



# EMPIRE

## ME - 247 POINTS



Lords Heroes **Core** Special Rare

### Heroes

**MASTER ENGINEER #1**  
Master Engineer - Standard - Infantry - 20x20

**45 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Master Engineer	4	3	4	3	3	2	3	1	7	
Mechanical Steed	7	1	-	4	4	1	1	1	-	
<b>Model Rules</b>	"Stand Back, Sir!" • Natural Armour (6+) • Impact Hits (D3) • Swiftstride • Master of Ballistics									

### Special

**GREAT CANNON #1**  
Great Cannon - Standard - Infantry - 20x20

**82 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Great Cannon	-	-	-	-	7	-	-	-	-	

### Rare

Rare

**WAR WAGON #1**  
War Wagon - Standard - Infantry - 20x20

**120 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
War Wagon	7	-	-	5	5	5	-	-	-	
<b>Model Rules</b>	Mixed Weaponry • Impact Hits (D6) • Large Target (5) • Swiftstride									

### Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>Solheim's Bolt of Illumination</i>				
<i>Mf</i>	4+	36"		Instant
<i>The spell causes a S 8 hit that has Multiple Wounds (D3) and Flaming Attacks, and penetrates ranks in the same manner as a shot from a bolt thrower. Armour saves are not permitted against Wounds caused by Solheim's Bolt of Illumination. If the target is Undead, Nehekharan Undead, or Daemonic, all failed To Wound rolls caused by this spell are re-rolled.</i>				

### Model Rules

**"Stand Back, Sir!":** A Master Engineer that is within 3" of a war machine is allowed to take a 'Look Out, Sir!' roll just as if he was within 3" of a unit of five or more models of the same troop type as himself. If the roll is successful, the hit is instead resolved against the nearest friendly war machine.

**Impact Hits (D3):** The number of Impact Hits is shown in brackets after the rule. If a creature is granted two sets of Impact Hits, use the highest set, rather than a total, before rolling. If a unit contains more than one model that inflicts a random amount of Impact Hits, always roll separately for each model.

Impact Hits are only made on the turn the model makes a successful charge into close combat, and only against the unit the model has charged. Impact Hits are resolved at the very beginning of the close combat, before challenges are issued and attacks of any other kind are made. They hit a unit in base

contact and are randomised as Automatic Hits. If the model is in base contact with more than one unit, randomise the Impact Hits between them as evenly as possible. If the model with Impact Hits is not in base contact with the enemy, no Impact Hits are inflicted.

Impact Hits roll to wound using the S of the model making the Impact Hits. Any armour saves taken are done using the close combat value of the armour, and Parry saves may not be taken. Any Wounds caused by Impact Hits are counted towards combat resolution.

Unless specified, any rules that apply to the model's normal attacks do not apply to its Impact Hits.

**Impact Hits (D6):** The number of Impact Hits is shown in brackets after the rule. If a creature is granted two sets of Impact Hits, use the highest set, rather than a total, before rolling. If a unit contains more than one model that inflicts a random amount of Impact Hits, always roll separately for each model.

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Unless specified, any rules that apply to the model's normal attacks do not apply to its Impact Hits.

**Large Target (5):** Models with this rule have a Line of Sight value equal to the number in the bracket. This replaces their normal Line of Sight value normally assigned for their Troop Type.

**Master of Ballistics:** One war machine that is within 3" of a Master Engineer can use his BS or re-roll one artillery dice or scatter dice during each Shooting phase. This cannot be the artillery dice that determines the distance a cannonball bounces. You must nominate which weapon, if any, will be using this rule at the start of each Shooting phase, before any such weapons within 3" of the Master Engineer are fired.

**Mixed Weaponry:** Unlike other units, each crew model may choose to allocate their missile attack at a different target if they wish. The crew also ignore the Move or Fire of any weapon they carry.

**Natural Armour (6+):** The hide of some creatures forms a kind of natural armour that grants the model an armour save. The resulting armour save will be stated in brackets. Natural Armour can be combined with other armour as normal.

**Swiftstride:** When charging, units entirely made of models with Swiftstride and M 7 or higher roll 3D6, discard the lowest result, and add the result to their M value. When fleeing or pursuing, they roll 3D6, and discard the lowest result.

When charging, units entirely made of models with Swiftstride and M 6 or lower roll 2D6, and add the result to their M value. When fleeing or pursuing, they roll 2D6.

Swiftstride M6 or lower  
Charging: M + 2D6  
Failed Charge: 2D6  
Fleeing/Pursuing: 2D6

Swiftstride M7 or more  
Charging: M + 3D6 (discard the lowest)  
Failed Charge: 3D6 (discard the lowest)  
Fleeing/Pursuing: 3D6 (discard the lowest)

## Qr codes of your army

You 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.

Master Engineer #1



Great Cannon #1



War Wagon #1

