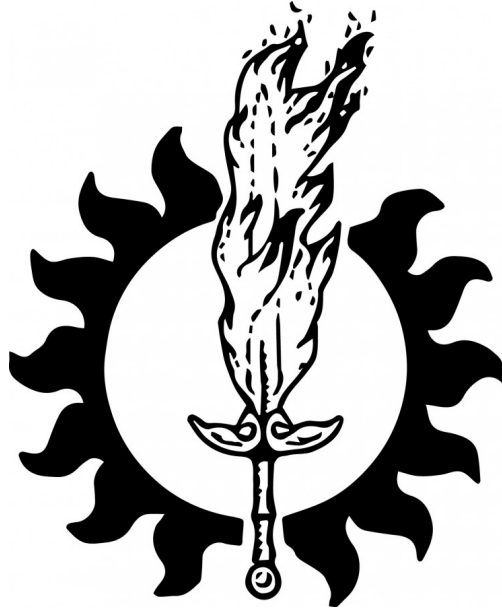# THE IX AGE
FANTASY BATTLES

Empire of Sonnstahl

Army Book (Core Rules)

2nd Edition, version 2022 – March 24, 2022

Army Model Rules

Universal Rules

Blessings

The model'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).
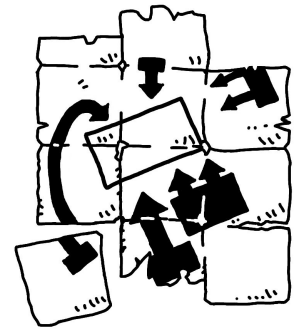
Parent Unit

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 whole 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 if it has fewer Full Ranks than the Parent Unit.

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

1. Immediately after an unengaged Parent Unit within 8″ declares a Charge Reaction other than a mandatory Flee 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 whole 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   45 pts
Enchantment: Hand Weapon.
The bearer's Attack Value is **set** to 5 while 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   15 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

Household Standard   45 pts
If the General is part of the bearer's unit, its Commanding Presence range is increased by 6″.

Banner of Unity   40 pts
Parent Units only.
Whenever the bearer's unit is targeted by an Order, it may immediately give an Order to a single Support Unit within 8″ of the bearer's unit.

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   85 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 corresponding unmodified Characteristic values of Attack Value, Strength, Armour Penetration, Agility, and Resilience. This is done before applying other modifiers. Note that if the bearer and/or the chosen model part are part of a Multipart Model, the Multipart Model's Resilience value is used.

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   40 pts
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   30 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   20 pts
Enemy units within 6″ of the bearer do not gain +1 Agility for Charging Momentum.

Army Organisation
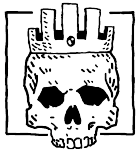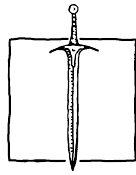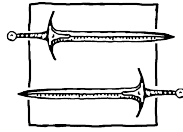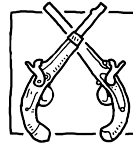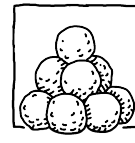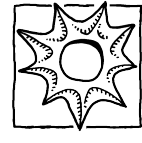
Characters	Core	Special	Imperial Auxiliaries	Imperial Armoury	Sunna's Fury
Max. 40%	Min. 25%	No limit	Max. 35%	Max. 20%	Max. 30%

Characters (Max. 40%)

Marshal
140 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 –
Battle Standard Bearer — free
One choice only:
   Great Tactician (0–1 Units/Army) — 75
   Imperial Prince (General only) — 125
Special Items — up to 200
   If Battle Standard Bearer — up to 100
Shield — 10
Pistol (2+) — 5
One choice only:
   Great Weapon — 5
   Halberd — 5
   Lance — 5
   Paired Weapons — 5

— Mount Options — pts –
Pegasus — 50
Horse — 55
Great Griffon* (SF) — 145
Dragon (Imperial Prince only) (SF) — 400
*Cannot be taken by the Battle Standard Bearer.

— Optional Model Rules —
Great Tactician: Universal Rule.
   The model may give two Orders per turn instead of one.

Imperial Prince: Universal Rule.
   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.

Knight Commander
175 pts

single model   0–3 Units/Army

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

—— Mount Options ——	pts
Must take a mount:	
Horse	free
Young Griffon	40

Wizard
115 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 ——	pts
Wizard Adept	95
Wizard Master	265

Alchemy   Cosmology   Divination   Pyromancy

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

—— Mount Options ——	pts
Horse	10
Pegasus	35
Great Griffon (SF)	85
Arcane Engine	170

Prelate

145 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 –
Special Items .... up to 200
Shield 15
Plate Armour 25
One choice only:
　Paired Weapons 5
　Great Weapon 15

—— Mount Options —— pts –
Horse 50
Altar of Battle (SF) 320

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 ——

Master Artificer: Universal Rule.
　The Master Artificer may give the Order **Ready! Aim! Fire!** to a Parent Unit or Support Unit it has joined.

