

WARHAMMER

EMPIRE

CRUSADER ARMIES



By Andy Hall.

Story by Space McQuirk, Kurt Helborg rules by Alessio Cavatore

When all the Knights of one Order are called upon by their Grand Master to fight for a very important cause, a crusader army is formed. With few exceptions, the army will be made up entirely by the Knights and their men-at-arms, with a few other units sent by an allied Elector Count.

The most famous crusade was of course in the Imperial year of 1448 when the joint forces of the Empire and Bretonnia marched south to free Estalia from the evil Sultan Jaffar. After Jaffar fled back to Araby the Empire followed making sure he would never bother the Old World again.

Araby remains a dangerous place and many crusades are still tasked to cleanse this godless expanse, the Arabans are not the only enemy the crusaders encounter for the Undead are rife, especially in the western deserts.

In the modern Empire Crusades are rare but not unheard of. They are often undertaken when populations of Beastmen break from the dark woods, Orcs raid the Empire's borders, the Undead march from the south or Chaos once more invades from the North.

A crusading army is an excellent opportunity for Empire players to field whole armies of armour-clad knights. The Empire books have always hinted at the many and varied Knightly Orders that inhabit the Empire. So this article gives you a chance to design your own colour scheme, heraldry and background for such an order. The special rules I've given for Knightly Orders gives you a chance to personalise your knights further and Alessio has also provided us rules for the greatest swordsman in the Empire, Kurt Helborg.

So without further ado, may Sigmar bless your lance and Charge!

THE CRUSADE AGAINST ARABY

In the year 1448 Sultan Jaffar, the despotic ruler of Araby invaded Estalia with a massive army. Despite heavy resistance, the Estalians were soon overcome and Jaffar enslaved thousands of Estalian captives, sending them back to Araby. Those that survived the perilous crossing would be sold at the slave markets of Lashiek into a life of hard toil under the unbearable heat of the Araby sun. At the news of the invasion, panic spread throughout the Old World. King Louis the Righteous of Bretonnia immediately sent emissaries to Altdorf. The Elector Counts called for council and, even though a state of civil war was running rife through the provinces, for a short while all hostilities ceased. Each Count voted to lend a small number of their own standing army to the cause. Together, a vast army of Knights was raised to repel the invaders and they rode through Bretonnia where they joined up with King Louis's force at Brionne. As the huge allied force entered Estalia, the Sultan realised he stood no chance against the combined might of two great nations and fled back to Araby. Only a rebel Sheikh who went by the name of Emir the Cruel dared to face the wrath of the mighty force, fortifying his position in the capital of Magritta.

As the crusading Knights pursued the Sultan they came across the burning remains of entire villages that had been put to the torch by Jaffar's retreating army. Few had been spared the spiteful wrath of the Sultan, and the sight of the murdered innocents horrified the Knights. Those survivors they found begged the Knights to pursue Jaffar and free their loved ones from the torment of a life spent in shackles. The Empire Knights swore an oath to deliver Sigmar's vengeance against every single man responsible for these crimes. They would visit Sultan Jaffar's own cruelty upon his people, they would carry their swords to Araby itself.

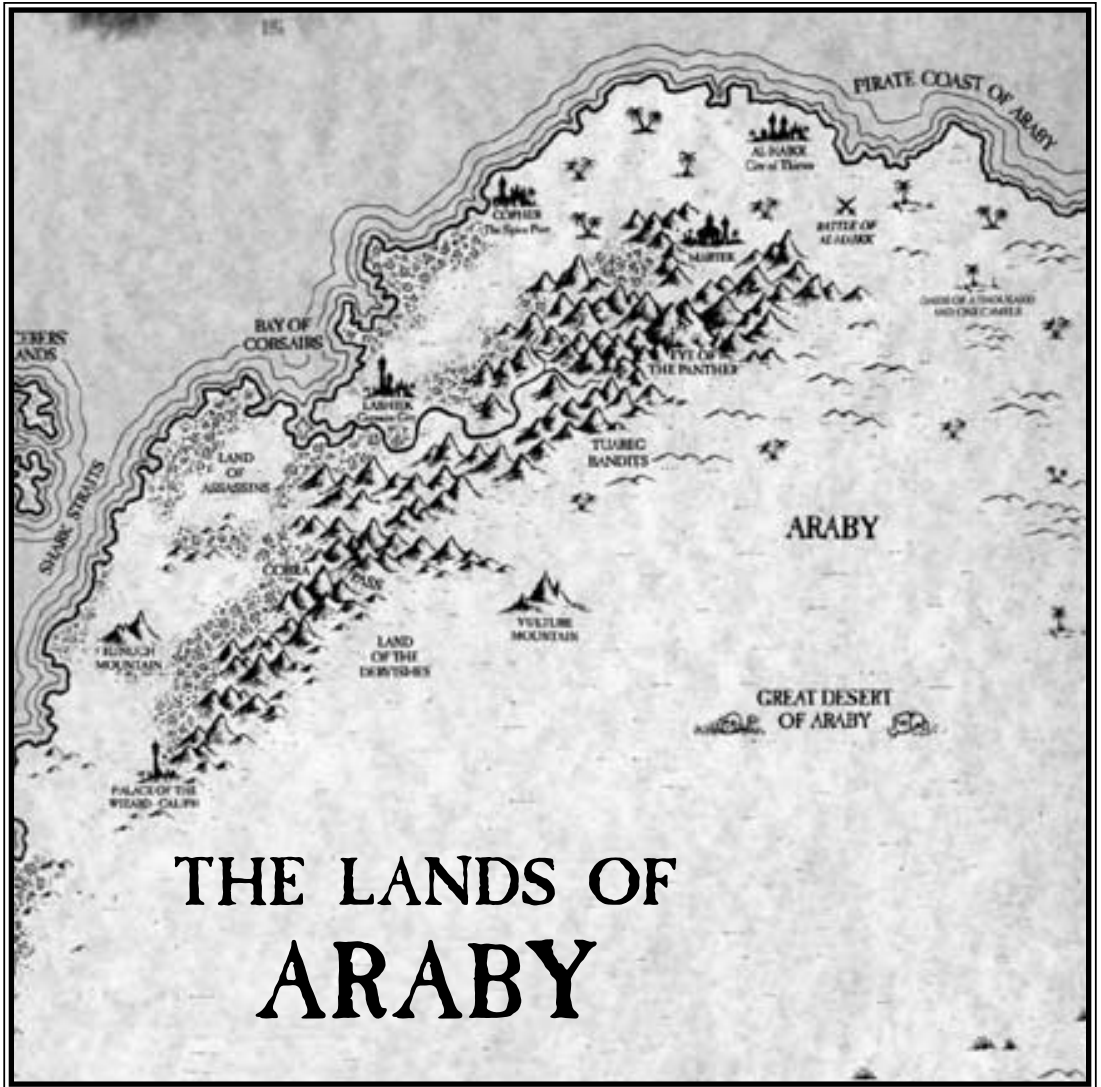
A small force of Knights stayed in Estalia and rode to Magritta. In a siege that would eventually last for eight long years, the Knights finally defeated Emir and freed Estalia. The allied force continued to chase down the Sultan who had by this time sailed back to Araby. They amassed a fleet and set sail across the Great Ocean in close pursuit. The crusaders landed at the famous spice port of Copher, but unprepared for the cruel heat the army made

