



EMPIRE OF SONNSTAHL

KISLEV - 1 007 POINTS



115 pts (3.00 %) 350 pts (8.00 %) 542 pts (12.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

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

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

Characters



WIZARD #1

Wizard - Standard - Infantry - 20x20mm

115 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
Hand Weapon					

Core



HEAVY INFANTRY #1

Heavy Infantry x40 - Standard - Infantry - 20x20mm

350 POINTS



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

Options Halberd • Champion • Musician • Standard Bearer • Parent Unit

Special



KNIGHTS OF THE SUN GRIFFON #1

Knights of the Sun Griffon x6 - Large - Cavalry - 50x75mm

542 POINTS



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

Options Lance • Champion • Musician • Standard Bearer

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>
<i>Liberal Magics</i>				
<i>Mf</i>	-			Last one Turn

Model Rules

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.

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.

Light Armour: Armor +1

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.


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.

Knights of the Sun Griffon #1 
Wizard #1 
Heavy Infantry #1 