs about rotund maidens.* For the remainder of the turn, Marius is treated as though he has failed a Stupidity test.
- 2 Berserk Rage:** *The Mad Count's favourite shirt is ruined and he enters an unreasoning rage.* Marius has the Frenzy special rule, and cannot lose it, until he rolls on this table again.
- 3 Paranoid Delusions:** *Leitdorf is convinced that both his allies and his own shadow are out to get him.* Marius immediately makes one close combat attack against a randomly chosen friendly model in base contact (if there are none, treat this result as Lunatic Ravings instead).
- 4 Tactical Brilliance:** *After consulting his warhorse, Daisy, Marius realises his army needs to be reformed at once.* Every friendly unit within 12" of Marius may immediately make a Reform manoeuvre. These units can still move, charge, march and shoot as normal during this turn.
- 5 Outrageous Insult:** *The Mad Count mocks his foe's girth, poor dress sense and foul odour.* The closest enemy character to Marius has the Hatred (Marius Leitdorf) special rule for the rest of the game.
- 6 Insane Bravado:** *Marius believes himself to be invincible and charges off to smite his foes.* Marius is treated as having rolled a Berserk Rage result. In addition he has the Stubborn special rule and must accept any challenge until he rolls on this table again.

### MAGIC ITEMS:

**The Averland Runefang:** *Marius is an expert fencer who wields his Runefang alongside a long dagger.*

**Magic Weapon.** All hits from the Averland Runefang wound automatically with no armour saves allowed. Furthermore, the Averland Runefang and Marius' hand weapon count as Paired Weapons.





# MARKUS WULFHART

## Huntsmarshal of the Empire

Markus Wulfhart is the finest scout in all the Empire, a huntsman from Middenland whose life was irrevocably shattered when the Drakwald Cyclops – a one-eyed Bonegrinder Giant – razed his hometown of Drakenburg to the ground, slaughtering its inhabitants. Burning with the desire for revenge, Wulfhart tracked the great monster to its lair. A skilled marksman, he blinded his quarry with a single shot from his bow before closing with the stumbling giant and severing its rope-like hamstrings with repeated blows of his sword. As the giant crashed to the ground, Markus showed it no mercy, and with blade in hand, he hacked at its neck a dozen times until the monster's head was severed.

Wulfhart had slain the beast that had butchered his kin, but he knew that there were many more monsters still lurking in the dark forests. He swore that no other settlement would suffer the fate of Drakenburg if he could help it, and so he set out to hunt the various monsters that preyed on the Empire, and only when every last one of them was slain would he rest.

As recognition for his deeds, Markus was offered a knighthood by Karl Franz himself, and with it the luxury of a nobleman's estate. However, Wulfhart declined, wishing only to be allowed to continue his self-imposed quest. The Emperor was impressed with Markus' grim determination

and so gifted him with a magical bow from the Imperial vaults. Karl Franz also bestowed Markus with the title of Huntsmarshal – the Emperor's Captain of Scouts – and tasked him with recruiting a band of like-minded followers.

Wulfhart's Hunters are an elite, if rag-tag, regiment of scouts, hand-picked by Markus from across the Empire. Nowhere else in the Emperor's armies can a more disparate group of warriors be found; Middenlanders fight beside troops from as far afield as Averland, and city-born men rub shoulders with those raised in rural backwaters. However, any regional differences are quickly eroded and bonds of comradeship are forged as they fight against a common foe. Under Markus' single-minded leadership, Wulfhart's Hunters have become the most accomplished group of monster slayers in the Empire. Together, they have slain the Talonbeast of Stirland, the Ostermark Ice Dragon and the Chimera of Flamespire Peak, just to name a few. Whilst lesser men might have been paralysed with fear facing down such terrifying foes, the aim of Wulfhart and his chosen men has never wavered as they prepare to let loose the arrows that will rid the Old World of one more monstrosity.

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

**TROOP TYPE:** Infantry (Special Character).

### SPECIAL RULES:

**Hatred (Monsters), Immune to Psychology, Scouts.**

**Monster Hunter:** Models with this special rule re-roll all failed To Hit rolls when shooting at monsters. If shooting at a ridden monster, or a target with the Monsters and Handlers special rule, do not roll to determine whether it is the rider/handlers or the monster that is hit/wounded; the shot is resolved against the monster.

**Wulfhart's Hunters:** If your army includes Markus Wulfhart, one unit of Huntsmen may be upgraded to be Wulfhart's Hunters. This unit gains the Monster Hunter and Immune to Psychology special rules.

### MAGIC ITEMS:

**The Amber Bow:** *This bow was carved from a Drakwald Oak and enchantments were placed upon it by Amber Wizards. Its shots are guided by magic to the hearts of fierce monsters.*

**Magic Weapon.** The Amber Bow is a missile weapon with the following profile:

Range	Strength	Special Rules
30"	3	Volley Fire

If a shot from the Amber Bow hits a monster, it always wounds on 4+ (unless it would normally need a lower result) and has the Multiple Wounds (D3) special rule.





# VOLKMAR THE GRIM

## The Grand Theogonist

Volkmar the Grim is the head of the Cult of Sigmar and the most powerful religious leader in the Empire. He is a pious and foreboding man who is utterly devoted to the destruction of Chaos in all its forms. When the Grand Theogonist accompanies an army into battle, he typically rides atop the resplendent War Altar of Sigmar, inspiring the soldiers around him to great acts of heroism as he strikes the followers of Chaos down with powerful blows and words of divine force. Volkmar is a holy terror on the battlefield, a man who fights with the fury of Sigmar himself. It is said that Volkmar's soul was forged of steel and he fights the malign influence of Chaos with every fibre of his being.

'Volkmar. Just look at him. He never wavers and never yields. Some say he never even sleeps. Everything about him is bent to that one great task of holding back the darkness. He can't do it alone, but then again, he doesn't need to, for his sheer resolve inspires men like us to greatness.'

- Sir Albrecht Valdorf, Preceptor of the Righteous Lance

Though possessed of a warrior's soul, Volkmar the Grim is a wise man who knows that Chaos cannot be defeated with strength of arms alone. The Grand Theogonist is convinced that the answer to truly ending the threat from the North lies buried in the archives of the Empire's vaults of ancient scrolls and holy scriptures. For days at a time, the Grand Theogonist locks himself in the secret repositories filled with tomes of forbidden lore, in search of an answer to ending the dark menace of Chaos. Such a task is epic in the extreme and, so far, the Grand Theogonist has gathered together only a few fragments and scraps of pertinent knowledge. However, what Volkmar has learnt speaks of a great prophecy, a final battle between good and evil that will either see the threat of Chaos crushed forever, or the Empire, and the entire world, destroyed in a tide of flame and bloodshed.

As Grand Theogonist, Volkmar is one of the most powerful men in the Empire, one of Karl Franz's staunchest allies and a wise counsellor. Even though Volkmar is one of the sternest adherents of the Cult of Sigmar's teachings, political rivals and malicious rumour-mongers have, in recent years, cast doubts upon his devotion to the ideals of the Empire's warrior god. The Grand Theogonist doesn't waste time by trying to quash rumours or defend himself against such gossip, content simply to let his actions within his holy order and on the battlefield speak for themselves – none who have witnessed Volkmar in battle ever have reason to doubt his devotion again.

