



WOEHAMMER ARMIES

EMPIRE



Empire Special Rules

Detachments

Empire armies have mastered the coordinated use of their ranged troops to support their melee units. Any troops melee unit can have a missile unit assigned to it as an attachment. The units must be deployed, and remain, within 8" of each other in order for the detachment rule to be used.

When an order die is drawn and a melee unit is activated to charge an enemy unit and successfully passes any order test, the missile unit attached to it may make a command test if they have not already had an order die that turn. If passed they may take an order die from the bag and be given a fire order before the melee unit makes its charge move. If the command test is failed the unit does not go Down, and may be given an order as normal later in the turn.

Righteous Rule

If a unit it has the righteous rule they will automatically pass any orders check that would result in a charge against undead or daemon units

Repeater Rifles

Repeater rifles can make up to 3 shots per missile attack, the player must declare how many shots they wish to make and roll all hit rolls concurrently. If the firer decides to make multiple shots all shots are at -1 Acc, and any natural 0s to hit are rolled the weapon has jammed and fires no shots at all.

Rocket Cannon

A rocket cannon may choose to fire up to two salvos per Fire order. However, if both hit rolls are the same then the rocket cannon has misfired. Roll a D6 on the misfire chart below.

1 - The cannon explodes spectacularly where it is. Discount all shots, and the cannon and its crew are immediately removed from play.

2 - The rockets begin to cook off, striking the crew. The crew take D3 SV2 Fire hits, discount all shots.

3 - The rockets fire off wildly. Place the 2" blast marker onto the cannon, then scatter from there, discounting the shots fired.

4 - The rockets fizzle out and nothing happens. Discount all shots.

5 - The rockets are wildly inaccurate. Place the 2" blast marker on the targeted unit and scatter from there.

6 - The rockets are wildly overstuffed with black powder and fire off one by one at their target. The rockets gain the unstoppable rule.

Empire Magic Items

The Empire of Man have many magical heirlooms in their possession, and as the trading hub of the Old World find that many adventurers come to their lands to sell enchanted goodies plundered from far off shores.

Hero units may take magical items as listed below, or magical items of the Light, Life, or Destruction lores. No one hero can take more than one magical item at a time.

Magic Weapons

Runefang - *Gifted to men long ago by grateful dwarf kings, they swords are wielded by only the most worth heroes of men* - This sword ignore all non-magical armour bonuses - 12 points

Mace of Helsturm - *It is said that if wielded by a man of faith this mace can smash through even the mightiest of walls* - This large mace has a SV of 3, and also has the Fire damage rule - 15 points

Rapier of Halverstand - *This fine sword is swift beyond imagining* - This sword confers a +2 strength bonus rather than the normal plus 1. In addition, the bearer is charged while down they may still make 1 HtH attack concurrently with their opponent, with any additional attacks made after the attacker as normal - 15 points

Magic Armour

Armour of Meteoric Iron - *Forged from a fallen star, it is said that no mortal blade can pierce this armour* - Counts as heavy armour. Ignores up to 4 points of SV from non magical weapons. Cannot be worn by wizard heroes - 15 points

White Cloak of Ulric - *This cloak is made from the pelt of a savage white wolf, and was blessed by the High Priest of Middenland* - Any missile attacks that target the wearer of this cloak are made at -1 accuracy, and the wearer also ignores extra pins caused by the Fire rule - 12 points

Magic Standards

Any model carrying a standard can upgrade to one of the standards listed below

Griffon Banner - *This banner is a replica of the banner which Magnus the Pious himself fought under, and contains a measure of his righteous fury* - Any undead or daemon units within 12" of this banner are at -1 command - 10 points

Steel Standard - *This magnificent standard inspires great acts of courage to all who see it* - Any units activated within 12" of this banner will automatically pass any Run or Sprint orders that result in a charge - 10 points

Magic Items

Ring of Volans - *This ring was gifted to the kingdom of men by Teclis himself* - This ring contains a chosen spell from the Light Magic Lore. Once per battle the bearer of this ring may cast this spell when they are activated, no casting roll is required. In addition this spell can only be dispelled on a natural 1 - 10 points

Tome of Sigmar - *This leatherbound book contains the teachings of Sigmar, and makes a resounding thud when thumped* - Any rally orders given by the bearer of this artefact restore D3+3 pins rather than D6, include to any routed units. - 10 points

Empire Army List

Army Composition

When choosing an Empire army the following restrictions apply, based on max percentage of overall points, except in the case of troops which must make up at least 25% of overall points cost of the army.

