



EMPIRE OF SONNSTAHL

28.05 - 3 590 POINTS



1110 pts (25.00 %) Characters 1505 pts (33.00 %) Core 340 pts (8.00 %) Special 635 pts (14.00 %) Imperial Armoury 408 pts (9.00 %) Imperial Auxiliaries 475 pts (11.00 %) Sunna's Fury

(40 Max) (25 Least) (0 NoLimit) (20 Max) (35 Max) (30 Max)

Characters



KNIGHT COMMANDER #1

Knight Commander - Large - Cavalry - 50x75

310 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|------------------|-----|-----|-----|--------------|--------------|-------------|
| | 4" | 8" | 9 | First Knight | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 6 | 4 | 0 | Plate Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Knight Commander | 4 | 6 | 4 | 1 | 6 | Hand Weapon |



MOUNT YOUNG GRIFFON

| Global | Adv | Mar | Dis | Model Rules | | |
|---------------|-----|-----|-----|-------------|-----|-----------|
| | 7" | 14" | C | Fear | | |
| Defensive | HP | Def | Res | Arm | | |
| | C | C | C | C+1 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Young Griffon | 3 | 4 | 5 | 3 | 4 | Harnessed |

Options | Lance • Young Griffon • Talisman of Shielding • Dragon Staff



WIZARD #1

Wizard - Standard - Infantry - 20x20

465 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|-------------------|-----|-------------|
| | 4" | 8" | 7 | Wizard Apprentice | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 3 | 3 | 0 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Wizard | 1 | 3 | 3 | 0 | 3 | Hand Weapon |

Options | Pyromancy • Wizard Master • Light Armour • Destiny's Call • Exemplar's Flame



PRELATE #1

Prelate - Standard - Infantry - 20x20

335 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|---------------------------|--------------|-----------------------------|
| | 4" | 8" | 8 | Blessings, Channel (1, 1) | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 5 | 4 | 0 | Heavy Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Prelate | 2 | 5 | 4 | 1 | 4 | Divine Attacks, Hand Weapon |

Options | Shield • Plate Armour • General • Hammer of Witches • Death Cheater

Core



LIGHT INFANTRY #1

Light Infantry **x16** - Standard - Infantry - 20x20

253 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------------------|-----|-----|-----|------------------------------|-----|
| | 4" | 8" | 7 | Scoring, Support Unit | |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 3 | 3 | 0 | |
| Offensive | Att | Off | Str | Ap | Agi |
| Light Infantry | 1 | 3 | 3 | 0 | 3 |

| | |
|----------------|--|
| Options | Champion • Musician • Long Rifle (3+) • Handgun (4+) |
|----------------|--|



LIGHT INFANTRY #2

Light Infantry **x10** - Standard - Infantry - 20x20

155 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------------------|-----|-----|-----|------------------------------|-----|
| | 4" | 8" | 7 | Scoring, Support Unit | |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 3 | 3 | 0 | |
| Offensive | Att | Off | Str | Ap | Agi |
| Light Infantry | 1 | 3 | 3 | 0 | 3 |

| | |
|----------------|--------------------------|
| Options | Musician • Crossbow (4+) |
|----------------|--------------------------|



HEAVY INFANTRY #1

Heavy Infantry **x40** - Standard - Infantry - 20x20

375 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------------------|-----|-----|-----|-----------------------------|-----------------------------|
| | 4" | 8" | 7 | Scoring, Parent Unit | |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 3 | 3 | 0 | Light Armour, Shield |
| Offensive | Att | Off | Str | Ap | Agi |
| Heavy Infantry | 1 | 3 | 3 | 0 | 3 |

| | |
|----------------|---|
| Options | Halberd • Champion • Musician • Standard Bearer |
|----------------|---|



HEAVY INFANTRY #2

Heavy Infantry **x40** - Standard - Infantry - 20x20

375 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------------------|-----|-----|-----|-----------------------------|-----------------------------|
| | 4" | 8" | 7 | Scoring, Parent Unit | |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 3 | 3 | 0 | Light Armour, Shield |
| Offensive | Att | Off | Str | Ap | Agi |
| Heavy Infantry | 1 | 3 | 3 | 0 | 3 |

| | |
|----------------|---|
| Options | Spear • Champion • Musician • Standard Bearer |
|----------------|---|



