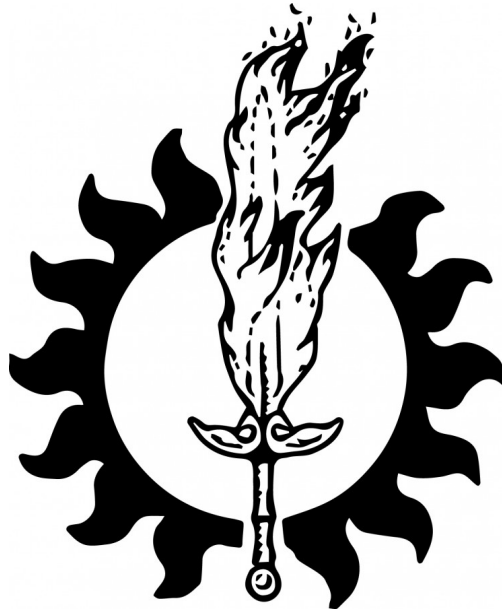


THE IX AGE FANTASY BATTLES



Empire of Sonnstahl

Army Book

2nd Edition, version 2020 – January 3, 2020

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The 9th Age: Fantasy Battles is a community-made miniatures wargame.

All rules and feedback can be found and given at: the-ninth-age.com

Refer to the Rulebook for instructions on How to Read Unit Entries.

All changes are listed on: the-ninth-age.com/archive.html

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Army Model Rules

Universal Rules

Blessings

The bearer's unit gains **Hatred**. Model parts with Harnessed are not affected. The model can cast the following three Bound Spells with Power Level (4/8), Type: Caster's Unit and Augment, and Duration: One Turn.



Ullor's Blessing

The target gains **Aegis (5+, against Melee Attacks)**.



Sunna's Blessing

The target gains **Flaming Attacks**. All enemy units in base contact with one or more targets of this spell when the spell is cast suffer D6 hits with Strength 4, Armour Penetration 1, **Flaming Attacks**, and **Magical Attacks**.



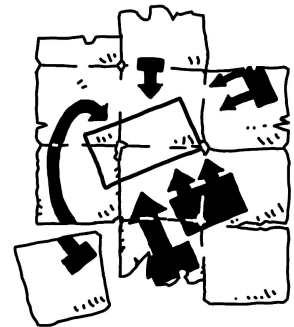
Volund's Blessing

The target's failed to-wound rolls with **Melee Attacks** **must** be rerolled.

Orders

A Character with Orders may give a single Order to a Parent or Support Unit within 8". A General with Orders may instead give a single Order to a friendly Parent or Support Unit within the range of its Commanding Presence. Orders are given at the start of each friendly Player Turn, and their effects last until the end of the next Player Turn. A unit cannot receive the same Order more than once during the same Player Turn. Only models of Standard Height are affected. The available Orders are listed below:

Brace For Impact!	The target gains Fight in Extra Rank .
On The Double!	The target gains +1" Advance Rate and +4" March Rate.
Ready! Aim! Fire!	The target gains Accurate .
Steady, Men!	Discipline Tests taken by the target are subject to Minimised Roll. A unit that receives this Order and passes a Rally Test doesn't become Shaken, and the Reform that is made after Rallying doesn't prevent the unit from moving and/or shooting (but it still counts as having moved for shooting purposes).



Parent Unit

A unit is considered a Parent Unit if at least half of its models have this Universal Rule. Parent Units treat all Support Units as **Insignificant**.

Immediately after a Parent Unit passes a Charge Range roll against a non-Fleeing enemy unit in the Charge Phase, before performing the Charge Move, any Support Units within 8" of the Parent Unit may perform a Support Charge. To do so, the Support Unit declares a Charge against the same enemy unit. Apply all of the usual rules for Charging for this out-of-sequence Charge (such as Line of Sight, Front Arc, must roll for Charge Range, max. one Wheel, etc.), with the exception that the enemy cannot choose a Charge Reaction other than Hold. For the purpose of Charge Moves, treat this as any other case of Combined Charges. When calculating Combat Scores in the following Melee Phase, combine the Rank Bonus of both the Parent Unit and up to one Support Unit that performed a successful Support Charge (following all normal restrictions), up to a maximum of +6.

Support Unit

A unit is considered a Support Unit if at least half of its models have this Universal Rule. Support Units are treated as **Insignificant** by Parent Units.

Support Units within 8" of at least one Parent Unit gain **Fight in Extra Rank** and may use Shooting Attacks from the third rank (in addition to the first and second). If the Support Unit has at least one Full Rank, it counts as having the same number of Full Ranks as a Parent Unit within 8" for the purpose of being Steadfast.

