



# EMPIRE

## MIDDENLAND - 2 000 POINTS



265 pts (13.00%) 248 pts (12.00%) 593 pts (30.00%) 774 pts (39.00%) 120 pts (6.00%)  
**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 - 20x20mm*

265 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
<b>Model Rules</b>	Wizard • Hand weapon									

<b>Options</b>	Wizard Level 4 • Lore of Fire
<b>Magic items</b>	Talisman of Preservation • Power stone

### 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
<b>Model Rules</b>	Wizard • Hand weapon									

<b>Options</b>	Wizard Level 2 • Lore of Life
<b>Magic items</b>	Dispell scroll



**CAPTAIN OF THE EMPIRE #1**  
 Captain of the Empire - *Standard - Infantry - 20x20mm*

123 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
<b>Model Rules</b>	Hold the Line! • Hand weapon									

<b>Options</b>	Shield • Full plate armour • Battle Standard Bearer
<b>Magic items</b>	Sword of Might • Dragonhelm

### Core



**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
<b>Model Rules</b>	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
<b>Model Rules</b>	Detachments • Regimental units • Hand weapon • Handgun									



## HALBERDIERS #1

Halberdiers x23 - Standard - Infantry - 20x20mm

168 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
<b>Model Rules</b>	Detachments • Regimental units • Halberd • Light armour									

### Options

Standard Bearer • Musician • Sergeant



## KNIGHTLY ORDERS #1

Knightly orders x8 - Standard - Infantry - 20x20mm

245 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
<b>Model Rules</b>	Hand weapon • Full plate armour • Barding									

### Options

Standard Bearer • Musician • Preceptor • Upgrade to Inner Circle Knights • Shield and Spear

### Magic banners

Standard of Discipline (Banner Enchantment)

Special



## HUNTSMEN #1

Huntsmen x10 - Standard - Infantry - 20x20mm

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Huntsman	4	3	3	3	3	1	3	1	7	Infantry
Tracker	4	3	4	3	3	1	3	1	7	Infantry
<b>Model Rules</b>	Scouts • Skirmishers • Hand weapon • Bow									



## HUNTSMEN #2

Huntsmen x10 - Standard - Infantry - 20x20mm

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Huntsman	4	3	3	3	3	1	3	1	7	Infantry
Tracker	4	3	4	3	3	1	3	1	7	Infantry
<b>Model Rules</b>	Scouts • Skirmishers • Hand weapon • Bow									



### GREATSWORDS #1

Greatswords x19 - Standard - Infantry - 20x20mm

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

#### Magic banners

Banner of Eternal Flame (Banner Enchantment)



### GREATSWORDS #2

Greatswords x20 - Standard - Infantry - 20x20mm

245 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

#### Magic banners

Gleaming Pennant (Banner Enchantment)



### 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

## 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
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		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>0</b>	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+.
<b>6</b>	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".
<b>5</b>	Fullminating 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+.
<b>4</b>	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+.
<b>3</b>	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+.
<b>2</b>	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+.
<b>1</b>	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.



Lore of Life

LIFEBLOOM (Lore Attribute)

Life needs little excuse to propagate, and even the casting of the simplest of spells can bring forth the full bloom of renewal. Its wholesome energies can reinvigorate and heal, reknitting broken bones and staunching blood loss.

When a spell from the Lore of Life is successfully cast, the Wizard (or another friendly model within 12") instantly recovers a single Wound lost earlier in the battle.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>6</b>	The Dwellers Below	18+	12"		Instant	The Dwellers Below is a direct damage spell with a range of 12". Every model in the target unit must pass a Strength test or be slain, with no saves of any kind allowed. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 21+.
<b>5</b>	Regrowth	12+			Instant	Regrowth is an augment spell with a range of 24". The target unit instantly recovers D3+1 Wounds' worth of models slain earlier in the battle (cavalry count as 2 models). The wounds in the unit are regained in a strict order. First, the champion is resurrected, and then the musician (standard bearers are never resurrected – if the bearer's been slain, the banner is gone for good), displacing rank-and-file models as required. Then rank-and-file models with multiple Wounds (including command figures) are healed to their starting value. Finally, any remaining wounds resurrect rank and file models (in the case of multiple wound rank and file models, the first resurrected models must be fully healed before another can be resurrected, and so on). These models are added to the front rank until it reaches at least five models – additional models can then be added to the front or rear rank. If the unit already has more than one rank, models can only be added to the rear rank. Regrowth cannot take a unit beyond its starting size, and cannot be used to heal characters or their mounts. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value of Regrowth is increased to 15+.
<b>4</b>	Shield of Thorns	9+			Instant	Remains in play. Shield of Thorns is an augment spell with a range of 24". At the end of each Magic phase, any enemy unit in base contact with the target suffers 2D6 Strength 3 hits.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
3	Throne of Vines	8+			Instant	Remains in play. Throne of Vines is an augment spell cast upon the Wizard. Whilst the spell is in effect, every time the Wizard miscasts, roll a dice. On a 2+, the miscast is ignored. Furthermore, the Wizard's castings of the following spells have the additional benefits given below (it does not change the effects of spells that have already been cast): • Earth Blood grants Regeneration (4+) rather than Regeneration (5+). • Awakening of the Wood instead inflicts hits at Strength 6. • Flesh to Stone instead adds +4 Toughness. • Regrowth instead restores D6+1 Wounds' worth of models. • Shield of Thorns instead hits at Strength 4.
2	Flesh to Stone	8+			Instant	Flesh to Stone is an augment spell with a range of 24". The target unit has +2 to its Toughness value until the start of the caster's next Magic phase.
1	Awakening of the Wood	6+			Instant	Awakening of the Wood is a direct damage spell with a range of 18" and causes D6 Strength 4 hits. If the target is even partially within a forest, the number of hits is increased to 2D6.
0	Earth Blood	8+			Instant	Earth Blood is an augment spell that is cast upon the Wizard and his unit (if any). They have the Regeneration (5+) special rule until the start of the caster's next Magic phase.

## Magic items

**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.

**Power stone:** One use only. The Wizard can declare that he is using the power stone immediately before casting a spell. If he does so, two extra dice are added to the power dice that he is going to roll (you still need to roll at least one dice from the power pool).

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

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

## Magic banners

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

**Gleaming Pennant:** One use only. A unit with the Gleaming Pennant can re-roll its first failed Leadership test.

**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.

## Model Rules

**Barding:**

**Bow:**

**Detachments:**

**Full plate armour:**

**Great Weapon:**

**Halberd:**

**Hand weapon:**

**Handgun:**

**Hold the Line!:**

**Light armour:**

**Regimental units:**

**Scouts:**

**Skirmishers:**

**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.

Handgunners #1



Handgunners #2



Halberdiers #1



Knightly orders #1



Helblaster Volley Gun #1



Huntsmen #1



Huntsmen #2



Greatswords #1



Greatswords #2



Great cannon #1



Battle Wizard Lord #1



Battle Wizard #1



Captain of the Empire #1

