



# EMPIRE OF SONNSTAHL

## PRINCIPE MARCUS - 6 159 POINTS



734 pts (12.00 %) 715 pts (12.00 %) 259 pts (4.00 %) 935 pts (15.00 %) 3516 pts (57.00 %) 0 pts (0.00 %)

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

### Lords

**YAZTROMO**

Archwizard - Standard - Infantry - 20x20mm

**200 POINTS**

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

<b>Options</b>	Level 4 (Wizard Master)
<b>Magic</b>	Level 3 Wizard Master . Generates spells from one of the Battle Magic Paths.

**PRINCIPE MARCUS**

Marshal - Standard - Infantry - 20x20mm

**515 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marchal	4	5	5	4	4	3	5	3	9	Infantry
Bonus : Imperial Prince	-	-	-	-	-	-	-	+1	-	

<b>Model Rules</b>	Orders • Plate Armour
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<b>Options</b>	Dragon (Imperial Prince only) • Imperial Prince • The Sonnstahl
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### Heroes

**CAPTAIN - BSB**

Captain - BSB - Standard - Infantry - 20x20mm

**100 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Captain	4	5	5	4	4	2	5	3	8	Infantry

<b>Model Rules</b>	Orders • Heavy Armour
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<b>Options</b>	Plate Armour • Hardened Shield
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**CARLOS**

Preacher - Standard - Infantry - 20x20mm

**77 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Preacher	4	4	4	4	4	2	4	2	8	Infantry

<b>Model Rules</b>	Channel • Blessings • Divine Attacks • Heavy Armour
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<b>Options</b>	May take a Shield • Dragonscale Helm
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### PABLO

Preacher - Standard - Infantry - 20x20mm

82 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Preacher	4	4	4	4	4	2	4	2	8	Infantry
<b>Model Rules</b>	Channel • Blessings • Divine Attacks • Heavy Armour									

<b>Options</b>	May take a Shield • The Black Helm
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## Core



### ELECTORAL CAVALRY #1

Electoral Cavalry x6 - Standard - Infantry - 20x20mm

510 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	
<b>Model Rules</b>	Mount's Protection (6+) • Barding • Plate Armour • Great Weapon									

<b>Options</b>	May replace Great Weapon with Lance • May take Shields • Champion • Musician • Standard Bearer
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### HEAVY INFANTRY #1

Heavy Infantry x51 - Standard - Infantry - 20x20mm

1 836 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	
<b>Model Rules</b>	Support Unit (Only units of 20 or less models) • Parent Unit (Only units of 21 or more models) • Light Armour • Shield									

<b>Options</b>	Swap Shield for Halberd • Champion • Musician • Standard Bearer
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### STATE MILITIA #1

State Militia x5 - Standard - Infantry - 20x20mm

390 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
State Militia	4	3	3	3	3	1	3	1	6	Infantry
<b>Model Rules</b>	Support Unit (Only units of 20 or less models) • Paired Weapons									

<b>Options</b>	Pistol
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### STATE MILITIA #2

State Militia x5 - Standard - Infantry - 20x20mm

390 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
State Militia	4	3	3	3	3	1	3	1	6	Infantry
<b>Model Rules</b>	Support Unit (Only units of 20 or less models) • Paired Weapons									

<b>Options</b>	Pistol
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**STATE MILITIA #3**  
State Militia **x5** - Standard - Infantry - 20x20mm

**390 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
State Militia	4	3	3	3	3	1	3	1	6	Infantry
<b>Model Rules</b>	Support Unit (Only units of 20 or less models) • Paired Weapons									

<b>Options</b>	Bow
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**Special**



**IMPERIAL GUARD #1**  
Imperial Guard **x20** - Standard - Infantry - 20x20mm

**810 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	
<b>Model Rules</b>	Parent Unit • Bodyguard • Hand Weapon • Plate Armour • Shield									

<b>Options</b>	May replace Shield with Great Weapon • Champion • Musician • Standard Bearer
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**VOLLEY GUN #1**  
Volley Gun - Standard - Infantry - 20x20mm

**125 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	6	-	-	-	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

**434 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
<b>Model Rules</b>	Fear • Mount's Protection (6+) • Halberd • Plate Armour									
<b>Model Rules (Young Griffon)</b>	Armour Piercing (1)									

<b>Options</b>	May replace Halberd with Lance and Shield
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**STEAM TANK**  
Steam Tank - Standard - Infantry - 20x20mm

**300 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
<b>Model Rules</b>	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:

The Sonnstahl:

Dragonscale Helm:

The Black Helm:

## Model Rules

Armour Piercing (1):

Barding:

Blessings:

Bodyguard:

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

Channel:

Divine Attacks:

Fear:

Great Weapon:

Grinding Attacks:

Halberd:

Hand Weapon:

Heavy Armour:

Innate Defence (1+):

Large Target:

Light Armour:

Mount's Protection (6+):

Orders:

Paired Weapons:

Parent Unit:

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

Plate Armour:

Random Movement (\*):

Repeater Gun:

Shield:

Steam Engine:

Steam Powered Cannon:

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

Terror:

Unbreakable:

## 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.

Yaztromo



Captain - BSB



Electoral Cavalry #1



Heavy Infantry #1



Imperial Guard #1



Knights of the Sun Griffon #1



Principe Marcus



Carlos



Pablo



State Militia #1



State Militia #2



State Militia #3



Steam Tank



Volley Gun #1

