



EMPIRE OF SONNSTAHL

LIST EMPIRE OF SONNSTAHL - V1 #2 - 3 890 POINTS



0 pts (0.00 %) 90 pts (2.00 %) 0 pts (0.00 %) 1194 pts (31.00 %) 2606 pts (67.00 %) 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

90 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									

Core



ELECTORAL CAVALRY #1

Electoral Cavalry x14 - Standard - Infantry - 20x20mm

751 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	
Bonus : Imperial Cavalry	-	+1	-	+1	-	-	-	-	-	
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 • Musician • Standard Bearer • (Knight Commander) Imperial Cavalry • Banner of Unity



HEAVY INFANTRY #1

Heavy Infantry x30 - Standard - Infantry - 20x20mm

1 795 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

Champion • Musician • Standard Bearer • (Seasoned General) Veterans • Halberds • Banner of Speed



STATE MILITIA #1

State Militia x15 - Standard - Infantry - 20x20mm

60 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									

Special



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

100 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									



KNIGHTLY ORDERS #1
Knightly Orders x14 - Standard - Infantry - 20x20mm

1 019 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 May replace Lance and Shield with Cavalry Hammers (count as Halberd) • Champion • Musician • Standard Bearer • Holy Icon



REITERS #1
Reiters x5 - Standard - Infantry - 20x20mm

75 POINTS



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

Magics

Magic banners

Banner of Unity:

Banner of Speed:

Holy Icon:

Model Rules

Barding:

Bodyguard (Knight Commander, General):

Bow:

Fast Cavalry:

Fire on Impact!:

Great Weapon:

Lance:

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 (Only units of 20 or less models):

Qr codes of your army

You 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.

Electoral Cavalry #1



Heavy Infantry #1



Imperial Rangers #1



Knightly Orders #1



Marshal #1



Reiters #1



State Militia #1

