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THE OLD WORLD

ARCANE JOURNAL
EMPIRE OF MAN

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EMPIRE OF MAN



**“THOUGH ALL THE WORLD SHOULD FALL, WE SOLDIERS
OF THE EMPIRE WOULD STAND DEFIANT STILL!”**

- General Hans von Löwenhacke



THE EMPIRE OF MAN

The Empire is a vast and prosperous, if troubled, land. Since the time of Sigmar, when a hero who would become a god unified the twelve tribes of Men that dwelt between the Worlds Edge Mountains and the shores of the Sea of Claws, the Empire has stood defiant in the face of the encroaching darkness.

Sigmar's Legacy

Though it has been more than two thousand years since Sigmar left his people to govern themselves, venturing into the east and passing first into legend, then into divinity, the empire he founded still persists. Since then, the nation has survived threats unimagined in the form of rampaging Orc hordes, invading armies of Chaos-worshipping barbarians, legions of undead and worse. It has endured plague and famine, flood and drought, its people prospering in times of plenty and persisting through their sense of unity and belief in their patron god's dream of empire in times of need.

At least, that is what the priests of Sigmar's Cult tell their congregations, and that is what Imperial ambassadors to foreign lands tell their counterparts. In truth, the Empire has long been a nation divided, its unity torn asunder by the pettiness of counts and countesses who yearn for ever greater power, its strength squandered in battles fought along borders that should not even exist, let alone be threatened by a neighbour.

For more than a thousand years now, since the time of the oft remembered but seldom lamented Emperor Boris Hohenback, the Empire has suffered a great decline. Boris was the last of the line of Drakwald emperors, and in his cruel reign corruption and infighting became rife whilst the population suffered, growing impoverished and mean of spirit, and falling victim to regular outbreaks of plague.

Death Of A Tyrant

Boris had become Emperor because the Elector Counts, the hereditary rulers of the Empire's most powerful provinces, believed him as good and noble as his late father, the Emperor Ludwig II. In truth, Boris was quickly revealed to be a ruthless despot who held onto power through brutality. Upon his death, the Electors met to choose his successor. Yet so great was the turmoil wrought by Boris and so unexpected had his turn from affable young man to bloody-handed tyrant been that they stood frozen by the fear of repeating such a grave error of judgement. Thus did the nation remain leaderless.

Though they would reconvene within a score of years to elect Count Mandred von Zeldt of Middenheim as Emperor, his untimely death was to reignite simmering tensions as the Empire divided into self-governing provinces. Those tensions erupted into open war when Grand Duchess Otilia of Talabecland declared herself Empress. This state of affairs was eventually resolved by dividing the Empire in two, with two Emperors, each ruling their own league of allied states and provinces, and cooperating with their rivals in the spirit of Sigmar's Empire.

Unfortunately, the relative peace was to be shattered when the Elector Count of Middenland declared himself Emperor and demanded recognition. Rather than bring unity to the sundered nation, this proclamation marked the beginning of the Age of Three Emperors, weakening the Empire and dividing the states and provinces still further.



Anarchy & Confusion

With the Count of Middenland's declaration of himself as Emperor, the hostility between the states and provinces constituting the Empire increased, leading to a period of unease that would last four hundred years. In this time, political power shifted regularly as alliances were forged and betrayed, only to be reforged anew. Over time, such shifting allegiances caused the provinces themselves to fracture, with whole portions of some states splitting away and declaring themselves part of a neighbouring state.

Throughout this time, borders were drawn and redrawn through conflict and bloodshed, leaving the common folk of the Empire in disarray. Farmers taking their goods to market would discover a town they had visited for decades now stood on the other side of an impassable border, its burgomeisters having declared independence or sworn fealty to a rival. Merchants would find the trade routes of centuries suddenly closed, diverted or, worse, subject to heavy tolls. Worst of all, such petty politicking left the great nation vulnerable to invaders, the fracturing of provinces leading to an increasing number of ever smaller standing armies, reluctant to ally with rivals against common foes.

In the year 1979 of the Imperial Calendar, a year that will live long in infamy and regret, an attempt was made to reunify the fractured nation that was destined only to make matters worse. Having manoeuvred herself into a favourable position, and supported by fully half of the Elector Counts, the Countess of Marienburg was declared Empress. The outrage that erupted from this singular act ended all pretence of unity within the troubled nation, and the Empire sank into anarchy.

Unity Amidst Disorder

With all semblance of unity cast aside in favour of outrage, and with the many states and provinces of the Empire thrown into renewed turmoil, new threats quickly arose. From within Sylvania, evil forces emerged, hungry for conquest. At the head of the province's armies were the counts von Carstein, twisted and evil Vampires all. For more than a century, these foul creatures led their hosts of shambling revenants in campaigns to topple the rulers of the anarchic Empire. Yet their plans were eventually thwarted, for, when most hard-pressed by a common enemy, the rival Elector Counts did set aside their differences and fight as one in defiance of the armies of the night.

At the battle of Hel Fenn, Templars and Warrior Priests of the Cults of Sigmar, Ulric and Morr joined the armies of Stirland, Osterland and Talabecland to defeat the Vampires once and for all. Though the battle took a heavy toll upon the soldiers that fought it, with few escaping the accursed swamp alive, the defeat of an enemy that had only recently threatened to overwhelm the Empire carried powerful lessons that few amongst the rulers of the shattered nation could overlook. The Empire needed unity. It needed an Emperor.

Unfortunately, or unsurprisingly, depending upon one's view of the nobility, this realisation did not lead to the reunification of the Empire under a single strong leader. Instead, the calls for unity only empowered the bickering Elector Counts to redouble hostilities with their neighbours as their demands that they be recognised as Emperor by their peers went unheeded. Thus stands the Empire today, riven by the actions of its rulers, but stubbornly unified by the spirit of its people and the endeavours of its more pragmatic institutions.



A THOUSAND STATES

Though several defined regions exist within the Empire, each ruled by a claimant to the Imperial throne, the Empire remains a divided nation. Its once powerful provinces have crumbled over long years of strife and turmoil into innumerable smaller states and counties.

The Grand Provinces

The largest unified regions within the Empire – the Barony of Westerland, the Grand County of Osterlund, the Principality of Reikland and the Grand Duchy of Talabec – each draw together, in whole or in part, several of the traditional seats of the Electoral College. Westerland, for example, has grown to cover great tracts of land formerly part of Middenland and much of Nordland. Osterlund encompasses Hochland, much of Ostland and the larger portion of Middenland. Reikland is the smallest of these power blocs, its borders having expanded little, though its heritage as the ancestral realm of Sigmar and his people, the Unberogens, cements the province's power and significance. By contrast, the Grand Duchy of Talabec is a vast league of loosely allied states, such as Talabecland itself, Stirland, parts of Ostermark and the remnants of accursed Sylvania.

Alongside these are the free states of the Empire's south: Averland, Wissenland and Sudenland. Rich and fertile provinces all, they maintain good relations with the wider Empire, for their pragmatic counts prefer to trade their rich bounties in exchange for coin and military aid in their defence when needed, rather than throw their whole-bodied support behind any one of the feuding Electors to their north.

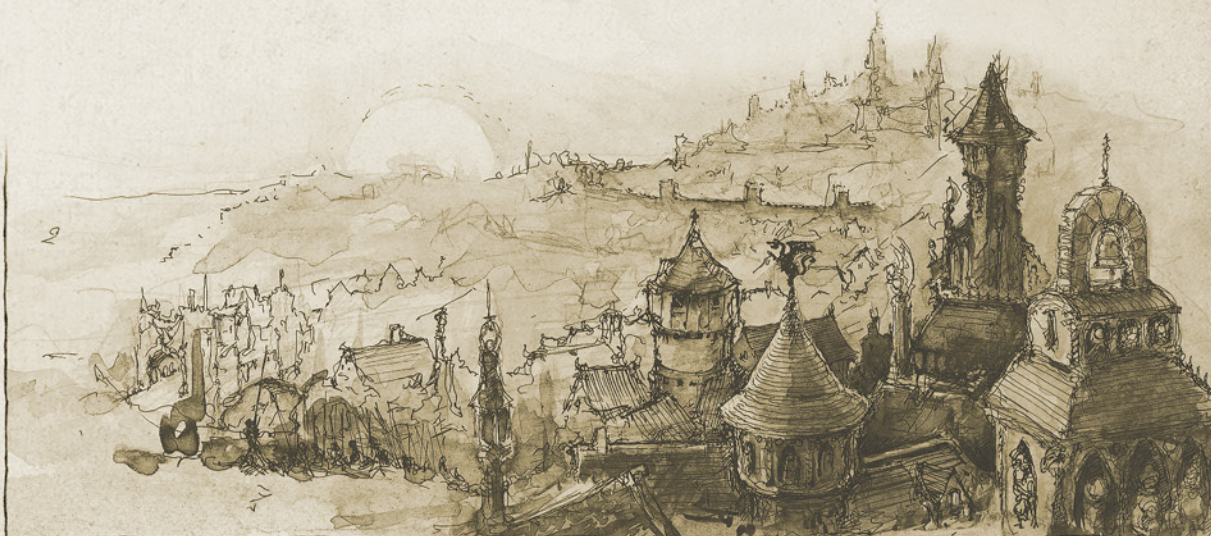
In addition to these large and bombastic provinces, several independent city-states have emerged within the Empire. The most significant of these, great cities such as Nuln and Averheim, are joined by innumerable small towns whose burgomeisters have chosen to secede from the provinces they occupy and govern themselves as they please.

Of Electors & Interlopers

With an ever-evolving political landscape and frequent border skirmishes fostering a continued state of dissolution and turmoil, the difficulty of electing a single Emperor to unify the shattered nation has only increased, for even the Electoral College has fallen victim to division and confusion. By tradition, the Electoral College consists of twelve Elector Counts, each the ruler of a province of the Empire founded within the borders of the ancestral lands of one of the twelve tribes that swore their allegiance to Sigmar. To these hereditary Electors have been added Ar-Ulric, the head of the Cult of Ulric, and the Grand Theogonist, the head of the Cult of Sigmar.

Where difficulties arise is that, since IC 1979, many claimants to the Imperial throne have seen fit to elevate their cronies to the rank of Elector. In the Reikland, for example, the two Arch Lectors of the Cult of Sigmar, the chief lieutenants of the Grand Theogonist, are counted amongst the Electors. In Talabecland, the Elder of the Halfling Moot is acknowledged as having a vote in the Electoral College, whilst in Marienburg the High Priest of Manann is recognised as a legitimate Elector, to name but a few.

Obviously such appointments make it easy for a pretender to the throne to claim they hold the support of a majority of Electors, especially when they refuse to acknowledge the legitimacy of Electors appointed by rivals. In truth, meetings of the various Electoral Colleges have led to war and bloodshed on several occasions, with the armies of rivals mobilising to disrupt the meeting of illegitimate Electors on many occasions.





THE EMPIRE
OF MAN



Of Rivers, Mountains & Forests

The Empire is a land of diverse geography. Much of its northern mass is mountainous and rugged, or hidden beneath huge primordial forests. From these come the wood and raw materials needed to fuel its great and industrious cities. To the south, the lands unfold into endless expanses of rich and fertile farmlands, fields of green and gold that easily sustain the vast populations of the sprawling metropolises.

The Mighty Rivers

Great waterways flow through the Empire from sources high in the Worlds Edge Mountains, connecting the bustling cities of the nation and making safe travel through the wild forests possible. Thundering watercourses, such as the rivers Aver and Stir, flow from the slopes of the mountains, quickly becoming major routes that run through deep and wooded valleys as they cut through the lowlands.

The River Talabec, named for the god Taal, Lord of Beasts, begins where its two tributaries – the Upper and Lower Talabec rivers – merge in dark pine forests. From here to its convergence with the River Reik, the river is wide and fast flowing, and deep enough to allow ocean going vessels to travel far inland.

The Upper Reik begins near Black Fire Pass, swelling as it flows northwards and is joined by other great rivers. At Nuln it becomes the Reik proper, from where it runs all the way to Marienburg and beyond to the Sea of Claws. Connected as it is to so many other great rivers, the Reik is of vital importance to the Empire and the source of much of its wealth.

The Forests Of The Empire

Beneath the darkened boughs of the tangled forests that cover much of the Empire lurk dreadful creatures and forgotten secrets. In the north, the Forest of Shadows is thick with raiders, bandits and roving warbands of Chaos worshippers. West of the Middle Mountains, the Drakwald Forest is the realm of Beastmen and Minotaurs, while to the south and east the Great Forest is haunted by the restless dead. To the south and west, the Reikwald Forest shelters tribes of Orcs and Goblins as they rampage down from the Grey Mountains.

Yet despite their dangers, these forests are scattered with lonely pockets of civilisation, walled towns and villages where the gates are locked and barred every night and the surrounding woods regarded with dread. Connecting the villages and towns are perilous, rutted roads, with high-walled coaching inns spread along their length.

