

Characters:

Any one unit provides a tier 3 character slot. Every other tier 3 character slot can be swapped for a tier 2 character slot. Every other tier 2 character can be swapped for a tier 1 character slot. You do not have to use all slots, and it is not necessary to have max. characters in any tier, nor do you have to fill a slot before using a higher lvl tier. Example: An army brings 4 units to the field. He has four tier 3 slots, or two tier 3 and two tier 2, or two tier 3, one tier 2 and one tier 1. He can choose only to field one tier 3 character and one tier 1 character.

Tier 1

General of the Empire

Character on foot 67,5 points

MS	SS	SV	W	AT	MV	ML
4	4	0	3	2	4	A

Equipment: Hand weapon.

Options: Any armour and melee weapons from the armoury. He can choose pistols +10 points.

He can choose to ride a pegasus or a griffon (See monster tier 3 characters).

In addition he can carry up to 3 magic items.

Often a noble, sometimes an experienced veteran. Whatever his background he is a leader of men, and the fate of all depends on his skill to lead them in battle.

Grandmaster Knight

Character on mount 100 points

MS	SS	SV	W	AT	MV	ML
6	0	2	3	2	7	A

Equipment: Barded warhorse, Heavy armour, Shield, Lance and Hand Weapon

Options: Can carry up to 3 magic items.

Special Rule: Either alone or with a unit of knights.

Not among the best, just simply the best. Even the greatest of foes fear the might of a Grandmaster Knight. However, such things come at a price. A leader of knights would never disgrace himself and fight among the commons.

Master Wizard

Character on foot 115 points

MS	SS	SV	W	AT	MV	ML
3	0	0	3	1	4	B

Equipment: Hand weapon.

Options: Up to 3 magic items. He can choose to ride a warhorse or a pegasus (See monster tier 3 characters).

Special Rules: Master Wizard!

Sigmar... gave me true knowledge of things, as they are: an understanding of the structure of the world and the way in which elements work, the beginning and the end of eras and what lies in-between... the cycles of the years and the constellations... the thoughts of men... the power of spirits... the virtue of roots... I learned it all, secret or manifest.

Tier 2

State-trooper Captain

Character on foot 45 points

MS	SS	SV	W	AT	MV	ML
4	4	0	2	2	4	B

Equipment: Hand weapon.

Options: Any armour and melee weapons from the Armoury, pistols for +10 points and he can choose to ride a pegasus (See monster tier 3 characters). Up to 2 magic items.

No noble, no knight, no shining armour. But his men trust him, and he puts his trust in them. With the experience of a captain, the commons can prevail.

Knight Captain

Character on mount 90 points

MS	SS	SV	W	AT	MV	ML
5	0	2	2	2	7	A

Equipment: Barded warhorse, Heavy armour, Shield, Lance, Hand Weapon

Options: Up to 2 magic items.

Special Rules: Either alone or with a unit of knights.

Oh look ma', I wanna be a knight one day, fighting monsters, riding horses and be with beautiful girls!

Captain of the Reiksguard

Character on foot 70 points

MS	SS	SV	W	AT	MV	ML
5	0	5	2	2	4	A

Equipment: Heavy armour, Great weapon.

Options: Up to 2 magic items.

Special Rules: Either alone or with a unit of Reiksguard.

Never says a word, never blinks an eye. Steady as a rock, the guards of nobility stand vigil if shadows come by.

Warrior Priest

Character on foot 60 points

MS	SS	SV	W	AT	MV	ML
3	0	0	2	2	4	B

Equipment: Hand weapon.

Options: Any armour and melee weapons from the armoury and up to 2 magic items.

Special Rules: The warrior priest grants a morale bonus of +1 to all friendly within 12" when fighting Chaos (Warriors, Demons, Beastmen) and Undead.

It sates itself on the life-blood, of fated men; paints red the powers' homes, with crimson gore.

Black become the sun's beams in the summers that follow, weathers all treacherous.

Do you still seek to know? And what?

Wizard

Character on foot 42,5 points

MS	SS	SV	W	AT	MV	ML
3	0	0	2	1	4	C

Equipment: Hand weapon.

Options: Up to 2 magic items. May ride a Warhorse.

Special Rules: Wizard

Just as a skilled butcher or his apprentice, having killed a cow, would sit at a crossroads cutting it up into pieces, the wizard contemplates this very body -- however it stands, however it is disposed -- in terms of properties: 'In this body there is the earth property, the liquid property, the fire property, & the wind property.

Tier 3

State-trooper Sergeant

Character on foot 25 points

MS	SS	SV	W	AT	MV	ML
4	0	0	2	2	4	C

Equipment: Hand weapon.

