



Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Halberdiers [10]	5+	5+	10x Halberds (A1, Rending)		A	70
Spearmen [10]	5+	5+	10x Spears (A1, Counter)		A	85
Wizard of the citadel [1]	5+	5+	Hand Weapon (A3)	Hero, Tough(3), Caster(2)	-	65
Penitents [10]	5+	6+	Sharp Weapon (A1, AP(1))	Fearless, Furious	A	90
Swordsmen [10]	5+	5+	Hand Weapon (A1)		A	65
Duke on foot	4+	4+	Heavy Hand Weapon (A3, AP(1))	Hero, Tough(3), March Order	B	65
Duke on Gryphon [1]	4+	4+	Heavy Hand Weapon (A3, AP(1)), Rending Claw (A6, Rending), Stomp (A4, AP(1))	Hero, March Order, Defense +1, Fear(2), Flying, Tough(12)	C	330
Doppelsoldners [10]	4+	4+	5x Great Weapons (A1, AP(2))	Fearless	A	150
Arquebusiers [10]	5+	5+	10x Hand Weapons (A1), 10x Rifles (18", A1, AP(1))	-	A,D	120
Crossbowmen [10]	5+	5+	10x Hand Weapons (A1), 10x Crossbows (24", A1, Rending)	-	A	160



UPGRADES	
A	Upgrade up to three models with one:
	Sergeant +5pts
	Musician +10pts
	Banner +15pts
B	Replace Master Heavy Pistol:
	Dual Heavy Hand Weapons (A4, AP(1))+5pts
	Heavy Great Weapon (A3, AP(3))+10pts
	Upgrade with one:
	Pistol (9", A1, AP(1))+5pts
C	Replace Heavy Hand Weapon:
	Heavy Lance (A3, AP(1), Lance) +5pts
D	Replace one Rifle:
	Twin Pistol (9", A2, AP(1)) Free
	Gatling Rifle (18", A4, AP(1)) +15pts
	Sniper Rifle (30", A1, AP(1), Sniper) +30pts

SPECIAL RULES:
Artillerist: Once per activation, pick one friendly Artillery within 6", which may either immediately shoot or move by up to 6".
Battle Chant: This model and its unit get Furious. If they already had Furious, they get extra hits on rolls of 5-6 instead.
Boing: When this model is activated, you may place it anywhere within D3+1".
Breath Attack: Once per activation, before attacking, roll one die. On a 2+ one enemy unit within 6" in line of sight takes 1 hit with Blast(3) and AP(1).
Celestial Fury: Once per activation, pick 2 friendly units within 6", which get Furious next time they charge. If they already had Furious, they get extra hits on rolls of 5-6 instead.
Fiery Protection: Once per activation, pick 2 friendly units within 6", which get +1 to defense rolls next time they take hits.
Fire Storm: Once per activation, before attacking, roll 2 dice. For each 2+ one enemy unit within 18" takes one hit with Blast(3).
Heal: Once per activation, if within 2" of a model with Tough, roll one die. On a 2+ you may remove D3 wounds from that model.
Inspiring: If this model is part of a unit of Infantrymen, they count as having Quality 4+.
Mage Council: Pick one model in this unit to count as having Caster(1), which gets +1 spell token per other model with this rule in its unit each round. If the model is killed, pick another model in the unit to become the next caster.
March Order: Once per activation, before attacking, pick one other friendly unit within 12", which may move by up to 6".
Protected: Attacks targeting units where all models have this rule count as having AP(-1), to a min. of AP(0).
Resistance: When taking a wound, roll one die, and on a 6+ it is ignored. If the wound was from a spell, then it is ignored on a 4+ instead.
Storm Blessing: Once per activation, pick 2 friendly units within 6", which get +1 to hit next time they fight in melee.

SPECIAL RULES:
Takedown: Once per game, when this model attacks in melee, you may pick one model in the unit as its target, and make 1 attack at Quality 2+ with AP(1) and Deadly(3), which is resolved as if it's a unit of 1.
Warning Cry: Enemy units can't be set up within 12" of this model when using Ambush.



Empire of Mankind



ARMY SPELLS

Fireball (1): Target enemy unit within 12" takes 2 hits with AP(2).

Wild Form (1): Target friendly unit within 12" gets +1 to hit rolls next time it fights in melee.

Leech (2): Target enemy unit within 9" takes 1 hit with AP(4) and Deadly(3).

Protection (2): Target 2 friendly units within 12" get +1 to defense rolls next time they take hits.

Blood Hex (3): Target enemy unit within 18" takes 1 hit with Blast(9).

Magic Wind (3): Target 2 friendly units within 12" get +3" next time they Advance, or +6" next time they Rush/Charge.
