New Roster (The 9th Age: Fantasy Battles 2nd Edition 2020) [4,524pts]

Empire of Sonnstahl (Empire of Sonnstahl 2020) [4,524pts]

Characters [1,705pts]

Knight Commander [355pts]

Selections: Horse, Plate Armour, Shield [5pts]

Categories: CHARACTERS

Rules: *First Knight, Harnessed*

0 Size: *Horse Size*, **1 Global:** *Horse Global, Knight Commander Global*, **2 Defensive:** *Horse Defensive, Knight Commander Defensive*, **3 Offensive:** *Horse Offensive, Knight Commander Offensive*, **4 Armour:** *Plate Armour, Shield*

Army General

Selections: Army General

Rules: *Commanding Presence*

Special Equipment [170pts]

Selections: Potion of Swiftness [20pts], The Light of Sonnstahl [150pts]

7 Artefact: *Potion of Swiftness, The Light of Sonnstahl*

0 Size	Height	Type	Base	Ref
Horse Size	Standard	Cavalry	25×50	

1 Global	Adv	Mar	Dis	Rules	Ref
Horse Global	7"	14"	C		
Knight Commander Global	4"	8"	9		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Horse Defensive	C	C	C	C+2		
Knight Commander Defensive	3	6	4	0	Plate Armour	

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Horse Offensive	1	3	3	0	3	Harnessed	
Knight Commander Offensive	4	6	4	1	6		

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
Potion of Swiftness	Artefact	One use only. May be activated at the start of any Phase or Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.	
The Light of Sonnstahl	Hand Weapon enchantment.	Attacks made with this weapon wound automatically, always have Armour Penetration 10, and Magical Attacks.	

Marshal [330pts]

Selections: Great Tactician [65pts], Plate Armour, Shield [10pts]

Categories: CHARACTERS

Rules: *Great Tactician, Orders*

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

Battle Standard Bearer

Selections: Battle Standard Bearer

Rules: *Rally Around the Flag*

Special Equipment [95pts]

Selections: Death Warrant [60pts], Witchfire Guard [35pts]

Rules: *Battle Focus*

7 Artefact: *Death Warrant, Witchfire Guard*

0 Size	Height	Type	Base	Ref
Marshal Size	Standard	Infantry	20×20	

1 Global	Adv	Mar	Dis	Rules	Ref
Marshal Global	4"	8"	9		

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

3 Offensive	Att	Off	Str	AP	Agi	Rules	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 Warrant	Hand Weapon enchantment.	Attacks made with this weapon gain Battle Focus and Magical Attacks. If a hit is scored with it against an enemy unit, friendly models with Parent Unit or Support Unit gain Battle Focus with attacks allocated against the same enemy unit in the same Phase in subsequent Initiative Steps.	
Witchfire Guard	Shield enchantment.	The bearer gains Aegis (4+) against Magical Attacks.	

Prelate [295pts]

Selections: Plate Armour [25pts], Shield [15pts]

Categories: Characters

Rules: *Blessings, Channel (1), Divine Attacks*

0 Size: *Prelate Size*, **1 Global:** *Prelate Global*, **2 Defensive:** *Prelate Defensive*, **3 Offensive:** *Prelate Offensive*, **4 Armour:** *Plate Armour, Shield*

Special Equipment [95pts]

Selections: Alchemist's Alloy [15pts], Locket of Sunna [80pts]

7 Artefact: *Alchemist's Alloy, Locket of Sunna*

0 Size	Height	Type	Base	Ref
Prelate Size	Standard	Infantry	20×20	

1 Global	Adv	Mar	Dis	Rules	Ref
Prelate Global	4"	8"	8		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Prelate Defensive	3	5	4	0	Heavy Armour	

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Prelate Offensive	2	5	4	1	4	Divine Attacks	

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
Alchemist's Alloy	Suit of Armour Enchantment	The wearer gains +1 Armour and suffers -2 Offensive Skill.	
Locket of Sunna		When fighting in a Duel, choose a single model part with neither Harnessed nor Inanimate that the bearer is fighting with. The bearer must swap its Characteristic values of Strength, Armour Penetration, Resilience, Agility, and Attack Value with those of the chosen model part. This is done before applying other modifiers.	

