



EMPIRE OF SONNSTAHL
DREADX - 3 962 POINTS



1680 pts (37.00 %) **828 pts (18.00 %)** 774 pts (17.00 %) 290 pts (6.00 %) 810 pts (18.00 %) 820 pts (18.00 %)
Characters **Core** **Special** **Imperial Auxiliaries** **Imperial Armoury** **Sunna's Fury**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max) (30 Max)

Characters

		ARTIFICER #1 Artificer - Standard - Infantry - 20x20	130 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Engineer, Master Artificer	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	3	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Artificer	1	3	3	0	3
					Hand Weapon

Options	Long Rifle (3+)
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	WIZARD #1 Wizard - Standard - Infantry - 20x20	465 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Wizard Apprentice	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Wizard	1	3	3	0	3
					Hand Weapon

Options	Pyromancy • Wizard Master • Locket of Sunna
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	MARSHAL #1 Marshal - Standard - Infantry - 20x20	220 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	9	Orders	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	4	0	Plate Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Marshal	3	5	4	1	5
					Hand Weapon

Options	Battle Standard Bearer • Shield • Aether Icon x1 • Obsidian Rock • Alchemist's Alloy • Willow's Ward
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	PRELATE #1 Prelate - Large - Construct - 50x100	575 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Channel, Blessings	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	4	0	Heavy Armour

Offensive	Att	Off	Str	Ap	Agi	
Prelate	2	5	4	1	4	Divine Attacks, Hand Weapon



MOUNT ALTAR OF BATTLE

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

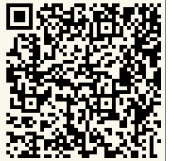
Options	Shield • Plate Armour • Paired Weapons • Altar of Battle • Dragon Staff • Basalt Infusion
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MARSHAL #2

Marshal - Standard - Infantry - 20x20

290 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	
Marshal	3	5	4	1	5	Hand Weapon

Options	General • Shield • Blacksteel • Death Warrant • Witchfire Guard
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Core



HEAVY INFANTRY #1

Heavy Infantry x41 - Standard - Infantry - 20x20

358 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	Spear • Champion • Musician • Standard Bearer
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HEAVY INFANTRY #2

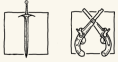
Heavy Infantry x20 - Standard - Infantry - 20x20

180 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	Halberd • Musician • Standard Bearer
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LIGHT INFANTRY #1

Light Infantry x20 - Standard - Infantry - 20x20

290 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	Handgun (4+) • Musician • Standard Bearer • Marksman's Pennant
Special	



KNIGHTS OF THE SUN GRIFFON #1

Knights of the Sun Griffon x4 - Large - Cavalry - 50x75

404 POINTS



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

Options	Lance • Champion • Musician • Standard Bearer
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IMPERIAL GUARD #1

Imperial Guard x25 - Standard - Infantry - 20x20

370 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Bodyguard, Scoring, Parent Unit	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	
	Plate Armour				
Offensive	Att	Off	Str	Ap	Agi
Imperial Guard	1	4	4	1	3

Options	Shield • Champion • Musician • Standard Bearer
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Imperial Armoury



ARTILLERY #1

Artillery - Standard - Construct - 60

180 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	4"	7	War Machine	
Defensive	HP	Def	Res	Arm	
	5	1	4	0	
Offensive	Att	Off	Str	Ap	Agi
Crew	3	3	3	0	3
	Move or Fire				

Options	Mortar (4+)
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Sunna's Fury



STEAM TANK

Steam Tank - Large - Construct - 50x100

500 POINTS



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

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	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		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

Locket of Sunna: When fighting a Duel, choose a single model part with neither Harnessed nor Inanimate that the bearer is fighting with. The bearer and the chosen model part **must** swap their corresponding unmodified Characteristic values of Attack Value, Strength, Armour Penetration, Agility, and Resilience. This is done before applying other modifiers. If the chosen model part is part of a Multipart Model, use the Multipart Model's Resilience value instead.

Alchemist's Alloy: The wearer gains +1 Armour and suffers -2 Offensive Skill.

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

Willow's Ward: While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

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

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

Death Warrant: Attacks made with this weapon gain **Battle Focus** and become **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 towards the same enemy unit in the same phase in subsequent Initiative Steps.

Witchfire Guard: The bearer gains **Aegis (4+, against Magical Attacks)** while using this Shield.

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Marksman's Pennant: The bearer's unit does not suffer the -1 to-hit modifier for Stand and Shoot Charge Reactions.

Model Rules

Blessings: The model's unit gains **Hatred**. Model parts with Harnessed are not affected. The model can cast the following three Bound Spells with Power Level (4/8), Type: Caster's Unit and Augment, and Duration: 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's failed to-wound rolls with **Melee Attacks** **must** be rerolled.

Bodyguard: When 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.

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.

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.

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.

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 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.

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).

Light Armour: Armor +1

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). d

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 8" of the Parent Unit may perform a Support Charge. To do so, the whole 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 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: Artillery Weapon.

Cannon, Range 36", Shots 1, Str 3 [7], AP 0 [6], Area Attack (1x5), [Multiple Wounds (D3, Clipped Wings)].

Steam Powered: The model may choose not to move despite having Random Movement, and its Pursuit and Overrun Distance in the Melee Phase 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 8" 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 8"; for the purpose of being Steadfast if it has fewer Full Ranks than the Parent Unit. During the opponent's Charge Phase, Support Units may perform one of the following actions: 1. Immediately after an unengaged Parent Unit within 8" declares a Charge Reaction other than a mandatory Flee 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 whole Support Unit. Apply all 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.). 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.

