




EMPIRE OF SONNSTAHL
ALT LINE - 3 541 POINTS




1000 pts (28.00 %) 1104 pts (31.00 %) 1077 pts (30.00 %) 0 pts (0.00 %) 637 pts (18.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Imperial Armoury** **Imperial Auxiliaries** **Sunna's Fury**
 (40 Max) (25 Least) (0 NoLimit) (20 Max) (35 Max) (30 Max)

Characters




FOTPRALLE
Prelate - Standard - Infantry - 20x20mm

195 POINTS




Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Blessings, Channel (1, 1)	
Defensive	HP	Def	Res	Arm	
	3	5	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Prelate	2	5	4	1	4

Options	Shield • Plate Armour
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FOTPRALLE
Prelate - Standard - Infantry - 20x20mm

195 POINTS




Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Blessings, Channel (1, 1)	
Defensive	HP	Def	Res	Arm	
	3	5	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Prelate	2	5	4	1	4

Options	Shield • Plate Armour
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PYROMAN PELLE
Wizard - Large - Construct - 50x100mm

610 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

Options	Hand Weapon
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MOUNT ARCANE SHIELD ENGINE

Global	Adv	Mar	Dis	Model Rules	
	8"	8"	C	Channel (1, 1), Swiftstride, Towering Presence, Arcane Shield	
Defensive	HP	Def	Res	Arm	
	5	C	5	C+2	
Offensive	Att	Off	Str	Ap	Agi
Crew (2)	1	3	3	0	3

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Horse (2)	1	3	3	0	3	Harnessed
Chassis		-	5	2	-	Inanimate, Impact Hits (D6, D6)

Options | Pyromancy • Wizard Master • Light Armour • Arcane Shield Engine • Talisman of Shielding • Alchemist's Alloy

Core



3:E BATALJONEN
Heavy Infantry **x25** - Standard - Infantry - 20x20mm

230 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	7	Scoring, Parent Unit		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0	Light Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
HeavyInfantry	1	3	3	0	3	

Options | Halberd • Musician • Standard Bearer



1:A KOMPANIET
Heavy Infantry support unit **x20** - Standard - Infantry - 20x20mm

185 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	7	Scoring, Support Unit		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0	Light Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Infantry support unit	1	3	3	0	3	

Options | Halberd • Musician • Standard Bearer



2:A KOMPANIET
Heavy Infantry support unit **x20** - Standard - Infantry - 20x20mm

185 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	7	Scoring, Support Unit		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0	Light Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Infantry support unit	1	3	3	0	3	

Options | Halberd • Musician • Standard Bearer



3:E KOMPANIET SKYTTAR
Light Infantry **x18** - Standard - Infantry - 20x20mm


277 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	7	Scoring, Support Unit		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	


Offensive	Att	Off	Str	Ap	Agi
Light Infantry	1	3	3	0	3

Options	Musician • Standard Bearer • Crossbow (4+)
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RIDDARE AV ELEKTÖRN
Electoral Cavalry **x6** - Standard - Cavalry - 25x50mm

227 POINTS



Global	Adv	Mar	Dis	Model Rules
	7"	14"	8	Scoring


Defensive	HP	Def	Res	Arm	Model Rules
	1	3	3	2	Plate Armour

Offensive	Att	Off	Str	Ap	Agi
Knight	1	3	3	0	3
Horse	1	3	3	0	3

Harnessed


Options	Shield • Musician • Standard Bearer
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Special



1:A BATALJONEN
Imperial Guard **x23** - Standard - Infantry - 20x20mm

386 POINTS




Global	Adv	Mar	Dis	Model Rules
	4"	8"	8	Scoring, Parent Unit, Bodyguard

Defensive	HP	Def	Res	Arm	Model Rules
	1	4	3	0	Plate Armour


Offensive	Att	Off	Str	Ap	Agi
Imperial Guard	1	4	4	1	3

Options	Champion • Musician • Standard Bearer • Shield • Household Standard
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2:A BATALJONEN
Imperial Guard **x23** - Standard - Infantry - 20x20mm

391 POINTS




Global	Adv	Mar	Dis	Model Rules
	4"	8"	8	Scoring, Parent Unit, Bodyguard

Defensive	HP	Def	Res	Arm	Model Rules
	1	4	3	0	Plate Armour

Offensive	Att	Off	Str	Ap	Agi
Imperial Guard	1	4	4	1	3

Options	Champion • Musician • Standard Bearer • Shield • Banner of Speed
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SUNNAS RYTTARE
Knights of the Sun Griffon **x3** - Large - Cavalry - 50x75mm

300 POINTS





Global	Adv	Mar	Dis	Model Rules
	7"	14"	8	Fear, Scoring

Defensive	HP	Def	Res	Arm	Model Rules
	3	4	4	1	Plate Armour, Shield

Offensive	Att	Off	Str	Ap	Agi

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Knight	1	4	4	1	4	
Young Griffon	3	4	5	3	4	Harnessed