The Towering Mountains

The great mountains that border the Empire both protect the nation from invaders and harbour some of its most dangerous foes. To the east, the grimly forbidding peaks of the Worlds Edge Mountains rise to scrape the very sky with their immensity. In ancient times, this was the realm of the Dwarfs, but few of their grand holds remain now, and the mountains are overrun with Orcs, Trolls and worse things.

To the west, the shadow-haunted crags of the Grey Mountains divide the Empire from Bretonnia. Whispered tales are told of shambling corpses and wandering spirits that haunt the high passes, and macabre storytellers delight in telling of the bleak and forbidding ruins that cling to the mountain peaks.

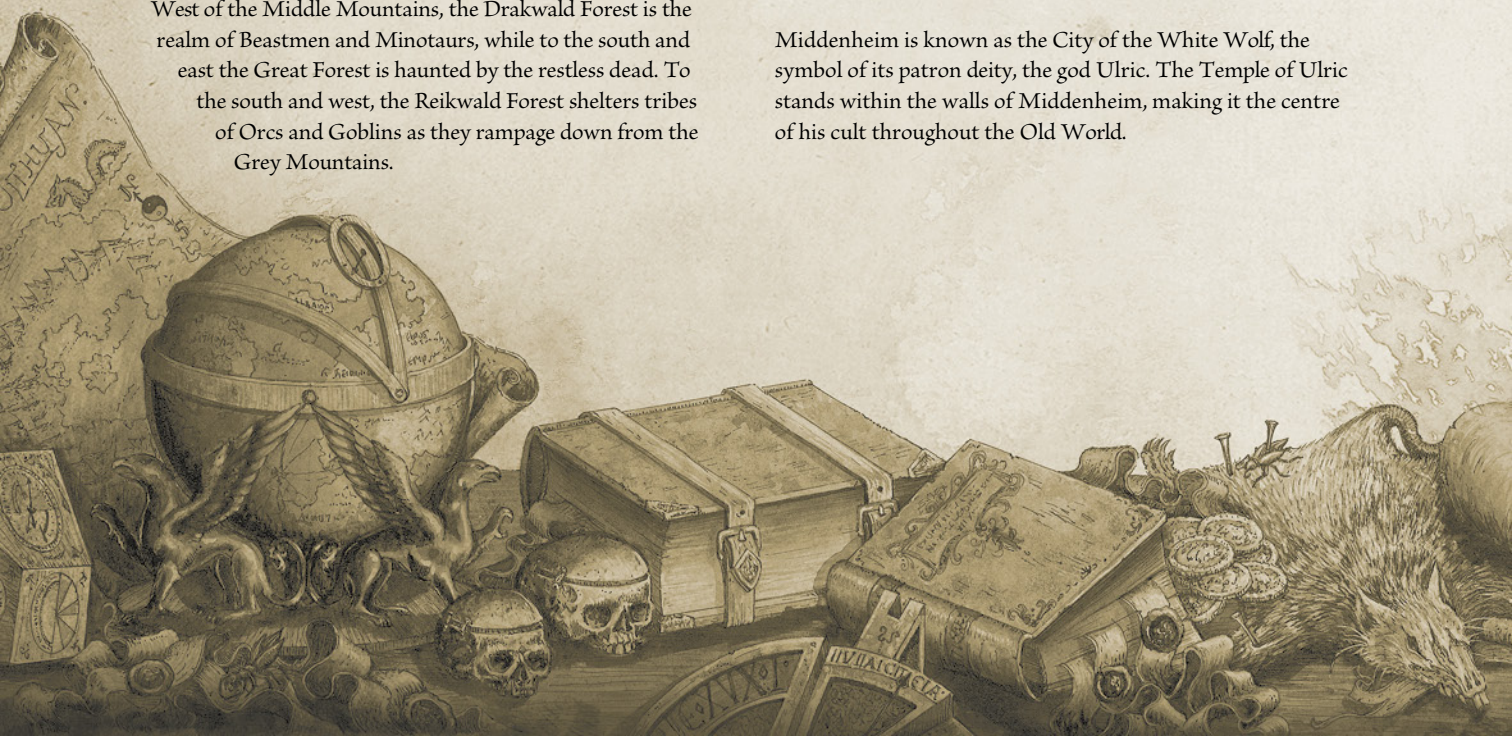
The Bustling Cities

The Empire is home to the largest cities of Men in the known world, great edifices of humanity that rise from the dark forests. Of these, the mightiest are the capitals of the four grand provinces.

Middenheim

Vast and impregnable, Middenheim is a teeming mass of humanity that stands atop the Ulricsberg, a sheer-sided pinnacle of rock that rears from the surrounding forest like the broken fang of a great wolf. Four wide highways built on towering viaducts climb from the forest floor, providing the main access to the city. Wooden drawbridges, that can be raised to isolate the city in times of war, connect the gates to these highways.

Middenheim is known as the City of the White Wolf, the symbol of its patron deity, the god Ulric. The Temple of Ulric stands within the walls of Middenheim, making it the centre of his cult throughout the Old World.



Talabheim

Nestled deep in the Great Forest, Talabheim is sometimes known as the Eye of the Forest. The city is built within a huge crater many miles across, whose outer edge forms a natural wall that has been strengthened and fortified with many tall gun towers.

The River Talabec flows around the outside of the crater, its traffic entering the city through the fortified port of Talagaad. From here, a narrow road climbs the ridge of the crater and enters the city via a tunnel carved through the rock of the city's defences. This tunnel is the only entrance to the city and a massive, fortified gateway at its end makes Talabheim one of the most defensible cities in the Empire.

Marienburg

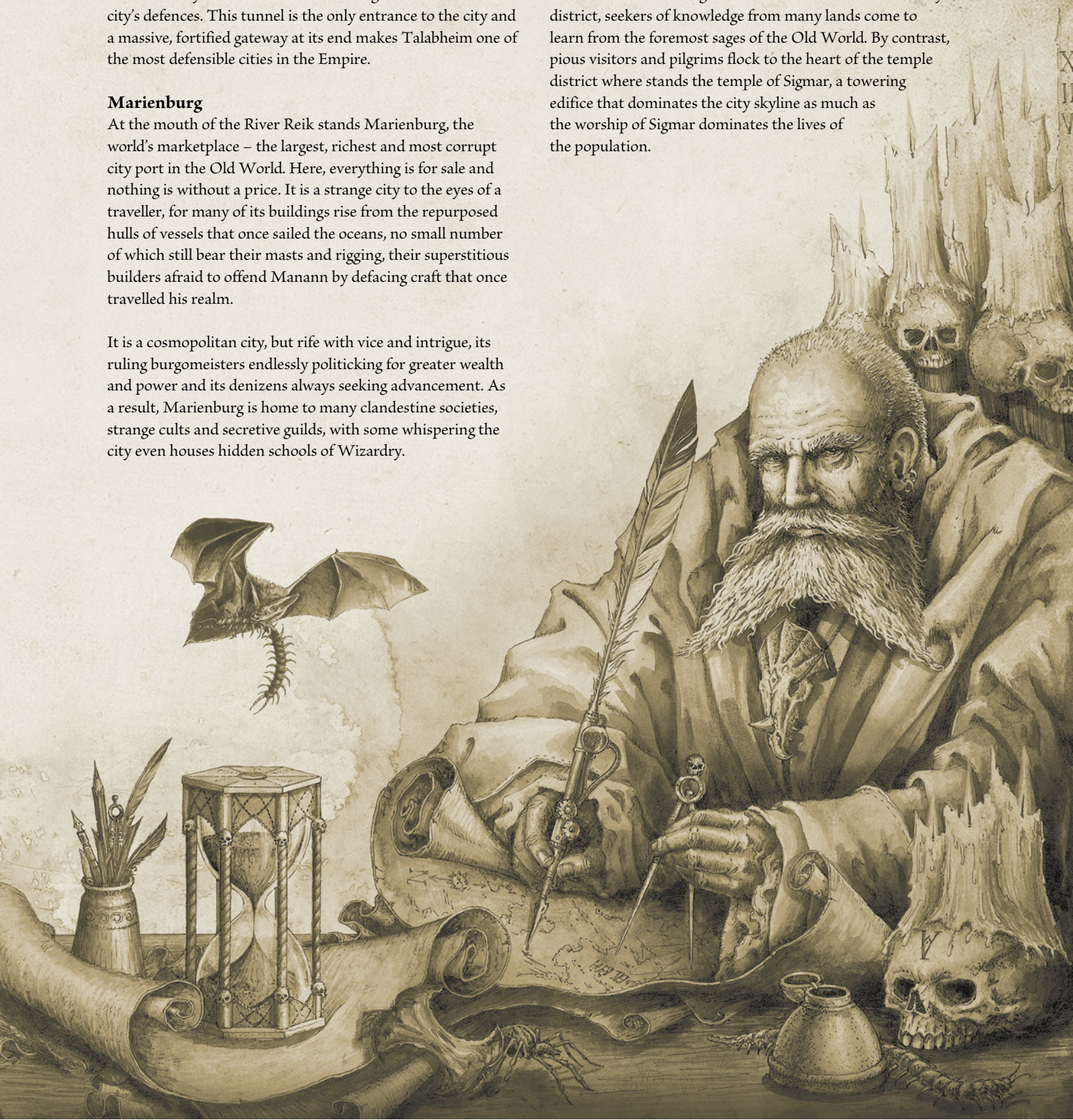
At the mouth of the River Reik stands Marienburg, the world's marketplace – the largest, richest and most corrupt city port in the Old World. Here, everything is for sale and nothing is without a price. It is a strange city to the eyes of a traveller, for many of its buildings rise from the repurposed hulls of vessels that once sailed the oceans, no small number of which still bear their masts and rigging, their superstitious builders afraid to offend Manann by defacing craft that once travelled his realm.

It is a cosmopolitan city, but rife with vice and intrigue, its ruling burgomeisters endlessly politicking for greater wealth and power and its denizens always seeking advancement. As a result, Marienburg is home to many clandestine societies, strange cults and secretive guilds, with some whispering the city even houses hidden schools of Wizardry.

Altdorf

A bustling city, home to traders and fortune seekers from all across the Old World, Altdorf stands astride the confluence of the rivers Reik and Talabec. The city is famed for the numerous bridges that traverse these waterways, many of which are steam-powered wonders of the modern age that raise and lower in ingenious ways, allowing tall ships to travel far inland.

The city is also renowned as a seat of learning second only to Nuln. Within the fog-shrouded avenues of the university district, seekers of knowledge from many lands come to learn from the foremost sages of the Old World. By contrast, pious visitors and pilgrims flock to the heart of the temple district where stands the temple of Sigmar, a towering edifice that dominates the city skyline as much as the worship of Sigmar dominates the lives of the population.



UNIFORMS OF THE EMPIRE

Grand County of Osterlund



Guided by the heraldic colours of the county's capital, many of Osterlund's regiments are dressed in the dark blue and white of Middenland. The warriors of this northern province cloak themselves in heavy furs to protect against the frigid weather, the most elite of which wear white wolf pelts in honour of Ulric. The devotion to Ulric is clearer still in the heraldry of Osterlund's regiments, as most have adopted the rampant wolf of the god of winter upon their shields and banners.

Grand Duchy of Talabec



Dressed in the state colours of yellow and red, the soldiers of Talabecland are a sight to behold when arrayed for battle. This bright display is not shared by Talabheim itself however, as the region's capital adorns its warriors in a livery of red and white. Talabecland is renowned for its experienced woodsmen and expert archers, who often wear dark overcoats of brown or black to combat the weather and aid them in staying hidden whilst tracking their quarry – be that a prized buck or a herd of vile Beastmen.



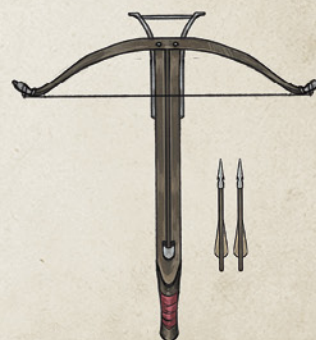
Principality of Reikland



Dressed predominantly in white, with splashes of red and black, Reikland has always boasted a well-equipped army of professional soldiers. The state's banner bears an eagle in homage to Myrmidia, the goddess of war, but in recent years it has begun to incorporate an ever increasing number of sigils associated with Sigmar – a sign of the ever-growing influence of the Cult of Sigmar. It is no surprise that the Cult's presence is most heavily felt in Reikland, for it is the birthplace of Sigmar himself.



Barony of Westerland



With the city of Marienburg being amongst the wealthiest in the Old World and the capital of Westerland, it comes as no surprise that its soldiers are dressed in often showy and over-the-top uniforms of yellow, red and blue. Not only is Marienburg wealthy, it is also a cosmopolitan city. This has led to the arms and armour of the forces of Westerland often being of a superior craftsmanship to some of the other provinces, their smiths having worked alongside both their Elven and Dwarfen neighbours.

REGIMENTS OF THE EMPIRE

The Carroburg Greatswords



The Carroburg Greatswords first earned their reputation during the Siege of Carroburg in 1865.

After holding the breach for a day against an army from Middenland, the Reiklanders changed their white uniforms to red in order to honour the blood-drenched victors.