Options: Armour and melee weapons from the Armoury, up to 1 magic items.

Nothing out of the ordinary, just a wee smarter than the rest... and better. It pays well!

Sharpshooter

Character on foot 25 points

MS	SS	SV	W	AT	MV	ML
4	0	0	2	2	4	C

Equipment: Hand weapon.

Options: Armour and melee weapons from the Armoury, up to 1 magic items. Pistols + 10 points.

Heavy Crossbow + 15. Harqebus + 17,5.

He never saw what hit him, few others did. But the lucky few felt the flash, the smoke and took cover. Then there was the roar of thunder, and a man was dead.

Imperial Griffon

Monster Mount 70 points

MS	SS	SV	W	AT	MV	ML
4	0	4	6	3	4	C

Special Rules:

Claws: The attacks of an Imperial Griffon is AP2.

Mount: To bring a griffon in battle it needs a rider. Only characters with the griffon option can be chosen as rider.

Winged: The griffon follows the rules for winged creatures in conqueror.

Imperial Pegasus

Monster Mount 35 points

MS	SS	SV	W	AT	MV	ML
2	0	0	2	2	8	D

Equipment: Hand weapon.

Special Rules:

Mount: To bring a pegasus in battle it needs a rider. Only characters with the pegasus option can be chosen as rider.

Winged: The pegasus follows the rules for winged creatures in conqueror.

EMPIRE Armoury

Armour

Item	Cost	Effect
Shield	3,5	6+ save
Light armor	3,5	6+ save
Light armor and shield	7	5+ save
Heavy armor	7,5	5+ save
Heavy armor and shield	11	4+ save
Warhorse	13,5	6+ save, 8" move
Barded Warhorse	17,5	5+ save, 7" move
Light armor and warhorse	17	5+ save, 8" move
Heavy armor and warhorse	21	4+ save, 8" move
Heavy armor, shield and warhorse	24,5	3+ save, 8" move
Heavy armor and barded warhorse	25	3+ save, 7" move
Heavy armor, shield and barded warhorse	28,5	2+ save, 7" move

Melee Weapons

Item	Cost	Effect	Shield?
Mace	7,5	AP 1	Yes
Great Weapon	5	AP 2	No
Lance	5	AP 2 on charge	Yes
Spear	5	AP 1 if set	Yes
Flail	10	AP 1, negates shield	Yes
Additional hand weapon	2,5x MS	Adds 1 attack	No
Pike	7,5	AP 1, AP 2 if set	No

Core Troops

Empire State-troopers w/ Swords & Shields
20 models **140 points**
+3.5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
3	0	5	1	1	4	C

Equipment: Light armour, Shield and Hand weapon

Empire State-troopers w/ Halberds
20 models **160 points**
+4 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
3	0	6	1	1	4	C

Equipment: Light armour and Great weapon

Options: May wear shield, + 20 points for 20 shield, additional shields cost +0,5 points per mode.

Empire State-troopers w/ Pikes
20 models **180 points**
+4,5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
3	0	6	1	1	4	C

Equipment: Light armour, Pike and Hand weapon.

Empire State-troopers w/ Spears
20 models **200 points**
+5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
3	0	5	1	1	4	C

Equipment: Light armour, Shield and Spear

Empire State-troopers w/ Harqebuses
5 models **50 points**
+10 points per model, max. ?

MS	SS	SV	W	AT	MV	ML
2	3	0	1	1	4	C

Equipment: Harqebus, Hand weapon.

Options: Light armour +1 point per model. Shield +1 point per model.

Empire State-troopers w/ Heavy Crossbows
5 models **45points**
+9,5 points per model, max. ?

MS	SS	SV	W	AT	MV	ML
2	3	0	1	1	4	C

Equipment: Heavy crossbow, hand weapon.

Options: Light armour +1 point per model. Shield +1 point per model.

Milita:

Any unit of State-troopers and Reiksguard can have up to two militia detachments (detachments working as described in whfb Empire, only difference being that only milita troops can act as detachments, that means that other troops ignore if they flee, they can counter-charge, and use shoot reaction.). Min size for detachments is 5, so for any state-trooper to have any detachements it must be at least 10 man storging (!?!). Characters never join detachments.

Empire Militia w/ short bows
5 models **55points**
+11 points per model, max. As per detachment rules

MS	SS	SV	W	AT	MV	ML
1	3	0	1	1	4	D

Equipment: Short bow, Hand weapon.

Special rule: Skirmishers

Empire Free Company w/ two hand weapons
5 models **30 points**
+6 points per model, max. As per detachement rules.