During the opponent's Charge Phase, Support Units may perform one of the following actions:

1. Immediately after a Parent Unit within 8" voluntarily chooses a Charge Reaction, the Support Unit may Stand and Shoot as if the enemy had declared a Charge against them in their current position (apply the normal rules for the Stand and Shoot Charge Reaction).
2. Immediately after all enemy units have completed their Charge Moves, Support Units within 8" of any Parent Unit that was successfully Charged in this phase may Counter Charge. To do so, choose one enemy unit that successfully Charged the Parent Unit and declare a Charge with the Support Unit. Apply all the usual rules for Charging for this out-of-sequence Charge (such as Line of Sight, Front Arc, must roll for Charge Range, max. one Wheel, etc.). When calculating Combat Scores in the following Melee Phase, combine the Rank Bonus of both the Parent Unit and up to one Support Unit that performed a successful Counter Charge (following all normal restrictions), up to a maximum of +6.

Armoury

Brace of Pistols – Shooting Weapon

Range 12", Shots 2, Str 4, AP 2, **Quick to Fire**. Counts as Paired Weapons in close combat.

Long Rifle – Shooting Weapon

Range 48", Shots 1, Str 5, AP 3, **Multiple Wounds (2, against Standard)**, **Unwieldy**.

Repeater Gun – Shooting Weapon

Range 24", Shots 3, Str 4, AP 2, **Unwieldy**.

Repeater Pistol – Shooting Weapon

Range 12", Shots 3, Str 4, AP 2, **Quick to Fire**. If the model is also equipped with a Pistol or a Brace of Pistols, this weapon gains Shots 4.

Cavalry Pick – Close Combat Weapon

Attacks made with this weapon gain +2 Armour Penetration.

Hereditary Spell

Liberal Magics

During Spell Selection, if a Wizard from Empire of Sonnstahl either selects the Hereditary Spell or gains it by any other means, it **must** instead choose a single Path from the ones available to it other than its own chosen Path. The Wizard gains the Learned Spell 1 from that Path.

Special Items

Weapon Enchantments

The Light of Sonnstahl 150 pts
Enchantment: Hand Weapon.
Attacks made with this weapon wound automatically, **always** have Armour Penetration 10, and become **Magical Attacks**.

Death Warrant 60 pts
Enchantment: Hand Weapon.
Attacks made with this weapon gain **Battle Focus** and become **Magical Attacks**. If a hit is scored with it against an enemy unit, friendly models with Parent Unit or Support Unit gain **Battle Focus** with attacks allocated towards the same enemy unit in the same phase in subsequent Initiative Steps.

Hammer of Witches 40 pts
Enchantment: Hand Weapon.
The bearer's Attack Value is **set** to 5 when using this weapon, and attacks made with it gain **Battle Focus (against Channel)** and become **Magical Attacks**.

Armour Enchantments

Imperial Seal 100 pts
Models on foot only.
Enchantment: Plate Armour.
The wearer gains +3 Armour and +1 Discipline. The wearer's unit cannot voluntarily declare Flee as a Charge Reaction.

Blacksteel 45 pts
Enchantment: Plate Armour.
The wearer gains +1 Armour and **Fear**. If taken by a model on foot, the wearer gains an additional +1 Armour.

Witchfire Guard 35 pts
Enchantment: Shield.
The bearer gains **Aegis (4+, against Magical Attacks)** while using this Shield.

Shield of Volund 20 pts
Cannot be taken by Gigantic models.
Enchantment: Shield.
While using this Shield, attacks against the bearer's model with **Lethal Strike** and/or **Battle Focus** lose these Attack Attributes.

Banner Enchantments

Banner of Unity 40 pts
Parent Units only.
Whenever the bearer's unit is targeted by an Order, an additional Order can be given (for free) to a single Support Unit within 8" of the bearer's unit.

Household Standard 40 pts
If the General is part of the bearer's unit, its Commanding Presence range is increased by 6".

Marksman's Pennant 10 pts
The bearer's unit does not suffer the -1 to-hit modifier for Stand and Shoot Charge Reactions.

Artefacts

Locket of Sunna 80 pts
When fighting a Duel, choose a single model part with neither Harnessed nor Inanimate that the bearer is fighting with. The bearer and the chosen model part **must** swap their Characteristic values of Strength, Armour Penetration, Resilience, Agility, and Attack Value. This is done before applying other modifiers. If the chosen model part does not have a Defensive Profile of its own, use the combined model's Defensive Profile instead.

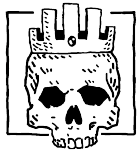
Winter Cloak 70 pts
The bearer gains **Aegis (2+, against Flaming Attacks)**, **Aegis (5+)**, and **Distracting**. The bearer automatically fails all Fortitude Saves.

Exemplar's Flame 50 pts
Dominant. Wizards only.
Choose a single Parent Unit after Spell Selection (at step 8 of the Pre-Game Sequence). At the start of any friendly Melee Phase, if the bearer is within 18" of the chosen unit, the owner may choose to discard a single Veil Token from their Veil Token pool to grant all R&F models in the chosen unit **Lethal Strike** and **Magical Attacks** until the end of the phase.