The Scions Of Ulric



The Scions of Ulric is a renowned regiment of Pistoliers, boasting members from highborn families from every corner of the Grand County of Osterlund. Each year, aspiring young men and women present themselves at the regimental barracks in Middenheim, hoping to prove themselves worthy of serving in Ulric's name and knowing that those who earn renown amongst the Pistoliers are assured of a welcome into one of Osterlund's illustrious knightly orders.

THE GROWING SHADOW

From the dark corners of the Empire's many forests, the shadow of Chaos creeps closer towards civilised lands as hordes of Beastmen amass around monolithic herdstones. The free city-state of Nuln has long relied upon experienced patrols to safeguard the highways, byways and rivers that transport its precious exports to the other provinces of the Empire. Alas, in recent times, even they have been able to do little to halt the ever increasing number of savage attacks.

The City Of Industry

Nuln has long stood independent right within the heart of the Empire, its position as a titan of industry granting it significant influence in the tumultuous political landscape. States and provinces from Middenland to Marienburg rely upon steady shipments of artillery and firearms to ensure they are armed for war, no matter whom their foes happen to be. It is vital for rulers and elected statesmen of any standing, particularly those who believe themselves worthy of being Emperor, to have strong diplomatic relations with the free city-state, or they might suddenly find themselves without the necessary tools of war.

These relationships are just as important to Nuln however, for the city-state is reliant upon its trading partners to secure vittles for its population and fuel for its forges. Quotas must be met and shipments of arms must be delivered on time if Nuln is to maintain strong ties with its trade partners and ensure that wealth continues to flow into the city. This trade fell under threat in the spring of 2280 however, as many caravans destined for Talabecland were ransacked as they passed through the Stirhügel Hills in the County of Stirland, with carts and their contents seemingly tossed into the air and dashed against the earth by monstrous hands, leaving no sign of those charged with guarding the convoys.

Highway Guardians

As for the culprits of the raids, the evidence pointed in only one direction – Beastmen. Ruffians and bandits would not abandon precious cargo by the side of the road, and Orcs and Goblins would not waste time making off with the corpses of those they had slain. It was not until a grizzled group of Nuln's Road Wardens returned to the city that these suspicions were confirmed and fears heightened, for the heads of a score of Beastmen soiled the saddlebags of the grim-faced cavalry. With the confirmation that the Children of Chaos were venturing so close to the city, panic soon began to spread, but the man commanding Nuln's armies remained calm, for he was a veteran of battling against the Brayherds.

During his time amongst the armies of Middenland, General Hans von Löwenhacke had led the annual purge of the Drakwald Forest on a number of occasions, becoming extremely familiar with the savage creatures and their crude tactics. He was swift to issue a statement to the people of Nuln, calming their nerves with determined and confident assurances of victory. Even as his words echoed from the lips of heralds across the soot-covered streets, his captains were marshalling Nuln's forces in order to strike back at the Beastmen and put an end to the threat they posed to the city's trade routes.





Muster At The Reik

As the army of Nuln began to marshal on the northern banks of the River Reik, many from within the city gathered atop the walls to observe the spectacle. Serried ranks of halberdiers stood ready to march, flanked by detachments of handgunners and bands of experienced archers. Great cannon, mortars and other, more eccentric war machines were loaded atop horse-drawn carts, ready for hasty deployment once battlelines had been drawn. Road Wardens and Outriders set off along the road to Flensburg, riding ahead of the main force in search of Beastmen ambushes. Lastly, lumbering into position alongside the regiments of infantry was the venerable Steam Tank, *Deliverance* – a mechanised fortress of rumbling metal and hissing steam.

As this great force amassed at the banks of the Reik in preparation for their journey northwards, General von Löwenhacke surveyed the assembled warriors from the walls of Nuln with pride. Within a matter of days the force had prepared itself for the campaign and stood ready to march into the County of Stirland and the Stirhügel Hills. While crossing state boundaries with a force such as this would usually result in some kind of political retaliation, the general knew full well that the rulers of his city cared little for the opinions of their neighbours when it came to the subject of proactively defending their borders and interests. Similarly, he knew that those who ruled the lands that bordered the powerful city-state were generally content to let Nuln flex its military might when it chose to do so against mutual foes.

The Stirland Crossing

Stretching between the large metropolitan cities of the Empire are vast swathes of untamed wilderness, and as the army of Nuln began its march towards the Stirhügel Hills, they swiftly left behind the comforts of their stone houses and walled cities. With mounted scouts advancing to the fore and experienced huntsmen covering the flanks of his forces, von Löwenhacke had taken every measure to ensure that the Beastmen would not catch him unaware. The cavalry themselves, however, would need to keep their wits about them if they were to avoid falling foul to the very danger they had been sent to quash.

As the Outriders and Road Wardens ventured further into the tree-covered hills, the Beastmen launched their first attack. Primitive horns echoed from the treeline on either side of the road, the mournful tones answered by the feral braying of Beastmen as they hurtled from the gloom of the forest towards the Nuln cavalry. The Road Wardens and Outriders reacted quickly to the attack, spurring their horses onwards, unleashing a storm of crossbow bolts and handgun fire into the approaching horde, giving the Beastmen little opportunity to close the distance. Having swiftly suffered heavy casualties, the Children of Chaos sounded the retreat and fled northwards towards the cover of the Great Forest. Having lost few of their number in the encounter, messengers returned to the main force to report the skirmish and its outcome, whilst the rest gave chase in an effort to establish where the Beastmen might be amassing.



Reckless Pursuit

Upon hearing that his scouts had ranged far ahead of the column in pursuit of the Beastmen that had attacked them, General von Löwenhacke immediately ordered the marching column to redouble its already brisk pace in an effort to catch up to his overextended cavalry. More than once had he witnessed a herd of Beastmen feign a disordered retreat in order to draw their unwitting prey further into the depths of the forest and the jaws of a trap and, though he respected the cavalry's desire to press their advantage over the foe, he feared for their chances if they were to find themselves alone in the forest.

Upon reaching the site of the initial battle, the trail left by the fleeing Beastmen and their zealous pursuers was not difficult to find nor follow. A wide swathe of broken undergrowth, littered with shattered crossbow bolts and the bodies of fleeing Beastmen cut down where they stood, clearly marked out the route ahead.

General von Löwenhacke and his Greatswords pressed close behind the army's huntsmen as they picked their way through the undergrowth, the veteran warriors eager to lend their support to those who had ridden in pursuit of the Beastmen – the rest of Nuln's forces advancing more slowly as they cleared an easier route for the horse-drawn artillery and the grinding wheels of *Deliverance*. As time passed and von Löwenhacke's vanguard edged ever further down the trail in pursuit of their quarry, the feeling of concern in the general's heart only grew – for the further into the forest the Road Wardens and Outriders rode without the support of their comrades, the more uncertain their fate became.

A Grim Message

Von Löwenhacke was soon enlightened as to the fate of his missing cavalry, for in a large clearing at the bottom of a steep slope, a grotesque sight awaited him. The scouts had indeed been drawn into the clutches of a larger Beastmen force, the butchered and mutilated bodies of horse and rider alike lay as testimony to the savage cruelty of the Children of Chaos. Many of the corpses had been hung from stakes as if the clearing were an unholy abattoir of human flesh, the grass stained black and crimson with blood and offal that dripped from the still warm bodies. Fear gripped the hearts of all present and some visibly battled to maintain their composure, but none took flight and the assembled warriors quickly steeled themselves, advancing into the clearing with their weapons held at the ready.

No sooner had the Empire soldiers picked their way down the slope, than the guttural sounds of Beastmen began to echo through the woods on all sides. General von Löwenhacke quickly barked at his warriors to form a tight formation, with the elite Greatswords forming a ring of plate armour around the archers who stood ready to loose their arrows upon the general's command. Slowly, the shapes of Beastmen emerged from the gloom at the edge of the clearing, holding their position as they glared with hateful eyes towards the soldiers arrayed before them. Von Löwenhacke quickly realised it was not just Gors and Ungors amongst the warherd, as trees cracked and splintered and the monstrous form of a Ghorgon pushed its way into the clearing, unleashing a roar of such primal fury that the cold chill of terror shot down the spines of the Empire soldiers.





Smoke & Shot

As General Hans von Löwenhacke prepared to speak the rousing words he believed would likely be his last, a boom echoed from the hillside and the roar of the Ghorgon became a gurgled wail of agony as its lower jaw was blown away in a spray of gore and shattered bone. Glancing back atop the slope, the general was greeted with the sight of smoke rising from *Deliverance's* cannon. As the venerable war machine lurched down the hill, a score of gun crews hastily unlimbered their artillery pieces and prepared to rain the wrath of Sigmar himself upon the Beastmen – the artillery train of Nuln had arrived, and not a moment too soon. With their mighty ally laid low, warhorns blared throughout the rabble of Beastmen and barks of anger rose in reply as they surged forwards towards the Empire troops.

The Beastmen had taken no more than a handful of steps before the artillery battery opened fire, sending rockets, cannonballs and mortar shot towards the oncoming warherd. In the opening moments of battle, scores of Beastmen fell and more turned tail and fled, disappearing into the forest with no wish to face Nuln's wrath. A few of the wilder, more courageous Children of Chaos desperately hurled themselves towards the Nuln vanguard in the clearing, but the skill of the huntsmen and the Greatswords at the general's side saw them swiftly dispatched. With the Beastmen having once more withdrawn further into the forest, von Löwenhacke was in no mood to give chase yet again, instead ordering his soldiers to make camp nearby and honour their dead.

Creeping Corruption

Following a restless night, General von Löwenhacke knew that driving the Beastmen back into the depths of the forest was simply not enough to defeat them – every last one had to be hunted down and eradicated for their threat to be diminished. As the army resumed its advance, the forest around them began to grow sickly and corrupted, the vegetation becoming diseased and vile, blackened with mould and heavy with necrotic slime, whilst the trees began to look more akin to melted candles than sturdy timber. The local wildlife had not been spared from the Beastmen's foul influence either, with many creatures showing signs of mutation, sporting additional limbs or bony protrusions that had burst forth from beneath their flesh.

Being no stranger to the corrupting presence of Beastmen, von Löwenhacke was sure that a herdstone must lay nearby for such sickness to have gripped the forest and poisoned the soil. Should the unholy monument to the Ruinous Powers be left standing, it would act as a signal fire to Beastmen warherds across the Empire to descend upon the very heart of Sigmar's fractured nation. With little choice but to topple the herdstone themselves, General von Löwenhacke ordered the soldiers of Nuln into a tight marching formation and plunged once more into the densely packed trees. With nothing but the dark, ever-shifting shadows of the forest on all sides, the warriors of Nuln knew there would be no retreat from here – they would see the Beastmen slaughtered, their carcasses burned upon great pyres and their obscene monuments toppled, or they would die in the attempt.



TALABECLAND

FÄRLIE HILLS

BARREN HILLS

River Reik

River Stir

NATTEN FOREST

STIRLAND

STIRHÜGEL

REIKLAND

AVERLAND

WISSENLAND

GREY MOUNTAINS

Wörlitz

Steche

Grunburg

Diesdorf

Kemperbad

Klam

Münzhausen

Pramet

Pürgg

Wurtbad

Julbach

Tarshof

Sonningwiese

Pötting

Ohlsdorf

Wörden

Nussbach

Kelham

Vigaun

River Aver

Flensburg

Ramsau

Wolfsbach

Lengendorf

Streissen

Nuln

Blood Keep

Dunkelberg

Sanglac Castle

Stimmigen

Auerswald

Grissenwald

Maselhof

Wuppertal

Pfeildorf

Elzach

Loningbrück

Dotternbach

Halgerbach

Geschburg

Bernau

Hausen

Sexau

Mauchen



LUDWIG XIII



Siebmütz



THE BATTLE OF STIRHÜGEL HILLS

The sounds of battle echoed throughout the forest as the soldiers of Nuln met the Beastmen under the shadowed boughs. General von Löwenhacke hefted his great maul and barked orders to those around him to prepare to advance. The clearing ahead thrummed so strongly with unnatural power that even he, a man with no magical talent, could feel its presence. Finding the unholy icon was merely the first step however, and destroying it as an army of Beastmen descended upon his forces would be another feat entirely...

Historical Recreation

The battle amongst the trees on the lowlands of the Stirhügel Hills was fought between the brave army of Nuln under the command of General Hans von Löwenhacke and a ravenous horde of Beastmen. To represent this, the players should write two muster lists (one for the attacker and one for the defender) as follows:

The Attacker

The attacker should write a single 2,500 points muster list using the Beastmen Brayherds Grand Army composition list found in *Ravener Hordes*.

The Defender

The defender should write a single 2,500 points muster list using the City-state of Nuln Army of Infamy composition list (see [page 28](#)). The General of this army must be General Hans von Löwenhacke (see [page 37](#)).

Alternatively, this scenario may be played with any two armies of the players' choosing.

