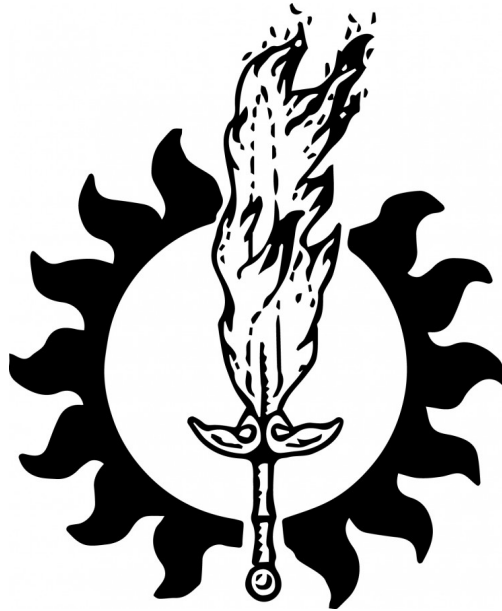# THE IX AGE
## FANTASY BATTLES



# Empire of Sonnstahl

Army Book (Core Rules)

2$^{nd}$ Edition, version 2023 – April 13, 2023

Until Gold process is achieved, this book is the official one and will only change during the yearly Balance Patch, usually impacting mainly points.

# 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!** | The target gains **Minimised (Discipline Tests)**. 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). |
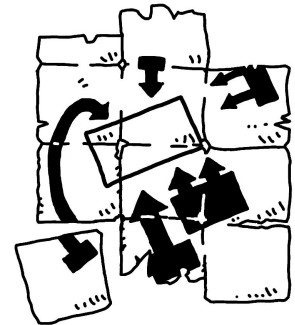


### Parent Unit

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 **Shoot in Extra Rank**. 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 , 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
and **always** have Armour Penetration 10.

**Death Warrant**                                             60 pts
Enchantment: Hand Weapon.
Attacks made with this weapon gain **Battle Focus**. 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 en-
emy 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 (X))**.

## 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 At-
tacks)** while using this Shield.

**Shield of Volund**                                          15 pts
Cannot be taken by Gigantic models.
Enchantment: Shield.
While using this Shield, the bearer's model gains **Im-
mune (Battle Focus, Lethal Strike)**.

## Banner Enchantments

**Household Standard**                                        45 pts
If the General is part of the bearer's unit, it gains
**Commanding Presence (+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 gains **Steady Aim**.

## 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 Char-
acteristic values of Attack Value, Strength, Armour
Penetration, Agility, and Resilience. This is done be-
fore 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 (3+, against Flaming At-
tacks)**, **Aegis (5+)**, and **Distracting**. The bearer au-
tomatically fails all Fortitude Saves.

**Exemplar's Flame**                                          40 pts
Wizards and Prelates only.
The bearer can cast *Glory of Gold* (Alchemy) as a
Bound Spell with Power Level (4/8).

**Karadon's Courser**                                         30 pts
Knight Commanders mounted on Horse and Mar-
shals 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
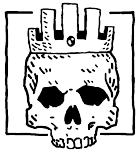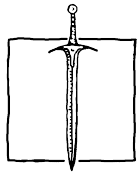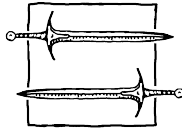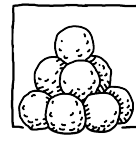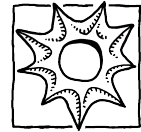
| Characters | Core | Special | Imperial Auxiliaries | Imperial Armoury | Sunna's Fury |
|:---:|:---:|:---:|:---:|:---:|:---:|
| Max. 40% | Min. 25% | No limit | Max. 35% | Max. 20% | Max. 30% |

# 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 |
| Repeater Pistol (3+) | 10 |
| One choice only: | |
| Great Weapon | 5 |
| Halberd | 5 |
| Lance | 5 |
| Paired Weapons | 5 |

—— Mount Options —— pts –

| | |
|---|---|
| Horse | 55 |
| Pegasus | 60 |
| Great Griffon* (SF) | 145 |
| Dragon (Imperial Prince only) (SF) | 410 |

*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.

While the model is joined to a unit of Knightly Orders, the unit gains the following rules:
- **Fearless**.
- If the model is the General, the R&F models 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 | 45 |
| 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) | 325 |

## 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

**95** 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* –

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                               105

—— *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 | Hard Target (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 | 7″ | 14″ | C | | Fly (7″, 14″), Light Troops, **Meeting of Minds** |
| | 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 |

——*Model Rules*——

**Meeting of Minds:** Universal Rule.
   The model may give two Orders per turn instead of one.

## 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 8″ 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: 8″ 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 8″ 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 8″ 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%)
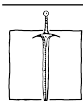
## Heavy Infantry
**140** pts + **7** pts/extra model **20–50** models

*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 – | —— Command Group Options —— | pts – |
|---|---|---|---|
| One choice only: | | Champion | 10 |
|    Halberd | 1/model | Musician | 10 |
|    Spear | 1/model | Standard Bearer | 10 |
| | |    Banner Enchantment | no limit |

