

Project Industrial Fantasy:

ARMY OF THE SUN

For ten millennia, the Kingdom of the Sun has dominated the North-East corner of Terannor. Not always without rival as the fortunes of the Sun King and the Moon Queen have waxed and waned, and once, more than a thousand years ago, brought to the brink of destruction by the Black Ships from the skies, it nevertheless has always been a force to be reckoned with. Now, with the advances in thaumaturgy and alchemy and the recent forays into mechanismics and elyctrics, the Kingdom is at the height of its power and stands ready to conquer the entire continent.

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Tech Level: 3

Strategy Rating: 20

Genre Modification: Techno Fantasy

Suggested Additional Modifications: instead of allowing every Leader, Commander or Focal point to purchase Supernatural Presence as per Techno Fantasy rules (pg. 120 of Defiance: Vital Ground rulebook), it's suggested for fluff reasons that units of Thaumaturges be allowed to purchase Supernatural Presence of Level 1 as per Supernatural Genre rules (pg. 117 of Defiance: Vital Ground rulebook), and any Thaumaturge Heroes or Commanders purchase Supernatural Presence of Level of 1 or 2. No other frame or unit should purchase any Presence Levels. Other Techno Fantasy modifications apply as per Defiance: Vital Ground rulebook.

Tactical Rating: 12

Tactical Aspect	Value	TR Cost
Maximum Unit Size	11	+2
Maximum Ad Hoc Units	25%	0
Maximum Elite Units	50%	+3
Maximum Vehicle Units	25%	0
Initial ADR	11	+6
Failed Individual Morale Test	Cower	0
Failed Unit Morale Test	Regroup	0
Tactical Advantage	Reserves	+1

Frame Rating: 8

Frame Aspect	Limitation	FR Cost
Maximum Frames	35	+4
Maximum SI Weapon Cost	20	0
Maximum PI Weapon Cost	40	0
Maximum VE Weapon Cost	80	0
Maximum Phase Weapon Cost	n/a	0
Minimum Armor Rating	-1	+1
Maximum PI Speed	5	0
Minimum Field Save	2+	+3
Maximum HTH Cost	n/a	0
Maximum IF Area of Effect	2"	0

Victory Point Advantage

Land Grab: see pg. 73 of Defiance: Vital Ground rulebook

Augmentations (16 of 16)

General: Access to Enemy Weaponry (Multiply weapon cost by 2)
- replaces any one standard weapon per game

Access to Non-standard Weaponry (Multiply weapon cost by 1.5)
 - replaces any one standard weapon per game

Army: Extra grenades (see pg. 86 of D:VG rulebook for details)

Infantry Indiv: Command Armor: +70 PV per hero or officer
 Unit Banner: +80 PV per hero or officer

Infantry Unit: Extra Weapon Training: +10 PV per Sniper
 Honed Blade: +2 PV per Knight
 Improved Weapon Feed: +5 PV per Artillerist per Field Motorgun
 Kinetic Enhancement: +10 PV per Mounted Lancer
 One-shot Grenade Launcher – Fragmentation: +5 PV per Mechanist per Double Caliver
 Phase Blade: +5 PV per Thaumaturge
 Refractive Cloak: +15 PV per Grenadier
 Satchel Charge: +10 PV per Shock Trooper
 Superheated Tip: +5 PV per Juggernaut
 Weapon Immunity – Burst: + 2 PV per Firebrand
 Weapon Immunity – Knockback: + 1 PV per Juggernaut

Vehicle: On-board Mechanic: +20 PV per Land Ironclad
 Reinforced Ram: +20 PV per Land Ironclad

STANDARD INFANTRY

Artillerist – 15

Technically challenging, the position of an Artillerist is a well paid one but one that receives little praise from the normal footsloggers, who regard hanging back and barraging enemies to submission more than a little unmanly. Nevertheless, the devastating weapons at their disposal make the Artillery Battalions the solid backbone of any heavy assault or dedicated defense.