—— Options —— pts –
Special Items .... up to 50
One choice only:
　Handgun (3+) 5
　Repeater Pistol (4+) 5
　Long Rifle (3+) 10
　Repeater Gun (4+) 10

—— Mount Options —— pts –
Horse 20

Inquisitor

105 pts

single model

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

One choice only:
- **Silver Shots** (0–1 Units/Army)   65
- **Blessed Steel**   70

Special Items   up to 100

Shield   5

One choice only:
- Crossbow (2+)   5
- Brace of Pistols (3+)   15
- Repeater Pistol (3+)   25

One choice only:
- Paired Weapons   5
- Great Weapon   10
- Halberd   10

––––– Mount Options –––––   pts

Horse and Light Troops   95

––––– 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

0–4 Mounts/Army

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

0–3 Mounts/Army

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

0–2 Mounts/Army

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 Rule.

Friendly units within 6″ of the model 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   20

—— *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
140 pts + **7** 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 –

One choice only:
- Halberd — 1/model
- Spear — 1/model

—— Command Group Options ——   pts –

	pts
Champion	10
Musician	10
Standard Bearer	10
Banner Enchantment	no limit

*If starting size is 21 or more models.
†If starting size is 20 models.
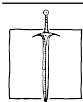
Light Infantry
130 pts + **13** pts/extra model   **10–20** models

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 –

Must choose (one choice only):
- Handgun (4+) — free
- Crossbow (4+) — 1/model

—— Command Group Options ——   pts –

	pts
Champion	10
Replace Shooting Weapon with either:	
Repeater Gun (4+)	10
Long Rifle (3+)	20
Musician	10
Standard Bearer	10
Banner Enchantment	no limit

State Militia

130 pts + **6** 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

Reserves: Universal Rule.
  The unit is treated as **Insignificant** by Parent and Support Units.

Options — pts

Irregulars (0–15 Models/Unit)   free

Command Group Options — pts

Champion	10
Musician	10
Standard Bearer	10

Optional Model Rules

Irregulars: Universal Rule.
  The model gains **Hard Target (1)** and **Skirmisher**.

Electoral Cavalry

155 pts + **23** 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 — pts

Knightly Orders (One of a Kind*)   8/model
  *Unless the army includes a Knight Commander.
Shield   4/model
One choice only:
  Cavalry Pick (**Knightly Orders** only)   1/model
  Great Weapon   1/model
  Lance   1/model

Command Group Options — pts

Champion	10
Musician	10
Standard Bearer	10
Banner Enchantment	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)
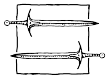
Imperial Guard
170 pts + **17** pts/extra model   **15–40** models   *Height* Standard / *Type* Infantry / *Base* 20×20 mm

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 –
Must choose (one choice only):
   Shield   free
   Great Weapon   2/model

—— Command Group Options ——   pts –
Champion   10
Musician   10
Standard Bearer   10
   Banner Enchantment   no limit

Knights of the Sun Griffon
275 pts + **59** 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 –
Must choose (one choice only):
   Halberd   free
   Lance   10/model

—— Command Group Options ——   pts –
Champion   10
Musician   10
Standard Bearer   10
   Banner Enchantment   no limit

Arcane Engine
255 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   20

—— 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── pts──

Champion	10

Reiters

155 pts + **22** 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── pts──

Heavy Armour	3/model
Must choose (one choice only):	
Light Lance and Shield	free
Pistol (3+)	free
Brace of Pistols (4+)	5/model
Repeater Gun (4+)	6/model

──Command Group Options── pts──

Champion	10
Repeater Pistol (4+)	5
Musician	10

Imperial Armoury (Max. 20%)

Artillery
150 pts

			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)	free
Volley Gun (4+) (0–2 Units/Army)	25
Mortar (4+) (0–2 Units/Army)	30
Cannon (4+) (0–2 Units/Army)	90

—— 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

195 pts + **15** 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 ——— pts ——
Champion	10

Steam Tank

500 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 in the Melee Phase 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**	Divine Attacks

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**	Lethal Strike, Multiple Wounds (D3)

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**	Harnessed

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**	Harnessed

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**	Harnessed

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**	Harnessed

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**	Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed

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**	Harnessed
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**	Harnessed
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

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