



# EMPIRE OF SONNSTAHL

## ARMY OF HOCHLAND - 1 451 POINTS



0 pts (0.00 %) **1051 pts (23.00 %)** 0 pts (0.00 %) 0 pts (0.00 %) 270 pts (6.00 %) 400 pts (9.00 %)  
**Characters** **Core** **Special** **Imperial Armoury** **Imperial Auxiliaries** **Sunna's Fury**  
 (40 Max) (25 Least) (0 NoLimit) (20 Max) (35 Max) (30 Max)

### Core



#### LANCERS

Heavy Infantry x39 - Standard - Infantry - 20x20mm

**366 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
<b>Heavy Infantry</b>	1	3	3	0	3

**Options**

Spear • Champion • Musician • Standard Bearer



#### HANDGUNNERS #1

Light Infantry x10 - Standard - Infantry - 20x20mm

**135 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
<b>Light Infantry</b>	1	3	3	0	3

**Options**

Handgun (4+)



#### HANDGUNNERS #2

Light Infantry x10 - Standard - Infantry - 20x20mm

**135 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
<b>Light Infantry</b>	1	3	3	0	3

**Options**

Handgun (4+)



#### PANTHER KNIGHTS

Knighthly Orders x10 - Standard - Cavalry - 25x50mm



**415 POINTS**





Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Scoring, Knighthly Orders	
Defensive	HP	Def	Res	Arm	
	1	4	3	2	Plate Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Knightly Orders</b>	<b>1</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>3</b>	
<b>Horse</b>	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	<b>Harnessed</b>

<b>Options</b>	Shield • Lance • Champion • Musician • Standard Bearer
<b>Sunna's Fury</b>	

	<b>FLAGELLANTS #1</b> Flagellants x15 - Standard - Infantry - 20x20mm	<b>200 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	<b>4"</b>	<b>8"</b>	<b>6</b>	<b>Unbreakable, Fearless, Frenzy, Fanatical, Zealots</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>1</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>Flagellant</b>	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	<b>Battle Focus</b> , Great Weapon

	<b>FLAGELLANTS #2</b> Flagellants x15 - Standard - Infantry - 20x20mm	<b>200 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	<b>4"</b>	<b>8"</b>	<b>6</b>	<b>Unbreakable, Fearless, Frenzy, Fanatical, Zealots</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>1</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>Flagellant</b>	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	<b>Battle Focus</b> , Great Weapon

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

### Model Rules

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

**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.

**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 anyother Discipline Test, the unit suffers -2Discipline.  
 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

**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 Armour:** Armor +1

**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

**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.

**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.

**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.

**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.

Lancers



Handgunners #1



Handgunners #2



Panther Knights



Flagellants #1



Flagellants #2

