



EMPIRE OF SONNSTAHL

EMPIRE 1 - 185 POINTS



0 pts (0.00 %) **185 pts (12.00 %)** 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Imperial Armoury** **Imperial Auxiliaries** **Sunna's Fury**
 (40 Max) (25 Least) (0 NoLimit) (20 Max) (35 Max) (30 Max)

Core



KNIGHTLY ORDERS #1

Knightly Orders **x5** - Standard - Cavalry - 25x50mm

185 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
					Harnessed

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				
<i>Mf</i>	-			Remains in play

Model Rules

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.

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 if 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.

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.

Knightly Orders #1



