



# EMPIRE OF SONNSTAHL

## NEU - 1 030 POINTS



200 pts (20.00 %) 510 pts (51.00 %) 170 pts (17.00 %) 130 pts (13.00 %) 150 pts (15.00 %) 0 pts (0.00 %)

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

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

### Characters



#### MARSHAL #1

Marshal - Standard - Infantry - 20x20mm

200 POINTS



| Global      | Adv | Mar | Dis | Model Rules |              |
|-------------|-----|-----|-----|-------------|--------------|
|             | 4"  | 8"  | 9   | Orders      |              |
| Defensive   | HP  | Def | Res | Arm         |              |
|             | 3   | 5   | 4   | 0           | Plate Armour |
| Offensive   | Att | Off | Str | Ap          | Agi          |
| Marshal     | 3   | 5   | 4   | 1           | 5            |
| Hand Weapon |     |     |     |             |              |

**Options**

General • Shield • Essence of Mithril

### Core



#### HEAVY INFANTRY #1

Heavy Infantry x20 - Standard - Infantry - 20x20mm

190 POINTS



| Global         | Adv | Mar | Dis | Model Rules |                      |
|----------------|-----|-----|-----|-------------|----------------------|
|                | 4"  | 8"  | 7   | Scoring     |                      |
| Defensive      | HP  | Def | Res | Arm         |                      |
|                | 1   | 3   | 3   | 0           | Light Armour, Shield |
| Offensive      | Att | Off | Str | Ap          | Agi                  |
| Heavy Infantry | 1   | 3   | 3   | 0           | 3                    |

**Options**

Halberd • Champion • Musician • Standard Bearer



#### HEAVY INFANTRY #1

Heavy Infantry x20 - Standard - Infantry - 20x20mm

190 POINTS



| Global         | Adv | Mar | Dis | Model Rules |                      |
|----------------|-----|-----|-----|-------------|----------------------|
|                | 4"  | 8"  | 7   | Scoring     |                      |
| Defensive      | HP  | Def | Res | Arm         |                      |
|                | 1   | 3   | 3   | 0           | Light Armour, Shield |
| Offensive      | Att | Off | Str | Ap          | Agi                  |
| Heavy Infantry | 1   | 3   | 3   | 0           | 3                    |

**Options**

Halberd • Champion • Musician • Standard Bearer



#### LIGHT INFANTRY #1


Light Infantry x10 - Standard - Infantry - 20x20mm

130 POINTS




|                       |            |            |            |                              |            |
|-----------------------|------------|------------|------------|------------------------------|------------|
| <i>Global</i>         | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>           |            |
|                       | 4"         | 8"         | 7          | <b>Scoring, Support Unit</b> |            |
| <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> |
| <b>Light Infantry</b> | 1          | 3          | 3          | 0                            | 3          |

## Special




**IMPERIAL GUARD #1**  
Imperial Guard x15 - Standard - Infantry - 20x20mm

**170 POINTS**




|                       |            |            |            |  |            |
|-----------------------|------------|------------|------------|--|------------|
| <i>Global</i>         | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>                     |            |
|                       | 4"         | 8"         | 8          | <b>Bodyguard, Scoring, Parent Unit</b> |            |
| <i>Defensive</i>      | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>                             |            |
|                       | 1          | 4          | 3          | 0 <b>Plate Armour</b>                  |            |
| <i>Offensive</i>      | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>                              | <i>Agi</i> |
| <b>Imperial Guard</b> | 1          | 4          | 4          | 1                                      | 3          |

## Imperial Armoury



**ARTILLERY #1**  
Artillery - Standard - Construct - 60mm round

**150 POINTS**



|                  |            |            |            |                    |                       |
|------------------|------------|------------|------------|--------------------|-----------------------|
| <i>Global</i>    | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |                       |
|                  | 4"         | 4"         | 7          | <b>War Machine</b> |                       |
| <i>Defensive</i> | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>         |                       |
|                  | 5          | 1          | 4          | 0                  |                       |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>          | <i>Agi</i>            |
| <b>Crew</b>      | 3          | 3          | 3          | 0                  | 3 <b>Move or Fire</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             |
|-----------------------|---------|-------|------|----------------------|
| <i>Liberal Magics</i> |         |       |      |                      |
| <i>Mf</i>             | -       |       |      | <b>Last one Turn</b> |

## Magic items

**Essence of Mithril:** The wearer's Armour is set to 5 and can never be improved beyond this.

## Model Rules

**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.

**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

**Light Armour:** Armor +1

**Move or Fire:** The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during

the current Player Turn.

**Orders:** A Character with Orders may give a single Order to a Parent or Support Unit within 8". A General with Orders may instead give a single Order to a friendly Parent or Support Unit within the range of its Commanding Presence. Orders are given at the start of each friendly Player Turn, and their effects last until the end of the next Player Turn. A unit cannot receive the same Order more than once during the same Player Turn. Only models of Standard Height are affected. The available Orders are listed below: **Brace For Impact!** The target gains **Fight in Extra Rank**. **On The Double!** The target gains +1"; Advance Rate and +4"; March Rate. **Ready! Aim! Fire!** The target gains **Accurate**. **Steady, Men!** Discipline Tests taken by the target are subject to Minimised Roll. A unit that receives this Order and passes a Rally Test doesn't become Shaken, and the Reform that is made after Rallying doesn't prevent the unit from moving and/or shooting (but it still counts as having moved for shooting purposes). d

**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 8" of the Parent Unit may perform a Support Charge. To do so, the whole 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 8" 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 8"; for the purpose of being Steadfast if it has fewer Full Ranks than the Parent Unit. During the opponent's Charge Phase, Support Units may perform one of the following actions: 1. Immediately after an unengaged Parent Unit within 8" declares a Charge Reaction other than a mandatory Flee 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 8" 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 whole Support Unit. Apply all 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.). 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.

**War Machine:** The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

## 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 #1



Heavy Infantry #1



Heavy Infantry #1



Imperial Guard #1



Light Infantry #1



Artillery #1

