



EMPIRE OF SONNSTAHL

LIST EMPIRE OF SONNSTAHL #2 - 5 449 POINTS




1594 pts (40.00 %) **1320 pts (33.00 %)** 1135 pts (28.00 %) 1180 pts (30.00 %) 1280 pts (32.00 %) 420 pts (11.00 %)
Characters **Sunna's Fury** **Imperial Armoury** **Core** **Special** **Imperial Auxiliaries**
 (40 Max) (30 Max) (20 Max) (25 Least) (0 NoLimit) (35 Max)

Characters

MARSHAL #1 **388 POINTS**

Marshal - Standard - Infantry - 20x20mm




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marshal	4	5	5	4	4	3	5	3	9	Infantry
Great Griffin	7(8)	5	-	6	5	4	5	4	7	Monstrous Beast
Umbralock	7	3	0	4	4	1	2	3	6	
Model Rules	Orders • Plate Armor									
Model Rules (Great Griffin)	Fear • Towering Presence • Fly (8)									
Model Rules (Great Griffin)	Fear • Towering Presence • Fly (8)									

Options	Great Weapon • Great Griffin
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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
Model Rules	Wizard Apprentice with 1 learned spell									

Options	Alchemy • 1 spell
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PRELATE #1 **560 POINTS**

Prelate - Standard - Infantry - 20x20mm




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Prelate	4	5	4	4	4	3	4	2	8	Infantry
Altar of Battle	-	-	-	5	5	5	-	-	-	Chariot
Model Rules	Channel • Divine Attacks • Blessings • Heavy Armour									
Model Rules (Altar of Battle)	Stubborn • Towering Presence • Ward Save (4+) • Holy Relic									
Model Rules (Altar of Battle)	Stubborn • Towering Presence • Ward Save (4+) • Holy Relic									

Options	Altar of Battle
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KNIGHT COMMANDER #1 **246 POINTS**

Knight Commander - Standard - Infantry - 25x50mm



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight Commander	4	6	3	4	4	3	6	4	9	Cavalry
Model Rules	Valeur des âges • Mount's Protection (6+) • Plate Armor • Barding • Hand weapon • Spear • Longbow									

Options	May take a Shield • Lance
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	MARSHAL #2 Marshal - Standard - Infantry - 20x20mm	240 POINTS	
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Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marshal	4	5	5	4	4	3	5	3	9	Infantry
Horse	8	3	-	3	3	1	3	1	3	War Beast
Model Rules	Orders • Plate Armor									
Model Rules (Horse)	Mount's Protection (6+)									
Model Rules (Horse)	Mount's Protection (6+)									

Options	May take Barding • Horse • Gleaming Icon x1
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Core

	LIGHT INFANTRY #1 Light Infantry x10 - Standard - Infantry - 20x20mm	140 POINTS	
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Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Light Infantry	4	3	3	3	3	1	3	1	7	Infantry
Model Rules	Scoring • Support Unit • Crossbow									

	LIGHT INFANTRY #2 Light Infantry x10 - Standard - Infantry - 20x20mm	140 POINTS	
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Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Light Infantry	4	3	3	3	3	1	3	1	7	Infantry
Model Rules	Scoring • Support Unit • Crossbow									

Options	May replace Crossbow with Handgun
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	HEAVY INFANTRY #1 Heavy Infantry x20 - Standard - Infantry - 20x20mm	220 POINTS	
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Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Heavy Infantry	4	3	3	3	3	1	3	1	7	Infantry
Model Rules	Scoring • Parent Unit • Support Unit • Light Armour • Shield									

Options	Champion • Musician • Standard Bearer
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	HEAVY INFANTRY #2 Heavy Infantry x20 - Standard - Infantry - 20x20mm	200 POINTS	
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Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Heavy Infantry	4	3	3	3	3	1	3	1	7	Infantry
Model Rules	Scoring • Parent Unit • Support Unit • Light Armour • Shield									

Options	Spear • Musician
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Core

