



EMPIRE OF SONNSTAHL

CHICKENS - 3 688 POINTS



1100 pts (24.00 %) **1053 pts (23.00 %)** 1375 pts (31.00 %) 340 pts (8.00 %) 610 pts (14.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Imperial Armoury** **Imperial Auxiliaries** **Sunna's Fury**
 (40 Max) (25 Least) (0 NoLimit) (20 Max) (35 Max) (30 Max)

Characters

ARTIFICER #1
 Artificer - Standard - Infantry - 20x20

180 POINTS

Global	Adv	Mar	Dis			Model Rules
	4"	8"	7			Engineer (3+), Master Artificer
Defensive	HP	Def	Res	Arm		
	2	3	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Artificer	1	3	3	0	3	Hand Weapon

Options	Long Rifle (3+) • Crown of the Wizard King
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KNIGHT COMMANDER #1
 Knight Commander - Large - Cavalry - 50x75

385 POINTS

Global	Adv	Mar	Dis			Model Rules
	4"	8"	9			First Knight
Defensive	HP	Def	Res	Arm		
	3	6	4	0	Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Knight Commander	4	6	4	1	6	Hand Weapon

MOUNT YOUNG GRIFFON

Global	Adv	Mar	Dis			Model Rules
	7"	14"	C			Fear
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Young Griffon	3	4	5	3	4	Harnessed


Options	Shield • Young Griffon • General • Talisman of Shielding • Rod of Battle • Hero's Heart • Shield of Volund
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MARSHAL #1
 Marshal - Standard - Infantry - 20x20

260 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


Options	Shield • Battle Standard Bearer • Blacksteel • Dusk Forged
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WIZARD #1

Wizard - Standard - Infantry - 20x20

275 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Wizard Apprentice	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Wizard	1	3	3	0	3

Options	Divination • Wizard Adept • Book of Arcane Mastery
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Core



LIGHT INFANTRY #1

Light Infantry x20 - Standard - Infantry - 20x20

315 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Scoring, Support Unit	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Light Infantry	1	3	3	0	3

Options	Champion • Musician • Standard Bearer • Repeater Gun (4+) • Handgun (4+) • Marksman's Pennant
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LIGHT INFANTRY #2


Light Infantry x20 - Standard - Infantry - 20x20

295 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Scoring, Support Unit	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Light Infantry	1	3	3	0	3


Options	Musician • Crossbow (4+)
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HEAVY INFANTRY #1

Heavy Infantry x42 - Standard - Infantry - 20x20

443 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Scoring, Parent Unit	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Light Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Heavy Infantry	1	3	3	0	3

Options	Halberd • Champion • Musician • Standard Bearer • Rending Banner
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Special



KNIGHTS OF THE SUN GRIFFON #1

Knights of the Sun Griffon x6 - Large - Cavalry - 50x75

585 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Fear, Scoring	
Defensive	HP	Def	Res	Arm	
	3	4	4	1	Plate Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Knight	1	4	4	1	4
Young Griffon	3	4	5	3	4

Options	Champion • Musician • Lance
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KNIGHTS OF THE SUN GRIFFON #2

Knights of the Sun Griffon x4 - Large - Cavalry - 50x75

395 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Fear, Scoring	
Defensive	HP	Def	Res	Arm	
	3	4	4	1	Plate Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Knight	1	4	4	1	4
Young Griffon	3	4	5	3	4

Options	Lance
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KNIGHTS OF THE SUN GRIFFON #3

Knights of the Sun Griffon x4 - Large - Cavalry - 50x75

395 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Fear, Scoring	
Defensive	HP	Def	Res	Arm	
	3	4	4	1	Plate Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Knight	1	4	4	1	4
Young Griffon	3	4	5	3	4

Options	Lance
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Imperial Armoury



IMPERIAL ROCKETEER #1

Artillery - Standard - Construct - 60

160 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, Imperial Rocketeer (4+, 4+)

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				
Mf	-			Remains in Play



The Conclave: Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

		Casting	Range	Type	Duration	Effect
5	Unerring Strike	7+ [10+]	18"	Hex Missile Damage	Instant	The target suffers 2D6 [3D6] hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.
3	Scrying	7+ [12+]	18" [6"Aura]	Augment	One Turn	The target gains Distracting and Hard Target.
4	The Stars Align	8+ [12+]	18" [6"Aura]	Augment	One Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat and Shooting Attacks.
6	Portent of Doom	8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.
1	Know Thy Enemy	7+ [12+]	18" [6"Aura]	Augment	One Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
A	Guiding Light		12"	Augment	One Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
2	Fate's Judgement	5+ [9+]	18"	Hex Missile Damage	Instant	The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

Magic items

Crown of the Wizard King: During Spell Selection, randomise a Magic Path (from all Paths in this book). The bearer is a Wizard Apprentice using the randomised Path. It cannot select the Hereditary Spell. The bearer cannot take any Special Items nor any other upgrades that are restricted to Wizards (or any types of Wizards).