Type	SI
Size	2
Quality	Veteran
Move	4
Armor Rating	+4
Damage Capacity	1
Field Save	n/a
HTH Rating	2@7+
Reflex	0
Agility	6
Officer	1L (+35) OR 3L (+95)
Hero Cost	n/a
Covert Operations	0

Primary Weapon: -
Support Weapon: Field Howitzer OR Field Motorgun
Side Arm: Caliver
Augmentation: Improved Weapon Feed (Field Motorgun)

Firebrand – 19

Another highly technical battlefield role, that of a Firebrand calls for training in alchymics as well as mechanisms. Enemies of the Kingdom of the Sun dread the day when the Royal war schools are able to produce truly significant numbers of these specialists.

Type	SI
Size	2
Quality	Veteran
Move	4
Armor Rating	+2

Damage Capacity	1
Field Save	n/a
HTH Rating	2@6+
Reflex	0
Agility	6
Officer	2L (+50) OR 3L (+95)
Hero Cost	n/a
Covert Operations	0

Primary Weapon: Fire Thrower
Support Weapon: -
Side Arm: Caliver
Augmentation: Weapon Immunity – Burst

Foot Lancer – 24

Usually found deployed against some of the hardest opposition the enemy can muster, from Juggernauts to heavy cavalry, the job of the Foot Lancer is one of the most demanding in the Royal army. Lately, the elyctric shield technology has enhanced their chances against even the most overwhelming odds.

Type	SI
Size	2
Quality	Veteran
Move	4
Armor Rating	+2/+3
Damage Capacity	1
Field Save	4+ (front arc only)
HTH Rating	1@5+
Reflex	+1
Agility	7
Officer	2L/1C (+110) OR 4L (+110)
Hero Cost	+15
Covert Operations	0

Primary Weapon: Flame Lance OR Lightning Rod
Support Weapon: -
Side Arm: Caliver
Augmentation: n/a

Grenadier – 8

Lightly armored and armed with hand weapons and a deadly array of bombs, the Grenadier Battalions are much in demand and often stretched thin to meet the Kingdom's need. Grenadiers are often underappreciated and underpaid considering the thankless task of creeping within charge distance of the enemy in order to inflict damage upon them.

Type	SI
Size	2
Quality	Regular
Move	4
Armor Rating	+4
Damage Capacity	1
Field Save	n/a
HTH Rating	1@8+
Reflex	0
Agility	6
Officer	1L (+35) OR 2L (+50)
Hero Cost	n/a
Covert Operations	2 (+4)

Primary Weapon: Elyctric Shock Pod OR Shrapnel Bomb

Support Weapon: Shrieker Pod OR Smoke Bomb
Side Arm: -
Augmentation: Refractive Cloak

His Majesty's Gunslinger – 43

Despite having changed their name several times over their illustrious history, lastly from His Majesty's Swashbucklers, this most elite cadre of fighters has existed in much the same form for some three millennia. Hand-picked by the Sun King himself, HMGs are personal bodyguard, secret police and agents of espionage all rolled into one. Seldom seen in any kind of uniform outside of occasions of state, many of them affect a foppish look that belies their deadly skill with both modern firearms and traditional bladed weapons.

Type	SI
Size	2
Quality	Elite
Move	4
Armor Rating	+4
Damage Capacity	1
Field Save	8+
HTH Rating	3@3+
Reflex	+2
Agility	8
Officer	2L (+50) OR 4L (+110)
Hero Cost	+13
Covert Operations	2I (+8)

Primary Weapon: Caliver
Support Weapon: Double Caliver OR Clockwork Pistol
Side Arm: Smoke Bomb
Augmentation: n/a

Knight – 41

Once thought to be a dying breed, the Knight Companies consisting solely of nobles in their heavy, bright armor that limits their mobility and makes them easy targets for modern firearms now have a new lease on life thanks to the advent of elyctric shield technology. When they reach hand to hand combat, few can stand against their great swords and other heavy melee weapons wielded with consummate skill.

Type	SI
Size	2
Quality	Veteran
Move	3
Armor Rating	+1/+2
Damage Capacity	1
Field Save	4+ (front arc only)
HTH Rating	3@4+K
Reflex	-1
Agility	4
Officer	4L (+110) OR 2L/2C (+145)
Hero Cost	+15
Covert Operations	0

Primary Weapon: -
Support Weapon: -
Side Arm: Elyctric Arc CDW
Augmentation: Honed Blade

Mechanist – 30

Seldom seen on the field of battle, Mechanists sometimes participate in combat action in order to oversee the Juggernauts they create and outfit. While their main purpose is to observe these constructs, they can also make their presence felt with a few nasty weapons appropriated from the war laboratories.

