



EMPIRE OF SONNSTAHL

EMPIRE - 880 POINTS



0 pts (0.00 %) **425 pts (9.00 %)** 455 pts (10.00 %) 130 pts (3.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Imperial Auxiliaries** **Imperial Armoury** **Sunna's Fury**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max) (30 Max)

Core



HEAVY INFANTRY #1
 Heavy Infantry x20 - Standard - Infantry - 20x20

140 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



LIGHT INFANTRY #1
 Light Infantry x10 - Standard - Infantry - 20x20

130 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



ELECTORAL CAVALRY #1
 Electoral Cavalry x5 - Standard - Cavalry - 25x50

155 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Scoring	
Defensive	HP	Def	Res	Arm	
	1	3	3	2	Plate Armour
Offensive	Att	Off	Str	Ap	Agi
Knight	1	3	3	0	3
Horse	1	3	3	0	3
					Harnessed

Special



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

455 POINTS



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

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	Plate Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Imperial Guard	1	4	4	1	3
Options	Shield • Champion • Musician • Standard Bearer				

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.

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

Model Rules

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.

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.

Light Armour: Armor +1

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

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 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.

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.

Heavy Infantry #1	Imperial Guard #1	Light Infantry #1	Electoral Cavalry #1
			