	M	WS	BS	S	T	W	I	A	Ld
Volkmar the Grim	4	5	4	4	4	3	4	2	9

**TROOP TYPE:** Infantry (Special Character).



**SPECIAL RULES** (see page 36): **Battle Prayers**, **Divine Power**, **Righteous Fury**.

**Grand Theogonist:** Volkmar the Grim has a +1 bonus to any attempt to cast a Battle Prayer.

### MAGIC ITEMS:

**Jade Griffon:** This talisman is carved from enchanted jade and is said to have been blessed by Magnus the Pious himself. The Jade Griffon hangs upon the Grand Theogonist's chest, glowing with a green inner light that suffuses Volkmar with regenerative powers.

**Talisman.** The Jade Griffon grants the Grand Theogonist the Regeneration (5+) special rule.

**Staff of Command:** This staff is the Grand Theogonist's badge of office. It draws magical power from the War Altar of Sigmar and channels it into the Grand Theogonist's aging limbs, suffusing them with strength.

**Magic Weapon.** If Volkmar the Grim is mounted upon the War Altar of Sigmar, all close combat attacks made with the Staff of Command are resolved at +2 Strength. If Volkmar the Grim is not mounted upon the War Altar of Sigmar, or it has been destroyed, his close combat attacks are made at his normal Strength instead.



# 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. When asked about his past, the boy did not answer. All he would say was that his name was Luthor Huss and he desired to learn how to fight against Chaos. Many years of hard training and study followed. The boy grew to become a formidable warrior and uncompromising priest. However, Luthor burned with the need to face Chaos in battle. Thus, he left the monastery and walked across the Empire, preaching Sigmar's gospel as he looked for a chance to test his faith against Chaos.

Luthor's test was to occur in Weismund, a small town at the edge of the Drakwald Forest. Luthor discovered that a herd of Beastmen had attacked the town and was poised to return. Soon, Luthor was standing beside the townsfolk, ready to face the foul Children of Chaos. When the Beastmen attacked, Luthor displayed the divine might of Sigmar himself. The Warrior Priest became his deity's vessel upon the world and he bore the gifts of the immortal god. Every swing of Luthor's hammer struck a mutant monster dead, every word of power uttered caused a Beastman to burst into flames, and his supernatural aura turned aside enemy blades. Against such a warrior, the Beastmen could not prevail, and they fled back into their woodland lair. Luthor Huss followed the fleeing mutants, determined to cleanse the land of their filth. Though many believed the ferocious novice was walking to his doom, he emerged from the Drakwald three days later, his armour in tatters, his exhausted body covered in the blood of his enemies, and the horned head of the Beastmen's shaman clutched in his hands.

Luthor quickly rose through the ranks of the Sigmarite Cult and was chosen to join the delegation representing his order at the Sigmarite Council in Altdorf. Luthor was deeply troubled by what he witnessed in the council, dismayed that some of his fellow clergymen were more concerned with politics than defeating the growing threat of Chaos. With all the fervour he could muster, Luthor stood up in the cathedral of Sigmar and denounced the squabbling priests. Luthor was commanded to apologise by his superiors, but he was utterly unrepentant. Furthermore, he exiled himself from the opulent cathedrals of the capital, pausing only long enough to gather his warhammer and hymnal. The battlefield was where Luthor would pay tribute to his god, and from that day onwards, he has travelled across the Empire, preaching against corruption and rousing the faithful to seek the will of Sigmar. Luthor became the nightmare of every corrupt priest, the scourge of the unfaithful and the bane of those who consorted with the Dark Gods. Whispered rumours circulated that he was responsible for the deaths of several priests in Altdorf suspected of harbouring Chaos Cultists. Tales of such grisly justice meted out at his hands drove the Arch Lectors of the Cult of Sigmar to demand Luthor's excommunication. However, Grand Theogonist Volkmar refused to take such drastic measures. The enigmatic smile that appears on the Theogonist's face whenever Luthor's name is mentioned has led many to think that the old man knows something important about Luthor's ultimate destiny, something he cannot, or does not, want to reveal.



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

**TROOP TYPE:** Cavalry (Special Character).

**SPECIAL RULES** (see page 36): **Battle Prayers**, **Divine Power**, **Righteous Fury**.

**Chosen of Sigmar:** Luthor Huss has a 4+ ward save.

In addition, once per game, he may harness the very power of Sigmar. Luthor must declare that he is harnessing this power at the start of any Close Combat phase. Roll a D3 – Luthor adds this number to his Weapon Skill, Strength, Toughness, and Attacks characteristics until the end of the turn.

**Fiery Demagogue:** In addition to *Hammer of Sigmar*, *Shield of Faith*, and *Soulfire*, Luthor Huss also knows the following Battle Prayer:

- **Unbending Righteousness:** Luthor Huss and his unit gain the Stubborn special rule until the start of the next friendly Magic phase.



# BALTHASAR GELT

## The Supreme Patriarch

Balthasar Gelt came to Altdorf from the city of Marienburg, having bought passage on a merchant ship with gold that he had transmuted from lead ingots. He left the seaport for the Colleges of Magic before the effects wore off, and now rumours abound that the swindled sea captain has placed a rich bounty on Balthasar's head – though few would dare attempt to collect it.

The transmutation of common artefacts into precious metal has always fascinated Balthasar. Driven by his obsession, he spent many years combining his knowledge of alchemy, learnt in far-off lands, with the magical Lore of Metal. Balthasar's fierce intelligence lent him a greater understanding of this branch of magic than any of his fellow students or tutors, and he rose quickly through the ranks of the Gold Order. Within a mere decade, Balthasar had become the Patriarch of the Golden College, the youngest wizard to ever hold the title.

Balthasar's research into new formulations of black powder even made him popular with the Imperial Engineers School, an organisation that often dismisses magic as superstitious nonsense. However, during these studies, a freak explosion almost ended Balthasar's quest for knowledge forever. Somehow he survived, and from that day on he has only ever been seen swathed in shimmering, metallic robes and

wearing a golden face mask. Some say that beneath his mask his skin has turned to pure gold, while others whisper that he is horribly disfigured, though the truth of the matter is known only to Balthasar. One thing is certain: the accident only furthered his will to succeed, and this determination increased his powers to new heights. After defeating Thyrus Gormann of the Bright Order in a ritual magical duel, Balthasar became Supreme Patriarch of the Colleges of Magic, replacing the long-standing prominence of Fire with that of Metal. Since that day, the new Supreme Patriarch has appeared on many battlefields, heartening the Emperor's armies as he soars overhead on his Pegasus. With a single gesture, Balthasar Gelt can transform his enemies into lifeless golden statues or turn their bones into molten iron. With such power at his command, Balthasar has secured victory for the Empire on numerous occasions.

