



OGRE KHANS

LIST OGRE KHANS - V1 #1 - 3 253 POINTS



1363 pts (42.00 %) 991 pts (30.00 %) 190 pts (6.00 %) 295 pts (9.00 %) 414 pts (13.00 %) 0 pts (0.00 %)

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

Lords



GREAT KHAN #1
Great Khan - Standard - Infantry - 20x20

295 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Great Khan	6	6	4	5	5	5	4	5	9	Monstrous Infantry
Model Rules	Sons of the Avalanche • Fear • Heavy Armour									

Options | Spinesplitter • Axe-Breaker Gauntlet • Yeti Furs • Gemstone Amulet x1 • Wizard's Hood

Heroes



KHAN - BSB #1
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 | Trolleater • Iron Fist • Skull of Qenghet • Glittering Cuirass • Gemstone Amulet x1



SHAMAN #1
Shaman - Standard - Infantry - 20x20

189 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 | Rottenjaw • Level 2 (Wizard Apprentice) • Iron Fist • Dispel Scroll

Magic | Level 1 Wizard Apprentice . Generate spells from Path of Beasts or Path of Butchery.

Core



BRUISERS #1
Bruisers x6 - Standard - Infantry - 20x20

462 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



TRIBESMEN #1

Tribesmen x10 - Standard - Infantry - 20x20

529 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 Iron Fists • Champion • Musician • Standard Bearer • Banner of Discipline
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Special



MERCENARY VETERANS #1

Mercenary Veterans x6 - Standard - Infantry - 20x20

655 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 • Vanguard • Banner of Speed
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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									



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 **x3** - Standard - Infantry - 20x20

120 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									

Rare



FROST MAMMOTH #1
Frost Mammoth - Standard - Infantry - 20x20

190 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Riders (2)	-	3	4	4	-	-	3	3	8	
Frost Mammoth	6	3	-	6	6	6	2	4	5	Ridden Monster
Model Rules	Freezing Aura • Impact Hits (D3) • Innate Defence (4+) • Ogre Crossbow									

Magics

Magic items

- Axe-Breaker Gauntlet:**
- Gemstone Amulet:**
- Wizard's Hood:**
- Yeti Furs:**
- Glittering Cuirass:**
- Dispel Scroll:**

Magic banners

- Skull of Qenghet:**
- Banner of Speed:**
- Banner of Discipline:**
- Dragonskin Banner:**

Model Rules

- Fear:**
- Freezing Aura:**
- Great Weapons:**
- Heavy Armour:**
- Impact Hits (D3):**
- Innate Defence (4+):**
- Innate Defence (5+):**
- Insignificant:**
- Light Armour:**
- Mount's Protection (5+):**
- Ogre Crossbow:**
- Paired Weapons:**

Skirmishers:

Sons of the Avalanche:

Swiftstride:

Touch of Frost:

Vanguard:

Weapon Masters:

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.

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