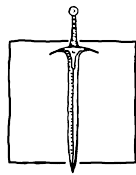
Karadon's Courser 40 pts
Knight Commanders mounted on Horse and Marshals mounted on Horse only.
One use only. May be activated at the start of any friendly Player Turn. For the duration of this Player Turn, friendly units within 6" of the bearer **must** reroll failed Charge Range rolls.

Mantle of Ullor 25 pts
Enemy units within 6" of the bearer do not gain +1 Agility for Charging Momentum.

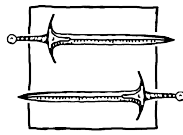
Army Organisation



Characters
Max. 40%



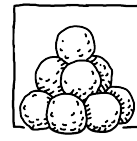
Core
Min. 25%



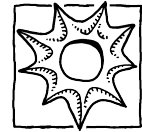
Special
No limit



Imperial Auxiliaries
Max. 35%



Imperial Armoury
Max. 20%



Sunna's Fury
Max. 30%

Characters (Max. 40%)



Marshal
160 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



A mount marked with (SF) counts towards Sunna's Fury. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9	Orders	
Defensive	HP	Def	Res	Arm	
	3	5	4	0	Plate Armour
Offensive	Att	Off	Str	AP	Agi
Marshal	3	5	4	1	5

Options	pts	Mount Options	pts
Battle Standard Bearer	free	Horse	55
One choice only:		Pegasus	55
Great Tactician (0–1 Units/Army)	65	Great Griffon* (SF)	140
Imperial Prince (General only)	160	Dragon (Imperial Prince only) (SF)	440
Special Items	up to 200	*Cannot be taken by a Battle Standard Bearer.	
If Battle Standard Bearer	up to 100		
Shield	10	<i>Optional Model Rules</i>	
Pistol (2+)	5	Great Tactician: Universal Rule.	
One choice only:		The model may give two Orders per turn instead of one.	
Great Weapon	5	Imperial Prince: Universal Rule.	
Halberd	5	The model part gains +1 Attack Value, is equipped with a Hand Weapon enchanted with The Light of Sonnstahl , and may only take up to 50 pts of Special Items.	
Lance	5		
Paired Weapons	5		



Knight Commander

180 pts

single model

Height see mount

Type Cavalry

Base see mount

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9	First Knight	
Defensive	HP	Def	Res	Arm	
	3	6	4	0	Plate Armour
Offensive	Att	Off	Str	AP	Agi
Knight Commander	4	6	4	1	6

Model Rules

First Knight: Universal Rule.

When the model is joined to a unit of Knightly Orders, the unit gains **Fearless**, and if the model is the General, the R&F models in the unit also gain **Parent Unit**.

Options

Special Items	up to 200
Shield	5
One choice only:	
Great Weapon	5
Halberd	5
Lance	10
Cavalry Pick	30

Mount Options

Must take a mount:	
Horse	free
Young Griffon	40



Wizard

125 pts

single model

Height Standard

Type Infantry

Base 20×20 mm



A mount marked with (SF) counts towards Sunna's Fury. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Wizard Apprentice	
Defensive	HP	Def	Res	Arm	
	3	3	3	0	
Offensive	Att	Off	Str	AP	Agi
Wizard	1	3	3	0	3

Magic Options

Wizard Adept	75
Wizard Master	225



Alchemy



Cosmology



Divination



Pyromancy

Options

Special Items	up to 100
If Wizard Master	up to 200
Light Armour	5

Mount Options

Horse	10
Pegasus	30
Great Griffon (SF)	85
Arcane Engine	185



Prelate

160 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



A mount marked with (SF) counts towards Sunna's Fury. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules				
	4"	8"	8	Blessings, Channel (1)				
Defensive	HP	Def	Res	Arm				
	3	5	4	0	Heavy Armour			
Offensive	Att	Off	Str	AP	Agi			
Prelate	2	5	4	1	4	Divine Attacks		
—Options—			pts—		—Mount Options—		pts—	
Special Items	up to 200			Horse	35			
Shield	15			Altar of Battle (SF)	350			
Plate Armour	25							
One choice only:								
Paired Weapons	5							
Great Weapon	15							



Artificer

120 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

The unit counts both towards Characters and Imperial Armoury.

Global	Adv	Mar	Dis	Model Rules				
	4"	8"	7	Engineer (3+), Master Artificer				
Defensive	HP	Def	Res	Arm				
	2	3	3	0	Light Armour			
Offensive	Att	Off	Str	AP	Agi			
Artificer	1	3	3	0	3			
—Model Rules—			pts—		—Options—		pts—	
Master Artificer: Universal Rule.			Special Items		up to 50			
The Master Artificer may give the Order Ready!			One choice only:					
Aim! Fire! to a Parent Unit or Support Unit it has			Handgun (3+)		5			
joined.			Long Rifle (3+)		10			
			Repeater Gun (4+)		10			
			Repeater Pistol (4+)		10			
			—Mount Options—		pts—			
			Horse		15			



Inquisitor

115 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



If taking **Silver Shots**, the unit also counts towards Imperial Auxiliaries.