ELECTORAL CAVALRY #1

Electoral Cavalry x5 - Standard - Infantry - 25x50mm

260 POINTS



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
Model Rules	Fast Cavalry • Mount's Protection (6+) • Plate Armor • Barding									
Model Rules (Electoral Cavalry)	Scoring									

Options | May replace Great Weapon with Lance • Shield • Champion • Musician • Standard Bearer

Core

LIGHT INFANTRY #3

Light Infantry x10 - Standard - Infantry - 20x20mm

140 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Light Infantry	4	3	3	3	3	1	3	1	7	Infantry
Model Rules	Scoring • Support Unit • Crossbow									

Options | May replace Crossbow with Handgun

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
Model Rules	Scoring • Support Unit • Fast Cavalry • Paired Weapons									

Special

Core

IMPERIAL GUARD #1

Imperial Guard x15 - Standard - Infantry - 20x20mm

300 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Imperial Guard	4	4	3	4	3	1	3	1	8	Infantry
Model Rules	Scoring • Bodyguard • Parent Unit • Plate Armor • Shield									

Options | Great Weapon • Champion • Musician • Standard Bearer

Core

REITERS #1

Reiters x5 - Standard - Infantry - 25x50mm

220 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Reiters	4	3	4	3	3	1	3	1	7	Cavalry
Forest Dragon	6	6	0	6	6	6	3	5	8	Monster
Model Rules	Mount's Protection (6+) • Light Armour									
Model Rules (Reiters)	Fast Cavalry • Fire on Impact! • Pistol									

Options | Brace of Pistols • Champion • Repeater Pistol

REITERS #2

Reiters x5 - Standard - Infantry - 25x50mm

180 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Reiters	4	3	4	3	3	1	3	1	7	Cavalry
Forest Dragon	6	6	0	6	6	6	3	5	8	Monster
Model Rules	Mount's Protection (6+) • Light Armour									
Model Rules (Reiters)	Fast Cavalry • Fire on Impact! • Pistol									

Options	Repeater Gun
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IMPERIAL RANGERS #1

Imperial Rangers x5 - Standard - Infantry - 20x20mm

100 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Imperial Rangers	4	3	4	3	3	1	3	1	7	Infantry
Model Rules	Multiple Shots (2) • Scout • Skirmishers • Bow									

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Imperial Guard	4	4	3	4	3	1	3	1	8	Infantry
Model Rules	Scoring • Bodyguard • Parent Unit • Plate Armor • Shield									

Options	Great Weapon • Champion • Musician • Standard Bearer
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IMPERIAL GUARD #2

Imperial Guard x15 - Standard - Infantry - 20x20mm

300 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Imperial Guard	4	4	3	4	3	1	3	1	8	Infantry
Model Rules	Scoring • Bodyguard • Parent Unit • Plate Armor • Shield									

Options	Great Weapon • Champion • Musician • Standard Bearer
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REITERS #3

Reiters x5 - Standard - Infantry - 25x50mm

180 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Reiters	4	3	4	3	3	1	3	1	7	Cavalry
Forest Dragon	6	6	0	6	6	6	3	5	8	Monster
Model Rules	Mount's Protection (6+) • Light Armour									
Model Rules (Reiters)	Fast Cavalry • Fire on Impact! • Pistol									

Options	Repeater Gun
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Sunna's Fury**STEAM TANK**

Steam Tank - Standard - Infantry - 50x100mm

440 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Steam Tank	*	-	-	6	6	7	3	-	-	
Rat-Ogre Broyeur	6	4	3	5	5	4	3	5	5	Swarm
Model Rules	Innate Defence (3+) • Sauve qui Peut ! • L'Union fait la Force • Fear									
Model Rules (Steam Tank)	Random Movement (X) • Terror • Towering Presence • Unbreakable • Steam Engine • Grinding Attacks (see Steam Engine) • Breath Weapon (Strength 2, Armour Piercing (3)) • Steam Powered Cannon									