slow progress and Jaffar was able to retreat to his city of El-Haikk. For one long year the crusade marched to El-Haikk, but during this time many of Jaffar's tribesmen became disillusioned with his tyrannical rule and deserted him. In a great battle on the desert plains outside of the city, the crusading army defeated the force of Sultan Jaffar. The sand was stained red with the blood of the dead and Jaffar himself was slain, a Bretonnian lance piercing him through the back as he fled the battlefield. With the defeat of the Sultan the Bretonnians were content to return to their Kingdom, their honour intact.

But the Empire Knights had vowed to hunt down every one of the murderous dogs and free the slaves, as well as gather plunder. Many of the Sultan's defeated force had fled into the mountain ranges close to the city of Martekk. A small band of Empire Knights remained in Araby to hunt down the bandits. As they pursued the Arabians into the rugged terrain they stumbled across all manner of strange beasts. Reports tell of vultures of monstrous proportions that would swoop down from the mountain peaks and carry away a fully armoured Knight and his steed. Ferocious wild cats attacked any lone Knights that fell behind the main group and the Knights deemed it a great feat of bravery to slay one of the great cats in single-handed combat. They would take the animals pelt as a trophy of their prowess and wear it as a cloak.

It is said that the Order of Knights pursued and tracked down the remnants of Jaffar's army to a man. They showed them no mercy for they had shown themselves to be sadistic killers. The people of the region grew to fear the Knights and named them the Knights Panther and Jaguar due to the skins of the great cats they wore atop their armour as trophies of their strength.

The mountains in which they hunted down Jaffar's outlaws became known as The Eye of The Panther. To this day the nomads and tribesfolk still talk in awe of the legendary order. By the time they had finished their quest and returned home, tales of their valour and the great riches they had found had already spread throughout the Empire. They were recognised as an official order by the Elector Counts and granted the freedom of the realm. To this day the Knights Panther remain one of the most honoured, and wealthiest, Orders within the Empire.



CRUSADER ARMY LIST

Here are the rules for using a variant on the Empire army. If you wish to play a Crusading Empire army then use the following lists instead of those published in the Empire Army book.

The Crusading Knights Army List follow the same strict guidelines given on page 24 and 25 of the Empire Army book. For ease of reference we've included the Character and Troop tables below.

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below.

Army Value	Max Characters	Max Lords	M	a	x
less than 2,000	3	0		3	
2,000 or more	4	1		4	
3,000 or more	6	2		6	
4,000 or more	8	3		8	
each +1,000	+2	+1		+2	

Troops are divided into Core, Special and Rare units. The number of each type of unit available depends on the army's points value, indicated on the chart below.

Army Value	Core Units	Special Units	Rare Units
less than 2,000	2+	0-3	0-1
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
each +1,000	+1 min	+0-1	+0-1

In some cases other limitations may apply to a particular kind of unit. This is specified in the unit entry. For example, the Swordsmen Core Unit entry is accompanied by a note explaining that a maximum of one unit of this kind can be included in the army.



TEMPLAR GRAND MASTER

Points/model: 160

	M	WS	BS	S	T	W	I	A	Ld
Grand Master	4	6	3	4	4	3	6	4	9

Weapons: Hand weapon, lance, full plate armour & shield.

Mount: A Grand Master always rides a barded warhorse.

(The cost of the Grand Master's equipment is included in the points cost).

Options:

- A Grand Master of the Order of the White Wolf **must** replace his lance and shield with a cavalry hammer (+6 pts) unless he is buying a magic weapon.
- May choose magic items chosen from the Common or Empire magic items lists with a maximum total value of 100 pts. If he buys a magic weapon then this replaces his hand weapon and lance, and if he buys magic armour or a magic shield then these replace his normal armour or shield respectively. The points for any equipment replaced are lost.

Special Rules:

You can field a Grand Master only if your army contains a unit of Knights of the same Order. See page 12 of the *Empire Army book*.

The Grand Master. See page 12 of the *Empire Army book*.



LORDS

When the Knights of an Order pick up arms to start a Crusade it will almost certainly be lead by their Grand Master. Powerful Wizards have also be known to join the Crusades for their own arcane ends.

Lords are severely limited in number and are quite expensive, but make the best army Generals.



WIZARD LORD

Points/model: 190

	M	WS	BS	S	T	W	I	A	Ld
Wizard Lord	4	3	3	3	4	3	3	1	8

Weapons: Hand weapon.

Mount: A Wizard Lord always rides a warhorse.

Magic: A Wizard Lord is a Level 3 Wizard. He may choose one of the following Lores: Fire; Metal; Shadow; Beasts; Heavens; Light; Life; Death.

Options:

- May be upgraded to a Level 4 Wizard for +35 pts.
- The warhorse can have barding (+6 pts).
- May choose magic items from the Common or Empire magic items lists, with a maximum total value of 100 pts.





HEROES

Knight-Captains are great warriors and commanders of the Order. They will be prominent members of the Inner Circle and the Grand Master's most trusted men.

Knight-Captains may only join with regiments of Knights.

Warrior Priests will join the crusades as they see it as an excellent opportunity to slay the enemies of Sigmar. The Warrior Priests will as likely be seen leading the common soldiery into a fanatic zeal as accompanying the Knights on a charge.

Warrior Priests may lead any regiment.



KNIGHT-CAPTAIN

Points/model: 78

	M	WS	BS	S	T	W	I	A	Ld
Knight-Captain	4	5	3	4	4	2	5	3	8

Weapons: Hand weapon, lance, full plate armour & shield.

Mount: A Barded warhorse.

Options:

- May choose magic items from the Common or Empire magic items lists, with a maximum total value of 50 pts. If he buys a magic weapon then this replaces his hand weapon and lance, and if he buys magic armour or a magic shield then these replace his normal armour or shield respectively. The points for any equipment replaced are lost.
- One Knight-Captain in the army may carry the Orders sacred Battle Standard for +25 pts. The Battle Standard Bearer can have any magic banner (no points limit), but if he carries a magic banner he cannot carry any other magic item.



