

2250 PTS - EMPIRE - UNNAMED

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
Brother Marcus Schnider (1x, 96 Pts)																	
Warrior Priest	1	4	4	3	4	4	2	4	2	8	4+ /3+		1			1	96
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; Hand Weapon; Heavy Armour; Shield																	
Mage Louis Von Trapp (1x, 100 Pts)																	
Battle Wizard	1	4	3	3	3	3	2	3	1	7	-		1	2	2	1	100
Composition: Hero Level 2 Upgrade; Hand Weapon																	
Crossbowmen (10x, 80 Pts)																	
Crossbowmen	10	4	3	3	3	3	1	3	1	7	-		1				80
Composition: Core Hand Weapon; Crossbow																	
Swordsmen (30x, 195 Pts)																	
Swordsmen	19	4	4	3	3	3	1	4	1	7	5+ /4+		1				195
Composition: Core Musician ; Standard Bearer ; Hand Weapon; Light Armour; Shield																	
Duellist	1	4	4	3	3	3	1	4	2	7	5+ /4+		1				[16]
Hand Weapon; Light Armour; Shield																	
[Det] Halberdiers	10	4	3	3	3/4	3	1	3	1	7	6+		1				[50]
Hand Weapon; Halberd; Light Armour																	
Handgunner (10x, 100 Pts)																	
Handgunners	9	4	3	3	3	3	1	3	1	7	-		1				100
Composition: Core Hand Weapon; Handgun																	
Marksman	1	4	3	4	3	3	1	3	1	7	-		1				[28]
Hand Weapon; Repeater Handgun																	
Reiksguard Knights (10x, 300 Pts)																	
Knightly Orders	9	4	4	3	4	3	1	3	1	8	1+		2				300
Composition: Special Musician ; Standard Bearer ; Knights of the Inner Circle; Barding; Hand Weapon; Lance & Shield (x9); Full Plate Armor																	
Preceptor	1	4	4	3	4	3	1	3	2	8	1+		2				[42]
Knights of the Inner Circle; Hand Weapon; Lance; Full Plate Armor; Shield																	
Warhorse	10	8/7	3	-	3	3	1	3	1	6	-						[0]
Pistoliers (5x, 114 Pts)																	
Pistoliers	4	4	3	3	3	3	1	3	1	7	5+		2				114
Composition: Special Musician ; Hand Weapon; Brace of Pistols; Light Armour; Fast Cavalry																	
Outrider	1	4	3	4	3	3	1	3	1	7	5+		2				[35]
Hand Weapon; Pistol; Repeater Pistol; Light Armour																	
Warhorse	5	8	3	-	3	3	1	3	1	6	-						[0]
Reiksguard Greatswords (10x, 130 Pts)																	
Greatswords	9	4	4	3	3/5	3	1	3	1	8	4+		1				130
Composition: Special Musician ; Standard Bearer ; Hand Weapon; Great Weapon; Full Plate Armor; Stubborn																	
Count's Champion	1	4	4	3	3/5	3	1	3	2	8	4+		1				[22]
Hand Weapon; Great Weapon; Full Plate Armor																	
Great Cannon (4x, 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																	
Steam Tank (2x, 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																	

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
																Total Cost:	1515