

4500 Pts - Empire of
Sonnstahl Army

Bamber 9th december

Unit Name	##	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Type	Cost
Marshal	1	4	5	5	4	4	3	5	3	9	1+	5+	In	278.0
	Infantry; Orders; General; Inspiring Presence: Units within 12" (18" if TP) may use General's Leadership; Pistol; Range 12". Strength 4. Quick to Fire. Armour Piercing (1). Counts as Additional Hand Weapon in Close Combat.; Plate Armour; Shield													
<i>Dragon Mantle</i>	Wearer has Innate Defence (5+).													[50.0]
<i>Talisman of Greater Shielding</i>	Wearer has Ward Save (5+).													[50.0]
Light Infantry - Handgunners	18	4	3	3	3	3	1	3	1	7			In	286.0
	Infantry; Support Unit; Scoring; Handgun; Range 24". Strength 4. Unwieldy. Armour Piercing (1)													
Champion	1	4	3	3	3	3	1	3	2	7				[20.0]
	1	4	3	4	3	3	2	3	1	7	6+		In	
Artificer	Infantry; Engineer; Master Artificer: The Master Artificer may give the Order Ready! Aim! Fire! to a Parent Unit or Support Unit it has joined.; Repeater Gun; Range 24", Strength 4, Armour Piercing (1), Multiple shots (3), Unwieldy.; Light Armour; Armour Save (6+)													150.0
Light Infantry - Handgunners	18	4	3	3	3	3	1	3	1	7			In	286.0
	Infantry; Support Unit; Scoring; Handgun; Range 24". Strength 4. Unwieldy. Armour Piercing (1)													
Champion	1	4	3	3	3	3	1	3	2	7				[20.0]
Marshal - Battle Standard Bearer - Great Tactician	1	4	5	5	4	4	3	5/2	3	9	2+		In	230.0
	Infantry; Orders; Great Tactician; A Great Tactician may give two Orders per turn instead of one.; Plate Armour; Battle Standard Shield. The bearer gains an additional +1 to its Armour Save (for a total of +2) while using the shield. The bearer attacks with normal Close Combat Attacks at -3 Initiative (to a minimum of 1).													
<i>Hardened Shield</i>														[10.0]
Light Infantry - Handgunners	18	4	3	3	3	3	1	3	1	7			In	286.0
	Infantry; Support Unit; Scoring; Handgun; Range 24". Strength 4. Unwieldy. Armour Piercing (1)													
Champion	1	4	3	3	3	3	1	3	2	7				[20.0]
Light Infantry - Handgunners	20	4	3	3	3	3	1	3	1	7			In	280.0
	Infantry; Support Unit; Scoring; Handgun; Range 24". Strength 4. Unwieldy. Armour Piercing (1)													
Wizard Master	1	4	3	3	3	3	3	3	1	7			In	400.0
	Infantry; Wizard Master; 4 Learned Spells; The Pyromancy One use only. The bearer may add a single Magic Dice from its Dice Pool to a casting roll, after seeing the casting roll. Note that this cannot exceed the limit of max 5 Magic Dice used to cast spells.													
<i>Sceptre of Power</i>														[20.0]

	1	4	5	4	4	4	3	4	2	8	1+	Ca	
Prelate	Infantry; Channel; Ward-Breaker Attacks; Zaelot: may join units of Flagellants and gains Unbreakable while it remains in the unit; Blessings: A model part with this rule and all model parts in the same unit, except mounts, gain Hatred. A model with this rule can cast the following three Bound Spells (Power Level 3), each once per magic phase. These Bound Spells are type: Caster's Unit and Augment, and duration: Lasts One Turn.; Barding; Blessings; Shield; Horse											431.0	
<i>King Slayer</i>	The wielder gains +1 Strength and +1 Attack when attacking with this weapon for each enemy Character in base contact with the wielder's unit (this bonus is calculated and in effect at the Initiative step when the attacks are made).											[50.0]	
<i>Potion of Swiftmess</i>	One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn, the bearer gains +3 Initiative.											[10.0]	
<i>Armour of Volund</i>	Plate armour. Attacks against the wearer with Lethal Strike loses this special rule.											[35.0]	
<i>Sprout of Rebirth</i>	Wearer has regeneration (4+).											[80.0]	
Warhorse	1	8/7	3		3	3	1	3	1	5			[0.0]
	10	4	4	3	4	3	1	4	2	8	1+	Ca	
Knightly Orders	Cavalry; Stubborn; Bodyguard (Knight Commander, General); Scoring: Mount's Protection (6+); Barding; Lance; +2S on charge; Plate Armour; Shield; Standard; Musician; Warhorse											710.0	
<i>Rending Banner</i>	All non-character models in the bearer's unit gain Armour Piercing (1).											[70.0]	
Knight Champion	1	4	4	3	4	3	1	4	3	8	1+		[20.0]
Warhorse	11	8/7	3		3	3	1	3	1	5			[0.0]
	1					4	5					WM	
Imperial Artillery - Volley Gun	Volley Gun; Volley Gun (3D6*2) Artillery Weapon with Range 24", Strength 5, Armour Piercing (1)											235.0	
Crew	3	4	3	3	3	3	1	3	1	7			[0.0]
	1					4	5					WM	
Imperial Artillery - Volley Gun	Volley Gun; Volley Gun (3D6*2) Artillery Weapon with Range 24", Strength 5, Armour Piercing (1)											235.0	
Crew	3	4	3	3	3	3	1	3	1	7			[0.0]
	1					4	5					WM	
Imperial Artillery - Cannon	Cannon; This weapon can be fired in two ways: # As a Cannon Artillery Weapon with Range 72", Strength 3[10], Multiple Wounds (D3+1, Clipped Wings); #As a Volley Gun (2D6) Artillery Weapon with Range 12", Strength 4, Armour Piercing (3)											260.0	
Crew	3	4	3	3	3	3	1	3	1	7			[0.0]
	6	4	3	4	3	3	1	3	1	7	5+	Ca	
Reiters	Cavalry; Fast Cavalry; Mount's Protection (6+); Fire on Impact!: In the first Round of Combat after charging, a model with this rule makes 1 extra attack if equipped with Pistol or 2 extra attacks if equipped with Brace of Pistols or Repeater Pistol. These attacks are resolved at Initiative 10, Strength 4, Armor											216.0	