Type	SI
Size	2
Quality	Elite
Move	4
Armor Rating	+2
Damage Capacity	1
Field Save	6+
HTH Rating	1@8+
Reflex	-1
Agility	5
Officer	1L (+35) OR 2L (+50)
Hero Cost	n/a
Covert Operations	1 (+3)

Primary Weapon:	Double Caliver
Support Weapon:	Clockwork Pistol OR Jezzail
Side Arm:	Elyctric Arc CDW OR Elyctric Shock Pod
Augmentation:	One-shot Grenade Launcher – Fragmentation (Double Caliver)

Mounted Lancer – 79

Apart from Knights in their shining armor, nothing really captures the imagination of the ordinary folk back home like Mounted Lancers on their trusty steeds, silhouetted against the rising sun. Every bit as hardy as the Foot Lancers, the Mounted Lancers are getting somewhat rare in the face of advances of firearms, but they are still a force to be reckoned with.

Type	SI
Size	3
Quality	Veteran
Move	5S
Armor Rating	+1/+2
Damage Capacity	2
Field Save	4+ (front arc only)
HTH Rating	2@5+
Reflex	+2
Agility	10
Officer	2L/1C (+110) OR 4L (+110)
Hero Cost	+36
Covert Operations	0

Primary Weapon:	Flame Lance OR Lightning Rod
Support Weapon:	-
Side Arm:	Caliver
Augmentation:	Kinetic Enhancement

Rifleman – 10

The Rifle Battalions are where most men (and some of the women) joining the Royal army today are recruited. Steadfast in defense and ferocious in attack, they are the workhorse of the entire military might of the Kingdom of the Sun.

Type	SI
Size	2
Quality	Regular
Move	4
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	1@7+
Reflex	0
Agility	6

Officer	3L (+95) OR 2L/1C (+110)
Hero Cost	n/a
Covert Operations	0

Primary Weapon:	Harquebus
Support Weapon:	Hand Cannon (Bomb)
Side Arm:	-
Augmentation:	n/a

Rocketeer – 7

Perhaps the least technical of the specialized roles in the Royal army today, a Rocketeer needs fairly little training apart from handling the rockets without blowing himself and his fellows up. Many Rocketeers enlist in hopes of eventually getting promoted to Artillery Battalions.

Type	SI
Size	2
Quality	Regular
Move	3
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	1@8+
Reflex	0
Agility	6
Officer	1L (+35) OR 2L (+50)
Hero Cost	n/a
Covert Operations	0

Primary Weapon:	Rocket Launcher
Support Weapon:	-
Side Arm:	Caliver
Augmentation:	n/a

Shock Trooper – 20

Shock Trooper Battalions draw the fiercest and the downright most violent of the recruits. They are send in when the fighting gets close up and dirty, into cramped quarters where Lancers can't wield their elegant weapons effectively enough. Life expectancy for them is low but they do earn a lot of respect from other warriors, as well as respite from certain menial duties.

Type	SI
Size	2
Quality	Fanatic
Move	4
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	2@6+
Reflex	+1
Agility	6
Officer	2L (+50) OR 4L (+110)
Hero Cost	+17
Covert Operations	1 (+3)

Primary Weapon:	Blunderbuss
Support Weapon:	Hand Cannon (Grapeshot)
Side Arm:	Shrapnel Bomb
Augmentation:	Satchel Charge

Sniper – 17

The opposite of a ferocious Shock Trooper, the Sniper performs his precise and elegant elimination work from afar. Cool and steady by nature, they can be seen aiming, firing and reloading with almost clockwork-like precision. A bullet from a Sniper's Jezzail has been the bane of many an officer and Thaumaturge.

