



EMPIRE

CULTE D'ULRIC - 1 962 POINTS



231 pts (12.00 %) 273 pts (14.00 %) 968 pts (48.00 %) 490 pts (25.00 %) 0 pts (0.00 %)
Lords **Heroes** **Core** **Special** **Rare**
 (0 NoLimit) (0 NoLimit) (0 NoLimit) (0 NoLimit) (0 NoLimit)

Lords



GRAND MASTER #1
 Grand Master - Standard - Infantry - 20x20

231 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Grand Master	4	6	6	4	4	3	6	4	9	Cavalry
Warhorse	8	3	0	3	3	1	3	1	5	Cavalry
Model Rules	Immune to Psychology • Master of Battle • Hand weapon • Full plate armour									
Model Rules (Warhorse)	Barding									

Options | Great Weapon • Dragonhelm • Talisman of Preservation • The other trickster's shard

Heroes



CAPTAIN OF THE EMPIRE #1
 Captain of the Empire - Standard - Infantry - 20x20

132 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Captain of the Empire	4	5	5	4	4	2	5	3	8	Infantry
Model Rules	Hold the Line! • Hand weapon									

Options | Full plate armour • Great Weapon • Battle Standard Bearer • War banner



BATTLE WIZARD #1
 Battle Wizard - Standard - Monstrous Beast - 20x20

141 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Battle Wizard	4	3	3	3	3	2	3	1	7	Infantry
Model Rules	Wizard • Hand weapon									

Options | Wizard Level 2 • Warhorse • Barding • Lore of Beasts • Dispell scroll

Core



KNIGHTLY ORDERS #1
 Knightly orders x7 - Standard - Infantry - 20x20

220 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	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	9	3	3	1	3	1	5	Cavalry
Model Rules	Hand weapon • Full plate armour • Barding									

Options | Standard Bearer • Musician • Preceptor • Upgrade to Inner Circle Knights • Great Weapon • Standard of Discipline



KNIGHTLY ORDERS #2

Knightly orders x7 - Standard - Infantry - 20x20

184 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	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 Cricle Knight	4	4	3	4	3	1	3	1	8	Cavalry
Inner Cricle Preceptor	4	4	3	4	3	1	3	2	8	Cavalry
Warhorse	8	3	9	3	3	1	3	1	5	Cavalry
Model Rules	Hand weapon • Full plate armour • Barding									

Options	Standard Bearer • Musician • Preceptor • Shield and Spear
----------------	---



HALBERDIERS #1

Halberdiers x20 - Standard - Infantry - 20x20

150 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Empire Soldier	4	3	3	3	3	1	3	1	7	Infantry
Sergeant	4	3	3	3	3	2	3	2	7	Infantry
Model Rules	Detachments • Regimental units • Halberd • Light armour									

Options	Standard Bearer • Musician • Sergeant
----------------	---------------------------------------



HALBERDIERS #2

Halberdiers x19 - Standard - Infantry - 20x20

144 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Empire Soldier	4	3	3	3	3	1	3	1	7	Infantry
Sergeant	4	3	3	3	3	2	3	2	7	Infantry
Model Rules	Detachments • Regimental units • Halberd • Light armour									

Options	Standard Bearer • Musician • Sergeant
----------------	---------------------------------------



HANDGUNNERS #1

Handgunners x10 - Standard - Infantry - 20x20

90 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Empire Soldier	4	3	3	3	3	1	3	1	7	Infantry
Marksman	4	3	4	3	3	1	3	1	7	Infantry
Model Rules	Detachments • Regimental units • Hand weapon • Handgun									

Options	
----------------	--



CROSSBOWMEN #1

Crossbowmen x10 - Standard - Infantry - 20x20

90 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Empire Soldier	4	3	3	3	3	1	3	1	7	Infantry
Marksman	4	3	4	3	3	1	3	1	7	Infantry
Model Rules	Detachments • Regimental units • Hand weapon • Crossbow									



CROSSBOWMEN #2

Crossbowmen x10 - Standard - Infantry - 20x20

90 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Empire Soldier	4	3	3	3	3	1	3	1	7	Infantry
Marksman	4	3	4	3	3	1	3	1	7	Infantry
Model Rules	Detachments • Regimental units • Hand weapon • Crossbow									

Special



GREATSWORDS #1

Greatswords x20 - Standard - Infantry - 20x20

250 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Greatsword	4	4	3	3	3	1	3	1	8	Infantry
Count's Champion	4	4	3	3	3	1	3	2	8	Infantry
Model Rules	Regimental units • Stubborn • Great Weapon • Full plate armour									

Options

Standard Bearer • Musician • Banner of Eternal Flame



GREAT CANNON #1

Great cannon - Standard - Infantry - 20x20

120 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Great Cannon	-	-	-	-	7	3	-	-	-	War Machine
Crewman	4	3	3	3	3	1	3	1	7	Infantry
Model Rules	Hand weapon									



GREAT CANNON #2

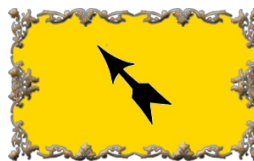
Great cannon - Standard - Infantry - 20x20

120 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Great Cannon	-	-	-	-	7	3	-	-	-	War Machine
Crewman	4	3	3	3	3	1	3	1	7	Infantry
Model Rules	Hand weapon									

Magics



Lore of Beasts

WILDHEART (Lore Attribute)

Spells from the Lore of Beasts are easier to cast on beasts, or creatures attuned to the wilderness.

If a spell from the Lore of Beasts is targeted on one or more units of war beasts, cavalry, monstrous beasts, monstrous cavalry, chariots, monsters, swarms or any unit from Warhammer: Beastmen, then the casting difficulty of the spell is reduced by 1.

