



EMPIRE OF SONNSTAHL

IMPERIAL CAVALRY - 6 735 POINTS



0 pts (0.00 %) 300 pts (4.00 %) 268 pts (4.00 %) 2673 pts (40.00 %) 3494 pts (52.00 %) 15 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

300 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Archwizard	4	3	3	3	4	3	3	1	8	Infantry
Horse	8	3	-	3	3	1	3	1	3	War Beast
Model Rules (Horse)	Mount's Protection (6+)									
Model Rules (Horse)	Mount's Protection (6+)									

Options	Level 4 (Wizard Master) • Mount : Horse • May take Barding • Obsidian Nullstone x1 • Grounding Rod (Lords)
Magic	Level 3 Wizard Master . Generates spells from one of the Battle Magic Paths.

Heroes

CAPTAIN - BSB

Captain - BSB - Standard - Infantry - 20x20mm

163 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 • Lance • Mount : Horse • May take Barding • Banner of the Stallion – Mounted characters only • Obsidian Rock x1
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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 x34 - Standard - Infantry - 20x20mm

1 734 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
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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 #1

Imperial Guard x24 - Standard - Infantry - 20x20mm

869 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 • Icon of the Relentless Company
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KNIGHTLY ORDERS #1

Knightly Orders x11 - Standard - Infantry - 20x20mm

936 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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REITERS #1

Reiters x6 - Standard - Infantry - 20x20mm

434 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 • Musician
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REITERS #2

Reiters x6 - Standard - Infantry - 20x20mm

434 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 • Musician
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Magics

Magic items

Grounding Rod (Lords):

Obsidian Nullstone:

Obsidian Rock:

Tome of Arcane Lore (Heroes):

Magic banners

Banner of the Stallion – Mounted characters only:

Icon of the Relentless Company:

Banner of Speed:

Model Rules

Barding:

Bodyguard:

Bodyguard (Knight Commander, General):

Crossbow:

Fast Cavalry:

Fire on Impact!:

Hand Weapon:

Heavy Armour:

Lance:

Light Armour:

Mount's Protection (6+):

Orders:

Parent Unit:

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

Pistol:

Plate Armour:

Shield:

Support Unit:

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.

Archwizard #1



Captain - BSB



Heavy Infantry #1



Imperial Guard #1



Knightly Orders #1



Light Infantry #1



Light Infantry #2



Reiters #1



Reiters #2



Wizard #1

