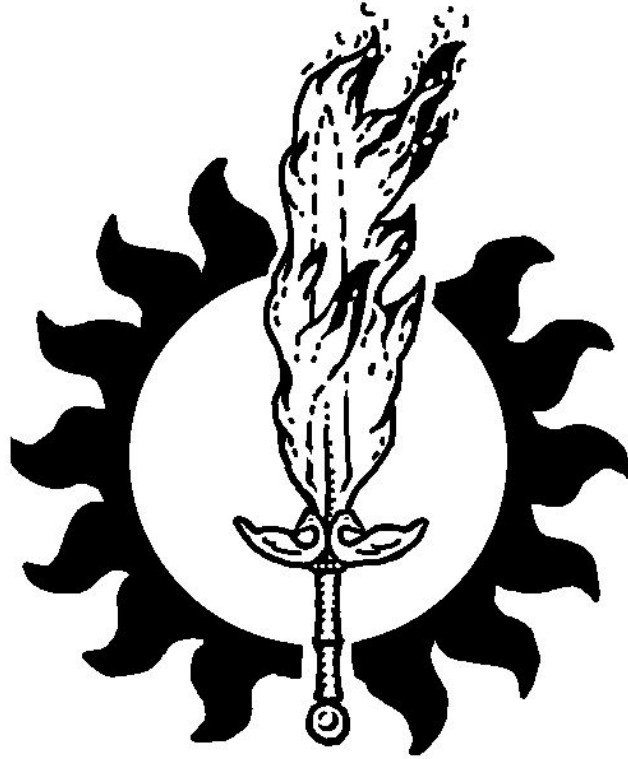


# Fantasy Battles

## The 9<sup>th</sup> Age



# Empire of Sonnstahl

Army Rules

Version 1.1.0 - 02 September 2016

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Recent changes are colour coded green and listed at the change log at the end of this document.

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# Army Special Rules

## Blessings

A model with this rule, and all models in the same unit have Hatred. Mounts are not affected. A model with this rule can cast the following three Bound Spells (Power Level 3), each once per magic phase. These Bound Spells are of type Caster's Unit and Augment, and duration Lasts One Turn.



Ullor's Blessing

Target unit gains Ward Save (5+) against Close Combat Attacks.



Sunna's Blessing

Target unit gains Flaming Attacks. All enemy units in base contact with **one or more targets of this spell**, when the spell is cast suffer D6 Strength 4 hits with Flaming Attacks.



Volund's Blessing

Target unit may reroll failed to-wound rolls in Close Combat.

## Parent Units And Support Units

Certain units in this Army Book are designated as either Parent Units or Support Units. Support Units are considered Insignificant by Parent Units and may perform Supporting Actions as detailed below.

## Supporting Actions

Support Units within 6" of a Parent Unit may perform one of the following actions each phase:

1. When a Charge is declared against a Parent unit within 6", the Support Unit may Stand and Shoot as if it were the target of the Charge. Apply all usual restrictions for a Stand and Shoot reaction.
2. When a Parent Unit within 6" is successfully charged, or rolls a successful Charge Range roll (against a non-fleeing enemy), the Support Unit may declare a Charge upon the enemy unit which successfully charged the Parent Unit or that is about to be Charged by the Parent Unit. Apply all usual rules under Move Chargers for this out of sequence Charge (such as Line of Sight, Front Arc, must roll Charge Range, max one Wheel, etc...), with the exception that the enemy cannot chose a Charge Reaction other than Hold. If done in a friendly Player Turn, treat this as a normal Multiple Charge. If this is done in the opponent's Player Turn, this Charge Move is performed after all other units have completed their Charge Moves. When calculating Combat Score in a combat where this Support Action was used in the same Player Turn (and both Charges were successful), combine the Rank Bonus of both the Parent unit and the Support unit (following all normal restrictions), up to maximum of +6.
3. If the Supporting Unit has at least one Full Rank, it counts as having the same number of Full Ranks as a Parent Unit within 6" for Steadfast purposes.

