



EMPIRE OF SONNSTAHL


SKOTTENLAND ARMEE - 7 694 POINTS



0 pts (0.00%) 314 pts (4.00%) 557 pts (7.00%) 2358 pts (31.00%) 4465 pts (58.00%) 10 pts (0.00%)

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


Lords



ROBERT BRUCE


Marshal - Standard - Infantry - 20x20mm

221 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marchal	4	5	5	4	4	3	5	3	9	Infantry
Bonus : Imperial Prince	-	-	-	-	-	-	-	+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 Pistol • Mount : Horse • Imperial Prince
Magic items	Armour of Volund



FATHER ANDERSON

Prelate - Standard - Infantry - 20x20mm


93 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Prelate	4	4	3	4	4	3	4	2	9	Infantry
Model Rules	Blessings • Divine Attacks • High Pontiff • Channel • Heavy Armour									

Options	Paired Weapons
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Heroes



ARTIFICER #1


Artificer - Standard - Infantry - 20x20mm

76 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									

Options	Handgun • May become a Master Artificer
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ARTIFICER #2

Artificer - Standard - Infantry - 20x20mm

76 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									

Options	Handgun • May become a Master Artificer
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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
Model Rules	Orders • Heavy Armour									

Options	Shield • Plate Armour
Magic banners	Rending Banner (Banner Enchantment)



INQUISITOR #1

Inquisitor - Standard - Infantry - 20x20mm

65 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Inquisitor	4	5	4	4	4	2	4	2	8	Infantry
Model Rules	(Daemon Hunter) Divine Attacks • (Vampire Hunter) Flaming Attacks • (Vampire Hunter) Magical Attacks • (Daemon Hunter) Hatred (Otherworldly) • Lethal Strike • Multiple Wounds (D3) • Immune to Psychology • Magic Resistance (2) • Not A Leader • Heavy Armour									

Options	Vampire Hunter • Crossbow
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INQUISITOR #2

Inquisitor - Standard - Infantry - 20x20mm

65 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Inquisitor	4	5	4	4	4	2	4	2	8	Infantry
Model Rules	(Daemon Hunter) Divine Attacks • (Vampire Hunter) Flaming Attacks • (Vampire Hunter) Magical Attacks • (Daemon Hunter) Hatred (Otherworldly) • Lethal Strike • Multiple Wounds (D3) • Immune to Psychology • Magic Resistance (2) • Not A Leader • Heavy Armour									

Options	Vampire Hunter • Crossbow
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INQUISITOR #3

Inquisitor - Standard - Infantry - 20x20mm

65 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Inquisitor	4	5	4	4	4	2	4	2	8	Infantry
Model Rules	(Daemon Hunter) Divine Attacks • (Vampire Hunter) Flaming Attacks • (Vampire Hunter) Magical Attacks • (Daemon Hunter) Hatred (Otherworldly) • Lethal Strike • Multiple Wounds (D3) • Immune to Psychology • Magic Resistance (2) • Not A Leader • Heavy Armour									

Options	Vampire Hunter • Crossbow
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BROTHER TUK

Preacher - Standard - Infantry - 20x20mm

68 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Preacher	4	4	4	4	4	2	4	2	8	Infantry
Model Rules	Channel • Blessings • Divine Attacks • Heavy Armour									

Options	Paired Weapons
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Core



ARGYLL REGIMENT
Heavy Infantry x50 - Standard - Infantry - 20x20mm

1 855 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
Magic banners	Banner of Discipline (Banner Enchantment)



SKOTTENLAND RIFLES
Light Infantry x20 - Standard - Infantry - 20x20mm

870 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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SKOTTENLAND RIFLES #2
Light Infantry x20 - Standard - Infantry - 20x20mm

870 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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SKOTTENLAND RIFLES #3
Light Infantry x20 - Standard - Infantry - 20x20mm

870 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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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	



SKOTTENLAND GUARDS

Imperial Guard x20 - *Standard - Infantry - 20x20mm*

810 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
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Options	May replace Shield with Great Weapon • Champion • Musician • Standard Bearer
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CURASSIERS

Reiters x6 - *Standard - Infantry - 20x20mm*

424 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	

Model Rules	Fire on Impact! • Fast Cavalry • Pistol • Mount's Protection (6+) • Light Armour
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Options	May take Heavy Armour • Brace of Pistols • Musician
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CURASSIERS #2

Reiters x6 - *Standard - Infantry - 20x20mm*

424 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	

Model Rules	Fire on Impact! • Fast Cavalry • Pistol • Mount's Protection (6+) • Light Armour
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Options	May take Heavy Armour • Brace of Pistols • Musician
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SKOTTENLAND LANCERS

Reiters x12 - *Standard - Infantry - 20x20mm*

500 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
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Options	Light Lance and shield • Champion • Musician
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Magics

Magic items

Armour of Volund:

Magic banners

Banner of Discipline:

Rending Banner:

Model Rules

(Daemon Hunter) Divine Attacks:

(Daemon Hunter) Hatred (Otherworldly):

(Vampire Hunter) Flaming Attacks:

(Vampire Hunter) Magical Attacks:

Blessings:

Bodyguard:

Channel:

Crossbow:

Divine Attacks:

Engineer:

Fast Cavalry:

Fire on Impact!:

Hand Weapon:

Heavy Armour:

High Pontiff:

Immune to Psychology:

Lethal Strike:

Light Armour:

Magic Resistance (2):

Mount's Protection (6+):

Multiple Wounds (D3):

Not A Leader:

Orders:

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

Your 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.

Artificer #1



Artificer #2



Cannon #1



Cannon #2



Captain - BSB



Argyll Regiment



Skottenland Guards



Inquisitor #1



Inquisitor #2



Inquisitor #3



Skottenland Rifles



Skottenland Rifles #2



Skottenland Riffler #3



Robert Bruce



Brother Tuk



Father Anderson



Currassiers



Currassiers #2



Skottenland Lancers