	M	WS	BS	S	T	W	I	A	Ld
Balthasar Gelt	4	3	3	3	4	3	3	1	8
Imperial Pegasus	8	4	0	4	4	3	4	2	6

**TROOP TYPE:** Monstrous Cavalry (Special Character).

**MAGIC:** Balthasar Gelt is a Level 4 Wizard. He uses spells from the Lore of Metal.

**SPECIAL RULES:** Fly, Loremaster (Lore of Metal).

### MAGIC ITEMS:

**Amulet of Sea Gold:** *This ancient Elven heirloom was unearthed by Balthasar Gelt in distant Estalia. It glows with protective energies that become increasingly more powerful in the presence of evil sorcery.*

**Talisman.** The Amulet of Sea Gold grants Balthasar Gelt the Magic Resistance (1) special rule. This is increased to Magic Resistance (2) if there are two enemy Wizards currently on the battlefield, or Magic Resistance (3) if there are 3 or more enemy Wizards currently on the battlefield.

**Cloak of Molten Metal:** *This mystic robe creates a shimmering series of images that perfectly match Balthasar's appearance. These images are forever rotating in a dazzling whirlwind of iridescent colours, masking the Patriarch's true battlefield position even to the most eagle-eyed marksman.*

**Enchanted Item.** The Cloak of Molten Metal grants Balthasar Gelt a 3+ ward save against shooting attacks.

**Staff of Volans:** *This staff belonged to Volans, the first Supreme Patriarch of the Colleges of Magic, who was taught by Teclis of Ulthuan during the Great War Against Chaos, and it has been the symbol of office of the Supreme Patriarch ever since. It allows the Patriarch to bend the Winds of Magic more easily to his will.*

**Arcane Item.** The Staff of Volans grants Balthasar Gelt a +2 bonus on all attempts to cast spells.





# HEIRLOOMS OF MAGIC

On the following pages are magic items available to the Empire's armies. These can be taken in addition to any of the magic items listed in the Warhammer rulebook.

## RUNEFANG Magic Weapon

85 points

*At the dawn of the Empire, the Dwarf Runesmith Alaric the Mad forged a dozen magical swords for Sigmar's twelve chieftains. Each was a masterpiece, requiring all the skill and ancient knowledge of runecraft to create. The Runefangs are thus blades of unsurpassed power, able to carve through gromril plate and Dragon scale. They are amongst the oldest and most treasured artefacts still surviving in the Old World, and today the Runefangs are synonymous with the status, power and authority of the Elector Counts. Each Runefang is the symbol of office of a particular province and, as such, each has its own name and history. When the time comes for a new Emperor to be elected, the assembled Elector Counts vote by placing their Runefangs at the base of their advocate's personal banner. Of the twelve Runefangs, only ten are currently in the hands of Elector Counts, for the provinces of Solland and Drakewald no longer exist. The Solland Runefang is currently entrusted to the Reiksmarshal of the Empire. The final blade is kept in the Imperial Armoury in Altdorf and occasionally presented by the Emperor to a heroic General who is fighting in the service of the Empire.*

All hits from a Runefang wound automatically with no armour saves allowed.

## THE MACE OF HELSTURM Magic Weapon

50 points

*The first Grand Theogonist, Johann Helsturm, used this double-handed mace in battle. It is said that his faith in Sigmar was strong enough to shatter the walls of a castle, and that the mace retains a portion of that holy might to this day. When wielded by a warrior whose devotion is beyond reproach, the head of this weapon glows so brightly it bursts into flame. As the mace is swung overhead, it leaves twin trails of fire in its wake, and when it smashes into its foes, it hits with the force of a meteor strike.*

Always Strikes Last. Requires Two Hands. The wielder of this weapon strikes at +2 Strength in close combat. Instead of attacking normally, the bearer can choose to forfeit all of his normal Attacks to make a single, special Attack (which still has the Always Strikes Last special rule). If this Attack hits, it is resolved at Strength 10 and has both the Flaming Attacks and Multiple Wounds (D3) special rules.



## THE ARMOUR OF METEORIC IRON Magic Armour

50 points

*Forged from a rare star metal, it is said that no mortal blade can pierce the Armour of Meteoric Iron. Sword strikes, arrows, and even cannonballs, have all rebounded harmlessly against the Armour of Meteoric Iron, the twin-tailed comet emblazoned on its breastplate not so much as scratched by the blows.*

The Armour of Meteoric Iron grants the wearer both a 1+ armour save (that cannot be improved by any means) and a 6+ ward save.

## HELM OF THE SKAVENSLAYER Magic Armour

15 points

*The legendary helm of Count Mandred Skavenslayer was crafted from the skull of the Skaven warlord who fell at the Battle of the Howling Hills. Even after Mandred's assassination at the hands of the foul ratmen several decades later, it is said that a portion of his vengeful spirit lived on within the macabre helm, filling those who gaze upon its gruesome visage with fear and dread. Such is its reputation amongst the vile rat-spawn that the mere sight of the Skavenslayer's Helm drives them to frenetic action as they battle their instinctive fear and loathing of the object in equal measure.*

Helm. The wearer of the Helm of the Skavenslayer counts his armour save as being one point higher than normal. The wearer also causes Fear. Against models from a Skaven army, the wearer causes Terror instead. However, all Skaven gain the Hatred special rule while attacking the wearer.





## THE WHITE CLOAK OF ULRIC

### Talisman

50 points

*This cloak is made from the pelt of a ferocious white wolf of Middenland and was blessed by the High Priest of Ulric. The White Cloak is thus imbued with the power of the god of winter and a magical aura of frost protects the wearer, freezing the sword arms of enemies and shielding him from the hottest flames.*

Enemies in base contact with the wearer are at -1 to all rolls To Hit. In addition, the wearer has a 5+ ward save, increasing to a 2+ ward save against Wounds caused by Flaming Attacks.

## VAN HORSTMANN'S SPECULUM

### Enchanted Item

40 points

*Though the Empire's soldiers stand bravely against the dangerous monsters and dark champions that assail them each day, they are no match for these foes on their own. Prior to being corrupted by the Ruinous Powers and his uncovering as a Chaos worshipper, the Wizard Egrimm van Horstmann managed to craft a solution to this problem. The result was a small magical mirror with the ability to switch the fighting qualities of the wearer with that of their enemy. Fearing the possibility of being corrupted by van Horstmann's influence, the Light College has since added a series of strong protective wards to the device to limit its power.*

When the wearer fights in a challenge, he must 'swap' the Strength, Toughness, Initiative and Attacks characteristics on his profile with his enemy (but not the enemy's mount, if he has one). So, the wearer fights with his enemy's Strength, Toughness, Initiative and Attacks whilst his enemy fights with the wearer's Strength, Toughness, Initiative and Attacks. Note that you cannot choose not to use Van Horstmann's Speculum and you must swap all of the listed characteristics for the duration of the challenge, not just some of them.