WARRIOR PRIEST

Points/model: 95

	M	WS	BS	S	T	W	I	A	Ld
Warrior Priest	4	4	3	4	4	2	4	2	8

Weapons: Warhammer (hand weapon).

Options:

- May choose either a second warhammer (+4 pts), or a two-handed hammer (great weapon, +4 pts).
- May wear either light armour (+2 pts), or heavy armour (+4 pts), and may also carry a shield (+2 pts).
- May ride a warhorse (+10 pts), which can have barding (+4 pts).
- May choose magic items from the Common or Empire magic items lists, with a maximum total value of 50 pts.

Special Rules (See page 16 of the Empire Army book):

Blessing of Sigmar; Righteous Fury; Prayers of Sigmar.



BATTLE WIZARD

Points/model: 60

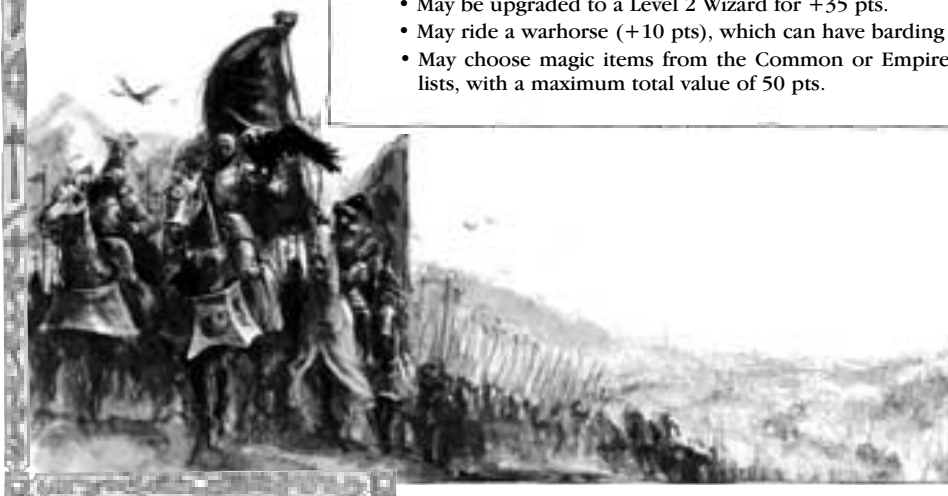
	M	WS	BS	S	T	W	I	A	Ld
Battle Wizard	4	3	3	3	3	2	3	1	7

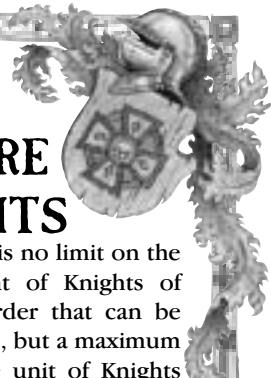
Weapons: Hand weapon.

Magic: A Battle Wizard is a Level 1 Wizard. He may choose one of the following Lores: Fire; Metal; Shadow; Beasts; Heavens; Light; Life; Death.

Options:

- May be upgraded to a Level 2 Wizard for +35 pts.
- May ride a warhorse (+10 pts), which can have barding (+4 pts).
- May choose magic items from the Common or Empire magic items lists, with a maximum total value of 50 pts.





CORE UNITS

There is no limit on the amount of Knights of the Order that can be fielded, but a maximum of one unit of Knights of the Inner Circle can be present on the battlefield. All Knights must be from the same order.

If you wish to field a Knights of the White Wolf Army then replace the Knights of the Order entry with the Knights of the White Wolf (25 points per model, replace lance with cavalry hammer) which is on page 30 of the Empire Army book. You can have any number of units of Knights of the White Wolves. You may have one unit of White Wolves of the Inner Circle, which cost 28 points and have a Strength of 4.

KNIGHTS OF THE ORDER

Points/model: 23

	M	WS	BS	S	T	W	I	A	Ld
Knight	4	4	3	3	3	1	3	1	8
First Knight	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+.

Weapons and Armour: Lance, hand weapon, full plate armour & shield.

Mounts: Barded warhorse.

Options:

- Upgrade one Knight into a Musician for +8 pts.
- Upgrade one Knight into a Standard Bearer for +16 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.
- Promote one Knight to a First Knight for +16 pts.

0-1 KNIGHTS OF THE INNER CIRCLE *Points/model: 26*

	M	WS	BS	S	T	W	I	A	Ld
Knight	4	4	3	4	3	1	3	1	8
First Knight	4	4	3	4	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+.

Weapons and Armour: Lance, hand weapon, full plate armour & shield.

Mounts: Barded warhorse.

Options:

- Upgrade one Knight into a Musician for +8 pts.
- Upgrade one Knight into a Standard Bearer for +16 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.
- Promote one Knight to a First Knight for +16 pts.



CORE UNITS

While Knights form the majority of a crusading army an allied Elector Count will send any State Troops he can spare.

The more specialised State Troops such as Huntsmen and Pistoliers are absent as their constant presence is needed in their home province in case of attack or invasion.

State Troops can be fielded as individual units, as Parent Units and as Detachments.



HALBERDIERS

Points/model: 6

	M	WS	BS	S	T	W	I	A	Ld
Halberdier	4	3	3	3	3	1	3	1	7
Sergeant	4	3	3	3	3	1	3	2	7

Unit Size: 10+.

Weapons and Armour: Hand weapon, halberd & light armour.

Options:

- Any unit may be equipped with shields for +1 pts/model.
- Upgrade one Halberdier into a Musician for +5 pts.
- Upgrade one Halberdier into a Standard Bearer for +10 pts.
- Promote one Halberdier to a Sergeant for +10 pts.



SPEARMEN

Points/model: 6

	M	WS	BS	S	T	W	I	A	Ld
Spearman	4	3	3	3	3	1	3	1	7
Sergeant	4	3	3	3	3	1	3	2	7

Unit Size: 10+.

Weapons and Armour: Hand weapon, spear & light armour.

Options

- Any unit may be equipped with shields for +1 pts/model.
- Upgrade one Spearman into a Musician for +5 pts.
- Upgrade one Spearman into a Standard Bearer for +10 pts.
- Promote one Spearman to a Sergeant for +10 pts.



0-1 SWORDSMEN

Points/model: 7

	M	WS	BS	S	T	W	I	A	Ld
Swordsman	4	4	3	3	3	1	4	1	7
Duellist	4	4	3	3	3	1	4	2	7

Unit Size: 10+

Weapons and Armour: Sword (hand weapon), light armour & shield.

Options:

- Upgrade one Swordsman into a Musician for +5 pts.
- Upgrade one Swordsman into a Standard Bearer for +10 pts.
- Promote one Swordsman to a Duellist for +10 pts.



