



EMPIRE

MIDDENHEIM - 1 875 POINTS



155 pts (8.00 %) 256 pts (13.00 %) 665 pts (33.00 %) 679 pts (34.00 %) 120 pts (6.00 %)

Lords (0 NoLimit) **Heroes** (0 NoLimit) **Core** (0 NoLimit) **Special** (0 NoLimit) **Rare** (0 NoLimit)

Lords



ARCH LECTOR #1

Arch Lector - Standard - Infantry - 20x20mm

155 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|--|----|----|---|---|---|---|---|----|----------|
| Arch Lector | 4 | 4 | 4 | 4 | 4 | 3 | 4 | 2 | 9 | Infantry |
| Model Rules | Battle Prayers • Divine Power • Righteous Fury • Hand weapon | | | | | | | | | |

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| Options | Great Weapon • Light armour • Armour of Destiny |
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Heroes



BATTLE WIZARD #1

Battle Wizard - Standard - Infantry - 20x20mm

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 | | | | | | | | | |

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| Options | Wizard Level 2 • Lore of Fire • Dispell scroll |
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CAPTAIN OF THE EMPIRE #1

Captain of the Empire - Standard - Infantry - 20x20mm

131 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 | | | | | | | | | |

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| Options | Full plate armour • Battle Standard Bearer • Enchanted shield • Crown of command |
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Core



HALBERDIERS #1

Halberdiers x29 - Standard - Infantry - 20x20mm

204 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 | | | | | | | | | |

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



SPEARMEN #1

Spearmen **x29** - Standard - Infantry - 20x20mm

204 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 | | | | | | | | | |

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|----------------|--|
| Options | Standard Bearer • Musician • Sergeant • Shield |
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HANDGUNNERS #1

Handgunners **x10** - Standard - Infantry - 20x20mm

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 | | | | | | | | | |



HANDGUNNERS #2

Handgunners **x10** - Standard - Infantry - 20x20mm

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 | | | | | | | | | |

Special



GREATSWORDS #1

Greatswords **x29** - Standard - Infantry - 20x20mm

359 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 | | | | | | | | | |

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| Options | Standard Bearer • Musician • Count's Champion • Banner of Eternal Flame |
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GREAT CANNON #1

Great cannon - Standard - Infantry - 20x20mm

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 | | | | | | | | | |



PISTOLIERS #1

Pistoliers **x5** - Standard - Infantry - 20x20mm

100 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|--|----|----|---|---|---|---|---|----|---------|
| Pistolier | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | Cavalry |
| Outrider | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | Cavalry |
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | Cavalry |
| Model Rules | Fast Cavalry • Brace of Pistols • Light armour | | | | | | | | | |

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|----------------|----------|
| Options | Musician |
|----------------|----------|



PISTOLIERS #2

Pistoliers **x5** - Standard - Infantry - 20x20mm

100 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|--|----|----|---|---|---|---|---|----|---------|
| Pistolier | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | Cavalry |
| Outrider | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | Cavalry |
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | Cavalry |
| Model Rules | Fast Cavalry • Brace of Pistols • Light armour | | | | | | | | | |

| | |
|----------------|----------|
| Options | Musician |
|----------------|----------|

Rare



HELBLASTER VOLLEY GUN #1

Helblaster Volley Gun - Standard - Infantry - 20x20mm

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 Fire

KINDLEFLAME (Lore Attribute)

Fire feeds fire, and two blazes together are more dangerous than two apart.

All of the spells in the Lore of Fire are Flaming Attacks. In addition, if a direct damage or magic missile spell from the Lore of Fire is cast at a unit that has already been hit by a direct damage or magic missile spell from the Lore of Fire in the same Magic phase (even if the spell was cast by a different Wizard) the casting Wizard adds +D3 to his casting total.

| | | Casting | Range | Type | Duration | Effect |
|----------|-------------|---------|-------|------|----------|--|
| 0 | Fireball | 5+ | | | Instant | Fireball is a magic missile with a range of 24" and causes D6 Strength 4 hits. The Wizard can choose to extend the range of this spell to 36" and the number of hits to 2D6. If he does so, the casting value is increased to 10+. Alternatively, the Wizard can choose to extend the range of this spell to 48" and the number of hits to 3D6. If he does so, the casting value is increased to 18+. |
| 6 | Flame Storm | 13+ | | | Instant | Flame Storm is a direct damage spell. Place the small round template anywhere within 30" of the Wizard – it then scatters D6". All models hit by the template suffer a Strength 4 hit. The Wizard can choose to create a larger conflagration, using the large template rather than the small template. If he does so, the casting value is increased to 16+ and the template scatters 2D6" rather than D6". |

| | | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i> |
|----------|---------------------------|----------------|--------------|-------------|-----------------|--|
| 5 | Fulminating Flame Cage | 11+ | | | Instant | Fulminating Flame Cage is a hex spell with a range of 24". The target unit immediately suffers D6 Strength 4 hits. In addition, if the target unit moves for any reason, every model in the unit suffers an immediate Strength 4 hit and the spell ends. If the unit does not move, Fulminating Flame Cage automatically ceases at the start of the caster's next Magic phase. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 14+. |
| 4 | Piercing Bolts of Burning | 10+ | | | Instant | Piercing Bolts of Burning is a magic missile with a range of 24" and causes D3 Strength 4 hits for each rank of five or more models in the target unit. 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 | The Burning Head | 10+ | | | Instant | The Burning Head is a direct damage spell. Extend a straight line, 18" in length, within the caster's front arc and directly away from his base. Each model in the way (determined as for a bouncing cannonball) suffers a Strength 4 hit. A unit that suffers one or more casualties from the Burning Head must take a Panic test. The Wizard can choose to extend the Burning Head's 'bounce' to 36". If he does so, the casting value is increased to 13+. |
| 2 | Flaming Sword of Rhuin | 8+ | | | Instant | Flaming Sword of Rhuin is an augment spell with a range of 24". The target unit has a +1 bonus when rolling to wound with all shooting and close combat attacks until the start of the caster's next Magic phase. The target unit also counts as having both magical attacks and the Flaming Attacks special rule. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 11+. |
| 1 | Cascading Fire-Cloak | 5+ | | | Instant | Remains in play. Cascading Fire-Cloak is an augment spell cast upon the Wizard and his unit (if any). At the end of each Magic phase, any enemy unit in base contact with the target immediately suffers 2D6 Strength 4 hits. |

Magic items

Armour of Destiny: Heavy armour. The Armour of Destiny grants the wearer a 4+ ward save.

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.

Crown of command: The bearer of the Crown of Command has the Stubborn special rule.

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.

Magic banners

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

Model Rules

Battle Prayers:

Brace of Pistols:

Detachments:

Divine Power:

Fast Cavalry:

Full plate armour:

Great Weapon:

Halberd:

Hand weapon:

Handgun:

Hold the Line!:

Light armour:

Regimental units:

Righteous Fury:

Spear:

Stubborn:

Volley Gun:

Wizard:

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.

Halberdiers #1



Spearmen #1



Handgunners #1



Handgunners #2



Greatswords #1



Great cannon #1



Helblaster Volley Gun #1



Arch Lector #1



Battle Wizard #1



Captain of the Empire #1



Pistoliers #1



Pistoliers #2