Global	Adv	Mar	Dis	Model Rules							
	4"	8"	8	Fearless, Not a Leader							
Defensive	HP	Def	Res	Arm							
	3	5	4	0	Plate Armour						
Offensive	Att	Off	Str	AP	Agi						
Inquisitor	2	5	4	1	4	Lethal Strike, Multiple Wounds (D3)					
Options			pts			Mount Options			pts		
One choice only:						Horse and Light Troops			75		
Blessed Steel			60								
Silver Shots (0–1 Units/Army)			65								
Special Items			up to 100								
Shield			5								
One choice only:											
Crossbow (2+)			10								
Brace of Pistols (3+)			15								
Repeater Pistol (3+)			25								
One choice only:											
Paired Weapons			5								
Great Weapon			10								
Halberd			10								
						Optional Model Rules					
						Blessed Steel: Attack Attribute – Close Combat. The model part gains +2 Agility. Close Combat Attacks made by the model part gain +1 Strength and +1 Armour Penetration.					
						Silver Shots: Attack Attribute – Shooting. The attack gains Lethal Strike, Multiple Wounds (D3) , and must reroll failed to-wound rolls.					

Character Mounts



Horse

Height **Standard**
Type **Cavalry**
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	AP	Agi	
Horse	1	3	3	0	3	Harnessed



Pegasus

Height **Large**
Type **Cavalry**
Base **40×40 mm**

Global	Adv	Mar	Dis	Model Rules		
Ground	7"	14"	C	Fly (8", 16"), Light Troops		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm		
	C	C	4	C+1		
Offensive	Att	Off	Str	AP	Agi	
Pegasus	2	4	4	1	4	Harnessed



Young Griffon

Height **Large**
Type **Cavalry**
Base **50×75 mm**

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fear		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	AP	Agi	
Young Griffon	3	4	5	3	4	Harnessed



Great Griffon

Height **Large**
Type **Cavalry**
Base 50×100 mm

The mount and its rider count towards Characters. The mount also counts towards Sunna's Fury.

Global	Adv	Mar	Dis	Model Rules		
Ground	7"	14"	C	Fear, Fly (8", 16"), Light Troops, Towering Presence		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm		
	4	C	5	C		
Offensive	Att	Off	Str	AP	Agi	
Great Griffon	4	5	6	3	5	Harnessed



Dragon

Height **Gigantic**
Type **Beast**
Base 50×100 mm

The mount and its rider count towards Characters. The mount also counts towards Sunna's Fury.

Global	Adv	Mar	Dis	Model Rules		
Ground	6"	12"	C	Fly (7", 14"), Light Troops		
Fly	7"	14"				
Defensive	HP	Def	Res	Arm		
	6	5	6	4		
Offensive	Att	Off	Str	AP	Agi	
Dragon	5	5	6	3	3	Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed



Altar of Battle

Height **Large**
Type **Construct**
Base 50×100 mm
0–1 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Sunna's Fury.

Global	Adv	Mar	Dis	Model Rules		
	8"	8"	C	Holy Relic , Stubborn, Swiftstride, Towering Presence		
Defensive	HP	Def	Res	Arm		
	5	C	5	C	Aegis (4+)	
Offensive	Att	Off	Str	AP	Agi	
Horse (2)	1	3	3	0	3	Harnessed
Chassis			5	2		Impact Hits (D6), Inanimate

—Model Rules—

Holy Relic: Universal.

Friendly units within 6" of the bearer gain **Hatred**. Model parts with Harnessed are not affected. For Bound Spells from Blessings cast by the rider, Type: Caster's Unit is replaced with Type: 6" Aura. The model can cast *Unerring Strike* (Divination) as a Bound Spell with Power Level (4/8).



Arcane Engine

Height **Large**
Type **Construct**
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules	
	8"	8"	C	Channel (1), Swiftstride, Towering Presence	
Defensive	HP	Def	Res	Arm	
	5	C	5	C+2	
Offensive	Att	Off	Str	AP	Agi
Crew (2)	1	3	3	0	3
Horse (2)	1	3	3	0	3 Harnessed
Chassis			5	2	Impact Hits (D6), Inanimate

Options pts-

Must choose (one choice only):

Foresight	free
Arcane Shield	15

Optional Model Rules

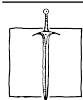
Arcane Shield: Universal Rule.

Friendly units within 6" of the model gain **Distracting**. The model can cast *Perception of Strength* (Cosmology) as a Bound Spell with Power Level (4/8).

Foresight: Universal Rule.

Friendly units within 6" of the model gain **Lightning Reflexes**. The model can cast *Ice and Fire* (Cosmology) as a Bound Spell with Power Level (4/8).

