

## SOLDIERS OF THE EMPIRE

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

## EMPIRE EQUIPMENT

### FULL PLATE ARMOUR

Gives a 4+ Armour save.

### CAVALRY HAMMER

*Knights of the White Wolf only.*

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

### EMPIRE HANDGUN

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

Move-or-fire; armour piercing.

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

### REPEATER HANDGUN

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

3 x multiple shots; armour piercing.

### HOCHLAND LONG RIFLE

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

Move-or-fire; armour piercing.

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

### REPEATER PISTOL

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

3 x multiple shots; armour piercing.

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

## EMPIRE ARTILLERY

### GREAT CANNON

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

### MORTAR

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

### HELBLASTER

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