



# EMPIRE OF SONNSTAHL

## PETRUS UB12 - 3 562 POINTS



1065 pts (24.00%) 819 pts (18.00%) 515 pts (11.00%) 475 pts (11.00%) 534 pts (12.00%) 1163 pts (26.00%)  
**Characters**      **Core**      **Special**      **Imperial Armoury**      **Imperial Auxiliaries**      **Sunna's Fury**  
 (40 Max)      (25 Least)      (0 NoLimit)      (20 Max)      (35 Max)      (30 Max)

### Characters

#### MARSHAL GENERAL

Marshal - Standard - Infantry - 20x20mm

### 355 POINTS

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

<b>Options</b>	Shield (Witchfire Guard) • General
<b>Magic items</b>	Death Warrant (Hand Weapon) • Imperial Seal (Plate Armour) • Witchfire Guard (Shield)

#### WIZARD ON ARCANE ENGINE

Wizard - Standard - Infantry - 20x20mm

### 495 POINTS

Global	Adv	Mar	Dis			Model Rules
	4"	8"	7			<b>Wizard Apprentice</b>
Defensive	HP	Def	Res	Arm		
	3	3	3	0		
Offensive	Att	Off	Str	Ap	Agi	
<b>Wizard</b>	1	3	3	0	3	<b>Hand Weapon</b>

<b>Options</b>	Divination • Wizard Master • Light Armour (Alchemist's Alloy)
<b>Magic items</b>	Alchemist's Alloy (Light Armour) • Winter Cloak • Binding Scroll

#### MARSHAL BSB

Marshal - Standard - Infantry - 20x20mm

### 215 POINTS

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

<b>Options</b>	Battle Standard Bearer
<b>Magic items</b>	Blacksteel (Plate Armour)
<b>Magic banners</b>	Aether Icon (x2) (Battle Standard Bearer)

### Core



### HEAVY INFANTRY

Heavy Infantry x30 - Standard - Infantry - 20x20mm

285 POINTS



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

<b>Options</b>	Halberd • Champion • Musician • Standard Bearer
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### LIGHT INFANTRY #1

Light Infantry x18 - Standard - Infantry - 20x20mm

267 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

<b>Options</b>	Musician • Crossbow (4+)
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### LIGHT INFANTRY #2

Light Infantry x18 - Standard - Infantry - 20x20mm

267 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

<b>Options</b>	Musician • Crossbow (4+)
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Special



### IMPERIAL GUARD

Imperial Guard x26 - Standard - Infantry - 20x20mm

515 POINTS



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

<b>Options</b>	Champion • Musician • Standard Bearer • Great Weapon
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<b>Magic banners</b>	Household Standard (Banner Enchantment)
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Sunna's Fury



### FLAGELLANTS #1

Flagellants x24 - Standard - Infantry - 20x20mm

344 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	6	Unbreakable, Fearless, Frenzy, Fanatical, Zealots		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	1	4	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Flagellant</b>	1	3	3	0	3	<b>Battle Focus</b> , Great Weapon



### FLAGELLANTS #2

Flagellants x24 - Standard - Infantry - 20x20mm

344 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	6	Unbreakable, Fearless, Frenzy, Fanatical, Zealots		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	1	4	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Flagellant</b>	1	3	3	0	3	<b>Battle Focus</b> , Great Weapon



### 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, Steam, Fearless		
<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>	
<b>Chassis</b>			5	2	3	Breath Attack, Grind Attacks (3D3, 3D3), Steam Cannon (3+, 3+)
<b>Steam Ram</b>		-	7	4	-	Inanimate, Impact Hits (2D3, 2D3)

## 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>Liberal Magics</b>				
<i>Mf</i>	-			Remains in play



Divination

**The Conclave:** Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>

		Castings	Range	Type	Duration	Effect
<b>5</b>	Unerring Strike	7+ [10+]	18"	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.
<b>3</b>	Scrying	7+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains Distracting and Hard Target.
<b>4</b>	The Stars Align	8+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <b>and</b> Shooting Attacks.
<b>6</b>	Portent of Doom	8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.
<b>1</b>	Know Thy Enemy	7+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
<b>A</b>	Guiding Light		12"	Augment	Last one Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
<b>2</b>	Fate's Judgement	5+ [9+]	18"	Hex, Missile, Damage	Instant	The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

## Magic items

**Alchemist's Alloy:** The wearer gains +1 Armour and suffers -2 Offensive Skill.

**Binding Scroll:** One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence). When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

**Blacksteel:** The wearer gains +1 Armour and **Fear**. If taken by a model on foot, the wearer gains an additional +1 Armour.

**Death Warrant:** Attacks made with this weapon gain **Battle Focus** and become **Magical Attacks**. If a hit is scored with it against an enemy unit, friendly models with Parent Unit or Support Unit gain **Battle Focus** with attacks allocated towards the same enemy unit in the same phase in subsequent Initiative Steps.

**Imperial Seal:** The wearer gains +3 Armour and +1 Discipline. The wearer's unit cannot voluntarily declare Flee as a Charge Reaction.

**Winter Cloak:** The bearer gains **Aegis (2+, against Flaming Attacks)**, **Aegis (5+)**, and **Distracting**. The bearer automatically fails all Fortitude Saves.

**Witchfire Guard:** The bearer gains **Aegis (4+, against Magical Attacks)** while using this Shield.

## Magic banners

**Aether Icon:** The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

**Household Standard:** If the General is part of the bearer's unit, its Commanding Presence range is increased by 6".

## Model Rules

**Battle Focus:** If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

**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:**

**Fanatical:** When a model with Fanatical is killed by a Melee Attack during any Initiative Step of a Round of Combat it is fighting, remove it as a casualty only at the end of Initiative Step 0.

**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.

**Frenzy:** A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:

- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.

- If it is a Break Test, roll the test as normal.

- If it is any other Discipline Test, the unit suffers -2 Discipline.

At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

**Great Weapon:** Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

**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

**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).

**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 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

**Zealots:** Prelates may join the unit and gain Unbreakable and Fearless while joined to the unit.

## 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 General



Wizard on Arcane Engine



Marshal BSB



Heavy Infantry



Light Infantry #1



Light Infantry #2



Imperial Guard



Flagellants #1



Flagellants #2



Steam Tank