## Orders

Lord Characters with this special rule may give a single Order to a friendly Parent or Support Unit within 6", whilst Hero Characters may only give a single Order to a Parent or Support Unit they have joined. Orders are given at the start of each friendly Player Turn. The effects of Orders apply immediately to the target unit and last until the end of the next Player Turn. A unit cannot receive the same order more than once during the same turn. Only Infantry models are affected. The available Orders are listed below:

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**On The Double!** The target unit gains +2 Movement. If it declares a Charge this turn, it gains +1 Movement instead.

**Steady, Men!** The target unit may roll an additional D6 when taking Leadership Tests and discard the highest roll. A unit that receives this Order and passes a Rally test may move and shoot in the same turn, but will always count as having moved, cannot March, and cannot declare Charges.

**Ready! Aim! Fire!** The target unit gains +6" range with mundane Shooting Weapons.

**Brace For Impact!** The target unit gains Fight In Extra Rank.

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## Armoury

### Repeater Gun

Shooting Weapon. Range 24", Strength 4, Armour Piercing (1), Multiple Shots (3), Unwieldy.

### Repeater Pistol

Shooting Weapon. Range 12", Strength 4, Armour Piercing (1), Multiple Shots (3), Quick to Fire. When combined with a Pistol, it gains Multiple Shots (4).

### Long Rifle

Shooting Weapon. Range 48", Strength 5, Multiple Wounds (2, Infantry, Cavalry, War Beast), Unwieldy, Armour Piercing (1), +1 to hit when shooting.

# Magical Items

## Magical Weapons

### **The Sonnstahl** (85 pts)

Type: Hand Weapon. Attacks made with this weapon wound automatically and have Armour Piercing (6).

### **Hammer of Witches** (35 pts)

Type: Hand Weapon. Attacks made with this weapon gain Lightning Reflexes and +1 Strength.

### **Star Mace** (30 pts)

Type: Great Weapon. The bearer gains Crush Attack when wielding this weapon.

## Magical Armour

**Blessed Armour of Frederick the Great** (35 pts) – models on foot only

Type: Plate Armour. The wearer has a 1+ Armour Save.

### **The Black Helm** (15 pts)

Type: None (6+ Armour Save). The wearer gains Fear.

### **Armour of Volund** (25 pts)

Type: Plate Armour. Attacks against the wearer with Lethal Strike lose this special rule.

## Talismans

### **The Winter Cloak** (50 pts)

The wearer gains Distracting, Ward Save (5+) and Fireborn.

## Enchanted Items

### **Locket of Sunna** (35 pts)

The bearer automatically swaps the unmodified Characteristic values of Strength, Toughness, Initiative and Attacks on its profile with those of its opponent when fighting in a Challenge. The exchanged values are never swapped with the mount of the enemy model.

## Magical Standards

**Banner of the Stallion** (15 pts) – Mounted characters only

The bearer's unit and all friendly units with Swiftstride within 12" of the bearer may reroll results of '1' for Charge Ranges, Pursuits, Overruns and Random Movement rolls.

### **Banner of Unity** (25 pts)

The bearer's unit is never disrupted when flanked by enemy units (but can still be disrupted by enemy units to its rear).

# Army List

## LORDS



### Marshal 90 pts

single model

M	WS	BS	S	T	W	I	A	Ld
4	5	5	4	4	3	5	3	9

Infantry 20x20mm base

#### Armour:

Plate Armour

#### Options:

May take Magical Items

May take a Shield

May take a weapon (once choice only):

Paired Weapons

Great Weapon

Halberd

Lance

May take a Pistol

May ride a mount (one choice only):

Horse

Pegasus

Great Griffon

Dragon (Imperial Prince only)

pts

up to 100

3

3

4

4

6

6

10

60

100

250

#### Special rules:

Orders

May upgrade to one of the following (each option is One of a Kind):

#### Seasoned General (10 pts)

A Seasoned General gains +1 Weapon Skill. If a Seasoned General is included in the army, one unit of Heavy Infantry may be upgraded to Seasoned Soldiers. Additionally, one unit of Light Infantry may be upgraded to Seasoned Soldiers.

