



EMPIRE OF SONNSTAHL

LISTE TIR MAGIE EOS - 4 497 POINTS



1780 pts (40.00 %) 1127 pts (25.00 %) 420 pts (9.00 %) 830 pts (18.00 %) 860 pts (19.00 %) 500 pts (11.00 %)

Characters **Core** **Special** **Imperial Auxiliaries** **Imperial Armoury** **Sunna's Fury**

(40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max) (30 Max)

Characters



MAGICIEN #1

Wizard - Large - Construct - 50x100mm

385 POINTS



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



MOUNT ARCANE ENGINE

Global	Adv	Mar	Dis	Model Rules		
	8"	8"	C	Swiftstride, Towering Presence, Channel		
Defensive	HP	Def	Res	Arm		
	5	C	5	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Crew	1	3	3	0	3	
Horse	1	3	3	0	3 Harnessed	
Chassis			5	2	Impact Hits, Inanimate	

Options | Light Armour • Cosmology • Wizard Adept • Foresight • Arcane Engine



MAGICIEN #2

Wizard - Large - Construct - 50x100mm

625 POINTS



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



MOUNT ARCANE ENGINE

Global	Adv	Mar	Dis	Model Rules		
	8"	8"	C	Swiftstride, Towering Presence, Channel		
Defensive	HP	Def	Res	Arm		
	5	C	5	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Crew	1	3	3	0	3	
Horse	1	3	3	0	3 Harnessed	
Chassis			5	2	Impact Hits, Inanimate	

Options | Light Armour • Divination • Wizard Master • Arcane Shield • Arcane Engine • Talisman of Shielding



MARECHAL #1
 Marshal - Standard - Infantry - 20x20mm

150 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

Options	Battle Standard Bearer • Shield
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MARECHAL #2
 Marshal - Standard - Infantry - 20x20mm

355 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

Options	General • Great Tactician • Shield • Blacksteel • Hero's Heart • Witchfire Guard
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PRELAT #1
 Prelate - Standard - Infantry - 20x20mm

265 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Channel, Blessings	
Defensive	HP	Def	Res	Arm	
	3	5	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Prelate	2	5	4	1	4

Options	Shield • Plate Armour • Ghostly Guard • Hammer of Witches
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Core



INFANTERIE LOURDE #1
 Heavy Infantry x21 - Standard - Infantry - 20x20mm

177 POINTS



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

Options	Champion • Musician • Standard Bearer
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INFANTERIE LEGERE #1

Light Infantry x15 - Standard - Infantry - 20x20mm

260 POINTS



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

Options	Crossbow (4+) • Champion • Musician • Standard Bearer • Long Rifle
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INFANTERIE LEGERE #1

Light Infantry x15 - Standard - Infantry - 20x20mm

260 POINTS



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

Options	Crossbow (4+) • Champion • Musician • Standard Bearer • Long Rifle
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CAVALERIE PRINCIERE #1

Electoral Cavalry x10 - Standard - Cavalry - 25x50mm

430 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Scoring	
Defensive	HP	Def	Res	Arm	
	1	3	3	2	
				Plate Armour	
Offensive	Att	Off	Str	Ap	Agi
Knight	1	3	3	0	3
Horse	1	3	3	0	3
				Harnessed	

Options	Lance • Champion • Musician • Standard Bearer • Knightly Orders • Shield
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Special



GARDE IMPERIALE #1

Imperial Guard x25 - Standard - Infantry - 20x20mm

420 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Bodyguard, Scoring, Parent Unit	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	
				Plate Armour	
Offensive	Att	Off	Str	Ap	Agi
Imperial Guard	1	4	4	1	3

Options	Great Weapon • Champion • Musician • Standard Bearer
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Imperial Auxiliaries



REITRES #1

Reiters x5 - Standard - Cavalry - 25x50mm

155 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Feigned Flight, Light Troops, Vanguard		
Defensive	HP	Def	Res	Arm		
	1	3	3	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Reiter	1	3	3	0	3	Fire on Impact!
Horse	1	3	3	0	3	Harnessed

Options	Pistol (3+)
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REITRES #1

