

The Empire War Wagon

Compiled from the Ravening Hordes WHFB Supplement and White Dwarf 261 (Engineers Platform for the Steam Tank).

Submitted by Lord Wizbang

Rare Unit Choice

0-1 War Wagon 210 points

| Profile | M | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------|---|----|----|---|---|---|---|----|----|----|
| War Wagon | - | - | - | 5 | 4 | 5 | - | D6 | - | 3+ |
| 2 Warhorses | 8 | 3 | - | 3 | - | - | 3 | 1 | - | - |
| 6 Engineers | - | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 4+ |

Unit Size: 1 War Wagon pulled by 2 Warhorses (the rules do not indicate the horses are barded, therefore they are entitled to their full 8 inch move) and 6 Apprentice Engineers.

Equipment: The Engineers wear light armor and have a hand weapon and an experimental weapon detailed below:

- **Hochland Long Rifle.** 36" Range. Strength 4. -2 Saving throw modifier. May be used to single out any target including artillery crewmen, characters within units, or chariot riders. A -1 modifier is applied when using this capability.
- **Repeater Hand Gun.** 24" Range. Strength 4. -2 Saving throw modifier. May fire 3x in a Shooting Phase, but will incur a -1 'to hit' penalty for firing in repeat mode.
- **Blunderbus.** Uses the flame template. Strength 3. -1 Saving Throw modifier.
- **Hook Halberd.** +1 Strength modifier; +2 vs. cavalry or mounted models.
- **Man Catcher.** Wielder has the Killing Blow special ability.
- **Ball & Chain.** Similar to a flail but confers a +3 strength modifier in the first round of close combat.

Special Rules:

The War Wagon is treated as a chariot model and may not March Move. It inflicts d6 Strength 5 hits of impact damage on a unit when it charges.

Ranged attacks will strike the wagon itself on a d6 roll of 1-5 while a 6 will hit the crew. Close Combat attacks may be directed at either the crew or the wagon (attacker's choice). The owning player may choose which crewmen to remove from the war wagon as casualties.

The crew with missile weapons may not fire while the wagon is in close combat. All crewmen and the warhorses may fight in close combat with any opponents touching the front or sides of the wagon. They can not strike against an attacker touching only the rear of the wagon model.

The gunpowder weapons may fire while the war wagon is moving (as the engineers themselves are stationary) however they will incur the -1 to hit penalty for firing while moving.

If either the wagon is destroyed, or all the crew or slain, the model is removed from the table.

The War Wagon and crew are *Unbreakable*.

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