#### Great Tactician (30 pts)

A Great Tactician may give two Orders per turn instead of one and these two Orders may each target a different unit. If a Great Tactician is the General of the army then it may give Orders to any Parent or Support Unit within the range of its Inspiring Presence.

#### Imperial Prince (90 pts)

An Imperial Prince gains +1 Attack and is equipped with The Sonnstahl.

An Imperial Prince may not purchase any other Magical Weapon and may only take up to 25 pts of Magical Items.



## Knight Commander 120 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
Commander	4	6	3	4	4	3	6	4	9	
Horse	8	3	-	3	3	1	3	1	3	Cavalry 25x50mm base
<hr/>										
<i>Armour:</i>						<i>Options:</i>				<i>pts</i>
Plate Armour						May take Magical Items				up to 100
						May take a Shield				3
<i>Mount:</i>						May take a weapon (one choice only):				
Horse with Barding and Mount's Protection (6+)						Halberd				10
						Great Weapon				10
						Lance				15
						May replace the Horse and its Barding with				
						Young Griffon				15
						May become Legendary Warrior				15

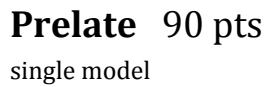
**Legendary Warrior:** A Knight Commander and all models in the same unit are Immune to Psychology. If a Knight Commander with this upgrade is included in the army, any unit of Electoral Cavalry may be upgraded to Imperial Cavalry.



## Archwizard 170 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
	4	3	3	3	4	3	3	1	8	Infantry 20x20mm base
<hr/>										
<i>Magic:</i>						<i>Options:</i>				<i>pts</i>
<b>Level 3 Wizard Master.</b> Generates spells from one of the Battle Magic Paths.						May take Magical Items				up to 100
						May become a Wizard Level 4 Master				30
						May take a mount (one choice only):				
						Horse				15
						Pegasus				40
						Arcane Engine				130
						Great Griffon (Path of Wilderness only)				100



**High Pontiff:** A Prelate may add +1 to Casting Attempts of any Bound Spell from the Blessings special rule (this overrides the normal restriction of not adding casting modifiers to Bound Spells).

# HEROES



## Captain 60 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
	4	5	5	4	4	2	5	3	8	Infantry 20x20mm base
<i>Armour:</i>										<i>Options:</i>
Heavy Armour										May be the Battle Standard Bearer
										May take Magical Items
<i>Special Rules:</i>										May take any of the following:
Orders										Shield
										Plate Armour
										May take a weapon (once choice only):
										Paired Weapons
										Great Weapon
										Halberd
										Lance
										May take a Pistol
										May take a mount (one choice only):
										Horse
										Pegasus



## Artificer 55 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
	4	3	4	3	3	2	3	1	7	Infantry 20x20mm base
<i>Armour:</i>										<i>Options:</i>
Light Armour										May take Magical Items
										May take a weapon (one choice only):
<i>Special Rules:</i>										Handgun
Engineer										Repeater Pistol
										Repeater Gun
										Long Rifle
										May ride a Horse
										May become a Master Artificer

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





## Wizard 65 pts

single model

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	2	3	1	7

Infantry 20x20mm base

### *Magic:*

**Level 1 Wizard Apprentice.** Generates spells from one of the Battle Magic Paths.

### *Options:*

May take Magical Items

May become a Level 2 Wizard Apprentice

May ride a Horse

### *pts*

up to 50

25

10



## Preacher 65 pts

single model

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	4	2	4	2	8

Infantry 20x20mm base

### *Armour:*

Heavy Armour

### *Options:*

May take Magical Items

May take a Shield

May take a weapon (one choice only):

