

New Roster (The 9th Age: Fantasy Battles 2.0) [4,497pts]

Empire of Sonnstahl (Empire of Sonnstahl 2.0) [4,497pts]

Characters [1,010pts]

Artificer [135pts]

Selections: Repeater Gun (4+) [10pts]

Categories: Characters, Imperial Armoury

Rules: *Engineer* (3+), *Master Artificer*

1 Global: *Artificer Global*, **2 Defensive:** *Artificer Defensive*, **3 Offensive:** *Artificer Offensive*, **4 Armour:** *Light Armour*, **6 Ranged Weapon:** *Repeater Gun (4+)*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Artificer Global	4"	8"	7	Standard	Infantry	

2 Defensive	HP	Def	Res	Arm	Ref
Artificer Defensive	2	3	3	0	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Artificer Offensive	1	3	3	0	3	

4 Armour	Type	Save	Rules	Ref
Light Armour	Suit of Armour	+1	A model part can only wear a single Suit of Armour.	

6 Ranged Weapon	Range	Shots	Str	AP	Attributes	Ref
Repeater Gun (4+)	24"	3	4	2	Unweildy	

Marshal [210pts]

Selections: Army General, Shield [5pts]

Categories: Characters

Rules: *Orders*

1 Global: *Marshal Global*, **2 Defensive:** *Marshal Defensive*, **3 Offensive:** *Marshal Offensive*, **4 Armour:** *Plate Armour*, *Shield*

Special Equipment [45pts]

Selections: Blacksteel [45pts]

7 Artefact: *Blacksteel*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Marshal Global	4"	8"	9	Standard	Infantry	

2 Defensive	HP	Def	Res	Arm	Ref
Marshal Defensive	3	5	4	0	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Marshal Offensive	3	5	4	1	5	

4 Armour	Type	Save	Rules	Ref
Plate Armour	Suit of Armour	+3	A model part can only wear a single Suit of Armour.	
Shield	Shield	+1	Parry	

7 Artefact	Type	Effect	Ref
Blacksteel	Plate Armour enchantment.	The wearer gains +1 Armour and Fear. If taken by a model on foot, the wearer gains an additional +1 Armour.	

Marshal [265pts]

Selections: Battle Standard Bearer, Shield [5pts]

Categories: Characters

Rules: *Orders*

1 Global: *Marshal Global*, **2 Defensive:** *Marshal Defensive*, **3 Offensive:** *Marshal Offensive*, **4 Armour:** *Plate Armour*,
Shield

Special Equipment [100pts]

Selections: Death Cheater [100pts]

7 Artefact: *Death Cheater*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Marshal Global	4"	8"	9	Standard	Infantry	

2 Defensive	HP	Def	Res	Arm	Ref
Marshal Defensive	3	5	4	0	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Marshal Offensive	3	5	4	1	5	

4 Armour	Type	Save	Rules	Ref
Plate Armour	Suit of Armour	+3	A model part can only wear a single Suit of Armour.	
Shield	Shield	+1	Parry	

7 Artefact	Type	Effect	Ref
Death Cheater	Suit of Armour Enchantment	The wearer gains Fortitude (4+) and +1 Armour.	

Wizard [200pts]

Selections: Pyromancy, Wizard Adept [75pts]

Categories: Characters

Rules: *Wizard Adept*

1 Global: *Wizard Global*, **2 Defensive:** *Wizard Defensive*, **3 Offensive:** *Wizard Offensive*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Wizard Global	4"	8"	7	Standard	Infantry	

2 Defensive	HP	Def	Res	Arm	Ref
Wizard Defensive	3	3	3	0	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Wizard Offensive	1	3	3	0	3	

Wizard [200pts]

Selections: Alchemy, Wizard Adept [75pts]

Categories: Characters

Rules: *Wizard Adept*

1 Global: *Wizard Global*, **2 Defensive:** *Wizard Defensive*, **3 Offensive:** *Wizard Offensive*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Wizard Global	4"	8"	7	Standard	Infantry	

2 Defensive	HP	Def	Res	Arm	Ref
Wizard Defensive	3	3	3	0	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Wizard Offensive	1	3	3	0	3	

Core [1,323pts]

Heavy Infantry [415pts]

Selections: Champion [20pts], 35x Heavy Infantry [350pts], Musician [20pts], Spear [35pts], Standard Bearer [20pts]