Type	SI
Size	2
Quality	Elite
Move	4
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	1 @8+
Reflex	-1
Agility	5
Officer	1L (+35) OR 3L (+95)
Hero Cost	n/a
Covert Operations	3I (+10)

Primary Weapon:	Jezzail
Support Weapon:	-
Side Arm:	Caliver
Augmentation:	Extra Weapon Training

POWERED INFANTRY

Juggernaut – 124

A marvelous product of the new synergy of all schools of magic and mechanistics, a Juggernaut is an artificial warrior, a massive construct of metal, leather, wood and more exotic substances. Inside their armored shell, a chucking miniature steam engine conveys motive power to its legs and arms via a mind-bogglingly complex system of cogwheels, levers and pulleys. Yet this feat of engineering is but a child's stick figure next to an artist's canvas when compared to what motivates the movements thus enabled: a humming crystalline metaclockwork engine the size of a human head. Parts of this fantastic device, combining the arts of alchemy, elyctricity and thaumaturgy, operate outside our plane of existence. The metaclockwork engine is used to interpret combat instructions encoded onto metallic command cylinders that are inserted into it before battle and to convey these instructions to the hull mechanisms via elyctric cables, thus bringing the Juggernaut to "life". Although a Juggernaut's artificial mind isn't anywhere near as versatile as that of a human, the construct is obviously much stronger and more durable than any mortal can ever hope to be. Organized into special Iron Guard Maniples, they are used to mount weapons -- of both ranged and melee variety -- that are too heavy for any single human to wield and to spearhead assault against the hardiest of the Kingdom's foes.

Type	PI
Size	3
Quality	Matrix
Move	5
Armor Rating	-1
Damage Capacity	3
Field Save	8+
HTH Rating	2 @4+K
Reflex	-2
Agility	3
Officer	1F (+30)
Hero Cost	+94
Covert Operations	0

Primary Weapon:	Clockwork Rifle OR Repeating Cannon (Shell)
Support Weapon:	Repeating Cannon (Bomb) OR Fire Thrower
Side Arm:	-
Augmentation:	Superheated Tip, Weapon Immunity — Knockback

Tactical Juggernaut Armor – 84

Since the introduction of the Iron Guard, the Royal Army's demand for Juggernauts has been on the constant increase, while their production numbers have lagged behind, largely due to the inherently unpredictable process of creating metaclockwork engines. Observing that the steam-powered Juggernaut hulls are easier to manufacture than the controlling "minds", enterprising mechanists of the war laboratories came up with a way to alleviate the problem somewhat. They managed to rearrange internal workings of the Juggernaut hull so that a human pilot could fit inside the casing to control the hull's movement while benefiting from added protection of the extra armor and enhanced strength of the artificial musculature. Thus, Tactical Juggernaut Armor was created. Piloted by the most experienced of Knights and the few merchants both extraordinarily wealthy enough to afford the suit and reckless enough to enlist in the Royal Army, TJAs are a rare sight on the battlefield, but one that spells certain doom for the enemies of the Kingdom.

Type	PI
Size	3
Quality	Veteran
Move	5
Armor Rating	-1
Damage Capacity	2
Field Save	8+
HTH Rating	2@4+K
Reflex	-1
Agility	4
Officer	2L/1C (+110) OR 4L (+110)
Hero Cost	n/a
Covert Operations	0

Primary Weapon:	Clockwork Rifle
Support Weapon:	Repeating Cannon (Bomb) OR Repeating Cannon (Shell)
Side Arm:	Elyctric Arc CDW
Augmentation:	n/a

Thaumaturge – 108

Despite the Magnificent University's millennia of slow progress at making magic a science instead of an art, still only a precious few are born each generation with both a significant ability for thaumaturgy and the presence of mind necessary to achieve the discipline required to exercise their craft under battlefield conditions. This cream of the crop is almost invariably, sometimes forcibly, drafted into the Royal Army to serve as Battle Magi. Summoners, including those capable of the once outlawed practice of Necromancy, are especially in demand as they are able to swell the ranks of the Army with their unliving creations. As can be expected, the Kingdom spares no expense when equipping the Thaumaturges: specially crafted hand weapons and body armor embedded with crystal lattices and encasing their Foci are capable of channeling and enhancing their arcane energies to provide them with supreme protection as well as superhuman strength and stamina. For ranged combat, they use a variety of fear-inspiring Puissant Guns that fire thaumaturgically charged ammunition.

