



EMPIRE OF SONNSTAHL

TEST - 4 087 POINTS



0 pts (0.00 %) 0 pts (0.00 %) 227 pts (6.00 %) 910 pts (22.00 %) 2950 pts (72.00 %) 0 pts (0.00 %)

Rare (25 Max) **Lords** (50 Max) **Heroes** (50 Max) **Special** (50 Max) **Core** (25 Least) **Mount** (0 NoLimit)

Heroes



HELMUT FEURBACH
Captain - Standard - Infantry - 20x20

102 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Captain	4	5	5	4	4	2	5	3	8	Infantry
Horse	8	3	-	3	3	1	3	1	3	War Beast
Model Rules	Orders • Heavy Armour									
Model Rules (Horse)	Mount's Protection (6+)									
Model Rules (Horse)	Mount's Protection (6+)									

Options	Shield • Plate Armour • Mount : Horse • May take Barding • Sword of Strength
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WIZARD #1
Wizard - Standard - Infantry - 20x20

125 POINTS



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

Options	Level 2 (Wizard Apprentice) • Crystal Ball
Magic	Level 1 Wizard Apprentice . Generates spells from one of the Battle Magic Paths.

Core



ELECTORAL CAVALRY #1
Electoral Cavalry x7 - Standard - Infantry - 20x20

520 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 replace Great Weapon with Lance • May take Shields • Champion • Standard Bearer
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HEAVY INFANTRY #1
Heavy Infantry x20 - Standard - Infantry - 20x20

1 620 POINTS



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

Options	Champion • Standard Bearer
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LIGHT INFANTRY #1
Light Infantry **x10** - Standard - Infantry - 20x20

810 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Light Infantry	4	3	3	3	3	1	3	1	7	Infantry
Champion	4	4	4	3	3	1	3	2	7	Infantry
Model Rules	Support Unit • Crossbow									

Options	May replace Crossbow with Handgun • Champion
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	



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

810 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	May replace Shield with Great Weapon • Champion • Musician • Standard Bearer
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Magics

Magic items

Sword of Strength:

Crystal Ball:

Model Rules

Barding:

Bodyguard:

Crossbow:

Great Weapon:

Hand Weapon:

Heavy Armour:

Light Armour:

Mount's Protection (6+):

Orders:

Parent Unit:

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.

Cannon #1	helmut feurbach	Electoral Cavalry #1	Heavy Infantry #1	Imperial Guard #1	Light Infantry #1	Wizard #1
						