Core (Min. 25%)



Heavy Infantry

145 pts + 9 pts/extra model

20–50 models



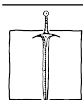
Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Parent Unit*, Scoring, Support Unit†	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	Light Armour, Shield
Offensive	Att	Off	Str	AP	Agi
Heavy Infantry	1	3	3	0	3

Options	pts	Command Group Options	pts
One choice only:		Champion	20
Halberd	1/model	Musician	20
Spear	1/model	Standard Bearer	20
		Banner Enchantment	no limit

*If starting size is 21 or more models.

†If starting size is 20 models.



Light Infantry

135 pts + 13 pts/extra model

10–20 models



Height Standard
Type Infantry
Base 20×20 mm

The unit counts both towards Core and Imperial Auxiliaries.

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring, Support Unit	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	
Offensive	Att	Off	Str	AP	Agi
Light Infantry	1	3	3	0	3

Options	pts	Command Group Options	pts
Must choose (one choice only):		Champion	20
Crossbow (4+)	free	Replace Shooting Weapon with either:	
Handgun (4+)	free	Repeater Gun (4+)	10
		Long Rifle (3+)	20
		Musician	20
		Standard Bearer	20
		Banner Enchantment	no limit



State Militia

135 pts + 8 pts/extra model

10–25 models

0–4 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

The unit counts both towards Core and Imperial Auxiliaries.

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	6	Light Troops, Reserves		
Defensive	HP	Def	Res	Arm		
	1	3	3	0		
Offensive	Att	Off	Str	AP	Agi	
State Militia	1	3	3	0	3	Bow (4+), Paired Weapons, Pistol (4+)
— Model Rules —			— Command Group Options —			pts-
Reserves: Universal Rule. The unit is treated as Insignificant by Parent and Support Units.			Champion			20
			Musician			20
			Standard Bearer			20
— Options —			— Optional Model Rules —			pts-
Irregulars (0–15 Models/Unit)			1/model			Irregulars: Universal Rule. The model gains Hard Target (1) , and Skirmisher .



Electoral Cavalry

155 pts + 25 pts/extra model

5–15 models

0–4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Scoring		
Defensive	HP	Def	Res	Arm		
	1	3	3	2	Plate Armour	
Offensive	Att	Off	Str	AP	Agi	
Knight	1	3	3	0	3	
Horse	1	3	3	0	3	Harnessed
— Options —			— Command Group Options —			pts-
Knightly Orders (One of a Kind*)			8/model			Champion
*Unless the army includes a Knight Commander.						20
Shield			4/model			Musician
One choice only:						20
Cavalry Pick (Knightly Orders only)			free			Standard Bearer
Great Weapon			2/model			Banner Enchantment
Lance			4/model			no limit
			— Optional Model Rules —			
			Knightly Orders: Universal Rule.			
			The model gains +1 Defensive Skill, and the Knight gains +1 Offensive Skill, +1 Strength, and +1 Armour Penetration. Knightly Orders cannot take Great Weapons.			

Special (No limit)



Imperial Guard

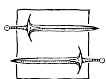
170 pts + 19 pts/extra model

15-40 models



Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Bodyguard, Parent Unit, Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Plate Armour	
Offensive	Att	Off	Str	AP	Agi	
Imperial Guard	1	4	4	1	3	
Options			pts-	Command Group Options		pts-
Must choose (one choice only):						
Shield			free	Champion		20
Great Weapon			4/model	Musician		20
				Standard Bearer		20
				Banner Enchantment		no limit



Knights of the Sun Griffon

290 pts + 83 pts/extra model

3-6 models



0-3 Units/Army

Height Large
Type Cavalry
Base 50×75 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Fear, Scoring		
Defensive	HP	Def	Res	Arm		
	3	4	4	1	Plate Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Knight	1	4	4	1	4	
Young Griffon	3	4	5	3	4	
				Harnessed		
Options			pts-	Command Group Options		pts-
The Knight must take (one choice only):						
Halberd			free	Champion		20
Lance			10/model	Musician		20
				Standard Bearer		20
				Banner Enchantment		no limit



Arcane Engine

280 pts

single model

0-2 Units/Army

Height Large

Type Construct

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	8"	7	Channel (1), Swiftstride, Towering Presence		
Defensive	HP	Def	Res	Arm		
	5	3	5	2		
Offensive	Att	Off	Str	AP	Agi	
Crew (2)	1	3	3	0	3	
Horse (2)	1	3	3	0	3	Harnessed
Chassis			5	2		Impact Hits (D6), Inanimate

Options pts-

Must choose (one choice only):

Foresight

free

Arcane Shield

15

Optional Model Rules

Arcane Shield: Universal Rule.

Friendly units within 6" of the model gain **Distracting**. The model can cast *Perception of Strength* (Cosmology) as a Bound Spell with Power Level (4/8).

Foresight: Universal Rule.

Friendly units within 6" of the model gain **Lightning Reflexes**. The model can cast *Ice and Fire* (Cosmology) as a Bound Spell with Power Level (4/8).