Paired Weapons

Flail

Great Weapon

May ride a Horse

### *pts*

up to 50

2

3

3

6

10

### *Special Rules:*

Blessings, Channel, Divine Attacks



## Inquisitor 60 pts

single model

M	WS	BS	S	T	W	I	A	Ld
4	5	4	4	4	2	4	2	8

Infantry 20x20mm base

### *Armour:*

Heavy Armour

### *Options:*

May take Magical Items

May take a Shield

May take Plate Armour

May take any of the following weapons:

Brace of Pistols

Great Weapon

Crossbow

May ride a Horse

- may gain Light Troops

### *pts*

up to 50

2

10

5

6

5

15

15

### *Special Rules:*

Not a Leader, Immune to Psychology, Lethal Strike, Multiple Wounds (D3), Magic Resistance (2)

**Nobody Expects....:** The Inquisitor may choose one of the following specializations at the start of the game:

### *Witch Hunter*

If a unit contains one or more models with this rule, enemy spells targeting the Witch Hunter or its unit receive a -1 penalty to their casting Attempt.

Spells of the "Aura" type are not affected.

### *Daemon Hunter*

A Daemon Hunter has Divine Attacks. Furthermore, it gains Hatred against models with Otherworldly.

### *Vampire Hunter*

A Vampire Hunter has Flaming Attacks and Magical Attacks.

# CHARACTER MOUNTS

## Horse

	M	WS	BS	S	T	W	I	A	Ld
	8	3	-	3	3	1	3	1	3
War Beast, 25x50mm base									

Mount's Protection (6+)

Options: pts  
May take Barding 15

## Pegasus

	M	WS	BS	S	T	W	I	A	Ld
	7	4	-	4	4	3	4	2	6
Monstrous Beast, 40x40mm base									

Mount's Protection (6+)

Fly (8)

## Young Griffon

	M	WS	BS	S	T	W	I	A	Ld
	7	4	-	5	4	3	4	3	7
Monstrous Beast, 50x75mm base									

Mount's Protection (6+)

Fear, Armour Piercing (1)

## Great Griffon

	M	WS	BS	S	T	W	I	A	Ld
	7	5	-	6	5	4	5	4	7
Monstrous Beast, 50x100mm base									

Fly (8), Fear, Large Target

## Dragon (One of a Kind)

	M	WS	BS	S	T	W	I	A	Ld
	6	5	-	6	6	6	3	5	9
Monster, 50x100mm base									

Innate Defence (3+)

Fly (7), Breath Weapon (Strength 4, Flaming Attacks)

## Altar of Battle (One of a Kind)

	M	WS	BS	S	T	W	I	A	Ld
Altar of Battle	-	-	-	5	5	5	-	-	-
Horses (2)	8	3	-	3	-	-	3	1	-
Chariot, 50x100mm base									

Large Target,  
Ward Save (4+), Stubborn

Options: pts  
May take Barding 25

**Holy Relic:** The Altar of Battle grants Hatred to all friendly units within 6", excluding mounts. All Blessings Bound Spells cast by the rider have the type Aura and Range 6" (replaces type Caster's Unit).

A Prelate that rides an Altar of Battle can cast *Divine Banishment* from the Path of Light as a Bound Spell (Power Level 4).

## Arcane Engine

	M	WS	BS	S	T	W	I	A	Ld
Arcane Engine	-	-	-	5	5	5	-	-	-
Crew (2)	4	3	3	3	-	-	3	1	7
Horse (2)	8	3	-	3	-	-	3	1	3
Chariot, 50x100mm base									

Heavy Armour  
Channel, Large Target

An Arcane Engine must take one of the following upgrades:

### Arcane Shield

An Arcane Engine with an Arcane Shield grants Distracting to all friendly units within 6".

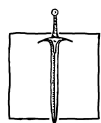
The Engine can cast *Shield of Protection* from the Path of Light as a Bound Spell (Power Level 3).

### Foresight

An Arcane Engine with Foresight grants Lighting Reflexes to all friendly units within 6".

The Engine can cast *Thunderbolt* from the Path of Heavens as a Bound Spell (Power Level 4).

