

## EMPIRE ARMY V2

### BACKGROUND

The Empire is by far the largest and most powerful of the human nations of the Old World. It stretches from the Grey Mountains in the west to the Worlds Edge Mountains and the borders of Kislev in the east. This vast nation is divided into many separate principalities or states each of which is something akin to an entire and independent land in its own right. Throughout much of the history of The Empire these states have fought amongst themselves. Rival dynasties have vied for power, alliances have been made and broken, and only rarely has a single claimant risen to control the entire land. The Empire of today is almost wholly united under the Prince of Altdorf the Elector of the Reikland – hereditary ruler of the western principality of the Reikland. Only the great sea-port of Marienburg in the Wasteland retains independence under the leadership of its powerful and wealthy mercantile community.

The armies of The Empire are raised and controlled by its separate states. The Emperor's army is nothing more than the army of the Reikland – although as the Reikland is the richest and most populous part of the Empire it also has by far the largest and best equipped army.

The Emperor's position is that of first amongst equals rather than absolute monarch. Although in practice rule of the Empire often passes from father to son, in principle the leaders of the various states choose the Emperor from amongst their own number. The Emperor can, in theory, call upon the other Electors to supply troops for the Emperor's campaigns. By the same token, individual Electors can call upon the Emperor or neighbouring states to send reinforcements in times of war. Jealousy, rivalry and politicking means that some states inevitably support or oppose others. Minor territorial disputes or claims over tolls and access rights often lead to direct confrontation even with the Empire.

Although the people of The Empire speak a common tongue and share a common heritage there are significant differences that affect the types of troops raised, their equipment, and tactics. This is most apparent in the various knightly orders such as the Reiksguard, the Knights of the White Wolf, and the Knights Panther, whose ranks are usually drawn from the nobility of a particular state or area. The states of the west such as the Reikland, Middenland and Nordland are generally much wealthier than those of the east, such as Ostermark and Ostland, and their troops are better equipped as a result. In most states the various infantry regiments are clothed uniformly after a fashion. Individual states, and many cities within the states, have their own distinctive colour schemes. Reiklanders have always worn white, for example whilst the troops of Altdorf – the capital city – wear red and blue. In contrast the troops of Middenland wear blue, those of Hochland red and green, Ostlanders black and white, and so on. Different regiments tend to variations in design and are often distinguished by sashes or ribbons of different colours. In the poorer regions it is quite common for troops to wear their own home-spun clothes in plain browns and greys – and such units can present quite a ragged and irregular appearance.

The armies of the Empire are committed to defending its borders and rarely mount lengthy campaigns beyond them. A long standing alliance between the Emperor and the Tzars of Kislev has occasionally taken armies far to the north to fight against intrusions of Chaos. Such armies do not always return. The chief enemies of the Empire lay within its own borders – for the land is sparsely settled and much of the forest and mountain is little more than wilderness infested with greenskins and beastmen. The mountains to the south and east are also home to subterranean living goblins as well as to skaven. Those states that adjoin these borderlands maintain large mobile armies to see off the inevitable raiding parties that issue from the mountain passes every spring.

## CAPTIONS

Halberdiers – the most usual infantry weapon is the sturdy halberd. In the east it is quite common for regiments to carry spears instead – this is regarded as rather old-fashioned in the more wealthy states. A few regiments carry different weapons out of tradition rather than any other reason – for example two-handed great swords or a sword and shield. Most regiments wear armour – usually a breastplate and often armour for the upper leg as well. The troops of poorer states have to make do with a thick leather jack or heavy chainmail coif to protect their shoulders and upper body.

Handgunners – handguns are expensive weapons so only the richest states can afford to equip troops in this way and supply them with sufficient quantities of black powder. The weapons themselves are noisy and perform badly in wet weather but they give the Empire's forces a considerable advantage against heavily armoured opponents.

