



EMPIRE OF SONNSTAHL

4 - 150 POINTS



150 pts (100.00 %) **Characters** (40 Max)
 0 pts (0.00 %) **Core** (25 Least)
 0 pts (0.00 %) **Special** (0 NoLimit)
 0 pts (0.00 %) **Imperial Armoury** (20 Max)
 0 pts (0.00 %) **Imperial Auxiliaries** (35 Max)
 0 pts (0.00 %) **Sunna's Fury** (30 Max)

Characters



GENERAL

Marshal - Standard - Infantry - 20x20mm

150 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

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

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

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

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.

general



