



EMPIRE OF SONNSTAHL

LA GRANDE ARMEE 2800 - 7 093 POINTS



230 pts (3.00 %) 300 pts (4.00 %) 507 pts (7.00 %) 2436 pts (34.00 %) 3620 pts (51.00 %) 0 pts (0.00 %)

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

Lords



ARCHWIZARD #1

Archwizard - Standard - Infantry - 20x20mm

300 POINTS



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

Options	Level 4 (Wizard Master) • Talisman of Supreme Shielding x1 • Book of Arcane Power (Lords)
Magic	Level 3 Wizard Master . Generates spells from one of the Battle Magic Paths.

Heroes



ARTIFICER #1

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
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ARTIFICER #1

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
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ARTIFICER #1

Artificer - Standard - Infantry - 20x20mm

105 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 • Ring of Fire
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CAPTAIN #1

Captain - Standard - Infantry - 20x20mm

106 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	Plate Armour • Pistol • Mount : Horse • Obsidian Rock x1
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CAPTAIN - BSB

Captain - BSB - Standard - Infantry - 20x20mm

136 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	Pistol • Obsidian Nullstone x1
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Core



LIGHT INFANTRY #1

Light Infantry x20 - Standard - Infantry - 20x20mm

905 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 Long Rifle • Musician • Standard Bearer
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LIGHT INFANTRY #1

Light Infantry x20 - Standard - Infantry - 20x20mm

905 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 Long Rifle • Musician • Standard Bearer
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LIGHT INFANTRY #1

Light Infantry x20 - Standard - Infantry - 20x20mm

905 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 Long Rifle • Musician • Standard Bearer
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LIGHT INFANTRY #1
Light Infantry **x20** - Standard - Infantry - 20x20mm

905 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	Champion • May replace Handgun with Long Rifle • Musician • Standard Bearer
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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 #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	



IMPERIAL RANGERS #1
Imperial Rangers **x10** - Standard - Infantry - 20x20mm

310 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Imperial Rangers	4	3	4	3	3	1	3	1	7	Infantry
Champion	4	4	5	3	3	1	3	2	7	
Model Rules	Multiple Shots (2) • Skirmishers • Scout • Bow									

Options	Champion
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IMPERIAL RANGERS #1
Imperial Rangers **x10** - Standard - Infantry - 20x20mm

310 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Imperial Rangers	4	3	4	3	3	1	3	1	7	Infantry
Champion	4	4	5	3	3	1	3	2	7	
Model Rules	Multiple Shots (2) • Skirmishers • Scout • Bow									

Options	Champion
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MORTAR #1

Mortar - Standard - Infantry - 20x20mm

110 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 #1

Reiters x7 - Standard - Infantry - 20x20mm

463 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	May take Heavy Armour • Brace of Pistols • Champion • Repeater Pistol • Musician
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REITERS #1

Reiters x7 - Standard - Infantry - 20x20mm

463 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	May take Heavy Armour • Brace of Pistols • Champion • Repeater Pistol • Musician
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REITERS #1

Reiters x13 - Standard - Infantry - 20x20mm

580 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	May take Heavy Armour • Repeater Gun • Champion • Musician
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Rare



STEAM TANK

Steam Tank - Standard - Infantry - 20x20mm

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

Book of Arcane Power (Lords):

Talisman of Supreme Shielding:

Ring of Fire:

Obsidian Rock:

Obsidian Nullstone:

Model Rules

Bow:

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

Crossbow:

Engineer:

Fast Cavalry:

Fire on Impact!:

Grinding Attacks:

Heavy Armour:

Innate Defence (1+):

Large Target:

Light Armour:

Mount's Protection (6+):

Multiple Shots (2):

Orders:

Pistol:

Random Movement (*):

Repeater Gun:

Scout:

Skirmishers:

Steam Engine:

Steam Powered Cannon:

Support Unit:

Terror:

Unbreakable:

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.

Archwizard #1



Artificer #1



Artificer #1



Artificer #1



Cannon #1



Cannon #1



Captain #1



Captain - BSB



Imperial Rangers #1



Imperial Rangers #1



Light Infantry #1



Light Infantry #1



Light Infantry #1



Light Infantry #1



Mortar #1



Reiters #1



Reiters #1



Reiters #1



Steam Tank