		Casting	Range	Type	Duration	Effect
0	Wyssan's Wildform	10+			Instant	Wyssan's Wildform is an augment spell with a range of 12". The target unit gains +1 Strength and +1 Toughness until the start of the caster's next Magic phase. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 13+.
1	The Flock of Doom	5+			Instant	The Flock of Doom is a magic missile with a range of 24" and causes 2D6 Strength 2 hits. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 8+.

		<i>Casting Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
2	Pann's Impenetrable Pelt	8+		Instant	Pann's Impenetrable Pelt is an augment spell that is cast upon the Wizard or another friendly character within 12". The target gains +3 Toughness until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell target all friendly characters within 12" (including himself). If he does so, the casting value is increased to 16+.
3	The Amber Spear	9+		Instant	The Amber Spear is a magic missile with a range of 24". It inflicts a single Strength 6 hit that causes Multiple Wounds (D3) and then penetrates ranks in the same manner as a shot from a bolt thrower if the first model is slain – the Strength of the hit is reduced by 1 for each subsequent rank. Armour saves are not permitted against wounds caused by the Amber Spear. The Wizard can attempt to call forth a larger, deadlier spear that inflicts a Strength 10 hit, causing Multiple Wounds (D6). If he does so, the casting value is increased to 15+.
4	The Curse of Anraheir	10+		Instant	The Curse of Anraheir is a hex with a range of 36". The target unit suffers a -1 penalty to its To Hit rolls (to both its shooting and close combat attacks) until the start of the caster's next Magic phase. In addition, the unit treats all terrain (other than impassable terrain) as dangerous terrain and will fail Dangerous Terrain tests on a 1 or 2, rather than a 1. The Wizard can choose to extend the range of this spell to 72". If he does so, the casting value is increased to 13+.
5	The Savage Beast of Horros	10+		Instant	The Savage Beast of Horros is an augment spell with a range of 12" and is cast on a friendly character, which can be the Wizard himself. The model gains +3 Strength and +3 Attacks until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell target all friendly characters within 12" (including himself). If he does so, the casting value is increased to 20+.
6	Transformation of Kadon	16+		Instant	Remains in play. The Transformation of Kadon is an augment spell that can only be cast upon the Wizard, and only if he is on foot. Whilst the spell is in effect, the Wizard transmogrifies himself into one of the following monsters: Feral Manticore, Black Hydra, or Horned Dragon. If the Wizard is in a unit, he can remain within the unit, even though he is now technically a monster (although you may have to reorder the unit a little to make him fit – see the Characters chapter for some guidance). If he cannot be placed because there is not enough room, the spell does not work. Whilst transformed, the Wizard cannot channel or cast spells, and all of his magic items and mundane equipment (armour, weapons, etc.) temporarily stop working. Any wounds suffered by the Wizard are carried over between transformations. The Wizard can choose to cast a more powerful version of the spell, and become a Mountain Chimera or a Great Fire Dragon. If he does so, the casting value increases to 20+. Black Hydra M WS BS S T W I A Ld Type 6 4 0 5 5 5 2 7 8 Mo Special Rules: Large Target, Terror, Scaly Skin (4+), Regenerate, Breath Weapon (Strength 4) Mountain Chimera M WS BS S T W I A Ld Type 6 7 0 7 7 10 5 4D6 6 Mo Special Rules: Large Target, Terror, Poisoned Attacks, Fly, Frenzy, Random Attacks (4D6), Breath Weapon (Strength 4) Feral Manticore M WS BS S T W I A Ld Type 6 5 0 5 5 4 5 4 5 Mo Special Rules: Large Target, Terror, Killing Blow, Fly, Frenzy Horned Dragon M WS BS S T W I A Ld Type 6 5 0 5 6 5 4 4 7 Mo Special Rules: Large Target, Terror, Scaly Skin (4+), Breath Weapon (Strength 2), Fly Great Fire dragon M WS BS S T W I A Ld Type 6 8 0 8 8 8 1 8 9 Mo Special Rules: Large Target, Terror, Scaly Skin (2+), Breath Weapon (Strength 5, Flaming Attacks), Fly

Magic items

Dragonhelm: The wearer counts his armour save as being one point higher than normal. The wearer has a 2+ ward save against Flaming Attacks.

Talisman of Preservation: The Talisman of Preservation grants the bearer a 4+ ward save.

The other trickster's shard: Models in base contact with the bearer (friends and foes) must re-roll successful ward saves.

Dispell scroll: One use only. When an enemy spell has been cast, a wizard who has a dispel scroll can read it instead of attempting to dispel the spell by using dispel dice. This automatically dispels the enemy spell; no dice roll is required. Note that even a dispel scroll will not help if the spell has been cast with irresistible force. Note also that a dispel scroll cannot be used to dispel spells that remain in play other than at the moment they are cast.

Magic banners

War banner: A unit with this banner adds +1 to its combat result.

Standard of Discipline: Models in a unit with the Standard of Discipline have +1 Leadership, but cannot use the General's Inspiring Presence special rule.

Banner of Eternal Flame: Models in a unit with the Banner of Eternal Flame have Flaming Attacks.

Model Rules

Barding:

Crossbow:

Detachments:

Full plate armour:

Great Weapon:

Halberd:

Hand weapon:

Handgun:

Hold the Line!:

Immune to Psychology:

Light armour:

Master of Battle:

Regimental units:

Stubborn:

Wizard:

Qr codes of your army

Your can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Grand Master #1	Captain of the Empire #1	Battle Wizard #1	Knightly orders #1	Knightly orders #2	Greatsword #1	Great cannon #1	Great cannon #2	Halberdier #1	Halberdier #2	Handgun #1	Crossbow #1	Crossbow #2
