



# EMPIRE OF SONNSTAHL

## IMPERIAL ARMY - 4 748 POINTS



226 pts (5.00 %) **Characters** (40 Max)    
 0 pts (0.00 %) **Sunna's Fury** (30 Max)    
 495 pts (10.00 %) **Imperial Armoury** (20 Max)    
 2382 pts (50.00 %) **Core** (25 Least)    
 1645 pts (35.00 %) **Special** (0 NoLimit)    
 692 pts (15.00 %) **Imperial Auxiliaries** (35 Max)

### Characters

#### MARSHAL - GREAT TACTICIAN

Marshal - Great Tactician - *Standard - Infantry - 20x20mm*

### 226 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marshal - Great Tactician	4	5	5	4	4	3	5	3	9	Infantry
<b>Model Rules</b>	Orders									

**Options**     May take a Shield

### Core

#### SWORDSMEN

Heavy Infantry x20 - *Standard - Infantry - 20x20mm*

### 220 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Heavy Infantry	4	3	3	3	3	1	3	1	7	Infantry
<b>Model Rules</b>	Scoring • Parent Unit • Support Unit • Light Armour • Shield									

**Options**     Champion • Musician • Standard Bearer

#### PIKEMEN

Heavy Infantry x20 - *Standard - Infantry - 20x20mm*

### 240 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Heavy Infantry	4	3	3	3	3	1	3	1	7	Infantry
<b>Model Rules</b>	Scoring • Parent Unit • Support Unit • Light Armour • Shield									

**Options**     Spear • Champion • Musician • Standard Bearer

#### PIKEMEN

Heavy Infantry x40 - *Standard - Infantry - 20x20mm*

### 460 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Heavy Infantry	4	3	3	3	3	1	3	1	7	Infantry
<b>Model Rules</b>	Scoring • Parent Unit • Support Unit • Light Armour • Shield									

**Options**     Spear • Champion • Musician • Standard Bearer

Core

**HALBERDIERS**Heavy Infantry **x40** - *Standard - Infantry - 20x20mm***500** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Heavy Infantry	4	3	3	3	3	1	3	1	7	Infantry
<b>Model Rules</b>	Scoring • Parent Unit • Support Unit • Light Armour • Shield									

**Options**

Swap Shield for Halberd • Champion • Musician • Standard Bearer

Core

**ARQUEBUSIERS**Light Infantry **x10** - *Standard - Infantry - 20x20mm***160** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Light Infantry	4	3	3	3	3	1	3	1	7	Infantry
<b>Model Rules</b>	Scoring • Support Unit • Crossbow									

**Options**

May replace Crossbow with Handgun • Champion

Core

**CROSSBOWMEN**Light Infantry **x10** - *Standard - Infantry - 20x20mm***160** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Light Infantry	4	3	3	3	3	1	3	1	7	Infantry
<b>Model Rules</b>	Scoring • Support Unit • Crossbow									

**Options**

Champion

Core

**ARQUEBUSIERS**Light Infantry **x18** - *Standard - Infantry - 20x20mm***252** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Light Infantry	4	3	3	3	3	1	3	1	7	Infantry
<b>Model Rules</b>	Scoring • Support Unit • Crossbow									

**Options**

May replace Crossbow with Handgun

Core

**DUELISTS**State Militia **x10** - *Standard - Infantry - 20x20mm***170** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
State Militia	4	3	3	3	3	1	3	1	6	Infantry
Coursier Noir	9	3	0	3	3	1	4	1	5	Monstrous Beast
<b>Model Rules</b>	Scoring • Support Unit • Fast Cavalry • Paired Weapons									

**Options**

Pistol • Gain Skirmishers &amp; lose Scoring • Champion

Core

**MILITIA**State Militia **x20** - Standard - Infantry - 20x20mm**220** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
State Militia	4	3	3	3	3	1	3	1	6	Infantry
Coursier Noir	9	3	0	3	3	1	4	1	5	Monstrous Beast
<b>Model Rules</b>	Scoring • Support Unit • Fast Cavalry • Paired Weapons									

**Options**

Champion • Musician • Standard Bearer

**Special**

Core

**IMPERIAL GUARD**Imperial Guard **x20** - Standard - Infantry - 20x20mm**405** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Imperial Guard	4	4	3	4	3	1	3	1	8	Infantry
<b>Model Rules</b>	Scoring • Bodyguard • Parent Unit • Plate Armor • Shield									

**Options**

Great Weapon • Champion • Musician • Standard Bearer

Core

**TEMPLARS**Knightly Orders **x8** - Standard - Infantry - 25x50mm**490** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knightly Orders	4	4	3	4	3	1	4	2	8	Cavalry
<b>Model Rules</b>	Mount's Protection (6+) • Plate Armor • Shield • Barding									
<b>Model Rules (Knightly Orders)</b>	Scoring • Bodyguard • Lance									