Prelate [260pts]

Selections: Horse [35pts], Plate Armour [25pts], Shield [15pts]

Categories: CHARACTERS

Rules: *Blessings, Channel (1), Divine Attacks, Harnessed*

0 Size: *Horse Size, Prelate Size*, **1 Global:** *Horse Global, Prelate Global*, **2 Defensive:** *Horse Defensive, Prelate Defensive*, **3 Offensive:** *Horse Offensive, Prelate Offensive*, **4 Armour:* *Plate Armour, Shield*

Special Equipment [25pts]

Selections: Obsidian Rock [25pts]

7 Artefact: *Obsidian Rock*

0 Size	Height	Type	Base	Ref
Horse Size	Standard	Cavalry	25×50	
Prelate Size	Standard	Infantry	20×20	

1 Global	Adv	Mar	Dis	Rules	Ref
Horse Global	7"	14"	C		
Prelate Global	4"	8"	8		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Horse Defensive	C	C	C	C+2		
Prelate Defensive	3	5	4	0	Heavy Armour	

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Horse Offensive	1	3	3	0	3	Harnessed	
Prelate Offensive	2	5	4	1	4	Divine Attacks	

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
Obsidian Rock	Artefact	The bearer gains Magic Resistance (2).	

Wizard [465pts]

Selections: Divination, Light Armour [5pts], Wizard Adept [75pts]

Categories: Characters

Rules: *Wizard Adept*

0 Size: *Wizard Size*, **1 Global:** *Wizard Global*, **2 Defensive:** *Wizard Defensive*, **3 Offensive:** *Wizard Offensive*, **4 Armour:** *Light Armour*

Arcane Engine [185pts]

Selections: Foresight

Rules: *Channel (1), Foresight, Harnessed, Impact Hits (D6), Inanimate, Swiftstride, Towering Presence*

0 Size: *Arcane Engine Size*, **1 Global:** *Arcane Engine Global*, **2 Defensive:** *Arcane Engine Defensive*, **3 Offensive:** *Chassis Offensive, Crew (2) Offensive, Horse (2) Offensive*

Special Equipment [75pts]

Selections: °Book of Arcane Mastery (not on Wizard Master) [75pts]

7 Artefact: *Book of Arcane Mastery*

0 Size	Height	Type	Base	Ref
Arcane Engine Size	Large	Construct	50×100	
Wizard Size	Standard	Infantry	20×20	

1 Global	Adv	Mar	Dis	Rules	Ref
Arcane Engine Global	8"	8"	C		
Wizard Global	4"	8"	7		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Arcane Engine Defensive	5	C	5	C+2		
Wizard Defensive	3	3	3	0		

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Chassis Offensive			5	2		Impact Hits (D6), Inanimate	
Crew (2) Offensive	1	3	3	0	3		
Horse (2) Offensive	1	3	3	0	3	Harnessed	
Wizard 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.	

7 Artefact	Type	Effect	Ref
Book of Arcane Mastery	Artefact	The Bearer's first casting attempt in each magic phase gains +2 to cast. When using a single magic die for this casting attempt, a natural roll of 1 or 2 on the magic die is always a failed casting attempt, regardless of any modifiers.	

