



EMPIRE OF SONNSTAHL

NEW MERCENARIES - 8 644 POINTS



140 pts (2.00 %) 200 pts (2.00 %) 348 pts (4.00 %) 3536 pts (41.00 %) 4420 pts (51.00 %) 20 pts (0.00 %)

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

Lords

PRELATE #1

Prelate - Standard - Infantry - 20x20mm

200 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Prelate	4	4	3	4	4	3	4	2	9	Infantry
Horse	8	3	-	3	3	1	3	1	3	War Beast
Model Rules	Blessings • Divine Attacks • High Pontiff • Channel • Heavy Armour									
Model Rules (Horse)	Mount's Protection (6+)									
Model Rules (Horse)	Mount's Protection (6+)									

Options | Mount : Horse • May take Barding • King Slayer • Hardened Shield • Lucky Charm x1 • Locket of Sunna

Heroes

ARTIFICER #1

Artificer - Standard - Infantry - 20x20mm

90 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 • Ring of Fire

CAPTAIN - BSB

Captain - BSB - Standard - Infantry - 20x20mm

124 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 | Great Weapon • Blessed Armour of Frederick the Great – models on foot only

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



PREACHER #3

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 #1

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	Spear • Champion • Musician • Standard Bearer
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HEAVY INFANTRY #2

Heavy Infantry x40 - Standard - Infantry - 20x20mm

1 790 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 • Flaming Standard
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STATE MILITIA #1

State Militia x10 - Standard - Infantry - 20x20mm

430 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 • May Skirmish (max 15 models)
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STATE MILITIA #2

State Militia x10 - Standard - Infantry - 20x20mm

430 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 • May Skirmish (max 15 models)
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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	



FLAGELLANTS #2

Flagellants x20 - Standard - Infantry - 20x20mm

1 090 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



IMPERIAL GUARD #1

Imperial Guard x38 - Standard - Infantry - 20x20mm

977 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

Champion • Musician • Standard Bearer • Rending Banner



KNIGHTLY ORDERS #1

Knightly Orders x9 - Standard - Infantry - 20x20mm

884 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 Discipline



REITERS #1

Reiters x5 - Standard - Infantry - 20x20mm

385 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									

Options	May take Heavy Armour • Light Lance and shield
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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	Arcane Shield
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Magics

Magic items

Ring of Fire:

Blessed Armour of Frederick the Great – models on foot only:

Hardened Shield:

King Slayer:

Locket of Sunna:

Lucky Charm:

Magic banners

Flaming Standard:

Rending Banner:

Banner of Discipline:

Model Rules

Barding:

Blessings:

Bodyguard:

Bodyguard (Knight Commander, General):

Channel:

Divine Attacks:

Engineer:

Fanatical:

Fast Cavalry:

Fire on Impact!:

Flail:

Hand Weapon:

Heavy Armour:

High Pontiff:

Lance:

Large Target:

Light Armour:

Mount's Protection (6+):

Orders:

Paired Weapons:

Parent Unit:

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

Pistol:

Plate Armour:

Shield:

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

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.

Arcane Engine #1



Artificer #1



Cannon #1



Cannon #2



Captain - BSB



Flagellants #2



Heavy Infantry #1



Heavy Infantry #2



Imperial Guard #1



Knightly Orders #1



Preacher #2



Preacher #3



Prelate #1



Reiters #1



State Militia #1



State Militia #2

