



# EMPIRE OF SONNSTAHL

## FLAGELLANTS - 8 780 POINTS



140 pts (2.00%)   348 pts (4.00%)   505 pts (6.00%)   2665 pts (30.00%)   5122 pts (58.00%)   160 pts (2.00%)

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

### Lords



#### PRELATE #1

Prelate - Standard - Infantry - 20x20mm

**348 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	-	
<b>Model Rules</b>	Blessings • Divine Attacks • High Pontiff • Channel • Heavy Armour									
<b>Model Rules (Altar of Battle)</b>	Large Target • Stubborn • Ward Save (4+)									
<b>Model Rules (Altar of Battle)</b>	Large Target • Stubborn • Ward Save (4+)									

<b>Options</b>	May take a Shield • Mount : Altar of Battle • May take Barding
<b>Magic items</b>	Ring of Fire • Blade of Strife

### Heroes



#### ARTIFICER #2

Artificer - Standard - Infantry - 20x20mm

**65 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Artificer	4	3	4	3	3	2	3	1	7	Infantry
<b>Model Rules</b>	Engineer • Light Armour									

<b>Options</b>	Repeater Pistol
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#### 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
<b>Model Rules</b>	Engineer • Light Armour									

<b>Options</b>	Repeater Gun • May become a Master Artificer
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#### CAPTAIN - BSB

Captain - BSB - Standard - Infantry - 20x20mm

**170 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>	Plate Armour
<b>Magic items</b>	Star Mace
<b>Magic banners</b>	Rending Banner (Banner Enchantment)



### WIZARD #2

Wizard - Standard - Infantry - 20x20mm

90 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</b>	Level 1 Wizard Apprentice . Generates spells from one of the Battle Magic Paths.



### WIZARD #1

Wizard - Standard - Infantry - 20x20mm

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wizard	4	3	3	3	3	2	3	1	7	Infantry

<b>Magic items</b>	Dispel Scroll
<b>Magic</b>	Level 1 Wizard Apprentice . Generates spells from one of the Battle Magic Paths.

## Core



### HEAVY INFANTRY #2

Heavy Infantry x38 - Standard - Infantry - 20x20mm

1 758 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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### HEAVY INFANTRY #1

Heavy Infantry x39 - Standard - Infantry - 20x20mm

1 764 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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### LIGHT INFANTRY #1

Light Infantry x10 - Standard - Infantry - 20x20mm

800 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Light Infantry	4	3	3	3	3	1	3	1	7	Infantry
<b>Model Rules</b>	Support Unit • Crossbow									

<b>Options</b>	May replace Crossbow with Handgun
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**LIGHT INFANTRY #2**  
Light Infantry x10 - Standard - Infantry - 20x20mm

**800** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Light Infantry	4	3	3	3	3	1	3	1	7	Infantry
<b>Model Rules</b>	Support Unit • Crossbow									

<b>Options</b>	May replace Crossbow with Handgun
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**Special**



**VRILLE**  
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	



**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	
<b>Model Rules</b>	Unbreakable • Fanatical • Zealots • Flail									

<b>Options</b>	Champion
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**FLAGELLANTS #2**  
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	
<b>Model Rules</b>	Unbreakable • Fanatical • Zealots • Flail									

<b>Options</b>	Champion
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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



## 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									

<b>Options</b>	Arcane Shield
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### Magics

#### Magic items

- Blade of Strife:
- Dispel Scroll:
- Ring of Fire:
- Star Mace:

#### Magic banners

- Rendering Banner:

#### Model Rules

- Blessings:
- Channel:
- Crossbow:
- Divine Attacks:
- Engineer:
- Fanatical:
- Flail:
- Heavy Armour:
- High Pontiff:
- Large Target:
- Light Armour:
- Orders:
- Parent Unit (Only units of 21 or more models):
- Shield:
- Support Unit:
- Support Unit (Only units of 20 or less models):
- 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 #2



Artificer #1



Vrille



Cannon #2



Captain - BSB



Flagellants #1



Flagellants #2



Heavy Infantry #2



Heavy Infantry #1



Light Infantry #1



Light Infantry #2



Prelate #1



Volley Gun #1



Wizard #2



Wizard #1

