



OGRE KHANS

LISTE DE BASE - 3 209 POINTS



1568 pts (49.00 %) 938 pts (29.00 %) 0 pts (0.00 %) 327 pts (10.00 %) 376 pts (12.00 %) 0 pts (0.00 %)

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

Lords



GREAT SHAMAN #1

Great Shaman - Standard - Infantry - 20x20

327 POINTS



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

Options	Level 4 (Wizard Master) • Great Weapon • Ring of Fire • Tome of Arcane Lore (Lords)
Magic	Level 3 Wizard Master . Generates spells from one of the following Paths: Death, Heavens, Wilderness, or Butchery.

Heroes



KHAN - BSB #1

Khan - BSB - Standard - Infantry - 20x20

230 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 • Brace of Ogre Pistols • Great Weapon • Skull of Qenghet • Mithril Mail - models on foot only (Heroes) • Gem of Fortune
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SHAMAN #1

Shaman - Standard - Infantry - 20x20

146 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Shaman	6	3	3	4	4	4	2	3	7	Monstrous Infantry
Model Rules	Sons of the Avalanche									

Options	Great Weapon • Dispel Scroll
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Beasts or Path of Butchery.

Core



TRIBESMEN #2

Tribesmen x3 - Standard - Infantry - 20x20

235 POINTS



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

Options	Standard Bearer
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TRIBESMEN #1

Tribesmen x14 - Standard - Infantry - 20x20

703 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



MERCENARY VETERANS #1

Mercenary Veterans x8 - Standard - Infantry - 20x20

780 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mercenary Veteran	6	4	4	5	4	3	3	4	8	Monstrous Infantry
Champion	6	5	5	5	4	3	3	5	8	
Bonus Battle-Scarred	-	-	+1	-	-	-	-	-	-	
Model Rules	Weapon Masters • Sons of the Avalanche • Heavy Armour									

Options | Brace of Ogre Pistols • Champion • Musician • Standard Bearer • Poisoned Attacks • +1 Ballistic Skill • Holy Icon



SABRETOOTH TIGERS #1

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									



SABRETOOTH TIGERS #2

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									



SABRETOOTH TIGERS #3

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									



TUSKER CAVALRY #1



Tusker Cavalry x4 - Standard - Infantry - 20x20



508 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 • Musician • Standard Bearer • Dragonskin Banner
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	YETI #1 Yeti x2 - Standard - Infantry - 20x20	80 POINTS								
Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Yeti	7	3	-	5	4	3	3	3	8	Monstrous Infantry
Model Rules	Touch of Frost • Fear • Vanguard • Skirmishers • Swiftstride • Innate Defence (5+) • Paired Weapons									

	YETI #2 Yeti x2 - Standard - Infantry - 20x20	80 POINTS								
Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Yeti	7	3	-	5	4	3	3	3	8	Monstrous Infantry
Model Rules	Touch of Frost • Fear • Vanguard • Skirmishers • Swiftstride • Innate Defence (5+) • Paired Weapons									

Magics

Magic items

Ring of Fire:

Tome of Arcane Lore (Lords):

Gem of Fortune:

Mithril Mail - models on foot only (Heroes):

Dispel Scroll:

Magic banners

Skull of Qenghet:

Holy Icon:

Banner of Discipline:

Dragonskin Banner:

Model Rules

Fear:

Heavy Armour:

Impact Hits (D3):

Innate Defence (5+):

Insignificant:

Light Armour:

Mount's Protection (5+):

Paired Weapons:

Skirmishers:

Sons of the Avalanche:

Swiftstride:

Touch of Frost:

Vanguard:

Weapon Masters:

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.

Great Shaman #1	Khan - BSB #1	Mercenary Veterans #1	Sabretooth Tigers #1	Sabretooth Tigers #2	Sabretooth Tigers #3	Shaman #1	Tribesmen #2	Tribesmen #1	Tusker Cavalry #1	Yeti #1	Yeti #2