Imperial Auxiliaries (Max. 35%)



Imperial Rangers

90 pts + 11 pts/extra model

5–10 models

0–4 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Frontiersmen, Light Troops, Scout, Skirmisher		
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Imperial Ranger	1	3	3	0	3	Beast Hunters, Bow (4+)

— Model Rules —

Beast Hunters: Attack Attribute – Shooting.
When using a Bow, the Shooting Attack gains **Lethal Strike (against Beast)** and Shots 2.

Frontiersmen: Universal Rule.

The model automatically passes Panic Tests caused by Terror.

— Command Group Options —

Champion 20



Reiters

150 pts + 23 pts/extra model

5–10 models

0–3 Units/Army
0–20 Models/Army

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Feigned Flight, Light Troops, Vanguard		
Defensive	HP	Def	Res	Arm		
	1	3	3	1	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Reiter	1	3	3	0	3	Fire on Impact!
Horse	1	3	3	0	3	Harnessed

— Model Rules —

Fire on Impact!: Attack Attribute – Close Combat.
A Charging model part with Fire on Impact! using a Pistol, a Brace of Pistols, or a Repeater Pistol **always** strikes at Initiative Step 10, and the Strength of its Close Combat Attacks is **set** to 4 and their Armour Penetration is **set** to 2 (regardless of the user's Agility, Strength, and Armour Penetration).

— Options —

Heavy Armour 3/model
The Reiter must take (one choice only):
Light Lance and Shield free
Pistol (3+) free
Brace of Pistols (4+) 5/model
Repeater Gun (4+) 7/model

— Command Group Options —

Champion 20
Repeater Pistol (4+) 5
Musician 20

Imperial Armoury (Max. 20%)



Artillery

single model

0–4 Units/Army

Height Standard
Type Construct
Base 60 mm round

Global	Adv	Mar	Dis	Model Rules		
	4"	4"	7	War Machine		
Defensive	HP	Def	Res	Arm		
	5	1	4	0		
Offensive	Att	Off	Str	AP	Agi	
Crew	3	3	3	0	3	Move or Fire

— Options — pts —

Must choose (one choice only):

Imperial Rocketeer (4+) (0–2 Units/Army)	160
Mortar (4+) (0–2 Units/Army)	190
Volley Gun (4+) (0–2 Units/Army)	190
Cannon (4+) (0–2 Units/Army)	245

— Optional Model Rules —

Cannon: Artillery Weapon.

This Artillery Weapon can be fired in two ways:

- **Cannon**, Range 72", Shots 1, Str 4 [10], AP 0 [10], **Area Attack (1×5)**, [**Multiple Wounds (D3+1, Clipped Wings)**]
- **Volley Gun**, Range 12", Shots 2D6, Str 4, AP 4

Imperial Rocketeer: Artillery Weapon.

Catapult (1×1), Range 15–48", Shots 3, Str 5, AP 3, **Multiple Wounds (D3)**.

This weapon treats all results on the Misfire Table as Malfunction (each shot can cause a Misfire).

Mortar: Artillery Weapon.

Catapult (6×6), Range 12–48", Shots 1, Str 3 [6], AP 1 [4], [**Multiple Wounds (D3)**].

Volley Gun: Artillery Weapon.

Volley Gun, Range 24", Shots 3D6×2, Str 5, AP 3.

Sunna's Fury (Max. 30%)



Flagellants

190 pts + 17 pts/extra model

15-30 models

0-3 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	6	Fanatical , Fearless, Frenzy, Unbreakable, Zealots		
Defensive	HP	Def	Res	Arm		
	1	1	4	0		
Offensive	Att	Off	Str	AP	Agi	
Flagellant	1	3	3	0	3	Battle Focus, Great Weapon

— Model Rules —

Fanatical: Universal Rule.

When a model with Fanatical is killed by a Melee Attack during any Initiative Step of a Round of Combat it is fighting, remove it as a casualty only at the end of Initiative Step 0.

Zealots: Universal Rule.

Prelates may join the unit and gain **Fearless** and **Unbreakable** while joined to the unit.

— Command Group Options —

Champion

pts-

20



Steam Tank

475 pts

single model

0-1 Units/Army

Height Large
Type Construct
Base 50×100 mm

The unit counts both towards Sunna's Fury and Imperial Armoury.

Global	Adv	Mar	Dis	Model Rules		
	4D3"	-	7	Fear, Fearless, Random Movement (4D3"), Steam Powered , Towering Presence, Unbreakable		
Defensive	HP	Def	Res	Arm		
	7	3	6	6		
Offensive	Att	Off	Str	AP	Agi	
Chassis			5	2	3	Breath Attack (Str 2, AP 3), Grind Attacks (3D3), Steam Cannon (3+)
Steel Ram			7	4		Impact Hits (2D3), Inanimate

— Model Rules —

Steam Cannon: Artillery Weapon.

Cannon, Range 36", Shots 1, Str 3 [7], AP 0 [6], **Area Attack (1×5)**, [**Multiple Wounds (D3, Clipped Wings)**].

