



OGRE KHANS

DA SKULL CHEWAS - 2 883 POINTS



1124 pts (39.00 %) 869 pts (30.00 %) 240 pts (8.00 %) 0 pts (0.00 %) 650 pts (23.00 %) 40 pts (1.00 %)

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

Heroes



GAROQ ROTTENJAW
 Khan - Standard - Infantry - 20x20

180 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Khan	6	5	4	5	5	4	3	4	8	Monstrous Infantry
Model Rules	Sons of the Avalanche • Heavy Armour									

Options	Rottenjaw • Ogre Crossbow • Heart-Ripper • Talisman of Shielding x1 • Divine Icon
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BAROQ HEADHUNTER
 Khan - BSB - Standard - Infantry - 20x20

225 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Khan	6	5	4	5	5	4	3	4	8	Monstrous Infantry
Model Rules	Sons of the Avalanche • Heavy Armour									

Options	Headhunter • Ogre Crossbow • Iron Fist • Gambler's Armour • Crown of Scorn
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REGORE SPINESPLITTER
 Mammoth Hunter - Standard - Infantry - 20x20

245 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mammoth Hunter	7	5	5	5	5	4	4	4	9	Monstrous Infantry
Tusker	8	3	-	5	5	3	2	4	5	Monstrous Beast
Model Rules	Loner • Leader of the Pack • Swiftstride • Not A Leader • Sons of the Avalanche • Hunting Spear • Light Armour									
Model Rules (Tusker)	Fear • Impact Hits (D3) • Mount's Protection (5+)									
Model Rules (Tusker)	Fear • Impact Hits (D3) • Mount's Protection (5+)									

Options	Spinesplitter • Iron Fist • Mount : Tusker • Skull Splitter • Obsidian Pebble x1
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Core



DA IRON CHEWAS
 Bruisers x5 - Standard - Infantry - 20x20

418 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bruiser	6	3	3	4	4	3	2	3	8	Monstrous Infantry
Champion	6	4	4	4	4	3	2	4	8	
Model Rules	Sons of the Avalanche • Heavy Armour • Great Weapons									

Options	Champion • Musician • Standard Bearer
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DA SKULL CHEWAS
Tribesmen **x7** - Standard - Infantry - 20x20

451 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Tribesmen	6	3	3	4	4	3	2	3	7	Monstrous Infantry
Champion	6	4	4	4	4	3	2	4	7	
Model Rules	Sons of the Avalanche • Light Armour • Paired Weapons									

Options | May take Heavy Armour • May take Iron Fists • Champion • Musician • Standard Bearer • Banner of Discipline

Special



DA BOOM-BOOMS
Bombardiers **x4** - Standard - Infantry - 20x20

450 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bombardier	6	3	3	4	4	3	2	3	7	Monstrous Infantry
Champion	6	4	4	4	4	3	2	4	7	
Model Rules	Sons of the Avalanche • Hand Cannon • Light Armour									

Options | Champion • Musician • Standard Bearer • Flaming Standard



'ORRIBLE
Kin-Eater - Standard - Infantry - 20x20

90 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Kin-Eater	6	3	-	5	5	4	3	4	7	Monstrous Infantry
Model Rules	Fear • Ambush • Regeneration (5+) • Hatred • Unbreakable									



MR FIDDLES
Sabretooth Tigers - Standard - Infantry - 20x20

40 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sabretooth Tiger	8	4	-	4	4	2	4	3	5	War Beast
Model Rules	Insignificant									



DEM SNEAKYS
Scrapling Trappers **x5** - Standard - Infantry - 20x20

210 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Scrapling Trapper	5	2	3	3	3	1	3	1	6	Infantry
Champion	5	3	4	3	3	1	3	2	6	
Model Rules	It's A Trap! • Vanguard • Skirmishers • Insignificant • Scouts • Throwing Weapons									

Options | Champion



DA ROCKIES
Tusker Cavalry **x2** - Standard - Infantry - 20x20

334 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	6	3	3	4	4	3	2	3	8	Monstrous Cavalry
Champion	6	4	4	4	4	3	2	4	8	
Tusker	8	3	-	5	5	3	2	4	5	
Model Rules	Fear • Impact Hits (D3) • Light Armour • Mount's Protection (5+)									

Options	Iron Fist (only with light armour) • Champion • Standard Bearer • Aether Icon
Rare	



DA MOUNTAIN
Rock Aurochs - Standard - Infantry - 20x20

240 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	-	3	4	4	-	-	3	3	8	
Rock Aurochs	7	3	-	7	6	6	2	5	5	Ridden Monster
Model Rules	Stubborn • Swiftstride • Impact Hits (3D3) • Stone Skin • Ogre Crossbow • Innate Defence (4+)									
Model Rules (Rock Aurochs)	Frenzy									

Magics

Magic items

Divine Icon:

Heart-Ripper:

Talisman of Shielding:

Crown of Scorn:

Gambler's Armour:

Obsidian Pebble:

Skull Splitter:

Magic banners

Flaming Standard:

Banner of Discipline:

Aether Icon:

Model Rules

Ambush:

Fear:

Frenzy:

Great Weapons:

Hand Cannon:

Hatred:

Heavy Armour:

Hunting Spear:

Impact Hits (3D3):

Impact Hits (D3):

Innate Defence (4+):

Insignificant:

It's A Trap!:

Leader of the Pack:

Light Armour:

Loner:

Mount's Protection (5+):

Not A Leader:

Ogre Crossbow:

Paired Weapons:

Regeneration (5+):

Scouts:

Skirmishers:

Sons of the Avalanche:

Stone Skin:

Stubborn:

Swiftstride:

Throwing Weapons:

Unbreakable:

Vanguard:

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.