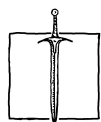
# CORE



## Light Infantry 80 pts

10 models, may add up to 10 models 7 pts / model

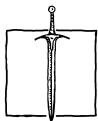
	M	WS	BS	S	T	W	I	A	Ld	
	4	3	3	3	3	1	3	1	7	Infantry 20x20mm base
<hr/>										
Weapons:										pts
Crossbow	May replace Crossbow with Handgun									free
	May upgrade one model to each of the following:									
Special Rules:	Champion									10
Support Unit	- may replace Handgun with:									
	Long Rifle									5
	Repeater Gun									10
	Musician									10
	Standard Bearer									10
	If the army has a <b>Seasoned General</b> :									
	May be upgraded to									
	Seasoned Soldiers (One per Army)									2 / model
	<b>Seasoned Soldiers:</b> The models have +1 Ballistic Skill and gain Light Armour.									



## Heavy Infantry 80 pts

20 models, may add up to 30 models 5 pts / model

	M	WS	BS	S	T	W	I	A	Ld	
	4	3	3	3	3	1	3	1	7	Infantry 20x20mm base
<i>Armour:</i>						<i>Options:</i>				<i>pts</i>
Light Armour and Shield						May take a weapon (one choice only):				
						Spear				1 / two models
<i>Special Rules:</i>						Swap Shield for Halberd				1 / model
Support Unit (if starting size is 20 models)						Halberd				2 / model
Parent Unit (if starting size is 21 or more models)						May upgrade one model to each of the following:				
						Champion				10
						Musician				10
						Standard Bearer				10
						- may become the Veteran Standard Bearer				
						If the army has a <b>Seasoned General</b> :				
						May be upgraded to				
						Seasoned Soldiers (One per Army)				1 / model
<b>Seasoned Soldiers:</b> The Models have +1 Weapon Skill and +1 Initiative.										



## State Militia 40 pts

10 models, may add up to 50 models 4 pts / model

M WS BS S T W I A Ld

4 3 3 3 3 1 3 1 6

Infantry 20x20mm base

### Weapons:

Paired Weapons

### Options:

May Skirmish (max 15 models)

May replace Paired Weapons with

Bow

Pistol

May upgrade one model to each of the following:

Champion

Musician

Standard Bearer

pts

1 / model

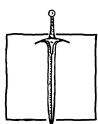
2 / model

2 / model

10

10

10



## Electoral Cavalry 90 pts

5 models, may add up to 10 models 18 pts / model

M WS BS S T W I A Ld

Rider 4 3 3 3 3 1 3 1 8

Horse 8 3 - 3 3 1 3 1 3

Cavalry 25x50mm base

### Weapons:

Great Weapon

### Options:

May replace Great Weapon with Lance

May take a Shield

May upgrade one model to each of the following:

Champion

Musician

Standard Bearer

- may become the Veteran Standard Bearer

pts

1 / model

1 / model

10

10

10

### Armour:

Mount's Protection (6+), Plate Armour and Barding

If the army has a Knight Commander with **Legendary Warrior**:

Any unit may be upgraded to **Imperial Cavalry** 5 / model

**Imperial Cavalry:** The Riders have +1 Weapon Skill and +1 Strength.

### Options:

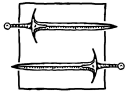
May replace Great Weapon with

Cavalry Hammer (counts as Halberd)

pts

1 / model

## SPECIAL



### Imperial Guard 65 pts

10 models, may add up to 30 models 9 pts / model

M WS BS S T W I A Ld

4 4 3 4 3 1 3 1 8

Infantry 20x20mm base

#### Weapons:

Hand Weapon and Shield

#### Options:

May replace Shield with

Great Weapon

pts

2 / model

#### Armour:

Plate Armour

May upgrade one model to each of the following:

