



# EMPIRE OF SONNSTAHL

## ROBERT WOJCIK - 260 POINTS



260 pts (6.00 %) **Characters** (40 Max)  
 0 pts (0.00 %) **Core** (25 Least)  
 0 pts (0.00 %) **Special** (0 NoLimit)  
 0 pts (0.00 %) **Imperial Auxiliaries** (35 Max)  
 0 pts (0.00 %) **Imperial Armoury** (20 Max)  
 0 pts (0.00 %) **Sunna's Fury** (30 Max)

### Characters

**ROBERT WOJCIK**  
 Prelate - Standard - Infantry - 20x20mm

**145 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
<b>Prelate</b>	2	5	4	1	4
<b>Divine Attacks, Hand Weapon</b>					

**ROBERT WOJCIK**  
 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
<b>Wizard</b>	1	3	3	0	3
<b>Hand Weapon</b>					

### 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

### 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

## Qr codes of your army

Your 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.

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