



0 pts (0.00 %) **Characters** (40 Max)
 0 pts (0.00 %) **Core** (25 Least)
 0 pts (0.00 %) **Core Cavalry** (4 MaxUnit)
 0 pts (0.00 %) **Special** (0 NoLimit)
 0 pts (0.00 %) **Imperial Auxiliaries** (30 Max)
 0 pts (0.00 %) **Imperial Armoury** (20 Max)
 0 pts (0.00 %) **Sunna's Fury** (30 Max)

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

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.