KNIGHTLY ORDERS #1

Knightly Orders **x8** - Standard - Cavalry - 25x50

347 POINTS



| | | | | | |
|------------------------|------------|------------|------------|--------------------------|--------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 7" | 14" | 8 | Scoring, Knightly Orders | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 4 | 3 | 2 | Plate Armour |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Knightly Orders | 1 | 4 | 4 | 1 | 3 |
| Horse | 1 | 3 | 3 | 0 | 3 |
| Harnessed | | | | | |

Options

Shield • Lance • Champion • Musician • Standard Bearer

Special



KNIGHTS OF THE SUN GRIFFON #1
 Knights of the Sun Griffon x3 - Large - Cavalry - 50x75

340 POINTS



| | | | | | |
|----------------------|------------|------------|------------|--------------------|----------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 7" | 14" | 8 | Fear, Scoring | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 4 | 4 | 1 | Plate Armour, Shield |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Knight | 1 | 4 | 4 | 1 | 4 |
| Young Griffon | 3 | 4 | 5 | 3 | 4 |
| Harnessed | | | | | |

Options

Champion • Musician • Standard Bearer • Lance

Sunna's Fury



STEAM TANK
 Steam Tank - Large - Construct - 50x100

475 POINTS



| | | | | | |
|--|------------|------------|------------|---|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 4D3" | " | 7 | Unbreakable, Fear, Towering Presence, Random Movement (4D3, 4D3), Steam Powered, Fearless | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 7 | 3 | 6 | 6 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Chassis | | | 5 | 2 | 3 |
| Breath Attack, Grind Attacks (3D3, 3D3), Steam Cannon (3+, 3+) | | | | | |
| Steam Ram | | - | 7 | 4 | - |
| Inanimate, Impact Hits (2D3, 2D3) | | | | | |

Imperial Armoury



IMPERIAL ROCKETEER #1
 Artillery - Standard - Construct - 60

160 POINTS



| | | | | | |
|---|------------|------------|------------|--------------------|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 4" | 4" | 7 | War Machine | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 5 | 1 | 4 | 0 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Crew | 3 | 3 | 3 | 0 | 3 |
| Move or Fire, Imperial Rocketeer (4+, 4+) | | | | | |

Magics

Racial Trait Spell

During Spell Selection, if a Wizard from Empire of Sonnstahl either selects the Hereditary Spell or gains it by any other means, it must instead choose a single Path from the ones available to it other than its own chosen Path. The Wizard gains the Learned Spell #1 from that Path.

| | Casting | Range | Type | Duration |
|-----------------------|---------|-------|------|-----------------|
| Liberal Magics | | | | |
| Mf | - | | | Remains in Play |



| | | Casting | Range | Type | Duration | Effect |
|----------|-------------------|----------|------------------|--------------------|----------|---|
| 5 | Scorching Salvo | 8+ | 24" Aura | Hex Damage | Instant | The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks. |
| 3 | Flaming Swords | 8+ [11+] | 18" [6" Aura] | Augment | One Turn | The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier. |
| 4 | Pyroclastic Flow | 7+ [10+] | 24" [12"] | Hex Missile Damage | Instant | The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks. |
| 6 | Enveloping Embers | 10+ | 24" | Hex Damage Direct | Instant | Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks. |
| 2 | Cascading Fire | 5+ [8+] | 24" [12"] | Hex | One Turn | The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks. |
| A | Blaze | | 18" | Hex Missile Damage | Instant | The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks. |
| 1 | Fireball | 4+ | 36" | Hex Missile Damage | Instant | The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks. |

Magic items

Dragon Staff: The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

Talisman of Shielding: The bearer gains Aegis (5+).

Destiny's Call: The wearer gains Aegis (4+) and its Armour is set to 3 and can never be improved beyond this.

Exemplar's Flame: Choose a single Parent Unit after Spell Selection (at step 8 of the Pre-Game Sequence). At the start of any friendly Melee Phase, if the bearer is within 18" of the chosen unit, the owner may choose to discard a single Veil Token from their Veil Token pool to grant all R&F models in the chosen unit **Lethal Strike** and **Magical Attacks** until the end of the phase.