Champion

10

Musician

10

Standard Bearer

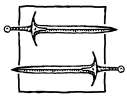
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- may take a Magical Standard

up to 50

#### Special Rules:

Bodyguard, Parent Unit



### Imperial Rangers 50 pts

5 models, may add up to 5 models 10 pts / model

M WS BS S T W I A Ld

4 3 4 3 3 1 3 1 7

Infantry 20x20mm base

#### Weapons:

Bow

#### Options:

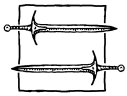
May upgrade one model to a Champion

pts

10

#### Special Rules:

Multiple Shots (2), Scout, Skirmishers



### Knightly Orders 145 pts

5 models, may add up to 7 models 26 pts / model

M WS BS S T W I A Ld

Rider 4 4 3 4 3 1 4 2 8

Horse 8 3 - 3 3 1 3 1 3

Cavalry 25x50mm base

#### Weapons:

Lance

#### Options:

May replace Lance and Shield with

Cavalry Hammer (counts as Halberd)

pts

free

#### Armour:

Mount's Protection (6+), Plate Armour, Shield and Barding

May upgrade one model to each of the following:

Champion

10

Musician

10

Standard Bearer

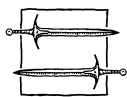
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- may take a Magical Standard

up to 50

#### Special rules:

Bodyguard (Knight Commander, General)

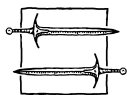


## Reiters 75 pts

5 models, may add up to 10 models 15 pts / model

	M	WS	BS	S	T	W	I	A	Ld	
Rider	4	3	4	3	3	1	3	1	7	
Horse	8	3	-	3	3	1	3	1	3	Cavalry 25x50mm base
<hr/>										
<i>Weapons:</i>										<i>Options:</i>
Pistol										<i>pts</i>
										2 / model
										May replace Pistol with:
										Light Lance and Shield
										free
										Brace of Pistols
										2 / model
										Repeater Gun
										3 / model
<i>Armour:</i>										
Mount's Protection (6+), Light Armour										
<i>Special rules:</i>										
Fast Cavalry										May upgrade one model to each of the following:
										Champion
										10
										- may take Repeater Pistol
										10
										Musician
										10

**Fire on Impact!:** In the first round of a combat after a model with this rule has successfully charged into combat, models with this rule (Riders only) may replace their normal attacks with the following attacks; 1 attack per model if equipped with a Pistol, or 2 attacks per model if equipped with a Brace of Pistols or a Repeater Pistol. These attacks are resolved at Initiative 10, Strength 4 and Armour Piercing (1).



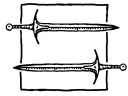
## Flagellants 100 pts

10 models, may add up to 20 models 8 pts / model

	M	WS	BS	S	T	W	I	A	Ld	
	4	3	3	3	4	1	3	1	6	Infantry 20x20mm base
<hr/>										
<i>Weapons:</i>										<i>Options:</i>
Flail										<i>pts</i>
										May upgrade one model to a Champion
										10
<i>Special Rules:</i>										
Unbreakable										

**Fanatical:** Models with this rule benefit from Frenzy and may never lose it. Casualties suffered in Close Combat are removed at Initiative zero.

**Zealots:** Prelate and Preacher Characters may join this unit. Joined Characters gain Unbreakable while remaining in the unit.



## Artillery

single model

	M	WS	BS	S	T	W	I	A	Ld	
Machine	-	-	-	-	7	3	-	-	-	
Crew (3)	4	3	3	3	3	-	3	1	7	War Machine 60mm round base

Must take one of the following:

### Mortar (110 pts)

**Catapult (5") Artillery Weapon** with  
Range 12-48", Strength 3[6], [Multiple Wounds (D3)],  
Armour Piercing (1).

### Volley Gun (125 pts)

0-2 Choice

**Volley Gun Artillery Weapon** with  
Range 24", Strength 5, Armour Piercing (1) and Multiple  
Shots (3D6\*2).

### Cannon (100 pts)

0-2 Choice

This weapon has two modes of fire:

- **Cannon (D6") Artillery Weapon** with  
Range 72", Strength 10, Armour Piercing (2) and  
Multiple Wounds (Ordnance).

