



# EMPIRE OF SONNSTAHL

## LIST EMPIRE OF SONNSTAHL #2 - 1 892 POINTS



1034 pts (34.00 %) 520 pts (17.00 %) 0 pts (0.00 %) 858 pts (29.00 %) 0 pts (0.00 %) 0 pts (0.00 %)


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

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

### Characters

**MARSHAL - IMPERIAL PRINCE** **874 POINTS**

Marshal - Imperial Prince - Standard - Infantry - 20x20mm




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marshal - Imperial Prince	4	5	5	4	4	3	5	3	9	Infantry
Dragon	6(7)	5	-	6	6	6	3	5	9	Monster
<b>Model Rules</b>	Orders • Valeur des âges • Hand weapon • Spear • Longbow									
<b>Model Rules (Dragon)</b>	Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Innate Defense (3+)									
<b>Model Rules (Dragon)</b>	Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Innate Defense (3+)									

<b>Options</b>	May take a Shield • Great Weapon • Dragon
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**WIZARD #1** **160 POINTS**

Wizard - Standard - Infantry - 20x20mm




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wizard	4	3	3	3	3	3	3	1	7	Infantry
<b>Model Rules</b>	Wizard Apprentice with 1 learned spell									

### Core

**ELECTORAL CAVALRY #1** **389 POINTS**

Electoral Cavalry x8 - Standard - Infantry - 25x50mm




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>	Shield • Champion • Standard Bearer • Flaming Standard
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**ELECTORAL CAVALRY #2** **389 POINTS**

Electoral Cavalry x8 - Standard - Infantry - 25x50mm



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>	Shield • Champion • Standard Bearer • Flaming Standard
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Core

# STATE MILITIA #1

State Militia x10 - Standard - Infantry - 20x20mm

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
State Militia	4	3	3	3	3	1	3	1	6	Infantry
Coursier Noir	9	3	0	3	3	1	4	1	5	Monstrous Beast
<b>Model Rules</b>	Scoring • Support Unit • Fast Cavalry • Paired Weapons									

## Magics

### Magic banners

**Flaming Standard:** The bearer's unit automatically passes all Panic Tests.

### Model Rules

#### Barding:

#### Fast Cavalry:

#### Hand weapon:

#### Longbow:

#### Mount's Protection (6+):

**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.

#### Paired Weapons:

#### 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.

#### Spear:

**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.

Marshal - Imperial Prince



Wizard #1



Electoral Cavalry #1



Electoral Cavalry #2



State Militia #1

