



EMPIRE OF SONNSTAHL

J - 195 POINTS



0 pts (0.00 %) **Characters** (40 Max)
 0 pts (0.00 %) **Core** (25 Least)
 0 pts (0.00 %) **Special** (0 NoLimit)
 0 pts (0.00 %) **Imperial Auxiliaries** (35 Max)
 0 pts (0.00 %) **Imperial Armoury** (20 Max)
 195 pts (4.00 %) **Sunna's Fury** (30 Max)

Sunna's Fury



FLAGELLANTS #1

Flagellants x15 - Standard - Infantry - 20x20

195 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-------------------|-----|-----|-----|---|-------------------------------------|--|
| | 4" | 8" | 6 | Fearless, Frenzy, Unbreakable, Fanatical, Zealots | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 1 | 4 | 0 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Flagellant | 1 | 3 | 3 | 0 | 3 Battle Focus, Great Weapon | |

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

Model Rules

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

Fanatical: When a model with Fanatical is killed by a Melee Attack during any Initiative Step of a Round of Combat it is fighting, remove it as a casualty only at the end of Initiative Step 0.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Frenzy: At the start of the Charge Phase, each of your nonFleeing units with at least one model with Frenzy that is unengaged, does not contain any Shaken models, and has an enemy unit inside its Front Arc within the unit's Advance Rate +7" must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must declare a Charge this Player Turn if possible.

Frenzy Tests and Restrain Pursuit Tests taken by units with at least one model with Frenzy are subject to Maximised Roll.

If there are different Advance Rates available in the unit, the Advance Rate used for the Frenzy Test and for the Charge Range is determined as follows:

- If a model has more than one Advance Rate (e.g. due to Fly), the model must use the Advance Rate that has the highest chance of completing the Charge.
- If a unit contains models with different Advance Rates, the unit must use the highest Advance Rate that all models in the unit can use (which will usually be the lowest Advance Rate in the unit).

For example, a model with Advance Rate 2" and Fly (8", 16") must use the Advance Rate from Fly. And if a Character in a Combined Unit has Advance Rate 4" while the R&F models have 6", the Combined Unit must use Advance Rate 4". Note that when a unit is forced to declare a Charge due to a failed Frenzy Test, it is not forced to Charge the enemy unit that triggered the Frenzy Test.

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

Unbreakable: The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

Zealots: Prelates may join the unit and gain **Fearless** and **Unbreakable** while joined to the unit.

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.

Flagellants #1

