



EMPIRE OF SONNSTAHL

PIKE SHOTTE - 7 820 POINTS



0 pts (0.00 %) 273 pts (3.00 %) 267 pts (3.00 %) 1900 pts (24.00 %) 5380 pts (69.00 %) 10 pts (0.00 %)

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

Lords

ARCHWIZARD #1

Archwizard - Standard - Infantry - 20x20mm

170 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Archwizard	4	3	3	3	4	3	3	1	8	Infantry

Magic | Level 3 Wizard Master . Generates spells from one of the Battle Magic Paths.

MARSHAL #1

Marshal - Standard - Infantry - 20x20mm

103 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	-	-	-	-	-	-	-	

Model Rules | Orders • Plate Armour

Options | May take a Shield • Seasoned General

Heroes

ARTIFICER #2

Artificer - Standard - Infantry - 20x20mm

80 POINTS

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

Model Rules | Engineer • Light Armour

Options | Long Rifle • May become a Master Artificer

ARTIFICER #1

Artificer - Standard - Infantry - 20x20mm

90 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Artificer	4	3	4	3	3	2	3	1	7	Infantry
Horse	8	3	-	3	3	1	3	1	3	War Beast

Model Rules | Engineer • Light Armour

Model Rules (Horse) | Mount's Protection (6+)

Model Rules (Horse) | Mount's Protection (6+)

Options | Repeater Gun • Mount : Horse • May become a Master Artificer



CAPTAIN - BSB

Captain - BSB - Standard - Infantry - 20x20mm

97 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 • Plate Armour
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Core



HEAVY INFANTRY #1

Heavy Infantry x50 - Standard - Infantry - 20x20mm

1 880 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	
Model Rules	Support Unit (Only units of 20 or less models) • Parent Unit (Only units of 21 or more models) • Light Armour • Shield									

Options	Spear • Champion • Musician • Standard Bearer • (Seasoned General) Veterans
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LIGHT INFANTRY #2

Light Infantry x20 - Standard - Infantry - 20x20mm

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
Champion	4	4	4	3	3	1	3	2	7	Infantry
Model Rules	Support Unit • Crossbow									

Options	May replace Crossbow with Handgun • Champion • May replace Handgun with Repeater Gun • Musician • Standard Bearer
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LIGHT INFANTRY #1

Light Infantry x20 - Standard - Infantry - 20x20mm

950 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	-	-	-	-	-	-	
Champion	4	4	4	3	3	1	3	2	7	Infantry
Model Rules	Support Unit • Crossbow									
Model Rules (Bonus : Veterans)	Light Armour									

Options	May replace Crossbow with Handgun • Champion • May replace Handgun with Repeater Gun • Musician • Standard Bearer • (Seasoned General) Veterans
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STATE MILITIA #1

State Militia x10 - Standard - Infantry - 20x20mm

410 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
State Militia	4	3	3	3	3	1	3	1	6	Infantry
Model Rules	Support Unit (Only units of 20 or less models) • Paired Weapons									

Options	May Skirmish (max 15 models)
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STATE MILITIA #2
State Militia x10 - Standard - Infantry - 20x20mm

410 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
State Militia	4	3	3	3	3	1	3	1	6	Infantry
Model Rules	Support Unit (Only units of 20 or less models) • Paired Weapons									

Options	May Skirmish (max 15 models)
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STATE MILITIA #3
State Militia x10 - Standard - Infantry - 20x20mm

410 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
State Militia	4	3	3	3	3	1	3	1	6	Infantry
Model Rules	Support Unit (Only units of 20 or less models) • Paired Weapons									

Options	May Skirmish (max 15 models)
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STATE MILITIA #4
State Militia x10 - Standard - Infantry - 20x20mm

410 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
State Militia	4	3	3	3	3	1	3	1	6	Infantry
Model Rules	Support Unit (Only units of 20 or less models) • Paired Weapons									

Options	May Skirmish (max 15 models)
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Special



CANNON #1
Cannon - Standard - Infantry - 20x20mm

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 - 20x20mm

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 RANGERS #1
Imperial Rangers x5 - Standard - Infantry - 20x20mm

50 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Imperial Rangers	4	3	4	3	3	1	3	1	7	Infantry
Model Rules	Multiple Shots (2) • Skirmishers • Scout • Bow									



IMPERIAL RANGERS #2
Imperial Rangers x5 - Standard - Infantry - 20x20mm

50 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Imperial Rangers	4	3	4	3	3	1	3	1	7	Infantry
Model Rules	Multiple Shots (2) • Skirmishers • Scout • Bow									



IMPERIAL RANGERS #3
Imperial Rangers x5 - Standard - Infantry - 20x20mm

50 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Imperial Rangers	4	3	4	3	3	1	3	1	7	Infantry
Model Rules	Multiple Shots (2) • Skirmishers • Scout • Bow									



IMPERIAL ROCKETEERS #1
Imperial Rocketeers - Standard - Infantry - 20x20mm

130 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	



REITERS #2
Reiters x5 - Standard - Infantry - 20x20mm

415 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	3	4	3	3	1	3	1	7	Cavalry
Champion	4	4	5	3	3	1	3	2	7	
Horse	8	3	-	3	3	1	3	1	3	
Model Rules	Fire on Impact! • Fast Cavalry • Pistol • Mount's Protection (6+) • Light Armour									

Options | Brace of Pistols • Champion • Repeater Pistol • Musician



REITERS #3
Reiters x5 - Standard - Infantry - 20x20mm

415 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	3	4	3	3	1	3	1	7	Cavalry
Champion	4	4	5	3	3	1	3	2	7	
Horse	8	3	-	3	3	1	3	1	3	
Model Rules	Fire on Impact! • Fast Cavalry • Pistol • Mount's Protection (6+) • Light Armour									

Options | Brace of Pistols • Champion • Repeater Pistol • Musician



REITERS #1
 Reiters x15 - Standard - Infantry - 20x20mm

590 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	3	4	3	3	1	3	1	7	Cavalry
Champion	4	4	5	3	3	1	3	2	7	
Horse	8	3	-	3	3	1	3	1	3	
Model Rules	Fire on Impact! • Fast Cavalry • Pistol • Mount's Protection (6+) • Light Armour									

Options	Repeater Gun • Champion • Musician
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Magics

Model Rules

Bow:

Crossbow:

Engineer:

Fast Cavalry:

Fire on Impact!:

Heavy Armour:

Light Armour:

Mount's Protection (6+):

Multiple Shots (2):

Orders:

Paired Weapons:

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

Pistol:

Plate Armour:

Scout:

Shield:

Skirmishers:

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.

<p>Archwizard #1</p> 
<p>Artificer #2</p>



Artificer #1



Cannon #1



Cannon #2



Captain - BSB



Heavy Infantry #1



Imperial Rangers #1



Imperial Rangers #2



Imperial Rangers #3



Imperial Rocketeers #1



Light Infantry #2



Light Infantry #1



Marshal #1



Reiters #2



Reiters #3



Reiters #1



State Militia #1



State Militia #2



State Militia #3



State Militia #4