## RING OF VOLANS

### Enchanted Item

30 points

*Volans was the greatest of the human pupils of Teclis, the founder of the Colleges of Magic. It was he who instructed the patriarchs of the colleges to commit their newfound knowledge into a single tome so that Teclis' teachings would never be lost. In all the Empire, it is the only source of arcane knowledge that does not distil the secrets of magic into one of its eight separate winds. However, the human mind is unable to master the full spectrum of sorcery, and every wizard who has attempted to read from the tome has been driven out of his mind. A magical seal was thus placed upon the book to protect anyone else from a similar fate, a lock that only Volans' ring can open. This ring has ever since shared a mystical connection to the forbidden tome, and both resonate with raw magical power. A warrior who possesses the Ring of Volans is able, for a small time at least, to harness a tiny fraction of one of the eight Winds of Magic.*

One use only. Bound Spell (power level variable). At the beginning of the game, choose one of the eight Lores of Magic from the Warhammer rulebook and generate a spell from it as if the bearer were a Level 1 Wizard. That spell is bound within the Ring of Volans and can be cast, just like a bound spell, with a power level equal to the normal casting value of the spell.

## GRIFFON BANNER

### Magic Standard

60 points

*The Griffon Banner was the personal standard of Magnus the Pious, and ever since the Great War Against Chaos it has been a symbol of noble bravery, sacrifice and valour throughout the Empire. Subtle enchantments are woven into the banner, and when the soldiers of the Empire carry it into battle, they fight with the courage and determination of Magnus himself.*

A unit joined by a character bearing the Griffon Banner doubles any combat result bonus granted for having extra ranks. However, a character carrying the Griffon Banner, and his unit, cannot pursue a fleeing enemy and must hold their ground instead.

## STEEL STANDARD

### Magic Standard

35 points

*This glorious standard was created by the first patriarch of the College of Gold Magic. The arcane sigils woven into the fabric of the banner blaze brightly in the presence of metal, altering the heavy, cumbersome armour in which knights and their warhorses are clad, making it lighter than a feather.*

The bearer of the Steel Standard and his unit ignore any negative Movement penalties for barding (if they have any), and re-roll any dice rolls of a 1 when determining the distance they charge, flee or pursue.





## USING THE ARMY LIST

The army list is used alongside the 'Choosing an Army' section of the *Warhammer* rulebook to pick a force ready for battle. Over the following pages, you will find an entry for each of the models available to an Empire army. These entries give you all of the gaming information that you need to shape your collection of models into the units that will form your army. Amongst other things, they will tell you what your models are equipped with, what options are available to them, and how many points they cost.

## UNIT CATEGORIES

As described in the *Warhammer* rulebook, the units in the army list are organised into five categories: Lords, Heroes, Core, Special and Rare units.

## ARMY LIST ENTRIES

Each army list entry contains all the information you will need to choose and field that unit at a glance, using the following format:

### HALBERDIERS <sup>1</sup>

#### Profile

Empire Soldier  
Sergeant

<sup>2</sup>	M	WS	BS	S	T	W	I	A	Ld	<sup>3</sup> Troop Type
4	3	3	3	3	1	3	1	7		Infantry
4	3	3	3	3	1	3	2	7		Infantry

<sup>4</sup> 6 points per model

<sup>5</sup> Unit Size: 10+

<sup>7</sup> Special Rules:

- Detachment
- Regimental Unit

<sup>6</sup> Equipment:

- Halberd
- Light armour

<sup>8</sup> Options:

- May upgrade one Empire Soldier to a Sergeant .....10 points
- May upgrade one Empire Soldier to a musician .....10 points
- May upgrade one Empire Soldier to a standard bearer .....10 points
- The entire unit may take shields .....1 point per model

<sup>9</sup> Detachments:

- May take up to two Detachments (see page 30).

<sup>1</sup> **Name.** The name by which the unit or character is identified.

<sup>2</sup> **Profiles.** The characteristic profiles for the model(s) in each unit are provided as a reminder. Where several profiles are required, these are also given, even if they are optional (such as unit champions).

<sup>3</sup> **Troop Type.** Each entry specifies the unit type of its models (for example, 'infantry', 'cavalry' and so on).

<sup>4</sup> **Points Value.** Every miniature in the Empire army costs an amount of points that reflects how effective it is on the battlefield. For example, a Halberdier costs 6 points, while the Emperor, Karl Franz, costs a mighty 340 points.

<sup>5</sup> **Unit Size.** This specifies the minimum size for each unit, which is the smallest number of models needed to form the unit.

<sup>6</sup> **Equipment.** This is a list of the standard weapons and armour for the unit. The cost of these items of equipment is included in the basic points value.

<sup>7</sup> **Special Rules.** Many models have special rules that are either fully described earlier in this book or in the *Warhammer* rulebook. The names of these special rules are listed in the army list entries as a reminder.

<sup>8</sup> **Options.** A list of optional weapons and armour, mounts, and other upgrades for units or characters, including the points cost for each particular option. Many unit entries include the option to

upgrade a unit member to a champion, standard bearer or musician. Some units may carry a magic standard or take magic items at a further points cost.

<sup>9</sup> **Detachments.** Some units in an Empire army can purchase a number of support units that have the Detachments special rule (see page 30 for full details). A Detachment's unit size can range from a minimum of five models to a maximum of half the number of models in the Regimental unit. Detachments can purchase any equipment upgrades listed in their army list entry, but they may not include a standard bearer, musician or unit champion. The cost of a Detachment and any upgrades it has taken counts towards the points total of the same unit category as the Regimental unit they are purchased with.



The Empire soldier on the left is armed with a halberd and light armour. As you can see from the profile above, he will cost 6 points to include in your army. A unit of ten warriors armed like this would therefore cost 60 points.



The soldier on the left is armed with a spear and light armour; he costs 5 points. The warrior on the right is a Sergeant. To upgrade a unit of Spearmen to include this champion will cost an additional 10 points.





# LORDS

## KARL FRANZ, THE EMPEROR

340 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Karl Franz	4	6	5	4	4	3	6	4	10	Infantry (Special Character)
Deathclaw	6	6	0	6	5	5	4	5	8	Monster

### Equipment:

- Full plate armour

### Magic Items:

- The Reikland Runefang
- The Silver Seal

### Special Rules (Karl Franz):

- Hold the Line!
- Immune to Psychology
- Leader of Men

### Special Rules (Deathclaw):

- Bloodroar
- Fly
- Large Target
- Loyal Beast
- Terror

### Options:

- May replace the Reikland Runefang with Ghal Maraz. .... 30 points
- May be mounted on one of the following:
  - Deathclaw (Imperial Griffon) ..... 215 points
  - The Imperial Dragon. .... 300 points
  - Imperial Pegasus ..... 45 points
    - May be upgraded to have Iron-hard Hooves ..... 5 points
    - May be upgraded to be Swift as the Wind ..... 10 points
  - Warhorse ..... 18 points
    - May have barding ..... 6 points

## KURT HELBORG, REIKSMARSHAL OF THE EMPIRE

320 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Kurt Helborg	4	7	6	4	4	3	6	4	9	Cavalry (Special Character)
Krieglust (Warhorse)	8	3	0	3	3	1	3	1	5	-

### Equipment:

- Full plate armour

### Mount:

- Krieglust (barded warhorse)

### Magic Items:

- Laurels of Victory
- The Solland Runefang

### Special Rules:

- The Emperor's Chosen
- Immune to Psychology
- Stubborn



## BALTHASAR GELT, THE SUPREME PATRIARCH

360 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Balthasar Gelt	4	3	3	3	4	3	3	1	8	Monstrous Cavalry (Special Character)
Imperial Pegasus	8	3	0	4	4	3	4	2	6	-

### Equipment:

- Hand weapon

### Mount:

- Imperial Pegasus

### Magic:

Balthasar Gelt is a Level 4 Wizard who uses spells from the Lore of Metal.

