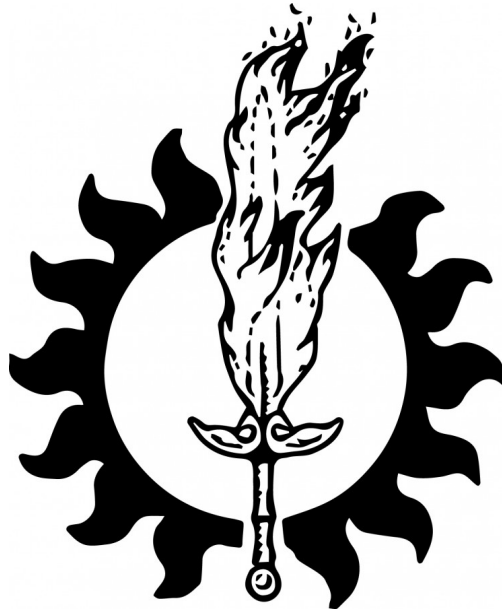


# THE IX AGE FANTASY BATTLES



## Empire of Sonnstahl

Army Book (Core Rules)

2<sup>nd</sup> Edition, version 2023 beta 2 – March 02, 2023

Army Model Rules	2	Characters	5
Hereditary Spell	3	Character Mounts	9
Special Items	4	Core	12
Army Organisation	5	Special	15
Quick Reference Sheet	20	Imperial Auxiliaries	17
Changelog	23	Imperial Armoury	18
		Sunna's Fury	19



The 9<sup>th</sup> 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](https://the-ninth-age.com). Refer to the Rulebook for instructions on How to Read Unit Entries. Recent changes are marked in [blue](#), and listed at the end of this document. Copyright Creative Commons license: [the-ninth-age.com/license.html](https://the-ninth-age.com/license.html). Edited with  $\LaTeX$ .

# 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.

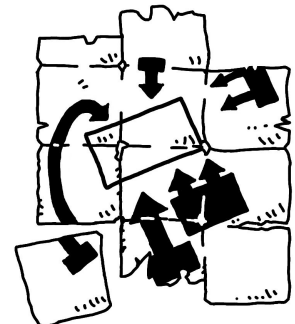
### Orders

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:

- 
- |                          |   |
|--------------------------|---|
| <b>Brace For Impact!</b> | The target gains <b>Fight in Extra Rank</b> .         |
| <b>On The Double!</b>    | The target gains +1" Advance Rate and +4" March Rate. |
| <b>Ready! Aim! Fire!</b> | The target gains <b>Accurate</b> .                    |

**Steady, Men!** ~~Discipline Tests taken by the target are subject to Minimised-Roll.~~ 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).

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### 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 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 (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 Attacks)** 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 Immune (**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") **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 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 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.

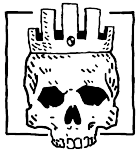
**Winter Cloak** 70 pts  
The bearer gains **Aegis (3+, against Flaming Attacks), Aegis (5+), and Distracting**. The bearer automatically fails all Fortitude Saves.

**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).

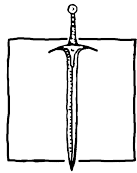
**Karadon's Courser** 30 pts  
*Knight Commanders mounted on Horse and Marshals mounted on Horse only.*  
One use only. May be activated at the start of any friendly Player Turn. For the duration of this Player Turn, friendly units within 6" of the bearer **must** reroll failed Charge Range rolls.

**Mantle of Ullor** 20 pts  
Enemy units within 6" of the bearer do not gain +1 Agility for Charging Momentum.

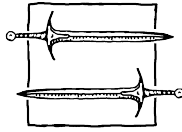
# Army Organisation



**Characters**  
Max. 40%



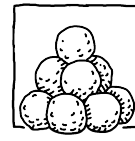
**Core**  
Min. 25%



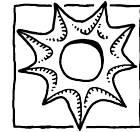
**Special**  
No limit



**Imperial Auxiliaries**  
Max. 35%



**Imperial Armoury**  
Max. 20%



**Sunna's Fury**  
Max. 30%

## Characters (Max. 40%)



**Marshal**  
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-	Mount Options	pts-
Battle Standard Bearer	free	Horse	55
One choice only:		Pegasus	60
<b>Great Tactician</b> (0–1 Units/Army)	75	Great Griffon* (SF)	145
<b>Imperial Prince</b> (General only)	125	Dragon (Imperial Prince only) (SF)	410
Special Items	up to 200	*Cannot be taken by the Battle Standard Bearer.	
If Battle Standard Bearer	up to 100		
Shield	10	<b>Optional Model Rules</b>	
Pistol (2+)	5	<b>Great Tactician:</b> Universal Rule.	
Repeater Pistol (3+)	10	The model may give two Orders per turn instead of one.	
One choice only:		<b>Imperial Prince:</b> Universal Rule.	
Great Weapon	5	The model part gains +1 Attack Value, is equipped with a Hand Weapon enchanted with <b>The Light of Sonnstahl</b> , and may only take up to 50 pts of Special Items.	
Halberd	5		
Lance	5		
Paired Weapons	5		



