



OGRE KHANS

KILL THEM - 3 768 POINTS



1511 pts (40.00 %) 976 pts (26.00 %) 300 pts (8.00 %) 570 pts (15.00 %) 411 pts (11.00 %) 0 pts (0.00 %)

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

Lords



DANI
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 | Hoardmaster • Brace of Ogre Pistols • Great Weapon • Fencer's Swords - models on foot only • Yeti Furs • Charm of Cursed Iron



GREAT SHAMAN #1
Great Shaman - Standard - Infantry - 20x20

275 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									

Magic | Level 3 Wizard Master . Generates spells from one of the following Paths: Death, Heavens, Wilderness, or Butchery.

Heroes



KHAN #1
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 | Hoardmaster • Brace of Ogre Pistols • Great Weapon • Dusk Stone x1 • Potion of Swiftiness



SHAMAN #1
Shaman - Standard - Infantry - 20x20

231 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) • Great Weapon • May take Fire Blessing • Sword of Skill • Dragonscale Helm • Talisman of Greater Shielding x1

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

Core



BRUISERS #1

Bruisers **x8** - Standard - Infantry - 20x20

550 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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TRIBESMEN #1

Tribesmen **x7** - Standard - Infantry - 20x20

426 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
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Special



BOMBARDIERS #1

Bombardiers **x4** - Standard - Infantry - 20x20

430 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
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MERCENARY VETERANS #1

Mercenary Veterans **x3** - Standard - Infantry - 20x20

486 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	Great Weapon • Champion • Musician • Standard Bearer • Immune to Psychology • Lethal Strike • Holy Icon
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SABRETOOTH TIGERS #1

Sabretooth Tigers **x2** - Standard - Infantry - 20x20

50 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 x2 - Standard - Infantry - 20x20

335 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	May take Heavy Armour • Great Weapon • Champion • Standard Bearer • Banner of Discipline
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YETI #1

Yeti x3 - Standard - Infantry - 20x20

210 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Yeti	7	3	-	5	4	3	3	3	8	Monstrous Infantry
Champion	7	4	-	5	4	3	4	4	8	
Model Rules	Touch of Frost • Fear • Vanguard • Skirmishers • Swiftstride • Innate Defence (5+) • Paired Weapons									

Options	Champion
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Rare



SLAVE GIANT #1

Slave Giant - Standard - Infantry - 20x20

150 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Slave Giant	6	3	-	6	5	6	3	*	8	Monster
Model Rules	Do What You're Told • Stubborn • Immune to Psychology • Giant Attacks • Heavy Armour									



THUNDER CANNON #1

Thunder Cannon - Standard - Infantry - 20x20

150 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Thunder Cannon	-	-	-	5	5	5	-	-	-	Chariot
Bombardier Crew (1)	-	3	3	4	-	-	2	3	7	
Scrapling Crew (1)	-	2	3	3	-	-	3	1	6	
Woolly Rhino (1)	6	3	-	5	-	-	2	3	5	
Model Rules	Sons of the Avalanche • Thunder Cannon • Mount's Protection (6+) • Innate Defence (5+)									

Magics

Magic items

Charm of Cursed Iron:

Fencer's Swords - models on foot only:

Yeti Furs:

Dusk Stone:

Potion of Swiftiness:

Dragonscale Helm:

Sword of Skill:

Talisman of Greater Shielding:

Magic banners

Holy Icon:

Banner of Discipline:

Model Rules

Do What You're Told:

Fear:

Giant Attacks:

Great Weapons:

Hand Cannon:

Heavy Armour:

Immune to Psychology:

Impact Hits (D3):

Innate Defence (5+):

Insignificant:

Light Armour:

Mount's Protection (5+):

Mount's Protection (6+):

Paired Weapons:

Skirmishers:

Sons of the Avalanche:

Stubborn:

Swiftstride:

Thunder Cannon:

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.