Categories: Core

Rules: *Parent Unit*, *Scoring*

1 Global: *Heavy Infantry Global*, **2 Defensive:** *Heavy Infantry Defensive*, **3 Offensive:** *Heavy Infantry Offensive*, **4 Armour:** *Light Armour*, *Shield*, **5 Melee Weapon:** *Spear*

Banner Enchantment [25pts]

Selections: Legion Standard [25pts]

7 Artefact: *Legion Standard*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Heavy Infantry Global	4"	8"	7	Standard	Infantry	

2 Defensive	HP	Def	Res	Arm	Ref
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Heavy Infantry Defensive	1	3	3	0
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3 Offensive	Att	Off	Str	AP	Agi	Ref
Heavy Infantry Offensive	1	3	3	0	3	

4 Armour	Type	Save	Rules	Ref
Light Armour	Suit of Armour	+1	A model part can only wear a single Suit of Armour.	
Shield	Shield	+1	Parry	

5 Melee Weapon	Str	AP	Attributes	Ref
Spear	As User	+1	Attacks made with a Spear gain Fight in Extra Rank and +1 Armour Penetration. Close Combat Attacks from model parts wielding a Spear gain +2 Agility and an additional +1 Armour Penetration in the first Round of Combat provided their unit is not Charging and is not Engaged either in their Flank or Rear Facing. Cavalry, Beasts and Constructs cannot use Spears.	

7 Artefact	Type	Effect	Ref
Legion Standard	Banner	A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two Legion Standards increases the maximum of its Rank Bonus by +2 instead.	

Heavy Infantry [320pts]

Selections: Champion [20pts], 28x Heavy Infantry [280pts], Musician [20pts], Standard Bearer [20pts]

Categories: Core

Rules: *Parent Unit, Scoring*

1 Global: *Heavy Infantry Global*, **2 Defensive:** *Heavy Infantry Defensive*, **3 Offensive:** *Heavy Infantry Offensive*, **4 Armour:** *Light Armour, Shield*

Banner Enchantment [35pts]

Selections: Banner of Discipline [35pts]

7 Artefact: *Banner of Discipline*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Heavy Infantry Global	4"	8"	7	Standard	Infantry	

2 Defensive	HP	Def	Res	Arm	Ref
Heavy Infantry Defensive	1	3	3	0	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Heavy Infantry Offensive	1	3	3	0	3	

4 Armour	Type	Save	Rules	Ref
Light Armour	Suit of Armour	+1	A model part can only wear a single Suit of Armour.	
Shield	Shield	+1	Parry	

7 Artefact	Type	Effect	Ref
Banner of Discipline	Banner	The bearer's unit may reroll failed Panic Tests and Decimated Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes all its Panic Tests and Decimated Tests instead.	

Light Infantry [263pts]

Selections: 16x Light Infantry [208pts], Musician [20pts], Replace Crossbow with Handgun (4+), Standard Bearer [20pts]

Categories: Core, Imperial Auxiliaries

Rules: *Scoring, Support Unit*

1 Global: *Light Infantry Global*, **2 Defensive:** *Light Infantry Defensive*, **3 Offensive:** *Light Infantry Offensive*, **6 Ranged Weapon:** *Handgun (4+)*

Banner Enchantment [10pts]

Selections: Marksman's Pennant [10pts]

7 Artefact: *Marksman's Pennant*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Light Infantry Global	4"	8"	7	Standard	Infantry	

2 Defensive	HP	Def	Res	Arm	Ref
Light Infantry Defensive	1	3	3	0	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Light Infantry Offensive	1	3	3	0	3	

6 Ranged Weapon	Range	Shots	Str	AP	Attributes	Ref
Handgun (4+)	24"	1	4	2	Unwieldy	

7 Artefact	Type	Effect	Ref
Marksman's Pennant		The bearer's unit does not suffer the -1 to hit penalty for Stand and Shoot Charge Reactions.	

