



# EMPIRE OF SONNSTAHL

## PROVA - 4 500 POINTS



1755 pts (39.00 %)   1125 pts (25.00 %)   255 pts (6.00 %)   1000 pts (22.00 %)   650 pts (14.00 %)   1015 pts (23.00 %)  
**Characters**                      **Core**                      **Special**                      **Imperial Auxiliaries**                      **Imperial Armoury**                      **Sunna's Fury**  
 (40 Max)                      (25 Least)                      (0 NoLimit)                      (35 Max)                      (20 Max)                      (30 Max)

### Characters

#### MARSHAL #1

Marshal - Gigantic - Beast - 50x100mm

## 725 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>	

### MOUNT DRAGON

Global	Adv	Mar	Dis				Model Rules
	7"	14"	C				<b>, Meeting Of Fly, Light TroopsMinds</b>
	7"	14"					
Defensive	HP	Def	Res	Arm			
	6	5	6	4			
Offensive	Att	Off	Str	Ap	Agi		
<b>Dragon</b>	5	5	6	3	3	<b>Harnessed, Breath Attack</b>	

<b>Options</b>	General • Imperial Prince • Dragon
<b>Magic items</b>	Crown of Autocracy • Mantle of Ullor

#### MARSHAL #2

Marshal - Large - Cavalry - 50x100mm

## 370 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>	

### MOUNT GREAT GRIFFON

Global	Adv	Mar	Dis				Model Rules
	7"	14"	C				<b>Fly, Fear, Towering Presence, Light Troops</b>
	8"	16"					
Defensive	HP	Def	Res	Arm			
	4	C	5	C			
Offensive	Att	Off	Str	Ap	Agi		
<b>Great Griffon</b>	4	5	6	3	5	<b>Harnessed</b>	

<b>Options</b>	Shield • Lance • Great Griffon
<b>Magic items</b>	Winter Cloak



### MARSHAL #3

Marshal - Large - Cavalry - 50x100mm

400 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>



### MOUNT GREAT GRIFFON

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	<b>Fly, Fear, Towering Presence, Light Troops</b>		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	4	C	5	C		
Offensive	Att	Off	Str	Ap	Agi	
<b>Great Griffon</b>	4	5	6	3	5	<b>Harnessed</b>

<b>Options</b>	Shield • Lance • Great Griffon
<b>Magic items</b>	Death Cheater (Plate Armour)



### WIZARD #1

Wizard - Standard - Infantry - 20x20mm

260 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>	Pyromancy • Wizard Adept
<b>Magic items</b>	Book of Arcane Mastery

Core



### LIGHT INFANTRY #1

Light Infantry x20 - Standard - Infantry - 20x20mm

310 POINTS



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

<b>Options</b>	Crossbow (4+) • Musician • Standard Bearer
<b>Magic banners</b>	Marksman's Pennant (Banner Enchantment)



### LIGHT INFANTRY #1

Light Infantry x20 - Standard - Infantry - 20x20mm

290 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	<b>Scoring, Support Unit</b>	
<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>	Crossbow (4+) • Musician
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**ELECTORAL CAVALRY #1**  
Electoral Cavalry x5 - Standard - Cavalry - 25x50mm

**175 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	<b>Scoring</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	2	<b>Plate Armour</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Knight</b>	1	3	3	0	3
<b>Horse</b>	1	3	3	0	3
					<b>Harnessed</b>

<b>Options</b>	Champion • Musician
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**ELECTORAL CAVALRY #1**  
Electoral Cavalry x5 - Standard - Cavalry - 25x50mm

**180 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	<b>Scoring</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	2	<b>Plate Armour</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Knight</b>	1	3	3	0	3
<b>Horse</b>	1	3	3	0	3
					<b>Harnessed</b>

<b>Options</b>	Lance • Champion • Musician
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**ELECTORAL CAVALRY #1**  
Electoral Cavalry x5 - Standard - Cavalry - 25x50mm

**170 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	<b>Scoring</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	2	<b>Plate Armour</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Knight</b>	1	3	3	0	3
<b>Horse</b>	1	3	3	0	3
					<b>Harnessed</b>

<b>Options</b>	Lance • Musician
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Special



### ARCANE ENGINE #1

Arcane Engine - Large - Construct - 50x100mm

255 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	8"	7	Channel, Swiftstride, Towering Presence	
Defensive	HP	Def	Res	Arm	
	5	3	5	2	
Offensive	Att	Off	Str	Ap	Agi
Crew	1	3	3	0	3
Horse	1	3	3	0	3
					Harnessed
Chassis			5	2	Impact Hits, Inanimate

Options

Foresight

## Imperial Auxiliaries



### REITERS #1

Reiters x5 - Standard - Cavalry - 25x50mm

200 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	7	Feigned Flight, Light Troops, Vanguard	
Defensive	HP	Def	Res	Arm	
	1	3	3	1	
					Light Armour
Offensive	Att	Off	Str	Ap	Agi
Reiter	1	3	3	0	3
					Fire on Impact!
Horse	1	3	3	0	3
					Harnessed

