



EMPIRE OF SONNSTAHL

GIBS - 900 POINTS

Characters Core Special **Support** Characters & Support

Characters



WIZARD #1

Wizard - Standard - Infantry - 20x20mm

175 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Adept (true)		
Defensive	HP	Def	Res	Arm		
	3	3	3	1		
Offensive	Att	Off	Str	Ap	Agi	
Wizard	1	3	3	0	3	



MARSHAL #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	3		
Offensive	Att	Off	Str	Ap	Agi	
Marshal	3	5	5	2	5	

Core



HANDGUNNERS #1

Handgunners - Standard - Infantry - 20x20mm

125 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Handgun (4+)		
Defensive	HP	Def	Res	Arm		
	1	3	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Handgunner	1	3	3	0	3	



SPEARMEN #1

Spearman - Standard - Infantry - 20x20mm

150 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Fight in Extra Rank		
Defensive	HP	Def	Res	Arm		
	1	3	3	2		
Offensive	Att	Off	Str	Ap	Agi	
Spearman	1	3	3	1	3	



ELECTORAL CAVALRY #1

Electoral Cavalry - Standard - Infantry - 25x50mm

150 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Swiftstride	
Defensive	HP	Def	Res	Arm	
	1	3	3	5	
Offensive	Att	Off	Str	Ap	Agi
Electoral Cavalry	1	3	5	2	0

Special



IMPERIAL GUARD #1

Imperial Guard - Standard - Infantry - 20x20mm

150 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8		
Defensive	HP	Def	Res	Arm	
	1	5	3	4	
Offensive	Att	Off	Str	Ap	Agi
Imperial Guard	1	4	4	1	3

Magics

Model Rules

Adept: This Wizard knows the first and second spells of its chosen Path of Magic.

Fight in Extra Rank: Models with Fight in Extra Rank can make Supporting Attacks from an additional Rank. This rule is cumulative, allowing an additional Rank to make Supporting Attacks for each instance of this rule.

Handgun: Shots 1, Range 24", Str 4, AP 2.

Orders: At the start of the player's turn, each Marshal may impart 1 of the Orders below to a friendly unit of Light Infantry, Spearmen or Imperial Guard within 8".

- Fight in Extra Rank
- No Aim modifier for Long Range
- +1 Advance Rate and +2 March Rate

The effect lasts until the end of the next Player Turn. No unit can be targeted twice by the same effect during the same turn.

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range or a Flee / Pursuit / Overrun Distance, it rolls 3D6 and discards the lowest D6 rolled.

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.

Handgunners #1



Spearmen #1



Electoral Cavalry #1



Imperial Guard #1



Wizard #1



Marshal #1

