



# EMPIRE OF SONNSTAHL

## BLESU - 4 495 POINTS



1785 pts (40.00 %) 1135 pts (25.00 %) 610 pts (14.00 %) 165 pts (4.00 %) 835 pts (19.00 %) 665 pts (15.00 %)

**Characters**      **Core**      **Special**      **Imperial Auxiliaries**      **Imperial Armoury**      **Sunna's Fury**

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

### Characters



**KARL FRANZ**  
Marshal - Gigantic - Beast - 50x100

715 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9	Orders		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Marshal</b>	3	5	4	1	5	Hand Weapon



### MOUNT DRAGON

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fly, Light Troops, Meeting Of Minds		
	7"	14"				
Defensive	HP	Def	Res	Arm		
	6	5	6	4		
Offensive	Att	Off	Str	Ap	Agi	
<b>Dragon</b>	5	5	6	3	3	Harnessed, Breath Attack

#### Options

General • Imperial Prince • Dragon • Repeater Pistol (2+) • Potion of Swiftnes • Lucky Charm



**BSB**  
Marshal - Standard - Infantry - 20x20

250 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9	Orders		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Marshal</b>	3	5	4	1	5	Hand Weapon

#### Options

Battle Standard Bearer • Shield • Repeater Pistol (2+) • Blacksteel • Shield Breaker



**GEJU CZARODZIEJU**  
Wizard - Large - Construct - 50x100

695 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	
<b>Wizard</b>	1	3	3	0	3	Hand Weapon




### MOUNT ARCANE ENGINE

Global	Adv	Mar	Dis	Model Rules	

Global	Adv	Mar	Dis	Model Rules	
	8"	8"	C	Swiftstride, Towering Presence, Channel	
Defensive	HP	Def	Res	Arm	
	5	C	5	C+2	
Offensive	Att	Off	Str	Ap	Agi
Crew	1	3	3	0	3
Horse	1	3	3	0	3
Harnessed					
Chassis			5	2	Impact Hits, Inanimate


**Options** | Light Armour • Pyromancy • Wizard Master • Arcane Engine • Sceptre of Power • Death Cheater • Foresight



## MIODEK

Artificer - Standard - Infantry - 20x20

# 125 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Engineer, Master Artificer	
Defensive	HP	Def	Res	Arm	
	2	3	3	0	
Light Armour					
Offensive	Att	Off	Str	Ap	Agi
Artificer	1	3	3	0	3
Hand Weapon					

**Options** | Repeater Pistol (4+)

**Core**



## HALABARDY


Heavy Infantry x40 - Standard - Infantry - 20x20

# 350 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring	
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** | Parent Unit • Halberd • Champion • Musician • Standard Bearer



## WŁOZCZNIE


Heavy Infantry x50 - Standard - Infantry - 20x20

# 440 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring	
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** | Parent Unit • Spear • Champion • Musician • Standard Bearer



## MENELICJA

State Militia x15 - Standard - Infantry - 20x20

# 165 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Light Troops, Reserves	
Defensive	HP	Def	Res	Arm	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>State Militia</b>	1	3	3	0	3

Bow, Pistol, Paired Weapons

<b>Options</b>	Irregulars
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	<b>ELECTORAL CAVALRY #1</b> Electoral Cavalry x5 - Standard - Cavalry - 25x50	<b>180 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	7"	14"	8	Scoring

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	2	Plate Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Knight</b>	1	3	3	0	3
<b>Horse</b>	1	3	3	0	3

Harnessed

<b>Options</b>	Shield • Lance
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**Special**

	<b>KNIGHTS OF THE SUN GRIFFON #1</b> Knights of the Sun Griffon x3 - Large - Cavalry - 50x75	<b>305 POINTS</b>	
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<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>
<b>Knight</b>	1	4	4	1	4
<b>Young Griffon</b>	3	4	5	3	4

Harnessed

<b>Options</b>	Lance
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	<b>KNIGHTS OF THE SUN GRIFFON #1</b> Knights of the Sun Griffon x3 - Large - Cavalry - 50x75	<b>305 POINTS</b>	
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<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>
<b>Knight</b>	1	4	4	1	4
<b>Young Griffon</b>	3	4	5	3	4