### Magic Items:

- Amulet of Sea Gold
- Cloak of Molten Metal
- Staff of Volans

### Special Rules (Gelt):

- Loremaster (Lore of Metal)

### Special Rules (Pegasus):

- Fly

### Options:

- Balthasar Gelt's Pegasus may be upgraded to have:
  - Iron-hard Hooves ..... 5 points
  - Swift as the Wind. .... 10 points

## VOLKMAR THE GRIM, THE GRAND THEOGONIST

190 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Volkmar the Grim	4	5	4	4	4	3	4	2	9	Infantry (Special Character)

### Equipment:

- Light armour

### Special Rules:

- Battle Prayers
- Divine Power
- Grand Theogonist
- Righteous Fury

### Options:

- May be mounted on the War Altar of Sigmar\* ..... 150 points

\*Your army can only contain one War Altar of Sigmar. See page 87 for profile and options.

### Magic Items:

- Jade Griffon
- Staff of Command



# LORDS

## MARIUS LEITDORF

220 points

### Profile

Marius Leitdorf  
Daisy (warhorse)

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

### Troop Type

Cavalry (Special Character; General of the Empire)

### Equipment:

- Hand weapon
- Full plate armour

### Magic Items:

- The Averland Runefang

### Mount:

- Daisy (barded warhorse)

### Special Rules:

- Hold the Line!
- The Mad Count

## GENERAL OF THE EMPIRE

95 points

### Profile

General of the Empire

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

### Troop Type

Infantry (Character)

### Equipment:

- Hand weapon
- Light armour

### Special Rules:

- Hold the Line!

### Options:

- May be armed with one of the following:
  - Additional hand weapon (unless mounted) . . . . . 3 points
  - Great weapon . . . . . 6 points
  - Lance (mounted only) . . . . . 7 points
  - Handgun . . . . . 6 points
  - Longbow . . . . . 5 points
  - Pistol . . . . . 5 points
- May replace light armour with one of the following:
  - Full plate armour . . . . . 9 points
  - Heavy armour . . . . . 4 points
- May take a shield . . . . . 3 points
- May be mounted on one of the following:
  - Imperial Griffon . . . . . 170 points
    - May be upgraded to have Bloodroar . . . . . 25 points
    - May be upgraded to have Two Heads . . . . . 30 points
  - Imperial Pegasus . . . . . 45 points
    - May be upgraded to have Iron-hard Hooves . . . . . 5 points
    - May be upgraded to be Swift as the Wind . . . . . 10 points
  - Warhorse . . . . . 18 points
    - May be upgraded to have barding . . . . . 6 points
- May take magic items worth up to . . . . . 100 points

## BATTLE WIZARD LORD

165 points

### Profile

Battle Wizard Lord

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

### Troop Type

Infantry (Character)

### Equipment:

- Hand weapon

### Magic:

A Battle Wizard Lord is a Level 3 Wizard who uses spells from one of the eight Battle Magic lores in the *Warhammer* rulebook.

### Options:

- May be upgraded to a Level 4 Wizard . . . . . 35 points
- May be mounted on one of the following:
  - Imperial Pegasus . . . . . 45 points
    - May be upgraded to have Iron-hard Hooves . . . . . 5 points
    - May be upgraded to be Swift as the Wind . . . . . 10 points
  - Warhorse . . . . . 18 points
    - May be upgraded to have barding . . . . . 6 points
- If a Battle Wizard Lord chooses spells from the Lore of Heavens, he may be mounted on a Celestial Hurricanum\* (replacing one acolyte) . . . . . 125 points
- If a Battle Wizard Lord chooses spells from the Lore of Light, he may be mounted on a Luminark of Hysh\* (replacing one acolyte) . . . . . 120 points
- If a Battle Wizard Lord chooses spells from the Lore of Beasts, he may be mounted on an Imperial Griffon . . . . . 170 points
  - May be upgraded to have Bloodroar . . . . . 25 points
  - May be upgraded to have Two Heads . . . . . 30 points
- May take magic items worth up to . . . . . 100 points

\* See page 94 for profile. the Battle Wizard Lord replaces one of the Acolytes.



# LORDS

## ARCH LECTOR

100 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Arch Lector	4	4	4	4	4	3	4	2	9	Infantry (Character)

### Equipment:

- Hand weapon
- Light armour

### Special Rules:

- Battle Prayers
- Divine Power
- Righteous Fury

### Options:

- May be armed with one of the following:
  - Additional hand weapon ..... 2 points
  - Great weapon ..... 5 points
- May replace light armour with heavy armour ..... 4 points
- May take a shield ..... 4 points
- May be mounted on one of the following:
  - The War Altar of Sigmar\* ..... 150 points
  - Warhorse ..... 18 points
    - May be upgraded to have barding. .... 6 points
- May take magic items worth up to ..... 100 points

\* Your army can only contain one War Altar of Sigmar. See below for profile and options.

## GRAND MASTER

155 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Grand Master	4	6	6	4	4	3	6	4	9	Cavalry (Character)
Warhorse	8	3	0	3	3	1	3	1	5	-

### Equipment:

- Hand weapon
- Full plate armour

### Mount:

- Barded warhorse

### Special Rules:

- Immune to Psychology
- Master of Battle

### Options:

- May be armed with one of the following:
  - Great weapon ..... 6 points
  - Lance ..... 7 points
- May take a shield ..... 4 points
- May take magic items worth up to a total of ..... 100 points

## MOUNTS

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Imperial Griffon	6	5	0	6	5	5	4	4	7	Monster
Imperial Pegasus	8	3	0	4	4	3	4	2	6	Monstrous Beast
The Imperial Dragon	6	6	0	6	6	6	3	5	8	Monster
Mechanical Steed	7	1	0	4	4	1	1	1	2	War Beast
Warhorse	3	0	3	3	3	1	3	1	5	War Beast

### Special Rules:

- *Imperial Griffon*: Fly, Large Target, Terror.
- *Imperial Pegasus*: Fly.
- *The Imperial Dragon*: Fly, Fiery Breath, Large Target, Scaly Skin (3+), Terror.
- *Mechanical Steed*: Impact Hits (D3), Unreliable.

