

The Empire War Wagon

Warhammer Fantasy Battle, 7th Edition

Compiled from White Dwarf 261 and 7th Edition Empire army book.

Rare Unit Selection

Categorized as an "Allied" unit choice for the Empire Army. You may only include one War Wagon for every full 2,000 points in your army.

WAR WAGON

220 points

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

Unit Size: 1 War Wagon pulled by 2 barded warhorses carrying 6 Engineers.

Armor Save: Wagon: 5+
Engineers: 4+

Equipment: Light armor, hand weapon & experimental weapons:

Hochland Long Rifle 36" range S: 4 -2 Save
May be used to single out characters, crewmen, etc.
-1 modifier in order to use this ability.

Repeater Handgun 24" range S: 4 -2 Save
May fire 3x per turn. -1 to hit for repeated fire.

Blunderbus Flame Template S: 3 -1 Save

Hook Halberd +1 Strength; +2 vs. cavalry models

Man Catcher Confers *killing blow* to wielder.

Ball & Chain +3 Strength in first round of close combat.



Special Rules

Chariot; Large Target; Unit Strength of 11; Unbreakable; Magic Resistance (2); 4+ Ward Save

Chariot: The War Wagon is a chariot model and all rules pertaining to chariots and their movement is applicable. It inflicts d6 Strength 5 impact hits when charging.

The engineers of Altdorf who built the wagon used many similar technologies adopted in building the battlements of castles themselves. It's immense size and reinforced walls, the wagon confers magic resistance (2) and a 4+ Ward Save on the war wagon and the crew.

Missile Fire: When shooting at the Wagon, ranged attacks will hit the wagon on a d6 roll of 1-5 and hit the crew on a 6.

Engineers may shoot from the front and sides of the War Wagon. They count as being stationary and may fire move-or-shoot weapons even if the wagon is moving.

Close Combat: Opponents may choose to fight the wagon or the crew. The crew may fight against opponents in contact with the wagon's front or sides. They may not fight against opponents at the Wagon's Rear. While in close combat, the crew with missile weapons must use their hand weapons in close combat; they may not shoot.

Every time an engineer is killed the Empire player decides which one to remove as a casualty.

Repairs: The engineers have tool kits and supplies to try and repair damage done to the wagon. During the Magic Phase, the crew may repair 1 point of damage inflicted on the wagon unless the opponent chooses to thwart it by making a Dispel roll of 5+. Although the action isn't technically magical, it represents a distraction from thwarting magic in order to harass or prevent the engineers for repairing the wagon.



Rationale

War Altar of Sigmar : Empire : 7th Edition +100 pts.

Add Engineers Fighting Platform : WD261 : page 111 : +120 pts.