MS	SS	SV	W	AT	MV	ML
2	0	6	1	2	4	D

Equipment: Light armor, 2 hand weapons (*AT reflect this*)

My feet hurts, my leg hurts and my both my shoulders hurts like shit, kinda like the water tastes.. the food too. But hell, it was like that at home too, except here she's not around. So at least the army is good for something, right?!

Elite:

There can never be more elite units in an empire army than state-troopers.

Empire Reiksguard

(one unit per General of the Empire character)

20 models **200 points**

+5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
4	0	5	1	1	4	B

Equipment: Heavy armor and great weapon

Empire Knights

5 models **140 points**

+14 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
4	0	2	1	1	7	B

Equipment: Horse, Barding (*MV reflect this*), Heavy armour, Shield, Lance and Hand weapon.

Empire Pistoleros

5 models **120 points**

+12 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
3	3	5	1	1	8	C

Equipment: Horse, light armour, pistol, hand weapon

Special rule: Skirmishers.

Flagellants (One per warrior priest)

20 models **260 points**

+6.5 points per model, max. 30

MS	SS	SV	W	AT	MV	ML
2	1	0	1	1	4	A

Equipment: Flail.

Special Rule: Insane!

Flagellants are quite insane, and therefore ignore morale penalties for being Shaken, Outranked and Outflanked.

They still are penalized for the results of the combat and being disordered, however.

Artillery:

There can never be more Artillery units in an empire army than state-troopers.

Empire Cannon

3 crew + cannon **130 points**

MS	SS	SV	W	AT	MV	ML
1	3	0	3	3	2 (4)	C

Equipment: Crew has hand weapon.

Option: The player can choose to use a tier 3 character slot, to have an engineer switch place with a crew member, if he so chooses, the cannon has SS4. This cost +10 points.

Empire Mortar

3 crew + Mortar **100 points**

MS	SS	SV	W	AT	MV	ML
1	3	0	3	3	2 (4)	C

Equipment: Crew has hand weapon.

Option: The player can choose to use a tier 3 character slot, to have an engineer switch place with a crew member, if he so chooses, the cannon has SS4. This cost +10 points.

Volley Gun

4 models **140 points**

MS	SS	SV	W	AT	MV	ML
1	3	0	3	3	2	C

Crew: Three gunners.

Equipment: Hand weapon.

Special Rule: Volley Gun. The Volley Gun consists of a series of small barrels designed to fire Grapeshot at extended ranges. The Volley Gun has the following effects:

Range to target	AP	Hits	To hit modifier
Up to 12"	3	2d6	+2
12"-24"	2	D6	+1

Like other artillery, the Volley Gun can fire every other shooting phase. Unfortunately, the Volley Gun is somewhat unreliable. If a "1" is rolled to hit, there has been a misfire and the Volley Gun must be cleared and reloaded, so it will use an extra shooting phase prepare fire.

Magic Items List:

* = Unique item, only one character in your army can carry it onto battle.

Armour:

Bracers of Defense 15 points:

These are heavily inscribed braces that cover the wrist and forearms. As such they provide magical protection for the user. They are light enough that they may be worn even by spellcasters but may not be combined with any other form of armor, including a shield. They provide a ward save of 5+.

Armor of Luck 10 points:

This light armor may be combined with a shield or used separately. It grants the wearer a 4+ ward save on the first hit during the battle.

Enchanted Shield 15 points:

This shield will automatically block the first hit directed at the wearer. No save roll is necessary. Thereafter it will function as a normal shield.

Cloak of Deception 15 points:

This garment is enchanted with dazzling illusions that can temporarily confuse the user's opponent. Once per game, the user may accept a duel without actually having to fight it. Instead the opponent will lose his train of thought and idly observe the surrounding combat. Note that the user cannot strike the opponent because doing so would break the spell. One use only.

Armour of Dwarven Steel 20 points:

This heavy armour has been painstakingly crafted by master smiths to provide maximum protection. It confers a 4+ save on the wearer and may be used with a shield, lowering the save to 3+.

It may only be used by models on foot.

Shadow Armour 20 points:

This light armor is jet black and causes the wearer to evade the view of would-be attackers. All attacks – melee and missile – that target the wearer are subject to a -1 to hit modifier. Note that this has no effect against missile fire if the character is in a unit.

Weapons:

Dueling Sword 10 points:

This weapon is a finely balanced rapier with gilded hilts that make it excellent for individual combat. The sword adds +1 to a character's AT rating for duels, but has no effect in combat against units.

