

2250 PTS - EMPIRE - 'EVY METAL

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost	
Lord Aurum (1k, 175 Pts)																		
Wizard Lord	1	4	3	3	3	4	3	3	1	8	-		1	3	3	2	175	
Composition: Lord Hand Weapon																		
Sister Silvanus (1k, 110 Pts)																		
Battle Wizard	1	4	3	3	3	3	2	3	1	7	-		1	2	2	1	110	
Composition: Hero Level 2 Upgrade; Hand Weapon																		
Wizard's Staff	1	Maximum power dice used to cast a spell increased by 1.															[10]	
Inquisitor Torquemada (1k, 144 Pts)																		
xWarrior Priest	1	4	4	3	4/5	4	2	4	2	8	2+		2			1	144	
Composition: Hero The Warrior Priest and his unit (but not other characters in it) Hate all models in the enemy army; Prayers of Sigmar: Cast one prayer per turn (see Empire rulebook p53); Prayers of Sigmar; Barding; Hand Weapon; Great Weapon; Heavy Armour; Shield																		
Warhorse	1	8/7	3	-	3	3	1	3	1	6	-						[0]	
Doomfire Ring	1	Bound Spell, Power 3. Casts Burning Head, 18".															[30]	
Handgunners of Nuln 1 (35k, 250 Pts)																		
Handgunners	20	4	3	3	3	3	1	3	1	7	-		1				250	
Composition: Core Musician ; Standard Bearer ; Hand Weapon; Handgun																		
[Det] Free Company	10	4	3	3	3	3	1	3	1/2	7	-		1				[50]	
Hand Weapon; Extra Hand Weapon																		
[Det] Free Company	5	4	3	3	3	3	1	3	1/2	7	-		1				[25]	
Hand Weapon; Extra Hand Weapon																		
Handgunners of Nuln 2 (35k, 250 Pts)																		
Handgunners	20	4	3	3	3	3	1	3	1	7	-		1				250	
Composition: Core Musician ; Standard Bearer ; Hand Weapon; Handgun																		
[Det] Free Company	10	4	3	3	3	3	1	3	1/2	7	-		1				[50]	
Hand Weapon; Extra Hand Weapon																		
[Det] Free Company	5	4	3	3	3	3	1	3	1/2	7	-		1				[25]	
Hand Weapon; Extra Hand Weapon																		
Handgunners of Nuln 3 (28k, 215 Pts)																		
Handgunners	20	4	3	3	3	3	1	3	1	7	-		1				215	
Composition: Core Musician ; Standard Bearer ; Hand Weapon; Handgun																		
[Det] Free Company	8	4	3	3	3	3	1	3	1/2	7	-		1				[40]	
Hand Weapon; Extra Hand Weapon																		
The Great Cannon (4k, 100 Pts)																		
Great Cannon	1					7	3						3				100	
Composition: Special Cannon: See Warhammer rulebook p122-123; Cannon																		
Crew	3	4	3	3	3	3	1	3	1	7	-						[0]	
Hand Weapon																		
Der Panzer (2k, 300 Pts)																		
Steam Tank	1				6	6	10				1+		10				300	
Composition: Rare Tank Commander is armed with a Repeater Pistol.; (Hull) Main Cannon: -2 Hull Points. Fires as Cannon. 18" Range, Strength 8, D3 wounds, no saving throw. If you roll a misfire on the first Artillery dice, the cannon does not fire and you lose D3 life points. Cannot fire Grapeshot. Any enemy unit in base contact with the front of the tank when the cannon fires suffers D3 Strength 2 hits.; (Turret) Steam Gun: -1 Hull Points. Flame template. S3, -3 to saving throws.; Causes Terror; Large Target; Unbreakable																		
Engineer Commander	1	-	-	4	-	-	-	0	-	10	-						[0]	
Repeater Pistol																		
Total Cost:																	1544	