Core [1,369pts]

Electoral Cavalry [458pts]

Selections: Champion [20pts], Household Standard [40pts], 8x Knight [200pts], Knightly Orders [64pts], Lance [32pts], Musician [20pts], Shield [32pts], Standard Bearer [20pts]

Categories: CORE

Rules: *Harnessed, Scoring*

0 Size: *Knight Size*, **1 Global:** *Knight Global*, **2 Defensive:** *Knight Defensive (Knightly Orders)*, **3 Offensive:** *Horse Offensive, Knight Offensive (Knightly Orders)*, **4 Armour:** *Plate Armour, Shield*, **5 Melee Weapon:** *Lance*, **7 Artefact:** *Household Standard*

0 Size	Height	Type	Base	Ref
Knight Size	Standard	Cavalry	25×50	

1 Global	Adv	Mar	Dis	Rules	Ref
Knight Global	7"	14"	8		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Knight Defensive (Knightly Orders)	1	4	3	2	Plate Armour	

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Horse Offensive	1	3	3	0	3	Harnessed	
Knight Offensive (Knightly Orders)	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.	
Shield	Shield	+1	Parry	

5 Melee Weapon	Str	AP	Attributes	Ref
Lance	+2	+2	Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+ 2 Strength, +2 Armour Penetration). Infantry cannot use Lances.	

7 Artefact	Type	Effect	Ref
Household Standard		If the General is part of the bearer's unit, its Commanding Presence range is increased by 6".	

Heavy Infantry [315pts]

Selections: Champion [20pts], 29x Heavy Infantry [261pts], Musician [20pts], Spear [29pts], Standard Bearer [20pts]

Categories: CORE

Rules: *Parent Unit, Scoring*

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

0 Size	Height	Type	Base	Ref
Heavy Infantry Size	Standard	Infantry	20×20	

1 Global	Adv	Mar	Dis	Rules	Ref
Heavy Infantry Global	4"	8"	7		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Heavy Infantry Defensive	1	3	3	0	Light Armour, Shield	

3 Offensive	Att	Off	Str	AP	Agi	Rules	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.	

Heavy Infantry [145pts]

Selections: 20x Heavy Infantry [180pts]

Categories: CORE

Rules: *Scoring, Support Unit*

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

0 Size	Height	Type	Base	Ref
Heavy Infantry Size	Standard	Infantry	20×20	

1 Global	Adv	Mar	Dis	Rules	Ref
Heavy Infantry Global	4"	8"	7		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Heavy Infantry Defensive	1	3	3	0	Light Armour, Shield	

3 Offensive	Att	Off	Str	AP	Agi	Rules	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	

Light Infantry [135pts]

Selections: Handgun (4+), 10x Light Infantry [130pts]

Categories: CORE, IMPERIAL AUXILIARIES

Rules: *Scoring, Support Unit*

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

0 Size	Height	Type	Base	Ref
Light Infantry Size	Standard	Infantry	20×20	

1 Global	Adv	Mar	Dis	Rules	Ref
Light Infantry Global	4"	8"	7		

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

3 Offensive	Att	Off	Str	AP	Agi	Rules	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	

Light Infantry [135pts]

    Selections: Handgun (4+), 10x Light Infantry [130pts]

    Categories: Core, Imperial Auxiliaries

    Rules: *Scoring, Support Unit*

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

0 Size	Height	Type	Base	Ref
Light Infantry Size	Standard	Infantry	20×20	

1 Global	Adv	Mar	Dis	Rules	Ref
Light Infantry Global	4"	8"	7		

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

3 Offensive	Att	Off	Str	AP	Agi	Rules	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	

State Militia [181pts]

Selections: Irregulars [14pts], 14x State Militia [112pts]

Categories: Core, Imperial Auxiliaries

Rules: *Hard Target (1), Light Troops, Reserves, Skirmisher*

0 Size: *State Militia Size*, **1 Global:** *State Militia Global*, **2 Defensive:** *State Militia Defensive*, **3 Offensive:** *State Militia Offensive*, **5 Melee Weapon:** *Paired Weapons*, **6 Ranged Weapon:* *Bow (4+), Pistol (4+)*

0 Size	Height	Type	Base	Ref
State Militia Size	Standard	Infantry	20×20	

1 Global	Adv	Mar	Dis	Rules	Ref
State Militia Global	4"	8"	7		

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

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
State Militia Offensive	1	3	3	0	3	Bow (4+), Paired Weapons, Pistol (4+)	

5 Melee Weapon	Str	AP	Attributes	Ref
Paired Weapons	As User	As User	The wielder gains +1 Attack Value when using this weapon. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks .	

