

The Empire

Army Special Rule: Detachments

Certain Empire units may take detachments of smaller units that operate within close proximity. These detachments are fully independent, but if they move beyond 5 inches from their parent unit, all their Morale checks have a -2 modifier. The parent unit is unaffected.

Units eligible to take detachments are listed under “State Troops.”

Options: Any armor and melee weapons from the Armory, up to 2 magic items.

Characters

Lord Knight

Character on foot **90 points**

MS	SS	SV	W	AT	MV	ML
6	3	0	3	2	4	A

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, up to 3 magic items.

Marcher Lord

Character on foot **100 points**

MS	SS	SV	W	AT	MV	ML
5	2	0	3	2	4	A

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, up to 3 magic items. May have pistol for 30 points.

Captain

Character on foot **70 points**

MS	SS	SV	W	AT	MV	ML
5	3	0	3	2	4	B

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, up to 2 magic items. May have pistol for 30 points

Archer Captain

Character on foot **95 points**

MS	SS	SV	W	AT	MV	ML
4	5	0	3	2	4	B

Equipment: Short bow. May upgrade to a long bow for 20 points.

Options: Any armor and melee weapons from the Armory, up to 2 magic items.

Crossbow Captain

Character on foot **95 points**

MS	SS	SV	W	AT	MV	ML
4	5	0	3	2	4	B

Equipment: Light crossbow. May upgrade to a heavy crossbow for 20 points.

Vassal Knight

Character on foot

55 points

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

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, up to 2 magic items.

Master Archer

Character on foot

55 points

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

Equipment: Short bow. May upgrade to a long bow for 20 points.

Options: Any armor and melee weapons from the Armory, up to 1 magic item.

Master Crossbowman

Character on foot

55 points

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

Equipment: Light crossbow. May upgrade to a heavy crossbow for 20 points.

Options: Any armor and melee weapons from the Armory, up to 1 magic item.

Sergeant at Arms

Character on foot

45 points

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

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory.

Corporal of the Guard

Character on foot

30 points

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

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory.

Wizard Lord

Character on foot

95 points

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

Equipment: Hand weapon.

Options: Up to two magic items. May not wear armor and cast spells. May upgrade to Master for 76 points. May have pistol for 20 points.

Wizard

Character on foot

80 points

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

Equipment: Hand weapon.

Options: Up to three magic items. May not wear armor and cast spells. May upgrade to Master for 64 points. May have pistol for 10 points.

Mercenary Wizard

Character on foot

65 points

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

Equipment: Hand weapon.

Options: Up to one magic item. May not wear armor and cast spells. May upgrade to Master for 52 points. May have pistol for 10 points.

EMPIRE Armory

Characters may be outfitted from one choice on each of the following lists.

Armor

Item	Cost	Effect
Shield	5	6+ save
Light armor	5	6+ save
Light armor and shield	10	5+ save
Heavy armor	10	5+ save
Heavy armor and shield	15	4+ save
Warhorse	5	6+ save, 8" move
Barded Warhorse	10	5+ save, 7" move
Light armor and warhorse	10	5+ save, 8" move
Light armor and barded warhorse	15	4+ save, 7" move
Light armor, shield and warhorse	15	4+ save, 8" move
Light armor, shield and barded warhorse	20	3+ save, 7" move
Heavy armor and warhorse	15	4+ save, 8" move
Heavy armor, shield and warhorse	20	3+ save, 8" move
Heavy armor, shield and barded warhorse	30	2+ save, 7" move

Melee Weapons

Item	Cost	Effect	Shield?
Mace	10	AP 1	Yes
Great Weapon	10	AP 2	No
Lance	10	AP 2 on charge	Yes
Spear	10	AP 1 if set	Yes
Flail	20	AP 1, negates shield	Yes
Additional hand weapon	30	Adds 1 attack	No
Pike	10	AP 1, AP 2 if set	No

State Troops (may take detachments)

Halberdiers

20 models

180 points

+4.5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
3	2	5	1	1	4	C

Equipment: Light armor, shield, great weapon.

Swordsmen

20 models

140 points

+3.5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
3	2	5	1	1	4	C

Equipment: Hand weapon, light armor, shield.

Greatswordsmen

20 models

220 points

+5.5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
4	2	5	1	1	4	B

Equipment: Heavy armor, great weapon.

Spearmen

20 models

200 points

+5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
3	2	5	1	1	4	C

Equipment: Light armor, shield, spear.

Detachments

Swordsmen

5-10 models

7 points per model

MS	SS	SV	W	AT	MV	ML
3	2	5	1	1	4	C

Equipment: Hand weapon, light armor, shield.

Halberdiers

5-10 models

9 points per model

MS	SS	SV	W	AT	MV	ML
3	2	5	1	1	4	C

Equipment: Light armor, shield, great weapon.

Crossbowmen

5 models

50 points

+10 points per model, max. 10

MS	SS	SV	W	AT	MV	ML
2	3	6	1	1	4	C

Equipment: Light armor, heavy crossbow.

Archers

5 models

50 points

+10 points per model, max. 10

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

Equipment: Short bow.

Handgunners

5 models

55 points

+11 points per model, max. 10

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

Equipment: Harquebus.

Other Units

Knights

5 models

140 points

+14 points per model, max. 12

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

Equipment: Heavy armor, shield, lance, barded warhorse.

Crossbowmen

5 models

50 points

+10 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
2	3	6	1	1	4	C

Equipment: Light armor, heavy crossbow.

Archers

5 models

50 points

+10 points per model, max. 12

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

Equipment: Short bow.

Handgunners

5 models

55 points

+11 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
2	3	6	1	1	4	C

Equipment: Harquebus.

Flagellants (One unit per army)

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.

Foresters

5 models

70 points

+14 points per model, max. 12

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

Equipment: Long bow.

Special Rule: Skirmishers.

Pistoliers

5 models

120 points

+12 points per model, max. 12

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

Equipment: Light armor, pistol, warhorse.

Special Rule: Skirmishers

War Wagon

1 chariot model

150 points

MS	SS	SV	W	AT	MV	ML
3	3	4	3	*	7	C

Equipment: The crew is armed with Harquebuses and experimental weapons.

Special Rule: Experimental weapons. The War Wagon is packed with oddball equipment of varying effectiveness. Instead of the War Wagon's two standard melee attacks, each melee phase roll a die to see what the weaponry does:

1-2 3 normal attacks

3-4 2 AP 1 attacks

5-6 1 AP 2 attack

These are in addition to impact hits.

Artillery

Cannon

4 models

120 points

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

Crew: Three gunners.

Equipment: Hand weapon.

Mortar

4 models

90 points

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

Crew: Three gunners.

Equipment: Hand weapon.

Volley Gun

4 models

140 points

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

Unlike other artillery, the Volley Gun can fire every shooting phase. Unfortunately, the Volley Gun is also 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 miss the next shooting phase. Turn the gun model around to indicate this.