Steam Powered: Universal Rule.

The model may choose not to move despite having Random Movement, and its Pursuit and Overrun Distance are **always** 0".

Before moving in the Movement Phase, the model may choose to replace its Random Movement (4D3") with **Random Movement (5D3")** until the end of the Movement Phase. If so, the Steam Cannon cannot be used during this Player Turn.

Quick Reference Sheet

Characters

Marshal	Adv	4"	Mar	8"	Dis	9				Orders
Standard, Infantry	HP	3	Def	5	Res	4	Arm	0		Plate Armour
Marshal	Att	3	Off	5	Str	4	AP	1	Agi	5
Knight Commander	Adv	4"	Mar	8"	Dis	9				First Knight
see mount, Cavalry	HP	3	Def	6	Res	4	Arm	0		Plate Armour
Knight Commander	Att	4	Off	6	Str	4	AP	1	Agi	6
Wizard	Adv	4"	Mar	8"	Dis	7				Wizard Apprentice
Standard, Infantry	HP	3	Def	3	Res	3	Arm	0		
Wizard	Att	1	Off	3	Str	3	AP	0	Agi	3
Prelate	Adv	4"	Mar	8"	Dis	8				Blessings, Channel (1)
Standard, Infantry	HP	3	Def	5	Res	4	Arm	0		Heavy Armour
Prelate	Att	2	Off	5	Str	4	AP	1	Agi	4
Artificer	Adv	4"	Mar	8"	Dis	7				Engineer (3+), Master Artificer
Standard, Infantry	HP	2	Def	3	Res	3	Arm	0		Light Armour
Artificer	Att	1	Off	3	Str	3	AP	0	Agi	3
Inquisitor	Adv	4"	Mar	8"	Dis	8				Fearless, Not a Leader
Standard, Infantry	HP	3	Def	5	Res	4	Arm	0		Plate Armour
Inquisitor	Att	2	Off	5	Str	4	AP	1	Agi	4

Character Mounts

Horse	Adv	7"	Mar	14"	Dis	C				
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2		
Horse	Att	1	Off	3	Str	3	AP	0	Agi	3
Pegasus	Adv	7"	Mar	14"	Dis	C				Fly (8", 16"), Light Troops
Large, Cavalry	HP	C	Def	C	Res	4	Arm	C+1		
Pegasus	Att	2	Off	4	Str	4	AP	1	Agi	4
Young Griffon	Adv	7"	Mar	14"	Dis	C				Fear
Large, Cavalry	HP	C	Def	C	Res	C	Arm	C+1		
Young Griffon	Att	3	Off	4	Str	5	AP	3	Agi	4
Great Griffon	Adv	7"	Mar	14"	Dis	C				Fear, Fly (8", 16"), Light Troops, Towering Presence
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C		
Great Griffon	Att	4	Off	5	Str	6	AP	3	Agi	5
Dragon	Adv	6"	Mar	12"	Dis	C				Fly (7", 14"), Light Troops
Gigantic, Beast	HP	6	Def	5	Res	6	Arm	4		
Dragon	Att	5	Off	5	Str	6	AP	3	Agi	3
Altar of Battle	Adv	8"	Mar	8"	Dis	C				Holy Relic, Stubborn, Swiftstride, Towering Presence
Large, Construct	HP	5	Def	C	Res	5	Arm	C		Aegis (4+)
Horse (2)	Att	1	Off	3	Str	3	AP	0	Agi	3
Chassis					Str	5	AP	2	Agi	Impact Hits (D6), Inanimate
Arcane Engine	Adv	8"	Mar	8"	Dis	C				Channel (1), Swiftstride, Towering Presence
Large, Construct	HP	5	Def	C	Res	5	Arm	C+2		
Crew (2)	Att	1	Off	3	Str	3	AP	0	Agi	3
Horse (2)	Att	1	Off	3	Str	3	AP	0	Agi	3
Chassis					Str	5	AP	2	Agi	Impact Hits (D6), Inanimate

Core

Heavy Infantry	Adv	4"	Mar	8"	Dis	7				Parent Unit, Scoring, Support Unit
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0		Light Armour, Shield
Heavy Infantry	Att	1	Off	3	Str	3	AP	0	Agi	3
Light Infantry	Adv	4"	Mar	8"	Dis	7				Scoring, Support Unit
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0		
Light Infantry	Att	1	Off	3	Str	3	AP	0	Agi	3

State Militia	Adv	4"	Mar	8"	Dis	6						Light Troops, Reserves
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0				
State Militia	Att	1	Off	3	Str	3	AP	0	Agi	3		Bow (4+), Paired Weapons, Pistol (4+)
Electoral Cavalry	Adv	7"	Mar	14"	Dis	8						Scoring
Standard, Cavalry	HP	1	Def	3	Res	3	Arm	2				Plate Armour
Knight	Att	1	Off	3	Str	3	AP	0	Agi	3		
Horse	Att	1	Off	3	Str	3	AP	0	Agi	3		Harnessed

