



0 pts (0.00 %) Characters (40 Max)
 120 pts (3.00 %) Core (25 Least)
 0 pts (0.00 %) Special (0 NoLimit)
 120 pts (3.00 %) Imperial Auxiliaries (30 Max)
 0 pts (0.00 %) Imperial Armoury (20 Max)
 0 pts (0.00 %) Sunna's Fury (30 Max)

Core



LIGHT INFANTRY #1

Light Infantry x10 - Standard - Infantry - 20x20

120 POINTS



| Global | Cha | Mob | Cou | Model Rules | |
|-----------------------|-----|-----|-----|------------------------------|-----|
| | " | " | | Support Unit, Scoring | |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 3 | 3 | 0 | |
| Offensive | Att | Off | Str | Ap | Agi |
| Light Infantry | 1 | 3 | 3 | 0 | 3 |

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 | | | | |
| <i>Mf</i> | - | | | One Turn |

Model Rules

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.

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 " 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 " 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 " 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 " 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.

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.