Type	PI
Size	2
Quality	Elite
Move	4
Armor Rating	-1
Damage Capacity	1
Field Save	4+
HTH Rating	2@7+B
Reflex	0
Agility	4
Officer	1C (+60) OR 2C (+95)
Hero Cost	+23
Covert Operations	3 (+5)

Primary Weapon:	Puissant Gun
Support Weapon:	-
Side Arm:	Clockwork Pistol OR Elyctric Arc CDW OR Shrieker Pod

VEHICLES

Colossus – 179

Colossus is a Juggernaut writ large, an even more massive and lumbering construct with a whirring metaclockwork brain inside its huge frame. What might not be immediately obvious is that the Colossi are an older design than their smaller “kin”, as manufacturing technologies have only relatively lately caught up in a big way with the stringent miniaturization demands poised by the smaller and more agile frames. Today the Colossi are in fact slowly being phased out of production as the manufacture of the Juggernauts is getting progressively easier logistically and fiscally.

Type	Mecha
Size	5
Quality	Vehicle
Move	6
Armor Rating	+1
Damage Capacity	3
Field Save	8+
HTH Rating	2@3+KV
Reflex	-3
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

Primary Weapon:	Repeating Cannon (bomb) OR Repeating Cannon (shell)
Secondary Weapon:	Fire Thrower OR Motor Gun
Augmentation:	n/a

Land Ironclad – 164

Over the last century or so, ranged weapon technology has been advancing ahead of troop mobility – and, to some degree, tactical thinking. Hence the possibility of the Royal Army being caught in a bloody stalemate of trench warfare looms ever larger. To preempt this, the mechanists took a lead from the Royal Navy and envisioned huge steam-powered land vehicles capable of advancing against the most determined defense: essentially moving fortresses. A few experimental versions of these “land ironclads” were actually produced and have been fielded in battle. Variable in appearance, some are propelled by pedrails (wheels ringed with flexible feet) while others move on massive treads or immense rollers. All bristle with gun, sport multiple steam engines and the heaviest possible armor combined with electrolytic shielding to somewhat reduce their immense weight. Although awe-inspiring and impressive displays of the sheer technological might of the Sun King’s realm, the land ironclads are in hindsight clearly impractical in every other respect.

Type	AFV
Size	7
Quality	Vehicle
Move	6
Armor Rating	0
Damage Capacity	5
Field Save	8+
HTH Rating	n/a
Reflex	n/a
Fire Actions	4
Passengers	n/a
Entry Arcs	n/a

Primary Weapon:	Howitzer (40 PV) OR Motorgun (30 PV)
Secondary Weapon:	Sponson Clockwork Rifle (180 degrees left fire arc, 23 PV) OR Sponson Motorgun (180 degrees left fire arc, 45 PV)

Tertiary Weapon:

Sponson Clockwork Rifle (180 degrees right fire arc, 23 PV) OR Sponson Motorgun (180 degrees right fire arc, 45 PV)

Quaternary Weapon:

Turret Clockwork Rifle (360 degrees fire arc, 30 PV) OR Steam Blast CDW (single use)

Augmentation:

On-board Mechanic, Reinforced Ram

Damage Chart:

D100 Result

01-20 Lose 2" of movement¹

21-50 Lose one weapon (attacker's choice)¹

51-100 Damaged: lose one from DC

¹) If a Land Ironclad with no movement left suffers a hit that removes movement, or one with no weapons left suffers a hit that removes a weapon, the damaging hit will instead remove a point of Damage Capacity

STANDARD INFANTRY WEAPONS**Blunderbuss [slow to load] – 15**

This rather primitive and inherently inaccurate firearm is used to fire a light version of grapeshot: hundreds of tiny metal pellets (or, in a pinch, even small stones) enable each shot to saturate a considerable area. This gives the Blunderbuss its alternate name of Scattergun. It is the favored weapon of Shock Troopers.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1C	-	-	5	10	15	-	-	-	un

Caliver [slow to load] – 1

Regular sidearm used by many troops in the Royal Army, this pistol is reliable but has low hitting power and short range.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	5	10	15	20	-	-	-	un