Special

Imperial Guard	Adv	4"	Mar	8"	Dis	8						Bodyguard, Parent Unit, Scoring
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0				Plate Armour
Imperial Guard	Att	1	Off	4	Str	4	AP	1	Agi	3		
Kn. of the Sun Griffon	Adv	7"	Mar	14"	Dis	8						Fear, Scoring
Large, Cavalry	HP	3	Def	4	Res	4	Arm	1				Plate Armour, Shield
Knight	Att	1	Off	4	Str	4	AP	1	Agi	4		
Young Griffon	Att	3	Off	4	Str	5	AP	3	Agi	4		Harnessed
Arcane Engine	Adv	8"	Mar	8"	Dis	7						Channel (1), Swiftstride, Towering Presence
Large, Construct	HP	5	Def	3	Res	5	Arm	2				
Crew (2)	Att	1	Off	3	Str	3	AP	0	Agi	3		
Horse (2)	Att	1	Off	3	Str	3	AP	0	Agi	3		Harnessed
Chassis					Str	5	AP	2	Agi			Impact Hits (D6), Inanimate

Imperial Auxiliaries

Imperial Rangers	Adv	4"	Mar	8"	Dis	7						Frontiersmen, Light Troops, Scout, Skirmisher
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0				Hard Target (1)
Imperial Ranger	Att	1	Off	3	Str	3	AP	0	Agi	3		Beast Hunters, Bow (4+)
Reiters	Adv	8"	Mar	16"	Dis	7						Feigned Flight, Light Troops, Vanguard
Standard, Cavalry	HP	1	Def	3	Res	3	Arm	1				Light Armour
Reiter	Att	1	Off	3	Str	3	AP	0	Agi	3		Fire on Impact!
Horse	Att	1	Off	3	Str	3	AP	0	Agi	3		Harnessed

Imperial Armoury

Artillery	Adv	4"	Mar	4"	Dis	7						War Machine
Standard, Construct	HP	5	Def	1	Res	4	Arm	0				
Crew	Att	3	Off	3	Str	3	AP	0	Agi	3		Move or Fire

Sunna's Fury

Flagellants	Adv	4"	Mar	8"	Dis	6						Fanatical, Fearless, Frenzy, Unbreakable, Zealots
Standard, Infantry	HP	1	Def	1	Res	4	Arm	0				
Flagellant	Att	1	Off	3	Str	3	AP	0	Agi	3		Battle Focus, Great Weapon
Steam Tank	Adv	4D3"	Mar	-	Dis	7						Fear, Fearless, Random Movement (4D3"), Steam Powered, Towering Presence, Unbreakable
Large, Construct	HP	7	Def	3	Res	6	Arm	6				
Chassis	Att	-	Off	-	Str	5	AP	2	Agi	3		Breath Attack (Str 2, AP 3), Grind Attacks (3D3), Steam Cannon (3+)
Steel Ram					Str	7	AP	4	Agi			Impact Hits (2D3), Inanimate

Artillery and Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Brace of Pistols	-	12"	4	2	2	Quick to Fire
Long Rifle	-	48"	5	3	1	Multiple Wounds (2, against Standard), Unwieldy
Repeater Gun	-	24"	4	2	3	Unwieldy
Repeater Pistol	-	12"	4	2	3	Quick to Fire, +1 Shots with Pistol or Brace of Pistols
Cannon (1)	Cannon	72"	4 [10]	0 [10]	1	Area Attack (1×5) [Multiple Wounds (D3+1, Clipped Wings)]
Cannon (2)	Volley Gun	12"	4	4	2D6	-
Mortar	Catapult (6×6)	12–48"	3 [6]	1 [4]	1	[Multiple Wounds (D3)]
Imperial Rocketeer	Catapult (1×1)	15–48"	5	3	3	[Multiple Wounds (D3)]
Steam Cannon	Cannon	36"	3 [7]	0 [6]	1	Area Attack (1×5) [Multiple Wounds (D3, Clipped Wings)]
Volley Gun	Volley Gun	24"	5	3	3D6×2	-

Aim Table

Name	Aim	Shooting Model
Bow	4+	Imperial Ranger, State Militia
Brace of Pistols	3+	Inquisitor
	4+	Reiters
Crossbow	2+	Inquisitor
	4+	Light Infantry
Handgun	3+	Artificer
	4+	Light Infantry
Long Rifle	3+	Artificer, Light Infantry (Champion)
Pistol	2+	Marshal
	3+	Reiters
	4+	State Militia
Repeater Gun	4+	Artificer, Reiters, Light Infantry (Champion)
Repeater Pistol	3+	Inquisitor
	4+	Artificer, Reiters (Champion)
Cannon (1) and (2)	4+	Artillery
Mortar	4+	Artillery
Imperial Rocketeer	4+	Artillery
Volley Gun	4+	Artillery
Steam Cannon	3+	Steam Tank