



# EMPIRE OF SONNSTAHL

## NEW - 3 437 POINTS



0 pts (0.00 %) 168 pts (5.00 %) 260 pts (8.00 %) 250 pts (7.00 %) 2759 pts (80.00 %) 0 pts (0.00 %)

<b>Rare</b>	<b>Lords</b>	<b>Heroes</b>	<b>Special</b>	<b>Core</b>	<b>Mount</b>
(25 Max)	(50 Max)	(50 Max)	(50 Max)	(25 Least)	(0 NoLimit)

### Lords



#### MARSHAL #1

Marshal - Standard - Infantry - 20x20

**168 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	-	-	-	-	-	-	-	
<b>Model Rules</b>	Orders • Plate Armour									

**Options** | May take a Shield • Seasoned General • The Black Helm • The Winter Cloak x1

### Heroes



#### ARTIFICER #1

Artificer - Standard - Infantry - 20x20

**80 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Artificer	4	3	4	3	3	2	3	1	7	Infantry
<b>Model Rules</b>	Engineer • Light Armour									

**Options** | Long Rifle • May become a Master Artificer



#### ARTIFICER #2

Artificer - Standard - Infantry - 20x20

**80 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Artificer	4	3	4	3	3	2	3	1	7	Infantry
<b>Model Rules</b>	Engineer • Light Armour									

**Options** | Long Rifle • May become a Master Artificer



#### CAPTAIN #1

Captain - Standard - Infantry - 20x20

**100 POINTS**



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

**Options** | Plate Armour • Hardened Shield • Grounding Rod (Lords)

### Core



## HEAVY INFANTRY #1

Heavy Infantry x30 - Standard - Infantry - 20x20

1 755 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Heavy Infantry	4	3	3	3	3	1	3	1	7	Infantry
Bonus : Veterans	-	+1	-	-	-	-	+1	-	-	
Champion	4	4	4	3	3	1	3	2	7	
<b>Model Rules</b>	Support Unit (Only units of 20 or less models) • Parent Unit (Only units of 21 or more models) • Light Armour • Shield									

<b>Options</b>	Spear • Champion • Musician • Standard Bearer • (Seasoned General) Veterans • War Standard
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## LIGHT INFANTRY #2

Light Infantry x12 - Standard - Infantry - 20x20

94 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Light Infantry	4	3	3	3	3	1	3	1	7	Infantry
<b>Model Rules</b>	Support Unit • Crossbow									



## LIGHT INFANTRY #1

Light Infantry x20 - Standard - Infantry - 20x20

910 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	-	-	-	-	-	-	
<b>Model Rules</b>	Support Unit • Crossbow									
<b>Model Rules (Bonus : Veterans)</b>	Light Armour									

<b>Options</b>	(Seasoned General) Veterans
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Special



## 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	



## VOLLEY GUN #2

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	

Magics

Magic items

Grounding Rod (Lords):

Hardened Shield:

The Black Helm:

The Winter Cloak:

### Magic banners

War Standard:

### Model Rules

Crossbow:

Engineer:

Heavy Armour:

Light Armour:

Orders:

Parent Unit (Only units of 21 or more models):

Plate Armour:

Shield:

Support Unit:

Support Unit (Only units of 20 or less models):

### 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.

Artificer #1	Artificer #2	Captain #1	Heavy Infantry #1	Light Infantry #2	Light Infantry #1	Marshal #1	Volley Gun #1	Volley Gun #2
								