



EMPIRE OF SONNSTAHL

LIST EMPIRE OF SONNSTAHL - V1 #5 - 6 260 POINTS



619 pts (10.00 %) 475 pts (8.00 %) 311 pts (5.00 %) 1595 pts (25.00 %) 3260 pts (52.00 %) 15 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

235 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) • Dispel Scroll
Magic	Level 3 Wizard Master . Generates spells from one of the Battle Magic Paths.



KNIGHT COMMANDER #1

Knight Commander - Standard - Infantry - 20x20mm

240 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight Commander	4	6	3	4	4	3	6	4	9	Cavalry
Horse	8	3	-	3	3	1	3	1	3	
Young Griffon	7	4	-	5	4	3	4	3	7	

Model Rules	Mount's Protection (6+) • Barding • Plate Armour
Model Rules (Young Griffon)	Fear • Armour Piercing (1) • Mount's Protection (6+)
Model Rules (Young Griffon)	Fear • Armour Piercing (1) • Mount's Protection (6+)

Options	Mount : Young Griffon • May become Legendary Warrior • The Sonnstahl • Hardened Shield
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Heroes



CAPTAIN - BSB

Captain - BSB - Standard - Infantry - 20x20mm

177 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
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Options	Shield • Plate Armour • Aether Icon • Giant Sword (Heroes)
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PREACHER #1

Preacher - Standard - Infantry - 20x20mm

67 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
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Options	May take a Shield
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PREACHER #2

Preacher - Standard - Infantry - 20x20mm

67 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	May take a Shield
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Core



ELECTORAL CAVALRY #1

Electoral Cavalry x15 - Standard - Infantry - 20x20mm

700 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	
Horse	8	3	-	3	3	1	3	1	3	
Model Rules	Mount's Protection (6+) • Barding • Plate Armour • Great Weapon									

Options	May take Shields • Champion • Musician • Standard Bearer • Banner of Speed
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HEAVY INFANTRY #1

Heavy Infantry x30 - Standard - Infantry - 20x20mm

1 745 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	Champion • Musician • Standard Bearer • Halberds • Banner of Courage
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LIGHT INFANTRY #1

Light Infantry x10 - Standard - Infantry - 20x20mm

815 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
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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	



IMPERIAL GUARD #1
Imperial Guard **x40** - Standard - Infantry - 20x20mm

1 050 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 • Flaming Standard
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


IMPERIAL RANGERS #1
Imperial Rangers **x5** - Standard - Infantry - 20x20mm

50 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									



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

395 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	Brace of Pistols • Champion
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Rare



ARCANE ENGINE #1
Arcane Engine - Standard - Infantry - 20x20mm

140 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Arcane Engine	-	-	-	5	5	5	-	-	-	Chariot
Crew (2)	4	3	3	3	-	-	3	1	7	
Horses (2)	8	3	-	3	-	-	3	1	3	
Model Rules	Large Target • Channel • Heavy Armour									

Options	Foresight
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KNIGHTS OF THE SUN GRIFFON #1
Knights of the Sun Griffon **x3** - Standard - Infantry - 20x20mm

479 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	4	3	4	3	1	4	1	8	Cavalry
Champion	4	5	4	4	3	1	4	2	8	
Young Griffon	7	4	-	5	4	3	4	3	7	Cavalry
Model Rules	Fear • Mount's Protection (6+) • Halberd • Plate Armour									
Model Rules (Young Griffon)	Armour Piercing (1)									

Options	May replace Halberd with Lance and Shield • Champion • Musician • Standard Bearer • Icon of the Relentless Company
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Magics

Magic items

Dispel Scroll:

Giant Sword (Heroes):

Hardened Shield:

The Sonnstahl:

Magic banners

Aether Icon:

Banner of Speed:

Banner of Courage:

Flaming Standard:

Icon of the Relentless Company:

Model Rules

Armour Piercing (1):

Barding:

Blessings:

Bodyguard:

Bow:

Channel:

Crossbow:

Divine Attacks:

Fast Cavalry:

Fear:

Fire on Impact!:

Great Weapon:

Halberd:

Hand Weapon:

Heavy Armour:

Large Target:

Light Armour:

Mount's Protection (6+):

Multiple Shots (2):

Orders:

Parent Unit:

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

Pistol:

Plate Armour:

Scout:

Shield:

Skirmishers:

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.

Arcane Engine #1



Archwizard #1



Cannon #1



Captain - BSB



Electoral Cavalry #1



Heavy Infantry #1



Imperial Guard #1



Imperial Rangers #1



Knight Commander #1



Knights of the Sun Griffon #1



Light Infantry #1



Preacher #1



Preacher #2



Reiters #1