Clockwork Pistol – 9

An advanced attempt to overcome the rate of fire limitations of Calivers, Clockwork Pistol is preloaded with a number of cartridges it can fire at a devastating rate. Unfortunately it is also impossible to reload under battlefield conditions.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	3	-	15	-	-	-	-	-	-	3

Double Caliver [bracing, slow to load] – 2

Essentially simply two Calivers build into a single casing, this heavy pistol allows for a higher rate of fire at the cost of making it less accurate. Higher production cost limits its availability to veteran and elite troops.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	-	5	10	15	20	-	-	-	un

Field Howitzer [parallel combo¹ crew served weapon², slow to load] – 40

Crewed by experienced teams of artilleryists, this weapon can fire both armor piercing warheads and fragmentation bombs over vast distances. It can also be used to hurl the latter ammo over obstacles and can therefore also take the role of a mortar, and as last ditch measure it can be even loaded with whatever happens to be on hand to fire grapeshot at a charging enemy.

¹) May fire bombs, grapeshot or shells. The player must choose before target declaration.

²) Note that as per FAQ answer, a crew served weapon only counts as support weapon only counts as support weapon for *one* of the crew members.

Bomb

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	20	40	60	-	2", 7+	-	yes	6

Grapeshot

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1C	-	5	10	15	-	-	-	-	1

Shell

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1V	-	-	40	50	60	-	3	-	4

Field Motorgun [crew server weapon¹] – 24

The most destructive antipersonnel weapon ever devised, the rightly feared Motorgun can reduce an entire company of men to minced meat in mere minutes. The prodigious rate of fire comes at a cost however as the weapon and the massive is much too heavy to carry around by normal foot troops. The weapon is also, despite years of work done on the clockwork mechanism, still somewhat unreliable. It is issued to Artillery Battalions as a mounted weapon serviced by two skilled crewmen.

¹Note that as per FAQ answer, a crew served weapon only counts as support weapon for *one* of the crew members.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1(4)	-	-	15	30	45	-	-	-	un

Fire Thrower [slow to load] – 20

A highly devastating but complex and temperamental weapon firing combustive or corrosive chymical from a pressurized canister, a Fire Thrower is primarily suited only for highly trained operators versed in some basic alchemy. High production cost and the need for the pumping mechanism to build up pressure after each shot further mitigate its destructive capabilities.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1BC	-	-	5	10	15	-	-	-	un

Flame Lance – 12

Combining a traditional hafted weapon with the latest advances in alchemy and elyctricity, a Flame Lance's tip is mounted with a pod containing a mix of chymicals similar to that in a Fire Thrower (this arrangement is dictated by the volatility of the chymicals in the pod, not the size of the actual weapon itself). By pressing a release valve, the wielder can release a destructive burst of the deadly liquid over his foes. While there is only capacity for a single shot, the weapon is also much easier to use and manufacture than a full fledged Fire Thrower and can therefore be issued in larger numbers.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1BC	-	-	5	10	15	-	-	-	1

Hand Cannon [bracing infantry loader weapon, slow to load]

This unwieldy piece of ordnance has short range, tremendous recoil and it is very difficult to load under battle field conditions. Still, it's a versatile weapon and a definite asset for troops willing to put up with lugging one around. Most typically it is utilized by Shock Troopers who use grapeshot to soften up the enemy for a charge.

Note that the different versions of Hand Cannon listed below count as separate weapons for the purposes of arming the infantry frames, although for fluff purposes they are the same weapon with different payloads

Bomb - PV: 3

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	20	30	40	2",7+	-	yes	4

Grapeshot – PV: 20

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1C	-	5	10	15	-	-	-	-	4

Harquebus [slow to load] – 4

This reliable firearm is the standard weapon of the Rifle Battalions. It is often fitted with a bayonet for hand to hand purposes.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	20	30	40	-	-	-	un

Jezzail [bracing, slow to load] – 8

Otherwise known as Long Rifle, this heavy-caliber weapon boast the longest range of all man-portable fire arms today. Expensive to manufacture and difficult to aim while on the move, it is usually fitted with a prospective-glass targeting device and used for sniper work.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	30	45	60	-	1	-	un