Options

Heavy Armour • Repeater Gun (4+)



### REITERS #1

Reiters x5 - Standard - Cavalry - 25x50mm

200 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	7	Feigned Flight, Light Troops, Vanguard	
Defensive	HP	Def	Res	Arm	
	1	3	3	1	
					Light Armour
Offensive	Att	Off	Str	Ap	Agi
Reiter	1	3	3	0	3
					Fire on Impact!
Horse	1	3	3	0	3
					Harnessed

Options

Heavy Armour • Repeater Gun (4+)

## Imperial Armoury



### ARTILLERY #1

Artillery - Standard - Construct - 60mm round

235 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	4"	7	War Machine	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>5</b>	<b>1</b>	<b>4</b>	<b>0</b>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Crew</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	<b>Move or Fire</b>

<b>Options</b>	Cannon (4+)
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### ARTILLERY #1

Artillery - Standard - Construct - 60mm round


## 235 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	<b>4"</b>	<b>4"</b>	<b>7</b>	<b>War Machine</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>5</b>	<b>1</b>	<b>4</b>	<b>0</b>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Crew</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	<b>Move or Fire</b>


<b>Options</b>	Cannon (4+)
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### ARTILLERY #1

Artillery - Standard - Construct - 60mm round

## 180 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	<b>4"</b>	<b>4"</b>	<b>7</b>	<b>War Machine</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>5</b>	<b>1</b>	<b>4</b>	<b>0</b>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Crew</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	<b>Move or Fire</b>

<b>Options</b>	Mortar (4+)
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## Sunna's Fury



### IMPERIAL GIANT #1

Imperial Giant - Gigantic - Infantry - 50x75mm

## 315 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	<b>7"</b>	<b>14"</b>	<b>8</b>	<b>Giant See, Giant Do, Rage</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>7</b>	<b>3</b>	<b>5</b>	<b>1</b>		

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Imperial Giant</b>	<b>5</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>3</b>	

<b>Options</b>	Big Brother • Big Fan of Sunna
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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



## Pyromancy

		Casting	Range	Type	Duration	Effect
<b>A</b>	Blaze		24"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
<b>1</b>	Fireball (rep)	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
<b>2</b>	Cloak of Cinders	7+ [9+]	18"	Augment	Last one Turn	Melee {and Ranged} Attacks against the target suffer -1 to wound.
<b>3</b>	Flaming Swords	8+ [11+]	18" [6"Aura]	Augment	Last one Turn	The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.
<b>4</b>	Pyroclastic Flow	7+ [10+]	24" [12"]	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
<b>5</b>	Scorching Salvo	8+	24"Aura	Hex, Damage	Instant	The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
<b>6</b>	Enveloping Embers	11+	24"	Hex, Damage, Direct	Instant	The target suffers 1 hit with Area Attack (6×6), Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

### Magic items

**Book of Arcane Mastery:** Unless the bearer has Protean Magic, it knows one additional Learned Spell that it selects from the Learned Spells 1, 2, 3, and 4 of its chosen Path. In addition, the bearer cannot cast the Hereditary Spell.

**Crown of Autocracy:** The model's range of Commanding Presence (if available) is increased by 3", up to a maximum of 18". If the model does not have Commanding Presence, it gains Commanding Presence whose range is always set to 3".

**Death Cheater:** The wearer gains +1 Armour and Fortitude (4+).

**Mantle of Ullor:** Enemy units within 6" of the bearer do not gain +1 Agility for Charging Momentum.

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

### Magic banners

**Marksman's Pennant:** The bearer's unit does not suffer the -1 to-hit modifier for Stand and Shoot Charge Reactions.

### Model Rules

**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)).

**Feigned Flight:** A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

**Fire on Impact!:** A Charging model part with Fire on Impact! using a Pistol, a Brace of Pistols, or a Repeater Pistol **always** strikes at Initiative Step 10, and the Strength of its Close Combat Attacks is **set** to 4 and their Armour Penetration is **set** to 2 (regardless of the user's Agility, Strength, and Armour Penetration).

**Giant See, Giant Do:** Universal Rule.  
The model gains Support Unit.

**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.

**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

**Light Troops:** Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves.

They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

**Move or Fire:** The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

**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

**Rage:** Attack Attribute – Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers –1 Attack Value.

**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.

**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.

**Swiftstride:** When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

**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".

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**War Machine:** The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

**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

Your 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 #1



Marshal #2



Marshal #3



Wizard #1



Light Infantry #1



Light Infantry #1



Electoral Cavalry #1



Electoral Cavalry #1



Electoral Cavalry #1



Arcane Engine #1



Artillery #1



Artillery #1





Artillery #1



Reiters #1



Reiters #1



Imperial Giant #1