Crossbowmen - the most common missile weapon in the west is the crossbow and it is quite common for whole regiments to be equipped in this way. In the east it is more usual for troops to carry longbows –in practise both weapons provide comparable missile capability in the Empire army. The most unusual missile troops are Halflings from the Moot region – though short and notoriously rowdy they are expert archers.

Flagellants – life in the Empire is harsh for most of its inhabitants and especially so in the countryside where law and order are loosely enforced at best. Bandits roam freely and bands of greenskins are an ever-present menace. It is perhaps not surprising that many take solace in the ravings of religious leaders, would-be prophets, and other divinely inspired rabble-rousers. These zealots form bands of flagellants – madmen and rabid doom-sayers - who travel the villages of the Empire preaching their gloom-laden creed of universal destruction. Whatever the civic and military leaders of the Empire might wish these groups attach themselves to armies and throw their frenzied bodies into battle, convinced that in death they are committing their souls to the universal apocalypse.

Skirmishers – infantry regiments often include companies of skirmishers whose role is to harass the enemy at short range and to provide extra back-up for the close fighting infantry. They are expert fencers and usually armed with swords and small shields or bucklers. Many carry pistols that they fire at point-blank range.

Pistoliers – are highly mobile, lightly armed cavalry who carry pistols, short-barrelled handguns and stout swords. These regiments are recruited from the wealthier citizens and often equipped at their own expense – typically younger sons of the minor nobility, merchants, and clergy. They usually wear some armour – the amount and quality varying a great deal from region to region and even within a regiment. They can fight both at a distance and close up and often make up patrols, scouting parties, and foragers. On the eastern borders such troops may be supplemented by border horsemen and mounted rangers – more raggedly equipped but combining mobility with missile fire in the same way.

Knights – there are many orders of Knights within the Empire and all Electors' aim to be the patron of at least one of these institutions within their own borders. Some orders are tiny and might have trouble fielding a single regiment in battle – others are large and wealthy organisations with chapter houses in several states. Although every order tends to its own style of equipment they all fight as heavily armoured cavalry and most carry lances – the Knights of the White Wolf notoriously carry huge hammers instead. Although nominally under the command of their local Elector, the masters of the various orders are powerful figures in their own right and are often given command of entire armies.

Helblaster – some hundreds of years ago a number of advanced cannon designs were built for the then Emperor by renegade Dwarf weaponsmiths. The chief of these was the disgraced Runemaster Gimlit Bareshanks. Bareshanks was a famously embittered misanthrope with sadistic inclinations as testified by many a Helblaster crew (and their grieving relatives). Derived from a discredited Dwarf design, it is a devastating but extremely unreliable weapon with a tendency to explode in the heat of action leaving a pile of smoking iron and a big hole in the ground. Many of these dangerous weapons are still maintained in the Imperial Gunnery school at Nuln.

Cannon – the Dwarfs are masters of iron-founding and it was with the help of various Dwarf weaponsmiths that the Imperial Gunnery school was established at Nuln. Since that time the armies of the Reikland, and latterly those of the other states, have always been supported by fine reliable cannons crewed by well trained gunners.

Steam Tank - the Steam Tank was created by the extraordinary genius Leonardo Miragliano who was inspired by stories of the steam powered juggernauts made by the Dwarfs in days of old. A number of machines were built under the patronage of the Emperor and these eventually fell into the hands of the Imperial Gunnery school at Nuln. As weapons of war they proved to be sluggish and generally unreliable but certainly very noisy and impressive. No two examples are quite the same and they are armed with a varied assortment of light gunpowder weapons, steam driven repeater guns, and even torsion powered weaponry. Over the years the maintenance and repair of surviving examples has been largely a matter of experimentation and luck. Prudent Emperors put their faith in more conventional arms but the potential of the Steam Tanks ensures these contraptions a place in the armies of the hopeful and the desperate.

Griffon – the Emperors have maintained a menagerie of beast for many years – partly out of a sense of scientific curiosity and partly to provide monstrous mounts in times of war. The Griffon combines the appearance of a lion and an eagle. These creatures

are hatched from eggs stolen from nests high in the Grey Mountains. The chicks are hand reared by their keepers to serve as splendid aerial steeds for favoured individuals.

