

HEROES OF THE EMPIRE

ALDEBRAND LUDENHOF - THE ELECTOR COUNT OF HOCHLAND

The following Special Character has not been playtested as thoroughly as the ones presented in the army books and is not necessarily as balanced or fair. Consequently, you must agree with your opponent about whether you can use him or not before the battle begins.



Aldebrand Ludenhof can be taken as a Lord choice. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him (except for the options given below).

Although Hochland is not an especially large or important province its count is one of the most valiant leaders in the Empire. Aldebrand is very tall and thin, but immensely strong and fit, making him a match for larger, heavier opponents in combat. He has an unquenchable enthusiasm for hunting, and especially for hawking. His palace lies outside the capital of Hergig, surrounded by prime hunting estates. He is especially proud of his large collection of hunting birds, which occupies a substantial mews and tends to spill out into the palace itself, so that every room has at least one large bird of prey on its perch. Even in battle the count carries a hawk upon his arm.

	M	WS	BS	S	T	W	I	A	Ld
Aldebrand Ludenhof	4	5	5	5	4	3	5	3	9
Warhorse	8	3	0	3	3	1	3	1	5

Points: 260

Weapons: Runefang.

Armour: Full plate armour.

Mount: Barded warhorse. He can be fielded on foot (-21 pts).

SPECIAL RULES

MAGIC BANNER: Magic Banner. See page 6 of the Empire book.

MAGIC ITEMS

RUNEFANG: See page 20 of the Empire book.

THE HAWK: Treat the hawk as a longbow that always hits automatically and has the same targetting rules as a Hochland Long Rifle (See page 19 of the Empire book).