

2500 Pts - Empire of Sonnstahl - ARB1-Jók ACE (Z)

	Name	#	Type	M	WS	BS	S	T	W	I	A	Ld	AS	WSv	Cost	
Prelate (1 ⚔, 323 pts)																
	Prelate	1	Ch	4	5	4	4	4	3	4	2	9	2+	(2+)	323	
Composition: Lord General: Heavy Armour; Shield; Blessings; Channel; Divine Attacks; Zealot																
	<i>Razor Blade</i>	1	Type: Hand Weapon. Attacks made with this weapon have Armour Piercing (1).													[5]
	<i>Dragonscale Helm</i>	1	Type: None (6+ Armour Save). The wearer has the Fireborn special rule.													[10]
	<i>Dusk Stone</i>	1	The bearer's may reroll failed Armour Saves.													[30]
	Altar of Battle	1	-				5	5	5					4+	[185]	
Cannot March; Impact Hits (D6); Large Target; Stubborn																
	Holy Relic	1	Bound Spell (Divine Banishment)													[0]
	Horse	2	-	8/7	3	-	3	-	-	3	1	3			[0]	
Barding; Swiftstride																
Captain (1 ⚔, 90 pts)																
	Captain	1	In	4	5	5	4	4	2	5	3	8	3+		90	
Composition: Hero Battle Standard Bearer ; Heavy Armour; Orders																
	<i>Hardened Shield</i>	1	Type: Shield. Adds an additional +1 to the bearer's Armour Save (for a total of +2) while using the shield.													[5]
Wizard (1 ⚔, 100 pts)																
	Wizard	1	In	4	3	3	3	3	2	3	1	7			100	
Composition: Hero Level 1 Wizard Apprentice																
	<i>Dispel Scroll</i>	1	One use only. Instead of making a Dispel roll, you can use the scroll. The spell is automatically Dispelled.													[35]
	<i>Path of Light</i>	1	Must choose spells from the Path of Light.													[0]
Wizard (1 ⚔, 80 pts)																
	Wizard	1	In	4	3	3	3	3	2	3	1	7			80	
Composition: Hero Level 1 Wizard Apprentice																
	<i>Tome of Arcane Lore</i>	1	The bearer generates one additional spell.													[15]
	<i>Path of Light</i>	1	Must choose spells from the Path of Light.													[0]
Wizard (1 ⚔, 65 pts)																
	Wizard	1	In	4	3	3	3	3	2	3	1	7			65	
Composition: Hero Level 1 Wizard Apprentice																
	<i>Path of Light</i>	1	Must choose spells from the Path of Light.													[0]
Artificer (1 ⚔, 55 pts)																
	Artificer	1	In	4	3	4	3	3	2	3	1	7	6+		55	
Composition: Hero Light Armour; Engineer																
Heavy Infantry (40 ⚔, 250 pts)																
	Halberdiers	39	In	4	3	3	3/4	3	1	3	1	7	6+		250	
Composition: Core Musician; Standard Bearer; Halberd; Light Armour; Parent Unit																
	Champion	1	In	4	4	4	3/4	3	1	3	2	7	6+		[16]	
Halberd; Light Armour																
Heavy Infantry (40 ⚔, 250 pts)																
	Halberdiers	39	In	4	3	3	3/4	3	1	3	1	7	6+		250	
Composition: Core Musician; Standard Bearer; Halberd; Light Armour; Parent Unit																
	Champion	1	In	4	4	4	3/4	3	1	3	2	7	6+		[16]	
Halberd; Light Armour																
State Militia (15 ⚔, 75 pts)																
	Skirmished State Militia	15	In	4	3	3	3	3	1	3/4	1/2	6			75	
Composition: Core Skirmishers; Paired Weapons; Support Unit																
State Militia (10 ⚔, 50 pts)																
	Skirmished State Militia	10	In	4	3	3	3	3	1	3/4	1/2	6			50	
Composition: Core Skirmishers; Paired Weapons; Support Unit																

Name	#	Type	M	WS	BS	S	T	W	I	A	Ld	AS	WSv	Cost
Flagellants (28⁺, 244 pts)														
Flagellants	28	In	4	3	3	3/5	4	1	3	1/2	6			244
Composition: Special Flail; Extra Attack; Fanatical; Frenzy; Unbreakable														