Hero's Heart: The wielder of this enchanted weapon gains +1 Attack Value while using it. Attacks made with this enchanted weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.

Rod of Battle: The bearer can cast a Bound Spell, Power Level (4/8):
Type: Augment. Range 18". Duration: One Turn.
The target gains +1 to hit with its Close Combat Attacks.

Shield of Volund: While using this Shield, attacks against the bearer's model with **Lethal Strike** and/or **Battle Focus** lose these Attack Attributes.

Talisman of Shielding: The bearer gains Aegis (5+).

Blacksteel: The wearer gains +1 Armour and **Fear**. If taken by a model on foot, the wearer gains an additional +1 Armour.

Dusk Forged: The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves.

Book of Arcane Mastery: The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

Magic banners

Marksman's Pennant: The bearer's unit does not suffer the -1 to-hit modifier for Stand and Shoot Charge Reactions.

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Model Rules

Engineer: Once per Shooting Phase, an unengaged Engineer may select a single War Machine within 6" that has not fired yet to gain the following effects:

- Replace the Aim of one of the War Machine's Artillery Weapons with the value given in brackets (X+).
- You may reroll the roll on the Misfire Table.
- You may reroll the dice (all of them or none) for determining the number of hits of a Flamethrower Artillery Weapon.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

First Knight: When the model is joined to a unit of Knightly Orders, the unit gains Fearless, and if the model is the General, the R&F models in the unit also gains Parent Unit.

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

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Imperial Rocketeer: Catapult (1) Artillery Weapon:

Range 15-48", Shots 3, Str 5, AP 3, Multiple Wounds (D3), This weapon treats all results on the Misfire Table as Malfunction (each shot can cause a Misfire).

Light Armour: Armor +1

Master Artificer: The Master Artificer may give the Order Ready! Aim! Fire! to a Parent Unit or Support Unit it has joined.

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 Size are affected.

The available orders are listed below:

- On the Double: The target gains +1 Advance Rate and +4 March Rate.
- Steady Men: The target must roll an additional D6 when taking Discipline Tests and discard the highest D6 rolled. 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).
- Ready Aim Fire: The target gains Accurate.
- Brace for impact: The target gains Fight in Extra Rank

Parent Unit: A unit is considered a Parent Unit if at least half of its models have this Universal Rule. Parent Units treat all Support Units as Insignificant.

Immediately after a Parent Unit passes a Charge Range roll against a non-fleeing enemy unit in the Charge Phase, before performing the Charge Move, any Support Units within 6" of the Parent Unit may perform a support charge. To do so, the Support Unit Declares a Charge against the same enemy unit. Apply all of the usual rules for charging for this out-of-sequence charge (such as Line of Sight, Front Arc, must roll for Charge Range, max one Wheel, etc.), with the exception that the enemy cannot choose a Charge Reaction other than Hold. For the purpose of Charge Moves, treat this as any other case of Combined Charges. When calculating Combat Scores in the following Melee Phase, combine the Rank Bonus of both the Parent Unit and up to one Support Unit that performed a successful support charge (following all normal restrictions), up to a maximum of +6.

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.

Support Unit: A unit is considered a Support Unit if at least half of its models have this Universal Rule. Support Units are treated as Insignificant by Parent Units.

Support Units within 6" of at least one Parent Unit gain Fight in Extra Rank and may use Shooting Attacks from the third rank (in addition to the first and second). If the Support Unit has at least one Full Rank, it counts as having the same number of Full Ranks as a Parent Unit within 6" for the purpose of being Steadfast.

During the opponent's Charge Phase, Support Units may perform one of the following actions:

1. Immediately after a Parent Unit within 6" voluntarily chooses a Charge Reaction, the Support Unit may Stand and Shoot as if the enemy had Declared a Charge against them in their current position (apply the normal rules for the Stand and Shoot Charge Reaction).
2. Immediately after all enemy units have completed their Charge Moves, Support Units within 6" of any Parent Unit that was successfully charged in this Phase may counter charge. To do so, choose one enemy unit that successfully charged the Parent Unit and Declare a Charge with the Support Unit. Apply all of the usual rules for charging for this out-of-sequence charge (such as Line of Sight, Front Arc, must roll Charge Range, max one Wheel, etc.). When calculating Combat Scores in the following Melee Phase, combine the Rank Bonus of both the Parent Unit and up to one Support Unit that performed a successful counter charge (following all normal restrictions), up to a maximum of +6.

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.

Wizard Apprentice: - Knows 1 spell.
 - Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.
 The Wizard selects its spells as described in Spell Selection

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.

Artificer #1	Knight Commander #1	Marshal #1	Wizard #1	Light Infantry #1	Light Infantry #2	Heavy Infantry #1	Knights of the Sun Griffon #1	Knights of the Sun Griffon #2	Knights of the Sun Griffon #3	Imperial Rocketeer #1