Lightning Rod – 19

This is an elyctrochymical weapon that uses similar pod-like arrangement to that of a Flame Lance to entice a powerful elyctric arc to spring from the tip. This “miniature lighting” can easily melt through any infantry armor, but the downside is that the arc generated tends to ground before hitting if the target is not carrying enough metal on his person to draw it.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1CV	-	-	5	10	15	-	-	-	1

Rocket Launcher [bracing parallel combo¹ weapon, slow to load] – 14

A fairly simple weapon, this is basically just a tube where a rocket carrying the actual warhead is crammed. The tube is then simply used to target the initial launch of the rocket as it careens wildly into the sky. More developed models feature a flintlock system to lit the fuse of the rocket. Rockets themselves can feature any type of warhead from alchymic to thaumaturgic.

¹May fire fire, shrapnel or stun gas warheads. The player must choose before target declaration.

Fire Warhead

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	20	30	40	-	2",9+B	-	yes	2

Shrapnel Warhead

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	20	30	40	-	2",9+	-	yes	2

Stun Gas Warhead

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	20	30	40	-	2",7+S	-	yes	2

POWERED INFANTRY WEAPONS

Clockwork Rifle – 15

Essentially a souped-up version of the Clockwork Pistol, this weapon has rather similar mechanism and also shares the same limitations, although it does provide for longer range. On a negative side, it is too cumbersome for a standard infantry man to carry.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	3	-	-	15	30	-	-	-	-	3

Puissant Gun [tandem combo¹ weapon] – 23

Puissant Guns come in many forms, some of them rather far removed from traditional firearms. Most are recognizable as somewhat ornate guns however. On each weapon, Mechanists and alchemists of the war laboratories work in collaboration with the Thaumaturge it is indented for, ensuring that a little bit of the magical essence of the wielder is suffused in the mechanism (many of the weapons produced won't even fire in other hands). Each piece of ammo is similarly hand-crafted and while that ensures they are always in short supply, it also provides for a bewildering variety, making the Puissant Guns the epitome of versatility.

¹May fire Corroder, Puncher, Ripper or Shrieker ammo. Bearer must choose one of the firing modes with which to begin the game. Switching modes requires the bearer spend an entire activation on any type of Fire orders without using any ranged weaponry or grenades during the activation..

Corroder

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	2V	-	5	15	25	35	-	1	-	1

Puncher

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	3K	-	5	15	25	35	-	-	-	1

Ripper

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	4B	-	5	15	25	35	-	-	-	1

Shrieker

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1	5	15	25	35	-	2'',7+S	-	-	1

Repeating Cannon [bracing]

Unlike humans, Juggernauts do not find lack strength of strength to be a problem when lugging a Hand Cannon around; instead they lack the dexterity that would be required to load one. To overcome this potentially crippling problem, the mechanists of the war laboratories have come up with a robust clockwork mechanism capable of feeding ammo from large bin into the breech of the cannon. The resultant self-loading version of the Hand Cannon is unfortunately far too heavy for standard infantry to wield, and also has limited ammo capacity.

Note that the different versions of Repeating Cannon listed below count as separate weapons for the purposes of arming the frames, although for fluff purposes they are the same weapon using different payloads

Bomb - PV: 7

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1	-	-	20	30	40	2'',7+	-	yes	4

Shell – PV: 6

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1V	-	-	-	20	40	-	1	-	4

VEHICLE WEAPONS

Howitzer [parallel combo¹ weapon, slow to load] – 40

Mounting this ubiquitous but at heart rather simple artillery piece on a vehicle platform doesn't really improve upon its basic capabilities.

¹May fire bombs, grapeshot or shells. The player must choose before target declaration.