FLAGELLANTS #1
Flagellants x15 - Standard - Infantry - 20x20mm

260 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Flagellants	4	3	3	3	4	1	3	1	6	Infantry
Model Rules	Unbreakable • Fanatical • Zealots • Flail									

Imperial Armoury

ARTILLERY - CANNON #1
Artillery - Cannon - Standard - Infantry - 60mm round

260 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Artillery - Cannon	-	-	-	-	4	5	-	-	-	

ARTILLERY - VOLLEY GUN #1
Artillery - Volley Gun - Standard - Infantry - 60mm round

235 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Artillery - Volley Gun	-	-	-	-	4	5	-	-	-	

ARTILLERY - MORTAR #1
Artillery - Mortar - Standard - Infantry - 60mm round

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Artillery - Mortar	-	-	-	-	4	5	-	-	-	
Forest Dragon	6	6	0	6	6	6	3	5	8	Monster

Magics



		Casting	Range	Type	Duration	Effect
1	Word of Iron	6+ [9+]	24"	Augment	Last one Turn	The target gains +1[+2] to its Armour Save.
3	Silver Spike	7+ [10+]	18" [36"]	Hex, Missile, Damage	Permanent	The target suffers one hit with Strength 6, Armour Piercing (6), 8+ Multiple Wounds (D3), and Penetrating.
2	Molten Copper	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
0	Quicksilver Lash	8+	24"	Hex, Missile, Damage	Instant	The target suffers D3+1 hits with Metalshifting.
A	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Close Combat Attacks and Spells.
5	Transmutation to Lead	9+ [12+]	24" [48"]	Hex	Last one Turn	The target's attacks cannot receive Strength bonuses from its Close Combat Weapons. Mundane Shooting Weapons wielded by the target unit suffer -1 Strength. Note that this spell only affects a model's equipment and its Strength, not any special rules.
6	Glory of Gold	10+	18"	Augment	Last one Turn	The target gains Magical Attacks, Flaming Attacks, and Armour Piercing (+1).
4	Corruption of Tin	8+ [11+]	24" [48"]	Hex	Instant	The target suffers -1 to its Armour Save.

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>

Magic banners

Gleaming Icon: One use only. Must be activated the first time the bearer's unit fails a Leadership Test. The unit may reroll the failed test.

Model Rules

Barding:

Blessings:

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

Bow:

Breath Weapon (Strength 2, Armour Piercing (3)):

Channel: Each model part with this special rule adds +1 to its side's Channel rolls. All Wizards have this special rule.

Crossbow: Shooting Weapon. Range 18", Strength 5, Flaming Attacks, Quick to Fire, Multiple Shots (4)

Divine Attacks: Successful Ward Saves taken against attacks with this special rule, or against Close Combat Attacks made by model parts with this special rule must be rerolled.

Fanatical: Models with this rule gain Frenzy and can never lose it. Casualties suffered in Close Combat are removed at Initiative 0.

Fast Cavalry: Models with this special rule have Light Troops and Vanguard. If a unit consisting solely of models with Fast Cavalry voluntarily flees as a Charge Reaction and subsequently rallies the next friendly Player Turn, then the unit may move and shoot during that Player Turn. The rallied unit may not charge and counts as having moved for the purpose of shooting. This rule cannot be applied if a unit fails to rally on the next friendly Player or involuntarily flees, such as a result of a failed Panic Test.

Fast Cavalry:

Fear:

Fire on Impact!:

Flail:

Grinding Attacks (see Steam Engine):

Hand weapon:

Heavy Armour:

Innate Defence (3+): A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (3+): +2 to Armour Save.

L'Union fait la Force:

Light Armour:

Longbow:

Mount's Protection (6+):

Multiple Shots (2): Shooting Weapons or model parts with this special rule may choose to fire multiple times instead of a single time, in each Shooting Phase. How many times they can shoot is stated in brackets. However, using this special rule imposes a -1 to hit modifier on all shots fired. All R&F models in a single unit must use the Multiple Shots rule if at least one of them uses this rule (if possible).