Light Infantry [135pts]

Selections: 10x Light Infantry [130pts]

Categories: Core, Imperial Auxiliaries

Rules: *Scoring, Support Unit*

1 Global: *Light Infantry Global*, **2 Defensive:** *Light Infantry Defensive*, **3 Offensive:** *Light Infantry Offensive*, **6 Ranged Weapon:** *Crossbow (4+)*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Light Infantry Global	4"	8"	7	Standard	Infantry	

2 Defensive	HP	Def	Res	Arm	Ref
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Light Infantry Defensive	1	3	3	0
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3 Offensive	Att	Off	Str	AP	Agi	Ref
Light Infantry Offensive	1	3	3	0	3	

6 Ranged Weapon	Range	Shots	Str	AP	Attributes	Ref
Crossbow (4+)	30"	1	4	1	Unwieldy	

State Militia [190pts]

Selections: Champion [20pts], Gain Skirmisher [10pts], Musician [20pts], 10x State Militia [100pts]

Categories: Core, Imperial Auxiliaries

Rules: *Light Troops, Reserves, Skirmisher*

1 Global: *State Militia Global*, **2 Defensive:** *State Militia Defensive*, **3 Offensive:** *State Militia Offensive*, **6 Ranged Weapon:** *Bow (4+), Pistol (4+)*

1 Global	Adv	Mar	Dis	Size	Type	Ref
State Militia Global	4"	8"	7	Standard	Infantry	

2 Defensive	HP	Def	Res	Arm	Ref
State Militia Defensive	1	3	3	0	

3 Offensive	Att	Off	Str	AP	Agi	Ref
State Militia Offensive	1	3	3	0	3	

6 Ranged Weapon	Range	Shots	Str	AP	Attributes	Ref
Bow (4+)	24"	1	3	0	Volley Fire	
Pistol (4+)	12"	1	4	2	Quick to Fire	

Special [549pts]

Imperial Guard [549pts]

Selections: Banner Enchantment, Champion [20pts], 27x Imperial Guard [513pts], Musician [20pts], Replace Shield with Great Weapon [81pts], Standard Bearer [20pts]

Categories: Special

Rules: *Bodyguard, Parent Unit, Scoring*

1 Global: *Imperial Guard Global*, **2 Defensive:** *Imperial Guard Defensive*, **3 Offensive:** *Imperial Guard Offensive*, **4 Armour:** *Plate Armour*, **5 Melee Weapon:** *Great Weapon*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Imperial Guard Global	4"	8"	8	Standard	Infantry	

2 Defensive	HP	Def	Res	Arm	Ref
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Imperial Guard Defensive	1	4	3	0
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3 Offensive	Att	Off	Str	AP	Agi	Ref
Imperial Guard Offensive	1	4	4	1	3	

4 Armour	Type	Save	Rules	Ref
Plate Armour	Suit of Armour	+3	A model part can only wear a single Suit of Armour.	

5 Melee Weapon	Str	AP	Attributes	Ref
Great Weapon	+2	+2	Always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks.	

Imperial Auxiliaries [615pts]

Reiters [225pts]

Selections: Brace of Pistols (4+) [25pts], Musician [20pts], 5x Reiter [145pts]

Categories: Imperial Auxiliaries

Rules: *Feigned Flight, Fire on Impact, Harnessed, Light Troops, Vanguard*

1 Global: *Reiter Global*, **2 Defensive:** *Reiter Defensive*, **3 Offensive:** *Horse Offensive, Reiter Offensive*, **4 Armour:** *Light Armour*, **6 Ranged Weapon:** *Brace of Pistols (4+)*

Champion [30pts]

Selections: Repeater Pistol (4+) [10pts]

6 Ranged Weapon: *Repeater Pistol (4+)*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Reiter Global	8"	16"	7	Standard	Cavalry	

2 Defensive	HP	Def	Res	Arm	Ref
Reiter Defensive	1	3	3	1	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Horse Offensive	1	3	3	0	3	
Reiter Offensive	1	3	3	0	3	

4 Armour	Type	Save	Rules	Ref
Light Armour	Suit of Armour	+1	A model part can only wear a single Suit of Armour.	

6 Ranged Weapon	Range	Shots	Str	AP	Attributes	Ref
Brace of Pistols (4+)	12"	2	4	2	Quick to Fire. Counts as Paired Weapons in Close Combat.	

Repeater Pistol (4+)	12"	3	4	2	Quick to Fire. If the model is also equipped with a Pistol or Brace of Pistols, this weapon gains Shots 4.
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Reiters [195pts]

Selections: Musician [20pts], 5x Reiter [145pts], Repeater Gun (4+) [25pts]

Categories: Imperial Auxiliaries

Rules: *Feigned Flight, Fire on Impact, Harnessed, Light Troops, Vanguard*

1 Global: *Reiter Global*, **2 Defensive:** *Reiter Defensive*, **3 Offensive:** *Horse Offensive, Reiter Offensive*, **4 Armour:** *Light Armour*, **6 Ranged Weapon:** *Repeater Gun (4+)*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Reiter Global	8"	16"	7	Standard	Cavalry	

