



EMPIRE OF SONNSTAHL

SOHNE DES KOMETEN - 1 250 POINTS



420 pts (34.00 %) **Characters** (40 Max)
 830 pts (66.00 %) **Core** (25 Least)
 0 pts (0.00 %) **Special** (0 NoLimit)
 290 pts (23.00 %) **Imperial Auxiliaries** (35 Max)
 0 pts (0.00 %) **Imperial Armoury** (20 Max)
 0 pts (0.00 %) **Sunna's Fury** (30 Max)

Characters

KARL FUGNER

Marshal - Standard - Infantry - 20x20mm

230 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 |

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|--------------------|-------------------------------|
| Options | General • Great Tactician |
| Magic items | Cleansing Light (Hand Weapon) |

DIETMAR VON WALDENHOF

Wizard - Standard - Infantry - 20x20mm

190 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 |

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|--------------------|------------------------|
| Options | Alchemy |
| Magic items | Book of Arcane Mastery |

Core

DIE GELENDETE KOHORTE

Heavy Infantry x30 - Standard - Infantry - 20x20mm

270 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 | Spear • Champion • Musician • Standard Bearer |
|----------------|---|



GLEISENDE VORHUT

Heavy Infantry x30 - Standard - Infantry - 20x20mm

270 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 | Spear • Champion • Musician • Standard Bearer |
|---------|---|
|---------|---|



BRENNENDER TØD

Light Infantry x20 - Standard - Infantry - 20x20mm

290 POINTS



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

| Options | Handgun (4+) • Champion • Musician • Standard Bearer |
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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.

| | Casting | Range | Type | Duration |
|-----------------------|---------|-------|------|---------------|
| Liberal Magics | | | | |
| Mf | - | | | Last one Turn |



Alchemy

| | | Casting | Range | Type | Duration | Effect |
|---|-------------------|--------------|----------------|----------------------|---------------|---|
| 5 | Corruption of Tin | 8+ | 36" | Hex | Permanent | The target suffers -1 Armour. |
| 3 | Glory of Gold | 8+ | 18" | Augment | Last one Turn | The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks. |
| 4 | Silver Spike | <6+> {9+} | <18"> {36"} | Hex, Missile, Damage | Instant | The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks , [Multiple Wounds (D3)] , and Area Attack (1x5) . |
| 2 | Word of Iron | <5+> {9+} | <24"> {18"} | Augment | Last one Turn | The target gains <+1> {+2} to its Armour. |
| 6 | Molter Copper | 7+ | 24" | Hex, Missile, Damage | Instant | The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour. |
| 1 | Quicksilver Lash | 7+ | 24" | Hex, Missile, Damage | Instant | The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound. |
| 4 | Alchemical Fire | | 18" | Hex | Last one Turn | The target gains Flammable against Melee Attacks. |

Magic items

Book of Arcane Mastery: The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

Cleansing Light: At the start of each Round of Combat, the wielder may choose to have attacks made with this weapon become Flaming Attacks and Magical Attacks.

Model Rules

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

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

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.

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

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.

Karl Fugner



Die geblendete Kohorte



Gleisende Vorhut



Dietmar von Waldenhof



Brennender Tod