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 [520pts]

Imperial Guard [520pts]

Selections: Champion [20pts], Great Weapon [100pts], 25x Imperial Guard [475pts], Musician [20pts], Standard Bearer [20pts]

Categories: SPECIAL

Rules: *Bodyguard, Parent Unit, Scoring*

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

0 Size	Height	Type	Base	Ref
Imperial Guard Size	Standard	Infantry	20×20	

1 Global	Adv	Mar	Dis	Rules	Ref
Imperial Guard Global	4"	8"	8		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Imperial Guard Defensive	1	4	3	0	Plate Armour	

3 Offensive	Att	Off	Str	AP	Agi	Rules	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 [495pts]

Imperial Rangers [145pts]

    Selections: 10x Imperial Ranger [110pts]

    Categories: IMPERIAL AUXILIARIES

    Rules: *Beast Hunters, Frontiersmen, Hard Target (1), Light Troops, Scout, Skirmisher*

    0 Size: *Imperial Ranger Size*, **1 Global:** *Imperial Ranger Global*, **2 Defensive:** *Imperial Ranger Defensive*, **3 Offensive:** *Imperial Ranger Offensive*, **6 Ranged Weapon:** *Bow (4+)*

0 Size	Height	Type	Base	Ref
Imperial Ranger Size	Standard	Infantry	20×20	

1 Global	Adv	Mar	Dis	Rules	Ref
Imperial Ranger Global	4"	8"	7		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Imperial Ranger Defensive	1	3	3	0	Hard Target (1)	

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Imperial Ranger Offensive	1	3	3	0	3	Beast Hunters, Bow (4+)	

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

Reiters [175pts]

Selections: Brace of Pistols (4+) [25pts], 5x Reiter [115pts]

Categories: IMPERIAL AUXILIARIES

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

0 Size: *Reiter Size*, **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+)*

0 Size	Height	Type	Base	Ref
Reiter Size	Standard	Cavalry	25×50	

1 Global	Adv	Mar	Dis	Rules	Ref
Reiter Global	8"	16"	7		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Reiter Defensive	1	3	3	1	Light Armour	

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Horse Offensive	1	3	3	0	3	Harnessed	
Reiter Offensive	1	3	3	0	3	Fire on Impact	

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.	

Reiters [175pts]

Selections: Brace of Pistols (4+) [25pts], 5x Reiter [115pts]

Categories: IMPERIAL AUXILIARIES

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

0 Size: *Reiter Size*, **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+)*

0 Size	Height	Type	Base	Ref
Reiter Size	Standard	Cavalry	25×50	

1 Global	Adv	Mar	Dis	Rules	Ref
Reiter Global	8"	16"	7		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Reiter Defensive	1	3	3	1	Light Armour	

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Horse Offensive	1	3	3	0	3	Harnessed	
Reiter Offensive	1	3	3	0	3	Fire on Impact	

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.	

Imperial Armoury [435pts]

Artillery [245pts]

Selections: Cannon (4+) [245pts]

Categories: IMPERIAL ARMOURY

Rules: *War Machine*

0 Size: *Artillery Size*, **1 Global:** *Artillery Global*, **2 Defensive:** *Artillery Defensive*, **3 Offensive:** *Crew Offensive*, **6 Ranged Weapon:** *Cannon (4+)*

0 Size	Height	Type	Base	Ref
Artillery Size	Standard	Construct	60Ø	

1 Global	Adv	Mar	Dis	Rules	Ref
Artillery Global	4"	4"	7		

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

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Crew Offensive	3	3	3	0	3	Move or Fire	

6 Ranged Weapon	Range	Shots	Str	AP	Attributes	Ref
Cannon (4+)	72"	1	4[10]	0[10]	Cannon, [Multiple Wounds (D3+1, Clipped Winds)]	

Artillery [190pts]

Selections: Volley Gun (4+) [190pts]

