



EMPIRE OF SONNSTAHL

URADELN ARMY FOR BORDER PRINCES RP - 4 215 POINTS



681 pts (16.00 %) 0 pts (0.00 %) 660 pts (16.00 %) 1766 pts (42.00 %) 1108 pts (26.00 %) 416 pts (10.00 %)
Characters **Sunna's Fury** **Imperial Armoury** **Core** **Special** **Imperial Auxiliaries**
 (40 Max) (30 Max) (20 Max) (25 Least) (0 NoLimit) (35 Max)

Characters

MARSHAL - GREAT TACTICIAN

Marshal - Great Tactician - Standard - Infantry - 20x20

220 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marshal - Great Tactician	4	5	5	4	4	3	5	3	9	Infantry
Model Rules	Orders									

Notes	HOW DO I GIVE HIM DEATH WARRANT!!!!???????
--------------	--

SISTER JILLIAN

Prelate - Standard - Infantry - 20x20

166 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Prelate	4	5	4	4	4	3	4	2	8	Infantry
Model Rules	Channel • Divine Attacks • Blessings • Heavy Armour									

Options	Paired Weapon
----------------	---------------

CAPTAIN OELSCHLAEGER

Marshal - Standard - Infantry - 20x20

295 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marshal	4	5	5	4	4	3	5	3	9	Infantry
Model Rules	Orders • Plate Armor									

Options	Battle Standard Bearer • Banner of Unity
----------------	--

Core

Core

1ST PIKES

Heavy Infantry x30 - Standard - Infantry - 20x20

350 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Heavy Infantry	4	3	3	3	3	1	3	1	7	Infantry
Model Rules	Scoring • Parent Unit • Support Unit • Light Armour • Shield									

Options	Spear • Champion • Musician • Standard Bearer
Notes	Pikes!

Core


2ND PIKES

Heavy Infantry x30 - Standard - Infantry - 20x20

350 POINTS


Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Heavy Infantry	4	3	3	3	3	1	3	1	7	Infantry
Model Rules	Scoring • Parent Unit • Support Unit • Light Armour • Shield									

Options	Spear • Champion • Musician • Standard Bearer
----------------	---


Core	HALBERDIERS Heavy Infantry x50 - Standard - Infantry - 20x20	620 POINTS	
------	---	-------------------	---

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Heavy Infantry	4	3	3	3	3	1	3	1	7	Infantry
Model Rules	Scoring • Parent Unit • Support Unit • Light Armour • Shield									

Options	Swap Shield for Halberd • Champion • Musician • Standard Bearer
Notes	Halberd Horde!


Core	CROSSBOWMEN Light Infantry x12 - Standard - Infantry - 20x20	168 POINTS	
------	---	-------------------	---

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Light Infantry	4	3	3	3	3	1	3	1	7	Infantry
Model Rules	Scoring • Support Unit • Crossbow									

Core	HANDGUNNERS Light Infantry x12 - Standard - Infantry - 20x20	168 POINTS	
------	---	-------------------	---

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Light Infantry	4	3	3	3	3	1	3	1	7	Infantry
Model Rules	Scoring • Support Unit • Crossbow									


Options	May replace Crossbow with Handgun
----------------	-----------------------------------

Core	BOWMEN State Militia x10 - Standard - Infantry - 20x20	110 POINTS	
------	---	-------------------	---

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
State Militia	4	3	3	3	3	1	3	1	6	Infantry
Coursier Noir	9	3	0	3	3	1	4	1	5	Monstrous Beast
Model Rules	Scoring • Support Unit • Fast Cavalry • Paired Weapons									

Options	Bow
----------------	-----

Special

Special	DWARVES Imperial Guard x23 - Standard - Infantry - 20x20	468 POINTS	
---------	---	-------------------	---

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Imperial Guard	4	4	3	4	3	1	3	1	8	Infantry
Model Rules	Scoring • Bodyguard • Parent Unit • Plate Armor • Shield									

Options	Great Weapon • Champion • Musician • Standard Bearer
Notes	Great Axes!

Special

ELVES

Imperial Rangers x5 - Standard - Infantry - 20x20

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Imperial Rangers	4	3	4	3	3	1	3	1	7	Infantry

Model Rules Multiple Shots (2) • Scout • Skirmishers • Bow

Special

THE KINGS GUARD

Knighthly Orders x9 - Standard - Infantry - 25x50

540 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knighthly Orders	4	4	3	4	3	1	4	2	8	Cavalry

Model Rules Mount's Protection (6+) • Plate Armor • Shield • Barding**Model Rules (Knighthly Orders)** Scoring • Bodyguard • Lance**Options** Champion • Musician • Standard Bearer**Notes** King Davidius' Honor Guard**Imperial Armoury**

Special

CANNON

Artillery - Cannon - Standard - Infantry - 60

260 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Artillery - Cannon	-	-	-	-	4	5	-	-	-	

Notes Bitches Love Cannons!

Special

MORTAR

Artillery - Mortar - Standard - Infantry - 60

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Artillery - Mortar	-	-	-	-	4	5	-	-	-	
Forest Dragon	6	6	0	6	6	6	3	5	8	Monster

Notes Mortar Combat!