Set-up

Place terrain as described in the *Warhammer: the Old World* rulebook. In addition, place a large stone monolith as shown on the map below to represent the Herdstone:

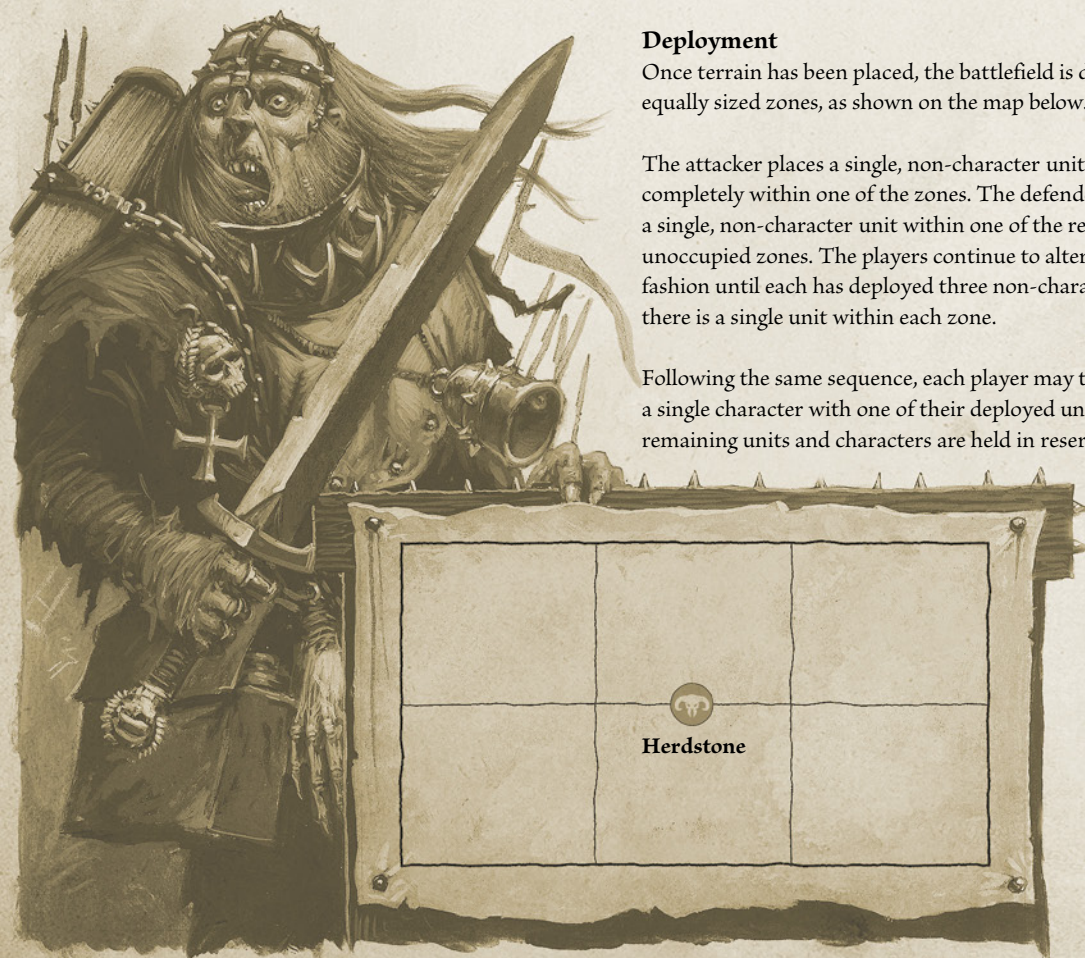
The Herdstone: A special feature measuring up to 6" at its widest point. The Herdstone counts as both an Arcane Monolith and a Monument of Glory.

Deployment

Once terrain has been placed, the battlefield is divided into six equally sized zones, as shown on the map below.

The attacker places a single, non-character unit so that it is completely within one of the zones. The defender then deploys a single, non-character unit within one of the remaining unoccupied zones. The players continue to alternate in this fashion until each has deployed three non-character units and there is a single unit within each zone.

Following the same sequence, each player may then deploy a single character with one of their deployed units. All remaining units and characters are held in reserve (as follows).



First Turn

In this scenario, the attacker will automatically take the first turn.

Game Length

The battle will last for six rounds or until one side concedes.

Scenario Special Rules

Reinforcements: Reserves are not deployed at the start of the battle. Instead they can enter play during the Compulsory Moves sub-phase of any turn – including the first – of their controlling player's choosing. When they arrive, reserves will enter the battlefield from any point on the battlefield edge that is completely within one of the zones (chosen at random) in which their controlling player deployed a unit at the start of the battle. Roll a D3 to randomly determine which of the three zones reserves arrive within.

Victory!

Once the battle has ended, use Victory Points to determine which player is the winner, as described in the *Warhammer: the Old World* rulebook. The player who controls the Herdstone at the end of the battle wins a bonus of 150 Victory Points (in addition to any bonus controlling the special feature may normally give).

"The enemy thinks that their great numbers and foul sorceries will win them the day, but it matters not! For Nuln's great guns are restless beasts and whilst they roar, our enemies shall find no quarter!"

General Hans von Löwenhacke









A unit of Empire State Troops from the city of Middenheim in the Grand County of Osterlund.



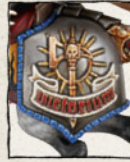
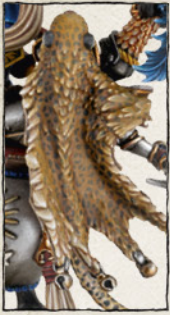
Thundering ahead of the mighty Knights Panther and between the serried ranks of State Troops, the armoured bulk of an Empire War Wagon leads the charge.



A unit of Empire Archers, armed with warbows.



Belching thick smoke into the soot-blackened skies, the imposing form of a Steam Tank joins the muster of the army of Nuln, ready to lend its might to the defence of the city.



Harald Gemunsen,
Grand Master of the Knights Panther.



General Hans
von Löwenhacke.





A Chapter Master of the
Knights of the White Wolf.



A Chapter Master of the
Knights of the Blazing Sun.



A Chapter Master of the
Order of the Knights Panther.





THE CITY-STATE OF NULN

Of all the Empire's great cities, Nuln stands apart in terms of size and significance. Famous for its halls of academia and its ferocious industry, Nuln has grown rich as the home of vast forges, and it has grown powerful through the importance of the city's gunnery school to the rival states and provinces of a divided Empire.

City Of Forges

The great city of Nuln has been many things in its long centuries: the home of Emperors and the seat of Electors, the capital of Reikland, the property of Talabecland and the pride of Wissenland. At times, as now, it has even been a sovereign state unto itself. The city's importance stems from its prime location at the confluence of two mighty rivers: the Reik and the Aver, waterways that feed the Empire, flowing from the Worlds Edge Mountains to the distant sea port of Marienburg.

So situated, Nuln has become a vast centre for trade and industry, and its output has made it the industrial heart of the Empire. To this economic success can be added the lure of the city's innumerable halls of academia. Scholars of all stripes are drawn to Nuln to study and share ideas, giving rise to dozens of schools, colleges and guild houses. Thus, within the great walls of the city, students of the sciences, the arts, and even of magic gather, lending the power of their learning to the fires of industry.

Today, Nuln stands between Reikland and Talabecland as a free state within the divided Empire, maintaining its autonomy through diplomacy and its importance. Though there is not one amongst the rival claimants of the Imperial throne who would not rule Nuln as their own, each observes the city's independence, preferring to trade with its rulers for the weapons of its forges than to risk alienating a powerful friend by threatening its sovereignty.

Armies of State

Nuln protects its borders by maintaining a large standing army of state troops. Armed with their signature halberds or handguns, regiments of these black-clad soldiers stand guard upon the city's walls and gates or patrol its streets to maintain order. But these regiments are not confined to patrolling the soot-blackened environs of their city, for they habitually accompany Nuln's wagon trains and fleets of barges, ensuring the fruits of the city's industry reach its clients and allies intact, and that the supplies the city needs to survive continue to flow in the other direction.

Alongside its regiments of state troops, Nuln employs large corps of Outriders and Road Wardens. These veteran cavalrymen aggressively patrol the roadways of both the Reikland and Talabecland for many miles around Nuln in their efforts to safeguard travellers and ensure trade continues to flow. Such aggressive enforcement of order by a military rival might be thought enough to antagonise Nuln's neighbours, but so great is the city's influence that its neighbours maintain they welcome the black-clad riders on their highways and byways.

Yet by far the defining feature of Nuln's armies is the sheer number of artillery pieces the city deploys for war. Great Cannon and mortars are a mainstay of the famed gunnery school, supported by more modern weapons such as volley guns and rocket batteries. With these weapons, the armies of Nuln pound their enemies into submission, earning the city a fearsome reputation and securing its survival in a hostile world.

THE COLOURS OF NULN



Whether through ancient design, or a more practical need to hide the soot from fighting alongside so much artillery, the soldiers of Nuln are dressed predominantly in black – with brighter colours used to differentiate between the various regiments. Their banners and shields usually depict a golden lion holding the scales of judgement, but can also feature gilded cannon and the famous bridge of Nuln.

Boasting the finest engineers from across the Empire, the weapons of Nuln are easily identifiable by their superior quality and craftsmanship.



Slick firing mechanisms, well-sanded and polished wooden stocks and precisely crafted scopes make the difference between a run of the mill firearm and a genuine masterwork from Nuln.

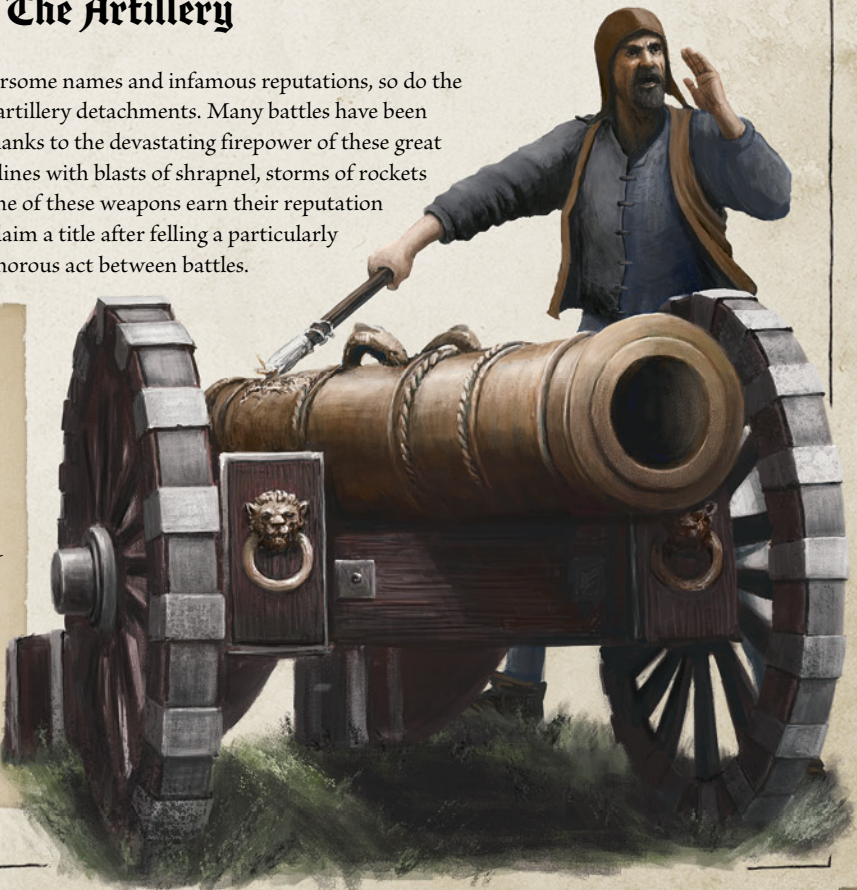
The Artillery

Much like when regiments adopt fearsome names and infamous reputations, so do the cannon and mortars of the Empire's artillery detachments. Many battles have been won before they could really begin thanks to the devastating firepower of these great engines of war, pounding the enemy lines with blasts of shrapnel, storms of rockets and wall-shattering cannonballs. Some of these weapons earn their reputation from years of service, whilst others claim a title after felling a particularly foul monster or even thanks to a humorous act between battles.



Ol' Smoky

During the Battle of the Reikwald Forest, a cannon crew from Nuln kept up such a high rate of fire that the barrel of the cannon glowed red-hot and smoke rose from it in great plumes. At the battle's end, there was so much residual heat in the metal barrel that the crew used it to grill rashers of bacon to celebrate their victory – earning the gun its new moniker.



EMPIRE OF MAN CITY-STATE OF NULN

This Army of Infamy composition list is designed to be used with the Empire of Man army list found in *Forces of Fantasy*, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook.