Heroes 25%

Monstrosities / Chariots 25%

Artillery 25%

Elite Troops 25%

Troops 25% minimum

Not that these costs include any additional costs accrued via magic items, extra spells etc. For heroes riding monstrosities the values for the heroes and their steeds are considered separately for calculating percentages.

Some troop types have built in restrictions to the amount you can take in an army, which is listed before their description, for example '0-1 units of foot knights'. This is based on a points limit of 1,000 points; for games larger than this it can be considered to be the limit per 1,000 points, for example in a 2,000 point game 2 units of foot knights could be taken, a 3,000 point game 3 units, and so on. The point value must 'break into' the next 1,000 point barrier for this to work, for example a 1,500 point (or even 1,999 point) game would not qualify. The exception to this is the Warlord; the warband may only ever have one warlord. The restriction on spell casters is likewise based on the 1,000 point limit, an army may take a spell caster per 1,000 points.

Hero Units

0 - 1 Empire General on Allied Griffin, 290 points Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
General with Warhammer, heavy armour	[4]	5	5	[5(8)]	8	8	[Tough], Command, Follow, (Wound), 3 x HTH
Allied Griffin	3	-	7	10	-	-	Large, MoD 2, Fast 6, 5 x HtH SV 3, Dread, Flies, Savage

Lord; Upgrade to Tough 2 @ 10 points, to wound 2 @ 16 points

0 - 1 Empire General, 106 points Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Empire general with sword, heavy armour	4	5	5	5(8)	8	8	Tough, Command, Follow, Wound, 3 x HTH, Heavily Laden
2 x Bodyguards with swords, heavy armour	4	5	5	5(8)	7	7	Heavily Laden

Lord; Upgrade to Tough 2 @ 10 points, to wound 2 @ 16 points. Give unit chain maces, morning stars, or warhammers @ free. Add up to 2 Bodyguards @ 14 points each

0 - 1 Mounted Empire General, 149 points Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
General with sword, heavy armour, riding warhorse	4	5	5	6(9)	8	8	Tough, Command, Follow, Wound, 3 x HTH, Fast 8
2 x Bodyguards with swords, heavy armour, riding warhorses	5	6	5	6(7)	8	8	Fast 8
Warhorse			5				1 x HtH SV1

Upgrade to Tough 2 @ 10 points, to wound 2 @ 18 points. Give unit lances @ 1 point per model. Add up to 2 Bodyguards @ 27 points each

0 - 1 Imperial Noble, 116 points
Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Imperial Noble, with sword, pistol, light armour	4	5	5	5(6)	8	8	Tough, Command, Follow, Wound, 3 x HTH, Haughty Disdain
2 x Bodyguards with swords, pistols, light armour	4	5	5	5(6)	7	7	Haughty Disdain

Lord; Upgrade to Tough 2 @ 10 points, to wound 2 @ 12 points. Add up to 2 Bodyguards @ 14 points each

0 - 1 Mounted Imperial Noble, 140 points
Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Noble with sword, pistol, light armour, riding horse	4	5	5	6(7)	8	8	Tough, Command, Follow, Wound, 3 x HTH, Fast 8, Haughty Disdain
2 x Bodyguards with swords, pistols, light armour, riding horses	5	6	5	6(7)	8	8	Fast 8, Haughty Disdain

Upgrade to Tough 2 @ 10 points, to wound 2 @ 14 points. Add up to 2 Bodyguards @ 16 points each

Note. The warband may only ever include one Warlord Unit

0-1 Battle Mage, 58 points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Battle Mage with sword	5	5	5	5	7	8	Tough, Wound, Magic Level 1

Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points, Tough 2 @ 10 points

0 - 1 Mounted Empire Hero, 96 Points
Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Empire Hero with sword, medium armour, riding warhorse	5	5	6	6(8)	9	9	Tough 2, Hero, Wound, 3 x HtH, Fast 8, Warhorse 1 x HtH SV 1

Upgrade to heavy armour @ 9 points increasing Res to 6(9) and adding Heavily Laden rule, Wound 2 @ 18 points, Wound 3 @ 36 points, Tough 3 @ 10 points, Give Challenge Rule @ 10 points,

