



EMPIRE OF SONNSTAHL

EMPIRE 2500 TOURNAMENT - 7 119 POINTS



694 pts (10.00 %) 328 pts (5.00 %) 368 pts (5.00 %) 1191 pts (17.00 %) 4538 pts (64.00 %) 0 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

205 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Archwizard	4	3	3	3	4	3	3	1	8	Infantry

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



MARSHAL #1

Marshal - Standard - Infantry - 20x20mm

123 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marchal	4	5	5	4	4	3	5	3	9	Infantry
Bonus : Seasoned General	-	+1	-	-	-	-	-	-	-	
Model Rules	Orders • Plate Armour									

Options	May take a Shield • Seasoned General • Charm of Cursed Iron
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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	Repeater Gun
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CAPTAIN #1

Captain - Standard - Infantry - 20x20mm

72 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
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CAPTAIN - BSB

Captain - BSB - Standard - Infantry - 20x20mm

97 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
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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									

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



HEAVY INFANTRY #2

Heavy Infantry x48 - Standard - Infantry - 20x20mm

1 823 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 • Banner of Courage
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HEAVY INFANTRY #1

Heavy Infantry x46 - Standard - Infantry - 20x20mm

1 852 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	Swap Shield for Halberd • Champion • Musician • Standard Bearer • (Seasoned General) Veterans
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LIGHT INFANTRY #1
Light Infantry **x19** - Standard - Infantry - 20x20mm

863 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
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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	




KNIGHTLY ORDERS #1
Knightly Orders **x6** - Standard - Infantry - 20x20mm

771 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 • Standard Bearer
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MORTAR #1
Mortar **x2** - Standard - Infantry - 20x20mm

220 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	

Rare



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

464 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
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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

Dispel Scroll:

Charm of Cursed Iron:

Magic banners

Banner of Courage:

Model Rules

Armour Piercing (1):

Barding:

Blessings:

Bodyguard (Knight Commander, General):

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

Channel:

Crossbow:

Divine Attacks:

Engineer:

Fear:

Grinding Attacks:

Halberd:

Heavy Armour:

Innate Defence (1+):

Lance:

Large Target:

Light Armour:

Mount's Protection (6+):

Orders:

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

Plate Armour:

Random Movement (*):

Repeater Gun:

Shield:

Steam Engine:

Steam Powered Cannon:

Support Unit:

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

Terror:

Unbreakable:

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



Captain #1



Captain - BSB



Heavy Infantry #2



Heavy Infantry #1



Knightly Orders #1



Knights of the Sun Griffon #1



Light Infantry #1



Marshal #1



Mortar #1



Preacher #1



Preacher #2



Steam Tank

