



EMPIRE OF SONNSTAHL

RIZA - 8 822 POINTS



230 pts (3.00 %) 320 pts (4.00 %) 407 pts (5.00 %) 2540 pts (29.00 %) 5325 pts (60.00 %) 160 pts (2.00 %)

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

Lords



PRELATE #1

Prelate - Standard - Infantry - 20x20mm

320 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Prelate	4	4	3	4	4	3	4	2	9	Infantry
Altar of Battle	-	-	-	5	5	5	-	-	-	Cavalry
Horses (2)	8	3	-	3	-	-	3	1	-	
Model Rules	Blessings • Divine Attacks • High Pontiff • Channel • Heavy Armour									
Model Rules (Altar of Battle)	Large Target • Stubborn • Ward Save (4+)									
Model Rules (Altar of Battle)	Large Target • Stubborn • Ward Save (4+)									

Options Mount : Altar of Battle • May take Barding • Ogre Sword • Hardened Shield

Heroes



CAPTAIN - BSB

Captain - BSB - Standard - Infantry - 20x20mm

147 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 • Talisman of Supreme Shielding x1



WIZARD #1

Wizard - Standard - Infantry - 20x20mm

130 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) • Talisman of Greater Shielding x1 • Tome of Arcane Lore (Heroes)

Magic Level 1 Wizard Apprentice . Generates spells from one of the Battle Magic Paths.



WIZARD #2

Wizard - Standard - Infantry - 20x20mm

130 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) • Talisman of Shielding x1 • Dispel Scroll

Magic Level 1 Wizard Apprentice . Generates spells from one of the Battle Magic Paths.

Core



HALBERDIER 2

Heavy Infantry **x40** - Standard - Infantry - 20x20mm

1 770 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	Swap Shield for Halberd • Champion • Musician • Standard Bearer
----------------	---



HEAVY INFANTRY #3

Heavy Infantry **x40** - Standard - Infantry - 20x20mm

1 770 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	Swap Shield for Halberd • Champion • Musician • Standard Bearer
----------------	---



HALBERDIER 1

Heavy Infantry **x40** - Standard - Infantry - 20x20mm

1 785 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	Swap Shield for Halberd • Champion • Musician • Standard Bearer • War Standard
----------------	--

Special



CANNON #1

Cannon **x2** - Standard - Infantry - 20x20mm

200 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	



FLAGELLANTS #1

Flagellants **x30** - Standard - Infantry - 20x20mm

1 170 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Flagellant	4	3	3	3	4	1	3	1	6	Infantry
Champion	4	4	4	3	4	1	3	2	6	
Model Rules	Unbreakable • Fanatical • Zealots • Flail									

Options	Champion
----------------	----------



FLAGELLANTS #2

Flagellants **x30** - Standard - Infantry - 20x20mm

1 170 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Flagellant	4	3	3	3	4	1	3	1	6	Infantry
Champion	4	4	4	3	4	1	3	2	6	
Model Rules	Unbreakable • Fanatical • Zealots • Flail									

Options	Champion
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

Talisman of Supreme Shielding:

Hardened Shield:

Ogre Sword:

Talisman of Greater Shielding:

Tome of Arcane Lore (Heroes):

Dispel Scroll:

Talisman of Shielding:

Magic banners

War Standard:

Model Rules

Blessings:

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

Channel:

Divine Attacks:

Fanatical:

Flail:

Grinding Attacks:

Heavy Armour:

High Pontiff:

Innate Defence (1+):

Large Target:

Light Armour:

Orders:

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

Random Movement (*):

Repeater Gun:

Shield:

Steam Engine:

Steam Powered Cannon:

Support Unit (Only units of 20 or less models):

Terror:

Unbreakable:

Zealots:

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.

Cannon #1



Captain - BSB



Flagellants #1



Flagellants #2



Halberdier 2



Heavy Infantry #3



halberdier 1



Prelate #1



Steam Tank



Wizard #1



Wizard #2