Artillery (1⁺, 100 pts)														
Cannon	1	WM					7	3						100
Composition: SpecWarEng														
Crew	3	-	4	3	3	3	3	-	3	1	7			[0]
Artillery (1⁺, 100 pts)														
Cannon	1	WM					7	3						100
Composition: SpecWarEng														
Crew	3	-	4	3	3	3	3	-	3	1	7			[0]
Artillery (1⁺, 125 pts)														
Volley Gun	1	WM					7	3						125
Composition: SpecWarEng														
Crew	3	-	4	3	3	3	3	-	3	1	7			[0]
Arcane Altar (1⁺, 140 pts)														
Arcane Engine	1	Ch				5	5	5						140
Composition: Rare Foresight; Cannot March; Channel; Impact Hits (D6); Large Target														
Foreseeing	1	Bound Spell (Thunderbolt)												[0]
Crew	2	-	-	3	3	3	-	-	3	1	7	5+		[0]
Heavy Armour														
Horse	2	-	8	3	-	3	-	-	3	1	3			[0]
Swiftstride														
Knights of the Sun Griffon (4⁺, 222 pts)														
Knights of the Sun Griffon	4	MC	4	4	3	4*	3	1	4	1	8	2+		222
Composition: Rare Standard Bearer; Lance w/Shield; Plate Armour														
Young Griffon	4	-	7	4	-	5	4	3	4	3	7			[0]
Armour Piercing (1); Fear; Mount's Protection (6+); Stomp (1); Swiftstride														
Gleaming Icon	1	One use only. Must be activated the first time the bearer's unit fails a Leadership Test. The unit may reroll the failed test.												[5]
Steam Tank (1⁺, 230 pts)														
Steam Tank	1	Ch	-	-	-	6	6	7	3	-	-	1+		230
Composition: Rare Breath Weapon (Strength 2, Armour Piercing (3)); Cannot March; Impact Hits (D6); Innate Defence (1+); Large Target; Random Movement (X); Terror; Unbreakable														
Tank Commander	1	-	-	3	4	3	-	-	3	1	7			[0]
Repeater Gun														
Total Cost:													2499	

Option Footnotes

Options	
Barding	Grants a +1 armour save bonus but reduces mount's Movement by 1.
Battle Standard Bearer	Hold your Ground! : If not fleeing, friendly models within 12" may reroll failed Leadership tests.
Cannon	This weapon can be fired in two ways: - As a Cannon (D6") Artillery Weapon: Range 72", Strength 10, Armour Piercing (2), Multiple Wounds (Ordnance). - As a Volley Gun Artillery Weapon: Range 12", Strength 4, Armour Piercing (3), Multiple Shots (2D6).
Flail	Close Combat weapon. Requires Two Hands. Attacks made with a Flail have +2 Strength. Close Combat Attacks allocated at a model wielding a Flail have a +1 bonus when rolling to hit.
Foresight	An Arcane Altar with Foreseeing grants the special rule Lightning Reflexes to every friendly model within 6".
General	Inspiring Presence : If not fleeing, friendly units within 12" may use this model's Leadership.
Halberd	Close Combat weapon. Requires Two Hands. Attacks made with a Halberd has +1 Strength.
Hand Weapon	All models are armed with a Hand Weapon. Hand Weapons cannot be lost, destroyed or nullified by any means. If a model has any combat weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons can be used alongside a Shield to get the Parry rule.
Heavy Armour	5+ armour save.
Level 1 Wizard Apprentice	Can channel Power and Dispel dice. Adds +1 to all attempts to cast and dispel. Knows 1 spell.
Light Armour	6+ armour save.
Musician	+1 to combat results in a tie. +1 Leadership when attempting to Rally. Allows Swift Reform.
Paired Weapons	Close Combat weapon. Requires Two Hands. The Wielder has +1 Attack and strikes at +1 Initiative when using this weapon.
Plate Armour	4+ armour save.