War Altar – the people of the Empire worship many different gods but the most important is Sigmar – the patron of the Empire and its first Emperor. The War Altar of Sigmar is a symbol of the power of the god and the might of his people. Mounted upon a huge cart - the Altar is ridden to battle by the chief of the Sigmarite cult the Grand Theogonist of Sigmar – a mighty priest-sorcerer and the most powerful man in the Empire after the Emperor himself.

Characters – The nobility and military orders of the Empire provide leaders in times of war. There is a long tradition of Emperors taking to the field, but more commonly an army would be led by a Marshal – a military leader appointed by the Emperor or Elector to command an army. Wizards are a vital part of an army but despite this magic is not much liked or even tolerated in the Empire. Wizards must undergo a very strict training in the various schools of magic to establish their trustworthiness.

| Troop       | Type           | Attacks      | Hits | Armour  | Command | Unit Size | Points Value | Min /Max | Special |
|-------------|----------------|--------------|------|---------|---------|-----------|--------------|----------|---------|
| Halberdiers | Infantry       | 3            | 3    | 6+      | -       | 3         | 45           | 2/-      | -       |
| Handgunners | Infantry       | 3/1          | 3    | 0       | -       | 3         | 65           | -/3      | *1      |
| Crossbowmen | Infantry       | 3/1          | 3    | 0       | -       | 3         | 55           | 2/-      | -       |
| Flagellants | Infantry       | 5            | 3    | 0       | -       | 3         | 70           | -/1      | *2      |
| Skirmishers | Infantry       | 4            | 3    | 0 or 6+ | -       | 1         | 25           | -/-      | *3      |
| Knights     | Cavalry        | 3            | 3    | 4+      | -       | 3         | 110          | -/-      | -       |
| Pistoliers  | Cavalry        | 3/1          | 3    | 5+      | -       | 3         | 95           | -/4      | *4      |
| Helblaster  | Artillery      | 1/6-3-1      | 2    | 0       | -       | 1         | 50           | -/1      | *5      |
| Cannon      | Artillery      | 1/2 + bounce | 2    | 0       | -       | 2         | 85           | -/1      |         |
| Steam Tank  | Machine        | 3/3          | 4    | 3+      | -       | 1         | 130          | -/1      | *6      |
| General     | General        | +2           | -    | -       | 9       | 1         | 125          | 1        | -       |
| Hero        | Hero           | +1           | -    | -       | 8       | 1         | 80           | -/2      | -       |
| Wizard      | Wizard         | +0           | -    | -       | 7       | 1         | 45           | -/1      | -       |
| Griffon     | Montrous Mount | +2           | -    | -       | -       | 1         | +80          | -/1      | *7      |
| War Altar   | Chariot Mount  | +1           | -    | -       | -       | 1         | +15          | -/1      | *8      |

**Handgunners.** Count enemy Armour values as one worse than normal when shot by a handgun. So an armour value of 3+ counts as 4+, 4+ as 5+, and 5+ as 6+, whilst an Armour value of 6+ can't save against a handgun.

**Flagellants.** So keen are they to meet their maker that a unit of Flagellants will always use its initiative to charge an enemy if possible and can't be given orders instead. They'll never use their initiative to evade. They can't be driven back by shooting and do not roll for drive backs. If victorious in combat they must pursue or advance where possible. Flagellants are unaffected by enemies that cause terror in combat, so they do not suffer the usual -1 Attack modifier.

**Skirmishers** Skirmisher stands never fight as independent units. Instead, you may add one stand of Skirmishers to any of your infantry units. This brings the size of the unit to 4 stands – i.e. 3 ordinary stands plus the skirmisher. Skirmishers always have the same Armour value as the rest of their unit, either 6+ or 0. They fight as part of their unit and can be removed as a unit casualty if the player wishes. Skirmisher casualties never count as casualties for purposes of issuing orders, which means there is no -1 Command penalty as there normally would be for units that have lost a stand. Skirmisher stands never count as part of the unit's formation when determining whether they move at full or half pace, so no movement penalty is incurred if they are arranged out of the unit's regular formation. As a result skirmishers are both more adaptable and more expendable than other troops.

