



EMPIRE

MIDDENLAND - 2 510 POINTS



245 pts (10.00 %) 316 pts (13.00 %) 1026 pts (41.00 %) 803 pts (32.00 %) 120 pts (5.00 %)

Lords **Heroes** **Core** **Special** **Rare**

(0 NoLimit) (0 NoLimit) (0 NoLimit) (0 NoLimit) (0 NoLimit)

Lords



BATTLE WIZARD LORD #1

Battle Wizard Lord - Standard - Infantry - 20x20

245 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Battle Wizard Lord	4	3	3	3	4	3	3	1	8	Infantry
Model Rules	Wizard • Hand weapon									

Options Wizard Level 4 • Lore of Light • Talisman of Preservation

Heroes



BATTLE WIZARD #1

Battle Wizard - Standard - Infantry - 20x20

125 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 • Lore of Beasts • Dispell scroll



CAPTAIN OF THE EMPIRE #1

Captain of the Empire - Standard - Infantry - 20x20

126 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 • Battle Standard Bearer • Sword of Might • Dragonhelm • Enchanted shield



MASTER ENGINEER #1

Master Engineer - Standard - Infantry - 20x20

65 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Master Engineer	4	3	4	3	3	2	3	1	7	Infantry
Model Rules	Master of Ballistics • Stand back, Sir! • Hand weapon									

Core



KNIGHTLY ORDERS #1

Knightly orders x5 - Standard - Infantry - 20x20

160 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 • Upgrade to Inner Circle Knights • Shield and Spear • Banner of Swiftess
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KNIGHTLY ORDERS #2

Knightly orders x5 - Standard - Infantry - 20x20

130 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 • Shield and Spear
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HALBERDIERS #1

Halberdiers x28 - Standard - Infantry - 20x20

226 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	Shield • Standard Bearer • Musician • Sergeant
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SPEARMEN #1

Spearmen x35 - Standard - Infantry - 20x20

240 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	1	3	2	7	Infantry
Model Rules	Detachments • Regimental units • Spear • Light armour									

Options	Standard Bearer • Musician • Sergeant • Shield
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Special



GREATSWORDS #1

Greatswords x19 - Standard - Infantry - 20x20

249 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 • Count's Champion • Banner of Eternal Flame
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GREATSWORDS #2

Greatswords x20 - Standard - Infantry - 20x20

240 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
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DEMIGRYPH KNIGHTS #1

Demigrph Knights x3 - Standard - Infantry - 20x20

194 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Inner Cricle Knight	4	4	3	4	3	1	3	1	8	Monstrous Cavalry
Inner Cricle Preceptor	4	4	3	4	3	1	3	2	8	Monstrous Cavalry
Demigrph	8	4	0	5	4	3	4	3	7	Monstrous Cavalry
Model Rules	Fear • Hand weapon • Full plate armour • Barding • Shield									
Model Rules (Demigrph)	Armour Piercing									

Options	Standard Bearer • Musician • Halberd
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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									

Rare



HELBLASTER VOLLEY GUN #1

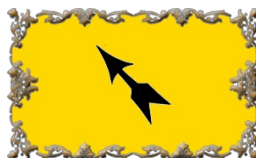
Helblastger Volley Gun - Standard - Infantry - 20x20

120 POINTS



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

Magics



Lore of Beasts

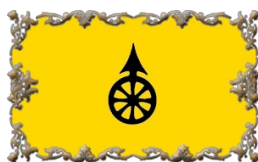
WILDHEART (Lore Attribute)

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+.

		Casting	Range	Type	Duration	Effect
6	Transformation of Kadon	16+			Instant	<p>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+.</p> <p>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)</p> <p>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)</p> <p>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</p> <p>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</p> <p>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</p>
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+.
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+.
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+.
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+.
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+.



Lore of Light

EXORCISM (Lore Attribute)

Light Magic excels at the scourging and destruction of supernatural creatures – foul creatures from the Realm of Chaos and the unquiet dead can all be banished back to whence they came by its blinding beams.

If a spell from the Lore of Light inflicts a number of hits on an enemy unit, it will cause an extra D6 hits (e.g. 2D6 hits would become 3D6 hits) if the target is Undead or a Daemon.

		Casting	Range	Type	Duration	Effect
0	Shem's Burning Gaze	5+			Instant	Shem's Burning Gaze is a magic missile with a range of 24" and causes D6 Strength 4 hits (which count as Flaming Attacks). The Wizard can choose to extend the range of this spell to 48" and increase the Strength from 4 to 6. If he does so, the casting value is increased to 15+.
6	Birona's Timewarp	12+			Instant	Birona's Timewarp is an augment spell with a range of 12". The target's Movement is doubled, and its Attacks increased by 1 until the start of the caster's next Magic phase. The unit also gains the Always Strikes First special rule until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell target all friendly units within 12". If he does so, the casting value is increased to 24+.

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
5	Banishment	10+			Instant	Banishment is a magic missile with a range of 24" – the target suffers 2D6 hits. The Strength of the hits is equal to 4 plus the number of Wizards that know spells from the Lore of Light within 12" of the caster (not counting the caster himself). Successful ward saves taken against Banishment must be re-rolled. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.
4	Net of Amyntok	10+			Instant	Net of Amyntok is a hex with a range of 24". The target unit must pass a Strength test every time it moves (included moving as a charger, fleeing, pursuing, moving compulsorily, etc.) or shoots or casts spells until the start of the caster's next Magic phase. If the test is passed, the target acts normally. If the test is failed, the unit is unable to perform the desired action, remaining in place and taking D6 Strength 4 hits from the net's barbs of light. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.
3	Light of Battle	9+			Instant	Light of Battle is an augment spell with a range of 12". If fleeing, the target rallies immediately. Additionally, the target will pass all Leadership tests (regardless of modifiers) until the start of the caster's next Magic phase. The Wizard can instead choose to have his spell target all friendly units within 12". If he does so, the casting value is increased to 18+.
2	The Speed of Light	8+			Instant	The Speed of Light is an augment spell with a range of 24". The target unit has Weapon Skill 10 and Initiative 10 until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell affect all friendly units within 12". If he does so, the casting value is increased to 16+.
1	Phá's protection	6+			Instant	Phá's Protection is an augment spell with a range of 24". All attacks against the target unit (shooting or close combat) suffer a -1 penalty to hit until the start of the caster's next Magic phase. Shooting attacks that do not use Ballistic Skill must roll 4+ on a D6 before firing, or the shot(s) is lost. The Wizard can choose to have this spell affect all friendly units within 12". If he does so, the casting value is increased to 12+.

Magic items

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

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

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

Enchanted shield: Shield. The bearer counts his armour save as being two points higher than normal, rather than the usual one point that a shield would normally grant.

Sword of Might: Close combat attacks made with this sword are resolved at +1 Strength.

Magic banners

Banner of Swiftmess: Models in a unit with the Banner of Swiftmess have +1 to their Movement characteristic.

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

Model Rules

Armour Piercing:

Barding:

Detachments:

Fear:

Full plate armour:

Great Weapon:

Halberd:

Hand weapon:

Hold the Line!

Light armour:

Master of Ballistics:

Regimental units:

Shield:

Spear:

Stand back, Sir!

Stubborn:

Volley Gun:

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.

Battle Wizard Lord #1	Battle Wizard #1	Captain of the Empire #1	Knightly orders #1	Knightly orders #2	Halberdiers #1	Helblaster Volley Gun #1	Greatswords #1	Greatswords #2	Demigryph Knights #1	Great cannon #1	Master Engineer	Spearmen #1