If you wish to field a City-state of Nuln army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in *Forces of Fantasy*. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a City-state of Nuln army:

Army of Infamy Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 General of the Empire or Lector of Sigmar per 1,000 points
- Captains of the Empire, Master Mages, Witch Hunters, Priests of Sigmar and Empire Engineers
- 0-1 War Altar of Sigmar (taken as a mount for a Lector of Sigmar)

Core

At least 25% of your army's points value must be spent on:

- 1+ regiment of Nuln State Troops or Nuln Veteran State Troops (see opposite)
- 0-1 unit of Outriders per 1,000 points
- Free Company Militia and Empire Archers

Special

Up to 50% of your army's points value may be spent on:

- Empire Greatswords, Pistoliers, Outriders, Empire Knights and War Wagons
- 0-3 war machines chosen from the following list per 1,000 points:
 - Great Cannon
 - Mortar

Rare

Up to 25% of your army's points value may be spent on:

- Empire Road Wardens
- 0-2 war machines chosen from the following list per 1,000 points:
 - Helblaster Volley Gun
 - Helstorm Rocket Battery
 - 0-1 Empire Steam Tank per 1,000 points

Mercenaries

Up to 25% of your army's points value may be spent on mercenaries, including:

- Imperial Ogres and Imperial Dwarfs*
- 0-2 Doomseekers per 1,000 points*

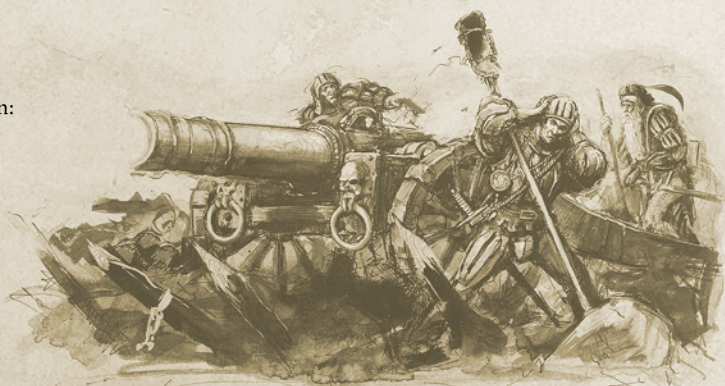
Note that mercenary units are subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the *Warhammer: the Old World* rulebook. *See *Arcane Journal – Dwarfen Mountain Holds*.

Battle Standard Bearer

A single Captain of the Empire or Empire Engineer in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

Magic Items

Any models that have the option to purchase magic items may purchase Common or Empire of Man magic items.



CITY-STATE OF NULN SPECIAL RULES

On this page, you will find a full description for each of the army special rules that apply to an army built using the City-state of Nuln Army of Infamy composition list. These are in addition to any special rules that may normally apply to an army made using the Empire of Man army list as found in *Forces of Fantasy*.

Big Guns Know No Fear

Even the most fearsome of foes is quickly diminished in the presence of Nuln's untiring artillery.

Empire Engineers in a City-state of Nuln army (and any unit they have joined) gain the Immune to Psychology special rule whilst there is a friendly war machine within their Command range.

Entrenched Position

Nuln's engineers like to see their war machines well protected by earthen ramparts.

During deployment, you may 'Entrench' a single non-character model whose troop type is 'war machine' for each Empire Engineer your army includes. An Entrenched war machine is considered to be behind partial cover and to be defending a low linear obstacle. Should the war machine move for any reason (including making a Vanguard move), it is no longer Entrenched.

Gun Limbers

Veteran gun crews can deploy their weapons from horse-drawn limbers with tremendous speed.

- 0-1 war machine per 1,000 points, chosen from the following list, may be given the Vanguard and Veteran special rules:
 - Great Cannon+5 points
 - Mortar+5 points
 - Helblaster Volley Gun+15 points
 - Helstorm Rocket Battery+10 points

Handgun Drill

The expert handgunners of Nuln practice firing in multiple ranks.

Once per game, each detachment of State Missile Troops in a City-state of Nuln army can fire with one additional rank.

Nuln State Troops

The City-state of Nuln boasts a large standing army, well-equipped with halberds and handguns.

Regiments of Nuln State Troops and Nuln Veteran State troops are made as follows, using the profiles for State Troops and Veteran State Troops in the Empire of Man army list (see page 57 of *Forces of Fantasy*), accompanied by detachments of State Missile Troops (see page 58 of *Forces of Fantasy*):

- A regiment of Nuln State Troops consists of a regimental unit of State Troops, accompanied by 1-2 detachments of State Missile Troops and/or Swordsman.
- A regiment of Nuln Veteran State Troops consists of a regimental unit of Veteran State Troops, accompanied by 1-2 detachments of State Missile Troops and/or Swordsman.
- Each unit of State Troops or Veteran State Troops must be equipped with halberds.
- Each detachment of State Missile Troops must be equipped with handguns.
- A detachment of Swordsman consists of State Troops equipped with hand weapons and shields.
- Unlike regular detachments, detachments in a regiment of Nuln State Troops may upgrade one model to a Sergeant (champion) for free.

Veteran Outriders

Nuln employs many veteran Outriders, accustomed to firing their weapons from the back of a galloping horse, to guard its borders.

Missile weapons wielded by Outriders included in a City-state of Nuln army are not subject to the Ponderous special rule.



THE KNIGHTLY ORDERS OF THE EMPIRE

Since their inception, often centuries ago, the Knightly Orders have served and protected the people of the Empire. Operating predominantly as independent forces that seldom pledge their allegiance to the squabbling lords of the Empire, the Knightly Orders are free to act in the best interests of those under their protection without the hindrance of unwanted oversight and political bureaucracy.

Nobility Of War

To become a member of a Knightly Order is not without sacrifice, for a noble must forsake all of the duties and privileges granted by their station before partaking in a rigorous rite of initiation. No matter which of the many knightly societies a noble chooses to join, they will be subjected to an intense regimen of training before they can be considered a full member of the Order. Only after countless hours spent honing their discipline on the parade ground, endless sessions of sparring and hundreds of rounds of jousting will an initiate be invited to swear their oaths of allegiance and duty to their comrades-in-arms, thus becoming a fully fledged member of their Order.

Having earned their spurs, a knight will seek honour and glory upon the battlefield. Through valorous deeds and steadfast duty they will rise through the ranks and forge a lasting legacy for themselves in their Order's records. Those who have earned renown on the battlefield time and time again will eventually find themselves joining the ranks of the Order's veteran warriors and inner circle. These heroic warriors are exemplars of their Order and have accomplished daring feats of arms upon the battlefield, slaying otherworldly foes that many have only heard of in terrifying stories or witnessed in their darkest nightmares.

Companies Of Honour

Those who ascend to the ranks of an Order's inner circle are amongst the finest warriors in the Empire, but their duties are not tied solely to the battlefield and preparations for war. Not every Order is the same however, and these additional roles vary dramatically from each one to the next depending upon their core tenets and values. The Orders who serve at the behest of various priests are often expected to enforce the divine will of the gods, the Knights of Morr and the Knights of the Fiery Heart being amongst the most infamous of these religious Orders.

The members of the Knights Panther's inner circle are expected to hone their diplomatic skills, allowing them to serve as intermediaries between the warring nobles of the Empire during times of strife. The templars of the White Wolf have served as the personal guard of the High Priests of Ulric since their founding and are seldom seen far from their side both on and off the battlefield. The highest ranking members of the Knights of the Blazing Sun are expected to document and preserve the military history of the Old World and the many forms of combat that are practised there.

However, it matters not if they serve as diplomats, bodyguards or scholars off the battlefield, one would struggle to find more gifted warriors anywhere beyond the inner chambers of a Knightly Order chapter house.

THE KNIGHTLY ORDERS



Knights Of The Blazing Sun

The Knights of the Blazing Sun are dedicated students of war, and honour Myrmidia, the goddess of warfare, as their patron. They bear gold and black armour with a variety of stylised sun symbols engraved upon their shields and sewn into their banners.

The Knights Panther

The Knights Panther are a secular order of warriors dedicated to protecting the Empire and serving those who dwell within it.




Adorned in distinctive blue and yellow barding, and draped in the furs of exotic hunting cats, the knights are a rousing sight for embattled soldiers of the Empire – for wherever their panther heraldry flies, the enemies of Sigmar's realm are doomed to fall to their keen lances and razor-sharp swords.



The shields carried into battle by the Knights Panther are almost exclusively adorned with the Order's namesake on clear display. Some chapters have a panther standing rampant upon their shields, whilst others adopt the more modest look of just the head of the exotic beast instead, but all feature the Order's maxim – Honour & Panther.

EMPIRE OF MAN KNIGHTLY ORDER

 This Army of Infamy composition list is designed to be used with the Empire of Man army list found in *Forces of Fantasy*, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook.



If you wish to field a Knightly Order army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in *Forces of Fantasy*. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Knightly Order army:

Army of Infamy Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Grand Master
- 1+ Chapter Master
- 0-1 Lector of Sigmar or High Priest of Ulric per 1,000 points
- Witch Hunters, Priests of Sigmar and Priests of Ulric
- 0-1 War Altar of Sigmar (taken as a mount for a Lector of Sigmar)

Core

At least 25% of your army's points value must be spent on:

- 0-1 unit of Inner Circle Knights may be taken as a Core choice
- 1+ unit of Empire Knights per 1,000 points
- Empire Archers

Special

Up to 50% of your army's points value may be spent on:

- Inner Circle Knights and Demigryph Knights
- 0-1 unit of Empire State Troops or State Missile Troops per 1,000 points

Rare

Up to 25% of your army's points value may be spent on:

- Pistoliers

Battle Standard Bearer

A single Chapter Master in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

Magic Items

Any models that have the option to purchase magic items may purchase Common or Empire of Man magic items.



KNIGHTLY ORDER SPECIAL RULES



On this page you will find additional rules that apply to the composition of armies belonging to the different Knightly Orders of the Empire.

The Knightly Orders

Though they share many traits, the Knightly Orders of the Empire differ wildly in organisation and beliefs.

The General of a Knightly Order Army of Infamy must be a Grand Master or a Chapter Master who must belong to one of the Knightly Orders, as described on [page 44](#). Every other Chapter Master and every unit of Empire Knights, Inner Circle Knights or Demigryph Knights must belong to the same Knightly Order as your General. Additional units may be allowed or restricted, depending upon which Knightly Order your army belongs to:

Knights Panther

The Knights Panther work tirelessly to unify the divided lands of the Empire and rid the Old World of evil doers.

An army of the Knights Panther may include 0-1 unit of Empire Knights or Inner Circle Knights belonging to the Order of the White Wolf as a Mercenary choice. This unit is not subject to the 'Misbehaving Mercenaries' rules.

Knights Of The White Wolf

Devotees of Ulric, the Knights of the White Wolf are ferocious warriors who fight to defend the lands of Man.

An army of the Knights of the White Wolf may include any number of units of Teutogen Guard as Special choices, and 0-1 unit of Free Company Militia as a Core choice per 1,000 points. However, your army cannot include any Lectors of Sigmar, Priests of Sigmar or Witch Hunters.

Knights Of The Blazing Sun

Templars of Myrmidia, the Knights of the Blazing Sun are sophisticated warriors, famed for their mastery of war.

An army of the Knights of the Blazing Sun may include 0-2 Master Mages as Character choices per 1,000 points, and 0-1 Great Cannon or Mortar as a Special choice per 1,000 points. However, your army cannot include any Lectors of Sigmar or High Priests of Ulric.

Knights Of Morr

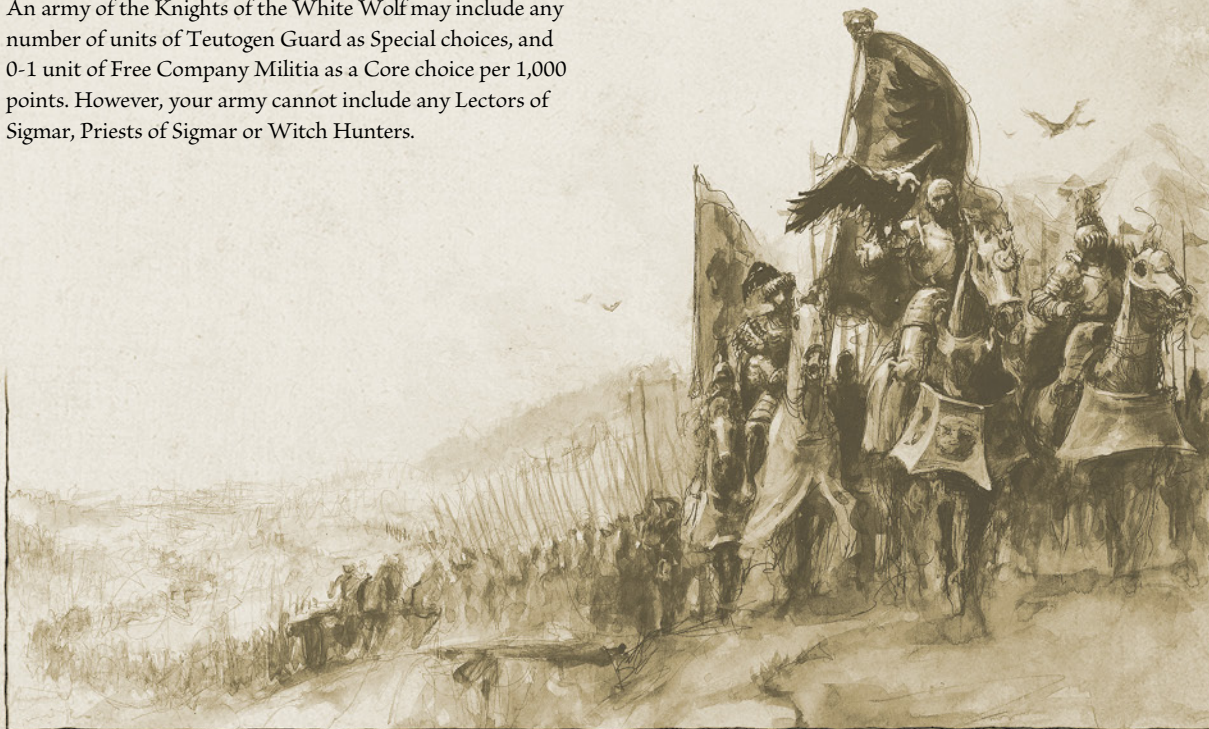
The grim visaged Knights of Morr protect the living and guard the gardens of the dead against the predations of evil forces.

