



**EMPIRE OF SONNSTAHL**  
**EoS ARMoured - 4 323 POINTS**



1760 pts (39.00 %) 1308 pts (29.00 %) 865 pts (19.00 %) 525 pts (12.00 %) 235 pts (5.00 %) 325 pts (7.00 %)  
**Characters**      **Core**      **Special**      **Imperial Auxiliaries**      **Imperial Armoury**      **Sunna's Fury**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (20 Max)      (30 Max)

## Characters

	<b>KNIGHT COMMANDER #1</b> Knight Commander - Standard - Cavalry - 25x50	<b>375 POINTS</b>	
--	---	-------------------	--

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

### MOUNT HORSE

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	C		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	C	C	C	C+2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Horse	1	3	3	0	3
					Harnessed

<b>Options</b>	General • Shield • Horse • Obsidian Rock • Alchemist's Alloy • The Light of Sonnstahl
----------------	---

	<b>WIZARD #1</b> Wizard - Large - Construct - 50x100	<b>405 POINTS</b>	
--	---	-------------------	--

<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

### MOUNT ARCANE ENGINE

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

<b>Options</b>	Light Armour • Alchemy • Wizard Adept • Arcane Engine • Arcane Shield
----------------	---



**MARSHAL #1**  
Marshal - Standard - Infantry - 20x20

220 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

<b>Options</b>	Battle Standard Bearer • Shield • Repeater Pistol (2+) • Death Warrant
----------------	--



**WIZARD #2**  
Wizard - Standard - Infantry - 20x20

210 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

<b>Options</b>	Divination • Wizard Adept
----------------	---------------------------



**PRELATE #1**  
Prelate - Large - Construct - 50x100

550 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Channel, Blessings		
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



**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

<b>Options</b>	Plate Armour • Paired Weapons • Altar of Battle • King Slayer
----------------	---

Core



**KNIGHTLY ORDERS #1**  
Knightly orders x13 - Standard - Cavalry - 25x50

588 POINTS



Global	Adv	Mar	Dis	Model Rules	
--------	-----	-----	-----	-------------	--

<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	4	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	4	4	1	3
<b>Horse</b>	1	3	3	0	3
<b>Harnessed</b>					

<b>Options</b>	Champion • Musician • Standard Bearer • Shield • Lance • Banner of Speed
----------------	--



**LIGHT INFANTRY #1**  
Light Infantry x15 - Standard - Infantry - 20x20

**230 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Scoring, Support Unit	
<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>Light Infantry</b>	1	3	3	0	3

<b>Options</b>	Crossbow (4+) • Standard Bearer • Marksman's Pennant
----------------	--




**STATE MILITIA #1**  
State Militia x10 - Standard - Infantry - 20x20

**140 POINTS**




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	Light Troops, Reserves	
<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
<b>Bow, Pistol, Paired Weapons</b>					

<b>Options</b>	Irregulars
----------------	------------



**ELECTORAL CAVALRY #1**  
Electoral Cavalry x10 - Standard - Cavalry - 25x50


**350 POINTS**



<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
<b>Harnessed</b>					


<b>Options</b>	Shield • Lance • Champion • Musician • Standard Bearer
----------------	--

**Special**



**IMPERIAL GUARD #1**  
Imperial Guard x30 - Standard - Infantry - 20x20

**540 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Bodyguard, Scoring, Parent Unit	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	<b>Plate Armour</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Imperial Guard</b>	1	4	4	1	3

<b>Options</b>	Great Weapon • Champion • Musician • Standard Bearer • Banner of Discipline
----------------	---



### KNIGHTS OF THE SUN GRIFFON #1

Knights of the Sun Griffon x3 - Large - Cavalry - 50x75


## 325 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>
	7"	14"	8		<b>Fear, Scoring</b>
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	4	1	<b>Plate Armour, Shield</b>
<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
					<b>Harnessed</b>

<b>Options</b>	Lance • Champion • Standard Bearer
----------------	------------------------------------

## Imperial Auxiliaries



### REITERS #1

Reiters x5 - Standard - Cavalry - 25x50

## 155 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>
	8"	16"	7		<b>Feigned Flight, Light Troops, Vanguard</b>
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	1	<b>Light Armour</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Reiter</b>	1	3	3	0	3
<b>Horse</b>	1	3	3	0	3
					<b>Harnessed</b>

<b>Options</b>	Pistol (3+)
----------------	-------------

## Imperial Armoury



### ARTILLERY #1

Artillery - Standard - Construct - 60

## 235 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>	Cannon (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
---------	-------	------	----------

	Casting	Range	Type	Duration
<b>Liberal Magics</b>				
Mf	-			One Turn



Alchemy

		Casting	Range	Type	Duration	Effect
5	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
3	Glory of Gold	8+	18"	Augment	One Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.
4	Silver Spike	<6+> {9+}	<18"> {36"}	Hex Missile Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, <b>Magical Attacks</b> , [Multiple Wounds (D3)], and <b>Area Attack (1x5)</b> .
2	Word of Iron	<5+> {9+}	<24"> {18"}	Augment	One Turn	The target gains <+1> {+2} to its Armour.
6	Molter Copper	7+	24"	Hex Missile Damage	Instant	The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
1	Quicksilver Lash	7+	24"	Hex Missile Damage	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.
A	Alchemical Fire		18"	Hex	One Turn	The target gains Flammable against Melee Attacks.



Divination

**The Conclave:** Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

		Casting	Range	Type	Duration	Effect
5	Unerring Strike	<7+> {10+}	18"	Hex Missile Damage	Instant	The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, <b>Divine Attacks</b> and <b>Magical Attacks</b> .
3	Scrying	<7+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains Distracting and Hard Target.
4	The Stars Align	<8+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.
A	Guiding Light		12"	Augment	One Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
6	Mirror of the Veil	(7+){10+}	(18"){6" Aura}	Hex	Permanent	The target gains Magic Resistance (3) that is also applied to friendly spells.
1	Know Thy Enemy	<7+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
2	Fate's Judgement	<5+> {9+}	18"	Hex Missile Damage	Instant	The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

## Magic items

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

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

**The Light of Sonnstahl:** Attacks made with this weapon wound automatically, **always** have Armour Penetration 10, and become **Magical Attacks**.

**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.

**King Slayer:** The wielder gains +X Attack Value while using this weapon, and attacks made with this weapon gain +X Strength, +X Armour Penetration, and Magical Attacks, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

## Magic banners

**Banner of Speed:** A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

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

**Banner of Discipline:** The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

## 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.

**Bow:**

**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.

**Feigned Flight:** A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

**Fire on Impact!** A Charging model part with Fire on Impact! using a Pistol, a Brace of Pistols, or a Repeater Pistol **always** strikes at Initiative Step 10, and the Strength of its Close Combat Attacks is **set** to 4 and their Armour Penetration is **set** to 2 (regardless of the user's Agility, Strength, and Armour Penetration).

**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 gain **Parent Unit**.

**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

**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.

**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

**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.

**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.

**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.

**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 &quot; 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 &quot; 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 &quot; 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 &quot; 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.

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**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.

Knight Commander #1	Wizard #1	Marshal #1	Wizard #2	Prelate #1	Knightly orders #1	Light Infantry #1	State Militia #1	Electoral Cavalry #1	Imperial Guard #1	Knights of the Sun Griffon #1	Reiters #1	Artillery #1