## 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	<b>First Knight</b>	
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—

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

—Mount Options—

<b>Must</b> 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	<b>Wizard Apprentice</b>	
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	95	pts
Wizard Master	265	

—Options—

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



Alchemy



Cosmology



Divination



Pyromancy

—Mount Options—

Horse	10	pts
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—		— Mount Options —		pts—	
Special Items	up to 200			Horse	50			
Shield	15			Altar of Battle (SF)	325			
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+), <b>Master Artificer</b>				
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—	
<b>Master Artificer:</b> Universal Rule.			Special Items		up to 50			
The Master Artificer may give the Order <b>Ready!</b>			One choice only:					
Aim! Fire! to a Parent Unit or Support Unit it has			Handgun (3+)		5			
joined.			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		
	<b>4"</b>	<b>8"</b>	<b>8</b>	Fearless, Not a Leader		
Defensive	HP	Def	Res	Arm		
	<b>3</b>	<b>5</b>	<b>4</b>	<b>0</b>	Plate Armour	
Offensive	Att	Off	Str	AP	Agi	
Inquisitor	<b>2</b>	<b>5</b>	<b>4</b>	<b>1</b>	<b>4</b>	Lethal Strike, Multiple Wounds (D3)

Options	pts-	Mount Options	pts-
One choice only: <b>Silver Shots</b> (0-1 Units/Army)	65	Horse and Light Troops	105
<b>Blessed Steel</b>	70	<i>Optional Model Rules</i>	
Special Items	up to 100	<b>Blessed Steel:</b> 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.	
Shield	5	<b>Silver Shots:</b> Attack Attribute – Shooting. The attack gains <b>Lethal Strike, Multiple Wounds (D3)</b> , and <b>must</b> reroll failed to-wound rolls.	
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		



# Character Mounts



## Horse

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

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



## Pegasus

Height **Large**  
Type **Cavalry**  
Base **40×40 mm**  
0–4 Mounts/Army

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



## Young Griffon

Height **Large**  
Type **Cavalry**  
Base **50×75 mm**  
0–3 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
	<b>7"</b>	<b>14"</b>	<b>C</b>	<b>Fear</b>		
Defensive	HP	Def	Res	Arm		
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+1</b>		
Offensive	Att	Off	Str	AP	Agi	
Young Griffon	<b>3</b>	<b>4</b>	<b>5</b>	<b>3</b>	<b>4</b>	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	<b>7"</b>	<b>14"</b>	<b>C</b>	Fear, Fly (8", 16"), Light Troops, Towering Presence		
Fly	<b>8"</b>	<b>16"</b>				
Defensive	HP	Def	Res	Arm		
	<b>4</b>	<b>C</b>	<b>5</b>	<b>C</b>		
Offensive	Att	Off	Str	AP	Agi	
Great Griffon	<b>4</b>	<b>5</b>	<b>6</b>	<b>3</b>	<b>5</b>	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	<b>7"</b>	<b>14"</b>	<b>C</b>	Fly (7", 14"), Light Troops, <b>Meeting of Minds</b>		
Fly	<b>7"</b>	<b>14"</b>				
Defensive	HP	Def	Res	Arm		
	<b>6</b>	<b>5</b>	<b>6</b>	<b>4</b>		
Offensive	Att	Off	Str	AP	Agi	
Dragon	<b>5</b>	<b>5</b>	<b>6</b>	<b>3</b>	<b>3</b>	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		
	<b>8"</b>	<b>8"</b>	<b>C</b>	<b>Holy Relic</b> , Stubborn, Swiftstride, Towering Presence		
Defensive	HP	Def	Res	Arm		
	<b>5</b>	<b>C</b>	<b>5</b>	<b>C</b> Aegis (4+)		
Offensive	Att	Off	Str	AP	Agi	
Horse (2)	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	Harnessed
Chassis			<b>5</b>	<b>2</b>		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: **6"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	
	<b>8"</b>	<b>8"</b>	<b>C</b>	<b>Channel (1), Swiftstride, Towering Presence</b>	
Defensive	HP	Def	Res	Arm	
	<b>5</b>	<b>C</b>	<b>5</b>	<b>C+2</b>	
Offensive	Att	Off	Str	AP	Agi
Crew (2)	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>
Horse (2)	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b> <b>Harnessed</b>
Chassis			<b>5</b>	<b>2</b>	<b>Impact Hits (D6), Inanimate</b>

— Options — pts —

**Must** choose (one choice only):

<b>Foresight</b>	free
<b>Arcane Shield</b>	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



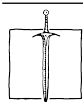
Height Standard  
Type Infantry  
Base 20×20 mm

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-
<b>Must</b> 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 —			— Command Group Options —		
<b>Reserves:</b> Universal Rule. The unit is treated as <b>Insignificant</b> by Parent and Support Units.			Champion 10 Musician 10 Standard Bearer 10		
— Options —			— Optional Model Rules —		
<b>Irregulars</b> (0–15 Models/Unit) free			<b>Irregulars:</b> Universal Rule. The model gains <b>Hard Target (1)</b> and <b>Skirmisher</b> .		