## THE WAR ALTAR OF SIGMAR

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
The War Altar of Sigmar	-	-	-	5	5	5	-	-	-	Chariot (Armour Save 5+)
Warhorse	8	3	-	3	-	-	3	1	5	-

### Magic Items:

- The Golden Griffon

### Special Rules:

- Holy Fervour
- Large Target
- The Power of Sigmar
- Stubborn
- Ward Save (4+)

### Options:

- The War Altar of Sigmar may be upgraded to have the Horn of Sigismund ..... 10 points

**Drawn by:** 2 warhorses



# HEROES

## LUDWIG SCHWARZHELM, THE EMPEROR'S CHAMPION

185 points

### Profile

Ludwig Schwarzhelm  
Warhorse

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

### Troop Type

Cavalry (Special Character)

### Equipment:

- Full plate armour

### Magic Items:

- Sword of Justice
- The Emperor's Standard

### Mount:

- Barded warhorse

### Special Rules:

- The Emperor's Bodyguard
- The Emperor's Herald\*

\* If you include Schwarzhelm in your army, he must be your Battle Standard Bearer, and cannot be your army general..

## LUTHOR HUSS, PROPHET OF SIGMAR

155 points

### Profile

Luthor Huss  
Warhorse

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

### Troop Type

Cavalry (Special Character)

### Equipment:

- Massive warhammer (great weapon)
- Heavy armour

### Mount:

- Barded warhorse

### Special Rules:

- Battle Prayers
- Chosen of Sigmar
- Divine Power
- Fiery Demagogue
- Righteous Fury



## MARKUS WULFHART, HUNTSMARSHAL OF THE EMPIRE

140 points

### Profile

Markus Wulfhart

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

### Troop Type

Infantry (Special Character)

### Equipment:

- Hand weapon

### Special Rules:

- Hatred (Monsters)
- Immune to Psychology
- Monster Hunter
- Scouts
- Wulfhart's Hunters

### Options:

- You may upgrade one unit of Huntsmen in your army to be Wulfhart's Hunters, granting them the Monster Hunter and Immune to Psychology special rules (see page 58). . . . . 3 points per model

## CAPTAIN OF THE EMPIRE

60 points

### Profile

Captain of the Empire

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

### Troop Type

Infantry (Character)

### Equipment:

- Hand weapon
- Light armour

### Special Rules:

- Hold the Line!

### Options:

- May be armed with one of the following:
  - Additional hand weapon (unless mounted) . . . . . 3 points
  - Great weapon . . . . . 6 points
  - Lance (mounted only) . . . . . 7 points
  - Handgun . . . . . 6 points
  - Longbow . . . . . 5 points
  - Pistol . . . . . 5 points
- May replace light armour with one of the following:
  - Full plate armour . . . . . 6 points
  - Heavy armour . . . . . 2 points
- May take a shield . . . . . 2 points
- May be mounted on one of the following:
  - Imperial Pegasus . . . . . 45 points
    - May be upgraded to have Iron-hard Hooves . . . . . 5 points
    - May be upgraded to be Swift as the Wind . . . . . 10 points
  - Warhorse . . . . . 12 points
    - If a warhorse is taken, it may be upgraded to have barding . . . . . 4 points
- May take magic items worth up to . . . . . 50 points



### BATTLE STANDARD BEARER

- Unless your army contains Ludwig Schwarzhelm, one Captain of the Empire may be the Battle Standard Bearer for +25 points.
- The Battle Standard Bearer may carry a Magic Standard (with no points limit). A model that carries a Magic Standard cannot have any other magic items.



# HEROES

## BATTLE WIZARD

65 points

### Profile

Battle Wizard

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

### Troop Type

Infantry (Character)

### Equipment:

- Hand weapon

### Magic:

A Battle Wizard is a Level 1 Wizard who uses spells from one of the eight Battle Magic lores in the *Warhammer* rulebook.

### Options:

- May be upgraded to a Level 2 Wizard . . . . .35 points
- May be mounted on a warhorse. . . . .12 points
  - May be upgraded to have barding. . . . .4 points
- May take magic items worth up to . . . . .50 points

## WARRIOR PRIEST

65 points

### Profile

Warrior Priest

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

### Troop Type

Infantry (Character)

### Equipment:

- Hand weapon
- Light armour

### Special Rules:

- Battle Prayers
- Divine Power
- Righteous Fury

### Options:

- May be armed with one of the following:
  - Additional hand weapon (on foot only) . . . . .2 points
  - Great weapon . . . . .5 points
- May replace light armour with heavy armour . . . . .2 points
- May take a shield . . . . .2 points
- May be mounted on a warhorse. . . . .12 points
  - May be upgraded to have barding. . . . .4 points
- May take magic items worth up to . . . . .50 points

## MASTER ENGINEER

65 points

### Profile

Master Engineer

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

### Troop Type

Infantry (Character)

### Equipment:

- Hand weapon

### Special Rules:

- Master of Ballistics
- 'Stand back, Sir!'

### Options:

- May be armed with one of the following:
  - Grenade launching blunderbuss . . . . .10 points
  - Hochland long rifle . . . . .20 points
  - Pigeon bombs. . . . .20 points
  - Repeater handgun . . . . .10 points
  - Repeater pistol . . . . .10 points
- May take light armour. . . . .1 point
- May be mounted on one of the following:
  - Mechanical Steed. . . . .25 points
  - Warhorse . . . . .12 points
    - May be upgraded to have barding. . . . .2 points
- May take magic items worth up to . . . . .50 points



## WITCH HUNTER

50 points

### Profile

Witch Hunter

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

### Troop Type

Infantry (Character)

### Equipment:

- Hand weapon
- Pistol
- Light armour

### Special Rules:

- Accusation
- Grim Resolve
- Magic Resistance (2)
- Tools of Judgement

### Options:

- May exchange pistol for a brace of pistols . . . . .5 points
- May be armed with a great weapon . . . . .5 points
- May take magic items worth up to . . . . .50 points



# CORE UNITS

## HALBERDIERS

6 points per model

### Profile

Empire Soldier  
Sergeant

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

### Troop Type

Infantry  
Infantry

**Unit Size:** 10+

### Special Rules:

- Detachment
- Regimental Unit

### Equipment:

- Halberd
- Light armour

### Options:

- May upgrade one Empire Soldier to a Sergeant .....10 points
- May upgrade one Empire Soldier to a musician .....10 points
- May upgrade one Empire Soldier to a standard bearer .....10 points
- The entire unit may take shields. ....1 point per model

### Detachments:

- May take up to two Detachments (see page 30).

## SPEARMEN

5 points per model

### Profile

Empire Soldier  
Sergeant

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

### Troop Type

Infantry  
Infantry

**Unit Size:** 10+

### Special Rules:

- Detachment
- Regimental Unit

### Equipment:

- Spear
- Light armour

### Options:

- May upgrade one Empire Soldier to a Sergeant .....10 points
- May upgrade one Empire Soldier to a musician .....10 points
- May upgrade one Empire Soldier to a standard bearer .....10 points
- The entire unit may take shields .....1 point per model

### Detachments:

- May take up to two Detachments (see page 30).

