



# EMPIRE OF SONNSTAHL

## TEST EMPIRE - 3 260 POINTS



1075 pts (31.00 %) 970 pts (28.00 %) 740 pts (21.00 %) 475 pts (14.00 %) 490 pts (14.00 %) 475 pts (14.00 %)  
**Characters**      **Core**      **Special**      **Imperial Armoury**      **Imperial Auxiliaries**      **Sunna's Fury**  
 (40 Max)      (25 Least)      (0 NoLimit)      (20 Max)      (35 Max)      (30 Max)

### Characters



#### PRELATE #1

Prelate - Standard - Infantry - 20x20mm

**155 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	
<b>Prelate</b>	2	5	4	1	4	Divine Attacks, Hand Weapon



#### WIZARD #1

Wizard - Standard - Infantry - 20x20mm

**350 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	
<b>Wizard</b>	1	3	3	0	3	Hand Weapon

**Options**

Wizard Master



#### MARSHAL #1

Marshal - Standard - Infantry - 20x20mm

**315 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	
<b>Marshal</b>	3	5	4	1	5	Hand Weapon

**Options**

Shield • Great Weapon • General

**Magic items**

The Light of Sonnstahl



#### MARSHAL #2

Marshal - Standard - Infantry - 20x20mm

**150 POINTS**



Global	Adv	Mar	Dis			Model Rules
	4"	8"	9			Orders

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	4	0	Plate Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Marshal</b>	3	5	4	1	5 Hand Weapon



**INQUISITOR #1**  
Inquisitor - Standard - Infantry - 20x20mm

**105 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Fearless, Not a Leader	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	4	0 Plate Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Inquisitor</b>	2	5	4	1	4 Lethal Strike, Multiple Wounds (D3, D3), Hand Weapon

**Core**



**HEAVY INFANTRY #1**  
Heavy Infantry x30 - Standard - Infantry - 20x20mm

**285 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>
<b>Heavy Infantry</b>	1	3	3	0	3

<b>Options</b>	Halberd • Champion • Musician • Standard Bearer
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**LIGHT INFANTRY #1**  
Light Infantry x20 - Standard - Infantry - 20x20mm

**315 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>
<b>Light Infantry</b>	1	3	3	0	3

<b>Options</b>	Champion • Musician • Standard Bearer • Long Rifle (3+) • Handgun (4+)
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**LIGHT INFANTRY #2**  
Light Infantry x10 - Standard - Infantry - 20x20mm

**175 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>
<b>Light Infantry</b>	1	3	3	0	3


<b>Options</b>	Champion • Musician • Standard Bearer • Crossbow, Handgun • Crossbow (4+)
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### HEAVY INFANTRY SUPPORT UNIT #1

Heavy Infantry support unit x20 - Standard - Infantry - 20x20mm

## 195 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>
<b>Infantry support unit</b>	1	3	3	0	3

<b>Options</b>	Halberd • Champion • Musician • Standard Bearer
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## Special



### IMPERIAL GUARD #1

Imperial Guard x30 - Standard - Infantry - 20x20mm

## 460 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Scoring, Parent Unit, Bodyguard	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	Plate Armour
<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

<b>Options</b>	Champion • Musician • Standard Bearer • Shield
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### KNIGHTS OF THE SUN GRIFFON #1

Knights of the Sun Griffon x3 - Large - Cavalry - 50x75mm

## 280 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Fear, Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	4	1	Plate Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Knight</b>	1	4	4	1	4
<b>Young Griffon</b>	3	4	5	3	4
					Harnessed

## Sunna's Fury



### STEAM TANK

Steam Tank - Large - Construct - 50x100mm

## 475 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4D3"	"	7	Unbreakable, Fear, Towering Presence, Random Movement (4D3, 4D3) Powered, Fearless, Steam	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	3	6	6	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Chassis</b>			<b>5</b>	<b>2</b>	<b>3</b>	<b>Breath Attack, Grind Attacks (3D3, 3D3), Steam Cannon (3+, 3+)</b>
<b>Steam Ram</b>		-	<b>7</b>	<b>4</b>	-	<b>Inanimate, Impact Hits (2D3, 2D3)</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.

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

## Magic items

**The Light of Sonnstahl:** Attacks made with this weapon wound automatically, always have Armour Penetration 10, and become **Magical Attacks**.

## 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.

### Breath Attack:

**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.

**Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

**Grind Attacks:** A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits

, it may only use one of these rules in the same Round of Combat

(its controlling player may choose which). When several model parts in the same unit have Grind Attacks and when

X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

**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

**Impact Hits:** At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

**Inanimate:** Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be

used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

**Lethal Strike:** If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

**Light Armour:** Armor +1

**Multiple Wounds:** Attacks & Weapons, Melee

Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle.

If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.

**Not a Leader:** The model cannot be the General.

**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 Size are affected.

The available orders are listed below:

- On the Double: The target gains +1 Advance Rate and +4 March Rate.

- Steady Men: The target must roll an additional D6 when taking Discipline Tests and discard the highest D6 rolled. 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).

- Ready Aim Fire: The target gains Accurate.

- Brace for impact: The target gains Fight in Extra Rank

**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

**Random Movement:** The unit cannot Declare Charges and cannot move normally (Advance, March, Reform) in the Movement Phase (which also means they cannot perform Magical Moves). The model loses Swiftstride (and can never gain it), but always charges, Flees, Pursues and Overruns the distance stated in brackets.

In the Movement Phase, at the end of step 2 of the the it with Random Movement moves using the rules for Pursuing units, except that they can freely choose which direction to rotate towards before rolling the Pursuit Distance, cannot move off the Board Edge and only take Dangerous Terrain Tests if they actually charge an enemy unit (they still test as normal when Fleeing, Pursuing a Broken enemy or Overrunning).

Whenever a unit with Random Movement needs a March Rate (e.g. when Post-Combat Reforming), use the potential maximum value of X as its March Rate.

Characters with Random Movement can only join units with Random Movement (by moving into contact with them during the Movement Phase or by being deployed inside), and units with Random Movement can only be joined by Characters with Random Movement. Units with Random Movement cannot enter Buildings. If a unit has several sets of Random Movement, use the one with the lowest average (in case of a tie, you may choose which version to use). A model with Random Movement cannot move in the same phase as it arrives on the Battlefield as Reinforcement (Dawn Assault) or Ambusher.

**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.

**Steam Cannon:** Steam Cannon: Cannon Artillery Weapon.

Range: 36", Shots 1, Str 2[7], AP 0[6], Area Attack (5x1), [Multiple Wounds (D3, Clipped Wings)].

**Steam Powered:** The model may choose not to move despite having Random Movement, and Pursuit or Overrun Distance are always 0".

Before moving in the Movement Phase, the model may choose to replace its Random Movement (4D3) with Random Movement (5D3) until the end of the Movement Phase. If so, the Steam Cannon cannot be used during this Player Turn.

**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.

**Towering Presence:** The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

**Unbreakable:** The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

**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.

Prelate #1



Wizard #1



Marshal #1



Marshal #2



Inquisitor #1



Heavy Infantry #1



Light Infantry #1



Light Infantry #2



Heavy Infantry support unit #1



Imperial Guard #1



Knights of the Sun Griffon #1



Steam Tank