0-1 ARCHERS

Points/model: 8

	M	WS	BS	S	T	W	I	A	Ld
Archer	4	3	3	3	3	1	3	1	7
Marksman	4	3	4	3	3	1	3	1	7

Unit Size: 10-20.

Weapons and Armour: Bow & hand weapon.

Options:

- Promote one Archer to a Marksman for +5 pts.

Special Rules:

Skirmishers. Archers always fight in skirmish formation.



CROSSBOWMEN

Points/model: 8

	M	WS	BS	S	T	W	I	A	Ld
Crossbowman	4	3	3	3	3	1	3	1	7
Marksman	4	3	4	3	3	1	3	1	7

Unit Size: 10+.

Weapons and Armour: Crossbow & hand weapon.

Options

- Upgrade one Crossbowman into a Musician for +5 pts.
- Upgrade one Crossbowman into a Standard Bearer for +10 pts.
- Promote one Crossbowman to a Marksman for +5 pts.

SPECIAL UNITS

Special Units are extremely specialised troops that appear on the battlefield less often than basic regiments.

There is a maximum number of Special Units that can be fielded, and this varies with the size of the army (see p.3).

Knightly Orders are loathe to employ mercenaries but when mustering a large army to travel to far off places it is sometimes necessary.

FREE COMPANIES

Points/model: 5

	M	WS	BS	S	T	W	I	A	Ld
Fighter	4	3	3	3	3	1	3	1	7
Sergeant	4	3	3	3	3	1	3	2	7

Unit Size: 10+.

Weapons and Armour: Free Company fighters are armed with a haphazard collection of weapons, including swords, daggers, halberds, bludgeons and pistols. However, for game purposes all models in a Free Company unit count as being armed with two hand weapons, regardless of what weapons they are actually wielding (since it tends to be their most common weapon choice).

Options:

- Any unit may be equipped with light armour (+1 pt per model).
- Upgrade one Fighter into a Musician for +5 pts.
- Upgrade one Fighter into a Standard Bearer for +10 pts.
- Promote one Fighter to a Sergeant for +10 pts.

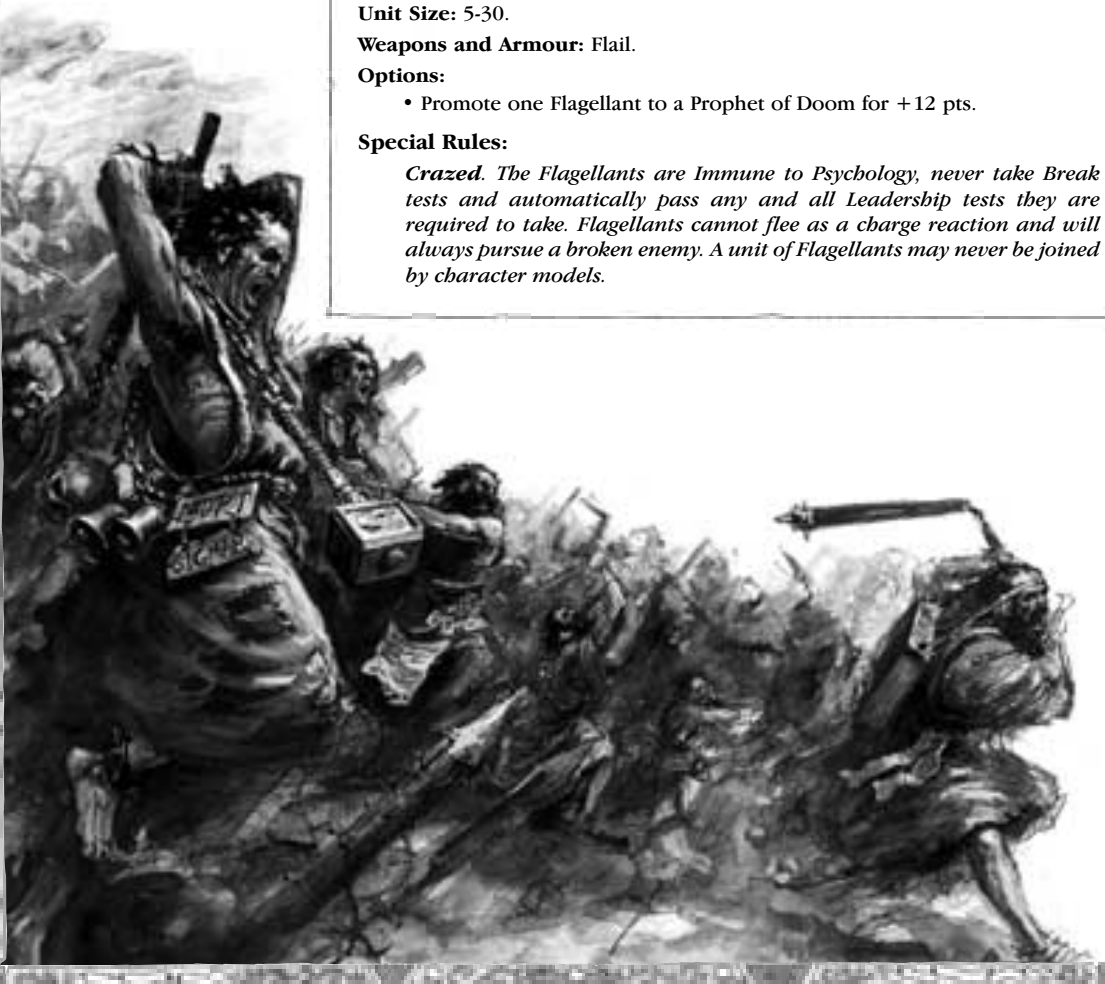




RARE UNITS

There is a maximum number of Rare Units that can be fielded, and this varies with the size of the army (see page 3).

Flagellants will join a crusade. They see the crusade as a good opportunity to sacrifice themselves in a righteous frenzy.



KNIGHTS OF AN ALLIED ORDER *Points/model: 23*

	M	WS	BS	S	T	W	I	A	Ld
Knight	4	4	3	3	3	1	3	1	8
First Knight	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+.

Weapons and Armour: Lance, hand weapon, full plate armour & shield.

Mounts: Barded warhorse.

Options:

- Upgrade one Knight into a Musician for +8 pts.
- Upgrade one Knight into a Standard Bearer for +16 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.
- Promote one Knight to a First Knight for +16 pts.



0-1 FLAGELLANTS *Points/model: 11*

	M	WS	BS	S	T	W	I	A	Ld
Flagellant	4	2	2	3	4	1	3	2	10
Prophet of Doom	4	2	2	3	4	1	3	3	10

Unit Size: 5-30.

Weapons and Armour: Flail.