Repeater Gun	Shooting weapon. Range 24", Strength 4, Armour Piercing (1), Multiple Shots (3), Unwieldy.

Shield	+1 armour save bonus.
Standard Bearer	+1 to Combat Score. When a Standard Bearer is removed as a casualty while Engaged in Combat, the Standard is considered to be captured by the opponent.
Steam Powered Cannon (D6")	This is a Cannon (D6") Artillery Weapon: Range *, Strength 7, Armour Piercing (2), Multiple Wounds (D3).
Volley Gun	This is a Volley Gun Artillery Weapon: Range 24", Strength 5, Armour Piercing (1), Multiple Shots (3D6*2).
Special Rules	
Armour Piercing	Close Combat Attacks made models with this special rule impose a -(X) penalty on enemy Armour Saves taken against them (in addition to the normal modifier from the Strength of the attack). When a weapon, spell or Special Attack has) this special rule, the rule only applies to Attacks made with that particular weapon, spell or Special Attack. If an attack has more than one instance of the Armour Piercing special rule, do not add the (X) values together, but instead use the highest value available for the attack. If the value within brackets is preceded by a "+" sign, add the existing value to already existing Armour Piercing value instead (if the model already had Armour Piercing). If not, use the value directly.
Blessings	A model with this rule, and all models in the same unit as it have Hatred. Mounts are not affected.
Breath Weapon	Models parts with this special rule can use it only once during the game. If a model has more than one breath Weapon, it can only use one breath weapon in a single phase. It can be used either as a Special Shooting Attack or as a Special Close Combat Attack. - As a Special Shooting Attack (normally in the Shooting Phase): Choose a target using the normal rules for Shooting Attacks. The attack has a Range of 6". This attack can be used even if the model Marched previously in this turn, as well as for a Stand and Shoot Charge Reaction. - As a Special Close Combat Attack (normally in the Close Combat Phase): The attack is made at the model part 's Initiative. Declare that you are using the Breath Weapon when allocating attacks, and choose a unit in base contact to attack with it. No matter if it is used as a Shooting or Close Combat Attack, a Breath Weapon causes 2D6 automatic hits on its target. The Strength and the special rules (if any) of these hits are given within brackets, such as "Breath Weapon (Strength 4, Flaming Attacks)".
Cannot March	Units with one or more models with this special rule cannot perform a March Move.
Channel	Each model part with this special rule adds +1 to its side's Channel rolls. All Wizards have this special rule.
Divine Attacks	Successful Ward Saves taken against attacks with this special rule or against Close Combat attacks made by models with this special rule must be rerolled.
Engineer	This rule cannot be used by a model that is Engaged in Combat. A model with this special rule allows a War Machine within 3" to use the Engineer's BS instead of its own and to reroll any rolls on the Misfire Table. (If there are several War Machines within 3" of the Engineer, declare which one will receive the Engineer's benefits this turn before firing it). Furthermore, if the War Machine has an Artillery Weapon of a type listed below, there is an additional benefit. The War Machine may reroll: - Catapults: The Scatter Dice. - Flame Thrower: The D6 roll for the distance the template moves, unless it is a '6'.
Extra Attack	Grants +1 Attack.
Fanatical	Models with this rule benefit from Frenzy and may never lose it. Casualties suffered in Close Combat are removed at initiative zero.
Fear	All enemy units in base contact with one or more models with this special rule suffer a -1 Ld modifier. Models that are Immune to Psychology or that have Fear themselves are immune to the effects of Fear. At the start of each Combat Round, units in base contact with one or more enemy models with the Fear special rule must take a Leadership Test. If this test is failed, the models in the unit have their WS reduced to 1 for the remainder of the Combat Round.
Fireborn	Models with this special rule have a 2+ Ward Save against Flaming Attacks.
Flaming Attacks	This rule applied to Attacks with this special rule, and Attacks from models with this special rule (both Close Combat and Shooting attacks). They don't normally have any special effect. However, they interact with other rules (such as Flammable and Regeneration).
