



EMPIRE OF SONNSTAHL

LIST EMPIRE DE SONNSTAHL #1 - 2 736 POINTS



1056 pts (39.00 %) 0 pts (0.00 %) 260 pts (10.00 %) 890 pts (33.00 %) 530 pts (19.00 %) 380 pts (14.00 %)

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

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

Characters

MARSHAL - GREAT TACTICIAN

Marshal - Great Tactician - Standard - Infantry - 20x20mm

306 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marshal - Great Tactician	4	5	5	4	4	3	5	3	9	Infantry
Model Rules	Orders									

Options	May take a Shield
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PRELATE #1

Prelate - Standard - Infantry - 20x20mm

160 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Prelate	4	5	4	4	4	3	4	2	8	Infantry
Model Rules	Channel • Divine Attacks • Blessings • Heavy Armour									

WIZARD #1

Wizard - Standard - Infantry - 20x20mm

260 POINTS

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	1 spell
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WIZARD #2

Wizard - Standard - Infantry - 20x20mm

330 POINTS

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	May become Wizard Master • 3 spells
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Core

Core **HEAVY INFANTRY #1** 480 POINTS
 Heavy Infantry **x40** - *Standard - Infantry - 20x20mm*



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	Swap Shield for Halberd • Musician • Standard Bearer
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Core **LIGHT INFANTRY #1** 140 POINTS
 Light Infantry **x10** - *Standard - Infantry - 20x20mm*



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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Core **LIGHT INFANTRY #2** 140 POINTS
 Light Infantry **x10** - *Standard - Infantry - 20x20mm*



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									

Core **STATE MILITIA #1** 130 POINTS
 State Militia **x10** - *Standard - Infantry - 20x20mm*



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									

Options	Bow • Gain Skirmishers & lose Scoring
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Special

KNIGHTLY ORDERS #1 530 POINTS
 Knightly Orders **x10** - *Standard - Infantry - 25x50mm*



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knightly Orders	4	4	3	4	3	1	4	2	8	Cavalry
Model Rules	Mount's Protection (6+) • Plate Armor • Shield • Barding									
Model Rules (Knightly Orders)	Scoring • Bodyguard • Lance									

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	-	-	-	

Magics

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.

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.

Fast Cavalry:

Heavy Armour:

Lance:

Light Armour:

Mount's Protection (6+):

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:

Plate Armor:

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.

Shield:

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 chose 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.

Wizard Apprentice with 1 learned spell:

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.

Artillery - Cannon #1



Heavy Infantry #1



Knightly Orders #1



Light Infantry #1



Light Infantry #2



Marshal - Great Tactician



Prelate #1



State Militia #1



Wizard #1



Wizard #2

