



# EMPIRE OF SONNSTAHL

## LIST EMPIRE OF SONNSTAHL (v2021 BETA 2) #1 - 1 520 POINTS



1520 pts (34.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 335 pts (7.00 %)  
**Characters** **Core** **Special** **Imperial Armoury** **Imperial Auxiliaries** **Sunna's Fury**  
 (40 Max) (25 Least) (0 NoLimit) (20 Max) (35 Max) (30 Max)

### Characters



#### MARSHAL #1

Marshal - Standard - Cavalry - 25x50mm

365 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9	<b>Orders</b>	
Defensive	HP	Def	Res	Arm	
	3	5	4	0	<b>Plate Armour</b>
Offensive	Att	Off	Str	Ap	Agi
<b>Marshal</b>	3	5	4	1	5
<b>Hand Weapon</b>					



#### MOUNT HORSE

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C		
Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	
Offensive	Att	Off	Str	Ap	Agi
<b>Horse</b>	1	3	3	0	3
<b>Harnessed</b>					

<b>Options</b>	Shield • Pistol (2+) • Horse • General
<b>Magic items</b>	Death Warrant (Hand Weapon) • Blacksteel (Plate Armour) • Potion of Swiftmess • Mantle of Ullor



#### MARSHAL #2

Marshal - Large - Cavalry - 40x40mm

315 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9	<b>Orders</b>	
Defensive	HP	Def	Res	Arm	
	3	5	4	0	<b>Plate Armour</b>
Offensive	Att	Off	Str	Ap	Agi
<b>Marshal</b>	3	5	4	1	5
<b>Hand Weapon</b>					



#### MOUNT PEGASUS

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C	Fly (8", 16", 8", 16") , Light Troops	
	8"	16"			
Defensive	HP	Def	Res	Arm	
	C	C	4	C+1	
Offensive	Att	Off	Str	Ap	Agi
<b>Pegasus</b>	2	4	4	1	4
<b>Harnessed</b>					

<b>Options</b>	Pistol (2+) • Pegasus
<b>Magic items</b>	Ghostly Guard (Plate Armour) • Winter Cloak



### MARSHAL #3

Marshal - Standard - Infantry - 20x20mm

165 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9	Orders		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Marshal	3	5	4	1	5	Hand Weapon

<b>Options</b>	Shield • Pistol (2+) • Battle Standard Bearer
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### WIZARD #1

Wizard - Standard - Infantry - 20x20mm

185 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

<b>Options</b>	Light Armour
<b>Magic items</b>	Binding Scroll



### PRELATE #1

Prelate - Large - Construct - 50x100mm

490 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Blessings, Channel (1, 1)		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Prelate	2	5	4	1	4	Divine Attacks, Hand Weapon



### MOUNT ALTAR OF BATTLE

Global	Adv	Mar	Dis	Model Rules		
	8"	8"	C	Stubborn, Towering Presence, Swiftstride, Holy Relic		
Defensive	HP	Def	Res	Arm		
	5	C	5	C	Aegis (4+)	
Offensive	Att	Off	Str	Ap	Agi	
Horse	1	3	3	0	3	Harnessed
Chassis		-	5	2	-	Inanimate, Impact Hits (D6, D6)

<b>Options</b>	Altar of Battle
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### 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

### Magic items

**Binding Scroll:** One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence). When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

**Blacksteel:** The wearer gains +1 Armour and **Fear**. If taken by a model on foot, the wearer gains an additional +1 Armour.

**Death Warrant:** Attacks made with this weapon gain **Battle Focus** and become **Magical Attacks**. If a hit is scored with it against an enemy unit, friendly models with Parent Unit or Support Unit gain **Battle Focus** with attacks allocated towards the same enemy unit in the same phase in subsequent Initiative Steps.

**Ghostly Guard:** The wearer gains +2 Armour against non-Magical Attacks.

**Mantle of Ullor:** Enemy units within 6" of the bearer do not gain +1 Agility for Charging Momentum.

**Potion of Swiftess:** One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

**Winter Cloak:** The bearer gains **Aegis (2+, against Flaming Attacks)**, **Aegis (5+)**, and **Distracting**. The bearer automatically fails all Fortitude Saves.

### Model Rules

**Blessings:** The model part and all model parts in the same unit, except model parts with Harnessed gain Hatred. The model can cast the following three Bound Spells with Power Level (4/8) with Type: Caster's Unit and Augment, and Duration: Lasts One Turn:

- "Ullor's Blessing"

The target gains Aegis (5+) against Melee Attacks

- "Sunna's Blessing"

The target gains Flaming Attacks. All enemy units in base contact with one or more targets of this spell, when the spell is cast, suffer D6 hits with Strength 4, Armour Penetration 1, Flaming Attacks, and Magical Attacks.

- "Volund's Blessing"

The target must reroll failed to-wound rolls with Melee Attacks.

**Channel:** During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the owner's Veil Token Pool. This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of Channel to the model's total Channel value (so e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

**Divine Attacks:** Successful Aegis saves taken against the attack must be rerolled.

**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

**Heavy Armour:** +2 Armor

**Orders:** A Character with Orders may give a single order to a Parent or Support Unit within 8". A General with Orders may instead give a single order to a friendly Parent or Support Unit within the range of its Commanding Presence.

Orders are given at the start of each friendly Player Turn, and their effects last until the end of the next Player Turn. A unit cannot receive the same Order more than once during the same Player turn. Only models of Standard Size are affected.

The available orders are listed below:

- On the Double: The target gains +1 Advance Rate and +4 March Rate.

- Steady Men: The target must roll an additional D6 when taking Discipline Tests and discard the highest D6 rolled. A unit that receives this Order and passes a Rally Test doesn't become Shaken, and the Reform that is made after Rallying doesn't prevent the - unit from moving and/or shooting (but it still counts as having moved for shooting purposes).

- Ready Aim Fire: The target gains Accurate.

- Brace for impact: The target gains Fight in Extra Rank

**Plate Armour:** +3 Armor

**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

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### 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.

Marshal #1



Marshal #2



Marshal #3



Wizard #1



Prelate #1