Options	Musician • Standard Bearer • Halberd
Imperial Auxiliaries	



	1:A SKVADRØNEN Reiters x5 - <i>Standard - Cavalry - 25x50mm</i>	180 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	16"	7	Feigned Flight, Vanguard, Light Troops

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	1	Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Reiter	1	3	3	0	3	Fire on Impact!
Horse	1	3	3	0	3	Harnessed

Options	Brace of Pistols (4+)
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	2:A SKVADRØNEN Reiters x5 - <i>Standard - Cavalry - 25x50mm</i>	180 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	16"	7	Feigned Flight, Vanguard, Light Troops

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	1	Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Reiter	1	3	3	0	3	Fire on Impact!
Horse	1	3	3	0	3	Harnessed

Options	Brace of Pistols (4+)
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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.

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
Liberal Magics				
<i>Mf</i>	-			Remains in play



Pyromancy

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
5	Scorching Salvo	8+	24"Aura	Hex, Damage	Instant	The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

		Casting	Range	Type	Duration	Effect
3	Flaming Swords	8+ [11+]	18" [6" Aura]	Augment	Last one Turn	The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.
4	Pyroclastic Flow	7+ [10+]	24" [12"]	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
6	Enveloping Embers	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
2	Cascading Fire	5+ [8+]	24" [12"]	Hex	Last one Turn	The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
A	Blaze		18"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
1	Fireball	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

Magic items

Alchemist's Alloy: The wearer gains +1 Armour and suffers -2 Offensive Skill.

Talisman of Shielding: The bearer gains Aegis (5+).

Magic banners

Household Standard: If the General is part of the bearer's unit, its Commanding Presence range is increased by 6".

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

Model Rules

Blessings: The model part and all model parts in the same unit, except model parts with Harnessed gain Hatred. The model can cast the following three Bound Spells with Power Level (4/8) with Type: Caster's Unit and Augment, and Duration: Lasts 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 must reroll failed to-wound rolls with Melee Attacks.

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

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.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

Fire on Impact!: Attack Attribute - Close Combat.

A charging model part with Fire on Impact! using a Pistol, a Brace of Pistols, or a Repeater Pistol always strikes at Initiative Step 10, and has the Strength of its Close Combat Attacks set to 4 and their Armour Penetration set to 2 (regardless of the user's Agility, Strength, and Armour Penetration).

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

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

Light Armour: Armor +1

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March

Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Parent Unit: A unit is considered a Parent Unit if at least half of its models have this Universal Rule. Parent Units treat all Support Units as Insignificant.

Immediately after a Parent Unit passes a Charge Range roll against a non-fleeing enemy unit in the Charge Phase, before performing the Charge Move, any Support Units within 6" of the Parent Unit may perform a support charge. To do so, the Support Unit Declares a Charge against the same enemy unit. Apply all of the usual rules for charging for this out-of-sequence charge (such as Line of Sight, Front Arc, must roll for Charge Range, max one Wheel, etc.), with the exception that the enemy cannot choose a Charge Reaction other than Hold. For the purpose of Charge Moves, treat this as any other case of Combined Charges. When calculating Combat Scores in the following Melee Phase, combine the Rank Bonus of both the Parent Unit and up to one Support Unit that performed a successful support charge (following all normal restrictions), up to a maximum of +6.

Plate Armour: +3 Armor

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Support Unit: A unit is considered a Support Unit if at least half of its models have this Universal Rule. Support Units are treated as Insignificant by Parent Units.

Support Units within 6" of at least one Parent Unit gain Fight in Extra Rank and may use Shooting Attacks from the third rank (in addition to the first and second). If the Support Unit has at least one Full Rank, it counts as having the same number of Full Ranks as a Parent Unit within 6" for the purpose of being Steadfast.

During the opponent's Charge Phase, Support Units may perform one of the following actions:

1. Immediately after a Parent Unit within 6" voluntarily chooses a Charge Reaction, the Support Unit may Stand and Shoot as if the enemy had Declared a Charge against them in their current position (apply the normal rules for the Stand and Shoot Charge Reaction).
2. Immediately after all enemy units have completed their Charge Moves, Support Units within 6" of any Parent Unit that was successfully charged in this Phase may counter charge. To do so, choose one enemy unit that successfully charged the Parent Unit and Declare a Charge with the Support Unit.

Apply all of the usual rules for charging for this out-of-sequence charge (such as Line of Sight, Front Arc, must roll Charge Range, max one Wheel, etc.). When calculating Combat Scores in the following Melee Phase, combine the Rank Bonus of both the Parent Unit and up to one Support Unit that performed a successful counter charge (following all normal restrictions), up to a maximum of +6.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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.

fotprälle



fotprälle



Pyroman Pelle



3:e bataljonen



1:a kompaniet



2:a kompaniet



3:e Kompaniet skyttar



Riddare av elektorn



1:a bataljonen



2:a bataljonen



Sunnas ryttnare



1:a skvadronen



2:a skvadronen