Frenzy	Model parts with Frenzy have +1 Attack and are Immune to Psychology. After all charges have been declared, each of your units with one or more models (or model parts) with Frenzy must take a Frenzy Test (Leadership Test) if it did not declare a charge. If the test is failed, the unit must declare a charge against the closest viable enemy unit, if there is one. Characters are never forced to charge out of units. Units with one or more model parts with Frenzy must always pursue and overrun whenever possible. If a model part with Frenzy is ever on the losing side of a Combat Round, it immediately loses this special rule.
Hatred	Models with this special rule may reroll To Hit rolls during the first Round of a Close Combat. Sometimes this rule only works against certain enemies, which are then stated in brackets. For example, "Hatred (Armybook: Empire of Sonnstahl)" means that Hatred only applies when attacking models bought from the Empire of Sonnstahl Armybook.
High Pontiff	A Prelate may add +1 to Casting Attempts of any Bound Spell from the Blessings special rule (this overrides the normal restriction of not adding casting modifiers to Bound Spells).
Holy Relic	The Altar of Battle grants Hatred to all friendly units within 6", excluding mounts. All Blessings cast by the rider have the type "Aura" and Range 6" (replaces Caster's Unit).
Immune to Psychology	If half or more of a unit's models are Immune to Psychology, the unit automatically passes Panic tests and cannot declare a Flee reaction (unless already Fleeing). Models that are Immune to Psychology are also immune to the effects of Fear.

Impact Hits	<p>Special Attack. Impact Hits are Special Close Combat Attacks which can only be made in the round of a combat after a model with this rule has successfully charged into combat. Impact Hits are resolved at Initiative 10 and inflict a number of hits equal to the value stated within brackets (X) to a single enemy unit in base contact, which must be the charged enemy unit. Impact Hits automatically hit and have a Strength value equal to the model's own Strength, with +1 to Strength for every full rank after the first in the unit, provided that those ranks are comprised entirely of models with the Impact Hits special rule. Due to being Special Attacks, Impact Hits do not benefit from Weapon Bonuses or special rules. If a model has both Grinding Attacks and Impact Hits, it may only use one of these rule in the same Combat Round (you are free to choose which one).</p> <p>If the value within brackets is preceded by a '+' sign, add the existing value to already existing Impact Hits instead (if the model already had Impact Hits). If not, use the value directly. In Chariots, only a Chariot itself can use this Special Attack. In the other multipart models only the mounts can use it.</p>
Innate Defence	A model part can only use one instance of Innate Defence (use the best available).
Insignificant	Units consisting entirely of models with this special rule do not cause Panic Tests in units without this special rule. Only Insignificant Characters can join units with Insignificant R&F models.
Large Target	A Large Target can never be joined or join a unit (unless it is a War Platform). A Large Target increases its Hold Your Ground or Inspiring Presence range by 6". Note that the Large Target special rule also affects the Height of the model.
Lightning Attack	Units with the Fly special rule that, during a single phase, suffer one or more hits from an attack with this special rule, or an Attack from model with this special rule, suffer an additional D6 Strength 4 hits at the end of that Phase.
Lightning Reflexes	Model parts with this special rule have +1 to hit with their Close Combat Attacks. This does not apply if the model part would be striking at initiative 0 (for example due to Great Weapons or the Mesmeric Allure spell). If this is the case, it strikes at its own Initiative instead.
Multiple Shots	Shooting weapons or models with this special rule may choose to fire multiple times instead of a single time, in each Shooting Phase. How many times they can shoot is stated in brackets, although using this special rule imposes a -1 To Hit modifier on all shots fired. All R&F models in a single unit must use the Multiple Shots rule if at least one of them uses this rule.