2 Defensive	HP	Def	Res	Arm	Ref
Reiter Defensive	1	3	3	1	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Horse Offensive	1	3	3	0	3	
Reiter Offensive	1	3	3	0	3	

4 Armour	Type	Save	Rules	Ref
Light Armour	Suit of Armour	+1	A model part can only wear a single Suit of Armour.	

6 Ranged Weapon	Range	Shots	Str	AP	Attributes	Ref
Repeater Gun (4+)	24"	3	4	2	Unweildy	

Reiters [195pts]

Selections: Musician [20pts], 5x Reiter [145pts], Repeater Gun (4+) [25pts]

Categories: Imperial Auxiliaries

Rules: *Feigned Flight, Fire on Impact, Harnessed, Light Troops, Vanguard*

1 Global: *Reiter Global*, **2 Defensive:** *Reiter Defensive*, **3 Offensive:** *Horse Offensive, Reiter Offensive*, **4 Armour:** *Light Armour*, **6 Ranged Weapon:** *Repeater Gun (4+)*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Reiter Global	8"	16"	7	Standard	Cavalry	

2 Defensive	HP	Def	Res	Arm	Ref
Reiter Defensive	1	3	3	1	

3 Offensive	Att	Off	Str	AP	Agi	Ref
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Horse Offensive	1	3	3	0	3
Reiter Offensive	1	3	3	0	3

4 Armour	Type	Save	Rules	Ref
Light Armour	Suit of Armour	+1	A model part can only wear a single Suit of Armour.	

6 Ranged Weapon	Range	Shots	Str	AP	Attributes	Ref
Repeater Gun (4+)	24"	3	4	2	Unweildy	

Imperial Armoury [400pts]

Artillery [200pts]

Selections: Volley Gun (4+) [200pts]

Categories: Imperial Armoury

Rules: *War Machine*

1 Global: *Artillery Global*, **2 Defensive:** *Artillery Defensive*, **3 Offensive:** *Crew Offensive*, **6 Ranged Weapon:** *Volley Gun (4+)*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Artillery Global	4"	4"	7	Standard	Construct	

2 Defensive	HP	Def	Res	Arm	Ref
Artillery Defensive	5	1	4	0	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Crew Offensive	3	3	3	0	3	

6 Ranged Weapon	Range	Shots	Str	AP	Attributes	Ref
Volley Gun (4+)	24"	3D6*2	5	3	Volley Gun	

Artillery [200pts]

Selections: Volley Gun (4+) [200pts]

Categories: Imperial Armoury

Rules: *War Machine*

1 Global: *Artillery Global*, **2 Defensive:** *Artillery Defensive*, **3 Offensive:** *Crew Offensive*, **6 Ranged Weapon:** *Volley Gun (4+)*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Artillery Global	4"	4"	7	Standard	Construct	

2 Defensive	HP	Def	Res	Arm	Ref
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Artillery Defensive	5	1	4	0		
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3 Offensive	Att	Off	Str	AP	Agi	Ref
Crew Offensive	3	3	3	0	3	

6 Ranged Weapon	Range	Shots	Str	AP	Attributes	Ref
Volley Gun (4+)	24"	3D6*2	5	3	Volley Gun	

Sunna's Fury [600pts]

Flagellants [200pts]						
Selections: 15x Flagellant [270pts]						
Categories: Sunna's Fury						
Rules: Battle Focus, Fanatical, Frenzy, Unbreakable, Zealots						
1 Global: Flagellants Global, 2 Defensive: Flagellants Defensive, 3 Offensive: Flagellants Offensive, 5 Melee Weapon: Great Weapon						

1 Global	Adv	Mar	Dis	Size	Type	Ref
Flagellants Global	4"	8"	6	Standard	Infantry	

2 Defensive	HP	Def	Res	Arm	Ref
Flagellants Defensive	1	1	4	0	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Flagellants Offensive	1	3	3	0	3	

5 Melee Weapon	Str	AP	Attributes	Ref
Great Weapon	+2	+2	Always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks.	

Flagellants [200pts]						
Selections: 15x Flagellant [270pts]						
Categories: Sunna's Fury						
Rules: Battle Focus, Fanatical, Frenzy, Unbreakable, Zealots						
1 Global: Flagellants Global, 2 Defensive: Flagellants Defensive, 3 Offensive: Flagellants Offensive, 5 Melee Weapon: Great Weapon						

