WARHAMMER
AGE OF SIGMAR

THE EMPIRE

WARSCROLLS
## COMPENDIUM

INTRODUCTION

In fair Sigmaron the free people of humanity gather, preserving heraldry and cultural traditions from civilisations ground beneath the weight of unceasing strife. The clamour of warlike souls fills the heavens, united in Sigmar's name. Though some of these lost tribes have been driven from their homelands, and others cast adrift on the tides of time, every soul amongst them dreams of wreaking bloody revenge upon the forces of Chaos.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

1. **Title:** The name of the model that the warscroll describes.

2. **Characteristics:** Each warscroll has a set of characteristics that tell you how fast, powerful and brave the model is, and how effective its weapons are.

3. **Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).

4. **Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.

5. **Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword on their warscroll. For example, a rule might say that it applies to 'all **Stormcast Eternals** within 12"'. This means that it would apply to models that have the **Stormcast Eternal** keyword on their warscroll.

BATTLEMAGE ON PEGASUS

		MOVE 12"			
WOUNDS 5				SAVE 4+	
		BRAVERY 8			
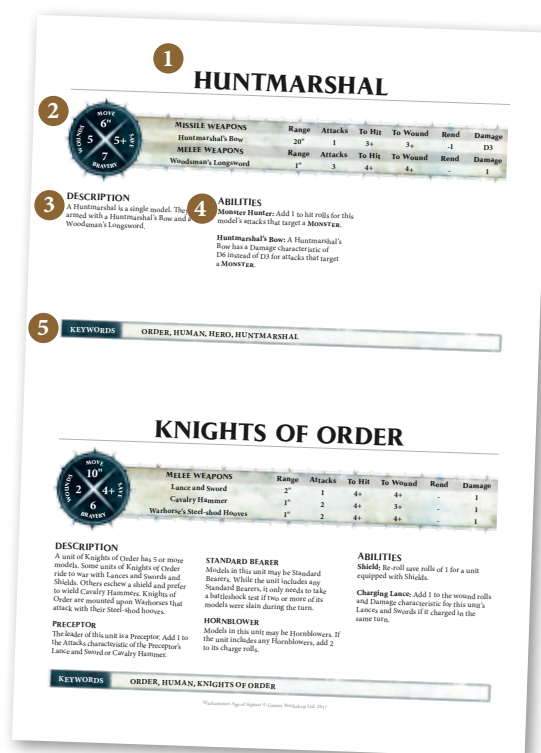
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Battlemage's Staff	1"	2	4+	3+	-1	D3
Pegasus' Iron-hard Hooves	1"	2	4+	4+	-	1

DESCRIPTION
A Battlemage on Pegasus is a single model. The Battlemage carries a Staff and wears an Amulet of Negation. They ride to war on the back of a swift Pegasus that attacks with its Iron-hard Hooves.

FLY
A Battlemage on Pegasus can fly.

ABILITIES
Amulet of Negation: Add 1 to unbinding rolls for this model for each enemy **Wizard** within 18" of them.

MAGIC
A Battlemage on Pegasus is a wizard. They can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. They know the Arcane Bolt, Mystic Shield and Searing Doom spells.

SEARING DOOM
Searing Doom has a casting value of 6. If successfully cast, pick an enemy unit that is visible to the caster and within 18" of them and roll 6 dice. That unit suffers 1 mortal wound for each dice rolled that is equal to or higher than that unit's Save characteristic (for example, a unit with a save of 4+ would suffer a mortal wound for each dice result that was a 4 or more). Units with a save of '-' cannot be affected by this spell.

KEYWORDS	ORDER, HUMAN, HERO, WIZARD, BATTLEMAGE ON PEGASUS

HUNTMARSHAL

	MOVE 6"		
WOUNDS 5		SAVE 5+	
	BRAVERY 7		

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Huntmarshal's Bow	20"	1	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Woodsman's Longsword	1"	3	4+	4+	-	1

DESCRIPTION
A Huntmarshal is a single model. They are armed with a Huntmarshal's Bow and a Woodsman's Longsword.

ABILITIES
Monster Hunter: Add 1 to hit rolls for this model's attacks that target a **Monster**.

Huntmarshal's Bow: A Huntmarshal's Bow has a Damage characteristic of D6 instead of D3 for attacks that target a **Monster**.