## SWORDSMEN

7 points per model

### Profile

Empire Swordsman  
Duellist

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

### Troop Type

Infantry  
Infantry

**Unit Size:** 10+

### Special Rules:

- Detachment
- Regimental Unit

### Equipment:

- Sword (hand weapon)
- Light armour
- Shield

### Options:

- May upgrade one Empire Swordsman to a Duellist .....10 points
- May upgrade one Empire Swordsman to a musician .....10 points
- May upgrade one Empire Swordsman to a standard bearer .....10 points

### Detachments:

- May take up to two Detachments (see page 30).

## CROSSBOWMEN

9 points per model

### Profile

Empire Soldier  
Marksman

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

### Troop Type

Infantry  
Infantry

**Unit Size:** 10+

### Special Rules:

- Detachment
- Regimental Unit

### Equipment:

- Hand weapon
- Crossbow

### Options:

- May upgrade one Empire Soldier to a Marksman .....10 points
- May upgrade one Empire Soldier to a musician .....10 points
- May upgrade one Empire Soldier to a standard bearer .....10 points

### Detachments:

- May take up to two Detachments (see page 30).



# CORE UNITS

## HANDGUNNERS

9 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Empire Soldier	4	3	3	3	3	1	3	1	7	Infantry
Marksman	4	3	4	3	3	1	3	1	7	Infantry

**Unit Size:** 10+

**Special Rules:**

- Detachment
- Regimental Unit

**Equipment:**

- Hand weapon
- Handgun

**Options:**

- May upgrade one Empire Soldier to a Marksman . . . . .10 points
- A Marksman may exchange his handgun for one of the following:
  - Brace of pistols . . . . .5 points
  - Hochland long rifle . . . . .20 points
  - Repeater handgun . . . . .10 points
- May upgrade one Empire Soldier to a musician . . . . .10 points
- May upgrade one Empire Soldier to a standard bearer . . . . .10 points

**Detachments:**

- May take up to two Detachments (see page 30).



## ARCHERS

7 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Empire Soldier	4	3	3	3	3	1	3	1	7	Infantry
Marksman	4	3	4	3	3	1	3	1	7	Infantry

**Unit Size:** 10+

**Special Rules:**

- Detachment
- Regimental Unit
- Skirmishers

**Equipment:**

- Hand weapon
- Bow

**Options:**

- May upgrade one Empire Soldier to a Marksman . . . . .10 points
- May upgrade one Empire Soldier to a musician . . . . .10 points
- May upgrade one Empire Soldier to a standard bearer . . . . .10 points

**Detachments:**

- May take up to two Detachments (see page 30).

## FREE COMPANY MILITIA

6 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Militia Fighter	4	3	3	3	3	1	3	1	7	Infantry
Militia Leader	4	3	3	3	3	1	3	2	7	Infantry

**Unit Size:** 10+

**Special Rules:**

- Detachment

**Equipment:**

- Two hand weapons

**Options:**

- May upgrade one Militia Fighter to a Militia Leader . . . . .10 points
- May upgrade one Militia Fighter to a musician . . . . .10 points
- May upgrade one Militia Fighter to a standard bearer . . . . .10 points

## KNIGHTLY ORDERS

22 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Empire Knight	4	4	3	3	3	1	3	1	8	Cavalry
Preceptor	4	4	3	3	3	1	3	2	8	Cavalry
Inner Circle Knight	4	4	3	4	3	1	3	1	8	Cavalry
Inner Circle Preceptor	4	4	3	4	3	1	3	2	8	Cavalry
Warhorse	8	3	0	3	3	1	3	1	5	-

**Unit Size:** 5+

**Equipment:**

- Hand weapon
- Lance
- Full plate armour
- Shield
- Barding

**Options:**

- May upgrade one Empire Knight to a Preceptor . . . . .10 points
- May upgrade one Empire Knight to a musician . . . . .10 points
- May upgrade one Empire Knight to a standard bearer . . . . .10 points
- The entire unit may replace their lances and shields with great weapons . . . . .free
- One Knightly Orders unit in the army may be upgraded to Inner Circle Knights (a Preceptor is upgraded to an Inner Circle Preceptor). . . . .3 points per model
- An Inner Circle Knight unit with a standard bearer may have a magic standard worth up to . . . . .50 points



# SPECIAL UNITS

## GREATSWORDS

11 points per model

### Profile

Greatsword

Count's Champion

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	1	3	1	8
4	4	3	3	3	1	3	2	8

### Troop Type

Infantry

Infantry

**Unit Size:** 10+

### Special Rules:

- Regimental Unit
- Stubborn

### Options:

- May upgrade one Greatsword to a Count's Champion . . . . .10 points
- May upgrade one Greatsword to a musician . . . . .10 points
- May upgrade one Greatsword to a standard bearer . . . . .10 points
  - May have a magic standard worth up to . . . . .50 points

### Detachments:

- May take up to two Detachments (see page 30).

### Equipment:

- Great weapon
- Full plate armour

## DEMIGRYPH KNIGHTS

58 points per model

### Profile

Inner Circle Knight

Inner Circle Preceptor

Demigryph

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

### Troop Type

Monstrous Cavalry

Monstrous Cavalry

-

**Unit Size:** 3+

### Special Rules:

- Armour Piercing (Demigryph only)
- Fear

### Options:

- May upgrade one Inner Circle Knight to a Inner Circle Preceptor . . . . .10 points
- May upgrade one Inner Circle Knight to a musician . . . . .10 points
- May upgrade one Inner Circle Knight to a standard bearer . . . . .10 points
  - May have a magic standard worth up to . . . . .50 points
- The entire unit may replace their lances with halberds . . . . .free

### Equipment:

- Hand weapon
- Lance
- Full plate armour
- Barding
- Shield

## REIKSGUARD KNIGHTS

27 points per model

### Profile

Reiksguard Knight

Reikscaptain

Warhorse

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

### Troop Type

Cavalry

Cavalry

-

**Unit Size:** 5+

### Special Rules:

- Stubborn

### Options:

- May upgrade one Reiksguard Knight to a Reikscaptain . . . . .10 points
- May upgrade one Reiksguard Knight to a musician . . . . .10 points
- May upgrade one Reiksguard Knight to a standard bearer . . . . .10 points
  - May have a magic standard worth up to . . . . .50 points

### Equipment:

- Hand weapon
- Lance
- Full plate armour
- Shield
- Barding

## HUNTSMEN

8 points per model

### Profile

Huntsman

Tracker

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

### Troop Type

Infantry

Infantry

**Unit Size:** 10+

### Special Rules:

- Scouts
- Skirmishers

### Options:

- May upgrade one Huntsmen to a Tracker . . . . .10 points
- May upgrade one Huntsmen to a musician . . . . .10 points
- May upgrade one Huntsmen to a standard bearer . . . . .10 points

### Equipment:

- Hand weapon
- Bow



# SPECIAL UNITS

## PISTOLIERS

18 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Pistolier	4	3	3	3	3	1	3	1	7	Cavalry
Outrider	4	3	4	3	3	1	3	1	7	Cavalry
Warhorse	8	3	0	3	3	1	3	1	5	-

