

EMPIRE



TO THE STRONGHOLD!

v5.1

Army Trait

City States

Each command must have at least one unit of a compulsory core troop type.

Army Characteristics

Mechanical Monstrosity

The Steam tank is classified as a Monstrous Creature (II). In addition, it can shoot as if it were an Organ Gun. When drawing a 1 PIP card for any activation place a *Breakdown Effect* token. This cannot be redrawn in any circumstance.

Breakdown Effect - While this is in place this unit may neither move nor shoot. The only activation that it can perform is to repair itself. This is treated as a difficult activation. If a 1 PIP card is drawn for this activation the Steam Tank explodes as if it were artillery. If successful remove the *Breakdown Effect* Token

College of Magic

Wizards casting a spell add +1 to their casting draw for each other Wizard, with the College of Magic characteristic, in the army. The maximum this can be modified by is equal to the casting Wizards level.

Knightly Orders

Troops with this Characteristic give 1 extra VP. Knightly Orders manoeuvre as if they were a deep unit.

Spells

BALL OF FLAME

Cast 7+

When cast successfully, starting from the Wizards box pick a face -

- Make 3 shooting attacks into a box contiguous to the selected face
- Make 2 shooting attacks in the 2nd box from the selected face
- Make 1 shooting attack in the 3rd box from the selected face

The route of the ball of flame is in a 3 box line.
Normal saves may be made from these attacks

COMET OF CASANDORA

Cast 8+

Using line of sight, as if shooting, target a box within 3 of the casting Wizard. Successfully casting the spell places a *Comet of Casandom* token in the target box. On an 11+ an extra *Comet of Casandom* token is placed per PIP over 10 - up to the level of the caster. Comet of Casandom tokens can be dispelled while in play. Each successful dispel removes 1 token. The dispel value, once in play, is 8+

Comet of Casandom - If one or more unit is in the same box as the token, at the beginning of the units turn draw a card

1-2 Remove a *Comet of Casandom* token from the box

3-8 Each unit in the box takes 1 automatic hit

9-10 Move the *Comet of Casandom* token by Deviation (facing is closest to the player drawing the card)

TELEPORT

Cast 5+

When cast successfully the wizard can be taken from his current position, and placed in any other box containing troops in his command. Alternatively he can be placed in the camp

VOICE OF COMMAND

Cast 6+

Pick a visible friendly enemy unit within 4 boxes of the casting Wizard. The spell affects only a single unit. The unit can be moved just as if it had received a successful activation, even if his already been activated.

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Points

-100

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points	
General	1	4	General on foot		2	2 +	2	50	
Wizard Level 1	0	3	General on foot	Wizard : Level 1 College of Magic	3	3 +	2	115	
Wizard Level 2	0	3	General on foot	Wizard : Level 2 College of Magic	4	3 +	2	165	
Wizard Level 3	0	1	General on foot	Wizard : Level 3 College of Magic	5	3 +	2	215	
Detached General or Mounted General or Senior General								+10	
Major Hero						+ 1		+10	
Brilliant	0	1					+1	+40	
Minor Heroes	2	4						+10	
Camp	1	1 - Per Command						+1	+10

Monstrous Mount	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Griffon	Monstrous Creature (II)			Fly Terror	2	3	6 +	1		180

Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
War Altar	0	1		War wagon - no shooting		Army Standard (II)	Immobile	5	3	7 +	5		80
Imperial Knights	●	1	4	Later Knights - Lance			Knightly Orders	2	2	6 +	3		145
Reiksguard Knights	0	2		Later Knights - Lance	Veteran		Knightly Orders	2	2	5 +	3		170
Knights of the White Wolf	0	1		Later Knights (no lance)	Veteran	2HCCW	Knightly Orders	2	2	5 +	3		160
Pistoliers	●	0	2	Cavalry, javelin				2	2	7 +	2		90
Outriders	0	2		Light cavalry, javelin				1	1	7 +	1		50
Halberdiers				Billmen				2	2	7 +	2		70
Spearmen	●	2	8	Spearmen				2	2	7 +	2		70
Swordsmen				Auxiliaries				2	2	6 +	2		80
Greatswords	0	1		Auxiliaries	Veteran	2HCCW		2	2	5 +	2		110
Handgunners	●	2	6	Handgunners				2	2	8 +	2		80
Crossbowmen	●			Crossbowmen				2	2	8 +	2		75
Foresters	●	0	2	Light infantry, bow				1	1	8 +	1		40
Flagellants	0	2		Warriors			Fanatic	2	2	8 +	2		60
Steam Tank	0	2		Monstrous Creature (II)			Mechanical Monstrosity Black Powder	2	3	5 +	1		200
Hellblaster	0	2		Artillery (Field gun)			Black Powder	1	1	7 +	1		90
Cannon	0	2		Artillery (Cannon)			Black Powder	1	1	7 +	1		80