**Options**

Champion • Musician • Standard Bearer

Core

**WOLF KNIGHTS**Knightly Orders **x8** - Standard - Infantry - 25x50mm**490** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knightly Orders	4	4	3	4	3	1	4	2	8	Cavalry
<b>Model Rules</b>	Mount's Protection (6+) • Plate Armor • Shield • Barding									
<b>Model Rules (Knightly Orders)</b>	Scoring • Bodyguard • Lance									

**Options**

Cavalry Hammer • Champion • Musician • Standard Bearer

Core

**REITERS**Reiters **x5** - Standard - Infantry - 25x50mm**260** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Reiters	4	3	4	3	3	1	3	1	7	Cavalry
Forest Dragon	6	6	0	6	6	6	3	5	8	Monster
<b>Model Rules</b>	Mount's Protection (6+) • Light Armour									
<b>Model Rules (Reiters)</b>	Fast Cavalry • Fire on Impact! • Pistol									

**Options**

Heavy Armour • Brace of Pistols • Champion • Repeater Pistol • Musician

**Imperial Armoury**

## CANNON

Artillery - Cannon - Standard - Infantry - 60mm round

260 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Artillery - Cannon	-	-	-	-	4	5	-	-	-	

## VOLLEY GUN

Artillery - Volley Gun - Standard - Infantry - 60mm round

235 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Artillery - Volley Gun	-	-	-	-	4	5	-	-	-	

## Magics

### Model Rules

#### Barding:

**Bodyguard:** When a Character is joined to a unit in which at least one model has the Bodyguard special rule, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

**Crossbow:** Shooting Weapon. Range 18", Strength 5, Flaming Attacks, Quick to Fire, Multiple Shots (4)

#### Fast Cavalry:

**Fast Cavalry:** Models with this special rule have Light Troops and Vanguard. If a unit consisting solely of models with Fast Cavalry voluntarily flees as a Charge Reaction and subsequently rallies the next friendly Player Turn, then the unit may move and shoot during that Player Turn. The rallied unit may not charge and counts as having moved for the purpose of shooting. This rule cannot be applied if a unit fails to rally on the next friendly Player or involuntarily flees, such as a result of a failed Panic Test.

#### Fire on Impact!:

#### Lance:

#### Light Armour:

#### Mount's Protection (6+):

**Orders:** A character with this special may give a single Order to a Parent or SupportUnit within 6". A General with this special rule may instead give a single Order to a friendly Parent or SupportUnit within 12". Orders are given at the start of each friendly Player Turn. The effects of Orders apply immediately to the target unit and last until the end of the next Player Turn. A unit cannot receive the same order more than once during the same turn. Only Infantry models are affected. The available Orders are listed below:

**On The Double!** - The target unit gains +2 Movement. If it declares a Charge this turn, it gains +1 Movement instead.

**Steady, Men!** - The target unit may roll an additional D6 when taking Leadership Tests and discard the highest roll. A unit that receives this Order and passes a Rally test may move and shoot in the same turn, but will always count as having moved, cannot March, and cannot declare Charges.

**Ready! Aim! Fire!** - The target unit gains +6" range with mundane Shooting Weapons.

**Brace For Impact!** - The target unit gains Fight In Extra Rank.

#### Paired Weapons:

#### Parent Unit:

**Pistol:** Shooting Weapon. Range 18", Strength 5, Flaming Attacks, Quick to Fire, Multiple Shots (4)

#### Plate Armor:

**Scoring:** Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

**Shield:**

**Support Unit:** Support Units within 6" of a Parent Unit may perform one of the following actions each phase:

1. When a Charge is declared against a Parent unit within 6", the Support Unit may Stand and Shoot as if it were the target of the Charge. Apply all usual restrictions for a Stand and Shoot reaction.
2. When a Parent Unit within 6" is successfully charged, or rolls a successful Charge Range roll (against a non-fleeing enemy), the Support Unit may declare a Charge upon the enemy unit which successfully charged the Parent Unit or that is about to be Charged by the Parent Unit. Apply all usual rules under Move Chargers for this out of sequence Charge (such as Line of Sight, Front Arc, must roll Charge Range, max one Wheel, etc...), with the exception that the enemy cannot chose a Charge Reaction other than Hold. If done in a friendly Player Turn, treat this as a normal Multiple Charge. If this is done in the opponent's Player Turn, this Charge Move is performed after all other units have completed their Charge Moves. When calculating Combat Score in a combat where this Support Action was used in the same Player Turn (and both Charges were successful), combine the Rank Bonus of both the Parent Unit and the Support Unit (following all normal restrictions), up to maximum of +6.
3. If the Supporting Unit has at least one Full Rank, it counts as having the same number of Full Ranks as a Parent Unit within 6" for Steadfast purposes.

### 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.

Cannon



Volley Gun



Swordsmen



Pikemen



Pikemen



Halberdiers



Imperial Guard



Templars



Wolf Knights



Arquebusiers



Crossbowmen



Arquebusiers



Marshal - Great Tactician



Reiters



Duelists



Militia

