



EMPIRE OF SONNSTAHL

LISTE TOURNOI - 6 666 POINTS



230 pts (3.00 %) 454 pts (7.00 %) 517 pts (8.00 %) 1765 pts (26.00 %) 3700 pts (56.00 %) 160 pts (2.00 %)

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

Lords

MARSHAL #2

Marshal - Standard - Infantry - 20x20mm

139 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 | Great Weapon • Seasoned General • Blessed Armour of Frederick the Great – models on foot only

PRELATE #1

Prelate - Standard - Infantry - 20x20mm

315 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 • May take Barding • Star Mace • Dragonscale Helm

Notes | count +40 as update on Altar

Heroes

ARTIFICER #1

Artificer - Standard - Infantry - 20x20mm

80 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 • May become a Master Artificer

CAPTAIN - BSB

Captain - BSB - Standard - Infantry - 20x20mm

90 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 | Lucky Shield



INQUISITOR #1

Inquisitor - Standard - Infantry - 20x20mm

117 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	Daemon Hunter • May take a Shield • May take Plate Armour • Skull Splitter • Talisman of Shielding x1
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WIZARD #2

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) • Tome of Arcane Lore (Heroes)
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



HEAVY INFANTRY #1

Heavy Infantry x50 - Standard - Infantry - 20x20mm

1 900 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	-	-	
Model Rules	Support Unit (Only units of 20 or less models) • Parent Unit (Only units of 21 or more models) • Light Armour • Shield									

Options	(Seasoned General) Veterans • Halberds
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LIGHT INFANTRY #2

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	Musician
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LIGHT INFANTRY #1
Light Infantry **x20** - Standard - Infantry - 20x20mm

920 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	-	-	-	-	-	-	
Model Rules	Support Unit • Crossbow									
Model Rules (Bonus : Veterans)	Light Armour									

Options	May replace Crossbow with Handgun • Musician • (Seasoned General) Veterans
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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	



FLAGELLANTS #1
Flagellants **x30** - Standard - Infantry - 20x20mm

1 170 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
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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	



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	Brace of Pistols
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Rare



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

Lucky Shield:

Skull Splitter:

Talisman of Shielding:

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

Dragonscale Helm:

Star Mace:

Tome of Arcane Lore (Heroes):

Dispel Scroll:

Model Rules

(Daemon Hunter) Divine Attacks:

(Daemon Hunter) Hatred (Otherworldly):

(Vampire Hunter) Flaming Attacks:

(Vampire Hunter) Magical Attacks:

Blessings:

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

Channel:

Crossbow:

Divine Attacks:

Engineer:

Fanatical:

Fast Cavalry:

Fire on Impact!:

Flail:

Grinding Attacks:

Heavy Armour:

High Pontiff:

Immune to Psychology:

Innate Defence (1+):

Large Target:

Lethal Strike:

Light Armour:

Magic Resistance (2):

Mount's Protection (6+):

Multiple Wounds (D3):

Not A Leader:

Orders:

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

Pistol:

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:

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.

Artificer #1



Cannon #1



Captain - BSB



Flagellants #1



Heavy Infantry #1



Inquisitor #1



Light Infantry #2



Light Infantry #1



Marshal #2



Mortar #1



Prelate #1



Reiters #1



Steam Tank



Wizard #2



Wizard #1