Reiters x5 - Standard - Cavalry - 25x50mm

155 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Feigned Flight, Light Troops, Vanguard		
Defensive	HP	Def	Res	Arm		
	1	3	3	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Reiter	1	3	3	0	3	Fire on Impact!
Horse	1	3	3	0	3	Harnessed

Options	Pistol (3+)
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Imperial Armoury



ARTILLERY #1

Artillery - Standard - Construct - 60mm round

180 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

Options	Mortar (4+)
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ARTILLERY #1

Artillery - Standard - Construct - 60mm round

180 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

Options

Mortar (4+)

Sunna's Fury



STEAM TANK

Steam Tank - Large - Construct - 50x100mm

500 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4D3"	"	7	Fear, Fearless, Random Movement, Towering Presence, Unbreakable, Steam Powered, Steam Cannon		
Defensive	HP	Def	Res	Arm		
	7	3	6	6		
Offensive	Att	Off	Str	Ap	Agi	
Chassis			5	2	3	Breath Attack, Grind Attacks
Steel Ram			7	4		Impact Hits, Inanimate

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	-			Last one Turn



Cosmology

Duality: All Cosmology spells are divided into two versions, representing opposing aspects; Cosmos and Chaos. When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

		Casting	Range	Type	Duration	Effect
4	Perception of Strength Chaos	8+	24"	Hex	Last one Turn	The target suffers -1 Strength and -1 Armour Penetration.
5	Unity in Divergence Cosmos	10+	24"	Augment	Last one Turn	All models in the target unit gain Aegis (5+) .
5	Unity in Divergence Chaos	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks .
4	Perception of Strength Cosmos	8+	24"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration.
6	Truth of Time Cosmos	7+	24"	Augment, Focused	Instant	The target Recovers 1 Health Point
6	Touch the Heart chaos	7+	24"	Hex, Missile, Damage, Focused	Instant	The target suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
1	Altered Sight Chaos	5+	24"	Hex	Last one Turn	The target suffers -1 Offensive Skill and -1 Defensive Skill, and has its weapons' Aim worsened by 1.
2	Truth of Time Cosmos	5+	24"	Augment	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll.
2	Truth of Time Chaos	5+	24"	Hex	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll.
1	Altered Sight Cosmos	5+	24"	Augment	Last one Turn	The target gains +1 Offensive Skill and +1 Defensive Skill, and has its weapons' Aim improved by 1.

		Casting	Range	Type	Duration	Effect
3	Ice and Fire Cosmos	8+	24"	Hex, Missile, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks . Successful Special Saves against wounds caused by this spell must be rerolled.
3	Ice and Fire Chaos	8+	24"	Hex, Damage, Augment	Instant	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and Magical Attacks . Successful Armour Saves against wounds caused by this spell must be rerolled.



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	Last one Turn	The target gains Distracting and Hard Target.
4	The Stars Align	<8+> {12+}	<18"> {6"Aura}	Augment	Last 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	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
4	Guiding Light		12"	Augment	Last 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 <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks , with no Special Saves allowed (note that Armour Saves are allowed).

Magic items

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.

Hero's Heart: The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon become **Magical Attacks** and always have at least Strength 5 and at least Armour Penetration 2.

Witchfire Guard: The bearer gains **Aegis (4+, against Magical Attacks)** while using this Shield.

Ghostly Guard: The wearer gains +2 Armour against non-Magical Attacks.

Hammer of Witches: The bearer's Attack Value is **set** to 5 while using this weapon, and attacks made with it gain **Battle Focus (against Channel)** and become **Magical Attacks**.

Model Rules

Blessings: The model's unit gains **Hatred**. Model parts with **Harnessed** are not affected. The model can cast the following three Bound Spells with Power Level (4/8), Type: Caster's Unit and Augment, and Duration: One Turn. **Ullor's Blessing** The target gains **Aegis (5+, against Melee Attacks)**. **Sunna's Blessing** The target gains **Flaming Attacks**. All enemy units in base contact with one or more targets of this spell when the spell is cast suffer D6 hits with Strength 4, Armour Penetration 1, **Flaming Attacks**, and **Magical Attacks**. **Volund's Blessing** The target's failed to-wound rolls with **Melee Attacks** **must** be rerolled.