0 - 1 Empire Hero, 87 Points
Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Empire Hero with sword, light armour	5	5	6	5(6)	9	9	Tough 2, Hero, Wound, 3 x HtH,

Upgrade to medium armour @ 5 points increasing Res to 5(7), OR heavy armour @ 9 points increasing Res to 5(8) and adding Heavily Laden rule, Wound 2 @ 18 points, Wound 3 @ 36 points, Tough 3 @ 10 points, Give Challenge Rule @ 10 points. Give unit Haughty Disdain rule @ 10 points. Give unit pistol @ 3 points. Can be given a standard to carry, adding the Heavily Laden rule

0 - 1 Empire Gunmaster, 62 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Empire Engineer with sword, hochland long rifle, pistol light armour	5	6	5	5(6)	8	8	Tough, Hero, Wound, Deadeye Shot

Weapon	Short	Long	Extreme	SV	Special
Hochland Long Rifle	10-20	20 - 30	-	3	Fire Order to shoot

0 - 1 Empire Engineer, 60 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Empire Engineer with sword, pistol, light armour	5	5	5	5(6)	8	8	Tough, Hero, Wound, Mechanical Genius

Warpriest, 81 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Warpriest with Hammer, medium armour	5	5	5	5(7)	7	9	Tough, Command, Wound 2, Divine Intervention, Righteous

0 - 1 Witch Hunter, 97 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Witch Hunter with sword, pistol, light armour	5	5	5	5(6)	7	9	Tough 2, Command, Wound 2, Divine Intervention, Zealous, Righteous
0 x Apprentice with sword, pistol, light armour	5	5	5	5(6)	7	7	Zealous, Righteous

Add up to 2 apprentices @ 20 points each

0 - 1 Regimental Mascot, 95 Points
Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Bear Handler with dagger	5	5	5	5(6)	7	8	Tough
Mascot Bear	5	5	6	8	2	8	Allied until handler dies, then wild, Large, Wound, 3 x HtH SV3, Irresistible Charge, Frenzied Charge

Add up to 2 apprentices @ 20 points each

Elite Units

0-1 Units of Kislev Winged Lancers, 114 Points Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Knight Leader with lance, heavy armour, riding warhorse	4	5	5	6(9)	6	8	Tough, Fast 8, Zealous
2 x Knights with lances, heavy armour, riding warhorses	4	5	5	6(9)	6	7	Fast 8, Zealous
Warhorse			5				1 x HtH SV1

Add up to 3 Winged Lancers @ 34 points each

0 - 1 Units of Greatswords, 92 Points Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with big sword, light armour	5	5	6	5(6)	7	8	Tough, Stubborn
4x Greatswords with big swords, light armour	5	5	6	5(6)	7	7	Stubborn

Add up to 5 Greatswords @ 15 points per model

0 - 1 Units of Ironside Handgunners, 107 Points Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with sword, handgun, heavy armour	5	5	5	5(8)	7	8	Tough, Deadeye shot, Heavily Laden
4x archer with sword, handgun, heavy armour	5	5	5	5(8)	7	7	Deadeye shot, Heavily Laden

Add up to 5 Ironsides @ 19 points per model

0 - 1 Units of Ogres, 48 Points**Monster Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
1 x Ogre with large axe, sword, or hammer	5	5	5	8	7	7	Large, 2 x HtH, Frenzied Charge
0 x Ogre Leader with large axe, sword, or hammer	5	5	5	8	7	8	Tough, Large, 2 x HtH, Frenzied Charge

Give unit light armour @ 2 points per model. Add up to 2 Ogres @ 28 points per model. Make 1 Ogre in a unit of 3 or more a leader @ 12 points

Troop Units

Empire Knights, 96 Points Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Knight Leader with sword, heavy armour, riding warhorse	4	5	5	6(9)	6	8	Tough, Fast 8
2 x Knights with swords, heavy armour, riding warhorses	4	5	5	6(9)	6	7	Fast 8
Warhorse			5				1 x HtH SV1

Give unit warhammers @ free, Lances @ 1 point. Add up to 3 Knights @ 28 points each

Pistoliers, 81 Points Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Pistolier Leader with sword, pistol, light armour, riding horse	5	5	5	6(7)	7	8	Tough, Fast 8
2 x Pistoliers with swords, pistols, light armour, riding horses	5	5	5	6(7)	7	7	Fast 8

