



EMPIRE OF SONNSTAHL

DENZL - 7 407 POINTS



854 pts (12.00 %) 526 pts (7.00 %) 334 pts (5.00 %) 1291 pts (17.00 %) 4402 pts (59.00 %) 175 pts (2.00 %)

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

Lords



KNIGHT COMMANDER #1

Knight Commander - Standard - Infantry - 20x20mm

225 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight Commander	4	6	3	4	4	3	6	4	9	Cavalry
Horse	8	3	-	3	3	1	3	1	3	
Young Griffon	7	4	-	5	4	3	4	3	7	
Model Rules	Mount's Protection (6+) • Barding • Plate Armour									
Model Rules (Young Griffon)	Fear • Armour Piercing (1) • Mount's Protection (6+)									
Model Rules (Young Griffon)	Fear • Armour Piercing (1) • Mount's Protection (6+)									

Options	Mount : Young Griffon
Magic items	Hammer of Witches • Hardened Shield • The Winter Cloak



PRELATE #1

Prelate - Standard - Infantry - 20x20mm

301 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	Great Weapon • Mount : Altar of Battle
Magic items	Dragonscale Helm • Locket of Sunna

Heroes



ARTIFICER #1

Artificer - Standard - Infantry - 20x20mm

55 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									



CAPTAIN - BSB

Captain - BSB - Standard - Infantry - 20x20mm

144 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Captain	4	5	5	4	4	2	5	3	8	Infantry
Horse	8	3	-	3	3	1	3	1	3	War Beast
Model Rules	Orders • Heavy Armour									
Model Rules (Horse)	Mount's Protection (6+)									
Model Rules (Horse)	Mount's Protection (6+)									

Options	Plate Armour • Great Weapon • Mount : Horse • May take Barding
Magic items	The Black Helm • Gemstone Amulet



WIZARD #1

Wizard - Standard - Infantry - 20x20mm

135 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) • May ride a Horse
Magic items	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

460 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	Standard Bearer
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ELECTORAL CAVALRY #2

Electoral Cavalry x5 - Standard - Infantry - 20x20mm

480 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 • Standard Bearer
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HEAVY INFANTRY #1

Heavy Infantry x20 - Standard - Infantry - 20x20mm

1 650 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	Spear • Champion • Musician • Standard Bearer
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HEAVY INFANTRY #2

Heavy Infantry x47 - Standard - Infantry - 20x20mm

1 812 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 Swap Shield for Halberd • Champion • Musician • Standard Bearer

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 x17 - Standard - Infantry - 20x20mm

1 066 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



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



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

484 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	4	3	4	3	1	4	1	8	Cavalry
Champion	4	5	4	4	3	1	4	2	8	
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 • Champion • Standard Bearer
Magic banners	Holy Icon (Banner Enchantment)



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

Dispel Scroll:

Dragonscale Helm:

Gemstone Amulet:

Hammer of Witches:

Hardened Shield:

Locket of Sunna:

The Black Helm:

The Winter Cloak:

Magic banners

Holy Icon:

Model Rules

Armour Piercing (1):

Barding:

Blessings:

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

Channel:

Divine Attacks:

Engineer:

Fanatical:

Fear:

Flail:

Great Weapon:

Grinding Attacks:

Halberd:

Heavy Armour:

High Pontiff:

Innate Defence (1+):

Large Target:

Light Armour:

Mount's Protection (6+):

Orders:

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:

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



Artificer #1



Cannon #1



Captain - BSB



Electoral Cavalry #1



Electoral Cavalry #2



Flagellants #1



Heavy Infantry #1



Heavy Infantry #2



Knight Commander #1



Knights of the Sun Griffon #1



Prelate #1



Steam Tank



Volley Gun #1



Wizard #1