An army of the Knights of Morr may include Wizard Lords and Master Mages as Character choices. However, your army cannot include any Lectors of Sigmar, Priests of Sigmar, High Priests of Ulric or Priests of Ulric.

Knights Of The Fiery Heart

The Templars of the Cult of Sigmar are zealous warriors and fanatical in their defence of the empire their patron founded.

An army of the Knights of the Fiery Heart may include any number of units of Flagellants as Rare choices. However, your army cannot include any High Priests of Ulric or Priests of Ulric.



HARALD GEMUNSEN

GRAND MASTER OF THE KNIGHTS PANTHER

It is the duty of the Knights Panther to protect the Empire, untroubled by political bias. Across the land, chapter houses garrison whole rosters of knights and their retainers, who stand ready to answer the call to war against those who would threaten the Empire, but only one has the power to call the entire order to war – Harald Gemunsen, the Grand Master of the Knights Panther.

Born within the Grand County of Osterlund to the Graf of Grimminhagen, Harald Gemunsen joined first the Pistol Corps of Middenheim, then the Order of the Knights Panther at a young age. Gemunsen rose quickly through the ranks, from initiate, to sworn knight, to preceptor in but a few short years, earning the respect of his peers and commanders all the while. With his skill-at-arms and eloquent leadership frequently noted by his superiors, Gemunsen became one of the youngest to ever be inducted into the Order's inner circle.

In the spring of IC2265, Gemunsen joined his Chapter Master, Otto van Walden, to accompany the Count of Middenheim himself and lead the Knights Panther to the town of Delberz. Here, a great mustering was underway, for the count had decreed that the armies of Middenland would venture into the Drakwald Forest to root out the insidious Beastmen warherds that gathered there.

The fighting itself went well and the count's forces won many victories over the beasts of the forest, though van Walden would not live to see the campaign's end. When the old knight was slain by a Ghorgon under the shadow of a great herdstone, Gemunsen's rallying cry rang out, galvanising the spirits of his comrades in the face of fear. For his heroism, Gemunsen was rewarded with elevation to Chapter Master in van Walden's place and given command of the prestigious chapter house of the Knights Panther in Middenheim.

In the years that followed, Gemunsen led his brethren to many victories and fought alongside an ever increasing circle of allies, forging bonds of camaraderie that extended far across the turbulent Empire. To the grim and taciturn Knights of Morr, he became a trusted defender of Morr's realm and hunter of the shambling dead. To the ferocious Knights of the White Wolf, he became a paragon of the unity that should exist between the cults of Sigmar and Ulric, even earning the respect of Ar-Ulric, the high priest of the god of wolves and winter. To the Knights of the Fiery Heart, he became a devout son of Sigmar and protector of his realm.

Perhaps more importantly, Gemunsen's campaigning far and wide won him many political allies throughout the divided Empire. In Middenheim, he regularly led his brethren in their duties as guards of honour for Count Sigismund. In the Reikland, he debated theology with Prince Wilhelm I and the Grand Theogonist. In Talabecland, he hunted in the forests beside Ludwig XIII. In Marienburg, he drank wine with the Sea Empress, Elspeth Magritta VI herself.

Thus, when the Grand Master Einricsson of the Knights Panther fell at the battle of the Midden Moors and the Chapter Masters of the order gathered at the temple of Sigmar in Altdorf to elect his successor, Gemunsen was the unanimous choice. Since then, he has led his brethren to glory and stands proudly as a unifying influence amidst the turbulent water of Imperial politics.



Harald Gemunsen, Grand Master Of The Knights Panther

Harald Gemunsen is a Grand Master. He may be included in any Empire of Man army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Harald Gemunsen	-	7	3	4	4	3	6	4	9	185
Barded Warhorse	7	3	-	3	-	-	3	1	-	-

Troop Type: Heavy cavalry (named character)

Base Size: 30 x 60 mm

Unit Size: 1

Equipment:

- **Harald Gemunsen:** Hand weapon, Beast Reaver and full plate armour
- **Barded Warhorse:** Iron-shod hooves (counts as hand weapon) and barding

Special Rules: Counter Charge, First Charge, Grand Master of the Knights Panther, Hatred (Warriors of Chaos, Beastmen Brayherds & Daemonic models), Immune to Psychology, Magic Resistance (-1), Master of Battle, Rallying Cry, Skilled Duellist, Stubborn, Swiftstride, Veteran

Grand Master Of The Knights Panther

Through years of exemplary service, unflinching courage and skill-at-arms, Gemunsen has earned the title of Grand Master of the Knights Panther.

Harald Gemunsen belongs to the Order of the Knights Panther, therefore he may re-roll a single dice that rolls a natural 1 when making a Charge roll, before discarding any dice that are required to be discarded. In addition, Harald may only join a unit that belongs to the Order of the Knights Panther.

Skilled Duellist

Hiding behind bodyguards rarely protects those who seek to avoid the keen edge of Gemunsen's axe.

Should Harald Gemunsen slay an enemy in a challenge during a turn in which he charged, he may immediately issue a second challenge. If this challenge is accepted, it is fought immediately, meaning Harald (but not his mount) may fight two challenges during a single round of combat.

	R	S	AP	Special Rules
Beast Reaver	Combat	S+1	-1	Armour Bane (1), Killing Blow, Magical Attacks

Notes: When making attacks against Beastmen Brayherds, Harald Gemunsen may re-roll any failed rolls To Wound.



Character



Harald Gemunsen Grand Master of the Knights Panther

"We swore an oath to almighty Ulric and indomitable Sigmar that none who bear the marks of Chaos should live while there is breath in our lungs, and I for one still draw breath!"

*Harald Gemunsen,
before the toppling of the
Drakwald herdstones*

GENERAL HANS VON LÖWENHACKE



The son of an officer in the state armies of Talabecland, Hans von Löwenhacke was destined to serve the Empire, and he has long done so with distinction. With the ever-shifting political affiliations of those he serves, Hans has fought for almost every major power within the nation, and has earned a reputation as a pragmatic and skilful commander.

As soon as his voice was loud enough to carry across a parade ground, Hans was given a junior commission and sent to serve in the grand army of Talabec where he was thrust into the command of a cluster of regiments. Leadership and tactical acumen came naturally to the young captain, and Hans swiftly earned the respect of the soldiers he commanded, proving to his superiors that he could read the push and pull of battle as well as officers far longer in the tooth.

Together, Hans and his troops served with distinction in a number of campaigns, including the Grand Duchy of Talabec's war with the Goblins of the Red Eyez tribe. The young captain led his warriors deep into the Goblin ranks, taking the fight directly to the Warboss at the head of the tribe. Together, Hans' soldiers bested the Warboss and his bodyguard in combat and sent the foul creatures fleeing from the field.

When called to serve under the banner of Middenland in one of their annual purges of the Drakwald Forest, Hans feared that the advancing army was leaving itself vulnerable to encirclement by their foe and, though he voiced his concerns, the other commanders frustrated him with their reluctance to disrupt their formations. To the annoyance of his fellow officers, Hans redeployed his company from the midst of the marching column to shield the camp followers and artillery bringing up the rear of the advancing army.

No sooner than his regiments arrived at the rear of the column, the sound of horns erupted from the forest and Beastmen burst from the gloom, rushing towards the hastily prepared rearguard. With Hans' timely intervention, many of the beasts were cut down by handgun fire before they could reach the bristling spear points of his state troops. Alerted to the ambush, and with the artillery spared from a grisly fate, the rest of the force quickly redressed its ranks, turning to face the threat of the charging mutants.

Though Hans has commanded armies for several city-states and provinces, he has done so without questioning his duty, for the affairs of princes and the shifting of alliances are not the concern of a humble soldier. Yet since his secondment to the armies of Nuln under an agreement between Talabecland and the powerful city-state in the face of the Reikland's aggressive military expansion, Hans has returned to fight for the city many times, even adopting the lion of Nuln into his armour and heraldry.

Having campaigned with soldiers from every corner of the Empire, Hans is a well-known figure throughout the fractured nation and held in high regard by many. As the list of the Empire's enemies continues to grow, there will be greater need for commanders like Hans who are willing to defend the people of the Empire, regardless of the turmoil that divides its rulers.



General Hans Von Löwenhacke

General Hans von Löwenhacke is a General of the Empire. He may be included in any Empire of Man army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
General Hans von Löwenhacke	4	6	5	4	4	3	4	4	9	190

Troop Type: Regular infantry (named character)
Base Size: 25 x 25 mm
Unit Size: 1
Equipment: Hand weapon, full plate armour, Judgement and the Griffon Helm
Special Rules: "Hold the Line!", Mercenary Commander, Rallying Cry, Strategic Mastery, Stubborn

Mercenary Commander

Hans has fought alongside and earned the respect of mercenary companies across the Old World, any of whom would answer his call to battle.

If Hans is the army's General, friendly units with the Mercenaries special rule may benefit from his Inspiring Presence rule and may be joined by him. In addition, friendly Mercenary units are not subject to the 'Misbehaving Mercenaries' rules.

Strategic Mastery

Hans has honed his craft on countless battlefields across the Old World against all manner of foes, making him amongst the Empire's foremost commanders.

In scenarios where players roll off to determine who takes the first turn, you may apply a +1 or -1 modifier to the result of your roll.

The Griffon Helm

Crafted for him after a crushing victory against the Orcs of the Bloody Tusk tribe on the borders of Reikland, the Griffon Helm has shielded Hans from many a mortal blow.

The Griffon Helm gives Hans a 5+ Ward save against any wound suffered and makes him immune to the Killing Blow special rule. If Hans would be struck a Killing Blow, he is permitted an armour and Regeneration save as normal. If the wound is unsaved, he loses a single Wound.

	R	S	AP	Special Rules
Judgement	Combat	S+2	-2	Magical Attacks, Multiple Wounds (2), Requires Two Hands



Character



General Hans von Löwenhacke

"Fighting for one's homeland is an honourable endeavour, but it is hard to know who you're fighting for when your home lay in Osterlund at breakfast, belonged to Talabheim at lunchtime and allied with the Reikland by teatime!"

General Hans von Löwenhacke

Character



Preachers of the Apocalypse

There are many within the Empire who have suffered such terrible hardships as to make them wonder if the very world in which they live is doomed. These poor souls flock like moths to a flame to hear the despairing prognostications of lunatic doomsayers. In their hopelessness many latch on to the words of these penniless zealots, finding in their rants about lost hope and the end of the world affirmation of their fears. Followed by their deluded bands of Flagellants, these preachers of doom roam the Empire at will, spreading their gospel of desolation before them. Whilst most simply ignore them or pelt them with rubbish to drive them away, their words of despair squirm into the hearts and minds of some.

Harbingers Of Doom

	M	WS	BS	S	T	W	I	A	Ld	Points
Harbinger of Doom	4	5	2	4	4	2	4	3	8	65

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon

Options:

- May take one of the following:
 - Flail+3 points
 - Great weapon+4 points
- May purchase magic items up to a total of50 points

Special Rules: Feel No Pain (see page 61 of *Forces of Fantasy*), Furious Charge, Immune to Psychology, Impetuous, Hatred (all enemies), Prayer of the Damned, Unbreakable, Zealot

Prayer Of The Damned

Driven even further into despair by the doom-laden words of the Prayer of the Damned, Flagellant warbands shrug off even the most grievous of wounds.

During the Command sub-phase of their turn, this character may attempt to chant the Prayer of the Damned by making a Leadership test (using their own Leadership). If this test is passed, until your next Start of Turn sub-phase, this character and any unit they have joined gains:

- A 6+ Ward save against any wounds suffered.
- A 5+ Ward save against any wounds suffered that were caused in combat by an enemy with the Fear or Terror special rules.

