



EMPIRE OF SONNSTAHL

LIST EMPIRE OF SONNSTAHL - V1 #1 - 6 726 POINTS



0 pts (0.00 %) 178 pts (3.00 %) 497 pts (7.00 %) 2530 pts (38.00 %) 3521 pts (52.00 %) 0 pts (0.00 %)

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

Lords



MARSHAL #1

Marshal - Standard - Infantry - 20x20mm

178 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marchal	4	5	5	4	4	3	5	3	9	Infantry
Model Rules	Orders • Plate Armour									

Options | May take a Shield • Great Tactician • King Slayer • Dragon Mantle - models on foot only

Heroes



CAPTAIN - BSB

Captain - BSB - Standard - Infantry - 20x20mm

145 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 | Plate Armour • Banner of Unity • Hero's Sword (Heroes) - Characters only • Hardened Shield



PREACHER #2

Preacher - Standard - Infantry - 20x20mm

106 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 | Great Weapon • Dispel Scroll



PREACHER #1

Preacher - Standard - Infantry - 20x20mm

141 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 | Great Weapon • May ride a Horse • May take Barding • Obsidian Nullstone x1



WIZARD #1

Wizard - Standard - Infantry - 20x20mm

105 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) • Tome of Arcane Lore (Heroes)
Magic	Level 1 Wizard Apprentice . Generates spells from one of the Battle Magic Paths.

Core



HEAVY INFANTRY #1

Heavy Infantry x36 - Standard - Infantry - 20x20mm

1 761 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	Spear • Champion • Musician • Standard Bearer • War Standard
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LIGHT INFANTRY #1

Light Infantry x20 - Standard - Infantry - 20x20mm

880 POINTS



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

Options	May replace Crossbow with Handgun • Musician
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LIGHT INFANTRY #2

Light Infantry x20 - Standard - Infantry - 20x20mm

880 POINTS



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

Options	May replace Crossbow with Handgun • Musician
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Special



IMPERIAL GUARD #2

Imperial Guard x17 - Standard - Infantry - 20x20mm

777 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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IMPERIAL GUARD #1

Imperial Guard x23 - Standard - Infantry - 20x20mm

843 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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KNIGHTLY ORDERS #1

Knightly Orders x10 - Standard - Infantry - 20x20mm

910 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	4	3	4	3	1	4	2	8	Cavalry
Champion	4	5	4	4	3	1	4	3	8	
Horse	8	3	-	3	3	1	3	1	3	
Model Rules	Bodyguard (Knight Commander, General) • Mount's Protection (6+) • Barding • Plate Armour • Lance • Shield									

Options	Champion • Musician • Standard Bearer • Banner of Speed
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Magics

Magic items

Hardened Shield:

Hero's Sword (Heroes) - Characters only:

Dragon Mantle - models on foot only:

King Slayer:

Dispel Scroll:

Obsidian Nullstone:

Tome of Arcane Lore (Heroes):

Magic banners

Banner of Unity:

War Standard:

Banner of Speed:

Model Rules

Barding:

Blessings:

Bodyguard:

Bodyguard (Knight Commander, General):

Channel:

Crossbow:

Divine Attacks:

Hand Weapon:

Heavy Armour:

Lance:

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.

Captain - BSB



Heavy Infantry #1



Imperial Guard #2



Imperial Guard #1



Knightly Orders #1



Light Infantry #1



Light Infantry #2



Marshal #1



Preacher #2



Preacher #1



Wizard #1

