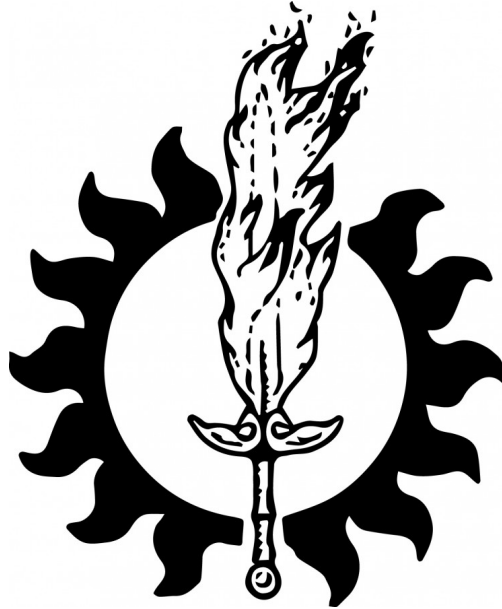


THE IX AGE FANTASY BATTLES



Empire of Sonnstahl

Army Book (Core Rules)

2nd Edition, version 2021 – March 18, 2021

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The 9th Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. 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.

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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**.



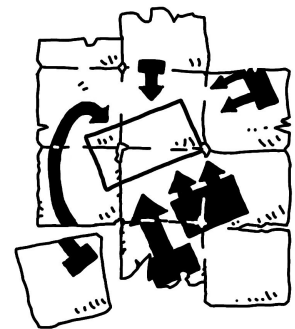
Volund's Blessing

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 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 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 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 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 unmodified 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 Multipart Model's Defensive Profile instead.

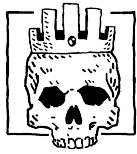
Winter Cloak 70 pts
The bearer gains **Aegis (2+, against Flaming Attacks)**, **Aegis (5+)**, and **Distracting**. The bearer automatically fails all Fortitude Saves.

Exemplar's Flame 40 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.

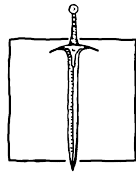
Karadon's Courser 40 pts
Knight Commanders mounted on Horse and Marshals mounted on Horse only.
One use only. May be activated at the start of any friendly Player Turn. For the duration of this Player Turn, friendly units within 6" of the bearer **must** reroll failed Charge Range rolls.

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

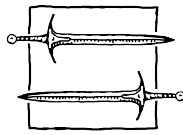
Army Organisation



Characters
Max. 40%



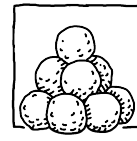
Core
Min. 25%



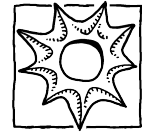
Special
No limit



Imperial Auxiliaries
Max. 35%



Imperial Armoury
Max. 20%



Sunna's Fury
Max. 30%

Characters (Max. 40%)



Marshal
150 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 | 50 |
| One choice only: | | Pegasus | 55 |
| Great Tactician (0–1 Units/Army) | 75 | Great Griffon* (SF) | 140 |
| Imperial Prince (General only) | 150 | 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 | Optional Model Rules | |
| 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

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

| | |
|------------------|-----------|
| 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 |

Options

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



Alchemy



Cosmology



Divination



Pyromancy

Mount Options

| | |
|--------------------|-----|
| Horse | 10 |
| Pegasus | 30 |
| Great Griffon (SF) | 85 |
| Arcane Engine | 175 |



Prelate

155 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 | 40 | | |
| Shield | | | | 15 | Altar of Battle (SF) | 335 | | |
| 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 joined. | | | | | 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

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 90 | |
| Blessed Steel | | | 65 | | — Optional Model Rules — | |
| Silver Shots (0–1 Units/Army) | | | 65 | | Blessed Steel: Attack Attribute – Close Combat. | |
| Special Items | | | up to 100 | | The model part gains +2 Agility. Close Combat Attacks made by the model part gain +1 Strength and +1 Armour Penetration. | |
| Shield | | | 5 | | Silver Shots: Attack Attribute – Shooting. | |
| One choice only: | | | | | The attack gains Lethal Strike, Multiple Wounds (D3) , and must reroll failed to-wound rolls. | |
| Crossbow (2+) | | | 5 | | | |
| Brace of Pistols (3+) | | | 15 | | | |
| Repeater Pistol (3+) | | | 25 | | | |
| One choice only: | | | | | | |
| Paired Weapons | | | 5 | | | |
| Great Weapon | | | 10 | | | |
| Halberd | | | 10 | | | |

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**
0–4 Mounts/Army

| 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**
0–3 Mounts/Army

| 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.

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 —

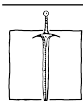
Arcane Shield: Universal Rule.

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 + 8 pts/extra model

20–50 models

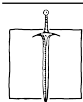


Height Standard
Type Infantry
Base 20×20 mm

| 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 | | | Command Group Options | | |
| One choice only: | | | | | |
| Halberd | | | 1/model | Champion | 10 |
| Spear | | | 1/model | 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

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 | | | Command Group Options | | |
| Must choose (one choice only): | | | | | |
| Handgun (4+) | | | free | Champion | 10 |
| Crossbow (4+) | | | 1/model | Replace Shooting Weapon with either: | |
| | | | | Repeater Gun (4+) | 10 |
| | | | | Long Rifle (3+) | 20 |
| | | | | Musician | 10 |
| | | | | Standard Bearer | 10 |
| | | | | Banner Enchantment | no limit |



State Militia

135 pts + 7 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 | | | 10 |
| | | | Musician | | | 10 |
| | | | Standard Bearer | | | 10 |
| — 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

160 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 — | | | — Command Group Options — | | | pts- |
| Knightly Orders (One of a Kind*) | | | 6/model | Champion | | |
| *Unless the army includes a Knight Commander. | | | | Musician | | |
| Shield | | | 4/model | Standard Bearer | | |
| One choice only: | | | | Banner Enchantment | | |
| Cavalry Pick (Knightly Orders only) | | | free | no limit | | |
| Great Weapon | | | 1/model | — Optional Model Rules — | | |
| Lance | | | 1/model | 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

175 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- | Command Group Options | | pts- |
| Must choose (one choice only): | | | | Champion | 10 | |
| Shield | | | free | Musician | 10 | |
| Great Weapon | | | 3/model | Standard Bearer | 10 | |
| | | | | Banner Enchantment | no limit | |



Knights of the Sun Griffon

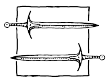
280 pts + 75 pts/extra model

3-6 models



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- |
| Must choose (one choice only): | | | | Champion | 10 | |
| Halberd | | | free | Musician | 10 | |
| Lance | | | 10/model | Standard Bearer | 10 | |
| | | | | Banner Enchantment | no limit | |



Arcane Engine

270 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 10 pts



Reiters

155 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 pts
Must choose (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 10 pts
Repeater Pistol (4+) 5
Musician 10

Imperial Armoury (Max. 20%)



Artillery

160 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) | 20 |
| 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, 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

200 pts + 16 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-

10



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 |

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 |