



EMPIRE OF SONNSTAHL


KARL SPARROW - 125 POINTS



CHARPENTIER Adrien 06 33 65 35 58

125 pts (100.00%) 0 pts (0.00%) 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)


Characters



WIZARD #1

Wizard - Standard - Infantry - 20x20mm

125 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	Hand 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
<i>Liberal Magics</i>				
<i>Mf</i>	-			Remains in play

Model Rules

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

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.

Wizard #1