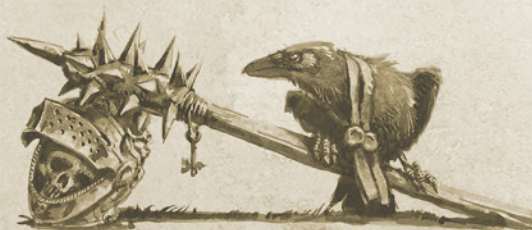
Zealot

Flagellant warbands welcome those fanatics who preach of the imminent apocalypse into their midst.

A character with this special rule can only join a unit with the Fanatical Zeal special rule.

Preachers Of Doom

Any Empire of Man army that includes one or more units of Flagellants may include 0-1 Harbinger of Doom as a Character choice.



Teutogen Guard

	M	WS	BS	S	T	W	I	A	Ld	Points
Teutogen Guard	4	4	3	3	4	1	3	1	8	13
First Knight	4	5	3	3	4	1	3	2	8	+8

Troop Type: Heavy infantry
Base Size: 25 x 25 mm
Unit Size: 5+
Equipment: Hand weapons, wolf hammers and full plate armour

Options:

- Any unit may:
 - Upgrade one model to a First Knight (champion)+8 points per unit
 - Upgrade one model to a standard bearer+7 points per unit
 - Upgrade one model to a musician+7 points per unit
 - Purchase a magic standard worth up to50 points
- 0-1 unit may have the Guardians of the Temple special rule+1 point per model

Special Rules: Blessings of Ulric, Close Order, Drilled, Guardians of the Temple, Stubborn, Veteran

Blessings Of Ulric

Members of the Teutogen Guard are fierce devotees of Ulric and carry wards blessed by his priests.

A model with this special rule has a 6+ Ward save against any wounds suffered that were caused by an attack that has the Flaming Attacks special rule.

Guardians Of The Temple

Those members of the Teutogen Guard selected to guard the innermost sanctums of the Temple of Ulric are counted amongst the most ferocious warriors in all the Old World.

When engaged in combat, a model with this special rule may re-roll any rolls To Hit of a natural 1.

	R	S	AP	Special Rules
Wolf hammer	Combat	S+1	-2	Requires Two Hands

Notes: If the wielder of a wolf hammer uses it during a turn in which they made a charge move of 3" or more, they have a +2 modifier to their Strength characteristic, rather than the usual +1.

Guardians Of The Wolf Priests

Any army made using the Empire of Man Grand Army composition list may include 0-1 unit of Teutogen Guard as a Special choice per Warrior Priest of Ulric it includes.

Infantry



Teutogen Guard

The Teutogen Guard are the personal bodyguard of Ar-Ulric in their role as high priest of the Cult of Ulric. Named after the great Teutogen tribe that fought beside Sigmar, the Teutogen Guard are selected from the ranks of the Knights of the White Wolf by the Grand Master and Ar-Ulric himself. Inductees are often members of the Order's inner circle, although the selection process takes account only of merit, not rank, and ordinary brethren are just as likely to be chosen. Being selected to join the Teutogen Guard is one of the highest accolades a Knight of the White Wolf can receive, and the warrior's already fearsome resolve is strengthened still further by the weight of the honour and duty they bear.



Infantry



Imperial Ogres

Ogres are, by nature, curious creatures, filled with wanderlust and driven to travel vast distances. Quite why this is none can be sure, but as a result, Ogres have settled in many distant lands, not least of which is the Empire. In recent years, Ogres have become an ever more common sight in the towns and cities of the Empire, attracted by the promise of coin in return for serving in the armies of the rival provinces. Ogres are large, strong and unintelligent creatures, well suited to following orders, making them ideal mercenary soldiers, so rarely are they turned away. These mercenaries settle in quickly, spending their gold on the fashions of the Empire and investing in well-crafted weapons and modern firearms.

Imperial Ogres

	M	WS	BS	S	T	W	I	A	Ld	Points
Imperial Ogre	6	3	3	4	4	3	2	3	7	31
Ogre Captain	6	3	4	4	4	3	2	4	7	+7

Troop Type: Monstrous infantry

Base Size: 40 x 40 mm

Unit Size: 3+

Equipment: Hand weapons and light armour

Options:

- Any model in the unit may take one of the following:
 - Great weapon.....+4 points per model
 - Morning star.....+2 points per model
 - Light cannon.....+8 points per model
 - Ogre pistol.....+5 points per model
- Any unit may:
 - Upgrade one model to an Ogre Captain (champion).....+7 points per unit
 - Replace light armour with heavy armour.....+3 points per model

Special Rules: Armour Bane (1), Close Order, Fear, Impact Hits (1), Mercenaries, Motley Crew, Ogre Charge

Ogre Charge

Ogres barge into combat using their great lumbering mass as a weapon, harnessing their tremendous momentum to crush anything they collide with.

The Armour Piercing characteristic of any Impact Hits caused by a model with this special rule is improved by the current Rank Bonus of its unit.

	R	S	AP	Special Rules
Light cannon	18"	4	-1	Armour Bane (2)

Notes: If the roll To Hit is successful when firing a light cannon, it causes D3 hits to the target enemy unit, rather than the usual one.

	R	S	AP	Special Rules
Ogre pistol	24"	4	-1	Armour Bane (1), Quick Shot

Dogs Of War

0-1 unit of Imperial Ogres may be taken as Mercenaries in any of the following Grand Army composition lists:

- Dwarfen Mountain Holds
- Empire of Man

Note that mercenary units are subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.



Empire Road Wardens

	M	WS	BS	S	T	W	I	A	Ld	Points
Road Warden	-	3	4	3	3	1	3	1	7	18
Captain	-	3	5	3	3	1	3	1	7	+6
Warhorse	8	3	-	3	-	-	3	1	-	-

Troop Type: Light cavalry

Base Size: 30 x 60 mm

Unit Size: 4+

Equipment:

- **Road Wardens:** Hand weapons, crossbows and heavy armour
- **Warhorses:** Iron-shod hooves (counts as hand weapons)

Options:

- The entire unit may replace crossbows with braces of pistols.....+1 point per model
- Any unit may:
 - Upgrade one model to a Captain (champion)+6 points per unit
 - Upgrade one model to a musician+6 points per unit
 - Have the Feigned Flight special rule+2 points per model
- A Captain may replace their crossbow with:
 - Brace of pistols+2 points
 - Repeater pistol.....+2 points
- Any unit may replace the Vanguard special rule with:
 - Ambushers.....+1 point per model
 - Scouts.....+1 point per model

Special Rules: Fast Cavalry, Fire & Flee, Open Order, Skirmishers, Swiftstride, Vanguard

Guardians Of The Imperial Highways

Any army made using the Empire of Man Grand Army composition list may include 0-1 unit of Road Wardens as a Special choice per 1,000 points.

Representing This Unit In Your Games

Road Wardens can be made using Empire Outriders armed with crossbows taken from Empire State Missile Troops, or with pistols.



Cavalry



Road Wardens

The highways and byways of the Empire are dangerous to traverse, passing as they do through dense forests or across lonely moors, replete with roving herds of bloodthirsty Beastmen and bands of ruthless brigands. Moreover, despite the sheer number of travellers that pass through the gates of the Empire's towns and cities every hour of every day, the size of the nation and the sheer number of roads that criss-cross it ensure travel is a lonely affair. In an effort to combat the dangers of travel the provinces of the Empire employ Road Wardens, skilled riders tasked with bringing some measure of security to the lonely roads they patrol. Well-armed and expert marksmen all, Road Wardens quickly become hardened fighters, expert at hunting down their elusive enemies.

Chariot



Engines of War

A War Wagon is essentially a very large and extremely heavy chariot that allows its crew to advance into battle behind the protection of tall walls, relatively safe from the weapons of the enemy. Though these horse-drawn, armoured constructs have recently become popular in the armies of the Empire, they are by no means a new invention and, in truth, it would be quite impossible for any scholar to state with certainty when the first War Wagon rolled into battle. Their recent resurgence in popularity is clearly a response to the surprise deployment and successful use in battle of a fleet of War Wagons by the armies of Nuln, with rival city-states and provinces being quick to follow suit.

Empire War Wagons

	M	WS	BS	S	T	W	I	A	Ld	Points
War Wagon	-	-	-	5	5	6	-	-	-	140
War Wagon Crew (x6)	-	3	3	3	-	-	3	1	8	-
Barded Warhorse (x2)	7	3	-	3	-	-	3	1	-	-

Troop Type: Heavy chariot

Base Size: 60 x 100 mm

Unit Size: 1

Armour Value: 3+

Equipment:

- **War Wagon Crew:** Hand weapons and assorted weapons (see opposite)
- **Barded Warhorses:** Iron-shod hooves (counts as hand weapons)

Special Rules: Close Order, Crushing Weight, Impact Hits (D6+1, War Wagon only), Large Target, Stable Firing Platform, Stomp Attacks (D3+1)

Crushing Weight

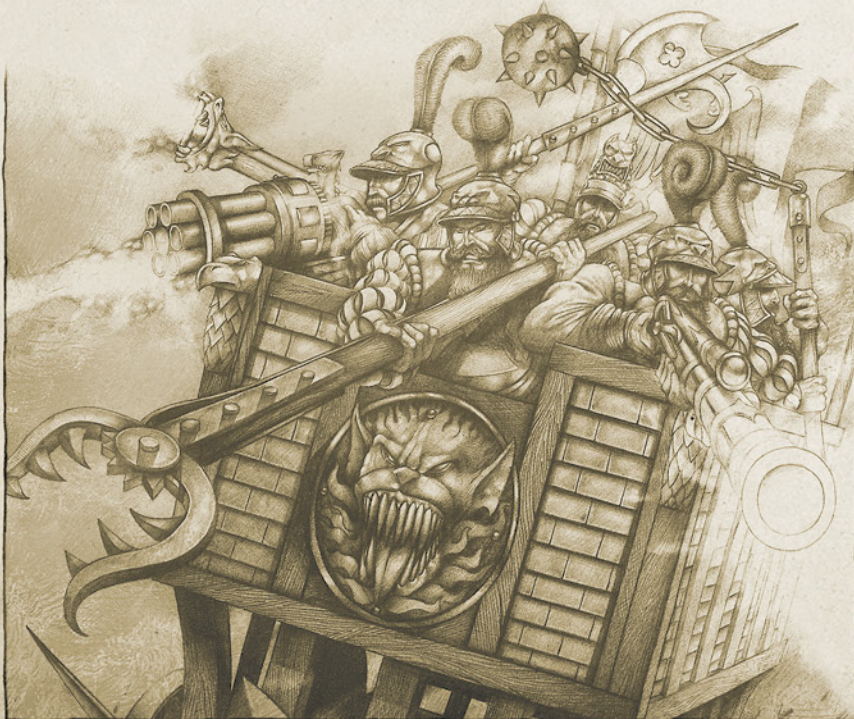
Enemies unfortunate enough to fall beneath the tremendous weight of a War Wagon's metal-bound wheels are crushed into the dirt.

Stomp Attacks made by a War Wagon have an Armour Piercing characteristic of -1. In addition, and unlike other chariots, this model treats low linear obstacles as dangerous terrain rather than as impassable terrain.

Stable Firing Platform

Atop the slow moving bulk of a War Wagon, the crew can shoot in all directions, taking careful aim behind its heavily armoured flanks before each shot.

To reflect the stability of a War Wagon, any missile weapons carried by the crew can be used in the Shooting phase even if the War Wagon marched this turn.



Assorted Weapons

The crew of a War Wagon carry a wide variety of weapons, representing the craftsmanship of Nuln's master gunsmiths and the ingenuity of the many engineers that graduate each year from the Empire's numerous colleges.

In addition to their hand weapons, each member of a War Wagon's crew is armed differently with each carrying one of the following six unique weapons:

- Blunderbuss
- Long rifle
- Repeating rifle
- Ball & chain
- Hooked halberd
- Man-catcher

During the Shooting phase, each member of the crew equipped with a missile weapon may shoot with that weapon. During the Combat phase, each member of the crew may choose to use either their unique weapon, or their hand weapon. In both cases, the controlling player must roll different batches of dice for the different weapons, making it clear to their opponent which crew member's attacks they represent and where they are being directed.

	R	S	AP	Special Rules
Blunderbuss	12"	3	-1	Multiple Shots (D3), Volley Fire

Notes: A model armed with a blunderbuss suffers no negative modifiers for firing at long range, for using the Multiple Shots (D3) special rule, or whilst making a Stand & Shoot charge reaction.

	R	S	AP	Special Rules
Long rifle	36"	4	-1	Armour Bane (1), Cumbersome

Notes: A model armed with a long rifle can target a specific model within its target unit, such as a champion or a character.

	R	S	AP	Special Rules
Repeating rifle	24"	4	-1	Armour Bane (1), Multiple Shots (3)

	R	S	AP	Special Rules
Ball & chain	Combat	S+3	-2	Armour Bane (1), Requires Two Hands, Strikes Last

	R	S	AP	Special Rules
Hooked halberd	Combat	S+1	-2	Armour Bane (2), Requires Two Hands

	R	S	AP	Special Rules
Man-catcher	Combat	S	-1	Killing Blow, Requires Two Hands

Engines Of Destruction

Any army made using the Empire of Man Grand Army composition list may include 0-1 War Wagon as a Rare choice per 1,000 points.