KEYWORDS	ORDER, HUMAN, HERO, HUNTMARSHAL

KNIGHTS OF ORDER

	MOVE 10"		
WOUNDS 2		SAVE 4+	
	BRAVERY 6		

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lance and Sword	2"	1	4+	4+	-	1
Cavalry Hammer	1"	2	4+	3+	-	1
Warhorse's Steel-shod Hooves	1"	2	4+	4+	-	1

DESCRIPTION
A unit of Knights of Order has 5 or more models. Some units of Knights of Order ride to war with Lances and Swords and Shields. Others eschew a shield and prefer to wield Cavalry Hammers. Knights of Order are mounted upon Warhorses that attack with their Steel-shod hooves.

PRECEPTOR
The leader of this unit is a Preceptor. Add 1 to the Attacks characteristic of the Preceptor's Lance and Sword or Cavalry Hammer.

STANDARD BEARER
Models in this unit may be Standard Bearers. While the unit includes any Standard Bearers, it only needs to take a battleshock test if two or more of its models were slain during the turn.

HORNBLOWER
Models in this unit may be Hornblowers. If the unit includes any Hornblowers, add 2 to its charge rolls.

ABILITIES
Shield: Re-roll save rolls of 1 for a unit equipped with Shields.

Charging Lance: Add 1 to the wound rolls and Damage characteristic for this unit's Lances and Swords if it charged in the same turn.

KEYWORDS	ORDER, HUMAN, KNIGHTS OF ORDER

ENGINEER ON MECHANICAL STEED

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Save	Damage
Handgun	16"	1	4+	3+	-1	1
Grenade Launching Blunderbuss	10"	1	4+	3+	-2	D3
Repeater Handgun	14"	D3	4+	3+	-1	1
Long Rifle	30"	1	3+	3+	-1	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Save	Damage
Mechanical Steed's Steel Hooves	1"	2	5+	4+	-1	1

MOVE 2D6"
WOUNDS 5
SAVE 5+
BRAVERY 6

DESCRIPTION

An Engineer on Mechanical Steed is a single model. These eccentric Engineers carry a favoured firearm into battle, either a trusted Handgun, a multibarrelled Repeater Handgun, a compact Grenade Launching Blunderbuss or an elegantly crafted Long Rifle. They ride atop Mechanical Steeds that stamp the foe to death in close quarters with their Steel Hooves.

ABILITIES

Range-finding Optics: Re-roll hit rolls of 1 for this model in the shooting phase if they did not move in their preceding movement phase and there are no enemy models within 3" of them.

Clockwork Charge: Roll a dice for each enemy unit that is within 1" of this model after this model makes a charge move. On a 4+ the unit being rolled for suffers 1 mortal wound.

KEYWORDS	ORDER, HUMAN, HERO, ENGINEER ON MECHANICAL STEED

GREATCANNON

WAR MACHINE

	MOVE			
WOUNDS 4		SAVE 4+		
	-			
	BRAVERY			

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cannon Ball	40"	✹	4+	2+	-2	D6

WAR MACHINE CREW TABLE

Crew within 1"	Move	Cannon Ball
3 models	4"	2
2 models	3"	2
1 model	2"	1
No models	0	0

CREW

	MOVE 5"			
WOUNDS 1		SAVE 6+		
	5			
	BRAVERY			

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Tools	1"	1	5+	5+	-	1

DESCRIPTION

A Greatcannon consists of a war machine that can hurl Cannon Balls into the enemy's ranks, and a unit of 3 Crew that tend their charge and, if necessary, defend it using their Tools as improvised weapons.

ABILITIES

Crewed Artillery: A Greatcannon can only move if its **Crew** are within 1" at the start of the movement phase. If its **Crew** are within 1" of the cannon in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The Crew are in cover while they are within 1" of their war machine.

Grapeshot: Instead of firing a Cannon Ball using the profile above in the shooting phase, the Crew can load their war machine with grapeshot; if they do, then select a target that is visible to the Greatcannon. Roll one dice for each model in the target unit that is within 10" of the Greatcannon; for each roll of a 6, that unit suffers a mortal wound.

