



# EMPIRE OF SONNSTAHL

## PARTE OGROS - 725 POINTS



725 pts (16.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 320 pts (7.00 %)  
**Characters**     **Core**     **Special**     **Imperial Auxiliaries**     **Imperial Armoury**     **Sunna's Fury**  
 (40 Max)     (25 Least)     (0 NoLimit)     (35 Max)     (20 Max)     (30 Max)

### Characters

#### PRELATE #1

Prelate - Large - Construct - 50x100mm

## 610 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	Divine Attacks, Hand Weapon

#### MOUNT ALTAR OF BATTLE

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

**Options** | Plate Armour • Altar of Battle • Locket of Sunna • Ghostly Guard

#### WIZARD #1

Wizard - Standard - Infantry - 20x20mm

## 115 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

### 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
<b>Liberal Magics</b>				
<i>Mf</i>	-			Last one Turn

## Magic items

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

**Locket of Sunna:** When fighting a Duel, choose a single model part with neither Harnessed nor Inanimate that the bearer is fighting with. The bearer and the chosen model part **must** swap their corresponding unmodified Characteristic values of Attack Value, Strength, Armour Penetration, Agility, and Resilience. This is done before applying other modifiers. If the chosen model part is part of a Multipart Model, use the Multipart Model's Resilience value instead.

## 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.

**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.

**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

**Heavy Armour:** +2 Armor

**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.

Prelate #1



Wizard #1

