



EMPIRE OF SONNSTAHL

MIDDENHEIM - 2 834 POINTS



495 pts (17.00 %) 909 pts (32.00 %) 1115 pts (39.00 %) 160 pts (6.00 %) 655 pts (23.00 %) 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

MAGICIEN #1

Wizard - Standard - Infantry - 20x20mm

495 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	

Options	Alchemy • Wizard Master • Light Armour (Alchemist's Alloy)
Magic items	Binding Scroll • Alchemist's Alloy (Light Armour) • Winter Cloak
Notes	Machine Arcane Shield

Core

INFANTERIE LOURDE #1

Heavy Infantry x41 - Standard - Infantry - 20x20mm

409 POINTS

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

Options	Spear • Musician • Standard Bearer
Magic banners	Flaming Standard (Banner Enchantment)

CORPS DE MILICE #1

State Militia x25 - Standard - Infantry - 20x20mm

250 POINTS

Global	Adv	Mar	Dis				Model Rules
	4"	8"	6				Light Troops, Reserves
Defensive	HP	Def	Res	Arm			
	1	3	3	0			
Offensive	Att	Off	Str	Ap	Agi		
State Militia	1	3	3	0	3	Paired Weapons, Pistol (4+, 4+), Bow (4+, 4+)	

Options	Musician
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CORPS DE MILICE #2

State Militia x25 - Standard - Infantry - 20x20mm

250 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	6	Light Troops, Reserves		
Defensive	HP	Def	Res	Arm		
	1	3	3	0		
Offensive	Att	Off	Str	Ap	Agi	
State Militia	1	3	3	0	3	Paired Weapons, Pistol (4+, 4+), Bow (4+, 4+)

Options

Musician

Special



GARDE IMPERIALE #1

Imperial Guard x31 - Standard - Infantry - 20x20mm

605 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	
Imperial Guard	1	4	4	1	3	

Options

Champion • Musician • Standard Bearer • Great Weapon

Magic banners

Flaming Standard (Banner Enchantment)



CHEVALIERS DU GRIFFON-SOLEIL #1

Knights of the Sun Griffon x5 - Large - Cavalry - 50x75mm

510 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Fear, Scoring		
Defensive	HP	Def	Res	Arm		
	3	4	4	1	Plate Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Knight	1	4	4	1	4	
Offensive	Att	Off	Str	Ap	Agi	
Young Griffon	3	4	5	3	4	Harnessed

Options

Champion • Musician • Standard Bearer

Magic banners

Banner of Speed (Banner Enchantment)

Imperial Armoury



LANCE-FUSEES IMPERIAL #1

Artillery - Standard - Construct - 60mm round

160 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	4"	7	War Machine		
Defensive	HP	Def	Res	Arm		
	5	1	4	0		
Offensive	Att	Off	Str	Ap	Agi	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Crew	3	3	3	0	3	Move or Fire	, Imperial Rocketeer (4+, 4+)

Imperial Auxiliaries



GARDES-CHASSE IMPERIAUX #1

Imperial Rangers x10 - Standard - Infantry - 20x20mm

155 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	4"	8"	7	Light Troops, Scout, Skirmisher, Frontiersmen			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	1	3	3	0	Hard Target (1, 1)		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
ImperialRanger	1	3	3	0	3	Beast Hunters	, Bow (4+, 4+)

Options	Champion
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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.

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>Liberal Magics</i>				
<i>Mf</i>	-			Remains in play



Alchemy

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
1	Quicksilver Lash	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.
2	Word of Iron	5+ [9+]	24"	Augment	Last one Turn	The target gains +1 [+2] to its Armour.
6	Molter Copper	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
4	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.
5	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
4	Silver Spike	(6+){9+} (18"){36"}		Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5).
3	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.

Magic items

Alchemist's Alloy: The wearer gains +1 Armour and suffers -2 Offensive Skill.

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.

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

Magic banners

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

Flaming Standard: One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

Model Rules

Beast Hunters: Attack Attribute - Shooting.

When using a Bow, the Shooting Attack gains Lethal Strike (against Beast) and Shots 2.

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.

Bow:

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.

Frontiersmen: The model automatically passes Panic Tests caused by Terror.

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

Hard Target:

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.

Imperial Rocketeer: Catapult (1) Artillery Weapon:

Range 15-48", Shots 3, Str 5, AP 3, Multiple Wounds (D3), This weapon treats all results on the Misfire Table as Malfunction (each shot can cause a Misfire).

Light Armour: Armor +1

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Move or Fire: The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

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.

Pistol: Range 12" Shots 1 Strength 4 Armour Penetration 2 QuicktoFire

Plate Armour: +3 Armor

Reserves: Universal Rule.

The unit is treated as Insignificant by Parent and Support Units

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.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout 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 entirely within a Forest, Ruins, Field, Building, 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: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are

limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank). Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

War Machine: The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

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.

Magicien #1



Infanterie lourde #1



Corps de milice #1



Corps de milice #2



Garde impériale #1



Chevaliers du Griffon-Soleil #1



Gardes-chasse impériaux #1



Lance-fusées impérial #1