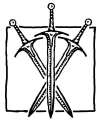
- **Volley Gun Artillery Weapon** with  
Range 12", Strength 4, Armour Piercing (3) and  
Multiple Shots (2D6).

### Imperial Rocketeers (130 pts)

0-2 Choice

**Catapult (3") Artillery Weapon** with  
Range 12-36". Instead of hitting models under the  
template as normal, any unit under the template suffers  
D3+1 hits with Strength 5, Armour Piercing (1), Multiple  
Wounds (D3) and Flaming Attacks.

# RARE



## Knights of the Sun Griffon 140 pts

3 models, may add up to 4 models 47 pts / model

	M	WS	BS	S	T	W	I	A	Ld	
Rider	4	4	3	4	3	1	4	1	8	
Young Griffon	7	4	-	5	4	3	4	3	7	Monstrous Cavalry 50x75mm base

<i>Weapons:</i>	<i>Options:</i>	<i>pts</i>
Halberd	May replace Halberd with Lance and Shield	5 /model
<i>Armour:</i>	May upgrade one Model to each of the following:	
Mount's Protection (6+), Plate Armour	Champion	10
	Musician	10
<i>Special rules:</i>	Standard Bearer	10
Armour Piercing (1) (mount only), Fear	- may take a Magical Standard	up to 50



## Arcane Engine 140 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
Arcane Engine	-	-	-	5	5	5	-	-	-	
Crew (2)	4	3	3	3	-	-	3	1	7	
Horses (2)	8	3	-	3	-	-	3	1	3	Chariot 50x100mm base

*Armour:*  
Heavy Armour

*Special Rules:*  
Channel, Large Target

An Arcane Engine must take one of the following upgrades:

### Arcane Shield

An Arcane Engine with an Arcane Shield grants Distracting to all friendly units within 6".

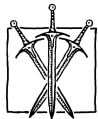
The Engine can cast *Shield of Protection* from the Path of Light as a Bound Spell (Power Level 3).

### Foresight

An Arcane Engine with Foresight grants Lighting Reflexes to all friendly units within 6".

The Engine can cast *Thunderbolt* from the Path of Heavens as a Bound Spell (Power Level 4).





## Steam Tank 230 pts (One of a Kind)

single model

	M	WS	BS	S	T	W	I	A	Ld	
Steam Tank	*	-	-	6	6	7	3	-	-	
Crew (1)	-	3	4	3	-	-	3	1	7	Chariot 50x100mm base

*Weapons:*

Repeater Gun

### Steam Powered Cannon:

**Cannon (D6") Artillery Weapon** with

Range: (see Steam Engine), Strength 7, Armour Piercing (2), Multiple Wounds (D3)

*Armour:*

Innate Defence (1+)

*Special Rules:*

Random Movement (see Steam Engine),

Grinding Attacks (see Steam Engine) (Steam Tank only),

Large Target, Unbreakable, Terror,

Breath Weapon (Strength 2, Armour Piercing (3)) (Steam Tank only)

**Steam Engine:** The Steam Tank's current number of wounds dictates the value of its Random Movement and number of Grinding Attacks, as well as the range of the Steam Powered Cannon. A Steam Tank may choose not to move and can never Pursue or Overrun.

Current number of wounds	Movement	Grinding Attacks	Cannon Range
5-7 wounds	D6, 2D6 or 3D6	2D3	42"
3-4 wounds	D6 or 2D6	D3+1	30"
1-2 wounds	D6 or 2D6	D3	18"

# Quick Reference Sheet

L - Lords, H - Heroes, C - Core, S - Special, R - Rare, M - Mounts only

	<u>CHARACTERS</u>	M	WS	BS	S	T	W	I	A	Ld
L	Marshal	4	5	5	4	4	3	5	3	9
	Knight Commander	4	6	3	4	4	3	6	4	9
	Archwizard	4	3	3	3	4	3	3	1	8
	Prelate	4	5	4	4	4	3	4	2	9
H	Captain	4	5	5	4	4	2	5	3	8
	Artificier	4	3	4	3	3	2	3	1	7
	Wizard	4	3	3	3	3	2	3	1	7
	Preacher	4	4	4	4	4	2	4	2	8
	Inquisitor	4	5	4	4	4	2	4	2	8

