



# EMPIRE OF SONNSTAHL

## LIST EMPIRE OF SONNSTAHL - V1 #17 - 6 349 POINTS



641 pts (10.00%) 399 pts (6.00%) 252 pts (4.00%) 1392 pts (22.00%) 3665 pts (58.00%) 0 pts (0.00%)

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

### Lords



#### ARCHWIZARD #1

Archwizard - Standard - Infantry - 20x20mm

210 POINTS



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

|                    |  |
|--------------------|--|
| <b>Magic items</b> | Dispel Scroll • Talisman of Shielding  |
| <b>Magic</b>       | Level 3 Wizard Master . Generates spells from one of the Battle Magic Paths. |



#### MARSHAL #1

Marshal - Standard - Infantry - 20x20mm

189 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 | -  | - | - | - | - | - | -  |          |
| <b>Model Rules</b>       | Orders • Plate Armour |    |    |   |   |   |   |   |    |          |

|                    |   |
|--------------------|---|
| <b>Options</b>     | Great Weapon • Seasoned General   |
| <b>Magic items</b> | Blessed Armour of Frederick the Great – models on foot only • Sprout of Rebirth |

### Heroes



#### CAPTAIN - BSB

Captain - BSB - Standard - Infantry - 20x20mm

147 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 |    |    |   |   |   |   |   |    |          |

|                    |   |
|--------------------|---|
| <b>Options</b>     | Shield • Plate Armour   |
| <b>Magic items</b> | Hero's Sword (Heroes) - Characters only • Hardened Shield • Talisman of Greater Shielding |



#### 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 |

|                    |  |
|--------------------|--|
| <b>Options</b>     | Level 2 (Wizard Apprentice)  |
| <b>Magic items</b> | Tome of Arcane Lore (Heroes)   |
| <b>Magic</b>       | Level 1 Wizard Apprentice . Generates spells from one of the Battle Magic Paths. |

### Core



**HEAVY INFANTRY #1**  
Heavy Infantry x50 - Standard - Infantry - 20x20mm

**1 880** 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 | - | -  |          |
| 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> | Spear • Champion • Musician • Standard Bearer • (Seasoned General) Veterans |
|----------------|---|



**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 |
| <b>Model Rules</b>                    | Support Unit • Crossbow |    |    |   |   |   |   |   |    |          |
| <b>Model Rules (Bonus : Veterans)</b> | Light Armour            |    |    |   |   |   |   |   |    |          |

|                |   |
|----------------|---|
| <b>Options</b> | May replace Crossbow with Handgun • Champion • May replace Handgun with Long Rifle • Musician • Standard Bearer • (Seasoned General) Veterans |
|----------------|---|



**STATE MILITIA #2**  
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 |
| <b>Model Rules</b> | Support Unit (Only units of 20 or less models) • Paired Weapons |    |    |   |   |   |   |   |    |          |

|                |                              |
|----------------|------------------------------|
| <b>Options</b> | May Skirmish (max 15 models) |
|----------------|------------------------------|



**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 |
| <b>Model Rules</b> | Support Unit (Only units of 20 or less models) • Paired Weapons |    |    |   |   |   |   |   |    |          |

|                |                                    |
|----------------|------------------------------------|
| <b>Options</b> | Bow • May Skirmish (max 15 models) |
|----------------|------------------------------------|

**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  |             |



### IMPERIAL GUARD #1

Imperial Guard x38 - *Standard - Infantry - 20x20mm*

932 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> | Champion • Musician • Standard Bearer |  |  |  |  |  |  |  |  |  |
|----------------|---------------------------------------|--|--|--|--|--|--|--|--|--|



### 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*

75 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  |         |

|                    |  |  |  |  |  |  |  |  |  |  |
|--------------------|--|--|--|--|--|--|--|--|--|--|
| <b>Model Rules</b> | Fire on Impact! • Fast Cavalry • Pistol • Mount's Protection (6+) • Light Armour |  |  |  |  |  |  |  |  |  |
|--------------------|--|--|--|--|--|--|--|--|--|--|



### REITERS #2

Reiters x5 - *Standard - Infantry - 20x20mm*

75 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  |         |

|                    |  |  |  |  |  |  |  |  |  |  |
|--------------------|--|--|--|--|--|--|--|--|--|--|
| <b>Model Rules</b> | Fire on Impact! • Fast Cavalry • Pistol • Mount's Protection (6+) • Light Armour |  |  |  |  |  |  |  |  |  |
|--------------------|--|--|--|--|--|--|--|--|--|--|

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  |         |

|                    |                                       |  |  |  |  |  |  |  |  |  |
|--------------------|---------------------------------------|--|--|--|--|--|--|--|--|--|
| <b>Model Rules</b> | Large Target • Channel • Heavy Armour |  |  |  |  |  |  |  |  |  |
|--------------------|---------------------------------------|--|--|--|--|--|--|--|--|--|

Options

Arcane Shield



## KNIGHTS OF THE SUN GRIFFON #1

Knights of the Sun Griffon x4 - Standard - Infantry - 20x20mm

501 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 • Standard Bearer |
| <b>Magic banners</b> | Gleaming Icon (Banner Enchantment)                          |

## Magics

### Magic items

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

**Dispel Scroll:**

**Hardened Shield:**

**Hero's Sword (Heroes) - Characters only:**

**Sprout of Rebirth:**

**Talisman of Greater Shielding:**

**Talisman of Shielding:**

**Tome of Arcane Lore (Heroes):**

### Magic banners

**Gleaming Icon:**

### Model Rules

**Armour Piercing (1):**

**Bodyguard:**

**Channel:**

**Crossbow:**

**Fast Cavalry:**

**Fear:**

**Fire on Impact!:**

**Halberd:**

**Hand Weapon:**

**Heavy Armour:**

**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:

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.

Arcane Engine #1



Archwizard #1



Cannon #1



Cannon #2



Captain - BSB



Heavy Infantry #1



Imperial Guard #1



Knights of the Sun Griffon #1



Light Infantry #1



Marshal #1



Mortar #1



Reiters #1



Reiters #2



State Militia #2



State Militia #1



Wizard #2