Special

2ND MORTAR

Artillery - Mortar - Standard - Infantry - 60

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Artillery - Mortar	-	-	-	-	4	5	-	-	-	
Forest Dragon	6	6	0	6	6	6	3	5	8	Monster

Magics**Magic banners****Banner of Unity:** The bearer's unit is never disrupted when flanked by enemy units (but can still be disrupted by enemy units to its rear).**Model Rules****Barding:****Blessings:**

Bodyguard: When a Character is joined to a unit in which at least one model has the Bodyguard special rule, 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: Each model part with this special rule adds +1 to its side's Channel rolls. All Wizards have this special rule.

Crossbow: Shooting Weapon. Range 18", Strength 5, Flaming Attacks, Quick to Fire, Multiple Shots (4)

Divine Attacks: Successful Ward Saves taken against attacks with this special rule, or against Close Combat Attacks made by model parts with this special rule must be rerolled.

Fast Cavalry:

Heavy Armour:

Lance:

Light Armour:

Mount's Protection (6+):

Multiple Shots (2): Shooting Weapons or model parts with this special rule may choose to fire multiple times instead of a single time, in each Shooting Phase. How many times they can shoot is stated in brackets. However, using this special rule imposes a -1 to hit modifier on all shots fired. All R&F models in a single unit must use the Multiple Shots rule if at least one of them uses this rule (if possible).

Orders: A character with this special may give a single Order to a Parent or SupportUnit within 6". A General with this special rule may instead give a single Order to a friendly Parent or SupportUnit within 12". Orders are given at the start of each friendly Player Turn. The effects of Orders apply immediately to the target unit and last until the end of the next Player Turn. A unit cannot receive the same order more than once during the same turn. Only Infantry models are affected. The available Orders are listed below:

On The Double! - The target unit gains +2 Movement. If it declares a Charge this turn, it gains +1 Movement instead.

Steady, Men! - The target unit may roll an additional D6 when taking Leadership Tests and discard the highest roll. A unit that receives this Order and passes a Rally test may move and shoot in the same turn, but will always count as having moved, cannot March, and cannot declare Charges.

Ready! Aim! Fire! - The target unit gains +6" range with mundane Shooting Weapons.

Brace For Impact! - The target unit gains Fight In Extra Rank.

Paired Weapons:

Parent Unit:

Plate Armor:

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Scout: Before deploying an army that includes units with Scout, you must state which of your units with this special rule will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed whole within a Forest, Ruin, Building, Field or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

Shield:

Skirmishers: Models with this special rule always gain Light Troops. Shooting at Skirmishers suffers a -1 to-hit modifier.

Skirmishing models are not placed in base to base contact with each other. Instead, models are placed with a 12.5mm distance between them. This gap is considered part of the unit for Line of Sight purposes, and will have the same Height as the largest fraction of the models in the unit. Other than this gap between models, units of Skirmishers follow the normal rules for forming units and therefore have a front, two flanks, a rear, can perform Supporting Attacks from the second rank, and so on. Skirmishing units can only be joined by Characters that have the same Troop Type as the unit. A Character which joins a unit of Skirmishers gains Skirmishers for as long as it remains with the unit. The unit ceases to be Skirmishers if all models with Skirmishers are wiped out, immediately contracting their loose formation into a normal formation, without moving the centre of the front rank. Nudge any unit as normal to maintain base contact when possible. The Character is always considered Mismatched for the purpose of placement within the unit unless it has the exact same base size as the other Skirmisher models.

Support Unit: Support Units within 6" of a Parent Unit may perform one of the following actions each phase:

1. When a Charge is declared against a Parent unit within 6", the Support Unit may Stand and Shoot as if it were the target of the Charge. Apply all usual restrictions for a Stand and Shoot reaction.
2. When a Parent Unit within 6" is successfully charged, or rolls a successful Charge Range roll (against a non-fleeing enemy), the Support Unit may declare a Charge upon the enemy unit which successfully charged the Parent Unit or that is about to be Charged by the Parent Unit. Apply all usual rules under Move Chargers for this out of sequence Charge (such as Line of Sight, Front Arc, must roll Charge Range, max one Wheel, etc...), with the exception that the enemy cannot choose a Charge Reaction other than Hold. If done in a friendly Player Turn, treat this as a normal Multiple Charge. If this is done in the opponent's Player Turn, this Charge Move is performed after all other units have completed their Charge Moves. When calculating Combat Score in a combat where this Support Action was used in the same Player Turn (and both Charges were successful), combine the Rank Bonus of both the Parent Unit and the Support Unit (following all normal restrictions), up to maximum of +6.
3. If the Supporting Unit has at least one Full Rank, it counts as having the same number of Full Ranks as a Parent Unit within 6" for Steadfast purposes.

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.

Cannon	Mortar	2nd Mortar	1st Pikes	2nd Pikes	Halberdiers	Dwarves	Elves	The Kings	Crossbowmen	Handgunners	Marshal - Great Magician	Sister Jillian	Captain Oelschlaeger	Bowmen