**Pistoliers.** Pistoliers have a shooting range of only 15cm, however they can shoot all round – i.e. behind or to the side as well as to their front. Just measure the range from any stand edge either front, side or rear. Pistoliers can shoot at enemy charging them from any direction.

**Griffons.** Generals, Wizards and Heroes can ride Griffons. The Griffon can fly increasing its rider's Movement from 60cm to 100cm. It adds +2 Attacks to those of its rider. A unit that includes a Griffon rider causes terror in its enemies (and one might imagine a great deal of nervousness amongst its own ranks).

**War Altar.** There is only one War Altar of Sigmar. Consequently an army, no matter how large, can only ever include one. A War Altar can only be included as a mount for a Wizard, in which case he is assumed to be the Grand Theogonist. The presence of the War Altar adds +1 Attack and enables the Grand Theogonist to add +1 to the dice when casting a spell once during the battle. The player must announce that he is using the power of the War Altar before rolling the dice for the spell.

**STEAM TANK** – note this is an entire new section. It traditionally belongs in the rulebook – but quite frankly it really belongs here – though it is very long. I've taken out all the description– the rulebook version is longer.

**Steam Tank** - the Steam Tank forms a unit on its own, it moves up to 20cm, and must be given its own orders. The Steam Tank cannot be given a brigade order with other units, not even with other Steams Tanks. A character cannot join with a Steam Tank.

Steam Tanks – a Steam Tank can shoot from any edge of a stand; side or rear as well as the front like other units. Steam Tanks weapons have a range of 30cm. A Steam Tank therefore shoots to its front, side or rear against the closest enemy target. Targets suffering hits from a Steam Tank count their Armour value as one worse than normal

– so 3+ counts as 4+, 4+ as 5+, whilst 6+ is ignored. A Steam Tank can shoot at charging enemy.

Because of its exceptionally heavy armour plating a Steam Tank always counts as defended – so a 5 or 6 is normally required to inflict a hit from shooting or in combat. The Steam Tank fights combat like any other unit, except that if it retreats it is automatically destroyed in the same way as artillery (abandoned by its crew).

Steam Tanks cannot be driven back by shooting. However – it is still deemed necessary to roll drive backs to determine if the Steam Tank becomes Confused or if it is Routed. If a Steam Tank is routed it is abandoned by its crew – but remove the whole model as a casualty anyway.

If the player attempts to issue an order to a Steam Tank and rolls a blunder then the order is failed as usual and the machine does not move. Ignore the usual Blunder chart (rulebook p55) and roll on the following chart instead.

#### Steam Tank Blunder Chart

##### D6 Result

1. Destroyed. The Steam Tank grinds to a halt rupturing steam and noxious gasses. Remove the Steam Tank as a casualty.
2. Broken Down. The Steam Tank's drive has broken. It does not move further this turn and cannot move in future turns. Should it be obliged to move for any reason it is destroyed. Otherwise the Steam Tank can continue to shoot and fight as normal.
3. Stuck. The Steam tank does not move further this turn. It cannot shoot this turn. Otherwise it is unaffected and can move in future turns as normal.
4. Commander Slain. The Steam Tank does not move further this turn. It can move in future turns but suffers a command penalty of –1 for the remainder of the game. The Steam Tank can shoot as normal.
5. Momentary Halt. The Steam Tank cannot move further this turn but is otherwise unaffected.
6. Steam Overload. The Steam Tank cannot move further this turn but can shoot with double the usual number of Attacks (6) to represent steam being uncontrollable diverted into weaponry.

