

# Empire Steam Tank Variants

by The Main Man



The rules below are intended to be used in addition to the standard Steam Tank rules. In simple terms, these variants have an "alternate fire" or different attack type than normal, which represents their unique weapon configurations. Whenever a Steam Tank makes an attack, it must choose whether to use the normal rules (if possible) or those specific to the variant in question, never both.

All Steam Tanks included here follow the same Steam Tank rules described in the Warmaster rulebook, with certain exceptions noted where applicable.

## 1) Conqueror (Atks 3/3; Hits 4; Arm 3+; 170 pts)



The “Conqueror” is the most common version of the Imperial Steam Tank. It is equipped with a small steam cannon mounted in a rotating turret and a battle cannon on the hull. During play, it may fire its steam cannon as described in the Warmaster rulebook, or use its battle cannon as described below.

**Battle Cannon:** The Conqueror is equipped with a medium-caliber cannon powered by steam rather than gunpowder. This cannon is fixed to the tank's hull, so it can only fire at targets and respond to charges within the 2cm corridor projecting from the front edge of its base. The Conqueror can turn 380° on its own axis to point the battle cannon in a specific direction; regardless of how many degrees the tank turns, doing so is considered a complete move action, and therefore can only be performed if the steam tank receives an order during the Command Phase, being affected by the same failure rules, and only if it is not engaged in combat.

For firing purposes, the battle cannon has an Attack value of 1 and follows all the normal rules for cannons, although it is less powerful than a conventional cannon, so it only has a 30cm range. This cannon cannot fire “shrapnel” at charging enemies, but it can fire normal shots at them as long as they are within the firing corridor described above.

## 2) Old Reliable (Atks 3/3; Hits 4; Arm 3+; 150 pts)



Like the Conqueror, the “Old Reliable” has a steam cannon turret, but instead of a battle cannon, this variant is equipped with a lightweight version of the Imperial Helblaster Volley Cannon. During play, it may fire its steam cannon as described in the Warmaster rulebook, or use its Helblaster cannon as described below.

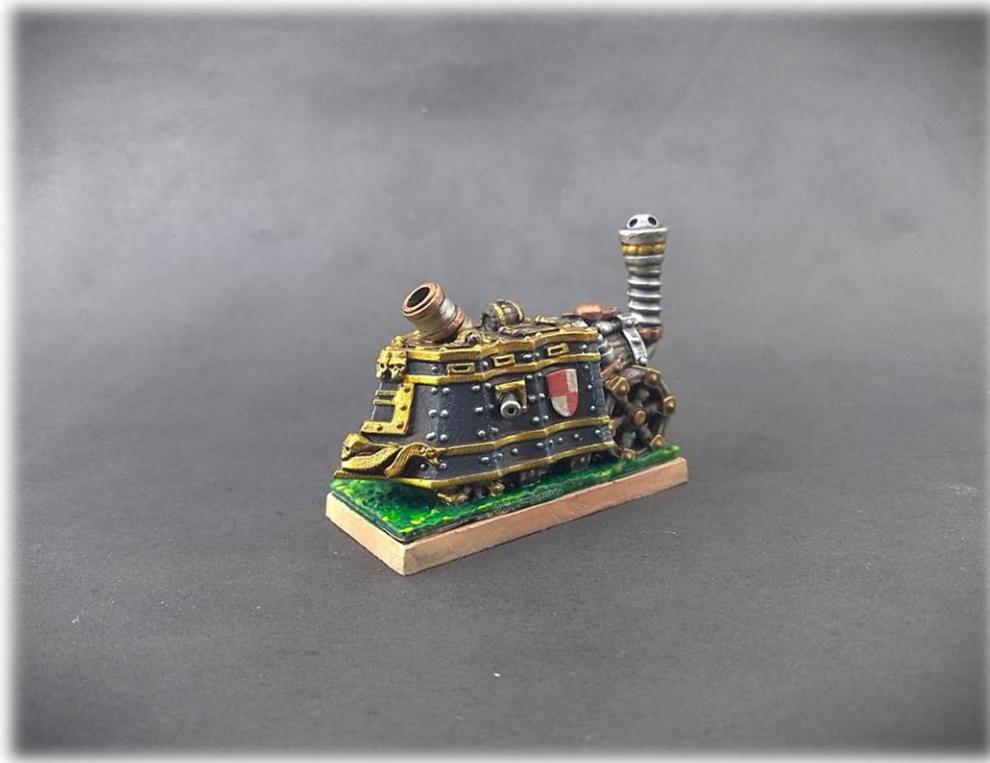
**Helblaster:** This is a lightweight version of the Imperial Helblaster, powered by steam instead of gunpowder. This cannon is fixed to the tank's hull, so it can only fire at targets and respond to charges within the 2cm corridor projecting from the front edge of its base. The Old Reliable