1 Global	Adv	Mar	Dis	Size	Type	Ref
Flagellants Global	4"	8"	6	Standard	Infantry	

2 Defensive	HP	Def	Res	Arm	Ref
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Flagellants Defensive	1	1	4	0		
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3 Offensive	Att	Off	Str	AP	Agi	Ref
Flagellants Offensive	1	3	3	0	3	

5 Melee Weapon	Str	AP	Attributes			Ref
Great Weapon	+2	+2	Always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks.			

Flagellants [200pts]

Selections: 15x Flagellant [270pts]

Categories: Sunna's Fury

Rules: *Battle Focus, Fanatical, Frenzy, Unbreakable, Zealots*

1 Global: *Flagellants Global*, **2 Defensive:** *Flagellants Defensive*, **3 Offensive:** *Flagellants Offensive*, **5 Melee Weapon:** *Great Weapon*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Flagellants Global	4"	8"	6	Standard	Infantry	

2 Defensive	HP	Def	Res	Arm	Ref
Flagellants Defensive	1	1	4	0	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Flagellants Offensive	1	3	3	0	3	

5 Melee Weapon	Str	AP	Attributes			Ref
Great Weapon	+2	+2	Always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks.			

Selection Rules

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes one additional hit (i.e. usually two hits instead of one). ()

Bodyguard: While a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Character or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types. ()

Commanding Presence: All Generals have the Commanding Presence Universal Rule. The Discipline of all units within 12" of a friendly nor Fleeing model with Commanding Presence may be set to the Discipline value of that model (this ability follows the normal rules for "Values S to a Fixed Number", page 16, meaning that effects modifying the Discipline of the model with Commanding Presence are applied before setting the recipient model's Discipline to that value; this value may then be further modified). ()

Engineer (3+): Once per Shooting Phase, an unengaged Engineer may select a single War Machine within 6" that has not fired yet to gain the following effects:

- Set the Aim of one of the War Machine's Artillery Weapons to the value given in brackets (X+).
- You may reroll the roll on the Misfire Table.
- You may reroll the dice (all of them or none) for determining the number of hits of a Flamethrower Artillery Weapon. ()

Fanatical: When a model with Fanatical is killed by a Melee Attack, remove it as a casualty only at the end of Initiative Step 0. ()

Feigned Flight: Models in a unit consisting solely of models with Feigned Flight do not become Shaken if their unit voluntarily chooses Flee Charge Reaction and passes its Rally Test in its next Player Turn. The Reform after Rallying in this case does not prevent the unit from moving.

nor from shooting (but it still counts as having moved). This rule does not apply if a unit fails to rally on the next friendly Player Turn or involuntarily Flees (e.g. as a result of a failed Panic Test or if it was already Fleeing when being charged). ()

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 has the Strength of its Close Combat Attacks set to 4 and their Armour Penetration set to 2 (regardless of the user's Agility, Strength, and Armour Penetration). ()

Frenzy: At the start of the Charge Phase, each of your units with at least one model with Frenzy that could declare a Charge against an enemy unit within the unit's Advance Rate +7" must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must declare a Charge this Player Turn if possible.

Frenzy Tests and Restrain Pursuit Tests taken by units with at least one model with Frenzy are subject to Maximised Roll.

If there are different Advance Rates available in the unit, the Advance Rate used for the Frenzy Test and for the Charge Range is determined as follows:

- If a model has more than one Advance Rate (e.g. due to Fly), the model must use the Advance Rate that has the highest chance of completing the Charge.
- If a unit contains models with different Advance Rates, the unit must use the highest Advance Rate that all models in the unit can use (which will usually be the lowest Advance Rate in the unit).

For example, a model with Advance Rate 2" and Fly (8", 16") must use the Advance Rate from Fly. And if a Character in a Combined Unit has Advance Rate 4" while the R&F models have 6", the Combined Unit must use Advance Rate 4". Note that when a unit is forced to declare a Charge due to a failed Frenzy Test, it is not forced to Charge the enemy unit that triggered the Frenzy Test. ()

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with at least one model part with Harnessed is considered to be mounted. ()

Light Troops: A unit composed entirely of models with Light Troops applies the following rules for Advance Moves and March Moves:

- The unit may perform any number of Reforms, at any time during the move, and in any order. This does not prevent models with Light Troops from shooting this Player Turn.
- The unit can move backwards and sideways as if moving forwards (i.e. up to its Advance/March Rate), but cannot leave the board with any part of its Unit Boundary.
- The unit cannot perform any Wheels.