Bodyguard: When a Character is joined to a unit in which at least one model has **Bodyguard**, that Character gains **Stubborn**. When Characters or Character types are stated in brackets, **Bodyguard** only works for the specified Characters or Character types.

Breath Attack:

Channel: During step 3 of the Magic Phase Sequence, each of the Active Player's models with **Channel** may add X Veil Tokens to the owner's Veil Token Pool. This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of **Channel** to the model's total **Channel** value (so e.g. a model with **Channel (1)** and **Channel (2)** is treated like a model with **Channel (3)**).

Divine Attacks: Successful **Aegis** saves taken against the attack must be rerolled.

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.

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.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

Fire on Impact!: A Charging model part with Fire on Impact! using a Pistol, a Brace of Pistols, or a Repeater Pistol **always** strikes at Initiative Step 10, and the Strength of its Close Combat Attacks is **set** to 4 and their Armour Penetration is **set** to 2 (regardless of the user's Agility, Strength, and Armour Penetration).

Grind Attacks: A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits

, it may only use one of these rules in the same Round of Combat

(its controlling player may choose which). When several model parts in the same unit have Grind Attacks and when

X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

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.

Heavy Armour: +2 Armor

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Inanimate: Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

Light Armour: Armor +1

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

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 Height are affected. The available Orders are listed below: **Brace For Impact!** The target gains **Fight in Extra Rank**. **On The Double!** The target gains +1" ; Advance Rate and +4" ; March Rate. **Ready! Aim! Fire!** The target gains **Accurate**. **Steady, Men!** Discipline Tests taken by the target are subject to Minimised Roll. 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). d

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 8" of the Parent Unit may perform a Support Charge. To do so, the whole 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

Random Movement: The unit cannot Declare Charges and cannot move normally (Advance, March, Reform) in the Movement Phase (which also means they cannot perform Magical Moves). The model loses Swiftstride (and can never gain it), but always charges, Flees, Pursues and Overruns the distance stated in brackets.

In the Movement Phase, at the end of step 2 of the the it with Random Movement moves using the rules for Pursuing units, except that they can freely

choose which direction to rotate towards before rolling the Pursuit Distance, cannot move off the Board Edge and only take Dangerous Terrain Tests if they actually charge an enemy unit (they still test as normal when Fleeing, Pursuing a Broken enemy or Overrunning).

Whenever a unit with Random Movement needs a March Rate (e.g. when Post-Combat Reforming), use the potential maximum value of X as its March Rate.

Characters with Random Movement can only join units with Random Movement (by moving into contact with them during the Movement Phase or by being deployed inside), and units with Random Movement can only be joined by Characters with Random Movement. Units with Random Movement cannot enter Buildings. If a unit has several sets of Random Movement, use the one with the lowest average (in case of a tie, you may choose which version to use). A model with Random Movement cannot move in the same phase as it arrives on the Battlefield as Reinforcement (Dawn Assault) or Ambusher.

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.

Steam Cannon: Artillery Weapon.

Cannon, Range 36", Shots 1, Str 3 [7], AP 0 [6], Area Attack (1x5), [Multiple Wounds (D3, Clipped Wings)].

Steam Powered: The model may choose not to move despite having Random Movement, and its Pursuit and Overrun Distance in the Melee Phase are **always** 0. Before moving in the Movement Phase, the model may choose to replace its Random Movement (4D3) with **Random Movement (5D3)** until the end of the Movement Phase. If so, the Steam Cannon cannot be used during this Player Turn.

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 8" 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 8"; for the purpose of being Steadfast if it has fewer Full Ranks than the Parent Unit. During the opponent's Charge Phase, Support Units may perform one of the following actions: 1. Immediately after an unengaged Parent Unit within 8" declares a Charge Reaction other than a mandatory Flee 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 8" 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 whole Support Unit. Apply all 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.). 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.

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

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.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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

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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.

Magicien #1



Magicien #2



Marechal #1



Infanterie lourde #1



Infanterie legere #1



Infanterie legere #1



Garde imperiale #1



Marechal #2



Prelat #1



Artillery #1



Artillery #1



Steam Tank



Cavalerie princière #1



Reitres #1



Reitres #1