Bomb

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	1	-	20	40	60	-	2'',7+	-	yes	6

Grapeshot

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	1C	-	5	10	15	-	-	-	-	1

Shell

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	1V	-	-	40	50	60	-	3	-	4

Motorgun – 30

Unlike for the Howitzer, the fixed mounting allows the justly feared Motorgun an improved and more reliable ammo feed that makes the weapon even more destructive.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	4	-	-	15	30	45	-	-	-	un

GRENADES AND CLOSE DEFENSE WEAPONS

Elyctric Arc CDW – 5/16

One of the more devastating ranged weapons known to have devised by man, the Elyctric Arc consists of one or more single-use soft metal tubes stuffed with alchemically weathered iron fillings and capped at both ends with a similar (but smaller) electrolytic pod as the ones used in Lightning Rods. Upon firing, these discharge their “miniature lightning” into the tube, igniting the fillings that explode out – along with the fragments of the tube – in a white-hot wave of destruction. The weapon is both too expensive to manufacture and too dangerous for untrained regular troopers to use, and its utility is further limited by its very short range and the energy requirements of the pods. These are typically fed from the batteries of Elyctric Shields or powered infantry armor suits.

Infantry CDW: 2”/1@7+

Elyctric Shock Pod – 4

Another demonstration of the Kingdom’s consummate mastery of elyctrics, this weapon is essentially a battery that discharges in a blinding arc of energy. Like most weapons of its type, it’s best used against the very heaviest of enemy infantry.

Grenade: 2”/1@9+A

Shrapnel Bomb – 5

Relatively simple for its potentially devastating effect, this bomb is simply a metal shell filled with an explosive alchymic. Upon detonating, the bomb’s casing tears into slivers of metal that mercilessly scythe any lightly armored infantry within several feet to ground.

Grenade: 2”/1@7+

Shrieker Pod – 3

One of the few thaumaturgic weapons mass produced, this is essentially but a pot for a living mandragora plant and some nutrients required for maintaining it. The mandragora reacts similarly to being uprooted upon the Pod’s bursting, releasing a psychic shriek of such intensity that any nearby target is viable to be struck down, their mind overloading with images of unspeakable pain and horror. The audible keening the dying root makes is but a side effect of this, although unpleasant enough of itself.

Grenade: 2”/1@7+S

Smoke Bomb – 3

A smoke bomb is a double container filled with two normally inert alchemical substances. Upon impact, these mix to produce a concoction that billows thick, oily and quite opaque smoke.

Grenade: 2”/-2 LOS¹

¹The LOS effect lasts until the following turn’s resolution phase (keep template on table)

Steam Blast CDW – 46¹

Only largest steam engines produce enough pressure and steam to use this very devastating device that channels part of the scalding hot vapor from the boiler into a system of tubes that vent it into the surrounding air. As a side effect of literally flaying the skin off any soft targets (such as human infantry) in the vicinity, it also produces a thick haze that blocks line of sight every bit as effectively as any Smoke Bomb. The only downside of this terrifying weapon is that it cannot be used repeatedly lest the steam engine loses its pressure entirely, disabling the entire war machine.

Vehicle CDW: 4”/1@3+, -2 LOS²

¹Single use only

²The LOS effect lasts until the following turn’s resolution phase (keep template on table)

TOTAL FRAMES = 35 (maximum of 35)

15 Unique Infantry Frames

20 Unique Weapons (4 combiweapons)

STANDARD UNITS = 15 of maximum 15

At least 50% of the army's point value must be made up of units purchased from the following list.

NOTE: the omission of vehicles from this list is intentional: you must always purchase them Ad Hoc, counting their cost against both the Vehicle and Ad Hoc allowances of the army. Furthermore, all units designated as exclusive are also intentionally so even though there are (many) more than would be required by the rules.

Soldiers of the Line:

Foot Lance

4-11 Foot Lancers

Knight Banner

4-11 Knights

Rifle Squad

5-11 Riflemen

Shock Trooper Mob

5-11 Shock Troopers

*Tactical Support Battalions (all units are **exclusive**):*

Artillery Team

4-11 Artillerists

Firebrand Team

4-11 Firebrands

Grenadier Team

5-11 Grenadiers

Juggernaut Maniple

6-11 Juggernauts

Mounted Lance

4-11 Mounted Lancers

Rocketeer Team

5-11 Rocketeers

Sniper Kill Team (elite)

4-11 Snipers

TJA Banner

4-11 TJAs

*Special Operations Groups (all units are **elite** and **exclusive**):*

His Majesty's Gunslinger Posse

4-11 His Majesty's Gunslingers

Mechanist Surveyor Team

4-11 Mechanists

Thaumaturge Cadre

4-11 Thaumaturges