



EMPIRE OF SONNSTAHL


TIRS COPY - 5 653 POINTS



814 pts (14.00 %) 295 pts (5.00 %) 433 pts (8.00 %) 546 pts (10.00 %) 3565 pts (63.00 %) 100 pts (2.00 %)

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


Lords



MARSHAL #1

Marshal - Standard - Infantry - 20x20mm


295 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	-	-	-	-	-	-	-	
Great Griffon	7	5	-	6	5	4	5	4	7	Monstrous Beast
Model Rules	Orders • Plate Armour									
Model Rules (Great Griffon)	Fear • Fly (8) • Large Target									
Model Rules (Great Griffon)	Fear • Fly (8) • Large Target									

Options | Mount : Great Griffon • Seasoned General • Ogre Sword • Hardened Shield • Talisman of Supreme Shielding x1


Heroes



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



PREACHER #1


Preacher - Standard - Infantry - 20x20mm

106 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 | Great Weapon • Bluffer's Helm - cannot be taken by Large Targets



WIZARD #1

Wizard - Standard - Infantry - 20x20mm

105 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) • Shielding Scroll

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



WIZARD #1

Wizard - Standard - Infantry - 20x20mm

125 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) • Dispel Scroll
Magic	Level 1 Wizard Apprentice . Generates spells from one of the Battle Magic Paths.

Core



ELECTORAL CAVALRY #1

Electoral Cavalry x5 - Standard - Infantry - 20x20mm

470 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	3	3	3	3	1	3	1	8	Cavalry
Horse	8	3	-	3	3	1	3	1	3	
Model Rules	Mount's Protection (6+) • Barding • Plate Armour • Great Weapon									

Options	May replace Great Weapon with Lance • May take Shields • Standard Bearer
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ELECTORAL CAVALRY #1

Electoral Cavalry x5 - Standard - Infantry - 20x20mm

470 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	3	3	3	3	1	3	1	8	Cavalry
Horse	8	3	-	3	3	1	3	1	3	
Model Rules	Mount's Protection (6+) • Barding • Plate Armour • Great Weapon									

Options	May replace Great Weapon with Lance • May take Shields • Standard Bearer
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LIGHT INFANTRY #1

Light Infantry x20 - Standard - Infantry - 20x20mm

945 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Light Infantry	4	3	3	3	3	1	3	1	7	Infantry
Bonus : Veterans	-	-	+1	-	-	-	-	-	-	
Champion	4	4	4	3	3	1	3	2	7	Infantry
Model Rules	Support Unit • Crossbow									
Model Rules (Bonus : Veterans)	Light Armour									

Options	May replace Crossbow with Handgun • Champion • May replace Handgun with Long Rifle • Musician • Standard Bearer • (Seasoned General) Veterans
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STATE MILITIA #1

State Militia x10 - Standard - Infantry - 20x20mm

410 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	Standard Bearer
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STATE MILITIA #1
State Militia x10 - Standard - Infantry - 20x20mm

410 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	Standard Bearer
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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 #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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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 #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	



FLAGELLANTS #1
Flagellants x27 - Standard - Infantry - 20x20mm

236 POINTS



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



MORTAR #1

Mortar - Standard - Infantry - 20x20mm

110 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



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



KNIGHTS OF THE SUN GRIFFON #1

Knights of the Sun Griffon x3 - Standard - Infantry - 20x20mm

444 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	4	3	4	3	1	4	1	8	Cavalry
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 • Standard Bearer



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

Hardened Shield:

Ogre Sword:

Talisman of Supreme Shielding:

Bluffer's Helm - cannot be taken by Large Targets:

Shielding Scroll:

Dispel Scroll:

Model Rules

Armour Piercing (1):

Barding:

Blessings:

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

Channel:

Crossbow:

Divine Attacks:

Fanatical:

Fear:

Flail:

Great Weapon:

Grinding Attacks:

Halberd:

Heavy Armour:

Innate Defence (1+):

Large Target:

Light Armour:

Mount's Protection (6+):

Orders:

Paired Weapons:

Plate Armour:

Random Movement (*):

Repeater Gun:

Steam Engine:

Steam Powered Cannon:

Support Unit:

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

Terror:

Unbreakable:

Zealots:

Qr codes of your army

You 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



Cannon #1



Cannon #1



Captain - BSB



Electoral Cavalry #1



Electoral Cavalry #1



Flagellants #1



Knights of the Sun Griffon #1



Light Infantry #1



Marshal #1



Mortar #1



Preacher #1



State Militia #1



State Militia #1



State Militia #1



State Militia #1



Steam Tank



Wizard #1



Wizard #1

