



EMPIRE OF SONNSTAHL


LIST EMPIRE OF SONNSTAHL - UPDATE IN PROGRESS #3 - 6 565 POINTS



0 pts (0.00 %) 853 pts (13.00 %) 322 pts (5.00 %) 480 pts (7.00 %) 4910 pts (75.00 %) 290 pts (4.00 %)


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

400 POINTS




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

Options	Mount : Arcane Engine • Arcane Shield • Skull Splitter • Talisman of Greater Shielding x1 • Dispel Scroll
Magic	Level 3 Wizard Master . Generates spells from one of the Battle Magic Paths.



GREAT TACTICAN
Marshal - Standard - Infantry - 20x20mm

203 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									

Options	May take a Shield • Great Tactician • King Slayer • Dragon Mantle - models on foot only • Gem of Fortune
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PRELATE ON ALTAR OF BATTLE
Prelate - Standard - Infantry - 20x20mm

250 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
Notes	Fredrick the great 35p Fleshrender great weapon 20p

Heroes



ARTIFICER #1

Artificer - Standard - Infantry - 20x20mm

65 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
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CAPTAIN - BSB

Captain - BSB - Standard - Infantry - 20x20mm

135 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	Rending Banner • Hardened Shield
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WITCH HUNTER

Inquisitor - Standard - Infantry - 20x20mm

122 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Inquisitor	4	5	4	4	4	2	4	2	8	Infantry
Model Rules	(Daemon Hunter) Divine Attacks • (Vampire Hunter) Flaming Attacks • (Vampire Hunter) Magical Attacks • (Daemon Hunter) Hatred (Otherworldly) • Lethal Strike • Multiple Wounds (D3) • Immune to Psychology • Magic Resistance (2) • Not A Leader • Heavy Armour									

Options	Witch Hunter • May take a Shield • May take Plate Armour • Dragonscale Helm • Lucky Charm x1 • Locket of Sunna
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Core



HEAVY INFANTRY #1

Heavy Infantry x50 - Standard - Infantry - 20x20mm

1 805 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 • Banner of Discipline
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HEAVY INFANTRY #2

Heavy Infantry x50 - Standard - Infantry - 20x20mm

1 805 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 • Banner of Unity
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HANDGUNNERS

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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SKIRMISHERS

State Militia **x10** - Standard - Infantry - 20x20mm

420 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									

Options	Pistol
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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 #2

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	



ROCKET BATTERY #1

Imperial Rocketeers - Standard - Infantry - 20x20mm

130 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 **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									



REITERS #2
 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 items**
- Dispel Scroll:
 - Skull Splitter:
 - Talisman of Greater Shielding:
 - Hardened Shield:
 - Dragonscale Helm:
 - Locket of Sunna:
 - Lucky Charm:
 - Dragon Mantle - models on foot only:
 - Gem of Fortune:
 - King Slayer:

- Magic banners**
- Rending Banner:
 - Banner of Discipline:
 - Banner of Unity:

- Model Rules**
- (Daemon Hunter) Divine Attacks:
 - (Daemon Hunter) Hatred (Otherworldly):
 - (Vampire Hunter) Flaming Attacks:
 - (Vampire Hunter) Magical Attacks:
 - Blessings:
 - Channel:
 - Crossbow:
 - Divine Attacks:
 - Engineer:
 - Fast Cavalry:
 - Fire on Impact!:
 - Heavy Armour:
 - High Pontiff:
 - Immune to Psychology:
 - Lethal Strike:

Light Armour:

Magic Resistance (2):

Mount's Protection (6+):

Multiple Wounds (D3):

Not A Leader:

Orders:

Paired Weapons:

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

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



Cannon #1



Cannon #2



Captain - BSB



Heavy Infantry #1



Heavy Infantry #2



Rocket Battery #1



Witch Hunter



Handgunners



great tactican



Prelate on Altar of Battle



Reiters #1



Reiters #2



Skirmishers