In addition:

- Units composed entirely of models with Light Troops gain March and Shoot.
- Units with more than half of their models with Light Troops always count as having 0 Full Ranks.
- Infantry Characters gain Light Troops while joined to Infantry units of the same Height with Light Troops. ()

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

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. 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 models of Standard Size are affected. The available orders are listed below:

On The Double! - The target gains +1 Advance Rate and +4 March Rate.

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).

Ready! Aim! Fire! - The target gains Accurate.

Brace For Impact! - The target gains Fight in Extra Rank. ()

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.

When a Parent Unit rolls successfully on a Charge Range roll against a non-fleeing enemy unit, before performing the Charge Move, any Support Units within 6" 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 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 Move, treat this as any other case of Multiple Charges. When calculating Combat Resolution 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. ()

Rally Around the Flag: All units within 12" of a friendly non-fleeing model with Rally Around the Flag may reroll failed Discipline Tests. ()

Reserves: The unit is treated as Insignificant by Parent and Support Units. ()

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives. Every army needs Scoring Units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Book with a special pennant icon.

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.

- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring for the rest of the game.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.
- A Vanguarding model loses Scoring until the end of Game Turn 1. ()

Skirmisher: The model can always use Shooting Attacks from any rank (models with Skirmisher are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base contact with each other. Instead, models are placed with a 12.5 mm distance (roughly half an inch) between them. This gap is considered part of the unit for Cover purposes, and will have the same Height as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flank, and a Rear Facing, can perform Supporting Attacks, and so on. Units in skirmish formation never block Line of Sight (remember that this also affects Cover as they can never contribute to Hard Cover).

Units in skirmish formation can only be joined by Characters that have both the same Type and the same Height as the unit. Unless a Character has the exact same base size as all R&F models in the unit, it is considered Mismatched for the purpose of placement within the unit. The unit ceases to be in skirmish formation when all R&F models with Skirmisher are removed as a casualty: immediately contract their skirmish formation into a normal formation, without moving the centre of the first rank. Nudge any unit as normal to maintain base contact if possible. ()

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 3rd rank (in addition to the 1st and 2nd). 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 a Parent Unit within 8" voluntarily chooses a Charge Reaction, the Support Unit may Stand and Shoot as if the enemy has 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 of the usual rules for charging for this out-of-sequence charge (such as Line of Sight, Front Arc, must roll 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 +4.

Unbreakable: The model's unit automatically passes all Break Tests. Models with Unbreakable can only join or be joined by models with Unbreakable. ()

Vanguard: After Deployment (including Scouting units), models with Vanguard may perform a 12" move. This move is performed as a combination of Advance Move and/or Reforms, as in the Movement Phase, including any actions and restrictions that normally apply to the unit (e.g. Wheeling, joining units, leaving units, and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. In case a figure is stated in brackets, this distance is X" instead. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units that have either Scouted or Vanguarded.

If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last (note that this is an exception to the rules for Simultaneous Effects). A Combined Unit counts as a single unit for this purpose even if parts of the unit perform separate Vanguard moves (like two Characters Vanguarding out of a Combined Unit). Any game effects that would affect the Combined Unit (such as Banner Enchantments) remain in effect for all parts of the Combined Unit until all parts of the Combined Unit have finished their Vanguard move (even if a Character leaves the unit). Instead of moving a unit, a player may declare to not move any more Vanguarding units.

Units that have moved this way lose Scoring until the end of Game Turn 1 and may not declare Charges in the first Player Turn (if their side has the first turn). ()

War Machine: The model cannot Pursue (which does not prevent it from being affected by Random Movement), declare Charges, or declare Flee Charge Reactions. Characters can never join units with War Machine, and Characters with War Machine cannot join units.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines on round bases and units Engaged in Combat with them cannot make Combat Reforms. When a unit Charges a War Machine on a round base, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see "Contact between Objects", page 11 and figure 31, page 6). No align move is allowed.

When a unit Breaks from Combat and Flees away from a War Machine on a round base, always Pivot the Fleeing unit 180°, so that its Rear Facing is in contact with the War Machine's base. Otherwise follow the normal rules for units Breaking from Combat and Fleeing. ()

Wizard Adept: The Wizard gains Channel (1) and selects its spells as described in Spell Selection. ()

Zealots: Prelates may join this unit and gain Unbreakable while in the unit. ()