



270 pts (6.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Powder Keg**      **Chained Beasts**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (30 Max)

### Characters

### GREAT KHAN #1

Great Khan - Large - Infantry - 40x40

## 270 POINTS

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	9			
Defensive	HP	Def	Res	Arm		
	5	6	5	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Great Khan	5	6	5	2	4	Sons of the Avalanche, Hand Weapon

### Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3>H Children of Umi</h3>				
<i>Mf</i>	(6+) {8+}	18"	Translation missing: en.magic_spell.type_target.Augment	One Turn
All Melee Attacks against the target suffer -1 to wound. {In addition, all Shamans in the target unit gain +1 Resilience.}				

### Model Rules

**Hand Weapon:** All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

**Light Armour:** Armor +1

**Sons of the Avalanche:** The model part gains **Impact Hits (1)**. If its unit has 2 or more Full Ranks, the model part gains **Impact Hits (2)**. A Character with Sons of the Avalanche instead gains **Impact Hits (D3)**, or **Impact Hits (D3+1)** if its unit has 2 or more Full Ranks. In addition, the model is immune to the effects of Fear from enemy 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.

Great Khan #1

