



EMPIRE OF SONNSTAHL

TEST - 430 POINTS



140 pts (3.00 %) **Characters** (40 Max)
 140 pts (3.00 %) **Core** (25 Least)
 0 pts (0.00 %) **Special** (0 NoLimit)
 0 pts (0.00 %) **Imperial Auxiliaries** (35 Max)
 150 pts (3.00 %) **Imperial Armoury** (20 Max)
 0 pts (0.00 %) **Sunna's Fury** (30 Max)

Characters



RAS

Marshal - Standard - Infantry - 20x20

140 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

Core



RAS

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

Imperial Armoury



RAS

Artillery - Standard - Construct - 60

150 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

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
Liberal Magics				
<i>Mf</i>	-			One Turn

Model Rules

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

Light Armour: Armor +1

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

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.

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.

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.

