

Sisters of Sonnstahl

The Sisters of Sonnstahl are a holy order dedicated to eradication of evil creatures and heretics.

Special Skills

Sign of Sonnstahl

Daemonic or Undead opponents lose one attack in the first round of combat when fighting this warrior (to a minimum of 1).

Protection of Sonnstahl

This warrior dispels any Ritual cast on them or which will affect them on the D6 roll of a 4+.

Utter Determination

Matriarch only. This warrior may re-roll failed Rout tests.

Righteous Fury

This warrior has Hatred (any 'evil' party, use common sense)

Absolute Faith

This warrior may re-roll Fear tests and is Immune to All Alone.

Maximum Statistics

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9

Starting Gold	Model Count
500pg	3-15

Hired Hands and Legendary Figures

Hired Hands	Legendary Figures
<ul style="list-style-type: none">• Bard• Beast Hunter• Elven Ranger• Freelancer• Prospector• Roadwarden• Scout• Winter Ranger	<ul style="list-style-type: none">• Emyur, the Dawnblade• Marta Methuen, Mother of Sonnstahl• Mad Michael

Heroines

Heroine	Number Allowed	Start XP	Cost to Hire
Matriarch	1	20	70pg
Sister Superior	1-3	8	35pg
Augur	1	0	25pg

Henchwomen

Henchwomen	Number Allowed	Cost to Hire
Sister	-	25pg
Novice	1-10	15pg

Special Equipment

Sonnstahl Hammer (15pg)

Range	Strength
Close combat	As user +1

Special Rules

If wounded by a hammer, staff, mace, or club, a warrior is Stunned on a 2-4, rather than a 3-4.

The weapon has a +1 bonus to wound any Daemonic or Undead enemy (use common sense).

Only a Matriarch or Sister Superior can carry two of these.

Steel Whip

Range	Strength
4"	As user +1

Special Rules

Cannot be parried.

A model armed with a steel whip can attack a model up to 4" away in the close combat phase using the normal combat procedure. This attack must be aimed at the nearest enemy model.

Equipment

Heroine	Cost to Equip
Dagger	1 st free / 2pg
Sling	2pg
Mace / Hammer	3pg
Shield / Buckler	5pg
Steel Whip / Helmet / Blessed Water	10pg
Sonnstahl Hammer / Double-handed Weapon / Holy Relic	15pg
Light Armour	20pg
Heavy Armour	50pg
Holy Tome	120pg

Henchwoman	Cost to Equip
Dagger	1 st free / 2pg
Sling	2pg
Mace / Hammer	3pg
Shield / Buckler	5pg
Steel Whip / Helmet	10pg
Sonnstahl Hammer / Double-handed Weapon	15pg
Light Armour	20pg
Heavy Armour	50pg

Warrior Profiles

Matriarch

The Matriarch is answerable only to the High Matriarch. She is a veteran of many battles.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

Equipment – any from Heroine list.

Skills – Combat, Academic, Strength, Speed, Special

Special Rules

Leader

Wizard – uses Prayers of Sonnstahl

Sister Superior

Sister Superiors are the most senior warriors of the party.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	1	3	1	7

Equipment – any from Heroine list.

Skills – Combat, Academic, Strength, Speed, Special

Augur

Augurs are blind holy warriors.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	7

Equipment – any from Heroine list except for armour.

Skills – Academic, Speed, Special

Special Rules

Blessed Sight – this warrior may re-roll any failed characteristic tests, and may re-roll to hits in close combat and shooting. You may roll two dice for this warrior in the Exploration Phase.

Sister

Sisters are the regular warriors of the order.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Equipment – any from Henchwoman list.

Novice

Novices are trainee party members.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Equipment – any from Henchwoman list.

Prayers of Sonnstahl

1. Hammer of Sonnstahl
2. Hearts of Steel
3. Soulfire
4. Shield of Faith
5. Healing Hand
6. Armour of Righteousness

Hammer of Sonnstahl – Difficulty 7

Cast on self. The warrior gains +2 S in close combat and Multiple Wounds (2). This lasts until the caster's next magic phase.

Hearts of Steel – Difficulty 8

Range 8". Effects all friendly models within range. These models within range are Immune to Psychology, and the party leader gains +1 Ld when taking a Rout test (to a max of 10). This lasts until the caster is Knocked Down, Stunned, or taken Out of Action.

Soulfire – Difficulty 9

Range 4". Effects all enemies within range. Each enemy takes a S3 hit with no armour saves allowed. Against any Daemonic, Undead, or suitably supernatural creature, the hit is instead S5.

Shield of Faith – Difficulty 6

Cast on self. The caster is immune to all Prayers and Rituals. At the beginning of each of the caster's turns, roll a D6. On a 1-2, the shield disappears.

Healing Hand – Difficulty 5

Range 2". Targets a friendly model within range. The target is restored to full W. If the target is Knocked Down or Stunned, they immediately stand up and continue as normal.

Armour of Righteousness – Difficulty 9

Cast on self. The caster gains a 2+ armour save and causes Fear. Lasts until the caster's next Magic Phase.