



EMPIRE OF SONNSTAHL

LIST EMPIRE OF SONNSTAHL #4 - 3 530 POINTS



1110 pts (25.00 %)	1130 pts (25.00 %)	930 pts (21.00 %)	0 pts (0.00 %)	923 pts (21.00 %)	0 pts (0.00 %)
Characters (40 Max)	Core (25 Least)	Special (0 NoLimit)	Imperial Armoury (20 Max)	Imperial Auxiliaries (35 Max)	Sunna's Fury (30 Max)

Characters



MARSHAL #1

Marshal - Standard - Cavalry - 25x50mm

345 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
Marshal	3	5	4	1	5
Hand Weapon					



MOUNT HORSE

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C		
Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	
Offensive	Att	Off	Str	Ap	Agi
Horse	1	3	3	0	3
Harnessed					

Options	Great Weapon • Horse • Battle Standard Bearer
Magic items	Basalt Infusion (Plate Armour) • Talisman of Shielding
Magic banners	Household Standard (Battle Standard Bearer) • Aether Icon (Battle Standard Bearer)



KNIGHT COMMANDER #1

Knight Commander - Standard - Cavalry - 25x50mm

330 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9	First Knight	
Defensive	HP	Def	Res	Arm	
	3	6	4	0	Plate Armour
Offensive	Att	Off	Str	Ap	Agi
Knight Commander	4	6	4	1	6
Hand Weapon					



MOUNT HORSE

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C		
Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	
Offensive	Att	Off	Str	Ap	Agi
Horse	1	3	3	0	3
Harnessed					

Options	Great Weapon • Horse
Magic items	Blacksteel (Plate Armour) • Winter Cloak • Dragon Staff



WIZARD #1

Wizard - Standard - Infantry - 20x20mm

435 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

Options	Cosmology • Wizard Master
Magic items	Magical Heirloom • Crystal Ball

Core



INFANTERIE LEGERE #1

Light Infantry x15 - Standard - Infantry - 20x20mm

230 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

Options	Musician • Standard Bearer • Handgun (4+)
Magic banners	Marksman's Pennant (Banner Enchantment)



CORPS DE MILICE #1

State Militia x14 - Standard - Infantry - 20x20mm

163 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Light Troops, Reserves	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	
Offensive	Att	Off	Str	Ap	Agi
State Militia	1	3	3	0	3

Paired Weapons, Pistol (4+, 4+), Bow (4+, 4+)



CORPS DE MILICE #2

State Militia x15 - Standard - Infantry - 20x20mm

170 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Light Troops, Reserves	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	
Offensive	Att	Off	Str	Ap	Agi
State Militia	1	3	3	0	3

Paired Weapons, Pistol (4+, 4+), Bow (4+, 4+)



CAVALERIE IMPERIALE #3

Knightly Orders x13 - Standard - Cavalry - 25x50mm

567 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Scoring, Knightly Orders	
Defensive	HP	Def	Res	Arm	
	1	4	3	2	Plate Armour
Offensive	Att	Off	Str	Ap	Agi
Knightly Orders	1	4	4	1	3
Horse	1	3	3	0	3

Options	Shield • Lance • Champion • Musician • Standard Bearer
Magic banners	Rending Banner (Banner Enchantment)

Special



CHEVALIERS DU GRIFFON-SOLEIL #1

Knights of the Sun Griffon x4 - Large - Cavalry - 50x75mm

465 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Fear, 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

Options	Musician • Standard Bearer • Lance
Magic banners	Rending Banner (Banner Enchantment)



CHEVALIERS DU GRIFFON-SOLEIL #2

Knights of the Sun Griffon x4 - Large - Cavalry - 50x75mm

465 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Fear, 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

Options	Musician • Standard Bearer • Lance
Magic banners	Rending Banner (Banner Enchantment)

Imperial Auxiliaries



GARDES-CHASSE IMPERIAUX #1

Imperial Rangers x5 - Standard - Infantry - 20x20mm

90 POINTS



Global	Adv	Mar	Dis	Model Rules	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Light Troops, Scout, Skirmisher, Frontiersmen	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Hard Target (1, 1)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
ImperialRanger	1	3	3	0	3
					Beast Hunters, Bow (4+, 4+)