Multiple Wounds	<p>Unsaved wounds caused by attacks with this special rule or by Close Combat Attacks from model parts with this special rule, are multiplied into the value given in brackets (X). If the value is a Dice (such as "Multiple Wounds (D3)"), roll one such Dice for each unsaved wound with this special rule. The amount of wounds that the attack is multiplied into can never be higher than the Wounds Characteristics of the Target (excluding already suffered wounds previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a Troll (W3) and rolls a '5' for the amount of wounds, this is reduced to 3 wounds.</p> <p>If (Ordnance) is stated as the value in brackets, this normally counts as Multiple Wounds (D3+1), but against targets with the Fly special rule this is increased to Multiple Wounds (D3+2). Sometimes this rule is connected to certain Troop types or special rules, if this is the case, the unit type will be given within brackets (Y). For example, Multiple Wounds (2, Infantry). When this is the case, only use the Multiple Wound rule when attacking models of the given Troop Type or possessing given special rules.</p>
Orders	<p>Lord Characters with this special rule may give a single Order to a friendly Parent or Support Unit within 6", whilst Hero Characters may only give a single Order to a Parent or Support Unit they have joined. Orders are given at the start of each friendly Player Turn. The effects of Orders apply immediately to the target unit and last until the beginning of your next Player Turn. A unit cannot receive the same order more than once during the same turn. Each order has the following effect:</p> <p>On The Double : The target unit gains +2 Movement. If it declares a Charge this turn, it gains +1 Movement instead.</p> <p>Steady, Men! : The target unit may roll an additional D6 when taking Leadership Tests and discard the highest roll. A unit that receives this Order and passes a Rally test may move and shoot in the same turn, but will always count as having moved, cannot March, and cannot declare Charges.</p> <p>Ready! Aim! Fire! : The target unit gains +6" range with mundane shooting weapons.</p> <p>Brace For Impact! : The target unit gains Fight In Extra Rank.</p>
Parent Unit	Certain units in this Army Book are designated as either Parent Units or Support Units. Support Units are considered Insignificant by Parent Units and may perform Supporting Actions.
Parry	Close Combat Attacks from opponents in the front can never score successful hits on to-hit rolls of better than 4+, before applying to-hit modifiers. This can only be used by models on foot and against Close Combat Attacks from the front.
Skirmishers	<p>Models with this special rule always also have Light Troops special rule. Shooting at Skirmishers suffers a -1 to hit penalty.</p> <p>Skirmishing models are not placed in base to base contact with each other. Instead, models are placed with a 1/2" distance between them. Other than this gap between models, units of Skirmishers follow the normal rules for forming units and therefore have a front, two flanks and a rear. Skirmishing units can only be joined by Characters that have the same Troop Type as the unit. A Character which joins a unit of Skirmishers gains Skirmishers for as long as it remains with the unit (the unit ceases to be Skirmishers if all models with Skirmishers are wiped out, immediately contract their loose formation into a normal formation). The Character is always considered Mismatched for the purpose of placement within the unit unless it has the exact same base size as the other Skirmisher models.</p> <p>After Skirmishing units declares a Charges or a Charge Reaction other than Flee, they immediately contract their loose formation into a normal formation. When doing this, the model closest to the charged or charging unit must not change position. If several models are equally close, the Active Player chooses which model is considered to be the closest. Skirmishers regain their loose formation if they are not Engaged in Combat at the beginning of any Movement Phase (of any player). Keep the centre of the front rank stationary. If there isn't enough room for the unit to regain its loose formation, keep the unit in tight formation until the first place where there is enough room.</p>

Steam Engine	The Steam Tank's current number of Wounds dictates the value of its Steam Engine's Movement and number of Grinding Attacks, as well as the range of the Steam Powered Cannon. A Steam Tank may choose not to move and can never Pursue or Overrun. Current number of wounds / Movement / Grinding Attack / Cannon Range 5-7 Wounds Mv: 0, 1D6, 2D6 or 3D6 / Grinding (2D3) / Range 42". 3-4 Wounds Mv: 0, 1D6 or 2D6 / Grinding (D3+1) / Range 30". 1-2 Wounds Mv: 0, 1D6 or 2D6 / Grinding (D3) / Range 18".
Stomp	Special Attack. A model with this special rule must make a Special Close Combat Attack in the Close Combat Phase at Initiative 0 against a single enemy unit in base contact, provided that the Troop Type of the target unit is Infantry, War Beast, Swarm or War Machine. This attack deals a number of hits equal to the value stated within brackets (X), which automatically hit and have a Strength equal to the model's own Strength. Hits caused by Stomp can only be allocated onto models with Infantry, War Beast, Swarm or War Machine Troop Type (ignore models of different Troop Type when distributing hits). In multipart models, riders can never Stomp. Stomp attacks can only ever be allocated to models that can normally be stomped. Being a Special Attack, Stomp never benefits from any equipment or special rule the model has.