Options:

- Promote one Flagellant to a Prophet of Doom for +12 pts.

Special Rules:

***Crazed.** The Flagellants are Immune to Psychology, never take Break tests and automatically pass any and all Leadership tests they are required to take. Flagellants cannot flee as a charge reaction and will always pursue a broken enemy. A unit of Flagellants may never be joined by character models.*

KNIGHTLY ORDERS

To further characterise your Crusade army here are some experimental rules for the different Knightly Orders of the Empire. If you choose to play one of the orders below then all that Order's units must take the upgrades, you cannot have some units with the special ability and some without. You can also try these rules for the Knights in a standard Empire army. You will need units of Knights painted in suitable colours and heraldry so it is obvious to your opponent which Knightly Orders are present on the battlefield.

The Empire is home to the many Knightly Orders that protect its boundaries and peoples. These are cults and brotherhoods of elite, armoured warriors that recruit from the sons of Imperial nobles. An Empire army is as reliant on its heavy cavalry provided by the Knightly Orders as it is the solid blocks of infantry and devastating war machines. If the Empire is threatened then an order may embark upon a crusade.

The points cost shown is to be added to the basic cost of the Knight (23 points). Knights of the Inner Circle must add additional 5 points per model.

KNIGHTS OF

THE BLAZING SUN

The Knights of this order are located deep in the South of Middenland.

They are a small but much respected order with a distinguished history. They were the first of the Knightly Orders from the west to travel to Nuln and join with Magnus. The knights take great pride in their weapons and abilities. They can often be seen charging on the battlefield in their highly polished and resplendent armour of black and gold.

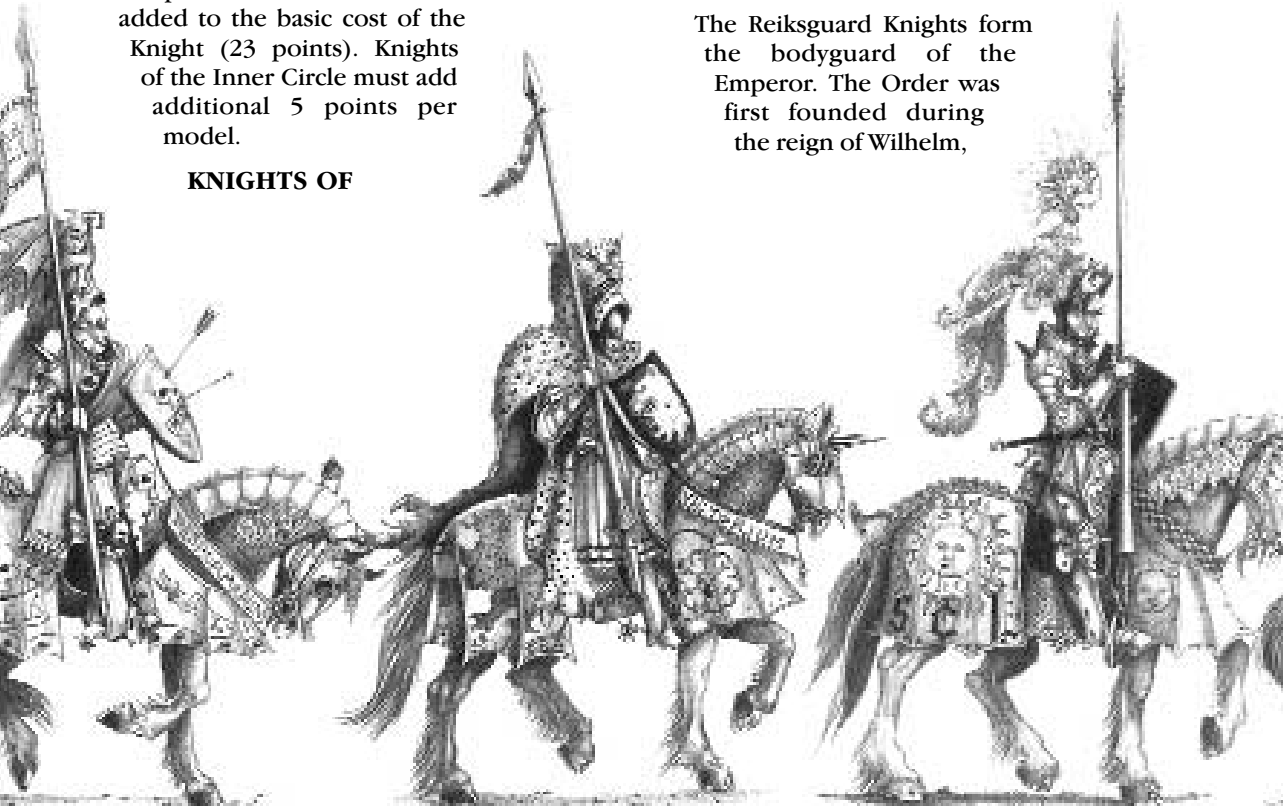
The Order has developed a technique using their polished mirrored shields to focus sunlight onto the enemy's face as they charge. This disorients and dazzles the poor fools just before they are charged down.

Blinding Light: +3 points per model. (+8 Inner Circle)

Before you charge with the Knights roll a d6. A roll of one means there is no sun (it's raining or overcast) and so the Blinding Light cannot be used this charge. Any other result means there is enough sun light for the Knights to dazzle their enemies as they charge. The enemy unit being charged which opts to stand and fire is at an additional -1 to hit due to the light being directed into their face.

REIKSGUARD KNIGHTS

The Reiksguard Knights form the bodyguard of the Emperor. The Order was first founded during the reign of Wilhelm,



the first Emperor of the lineage of the Princes of Altdorf. Devout Templars of Sigmar, Reiksguard Knights swear to give their lives to protect the Emperor, who is the living incarnation of Sigmar. Their Grand Master is the Reiksmarshall of the Empire Kurt Helborg, commander of all the Empire forces, second only to the Emperor himself. Reiksguard traditionally wear silver armour with red and white trim and decoration.

Stubborn: +5 points per model. (+10 Inner Circle)

Reiksguard are highly disciplined and fiercely loyal especially in their roll as the Emperors personal bodyguard. Reiksguard are Stubborn as described on page 85 of the Warhammer Rulebook.

KNIGHTS PANTHER

The Knights Panther trace their origins to the wars against Araby, when returning crusaders brought back outlandish animals from the east. Some of these Knights adopted the panther as their emblem creating the Order of the Knights Panther. The Knights of this order wear armour of dark blue and silver.

Arabian War-Horses: +8 points per model. (+13 Inner Circle)

The Knights Panther ride horses with a blood-lineage from the great steeds of Araby. When charging you may add an extra D6 inches onto the Charge range.
(Cannot be

used with the Steel Standard).

