



EMPIRE OF SONNSTAHL

NEW ARMY - 3 355 POINTS



380 pts (11.00 %) **Characters** (40 Max)
 660 pts (20.00 %) **Sunna's Fury** (30 Max)
 935 pts (28.00 %) **Imperial Armoury** (20 Max)
 1035 pts (31.00 %) **Core** (25 Least)
 1005 pts (30.00 %) **Special** (0 NoLimit)
 320 pts (10.00 %) **Imperial Auxiliaries** (35 Max)

Characters

MARSHAL #1

Marshal - Standard - Infantry - 20x20mm

380 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marshal	4	5	5	4	4	3	5	3	9	Infantry
Great Griffin	7(8)	5	-	6	5	4	5	4	7	Monstrous Beast
Umbralock	7	3	0	4	4	1	2	3	6	
Model Rules	Orders • Plate Armor									
Model Rules (Great Griffin)	Fear • Towering Presence • Fly (8)									
Model Rules (Great Griffin)	Fear • Towering Presence • Fly (8)									

Options	Great Griffin
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Core

HEAVY INFANTRY #2

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
Model Rules	Scoring • Parent Unit • Support Unit • Light Armour • Shield									

Options	Spear • Champion • Musician • Standard Bearer
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HEAVY INFANTRY #1

Heavy Infantry x35 - Standard - Infantry - 20x20mm

475 POINTS

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

Options	Swap Shield for Halberd • Champion • Musician • Standard Bearer
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Magic banners	Banner of Discipline (Banner Enchantment)
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LIGHT INFANTRY #1

Light Infantry x20 - Standard - Infantry - 20x20mm

320 POINTS

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

Options	May replace Crossbow with Handgun • Champion • Repeater Gun
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Special

IMPERIAL RANGERS #1
Imperial Rangers x10 - Standard - Infantry - 20x20mm

205 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Imperial Rangers	4	3	4	3	3	1	3	1	7	Infantry
Model Rules	Multiple Shots (2) • Scout • Skirmishers • Bow									

Options	Champion
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KNIGHTLY ORDERS #1
Knightly Orders x8 - Standard - Infantry - 25x50mm

540 POINTS



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

Options	Champion • Musician • Standard Bearer
Magic banners	Banner of Speed (Banner Enchantment)

REITERS #1
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
Model Rules	Mount's Protection (6+) • Light Armour									
Model Rules (Reiters)	Fast Cavalry • Fire on Impact! • Pistol									

Options	Heavy Armour • Brace of Pistols • Champion • Repeater Pistol • Musician
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Sunna's Fury

STEAM TANK
Steam Tank - Standard - Infantry - 50x100mm

440 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Steam Tank	*	-	-	6	6	7	3	-	-	
Rat-Ogre Broyeur	6	4	3	5	5	4	3	5	5	Swarm
Model Rules	Innate Defence (3+) • Sauve qui Peut ! • L'Union fait la Force • Fear									
Model Rules (Steam Tank)	Random Movement (X) • Terror • Towering Presence • Unbreakable • Steam Engine • Grinding Attacks (see Steam Engine) • Breath Weapon (Strength 2, Armour Piercing (3)) • Steam Powered Cannon									

Imperial Armoury

ARTILLERY - CANNON #1
Artillery - Cannon - Standard - Infantry - 60mm round

260 POINTS



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

ARTILLERY - VOLLEY GUN #1
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

Magic banners

Banner of Discipline: The bearer's unit automatically passes all Panic Tests.

Banner of Speed: The bearer's unit gains +1 Movement.

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.

Bow:

Breath Weapon (Strength 2, Armour Piercing (3)):

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

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.

Fear:

Fire on Impact!:

Grinding Attacks (see Steam Engine):

Innate Defence (3+): A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (3+): +2 to Armour Save.

L'Union fait la Force:

Lance:

Light Armour:

Mount's Protection (6+):

Multiple Shots (2): Shooting Weapons or model parts with this special rule may choose to fire multiple times instead of a single time, in each Shooting Phase. How many times they can shoot is stated in brackets. However, using this special rule imposes a -1 to hit modifier on all shots fired. All R&F models in a single unit must use the Multiple Shots rule if at least one of them uses this rule (if possible).

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.

Parent Unit:

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

Plate Armor:

Random Movement (X): Units with this special rule cannot Declare Charges and cannot move in the Remaining Moves subphase (which also means they cannot perform Magical Moves). Instead, they move in the Compulsory Moves subphase. Models with this special rule lose Swiftstride (and can never gain it), but always Charge, Flee, Pursue and Overrun the distance stated in brackets.

During the Compulsory Moves subphase, units with this special rule move using the rules for pursuing units, except that they can freely choose which direction to rotate towards before rolling the Pursuit distance, cannot move off the Board Edge and only take Dangerous Terrain tests if they actually charge an enemy unit (they still test as normal when fleeing, pursuing a broken enemy or Overrunning).

Characters with Random Movement can only join units with the same special rule (by moving into contact with them during the Compulsory Moves subphase), and units with this rule can only be joined by Random Movement Characters. If a unit has several sets of Random Movement, use the lowest one.

Sauve qui Peut !:

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.

Scout: Before deploying an army that includes units with Scout, you must state which of your units with this special rule 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 whole within a Forest, Ruin, Building, Field 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:

Skirmishers: Models with this special rule always gain Light Troops. Shooting at Skirmishers suffers a -1 to-hit modifier. Skirmishing models are not placed in base to base contact with each other. Instead, models are placed with a 12.5mm distance between them. This gap is considered part of the unit for Line of Sight purposes, and will have the same Height as the largest fraction of the models in the unit. Other than this gap between models, units of Skirmishers follow the normal rules for forming units and therefore have a front, two flanks, a rear, can perform Supporting Attacks from the second rank, and so on. Skirmishing units can only be joined by Characters that have the same Troop Type as the unit. A Character which joins a unit of Skirmishers gains Skirmishers for as long as it remains with the unit. The unit ceases to be Skirmishers if all models with Skirmishers are wiped out, immediately contracting their loose formation into a normal formation, without moving the centre of the front rank. Nudge any unit as normal to maintain base contact when possible. The Character is always considered Mismatched for the purpose of placement within the unit unless it has the exact same base size as the other Skirmisher models.

Steam Engine: The Steam Tank's remaining Wounds dictates the value of its Random Movement and number of Grinding Attacks, as well as the Range of the Steam Powered Cannon. A Steam Tank may choose not to move and can never Pursue or Overrun.

Steam Powered Cannon: Cannon Artillery Weapon with Range: (see Steam Engine), Strength 2[7], [Armour Piercing (2)], [Multiple Wounds (D3)]

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 choose 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.

Terror: When a unit with one or more models with this special rule declares a Charge, its target must take a Panic Test. If the test is failed, the target of the Charge must declare a Flee reaction, if able to do so. All models with Terror also have the Fear special rule and are immune to Fear and Terror.

Towering Presence: A model with Towering Presence is of Gigantic Height and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Hold Your Ground or Inspiring Presence Range by 6".

Unbreakable: Units with this special rule are Immune to Psychology and automatically pass all Break Tests. Characters with the Unbreakable special rule can only join Unbreakable units. Unbreakable units can only be joined by Unbreakable Characters.

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.

Artillery - Cannon #1



Artillery - Volley Gun #1



Heavy Infantry #2



Heavy Infantry #1



Imperial Rangers #1



Knightly Orders #1



Light Infantry #1



Marshal #1



Reiters #1



Steam Tank