Harnessed

<b>Options</b>	Lance
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**Imperial Armoury**

	<b>HELLKA</b> Artillery - Standard - Construct - 60	<b>175 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	7	<b>War Machine</b>	
<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>
<b>Crew</b>	3	3	3	0	3 <b>Move or Fire</b>

<b>Options</b>	Volley Gun (4+)
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### HELINKA


Artillery - Standard - Construct - 60

**175 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	7	<b>War Machine</b>	
<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>
<b>Crew</b>	3	3	3	0	3 <b>Move or Fire</b>


<b>Options</b>	Volley Gun (4+)
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### MOZDZIEZ

Artillery - Standard - Construct - 60

**180 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	7	<b>War Machine</b>	
<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>
<b>Crew</b>	3	3	3	0	3 <b>Move or Fire</b>

<b>Options</b>	Mortar (4+)
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### MOZDZIEZ 2

Artillery - Standard - Construct - 60


**180 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	7	<b>War Machine</b>	
<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>
<b>Crew</b>	3	3	3	0	3 <b>Move or Fire</b>

<b>Options</b>	Mortar (4+)
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## Sunna's Fury



### FLAGELLANTS #1

Flagellants x19 - Standard - Infantry - 20x20

**255 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	<b>Fearless, Frenzy, Unbreakable, Fanatical, Zealots</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	1	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Flagellant</b>	1	3	3	0	3 <b>Battle Focus, Great Weapon</b>

## 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	-			One Turn



Pyromancy

		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	11+	24"	Hex Damage Direct	Instant	The target suffers 1 hit with Area Attack (6x6), Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
2	Cloak of Cinders	7+ [9+]	18"	Augment	One Turn	Melee (and Ranged) Attacks against the target suffer -1 to wound.
A	Blaze		24"	Hex Missile Damage	Instant	The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
1	Fireball (rep)	4+	36"	Hex Missile Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

## Magic items

**Lucky Charm:** One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

**Potion of Swiftmess:** One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

**Blacksteel:** The wearer gains +1 Armour and **Fear**. If taken by a model on foot, the wearer gains an additional +1 Armour.

**Shield Breaker:** Attacks made with this weapon gain +6 Armour Penetration, become Magical Attacks, and can never wound on to-wound rolls better than 3+.

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

**Sceptre of Power:** One use only. A Wizard with this Artefact may add a single Magic Dice from its Magic Dice pool to one of its casting rolls or dispelling rolls, after seeing the casting or dispelling roll (note that casting rolls cannot exceed the limit of max 5 Magic Dice).

## Model Rules

**Battle Focus:** If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

### Bow:

**Engineer:** 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:

- Replace the Aim of one of the War Machine's Artillery Weapons with 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 during any Initiative Step of a Round of Combat it is fighting, remove it as a casualty only at the end of Initiative Step 0.

**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.

**Frenzy:** At the start of the Charge Phase, each of your nonFleeing units with at least one model with Frenzy that is unengaged, does not contain any Shaken models, and has an enemy unit inside its Front Arc 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.

**Great Weapon:** Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and 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

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

**Light Armour:** Armor +1

**Light Troops:** Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

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

**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.

**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, and their effects last until the end of the next Player Turn. A unit cannot receive the same Order more than once during the same Player Turn. Only models of Standard Height are affected. The available Orders are listed below: **Brace For Impact!** The target gains **Fight in Extra Rank. On The Double!** The target gains +1 Advance Rate and +4 March Rate. **Ready! Aim! Fire!** The target gains **Accurate. 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).

**Paired Weapons:** The wielder gains +1 Attack Value when using Paired Weapons. 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.

**Pistol:** Range 12" Shots 1 Strength 4 Armour Penetration 2 QuicktoFire

**Plate Armour:** +3 Armor

**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 (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.

**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

**Zealots:** Prelates may join the unit and gain **Fearless** and **Unbreakable** while joined to the unit.

## Qr codes of your army

Your 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.

