



EMPIRE OF SONNSTAHL

1250 PKT - TESTSPIEL - BEMALT!!1 - 4 435 POINTS



0 pts (0.00%) 0 pts (0.00%) 397 pts (9.00%) 990 pts (22.00%) 3048 pts (69.00%) 45 pts (1.00%)

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

Heroes



HAUPTMANN AUF PEGASUS

Captain - Standard - Infantry - 20x20mm

167 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Captain	4	5	5	4	4	2	5	3	8	Infantry
Pegasus	7	4	-	4	4	3	4	2	6	Monstrous Beast
Model Rules	Orders • Heavy Armour									
Model Rules (Pegasus)	Fly (8) • Mount's Protection (6+)									
Model Rules (Pegasus)	Fly (8) • Mount's Protection (6+)									

Options	Shield • Plate Armour • Mount : Pegasus
Magic items	Hero's Sword (Heroes) - Characters only • Dusk Stone



HAUPTMANN - ARMEESTANDARTE

Captain - BSB - Standard - Infantry - 20x20mm

105 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	Plate Armour
Magic items	Lucky Shield
Magic banners	Banner of Courage (Banner Enchantment)



ZAUBERER STUFE 2

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

Core



RITTER

Electoral Cavalry x5 - Standard - Infantry - 20x20mm

495 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	
Model Rules	Mount's Protection (6+) • Barding • Plate Armour • Great Weapon									

Options	May replace Great Weapon with Lance • May take Shields • Champion • Musician • Standard Bearer
Magic banners	Gleaming Icon (Banner Enchantment)



HELLEBARDENTRAGER
Heavy Infantry x24 - Standard - Infantry - 20x20mm

1 713 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	Champion • Musician • Standard Bearer • Halberds
Magic banners	War Standard (Banner Enchantment)



FREISCHAERLER
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	May Skirmish (max 15 models)
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BOGENSCHUETZEN
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	Bow • May Skirmish (max 15 models)
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Special



KANONE
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	



ZWEIHANDKAMPFER
Imperial Guard x25 - Standard - Infantry - 20x20mm

890 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	May replace Shield with Great Weapon • Champion • Musician • Standard Bearer
Magic banners	Banner of Unity (Banner Enchantment)

Magics

Magic items

Dispel Scroll:

Dusk Stone:

Hero's Sword (Heroes) - Characters only:

Lucky Shield:

Magic banners

Banner of Courage:

Banner of Unity:

Gleaming Icon:

War Standard:

Model Rules

Barding:

Bodyguard:

Great Weapon:

Hand Weapon:

Heavy Armour:

Light Armour:

Mount's Protection (6+):

Orders:

Paired Weapons:

Parent Unit:

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

Plate Armour:

Shield:

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

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.

Kanone



Hauptmann auf Pegasus



Hauptmann - Armeestandarte



Ritter



Hellebardenträger



Zweihandkämpfer



Freischaerler



Bogenschuetzen



Zauberer Stufe 2