**HELBLASTER** – note this is also a new section and replaces the existing rules.

**Helblaster.** The Helblaster is a primitive type of crank-driven machine gun. It has a maximum range of 30cm. It's Attack value varies according to range; the closer the range the more deadly it becomes.

| Range   | 01-10cm | 10-20cm | 20-30cm |
|---------|---------|---------|---------|
| Attacks | 6       | 4       | 2       |

Targets struck by a Helblaster count their Armour value as one worse than normal – so 3+ counts as 4+, 4+ as 5+, whilst 6+ is ignored.

When shooting with a Helblaster roll to hit as normal but if any 1s are rolled count them up and resolve the effect before continuing.

| Number of 1's | Result |
|---------------|--------|
|---------------|--------|

- |   |   |
|---|---|
| 1 | Jam – disregard the dice that scored 1 as well as the highest scoring dice. Resolve any remaining hits as normal.   |
| 2 | Misfire – no shots at all hit this turn. Disregard all hits this turn.  |
| 3 | Ka-boom! The weapon explodes destroying itself and mortally surprising its crew. The Helblaster stand is removed as a casualty. No hits are inflicted on the enemy unless the Helblaster is shooting at a charging foe, in which case 6 hits are automatically inflicted on the enemy. Make armour saves as for ordinary Helblaster hits. |

A Helblaster can shoot at charging enemies in the usual manner (see Shooting). In this case the crew will fire at the shortest possible range to maximise the number of shots against the target. Note that in the event of the Helblaster exploding 6 hits are inflicted on the charging enemy unit as described above – Helblasters are extremely dangerous to charge... for everyone concerned.

## SPELLS

### BALL OF FLAME

5+ to cast  
Range 30cm

*A ball of flame shoots from the Wizard's outstretched arm burning all in its path.*

Draw an imaginary line 30cm long from the Wizard's stand in any direction you wish. The line will pass through any intervening units but not beyond terrain that would normally stop a missile shot, e.g over the crest of a hill, more than 2cm of woodland, and so forth.

Each unit under the line takes three shooting attacks worked out in the usual way. Note that this spell can easily affect several units and will affect all units that fall beneath the line (including your own). Unengaged units can be driven back by a Ball of Flame as with ordinary shooting (even including friends). Engaged units cannot be driven back by the Ball of Flame but carry over any hits scored into the first round of combat; any hits scored count as having been struck in the combat itself.

### VOICE OF COMMAND

5+ to hit  
Range 30cm

*The Wizard's voice booms out across the battlefield directing troops above the tumult of combat with the magical Voice of Command.*

The spell can be cast on any unengaged friendly unit within range regardless of whether the Wizard can see it or not. The spell affects only a single unit, never a brigade.

The unit can be moved just as if it had received an order in the Command phase. Character stands that have joined the unit will not move with it: they remain where they are.

## WEIRD ENCHANTMENT

4+ to cast  
Range 30cm

*A weird enchantment forms around the target unit and engulfs it in strange lights, scary nightmares and disorientating special effects.*

This spell can be cast on any enemy unit within range regardless of whether the Wizard can see it or not.

The spell lasts until the end of the opposing player's following turn.

The unit moves at half pace in all situations: even when charging for example. The unit counts all enemies as terrifying (-1 Attack penalty). If the unit would normally cause terror then it ceases to do so and counts all enemies as terrifying just like everyone else. However, if the target is Undead it will not count enemies as terrifying although all other penalties apply as described (Undead are hard to spook).

## TELEPORT

2+ to cast  
Range N/A

*Whilst a swirl of his cloak, a crack of thunder and just a hint of maniacal laughter the Wizard vanishes to reappear anywhere on the battlefield.*

The Wizard is moved to a new position anywhere on the table. He can leave or join a unit if he wishes, enabling a Wizard to move into or out of combat for example. Once the Wizard has moved he can cast a second spell, but note this must be a different spell and not a further Teleport! Roll to cast the second spell as normal. A Wizard that Teleports successfully can therefore potentially cast two spells that turn.