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:**Parent Unit:**

Pistol: Shooting Weapon. Range 18", Strength 5, Flaming Attacks, Quick to Fire, Multiple Shots (4)

Plate Armor:

Random Movement (X): Units with this special rule cannot Declare Charges and cannot move in the Remaining Moves subphase (which also means they cannot perform Magical Moves). Instead, they move in the Compulsory Moves subphase. Models with this special rule lose Swiftstride (and can never gain it), but always Charge, Flee, Pursue and Overrun the distance stated in brackets.

During the Compulsory Moves subphase, units with this special rule move 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).

Characters with Random Movement can only join units with the same special rule (by moving into contact with them during the Compulsory Moves subphase), and units with this rule can only be joined by Random Movement Characters. If a unit has several sets of Random Movement, use the lowest one.

Sauve qui Peut !:

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.

Scout: Before deploying an army that includes units with Scout, you must state which of your units with this special rule will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed whole within a Forest, Ruin, Building, Field or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

Shield:

Skirmishers: Models with this special rule always gain Light Troops. Shooting at Skirmishers suffers a -1 to-hit modifier. Skirmishing models are not placed in base to base contact with each other. Instead, models are placed with a 12.5mm distance between them. This gap is considered part of the unit for Line of Sight purposes, and will have the same Height as the largest fraction of the models in the unit. Other than this gap between models, units of Skirmishers follow the normal rules for forming units and therefore have a front, two flanks, a rear, can perform Supporting Attacks from the second rank, and so on. Skirmishing units can only be joined by Characters that have the same Troop Type as the unit. A Character which joins a unit of Skirmishers gains Skirmishers for as long as it remains with the unit. The unit ceases to be Skirmishers if all models with Skirmishers are wiped out, immediately contracting their loose formation into a normal formation, without moving the centre of the front rank. Nudge any unit as normal to maintain base contact when possible. The Character is always considered Mismatched for the purpose of placement within the unit unless it has the exact same base size as the other Skirmisher models.

Spear:

Steam Engine: The Steam Tank's remaining Wounds dictates the value of its Random Movement and number of Grinding Attacks, as well as the Range of the Steam Powered Cannon. A Steam Tank may choose not to move and can never Pursue or Overrun.

Steam Powered Cannon: Cannon Artillery Weapon with Range: (see Steam Engine), Strength 2[7], [Armour Piercing (2)], [Multiple Wounds (D3)]

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.

Terror: When a unit with one or more models with this special rule declares a Charge, its target must take a Panic Test. If the test is failed, the target of the Charge must declare a Flee reaction, if able to do so. All models with Terror also have the Fear special rule and are immune to Fear and Terror.

Towering Presence: A model with Towering Presence is of Gigantic Height and can never be joined or join a unit (unless it is a War Platform). A model

with Towering Presence increases its Hold Your Ground or Inspiring Presence Range by 6".

Unbreakable: Units with this special rule are Immune to Psychology and automatically pass all Break Tests. Characters with the Unbreakable special rule can only join Unbreakable units. Unbreakable units can only be joined by Unbreakable Characters.

Valeur des âges:

Wizard Apprentice with 1 learned spell:

Zealots: Prelate Characters may join this unit. Joined Characters gain Unbreakable while remaining in the unit.

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.

Marshal #1



Wizard #1



Prelate #1



Knight Commander #1



Marshal #2



Steam Tank



Flagellants #1



Artillery - Cannon #1



Artillery - Volley Gun #1



Artillery - Mortar #1



Light Infantry #1



Light Infantry #2



Heavy Infantry #1



Heavy Infantry #2



Electoral Cavalry #1



Light Infantry #3



State Militia #1



Imperial Guard #1



Reiters #1



Reiters #2



Imperial Rangers #1



Imperial Guard #2



Reiters #3

