



EMPIRE OF SONNSTAHL

GT - 4 163 POINTS



370 pts (9.00 %) 228 pts (5.00 %) 421 pts (10.00 %) 1320 pts (32.00 %) 1824 pts (44.00 %) 100 pts (2.00 %)

Rare **Lords** **Heroes** **Special** **Core** **Mount**

(25 Max) (50 Max) (50 Max) (50 Max) (25 Least) (0 NoLimit)

Lords



MARSHAL #1
Marshal - Standard - Infantry - 20x20

228 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marchal	4	5	5	4	4	3	5	3	9	Infantry
Bonus : Seasoned General	-	+1	-	-	-	-	-	-	-	
Great Griffon	7	5	-	6	5	4	5	4	7	Monstrous Beast
Model Rules	Orders • Plate Armour									
Model Rules (Great Griffon)	Fear • Fly (8) • Large Target									
Model Rules (Great Griffon)	Fear • Fly (8) • Large Target									

Options | May take a Shield • Mount : Great Griffon • Seasoned General • Armour of Fortune

Heroes



CAPTAIN - BSB
Captain - BSB - Standard - Infantry - 20x20

127 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Captain	4	5	5	4	4	2	5	3	8	Infantry
Model Rules	Orders • Heavy Armour									

Options | Shield • War Standard • Mithril Mail - models on foot only (Heroes)



INQUISITOR #1
Inquisitor - Standard - Infantry - 20x20

62 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Inquisitor	4	5	4	4	4	2	4	2	8	Infantry
Model Rules	(Daemon Hunter) Divine Attacks • (Vampire Hunter) Flaming Attacks • (Vampire Hunter) Magical Attacks • (Daemon Hunter) Hatred (Otherworldly) • Lethal Strike • Multiple Wounds (D3) • Immune to Psychology • Magic Resistance (2) • Not A Leader • Heavy Armour									

Options | Witch Hunter • May take a Shield



PREACHER #1
Preacher - Standard - Infantry - 20x20

67 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Preacher	4	4	4	4	4	2	4	2	8	Infantry
Model Rules	Channel • Blessings • Divine Attacks • Heavy Armour									

Options | May take a Shield



WIZARD #2
Wizard - Standard - Infantry - 20x20

65 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wizard	4	3	3	3	3	2	3	1	7	Infantry

Magic	Level 1 Wizard Apprentice . Generates spells from one of the Battle Magic Paths.
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WIZARD #1
Wizard - Standard - Infantry - 20x20

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wizard	4	3	3	3	3	2	3	1	7	Infantry

Options	Dispel Scroll
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Magic	Level 1 Wizard Apprentice . Generates spells from one of the Battle Magic Paths.
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Core



ELECTORAL CAVALRY #1
Electoral Cavalry x16 - Standard - Infantry - 20x20

714 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	3	3	3	3	1	3	1	8	Cavalry
Champion	4	4	4	3	3	1	3	1	8	
Horse	8	3	-	3	3	1	3	1	3	
Model Rules	Mount's Protection (6+) • Barding • Plate Armour • Great Weapon									

Options	May take Shields • Champion • Musician • Standard Bearer • Flaming Standard
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LIGHT INFANTRY #1
Light Infantry x40 - Standard - Infantry - 20x20

1 110 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Light Infantry	4	3	3	3	3	1	3	1	7	Infantry
Bonus : Veterans	-	-	+1	-	-	-	-	-	-	
Model Rules	Support Unit • Crossbow									
Model Rules (Bonus : Veterans)	Light Armour									

Options	May replace Crossbow with Handgun • Musician • Standard Bearer • (Seasoned General) Veterans
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Special



CANNON #1
Cannon - Standard - Infantry - 20x20

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	3	-	-	-	War Machine
Crew (3)	4	3	3	3	3	-	3	1	7	



CANNON #2
Cannon - Standard - Infantry - 20x20

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	3	-	-	-	War Machine
Crew (3)	4	3	3	3	3	-	3	1	7	



IMPERIAL GUARD #1
Imperial Guard x40 - Standard - Infantry - 20x20

995 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Imperial Guard	4	4	3	4	3	1	3	1	8	Infantry
Champion	4	5	4	4	3	1	3	2	8	
Model Rules	Parent Unit • Bodyguard • Hand Weapon • Plate Armour • Shield									

Options	Champion • Musician • Standard Bearer • Rending Banner
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VOLLEY GUN #1
Volley Gun - Standard - Infantry - 20x20

125 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	6	-	-	-	War Machine
Crew (3)	4	3	3	3	3	-	3	1	7	

Rare



ARCANE ENGINE #1
Arcane Engine - Standard - Infantry - 20x20

140 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Arcane Engine	-	-	-	5	5	5	-	-	-	Chariot
Crew (2)	4	3	3	3	-	-	3	1	7	
Horses (2)	8	3	-	3	-	-	3	1	3	
Model Rules	Large Target • Channel • Heavy Armour									

Options	Foresight
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STEAM TANK
Steam Tank - Standard - Infantry - 20x20

230 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Steampanzer	*	-	-	6	6	10	-	-	-	Chariot
Crew (1)	-	3	3	3	-	-	3	1	7	Chariot
Model Rules	Random Movement (*) • Breath Weapon (Strength 3, Armour Piercing (1)) • Terror • Grinding Attacks • Steam Engine • Large Target • Unbreakable • Repeater Gun • Steam Powered Cannon • Innate Defence (1+)									

Magics

Magic items

Mithril Mail - models on foot only (Heroes):

Armour of Fortune:

Dispel Scroll:

Magic banners

War Standard:

Flaming Standard:

Rending Banner:

Model Rules

(Daemon Hunter) Divine Attacks:

(Daemon Hunter) Hatred (Otherworldly):

(Vampire Hunter) Flaming Attacks:

(Vampire Hunter) Magical Attacks:

Barding:

Blessings:

Bodyguard:

Breath Weapon (Strength 3, Armour Piercing (1)):

Channel:

Crossbow:

Divine Attacks:

Great Weapon:

Grinding Attacks:

Hand Weapon:

Heavy Armour:

Immune to Psychology:

Innate Defence (1+):

Large Target:

Lethal Strike:

Light Armour:

Magic Resistance (2):

Mount's Protection (6+):

Multiple Wounds (D3):

Not A Leader:

Orders:

Parent Unit:

Plate Armour:

Random Movement (*):

Repeater Gun:

Shield:

Steam Engine:

Steam Powered Cannon:

Support Unit:

Terror:

Unbreakable:

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.

Arcane Engine #1	Cannon #1	Cannon #2	Captain BSB	Electoral Cavalry #1	Imperial Guard #1	Inquisitor #1	Light Infantry	Marshal #1	Preacher #1	Steam Tank	Volley Gun #1	Wizard #2	Wizard #1
													