WAR MACHINE

KEYWORDS	ORDER, WAR MACHINE, GREATCANNON

CREW

KEYWORDS	ORDER, HUMAN, CREW

FIELD MORTAR

WAR MACHINE

	MOVE		
WOUNDS 4		SAVE 4+	
	BRAVERY -		

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mortar Shell	10-30"	1	☀	3+	-1	D3

	WAR MACHINE CREW TABLE	
Crew within 1"	**Move**	**Mortar Shell**
3 models	4"	2+
2 models	3"	3+
1 model	2"	4+
No models	0	0

CREW

	MOVE		
WOUNDS 1		SAVE 6+	
	BRAVERY 5		

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Tools	1"	1	5+	5+	-	1

DESCRIPTION

A Field Mortar consists of an artillery piece that fires Mortar Shells, and a unit of 3 Crew who load and fire their war machine. The Crew can, in desperate times, defend the Mortar using their Tools as improvised weapons.

ABILITIES

Crewed Artillery: A Field Mortar can only move if its **Crew** are within 1" at the start of the movement phase. If its Crew are within 1" of the mortar in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The Crew are in cover while they are within 1" of their war machine.

Artillery Barrage: A Field Mortar can fire Mortar Shells at units that are not visible to it.

High Explosive: If a Mortar Shell hits a unit that has 10 or more models, increase its Damage characteristic to D6. If it hits a unit that has 20 or more models, increase its Damage characteristic to 2D6 instead.

WAR MACHINE

KEYWORDS	ORDER, WAR MACHINE, FIELD MORTAR

CREW

KEYWORDS	ORDER, HUMAN, CREW

SUBSTITUTE WARSCROLLS

The following do not have their own warscrolls. Instead, use the substitute warscroll indicated below.

Unit	Warscroll
Amber Battle Wizard on Imperial Griffon	Battlemage on Griffon
Ar-Ulric	Warrior Priest
Arch Lector	Warrior Priest
Arch Lector on War Altar of Sigmar	War Altar of Sigmar
Balthasar Gelt	Battlemage on Pegasus
Battle Wizard Lord	Battlemage
Battle Wizard Lord on Pegasus	Battlemage on Pegasus
Captain	Freeguild General
Empire Archers	Freeguild Archers
Empire Battle Wizard	Battlemage
Empire Cannon	Greatcannon
Empire Crossbowmen	Freeguild Crossbowmen
Empire Flagellants Warband	Flagellants
Empire Free Company Militia	Freeguild Guard
Empire General	Freeguild General
Empire Greatswords	Freeguild Greatswords
Empire Handgunners	Freeguild Handgunners
Empire Knights	Knights of Order
Empire Master Engineer	Gunmaster
Empire Mortar	Field Mortar
Empire Outriders	Freeguild Outriders
Empire Pistoliers	Freeguild Pistoliers
Empire State Troops	Freeguild Guard
Empire Steam Tank	Steam Tank
Felix	Freeguild Guard Sergeant (see Freeguild Guard warscroll)
General of the Empire on Imperial Griffon	Freeguild General on Griffon
General of the Empire on Pegasus	Freeguild General on Warhorse (the model can fly)
Grand Master	Freeguild General on Warhorse
Huntsmen	Freeguild Archers
Imperial Halfling Hot Pot	Field Mortar
Karl Franz on Deathclaw	Freeguild General on Griffon
Karl Franz on foot	Freeguild General
Karl Franz on Imperial Pegasus	Freeguild General on Warhorse (the model can fly)
Karl Franz on the Imperial Dragon	Freeguild General on Griffon
Karl Franz on Warhorse	Freeguild General on Warhorse
Kurt Helborg	Freeguild General on Warhorse
Ludwig Schwartzhelm	Freeguild General on Warhorse with Stately War Banner
Luthor Huss	Warrior Priest on Warhorse
Master Engineer on Mechanical Steed	Engineer on Mechanical Steed
Master Engineer on Warhorse	Engineer on Mechanical Steed
Marius Leitdorf	Freeguild General on Warhorse
Markus Wulfhart	Huntmarshal
Reiksguard Knights	Knights of Order
Teutogen Guard	Greatswords
Valten	Warrior Priest or Freeguild General
Valten on Warhorse	Warrior Priest or Freeguild General on Warhorse
Volkmar the Grim	Warrior Priest
Volkmar the Grim on War Altar	War Altar of Sigmar

PITCHED BATTLE PROFILES

THE EMPIRE	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Greatcannon	1	1	180	Artillery	
Field Mortar	1	1	140	Artillery	
Battlemage on Pegasus	1	1	160	Leader	
Huntmarshal	1	1	80	Leader	
Engineer on Mechanical Steed	1	1	80	Leader	
Knights of Order	5	30	140		