**Unit Size:** 5+

**Special Rules:**

- Fast Cavalry

**Options:**

- May upgrade one Pistolier to an Outrider. ....10 points
  - An Outrider may exchange his brace of pistols for one of the following:
    - Brace of pistols including a repeater pistol ....10 points
    - Repeater Handgun ....10 points
- May upgrade one Pistolier to a musician. ....10 points

**Equipment:**

- Brace of pistols
- Light armour

## OUTRIDERS

21 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Outrider	4	3	4	3	3	1	3	1	7	Cavalry
Sharpshooter	4	3	5	3	3	1	3	1	7	Cavalry
Warhorse	8	3	0	3	3	1	3	1	5	-

**Unit Size:** 5+

**Special Rules:**

- Fast Cavalry

**Options:**

- May upgrade one Outrider to a Sharpshooter. ....10 points
  - A Sharpshooter may exchange his repeater handgun for one of the following:
    - Brace of pistols including a repeater pistol ....10 points
    - Grenade launching blunderbuss ....10 points
- May upgrade one Outrider to a musician. ....10 points
- The entire unit may take barding. ....1 point per model\*

**Equipment:**

- Hand weapon
- Repeater handgun
- Light armour

*\*If a unit of Outriders is equipped with barding, they lose their Fast Cavalry special rule.*

## GREAT CANNON

120 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Great Cannon	-	-	-	-	7	3	-	-	-	War Machine (Great Cannon)
Crewman	4	3	3	3	3	1	3	1	7	-

**Unit Size:** 1

**Crew:** 3 Crewmen

**Equipment:**

- Hand weapon

## MORTAR

100 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Mortar	-	-	-	-	7	3	-	-	-	War Machine (Stone Thrower)
Crewman	4	3	3	3	3	1	3	1	7	-

**Unit Size:** 1

**Crew:** 3 Crewmen

**Equipment:**

- Hand weapon

**Special Rules:**

- Mortar Shells

## FLAGELLANTS

12 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Flagellant	4	3	3	3	3	1	3	1	7	Infantry
Prophet of Doom	4	3	3	3	3	1	3	2	7	Infantry

**Unit Size:** 10+

**Special Rules:**

- The End is Nigh!
- Frenzy
- Unbreakable

**Options:**

- May upgrade one Flagellant to a Prophet of Doom ....10 points

**Equipment:**

- Flail



# RARE UNITS

## HELBLASTER VOLLEY GUN

120 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Helblaster Volley Gun	-	-	-	-	7	3	-	-	-	War Machine
Crewman	4	3	3	3	3	1	3	1	7	-

Unit Size: 1

Crew: 3 Crewmen

Equipment:

- Hand weapon

Special Rules:

- Volley Gun

## HELSTORM ROCKET BATTERY

120 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Helstorm Rocket Battery	-	-	-	-	7	3	-	-	-	War Machine
Crewman	4	3	3	3	3	1	3	1	7	-

Unit Size: 1

Crew: 3 Crewmen

Equipment:

- Hand weapon

Special Rules:

- Helstorm Rockets

## STEAM TANK

250 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Steam Tank	0/Var	-	-	6	6	10	-	-	-	Chariot (Armour Save 1+)
Engineer Commander	-	3	4	3	-	-	3	1	7	-

Unit Size: 1

Equipment (Engineer Commander):

- Hand weapon
- Repeater pistol

Crew: 1 Engineer  
Commander

Equipment (Steam Tank):

- Steam Cannon
- Steam Engine
- Steam Gun

Special Rules:

- Large Target
- Random Movement (variable)
- Steam Points
- Steel Behemoth
- Terror
- Unbreakable

Options:

- The Engineer Commander may take a Hochland long rifle..... 20 points

## CELESTIAL HURRICANUM

130 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Celestial Hurricanum	-	-	-	5	5	5	-	-	-	Chariot (Armour Save 5+)
Acolyte	-	3	3	3	-	-	3	1	7	-
Warhorse	8	3	-	3	-	-	3	1	5	-

Unit Size: 1

Equipment  
(Acolytes):

- Hand weapon

Crew: 2 Acolytes

Drawn by: 2 warhorses

Special Rules:

- Large Target
- Locus of Azyr
- Portents of Battle
- Storm of Shemtek



## LUMINARK OF HYSH

120 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Luminark of Hysh	-	-	-	5	5	5	-	-	-	Chariot (Armour Save 5+)
Acolyte	-	3	3	3	-	-	3	1	7	-
Warhorse	8	3	-	3	-	-	3	1	5	-

Unit Size: 1

Equipment  
(Acolytes):

- Hand weapon

Crew: 2 Acolytes

Drawn by: 2 warhorses

Special Rules:

- Aura of Protection
- Large Target
- Locus of Hysh
- Solheim's Bolt of Illumination



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Pistolier	4	3	3	3	3	1	3	1	7	Ca	46
- Outrider	4	3	4	3	3	1	3	1	7	Ca	
- Warhorse	8	3	0	3	3	1	3	1	5	-	
Reiksguard Knight	4	4	3	4	3	1	3	1	8	Ca	44
- Reikscaptain	4	4	3	4	3	1	3	2	8	Ca	
- Warhorse	8	3	0	3	3	1	3	1	5	-	

RARE UNITS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Celestial Hurricanum	-	-	-	5	5	5	-	-	-	Ch	53
- Acolyte	-	3	3	3	-	-	3	1	7	-	
- Warhorse	8	3	-	3	-	-	3	1	5	-	
Luminark of Hysh	-	-	-	5	5	5	-	-	-	Ch	52
- Acolyte	-	3	3	3	-	-	3	1	7	-	
- Warhorse	8	3	-	3	-	-	3	1	5	-	
Helblaster Volley Gun	-	-	-	-	7	3	-	-	-	WM	48
- Crewman	4	3	3	3	3	1	3	1	7	-	
Helstorm Rocket Battery	-	-	-	-	7	3	-	-	-	WM	49
- Crewman	4	3	3	3	3	1	3	1	7	-	
Steam Tank	0/Var	-	-	6	6	10	-	-	-	Ch	50
- Engineer Commander	3	4	3	-	-	3	1	7	-	-	

MOUNTS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Imperial Griffon	6	5	0	6	5	5	4	4	7	Mo	34
Imperial Pegasus	8	3	0	4	4	3	4	2	6	MB	34
Mechanical Steed	7	1	0	4	4	1	1	1	2	WB	31
The Imperial Dragon	6	6	0	6	6	6	3	5	8	Mo	34
War Altar of Sigmar	-	-	-	5	5	5	-	-	-	Ch	47
Warhorse	8	3	0	3	3	1	3	1	5	WB	var.

**Troop Type Key:** In=Infantry, WB=War Beast, Ca=Cavalry, MI=Monstrous Infantry, MB=Monstrous Beast, MC=Monstrous Cavalry, SC=Special Character, Mo=Monster, Ch=Chariot, Sw=Swarms, Un=Unique, WM=War Machine.







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