



OGRE KHANS

TESTE - 994 POINTS



360 pts (36.00 %) 279 pts (28.00 %) 0 pts (0.00 %) 235 pts (24.00 %) 120 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

235 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



MAMMOTH HUNTER #1
Mammoth Hunter - Standard - Infantry - 20x20

120 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
Model Rules	Loner • Leader of the Pack • Swiftstride • Not A Leader • Sons of the Avalanche • Hunting Spear • Light Armour									

Core



TRIBESMEN #1
Tribesmen x5 - Standard - Infantry - 20x20

279 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									

Special



BOMBARDIERS #1
Bombardiers x3 - Standard - Infantry - 20x20

360 POINTS



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

Magics

Model Rules

Hand Cannon:

Hunting Spear:

Leader of the Pack:

Light Armour:

Loner:

Not A Leader:

Paired Weapons:

Sons of the Avalanche:

Swiftstride:

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.

Bombardiers #1



Great Shaman #1



Mammoth Hunter #1



Tribesmen #1