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

Hammer of Witches: The bearer's Attack Value is **set** to 5 while using this weapon, and attacks made with it gain **Battle Focus (against Channel)** and become **Magical Attacks**.

Model Rules

Blessings: The model part and all model parts in the same unit, except model parts with Harnessed gain Hatred. 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 Strength 4, Armour Penetration 1, Flaming Attacks, and Magical Attacks.

- "Volund's Blessing"

The target must reroll failed to-wound rolls with Melee Attacks.

Breath Attack:

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

Divine Attacks: Successful Aegis saves taken against the attack must be rerolled.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge

Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

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 R&F models in the unit also gains Parent Unit.

Grind Attacks: A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own 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). When several model parts in the same unit have Grind Attacks and when

X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

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.

Heavy Armour: +2 Armor

Impact Hits: 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 Harnessed 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.

Imperial Rocketeer: Catapult (1) Artillery Weapon:

Range 15-48", Shots 3, Str 5, AP 3, Multiple Wounds (D3), This weapon treats all results on the Misfire Table as Malfunction (each shot can cause a Misfire).

Inanimate: Inanimate - Melee

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 (as long as they do not have Harnessed or Inanimate).

Knightly Orders: Universal Rule.

The model gains +1 Defensive Skill, and the Knight gains +1 Offensive Skill, +1 Strength, and +1 Armour Penetration. Knightly Orders cannot take Great Weapons.

Light Armour: Armor +1

Move or Fire: The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

Parent Unit: A unit is considered a Parent Unit if at least half of its models have this Universal Rule. Parent Units treat all Support Units as Insignificant.

Immediately after a Parent Unit passes a Charge Range roll against a non-fleeing enemy unit in the Charge Phase, before performing the Charge Move, any Support Units within 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 for Charge Range, max one Wheel, etc.), with the exception that the enemy cannot choose a Charge Reaction other than Hold. For the purpose of Charge Moves, treat this as any other case of Combined Charges. When calculating Combat Scores in the following Melee Phase, combine the Rank Bonus of both the Parent Unit and up to one Support Unit that performed a successful support charge (following all normal restrictions), up to a maximum of +6.

Plate Armour: +3 Armor

Random Movement: The unit cannot Declare Charges and cannot move normally (Advance, March, Reform) in the Movement Phase (which also means they cannot perform Magical Moves). The model loses Swiftstride (and can never gain it), but always charges, Flees, Pursues and Overruns the distance stated in brackets.

In the Movement Phase, at the end of step 2 of the the it with Random Movement moves using the rules for Pursuing units, except that they can freely choose which direction to rotate towards before rolling the Pursuit Distance, cannot move off the Board Edge and only take Dangerous Terrain Tests if they actually charge an enemy unit (they still test as normal when Fleeing, Pursuing a Broken enemy or Overrunning).

Whenever a unit with Random Movement needs a March Rate (e.g. when Post-Combat Reforming), use the potential maximum value of X as its March Rate.

Characters with Random Movement can only join units with Random Movement (by moving into contact with them during the Movement Phase or by being deployed inside), and units with Random Movement can only be joined by Characters with Random Movement. Units with Random Movement cannot enter Buildings. If a unit has several sets of Random Movement, use the one with the lowest average (in case of a tie, you may choose which version to use). A model with Random Movement cannot move in the same phase as it arrives on the Battlefield as Reinforcement (Dawn Assault) or Ambusher.

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few 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.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Steam Cannon: Steam Cannon: Cannon Artillery Weapon.

Range: 36", Shots 1, Str 2[7], AP 0[6], Area Attack (5x1), [Multiple Wounds (D3, Clipped Wings)].

Steam Powered: The model may choose not to move despite having Random Movement, and Pursuit or Overrun Distance are always 0".

Before moving in the Movement Phase, the model may choose to replace its Random Movement (4D3) with Random Movement (5D3) until the end of the Movement Phase. If so, the Steam Cannon cannot be used during this Player Turn.

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 6" of at least one Parent Unit gain Fight in Extra Rank and may use Shooting Attacks from the third rank (in addition to the first and second). 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 6" 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 6" 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 6" 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.

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".

Unbreakable: The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

War Machine: The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

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 and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, 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 subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