Character Mount: A War Wagon may be included in your army as a character's mount, as follows. If so, its points are added to that of its rider.

An Empire Engineer may be mounted on a:

- War Wagon+140 points

Chariot



War Wagons

War Wagons can vary greatly in size, with some examples being several stories high, pulled by huge teams of draft horses and crewed by dozens of soldiers and sharpshooters. Indeed, it is not unknown for the concept of a War Wagon to be married with the technological wonder that is the Steam Tank, or to be built from the hulls of vast ocean-going craft. But such gargantuan constructions are problematic and temperamental. Thus the rival armies of the Empire's many warring provinces prefer to field more humble constructions, crewed by a handful of soldiers. These heavily armoured vehicles provide a safe and secure platform from which teams of gunners can unleash devastating volleys of shot, whilst their weight crushes the enemy beneath iron-rimmed wheels.

KNIGHTLY ORDERS OF THE EMPIRE

It is common practice amongst the Empire's young nobles, especially those younger sons and daughters not destined to inherit their family's estates, to join a Knightly Order. Some of these orders, such as the sinister Black Guard of Morr or the fanatical Knights of the Fiery Heart, are affiliated with one of the Empire's many cults and restrict their membership accordingly. Others are entirely secular organisations that accept any supplicant of noble birth.

To represent this, you may choose one of the following Knightly Orders to include in your Empire of Man army. 0-1 Grand Master or Chapter Master, and 0-1 unit of Empire Knights, Inner Circle Knights or Demigryph Knights in your army may be upgraded to belong to your chosen Knightly Order.

Note that, if your army is made using the Knightly Order Army of Infamy composition list (as described on [page 32](#)), this 0-1 limit does not apply. Instead, every unit that can belong to a Knightly Order must belong to the same Knightly Order as the army's General.

Note also that any special rules granted by these upgrades do not apply to the models' mounts.

Admittance To The Order

A Grand Master or Chapter Master may belong to one of the following Knightly Orders:

- Knights Panther.....+10 points
- White Wolf.....+15 points
- Blazing Sun.....+10 points
- Knights of Morr.....+15 points
- Fiery Heart.....+15 points

A unit of Empire Knights, Inner Circle Knights or Demigryph Knights may belong to one of the following Knightly Orders:

- Knights Panther.....+2 points per model
- White Wolf.....+3 points per model
- Blazing Sun.....+2 points per model
- Knights of Morr.....+3 points per model
- Fiery Heart.....+3 points per model



Order Of The Knights Panther

Dedicated to the eradication of Chaos and its corrupt followers, these gallant warriors are amongst the most powerful of the Knightly Orders.

Models belonging to the Order of the Knights Panther:

- Must be armed with lances (note that models able to purchase magic weapons may do so as normal).
- May re-roll a single dice that rolls a natural 1 when making a Charge roll, before discarding any dice that are required to be discarded.
- Gain the Hatred (Warriors of Chaos, Beastmen Brayherds & Daemonic models) special rule.

In addition, a Grand Master, Chapter Master or unit of Inner Circle Knights belonging to the Order of the Knights Panther:

- Gains the Magic Resistance (-1) special rule.

Order Of The White Wolf

The Knights of the White Wolf swing their infamous wolf hammers with primal savagery, shattering shields and skulls with each blow.

Models belonging to the Order of the White Wolf:

- Must be equipped with either great weapons or halberds, which they may replace with wolf hammers (see [page 39](#)) for free (note that models able to purchase magic weapons may do so as normal).
- Gain the Furious Charge special rule.

In addition, a Grand Master, Chapter Master or unit of Inner Circle Knights belonging to the Order of the White Wolf:

- Has a 5+ Ward save against any wounds suffered that were caused by an attack that has the Flaming Attacks special rule.

Order of the Blazing Sun

The Knights of the Blazing Sun are vigilant students of war who strive for perfection on the battlefield.

Models belonging to the Order of the Blazing Sun:

- Gain the Evasive and Flaming attacks special rule.

In addition, a Grand Master, Chapter Master or unit of Inner Circle Knights belonging to the Order of the Blazing Sun:

- May claim an additional bonus of +1 combat result point when calculating its combat result during a turn in which it charges. This bonus is not cumulative.

Order Of The Knights Of Morr

Clad in jet-black armour, these dour warriors strive to protect the living from the ever-present threat of the undead.

Models belonging to the Order of the Knights of Morr:

- Gain the Hatred (Undead models) special rule.
- Have a 6+ Ward save against any wounds suffered that were caused by a non-magical enemy attack.

In addition, a Grand Master, Chapter Master or unit of Inner Circle Knights belonging to the Order of the Knights of Morr:

- Gains the Fear and Magical Attacks special rules.

Order Of The Fiery Heart

These fanatical knights work closely with the Cult of Sigmar, earning a reputation as the shield of the Sigmarite faithful.

Models belonging to the Order of the Fiery Heart:

- Can only be joined by a Grand Master or Chapter Master belonging to the Order of the Fiery Heart, a Lector of Sigmar or a Priest of Sigmar.
- Gain the Hatred (enemy Wizards, Orcs & Goblins) special rule.
- Have +1 Initiative during the first round of any combat.

In addition, a Grand Master, Chapter Master or unit of Inner Circle Knights belonging to the Order of the Fiery Heart:

- May re-roll any rolls To Hit or To Wound of a natural 1 made during the Combat phase.



Magic Items



Heirlooms of the Empire

Within the annals of the fractured Empire there are tales of many famous relics and weapons wielded by great heroes throughout the years. Though some of these renowned instruments of war and enchanted gewgaws have been lost over the centuries, many have been kept by the noble households of the Empire's social elite as treasured heirlooms. So too have the gallant Knightly Orders, whose chapter houses can be found throughout the fractured provinces of the Empire, kept magical trophies from their victories across the Old World and beyond. Their armouries are filled with exotic weapons from the Border Princes and other neighbouring lands, banners spun from threads captured in Araby and trinkets crafted from the hides of unknown creatures.

EMPIRE OF MAN MAGIC ITEMS

The following pages expand upon the Empire of Man magic items found in *Forces of Fantasy*. These magic items are unique to Empire of Man armies and can be purchased in exactly the same way as Common magic items, as described in the *Warhammer: the Old World* rulebook.

Extremely Common Magic Items: Any magic item marked with an asterisk (*) is considered to be extremely common, as described in the *Warhammer: the Old World* rulebook.

Magic Weapons

Hammer Of Righteousness50 Points

This mighty hammer not only crushes flesh and bone but shatters evil with each swing.

	R	S	AP	Special Rules
Hammer of Righteousness	Combat	S+2	-2	Magical Attacks, Requires Two Hands, Strikes Last

Notes: Models hit by the Hammer of Righteousness must make a Leadership test for each hit suffered. If the test is failed, the hit wounds automatically and no Armour save is allowed (Regeneration and Ward saves may be taken as normal). If the test is passed, rolls To Wound and Armour saves are made as normal.

Pearl Daggers 35 Points

Forged from burnished steel that glitters in the sunlight, the wielder of these lightweight daggers strikes with deadly speed and precision.

	R	S	AP	Special Rules
Pearl Daggers	Combat	S	-1	Extra Attacks (D3), Magical Attacks, Requires Two Hands.

Notes: The wielder of the Pearl Daggers may re-roll any failed rolls To Hit during the Combat phase.

Blade Of Silvered Steel30 Points

Those who wield this blessed weapon will hunt the dead and the damned with unmatched zeal.

	R	S	AP	Special Rules
Blade of Silvered Steel	Combat	S+1	-1	Hatred (Undead models), Magical Attacks

Notes: The Blade of Silvered Steel may only be taken by a model in a Knightly Order Army of Infamy. Undead models cannot make Armour or Regeneration saves against a wound caused by this weapon.

Von Trickschotte's Wondrous Arquebus 25 Points

This huge weapon shoots large calibre rounds capable of shattering a Troll's skull with a single shot.

	R	S	AP	Special Rules
Von Trickschotte's Wondrous Arquebus	36"	5	-2	Armour Bane (1), Multiple Wounds (D3)

Notes: Von Trickschotte's Wondrous Arquebus may only be taken by a model in a City-state of Nuln Army of Infamy. The wielder of this weapon does not suffer the usual -1 modifier for shooting at long range.

Magic Armour

Shield Of The Gorgon.....40 Points

This burnished shield harnesses the petrifying power of the monstrous gorgons that inhabit the deserts of Araby.

The Shield of the Gorgon is a shield that may only be taken by a model in a Knightly Order Army of Infamy. In addition, whilst in base contact with the bearer, enemy models suffer a -1 modifier to their Attacks characteristic (to a minimum of 1).

Twice-Blessed Armour25 Points

Enchanted with magic and blessed by righteous hands, this armour stands as an example of what a unified Empire can achieve.

The Twice-blessed Armour is a suit of full plate armour. In addition, the wearer may cast the Hammerhand spell from the Lore of Battle Magic (see page 320 of the *Warhammer: the Old World* rulebook) as a Bound spell with a Power Level of 2.



Talismans

Witch Hunter's Ward*20 Points

The hunters of witches have long carried blessed trinkets to shield them from the evils they stalk.

A model that bears a Witch Hunter's Ward has the Magic Resistance (-2) special rule. In addition, once per game, the bearer of a Witch Hunter's Ward can re-roll a single failed Armour Save roll.

Slayer's Hourglass.....10 Points

As the sand tumbles through the hourglass, the decapitating strikes and snapping jaws of monstrous beasts become sluggish and slow.

Enemy models whose troop type is 'monster' suffer a -1 modifier to their Weapon Skill characteristic whilst in base contact with the bearer of the Slayer's Hourglass.

Magic Standards

Banner Of The Knights Panther80 Points

The honour of bearing the heirloom banner of the Knights Panther into battle is known to only a few courageous individuals.

Battle Standard Bearer belonging to the Order of the Knights Panther only. A unit carrying the Banner of the Knights Panther gains the Unbreakable special rule.

Tapestry Of Sigmar's Triumph.....40 Points

Depicting Sigmar's heroic victories, this standard inspires others to meet the enemies of the Empire with weapons in-hand.

A unit carrying the Tapestry of Sigmar's Triumph may re-roll any rolls To Wound of a natural 1 during the first round of a combat.

Icon Of Morr25 Points

The spine-chilling influence of the god of death can be felt most keenly around this macabre totem.

A unit carrying the Icon of Morr gains the Fear special rule. If they already have the Fear special rule, they instead gain the Terror special rule.

The Banner Of The Free State Of Nuln.....20 Points

The City-state of Nuln has no stake in the War of the Three Emperors, instead taking pride in the prosperity of their great city.

The Banner of the Free State of Nuln may only be taken by a model in a City-state of Nuln Army of Infamy. A unit carrying the Banner of the Free State of Nuln gains the Stubborn special rule.

Enchanted Items

Squintsoffen's Marvellous Magnifier*35 Points

Popularised by its namesake, this pocket-sized spyglass allows the bearer to more easily target distant enemies on the battlefield.

A Squintsoffen's Marvellous Magnifier may only be taken by models in a City-state of Nuln Army of Infamy. The bearer of a Magnifier and any unit they have joined does not suffer the usual -1 To Hit modifier when shooting at Long Range.

Ring Of Fortune.....20 Points

Though soldiers are encouraged not to be superstitious or carry lucky charms, even experienced commanders know not to tempt fate.

Single use. The bearer of the Ring of Fortune can re-roll any failed rolls To Wound made during the Combat phase.

Ring Of Taal20 Points

By evoking the name of Taal, the primordial god of the wilderness, the wearer shields themselves in nature's grasp.

Single use. The bearer of the Ring of Taal may cast the Oaken Shield spell from the Lore of Battle Magic (see page 321 of the *Warhammer: the Old World* rulebook) as a Bound spell with a Power Level of 3.

Arcane Items

Twin-Tailed Wand.....40 Points

Though its origin is unknown, this impractical wand allows its bearer to unleash a torrent of magical force.

Once per turn, the bearer of the Twin-tailed Wand may attempt to cast one of their spells a second time. However, should they miscast a spell, the bearer is overwhelmed by the Winds of Magic and, instead of rolling on the Miscast table, suffers D3 wounds with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).

Tome Of Midnight30 Points

As Wizards are often left to pursue their own paths to power, many end up perusing texts unfit for mortal minds.

The bearer of the Tome of Midnight may apply a +1 modifier to any of their Casting rolls when attempting to cast spells from the Lore of Daemonology, Dark Magic or Necromancy. In addition, they know one more spell (chosen in the usual way) than is normal for their Level of Wizardry. However, the bearer can only cast a number of spells equal to their Level of Wizardry per turn and is subject to the Loner special rule.

Crystal Ball.....20 Points

Wizards who serve at court often rely upon reading portents and divining the future in order to best advise their masters.

Once per turn, you may make your opponent re-roll a single roll To Hit or To Wound made against a friendly character model that is within the Command range of the bearer of the Crystal Ball.