Stubborn	A unit with at least one model with this special rule ignores any Combat Score penalties to its Leadership when taking Break Tests or Combat Reform Leadership Tests.
Support Unit	Support Units within 6" of a Parent Unit may perform one of the following actions each phase: 1. When a Charge is declared against a Parent unit within 6", the Support Unit may Stand and Shoot as if it was the target of the Charge. Apply all usual restrictions for a Stand and Shoot reaction. 2. When a Parent Unit within 6" is successfully charged, or rolls a successful Charge Range roll (against a non-fleeing enemy), the Support Unit may declare a Charge upon the enemy unit which successfully charged the Parent Unit or that is about to be Charged by the Parent Unit. Apply all usual rules under Move Chargers for this out of sequence Charge (such as Line of Sight, Front Arc, must roll Charge Range, max one Wheel, etc...), with the exception that the enemy cannot chose a Charge Reaction other than Hold. If done in a friendly Player Turn, treat this as a normal Multiple Charge. If this is done in the opponent's Player Turn, this Charge Move is performed after all other units have completed their Charge Moves. When calculating Combat Score in a combat where this Support Action was used in the same Player Turn (and both Charges were successful), combine the Rank Bonus of both the Parent unit and the Support unit (following all normal restrictions), up to maximum of +6. 3. If the Supporting Unit has at least one Full Rank, it counts as having the same number of Full Ranks as a Parent Unit within 6" for Steadfast purposes.
Swiftstride	When a unit composed entirely of models with this special rule rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this would lead to rolling 3D6) and discards the lowest dice.
Terror	When a unit with one or more models with this special rule declares a Charge, its target must take a Panic Test. If the test is failed, the target of the Charge must declare a Flee Reaction, if able to do so. Furthermore, all models with Terror also have the Fear special rule and are immune to Fear and Terror.
Unbreakable	Units with this special rule automatically pass any Break Tests. Furthermore, models with this special rule are also Immune to Psychology. Characters with the Unbreakable special rule can only join Unbreakable units. Unbreakable units can only be joined by Unbreakable Characters.
Unwieldy	Shooting weapons with this special rule or Shooting Attacks from model parts with this special rule suffer an additional -1 to hit (for a total of -2) for Moving and Shooting. If combined with Quick to Fire, the model can only ignore the normal -1 to hit from moving and shooting, not the additional -1 to hit from this rule.
Zealot	A character with this special rule may join units of Flagellants and gains Unbreakable while it remains in the unit.
Bound Spells	
Divine Banishment	Hex, Missile, Damage Instant Power Level 4 Range 24" • Target suffers 2D6 Strength 4 hits with Divine Attacks. For each other wizard with spells from Path of Light within 12" of the caster, add +1 to wound. Against units with the Undead or Otherworldly special rules, the target suffers 3D6 hits with the same rules instead.
Thunderbolt	Hex, Missile, Damage Instant Power Level 4 Range 24". Target suffers D6 Strength 6 hits with Lightning Attacks.
Path of Heavens	
- A Second Seal Special	Special Lasts One Turn The army gets a Second Seal counter. Casting player is allowed to reroll a single D6 dice roll; either a to-hit roll, a to-wound roll, or an Armour Save roll at the expense of a counter.
Path of Light	
- Guardian Light	Augment Lasts One Turn Range 12" Target gains +1 Leadership. No model can be affected by this spell more than once per magic phase.
Blessings	
Sunna's Blessing	Augment Lasts One Turn Range: Caster's unit. Power Level 3 Target unit gains Flaming Attacks. All enemy units in base contact with the target unit when the spell is cast suffers D6 Strength 4 hits with Flaming Attacks.

Ullor's Blessing	Augment Lasts One Turn Range: Caster's unit. Power Level 3 Target has a Ward Save (5+) against close combat attacks.
Volund's Blessing	Augment Lasts One Turn Range: Caster's unit. Power Level 3 Target can Reroll failed rolls to-wound in close combat.