



# EMPIRE OF SONNSTAHL

## LIST EMPIRE OF SONNSTAHL #1 - 1 997 POINTS



0 pts (0.00 %) 1012 pts (51.00 %) 510 pts (26.00 %) 475 pts (24.00 %) 0 pts (0.00 %) 475 pts (24.00 %)

**Characters**      **Core**      **Special**      **Imperial Armoury**      **Imperial Auxiliaries**      **Sunna's Fury**

(40 Max)      (25 Least)      (0 NoLimit)      (20 Max)      (35 Max)      (30 Max)

### Core



#### HEAVY INFANTRY #1

Heavy Infantry support unit x36 - Standard - Infantry - 20x20mm

379 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Scoring, Support Unit		
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Light Armour	, Shield
Offensive	Att	Off	Str	Ap	Agi	
Infantry support unit	1	3	3	0	3	

<b>Options</b>	Spear • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Stalker's Standard (Banner Enchantment)



#### HEAVY INFANTRY #2

Heavy Infantry support unit x36 - Standard - Infantry - 20x20mm

384 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Scoring, Support Unit		
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Light Armour	, Shield
Offensive	Att	Off	Str	Ap	Agi	
Infantry support unit	1	3	3	0	3	

<b>Options</b>	Spear • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Household Standard (Banner Enchantment)



#### KNIGHTLY ORDERS

Knightly Orders x6 - Standard - Cavalry - 25x50mm

249 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	

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Notes</b>	A single unit (or if the Army includes a Knight Commander, any unit) may be upgraded to Knightly Orders

### Special



## IMPERIAL GUARD #1

Imperial Guard x30 - Standard - Infantry - 20x20mm

510 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring, Parent Unit, Bodyguard	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	Plate Armour
Offensive	Att	Off	Str	Ap	Agi
<b>Imperial Guard</b>	1	4	4	1	3

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of Speed (Banner Enchantment)

## Sunna's Fury



## STEAM TANK

Steam Tank - Large - Construct - 50x100mm

475 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4D3"	"	7	Unbreakable, Fear, Towering Presence, Random Movement (4D3, 4D3) Powered, Fearless, Steam	
Defensive	HP	Def	Res	Arm	
	7	3	6	6	
Offensive	Att	Off	Str	Ap	Agi
<b>Chassis</b>			5	2	3
<b>Steam Ram</b>		-	7	4	-

Breath Attack, Grind Attacks (3D3, 3D3), Steam Cannon (3+, 3+)

Inanimate, Impact Hits (2D3, 2D3)

## 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

## Magic banners

**Banner of Speed:** A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

**Household Standard:** If the General is part of the bearer's unit, its Commanding Presence range is increased by 6".

**Stalker's Standard:** The bearer's unit gains Strider.

## Model Rules

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

### Breath Attack:

**Fear:** Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

**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.

**Grind Attacks:** A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base

contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits

, it may only use one of these rules in the same Round of Combat

(its controlling player may choose which). When several model parts in the same unit have Grind Attacks and when

X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

**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 at least one model part with Harnessed is considered to be mounted.

**Impact Hits:** At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing.

This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In

multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X

is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

**Inanimate:** Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be

used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

**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

**Random Movement:** The unit cannot Declare Charges and cannot move normally (Advance, March, Reform) in the Movement Phase (which also means they cannot perform Magical Moves). The model loses Swiftstride (and can never gain it), but always charges, Flees, Pursues and Overruns the distance stated in brackets.

In the Movement Phase, at the end of step 2 of the the it with Random Movement moves 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).

Whenever a unit with Random Movement needs a March Rate (e.g. when Post-Combat Reforming), use the potential maximum value of X as its March Rate.

Characters with Random Movement can only join units with Random Movement (by moving into contact with them during the Movement Phase or by being deployed inside), and units with Random Movement can only be joined by Characters with Random Movement. Units with Random Movement cannot enter Buildings. If a unit

has several sets of Random Movement, use the one with the lowest average (in case of a tie, you may choose which version to use). A model with Random Movement

cannot move in the same phase as it arrives on the Battlefield as Reinforcement (Dawn Assault) or Ambusher.

**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.

**Steam Cannon:** Steam Cannon: Cannon Artillery Weapon.

Range: 36", Shots 1, Str 2[7], AP 0[6], Area Attack (5x1), [Multiple Wounds (D3, Clipped Wings)].

**Steam Powered:** The model may choose not to move despite having Random Movement, and Pursuit or Overrun Distance are always 0".

Before moving in the Movement Phase, the model may choose to replace its Random Movement (4D3) with Random Movement (5D3) until the end of the Movement Phase. If so, the Steam Cannon cannot be used during this Player Turn.

**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.

**Towering Presence:** The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 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.

## 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.

Heavy Infantry #1



Heavy Infantry #2



Knightly Orders



Imperial Guard #1



Steam Tank

