



EMPIRE OF SONNSTAHL

WARBAND - 1 500 POINTS



295 pts (20.00 %) 660 pts (44.00 %) 305 pts (20.00 %) 390 pts (26.00 %) 240 pts (16.00 %)

Characters **Core** **Special** **Imperial Auxiliaries** **Imperial Armoury**

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

0 pts (0.00 %)

Sunna's
Fury
(30 Max)

Characters



KONRAD VON TEMPLEHOF
Marshal - Standard - Infantry - 20x20mm

295 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

Options	General • Great Tactician • Shield • Pistol (2+)
Magic items	Talisman of Shielding • Alchemist's Alloy (Plate Armour)

Core



TEMPLEHOF STATE INFANTRY
Heavy Infantry x30 - Standard - Infantry - 20x20mm

270 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring	
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	Halberd • Champion • Musician • Standard Bearer • Parent Unit
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TEMPLEHOF HANDGUNNERS
Light Infantry x20 - Standard - Infantry - 20x20mm

260 POINTS



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

Options	Handgun (4+)
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TEMPLEHOF REAVERS

State Militia x10 - Standard - Infantry - 20x20mm

130 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
Pistol, Bow Weapons

Options

Irregulars

Special



KNIGHTS TEMPLEHOF DEMI GRYPHS

Knights of the Sun Griffon x3 - Large - Cavalry - 50x75mm

305 POINTS



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

Plate Armour, Shield
Harnessed

Options

Halberd • Champion • Musician • Standard Bearer

Imperial Armoury



MORTAR

Artillery - Standard - Construct - 60mm round

240 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
Crew	3	3	3	0	3

Move or Fire

Options

Cannon (4+)

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				
Mf	-			Last one Turn

Magic items

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

Talisman of Shielding: The bearer gains Aegis (5+).

Model Rules

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.

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.

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.

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.

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 Height are affected. The available Orders are listed below: **Brace For Impact!** The target gains **Fight in Extra Rank. On The Double!** The target gains +1"; Advance Rate and +4"; March Rate. **Ready! Aim! Fire!** The target gains **Accurate, Steady, Men!** Discipline Tests taken by the target are subject to Minimised Roll. 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). d

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.

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

Plate Armour: +3 Armor

Reserves: 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.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

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 8" 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 8"; for the purpose of being Steadfast if it has fewer Full Ranks than the Parent Unit. During the opponent's Charge Phase, Support Units may perform one of the following actions: 1. Immediately after an unengaged Parent Unit within 8"; declares a Charge Reaction other than a mandatory Flee 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 8"; 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 whole Support Unit. Apply all 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.). 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.

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.

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.

Konrad von Templehof



Templehof State Infantry



Templehof Handgunners



Templehof Reavers



Knights Templehof Demi Gryphs



Mortar