## 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
Harnesses					
— Options —			— Command Group Options —		
Shield 4/model			Champion 10		
One choice only:			Musician 10		
Great Weapon 1/model			Standard Bearer 10		
Lance 1/model			Banner Enchantment no limit		



# Knightly Orders

195 pts + 31 pts/extra model

5-15 models



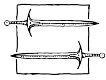
One of a Kind\*

Height Standard  
Type Cavalry  
Base 25x50 mm

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

Global	Adv	Mar	Dis	Model Rules		
	<b>7"</b>	<b>14"</b>	<b>8</b>	Scoring		
Defensive	HP	Def	Res	Arm		
	<b>1</b>	<b>4</b>	<b>3</b>	<b>2</b>	Plate Armour	
Offensive	Att	Off	Str	AP	Agi	
<b>Knight</b>	<b>1</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>3</b>	
<b>Horse</b>	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b> Harnessed	
Options			pts-	Command Group Options		pts-
Shield			4/model	Champion		10
One choice only:				Musician		10
Cavalry Pick			1/model	Standard Bearer		10
Lance			1/model	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-	Command Group Options		pts-
<b>Must</b> choose (one choice only):				Champion		10
Shield			free	Musician		10
Great Weapon			2/model	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-	Command Group Options		pts-
<b>Must</b> choose (one choice only):				Champion		10
Halberd			free	Musician		10
Lance			10/model	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	
	<b>8"</b>	<b>8"</b>	<b>7</b>	Channel (1), Swiftstride, Towering Presence	
Defensive	HP	Def	Res	Arm	
	<b>5</b>	<b>3</b>	<b>5</b>	<b>2</b>	
Offensive	Att	Off	Str	AP	Agi
Crew (2)	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>
Horse (2)	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b> Harnessed
Chassis			<b>5</b>	<b>2</b>	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 20x20 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 + 21 pts/extra model

5-10 models

0-3 Units/Army

0-20 Models/Army

Height Standard

Type Cavalry

Base 25x50 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 —

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+) 6/model

— Command Group Options —

Champion 10 pts-  
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):

<b>Imperial Rocketeer (4+)</b> (0–2 Units/Army)	free
<b>Volley Gun (4+)</b> (0–2 Units/Army)	25
<b>Mortar (4+)</b> (0–2 Units/Army)	30
<b>Cannon (4+)</b> (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	<b>Fanatical</b> , Fearless, Frenzy, Unbreakable, <b>Zealots</b>		
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

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"), <b>Steam Powered</b> , 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), <b>Steam Cannon (3+)</b>

— 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)**], **Unwieldy**.

**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. **In addition, when the model loses a combat, it loses a Health Point with no saves of any kind allowed.**

# Quick Reference Sheet

## Characters

<b>Marshal</b>	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
<b>Knight Commander</b>	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
<b>Wizard</b>	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
<b>Prelate</b>	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
<b>Artificer</b>	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
<b>Inquisitor</b>	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

<b>Horse</b>	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
<b>Pegasus</b>	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
<b>Young Griffon</b>	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
<b>Great Griffon</b>	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
<b>Dragon</b>	Adv	7"	Mar	14"	Dis	C				Fly (7", 14"), Light Troops, <b>Meeting of Minds</b>
Gigantic, Beast	HP	6	Def	5	Res	6	Arm	4		
Dragon	Att	5	Off	5	Str	6	AP	3	Agi	3
<b>Altar of Battle</b>	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
<b>Arcane Engine</b>	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

<b>Heavy Infantry</b>	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
<b>Light Infantry</b>	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

<b>State Militia</b>	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+)
<b>Electoral Cavalry</b>	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
<b>Knightly Orders</b>	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

<b>Imperial Guard</b>	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		
<b>Kn. of the Sun Griffon</b>	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
<b>Arcane Engine</b>	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

<b>Imperial Rangers</b>	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+)
<b>Reiters</b>	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

<b>Artillery</b>	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

<b>Flagellants</b>	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
<b>Steam Tank</b>	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	

# Changelog

## 2023 beta 2

- Altar of Battle Holy Relic spells are now 8" Aura
- Steam Tank has Def 1 and does not loose HP when loosing combat
- Knightly Orders reduce number of Electoral Cavalry units
- Inquisitor Base cost 105 ↘95
- Inquisitor Horse and Light Troops 95 ↗105
- State Militia Base cost 135 ↗140
- Flagellants Base cost 195 ↘185
- Steam Tank Base cost 430 ↗450
- Reiters Additional models 22 ↘21