Categories: IMPERIAL ARMOURY

Rules: *War Machine*

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

0 Size	Height	Type	Base	Ref
Artillery Size	Standard	Construct	60Ø	

1 Global	Adv	Mar	Dis	Rules	Ref
Artillery Global	4"	4"	7		

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

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Crew Offensive	3	3	3	0	3	Move or Fire	

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

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). ()

Beast Hunters: When using a Bow, the Shooting Attack gains Shots 2 and Lethal Strike (against Beast). ()

Blessings: Blessings

All models in the bearer's unit gain Hatred. Model parts with Harnessed are not affected. The model can cast the following three Bound Spells with Power Level (4/8) with Type: Caster's Unit and Augment, and Duration: Lasts 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 Stength 4, Armour Penetration 1, Flaming Attacks, and Magical Attacks.

Volund's Blessing - The target must reroll failed to-wound rolls with Melee Attacks. ()

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

Channel (1): During step 3 of the Magic Phase Sequence , each of the Active Player's models with Channel may add X Veil Tokens to its owner's Veil Token pool. This Universal Rule is cumulative, adding the X of each instance of Channel to the model's total Channel value (e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)). ()

Commanding Presence: All Generals have the Commanding Presence Universal Rule. The Discipline of all units within 12″ of a friendly non-Fleeing model with Commanding Presence may be set to the Discipline value of that model (this ability follows the normal rules for "Values Set 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). ()

Divine Attacks: Successful Aegis Saves taken against the attack must be rerolled . ()

Feigned Flight: Models in a unit consisting solely of models with Feigned Flight do not become Shaken if their unit voluntarily chooses Flee as 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). ()

First Knight: When the model is joined to a unit of Knightly Orders, the unit gains Fearless, and if the model is the General, the unit also gains Parent Unit. ()

Foresight: Friendly units within 6" of the model gains Lightning Reflexes. The Arcane Engine can cast Ice and Fire from Cosmology as a Bound Spell with Power Level (4/8). ()

Frontiersmen: The model automatically passes Panic Tests caused by Terror. ()

Great Tactician: A Great Tactician may give two Orders per turn instead of one. ()

Hard Target (1): Shooting Attacks targeting a unit that has more than half of its models with Hard Target suffer a -1 to-hit modifier. This rule is cumulative, allowing an additional -1 to-hit modifier for each instance of Hard Target. ()

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 with at least one model part with Harnessed is considered to be mounted. ()

Impact Hits (D6): At Initiative Step 10, a Charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Restraints or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part. ()

Inanimate: Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (and do not have Restraints or Inanimate). ()

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. ()

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 Moves, 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 Books 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. ()

Scout: Units with Scout may be deployed using Special Deployment rules. All units that will be deployed using the Scout rule must be declared at step 8 of the Pre-Game Sequence (after Spell Selection), starting with the player that chose their Deployment Zone. Scout deployment is conducted on Step 5 of the Deployment Phase (Deploy Scouting Units). If both players have Scouting units, alternate unit placement (one unit at a time), starting with the player who first completed their normal deployment. Scouting units have three deployment options:
• Fully inside your Deployment Zone, using the normal deployment rules
• Anywhere on the Battlefield at least 18″ away from enemy units
• Anywhere on the Battlefield fully inside a Field, Forest, Ruins, or Water Terrain Feature and at least 12″ away from enemy units

Scouting units that aren't placed fully inside their Deployment Zone may not declare Charges in the first Player Turn of the first Game Turn (there are no Scout Charge restrictions after the first Player Turn). ()

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 had Declared a Charge against them in their current position (apply the normal rules for the Stand and Shoot Charge Reaction).
2. Immediately after all enemy units have completed their Charge Moves, Support Units within 8" of any Parent Unit that was successfully charged in this Phase may counter charge. To do so, choose one enemy unit that successfully charged the Parent Unit and Declare a Charge with the Support Unit. Apply all 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 +6. ()

Swiftstride: If a unit is composed entirely of models with Swiftstride, its rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are subject to Maximised Roll ()

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6". ()

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 68). 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 it's 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 ()

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