



# EMPIRE OF SONNSTAHL

## PATROUILLE DER HOHEN STRASSE - 2 230 POINTS



396 pts (18.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 854 pts (38.00 %) 980 pts (44.00 %) 140 pts (6.00 %)  
**Characters** **Sunna's Fury** **Imperial Armoury** **Core** **Special** **Imperial Auxiliaries**  
 (40 Max) (30 Max) (20 Max) (25 Least) (0 NoLimit) (35 Max)

### Characters

**HAUPTMANN DER STADTWACHE**  
 Knight Commander - Standard - Infantry - 25x50

**230 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight Commander	4	6	3	4	4	3	6	4	9	Cavalry
<b>Model Rules</b>	Valeur des âges • Mount's Protection (6+) • Plate Armor • Barding • Hand weapon • Spear • Longbow									

<b>Options</b>	Halberd
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**FAHNRICH DER STADTWACHE**  
 Marshal - Standard - Infantry - 20x20

**166 POINTS**

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

<b>Options</b>	May take a Shield
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### Core

**STADTWACHE ZU PFERD**  
 Electoral Cavalry x14 - Standard - Infantry - 25x50

**714 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Electoral Cavalry	4	3	3	3	3	1	3	1	8	Cavalry
Coursier Noir	9	3	0	3	3	1	4	1	5	Monstrous Beast
<b>Model Rules</b>	Fast Cavalry • Mount's Protection (6+) • Plate Armor • Barding									
<b>Model Rules (Electoral Cavalry)</b>	Scoring									

<b>Options</b>	Musician • Standard Bearer • Any unit must be upgraded to Imperial Cavalry • May replace Great Weapon with Cavalry Hammer (counts as Halberd) • War Standard
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**ARMBRUSTE ZUNFTE 2**  
 Light Infantry x10 - Standard - Infantry - 20x20

**140 POINTS**

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

### Special

**STADTWACHE**  
Imperial Guard **x23** - Standard - Infantry - 20x20

**503** POINTS



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

<b>Options</b>	Great Weapon • Musician • Standard Bearer • Aether Icon
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**FALKNER UND JÄGER**  
Imperial Rangers **x6** - Standard - Infantry - 20x20

**117** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Imperial Rangers	4	3	4	3	3	1	3	1	7	Infantry
<b>Model Rules</b>	Multiple Shots (2) • Scout • Skirmishers • Bow									

**WACHE DER HOHEN STRASSE**  
Reiters **x10** - Standard - Infantry - 25x50

**360** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Reiters	4	3	4	3	3	1	3	1	7	Cavalry
Forest Dragon	6	6	0	6	6	6	3	5	8	Monster
<b>Model Rules</b>	Mount's Protection (6+) • Light Armour									
<b>Model Rules (Reiters)</b>	Fast Cavalry • Fire on Impact! • Pistol									

<b>Options</b>	Heavy Armour • Shield, Light Lance • Musician
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## Magics

### Magic banners

**War Standard:** The bearer's unit adds +1 to the Combat Score of any combat they are involved in.

**Aether Icon:** The bearer can make Dispel Attempts as if it was a Wizard Master.

### Model Rules

**Barding:**

**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:**

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

**Fast Cavalry:** Models with this special rule have Light Troops and Vanguard. If a unit consisting solely of models with Fast Cavalry voluntarily flees as a Charge Reaction and subsequently rallies the next friendly Player Turn, then the unit may move and shoot during that Player Turn. The rallied unit may not charge and counts as having moved for the purpose of shooting. This rule cannot be applied if a unit fails to rally on the next friendly Player or involuntarily flees, such as a result of a failed Panic Test.

**Fast Cavalry:**

**Fire on Impact!:**

**Hand weapon:**

**Light Armour:**

**Longbow:**

## 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.

## Parent Unit:

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

## 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.

## Spears:

**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.

## Valeur des âges:

## 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.

Stadtwache zu Pferd	Stadtwache	Falkner und Jäger	Hauptmann der Stadtwache	Armbrüste Zünfte 2	Fährich der Stadtwache	Wache der hohen Straße
						