can turn 380° on its own axis to point the Helblaster in a specific direction; regardless of how many degrees the tank turns, doing so is considered a complete move action, so it can only be performed if the steam tank receives an order during the Command Phase, being affected by the same failure rules, and only if it is not engaged in combat.

When firing, it follows the same rules as the conventional Helblaster, including range, distance-based attacks, and effects table. However, if a 4+ is rolled on the effects table, the Steam Tank is destroyed. The majority of the blast is contained by the tank's structure, so the 6 automatic enemy hits indicated in the Helblaster failure table are ignored.

The Helblaster can fire at charging enemies (for determine attacks, they are always considered within the shortest range), provided they are within the corridor described above.

### 3) Implacable (Atks 3/3; Hits 4, Arm 3+; 160 pts)



The "Implacable" doesn't have a rotating turret for conventional attacks; however, it does have swivel guns that perform that function. In gameplay terms, this is merely a cosmetic detail, and the tank can attack like any other without any major differences. The Implacable's main feature is its large-caliber mortar, which allows it to fire over obstacles. During the game, the tank can fire as described in the Warmaster rules, or use the mortar as described below.

**Mortar:** The mortar is considered a Stone Thrower (Range 60cm, Attacks 3) as described in the Warmaster rulebook. This mortar is fixed to the tank's hull, so it can only fire at targets within a 2cm corridor projecting from the front edge of its base. The Implacable can turn 380° on its own axis to point the mortar in a specific direction; regardless of how many degrees the tank turns, doing so is considered a complete move action, so it can only be performed if the steam tank receives an order during the

Command Phase, being affected by the same failure rules, and only if it is not locked in combat. Like cannons, mortar shots bounce, but it cannot fire at charging enemies.

#### **4) Sigmar's Hammer (Atks 5; Hits 5; Arm 3+; 130 pts)**



The "Sigmar's Hammer" lacks any kind of weapons, being designed solely for close combat, or more precisely, to crush under its wheels anyone foolish enough to stand in its way.

Therefore, this steam tank cannot make attacks during the Shooting Phase, but thanks to its reinforced hull, its combat capability is considerably better than that of other steam tanks, with 5 Attacks and 5 Hits.

When the Sigmar's Hammer charges a target in open terrain, it receives 1D6 additional attacks, in addition to the +1 attack for charging. This

bonus only applies when charging, not during pursuits, advances, or when the Sigmar's Hammer is charged. The infamous and savage reputation of this steam tank is well known to the enemies of the Empire, which is why it causes **Terror**.

#### **4) Von Zeppelin (Atks 4/4; Hits 4; Arm 3+; 140 pts)**



The unusual "Von Zeppelin" variant lacks a rotating steam-firing turret or any hull-mounted weapon. Instead, it features a platform manned by a group of young engineers eager to test their experimental firearms using enemy soldiers as targets.

The variety of weapons available to the Von Zeppelin crew is generally of exceptional craftsmanship and quality, which translates into superior firepower compared to other steam-powered tanks. As a result, the Von

Zeppel has **4/4 Attacks**. Furthermore, the lack of heavy armament makes it lighter and more agile, allowing it to move up to **40 cm**.