Missile of Seeking 10 points:

These projectiles can be fired using any type of bow or crossbow. They will automatically hit any target with which the shooting model has line of sight, regardless of whether or not the target is in a unit. It thus allows characters to be picked out and shot at. They may be used only once per game and inflict one wound of damage with an AP of 2, regardless of whether a bow or crossbow is used.

Glaive of Rending 10 points:

This great weapon's blade can shear through armor with considerable ease. It has AP 3 but may not be used in Melee Combat with shields (though these may be used against shooting and magical attacks).

Bow of Accuracy 10 points:

This long bow is cut from ancient wood and inscribed with elvish spells. The user of bow pays no penalty for shooting for any reason, either because of distance, being charged or magic.

Fell Blade 10 points:

This sword boasts a jagged blade that inflicts extra damage. Every hit with this weapon cause inflicts two wounds, rather than one.

Magic Web 10 points:

This melee weapon reduces the attacks of one opposing model in base to base contact by one. It may be used as a secondhand weapon, in which case no extra attack is granted to the user.

Axe of Retribution 15 points:

This great weapon can be wielded by only the strongest warriors. Each unsaved hit inflicts d6 wounds on the target model rather than just one. It is a great weapon so it is also AP 2.

Silver Lance 15 points

The silver lance has been enchanted to do even more damage. When used by a charging (or counter charging) character on horseback, it inflicts 2 wounds at AP 3. Like normal lances, had no effect once the charge is over.

Mace of Destruction 15 points:

This spiked mace is ensorcelled with powerful magic that does extra damage to tissue and bone. All hits scored with this AP 1 do two wounds rather than one.

Steel Bow 20 points:

This short bow is made of springy, high-tensile steel. This allows it to be used from horseback while also retaining impressive hitting power. All missile attacks with this weapon are AP 1.

Sword of Slaying 20 points

The Sword of Slaying is a vicious weapon that thirsts for life energy, and those struck by it may find their very souls consumed. Any model hit by them will be instantly killed on a 4+, no matter how many wounds are remaining. Saves may be taken as normal.

Sword of Skill 25 points

This finely balanced weapon allows the user to increase his chances to hit. Attacks with the Sword of Skill are +1 on the Melee Combat Table. An unmodified die roll of 1 is still a miss.

Talismans:

15p - Lucky Charm: 6+ Wardsave (can be used by monster mounts)

30p - Holy Symbol: 5+ Wardsave (can be used by monster mounts)

45p* - Favour of Gods: 4+ Wardsave (can be used by monster mounts)

Talisman of Protection 15 points:

This amulet is inscribed with anti-magic symbols. It gives the user and the unit he is with a 4+ ward save against any spell cast at them.

10p - Potion of Healing:

The Potion of Healing restores the user to full health. It may only be used during the rally phase. One use only.

15p - Potion of Strength:

The Potion of Strength allows the user to temporarily achieve incredible hitting power. Instead of making the normal number of melee attacks, the user may opt to quaff the potion and give a single mighty swing. The character attacks with his normal melee skill but if he hits, does AP 4 regardless of the weapon and will inflict d3 wounds rather than one. One use only.

20p - Horn of Courage:

Horn of Courage is sounded, one unit will immediately rally and reform. Use during the Magic Phase.

25p - Standard of Discipline:

This rather austere flag gives off an aura of stern command. It inspires obedience all friendly units within 12", giving them +1 on Command Table die rolls.

30p* - Banner of Glory:

This ancient and venerable flag is wound with spells of courage and covered with runes describing past victories. It inspires all friendly units within 12", giving them +1 on Morale Table die rolls.

40p* - Banner of Terror:

The Banner of Terror is a blood-soaked artefact topped with the skulls of the slain. The mere sight of it causes enemies to wilt in fear. All enemy units within 12" suffer a -1 penalty their on Morale Table die rolls. Note that rolls on the Command Table are unaffected.

Arcane:

Only one arcane Item per Wizard Character.

Nullification Scroll 5 points:

When read aloud, this parchment scroll bursts into flame and drains nearby spell energy. Once per game, it will automatically block any single spell. **One use only.**

Wand of Negation 10 points:

This silver-inlaid wand gives its user +1 on all countermagic die rolls.

Book of Knowledge 15 points:

The Book of Knowledge is filled with magical lore, and a caster with this item may use spells from two schools rather than just one.

Familiar 20 points:

This magical animal helps assist the wizard in using his power allowing him to boost the number of spells he may cast per turn. A familiar allows a wizard to cast one extra spell per turn (thus two for normal wizards, three for masters).

Staff of the Magi 25 points:

The Staff of the Magi is a rod of a rare and mysterious wood that boosts spell power. It gives the user +1 to all casting die rolls.