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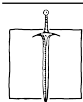
## Light Infantry
**130** pts + **13** pts/extra model **10–20** models

*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 – | —— Command Group Options —— | pts – |
|---|---|---|---|
| **Must** choose (one choice only): | | Champion | 10 |
|    Handgun (4+) | free | Musician | 10 |
|    Crossbow (4+) | 1/model | Standard Bearer | 10 |
| | |    Banner Enchantment | no limit |

## State Militia

**140** 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  **5–20** models  0–4* Units/Army

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

\* For each unit of Knightly Orders in the army, the maximum number is reduced by 1.

| 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

Shield  4/model
One choice only:
   Great Weapon  1/model
   Lance  1/model

──── Command Group Options ────  pts

Champion  10
Musician  10
Standard Bearer  10
   Banner Enchantment  no limit

# Knightly Orders

**195** pts + **31** pts/extra model

**5–15** models

One of a Kind*

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

*0-4 Units/Army if the army includes a Knight Commander.

| Global | Adv | Mar | Dis | | Model Rules |
|---|---|---|---|---|---|
| | **7″** | **14″** | **8** | | Scoring |

| Defensive | HP | Def | Res | Arm | |
|---|---|---|---|---|---|
| | **1** | **4** | **3** | **2** | Plate Armour |

| Offensive | Att | Off | Str | AP | Agi | |
|---|---|---|---|---|---|---|
| Knight | **1** | **4** | **4** | **1** | **3** | |
| Horse | **1** | **3** | **3** | **0** | **3** | Harnessed |

—— Options ——                                   pts –
Shield                                          4/model
One choice only:
    Cavalry Pick                                  1/model
    Lance                                         1/model

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

# **Special** (No limit)
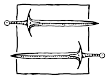
## **Imperial Guard**
**170** pts + **17** pts/extra model          **15–40** models

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 8″ 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 8″ 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

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## Reiters
**155** pts + **21** 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 or a Brace of Pistols **always** strikes at Initiative Step 10, and the Strength of its Close Combat Attacks is **always** set to 4 and their Armour Penetration is **always** set to 2.

——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
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)    85

—— 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)]**
      · **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

**185** 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

**450** 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 |
|---|---|---|---|---|---|
| | 2D6″ | | 7 | | Fearless, Random Movement (2D6″), **Steam Powered**, Towering Presence, Unbreakable |

| Defensive | HP | Def | Res | Arm | |
|---|---|---|---|---|---|
| | 6 | 1 | 6 | 6 | |

| Offensive | Att | Off | Str | AP | Agi | |
|---|---|---|---|---|---|---|
| Chassis | | | 5 | 2 | 2 | Breath Attack (Str 2, AP 3), Grind Attacks (3D3), **Steam Cannon (3+)** |

——Model Rules——

**Steam Cannon:** Artillery Weapon.
**Cannon**, Range 36″, Shots 1, Str 4 [10], AP 0 [10], **Area Attack (1×5)**, **[Multiple Wounds (D3+1)]**.

**Steam Powered:** Universal Rule.
The model may choose not to move despite having Random Movement, it **always** passes Restrain Pursuit Tests, and its Pursuit and Overrun Distance in the Melee Phase are **always** 0″. In the Movement Phase, the model's Pursuit Distance rolls are subject to Maximised Roll.

# 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** | | | | Hard Target (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* | **7"** | *Mar* | **14"** | *Dis* | **C** | | | | | | Fly (7", 14"), Light Troops, **Meeting of Minds** |
| 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 |

| Knightly Orders | Adv | 7″ | Mar | 14″ | Dis | 8 | | | ☞ | Scoring |
|---|---|---|---|---|---|---|---|---|---|---|
| Standard, Cavalry | HP | 1 | Def | 4 | Res | 3 | Arm | 2 | | Plate Armour |
| Knight | Att | 1 | Off | 4 | Str | 4 | AP | 1 | 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 | 2D6″ | Mar | - | Dis | 7 | | | | Fearless, Random Movement (2D6″), Steam Powered, Towering Presence, Unbreakable |
|---|---|---|---|---|---|---|---|---|---|---|
| Large, Construct | HP | 6 | Def | 1 | Res | 6 | Arm | 6 | | |
| Chassis | Att | - | Off | - | Str | 5 | AP | 2 | Agi 2 | Breath Attack (Str 2, AP 3), Grind Attacks (3D3), Steam Cannon (3+) |

# 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)] |
| 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″ | 4 [10] | 0 [10] | 1 | Area Attack (1×5) [Multiple Wounds (D3+1)] |
| 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 |
| Pistol | 2+ | Marshal |
| | 3+ | Reiters |
| | 4+ | State Militia |
| Repeater Gun | 4+ | Artificer, Reiters |
| Repeater Pistol | 3+ | Inquisitor, Marshal |
| | 4+ | Artificer |
| Cannon (1) and (2) | 4+ | Artillery |
| Mortar | 4+ | Artillery |
| Imperial Rocketeer | 4+ | Artillery |
| Volley Gun | 4+ | Artillery |
| Steam Cannon | 3+ | Steam Tank |