



EMPIRE OF SONNSTAHL

EMPIRE - 3 004 POINTS



3000pt

898 pts (30.00%) **Characters** (40 Max) 0 pts (0.00%) **Sunna's Fury** (30 Max) 0 pts (0.00%) **Imperial Armoury** (20 Max) 1091 pts (36.00%) **Core** (25 Least) 1015 pts (34.00%) **Special** (0 NoLimit) 0 pts (0.00%) **Imperial Auxiliaries** (35 Max)

Characters

MARSHAL - IMPERIAL PRINCE

Marshal - Imperial Prince - *Standard - Infantry - 20x20mm*

358 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marshal - Imperial Prince	4	5	5	4	4	3	5	3	9	Infantry
Model Rules	Orders • Valeur des âges • Hand weapon • Spear • Longbow									

Options May take a Shield • May take a Pistol

WIZARD #2

Wizard - *Standard - Infantry - 20x20mm*

210 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 Alchemy • 2 spells

WIZARD #1

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 • Pyromancy • 3 spells

Core

ELECTORAL CAVALRY #1

Electoral Cavalry x15 - *Standard - Infantry - 25x50mm*

640 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 • Standard Bearer

Core

HEAVY INFANTRY #2

Heavy Infantry x20 - Standard - Infantry - 20x20mm

220 POINTS



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 • Champion • Standard Bearer

Core

HEAVY INFANTRY #1

Heavy Infantry x21 - Standard - Infantry - 20x20mm

231 POINTS



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 • Champion • Standard Bearer

Special

Core

IMPERIAL GUARD #1

Imperial Guard x15 - Standard - Infantry - 20x20mm

195 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									

Core

IMPERIAL RANGERS #1

Imperial Rangers x10 - Standard - Infantry - 20x20mm

205 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									

Options

Champion

Core

IMPERIAL RANGERS #2

Imperial Rangers x10 - Standard - Infantry - 20x20mm

205 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									

Options

Champion

Core

IMPERIAL RANGERS #3

Imperial Rangers x10 - Standard - Infantry - 20x20mm

205 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									

Options

Champion

IMPERIAL RANGERS #4

Imperial Rangers x10 - Standard - Infantry - 20x20mm

205 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									

Options

Champion

Magics

Alchemy

		Casting	Range	Type	Duration	Effect
4	Corruption of Tin	8+ [11+]	24" [48"]	Hex	Instant	The target suffers -1 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.
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).
1	Word of Iron	6+ [9+]	24"	Augment	Last one Turn	The target gains +1[+2] to its Armour Save.
A	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Close Combat Attacks and Spells.
0	Quicksilver Lash	8+	24"	Hex, Missile, Damage	Instant	The target suffers D3+1 hits with Metalshifting.



Pyromancy

		Casting	Range	Type	Duration	Effect
5	Flaming Swords	10+ [13+]	18" [6"Aura]	Augment	Remains in play	The target's Close Combat and Shooting Attacks gain a +1 to-wound modifier, Magical Attacks, and Flaming Attacks.
3	Scorching Salvo	7+ [10+]	24"Aura	Hex, Damage	Instant	The target suffers [D3][D6] Strength 4 hits with Flaming Attacks.
4	Immolation	8+	18"	Ground	Remains in play	Place a round 3" diameter marker with its center on the selected target point and the marker more than 1" from all units. At the end of each Phase, each unit that has been in contact with the marker during that Phase suffers an Area Attack (4) with Strength 4 and Flaming Attacks. No unit can be affected by this more than once per Player Turn.
6	Enveloping Embers	12+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers 1 Strength 3 hit with Flaming Attacks.
1	Pyroclastic Flow	5+ [9+] {12+}	36" [24"] {12"}]	Hex, Missile, Damage	Instant	The target suffers D6[2D6]{3D6} Strength 4 hits with Flaming Attacks.
T	Fireball		24"	Hex, Missile, Damage	Instant	The target suffers D3 Strength 4 hits with Flaming Attacks.
2	Cascading Fire	6+ [10+]	24" [6"Aura]	Augment	Remains in play	At the Initiative 0 step of each Round of Combat involving the target, all enemy models in base contact with the target unit suffer a Strength 4 hit with Flaming Attacks. This is a Special Close Combat Attack.

Model Rules**Barding:**

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:

Fast Cavalry:

Hand weapon:

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 Support Unit within 6". A General with this special rule may instead give a single Order to a friendly Parent or Support Unit 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.

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.

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:

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.

Valeur des âges:

Wizard Apprentice with 1 learned spell:

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.

Electoral Cavalry #1



Heavy Infantry #2



Heavy Infantry #1



Imperial Guard #1



Imperial Rangers #1



Imperial Rangers #2



Imperial Rangers #3



Imperial Rangers #4



Marshal - Imperial Prince



Wizard #2



Wizard #1

