



0 pts (0.00%) 149 pts (3.00%) 376 pts (8.00%) 1375 pts (28.00%) 3084 pts (62.00%) 10 pts (0.00%)
Rare **Lords** **Heroes** **Special** **Core** **Mount**
 (25 Max) (50 Max) (50 Max) (50 Max) (25 Least) (0 NoLimit)

Lords



MARSHAL #1

Marshal - Standard - Infantry - 20x20mm

149 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	-	-	-	-	-	-	-	
Horse	8	3	-	3	3	1	3	1	3	War Beast
Model Rules	Orders • Plate Armour									
Model Rules (Horse)	Mount's Protection (6+)									
Model Rules (Horse)	Mount's Protection (6+)									

Options	May take a Shield • Lance • Mount : Horse • May take Barding • Seasoned General
Magic items	Flaming Lance • Talisman of Shielding

Heroes



CAPTAIN #1

Captain - Standard - Infantry - 20x20mm

109 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 • Great Weapon
Magic items	Blessed Armour of Frederick the Great – models on foot only



CAPTAIN - BSB

Captain - BSB - Standard - Infantry - 20x20mm

142 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	Shield • Plate Armour • Mount : Horse • May take Barding
Magic items	Dusk Stone



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)
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	490 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
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	HEAVY INFANTRY #1 Heavy Infantry x34 - Standard - Infantry - 20x20mm	1 734 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
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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
Model Rules	Support Unit • Crossbow									

Options	May replace Crossbow with Handgun
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	STATE MILITIA #1 State Militia x15 - Standard - Infantry - 20x20mm	60 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									

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	



IMPERIAL GUARD #1

Imperial Guard x25 - Standard - Infantry - 20x20mm

865 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
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REITERS #1

Reiters x5 - Standard - Infantry - 20x20mm

410 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	3	4	3	3	1	3	1	7	Cavalry
Champion	4	4	5	3	3	1	3	2	7	
Horse	8	3	-	3	3	1	3	1	3	
Model Rules	Fire on Impact! • Fast Cavalry • Pistol • Mount's Protection (6+) • Light Armour									

Options	Repeater Gun • Champion • Musician
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Magics

Magic items

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

Dispel Scroll:

Dusk Stone:

Flaming Lance:

Talisman of Shielding:

Model Rules

Barding:

Bodyguard:

Crossbow:

Fast Cavalry:

Fire on Impact!:

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):

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.

Cannon #1



Captain #1



Captain - BSB



Electoral Cavalry #1



Heavy Infantry #1



Imperial Guard #1



Light Infantry #1



Marshal #1



Reiters #1



State Militia #1



Wizard #1