Note: The Knights Panther's sister order the Knights Jaguar may also have the same ability.

BLACK KNIGHTS OF MORR

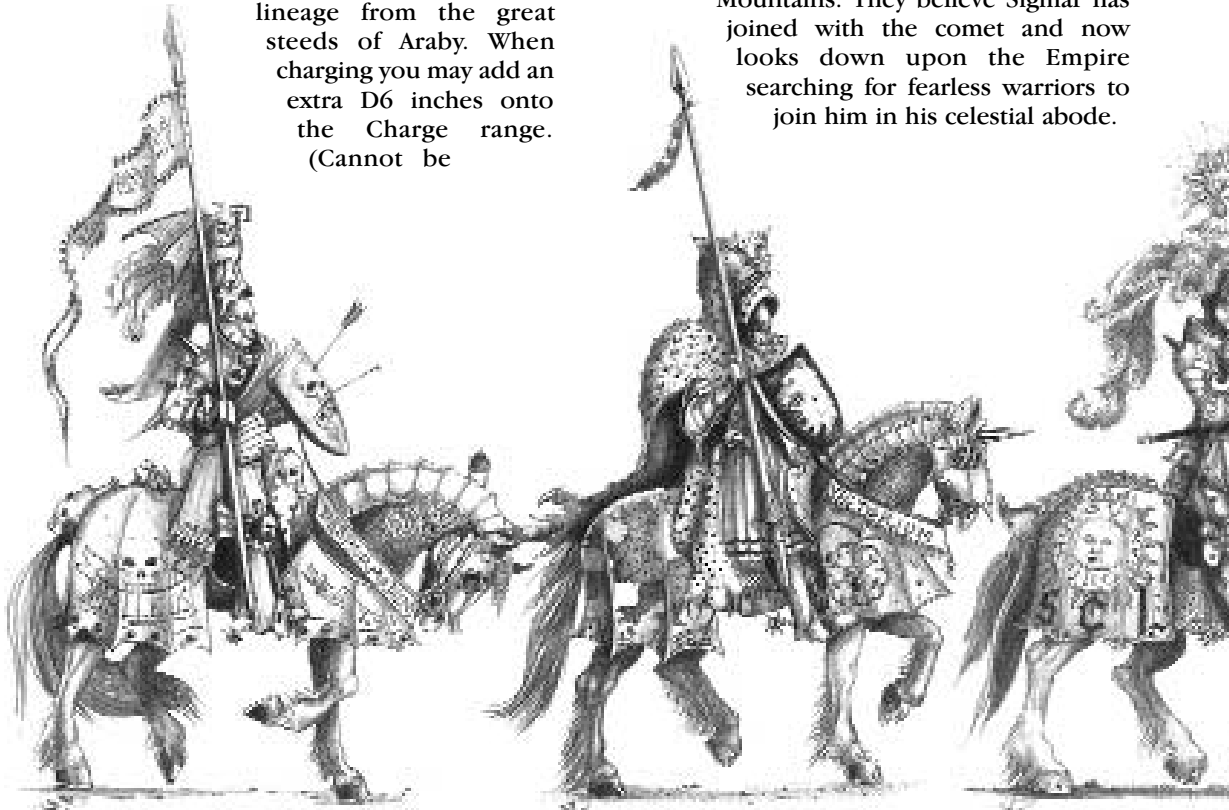
Encased in obsidian black armour and deathly silent when on battlefield. They are the dark guardians of the Empire. When parents wish to get their children to sleep at night they tell them that the Knights of Morr will come for them unless they rest. Held in a mixture of fear and respect by the Imperial military and the other Knightly Orders no one can doubt their martial prowess as they despatch enemies with silent efficiency. There are many dark whispers about the secret rites involved in becoming a Knight of Morr.

Fearless: +6 points per model. (+11 Inner Circle)

The Black Knights of Morr are immune to the effects of Fear and Terror as described in the Warhammer Rulebook.

KNIGHTS OF THE TWIN-TAILED ORB

Their shields proudly display the emblem of the twin-tailed comet – the sigil of Sigmar, and the colours blue, orange and yellow predominate on their armour. The Knights are a religious sect located high in the Middle Mountains. They believe Sigmar has joined with the comet and now looks down upon the Empire searching for fearless warriors to join him in his celestial abode.



Zealous: +10 points per model. (+15 Inner Circle)

The Knights of the Twin-Tailed Orb are fanatical Templars who charge into battle with the religious intensity of a Warrior Priest. When charging the Knights gain an extra attack for the first round of combat only.

SONS OF MANNAN

The Sons of Mannan worship the Empire god of the Sea. They are a widespread order with many temples, particularly in coastal towns in the North, where worship of the sea god is needed to calm the infamously rough Sea of Claws. When the Knights go to war they wear turquoise and white armour and are often accompanied by a Priest of Mannan who will bless the Knights weapons shortly before they charge into battle.

Blessing of the Sea God: +12 points per model. (+17 Inner Circle)

The Knights may re-roll any misses on their first round of combat.

KNIGHTS GRIFFON

The Knights Griffon are arguably the most drilled and militaristic order in the modern Empire. Their daily rituals mostly consist of strict martial

training. A veteran Knight Griffon is the epitome of discipline and soldiery on the field of battle. They wear dark green and gold.