	<u>INFANTRY</u>	M	WS	BS	S	T	W	I	A	Ld
C	Light Infantry	4	3	3	3	3	1	3	1	7
	- seasoned			+1						
	Heavy Infantry	4	3	3	3	3	1	3	1	7
	- seasoned			+1				+1		
	State Militia	4	3	3	3	3	1	3	1	6
S	Imperial Guard	4	4	3	4	3	1	3	1	8
	Imperial Ranger	4	3	4	3	3	1	3	1	7
	Flagellant	4	3	3	3	4	1	3	1	6

	<u>WAR BEASTS</u>	M	WS	BS	S	T	W	I	A	Ld
M	Horse	8	3	-	3	3	1	3	1	3

	<u>MONSTROUS BEASTS</u>	M	WS	BS	S	T	W	I	A	Ld
M	Pegasus	7	4	-	4	4	3	4	2	6
	Young Griffon	7	4	-	5	4	3	4	3	7
	Great Griffon	7	5	-	6	5	4	5	4	7

	<u>CAVALRY</u>	M	WS	BS	S	T	W	I	A	Ld
C	Electoral Cavalry	4	3	3	3	3	1	3	1	8
	- Imperial Cavalry		+1		+1					
	- Horse	8	3	-	3	3	1	3	1	3
S	Knightly Order	4	4	3	4	3	1	4	2	8
	- Horse	8	3	-	3	3	1	3	1	3
	Reiter	4	3	4	3	3	1	3	1	7
	- Horse	8	3	-	3	3	1	3	1	3

	<u>MONSTROUS CAVALRY</u>	M	WS	BS	S	T	W	I	A	Ld
R	Knight of the Sun	4	4	3	4	3	1	4	1	8
	- Young Griffon	7	4	-	5	4	3	4	3	7

	<u>MONSTERS</u>	M	WS	BS	S	T	W	I	A	Ld
M	Dragon	6	5	-	6	6	6	3	5	9

	<u>CHARIOTS</u>	M	WS	BS	S	T	W	I	A	Ld
S	Arcane Engine	-	-	-	5	5	5	-	-	-
	- Crew (2)	4	3	3	3	-	-	3	1	7
	- Horse (2)	8	3	-	3	-	-	3	1	3
R	Steam Tank	*	-	-	6	6	7	3	-	-
	- Crew (1)	4	3	4	3	-	-	3	1	7
M	Altar of Battle	-	-	-	5	5	5	-	-	-
	- Horse (2)	8	3	-	3	-	-	3	1	3

	<u>WAR MACHINES</u>	M	WS	BS	S	T	W	I	A	Ld
S	Artillery	-	-	-	-	7	3	-	-	-
	- Crew (3)	4	3	3	3	3	-	3	1	7

	<u>SPECIAL SHOOTING WEAPON</u>	Range	S	Multiple Shots	Multiple Wounds	Armour Piercing
-common-	Repeater Gun	24	4	3		1
-common-	Repeater Pistol	12	4	3 (4)		1
-common-	Long Rifle	48	5		2 for Infantry, Cavalry, War Beast	1
Artillery	Imperial Rocketeers	Catapult (3")	12-36	5	D3	1
	Mortar	Catapult (5")	12-48	3 [6]	[D3]	1
	Volley Gun	Volley Gun	24	5	3D6*2	1
	Cannon (1)	Cannon (D6")	72	10	Ordnance	2
	Cannon (2)	Volley Gun	12	4	2D6	3
Steam Tank	Steam Cannon	Cannon (D6")	*	7	-	2

## Changelog:

v1.1.0

- Sunna's Blessing, clarification
- Altar of Battle more expensive