



# OGRE KHANS

## FUCK - 505 POINTS



505 pts (17.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

**Characters**      **Core**      **Special**      **Powder Keg**      **Chained Beasts**

(40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (30 Max)

### Characters



**GREAT KHAN #1**  
Great Khan - Large - Infantry - 40x40

**505 POINTS**



| Global     | Adv | Mar | Dis | Model Rules |              |                                    |
|------------|-----|-----|-----|-------------|--------------|------------------------------------|
|            | 6"  | 12" | 9   |             |              |                                    |
| Defensive  | HP  | Def | Res | Arm         |              |                                    |
|            | 5   | 6   | 5   | 0           | Light Armour |                                    |
| Offensive  | Att | Off | Str | Ap          | Agi          |                                    |
| Great Khan | 5   | 6   | 5   | 2           | 4            | Sons of the Avalanche, Hand Weapon |

|                |  |
|----------------|--|
| <b>Options</b> | General • Trolleater • Iron Fist • Ogre Crossbow (3+) • Wrestler's Belt • Heart-Ripper |
|----------------|--|

### Magics

Racial Trait Spell

|   | Casting      | Range | Type   | Duration |
|---|--------------|-------|--|----------|
| <b>H Children of Umi</b>  |              |       |  |          |
| Mf  | (6+)<br>{8+} | 18"   | Translation missing:<br>en.magic_spell.type_target.Augment | One Turn |
| All Melee Attacks against the target suffer -1 to wound.<br>{In addition, all Shamans in the target unit gain +1 Resilience.} |              |       |  |          |

### Magic items

**Heart-Ripper:** Attacks made with this weapon gain **Lethal Strike**, +1 Armour Penetration, become **Magical Attacks**, and can **never** hit on worse than 3+.

**Wrestler's Belt:** The wearer gains +2 Armour and +1 Strength.

### Model Rules

**Hand Weapon:** All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

**Light Armour:** Armor +1

**Sons of the Avalanche:** The model part gains **Impact Hits (1)**. If its unit has 2 or more Full Ranks, the model part gains **Impact Hits (2)**. A Character with Sons of the Avalanche instead gains **Impact Hits (D3)**, or **Impact Hits (D3+1)** if its unit has 2 or more Full Ranks. In addition, the model is immune to the effects of Fear from enemy models.

### 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.

Great Khan #1