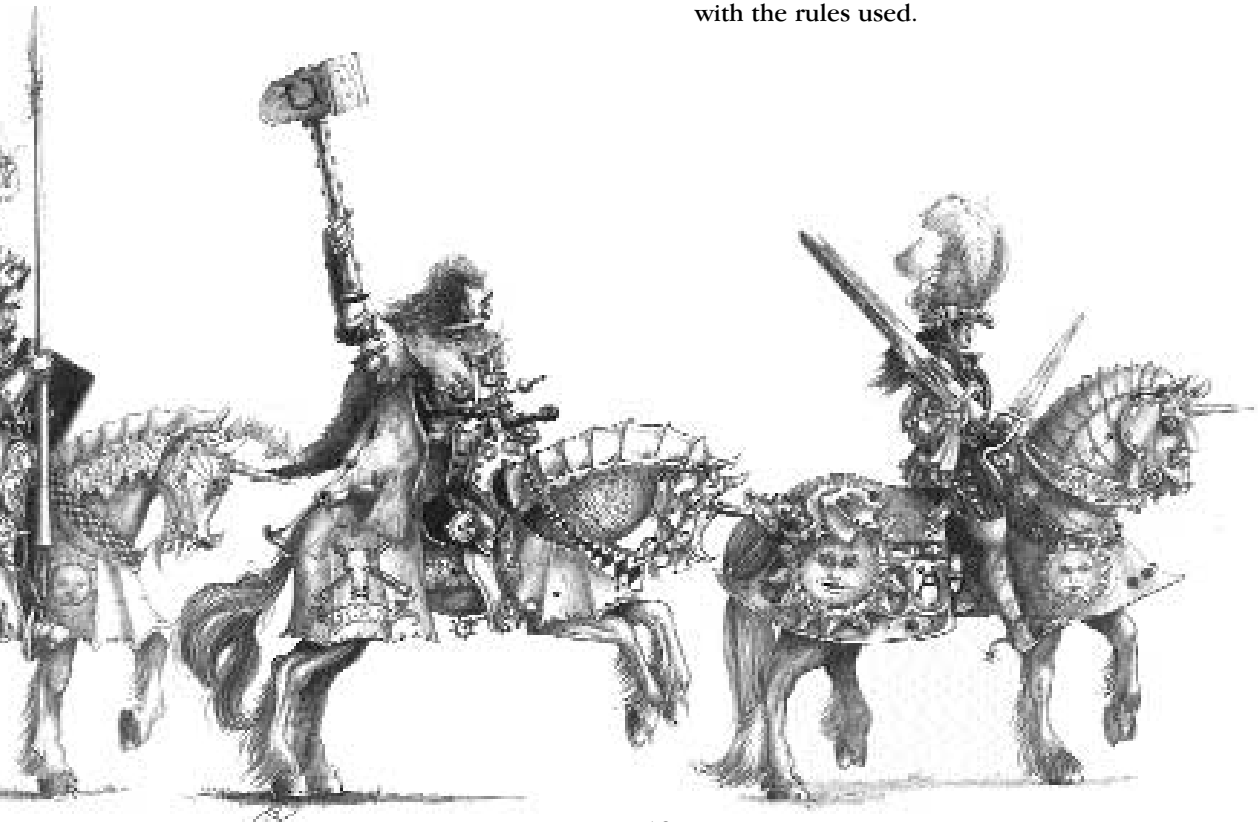
Well Drilled: +10 points per model (+15 Inner Circle)

The Knights Griffon are so well trained they manoeuvre as a unit with seamless efficiency. A unit of Knights Griffon may re-form at the beginning of the turn (as described on page 50 of the Warhammer rulebook) they may then move or charge at half rate (Movement of 4, Charge range of 8). If you intend to Charge then you must declare it as normal.

Conclusion

These rules are designed to add character to your units of Knightly Orders rather than turn them into bearded death-dealing game winners. A large unit with its special ability will still be a considerable investment so they must be used wisely, especially if you have upgraded it to Inner Circle status.

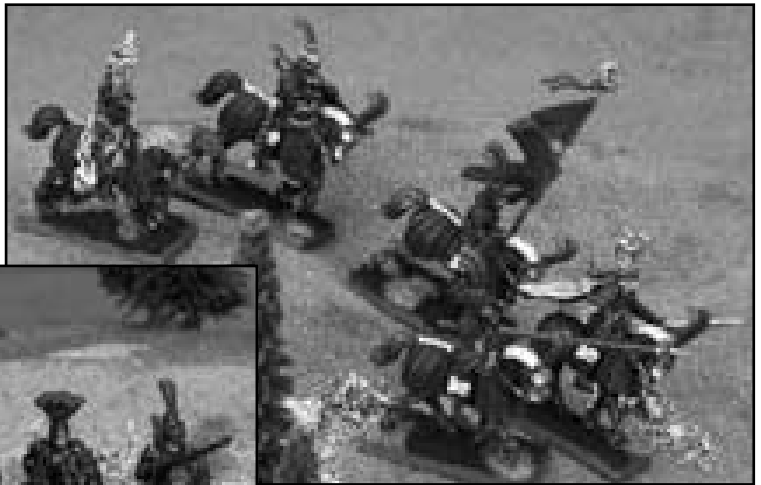
If you intend to use the above rules then your unit of Knights should be painted in the appropriate colours. This is not to say that you can't make up your own Knightly Order and then use one of the above abilities, as long as your opponent knows about it and the background for your Knightly Order fits in with the rules used.





Above: *Knights of the Blazing Sun. Their warhorses have been given the Chaos steed heads, by Seb van Bruekelen.*

Right: *Knights of the Twin Tailed Orb converted from the plastics by Seb.*



Left: *Black Knights of Morr by Kevin Martin. More Knights of the Blazing Sun by Gary Peterson :Below*



Above: *Reiksguard standard by Seb*



CONVERTING KNIGHTLY ORDERS

The guys in GW Mail Order have been converting their own Knightly Orders using a combination of the older Knight figures and the new plastic Knights, which are great for conversions and allow each Empire player to personalize their Knight units.

REIKSMARSHALL, CAPTAIN OF THE REIKSGUARD KURT HELBORG

Kurt Helborg can be taken as a Lord choice for Empire and Crusading Knight armies. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.



Kurt Helborg is the Captain of the Reiksguard Knights and one of the Emperor Karl Franz's most trusted military commanders. He is reputed to be the finest swordsman in the Empire. As Captain of the Reiksguard Knights Helborg is leader of the nation's mostly deadly warrior corps. He is also the Reiksmarshall of the Empire, commander of all the Empire's forces, second only to the Emperor himself. As such he has often led



the army into battle, and is one of the most experienced generals in the Old World.

M	WS	BS	S	T	W	I	A	Ld
Kurt Helborg	4	7	3	4	4	3	6	4 9
Warhorse	8	3	0	3	3	1	3	1 5

Points: 370

Weapons: Runefang

Armour: Dawn armour

Mount: Barded warhorse

SPECIAL RULES

The Grand Master. See page 12 of the Empire book

MAGIC ITEMS

Runefang. See page 20 of the Empire book

Dawn Armour. See page 21 of the Empire book

Sigil of Sigmar. See page 21 of the Empire book

Rod of Command. See page 22 of the Empire book



THE SHIFTING SANDS OF HAMMURABI, Imperial Year 1459

When the undead army of feared Tomb King Philzhar the Scarab Lord, unexpectedly withdrew from the gates of Copher and marched into the desert the crusading order of the Knights Jaguar pursued with zealous ferocity. For a day and night the Knights galloped after the Undead army which always managed to stay ahead of them - like a mirage on the horizon, just out of reach. For two days they gave chase, across the barren rocky lands. Eventually the dust clouds of the enemy chariots led them into a narrow sandy valley, sandstone cliffs rising sharply on either side. At the other end of the canyon stood the Scarab Lord's army in battle formation.

The Grand Master ordered his men from column of march into a battleline, preparing to attack. He had Philzhar at bay, trapped with nowhere to run. The Scarab Lord's reign of terror was soon to be ended.