GARDES-CHASSE IMPERIAUX #2

Imperial Rangers x5 - Standard - Infantry - 20x20mm

90 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Light Troops, Scout, Skirmisher, Frontiersmen	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Hard Target (1, 1)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
ImperialRanger	1	3	3	0	3
					Beast Hunters, Bow (4+, 4+)



GARDES-CHASSE IMPERIAUX #3

Imperial Rangers x5 - Standard - Infantry - 20x20mm

90 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Light Troops, Scout, Skirmisher, Frontiersmen	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Hard Target (1, 1)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
ImperialRanger	1	3	3	0	3
					Beast Hunters, Bow (4+, 4+)



GARDES-CHASSE IMPERIAUX #4

Imperial Rangers x5 - Standard - Infantry - 20x20mm

90 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Light Troops, Scout, Skirmisher, Frontiersmen	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Hard Target (1, 1)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
ImperialRanger	1	3	3	0	3
					Beast Hunters, Bow (4+, 4+)

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>	-			Remains in play



Cosmology

Duality: All Cosmology spells are divided into two versions, representing opposing aspects; Cosmos and Chaos. When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
4	Perception of Strength Chaos	8+	24"	Hex	Last one Turn	The target suffers -1 Strength and -1 Armour Penetration.
5	Unity in Divergence Cosmos	10+	24"	Augment	Last one Turn	All models in the target unit gain Aegis (5+) .
5	Unity in Divergence Chaos	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks .
4	Perception of Strength Cosmos	8+	24"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration.
6	Truth of Time Cosmos	7+	24"	Augment, Focused	Instant	The target Recovers 1 Health Point
6	Touch the Heart chaos	7+	24"	Hex, Missile, Damage, Focused	Instant	The target suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
1	Altered Sight Chaos	5+	24"	Hex	Last one Turn	The target suffers -1 Offensive Skill and -1 Defensive Skill, and has its weapons' Aim worsened by 1.
2	Truth of Time Cosmos	5+	24"	Augment	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll.
2	Truth of Time Chaos	5+	24"	Hex	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll.
1	Altered Sight Cosmos	5+	24"	Augment	Last one Turn	The target gains +1 Offensive Skill and +1 Defensive Skill, and has its weapons' Aim improved by 1.
3	Ice and Fire Cosmos	7+	24"	Hex, Missile, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks . Successful Special Saves against wounds caused by this spell must be rerolled.
3	Ice and Fire Chaos	7+	24"	Hex, Damage, Augment	Instant	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and Magical Attacks. Successful Armour Saves against wounds caused by this spell must be rerolled.

Magic items

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

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

Crystal Ball: The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield.

Dragon Staff: The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Talisman of Shielding: The bearer gains Aegis (5+).

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

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".

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

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Model Rules

Beast Hunters: Attack Attribute - Shooting.

When using a Bow, the Shooting Attack gains Lethal Strike (against Beast) and Shots 2.

Bow:

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.

First Knight: When the model is joined to a unit of Knightly Orders, the unit gains Fearless, and if the model is the General, the R&F models in the unit also gains Parent Unit.

Frontiersmen: The model automatically passes Panic Tests caused by Terror.

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

Hard Target:

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.

Knightly Orders: Universal Rule.

The model gains +1 Defensive Skill, and the Knight gains +1 Offensive Skill, +1 Strength, and +1 Armour Penetration. Knightly Orders cannot take Great Weapons.

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.

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

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

Pistol: Range 12" Shots 1 Strength 4 Armour Penetration 2 QuicktoFire

Plate Armour: +3 Armor

Reserves: Universal Rule.

The unit is treated as Insignificant by Parent and Support Units

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.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout 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 entirely within a Forest, Ruins, Field, Building, 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: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

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.

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.

Marshal #1



Knight Commander #1



Wizard #1



Infanterie légère #1



Corps de milice #1



Corps de milice #2



Cavalerie impériale #3



Chevaliers du Griffon-Soleil #1



Chevaliers du Griffon-Soleil #2



Gardes-chasse impériaux #1



Gardes-chasse impériaux #2



Gardes-chasse impériaux #3



Gardes-chasse impériaux #4