Add up to 3 Pistoliers @ 23 points each

0 - 1 Unit of Reiksguard, 87 Points Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with sword, heavy armour	5	5	5	5(8)	7	8	Tough, Heavily Laden
4x Guard with swords, heavy armour	5	5	5	5(8)	7	7	Heavily Laden

Give unit halberds @ 1 point per model. Add up to 5 Guard @ 15 points per model

0 - 1 Units of Outriders, 108 Points
Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Outrider Leader with sword, repeater rifle, light armour, riding horse	5	5	5	6(7)	7	8	Tough, Fast 8
2 x Outriders with swords, repeater rifle, light armour, riding horses	5	5	5	6(7)	7	7	Fast 8

Add up to 3 Outriders @ 32 points each

Weapon	Short	Long	Extreme	SV	Special
Repeater Rifle	10	20	-	3	Repeater Rifle

Kislev Horse Archers, 78 Points
Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Archer Leader with sword, bows, light armour, riding horse	5	5	5	6(7)	7	8	Tough, Fast 8
2 x Archers with swords, bows, light armour, riding horses	5	5	5	6(7)	7	7	Fast 8

Add up to 3 Horse Archers @ 22 points each

Empire Guard, 72 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with sword, light armour	5	5	5	5(6)	7	8	Tough
4x Guard with swords, light armour	5	5	5	5(6)	7	7	

Give unit spears or long spears @ free, halberds @ 1 point per model. Give unit medium armour @ 2 point per model. Add up to 5 Guard @ 12 points per model

Empire Archers, 67 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with dagger, bow	5	5	5	5	7	8	Tough
4x archer with dagger, bow	5	5	5	5	7	7	

Give unit swords @ 1 point per model. Add up to 5 Archers @ 11 points per model

Empire Crossbowmen, 72 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with dagger, crossbow	5	5	5	5	7	8	Tough
4x archer with crossbow, bow	5	5	5	5	7	7	

Give unit light armour @ 2 points per model, swords @ 1 point per model. Add up to 5 Crossbow men @ 12 points per model

Empire Handgunners, 87 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with dagger, handgun	5	5	5	5	7	8	Tough, Deadeye shot
4x archer with dagger, handgun	5	5	5	5	7	7	Deadeye shot

Add up to 5 Handgunners @ 13 points per model

Flagellants , 92 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Zealot with scourge	5	5	5	6	7	8	Tough, Zealous
4x flagellants with scourges	5	5	5	6	7	7	Zealous

Add up to 5 Flagellants @ 16 points per model

Halfling Archers, 57 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with club, bow	6	6	4	4	7	8	Tough, Stealthy
4x archers with clubs, bows	6	6	4	4	7	7	Stealthy

Add up to 5 Halflings @ 9 points per model

Artillery Units

Halfling Hotpot Thrower, 72 points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Halfling crew with clubs, small stone thrower	6	6	4	4	7	7	Large, Slow 3

Add up to 2 Crew @ 6 points each.

Cannon, 130 points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x crew with swords, large cannon	5	5	5	5	7	7	Large, Slow 3

Add up to 2 Crew @ 10 points each.

Volley Gun, 90 points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x crew with swords, organ gun	5	5	5	5	7	7	Large, Slow 3

Add up to 2 Crew @ 10 points each.

Rocket Cannon, 75 points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x crew with swords, rocket cannon	5	5	5	5	7	7	Large, Slow 3

Add up to 2 Crew @ 10 points each.

Weapon	Short	Long	Extreme	SV	Special
Rocket Cannon	10	30	-	3	D6 hits Fire, fire order to shoot

Monstrosity Units

0 - 1 War Wagon, 183 points

Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
War Wagon	3	-	5	12	-	-	Large, MoD 2, 5 x HtH SV5
Crewman with scourge	-	5	5	-	7	7	
Crewman with Halberd	-	5	5	-	7	7	
3 x Crewmen with Handguns	-	5	5	-	7	7	

0 - 1 Steam Tank, 145 points

Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Steamtank with small cannon	3	5	-	14	-	-	Large, Fast 6, Fire order to shoot, MoD 2, 0 x HtH, Ramshackle Contraption
Captain with sword, pistol	-	5	5	-	7	8	Mechanical Genius

Add turret gun @ 14 points. Give captain a handgun instead of pistol @ 2 points

Weapon	Short	Long	Extreme	SV	Special
Turret gun	10	20	-	5	