Then, as the Knights prepared to charge, skeletal hands rose from the shifting sands grabbing at the horses' hoofs and making them rear and buck uncontrollably in fear. It was only then that the Jaguar Grand Master realised they had been led into a trap. This was no ordinary desert valley, but the cursed sands of Hammurabi, the place where in ancient times, or so legend has it, a mad King

had ordered his entire army buried alive in underground tombs, so that they would accompany him into the afterlife.

Undead creatures began to rise from the sands robbing the honourable Knights of the charge and creating panic in the ranks. Philzhar's main force advanced on the already engaged Knights. A desperate retreat ensued. Eventually, after suffering heavy casualties, only a few of the Knights Jaguar managed to escape the valley. The Grand Master was last seen being dragged from his horse and vanishing beneath the sands.

The survivors fled to Copher with wild tales of a cursed valley and sands that came to life. Many of the survivors had been driven insane by the horror of the ambush and nobody believed their story. To this day the valley of Hammurabi remains a myth.

THE RESTLESS DEAD

Overview: An Empire Crusading army has been drawn into a trap. With a large Khemri force at one end of the battlefield and other Khemri units rising from the sands the Empire force must break out and re-group.

Armies: The Empire player may choose up to an agreed points level from the Crusading list



on pages 3-9 of this issue. The Khemri player may choose up to the agreed points level from the Tomb Kings of Khemri army list.

Battlefield: Use the Deserts of Araby terrain generator on page 227 of the Warhammer rulebook.

DEPLOYMENT

1. Before any deployment the Khemri player assigns up to one third (in points) of his army to be concealed in the shifting sands.

2. The Empire player starts to deploy first. He must set up in the centre of the table 18 inches from the long edges of the table and

24 inches from the short edges of the table.

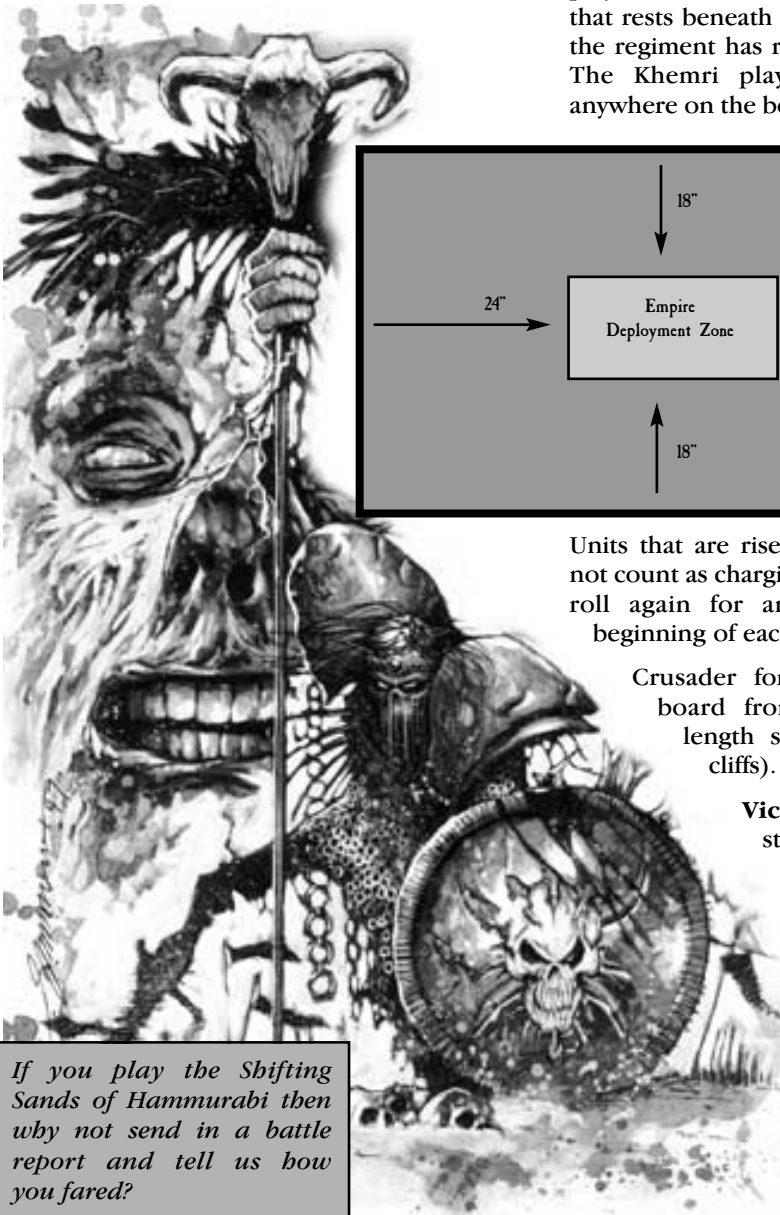
3. The Khemri player deploys his main force up to 12 inches in on a predetermined short edges of the board.

4. Players take it in turns to deploy their remaining units within the confines described in points 2 and 3. (see the Pitched Battle scenario on page 199 of the Warhammer Rulebook).

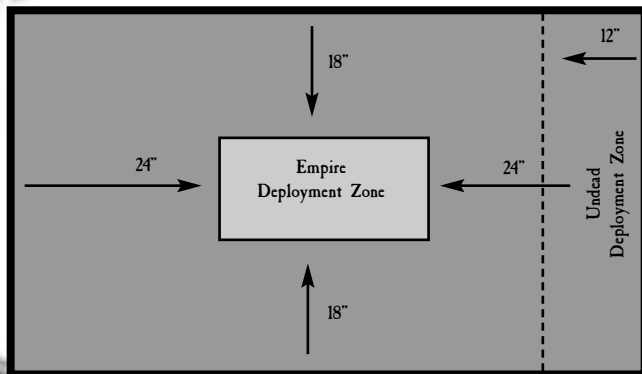
Who goes first? The Khemri player.

Length of Game: The game lasts for 6 turns.

Special Rules: At the start of the Khemri player's turn he may roll a D6 for each unit that rests beneath the sands. On a roll of 4+ the regiment has risen from the desert floor. The Khemri player may place the unit anywhere on the board – even into to combat.



If you play the Shifting Sands of Hammurabi then why not send in a battle report and tell us how you fared?



Units that are risen straight into combat do not count as charging. The Khemri player may roll again for any unrisen units at the beginning of each of his remaining turns.

Crusader forces may only leave the board from the short edges (the length sides are sheer sandstone cliffs).

Victory Conditions: The standard Victory Points are used. In addition every Empire unit that voluntarily makes it off the table counts towards the Empire players total. So for example if the Empire player has a unit of Knights worth 130 points and he manages to move it off the table then he gains 130 Victory Points.