



OGRE KHANS

DENIS MARTIN - 2 514 POINTS



1007 pts (40.00 %) 628 pts (25.00 %) 300 pts (12.00 %) 295 pts (12.00 %) 284 pts (11.00 %) 0 pts (0.00 %)

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

Lords



GREAT KHAN #1

Great Khan - Standard - Infantry - 20x20mm

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 | Hellfist • Brace of Ogre Pistols • Great Weapon • Mark of Change

Heroes



KHAN - BSB #1

Khan - BSB - Standard - Infantry - 20x20mm

150 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 | Brace of Ogre Pistols • Great Weapon



SHAMAN #1

Shaman - Standard - Infantry - 20x20mm

134 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 | Iron Fist • Mark of Change

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

Core



BRUISERS #1

Bruisers x4 - Standard - Infantry - 20x20mm

374 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 x3 - Standard - Infantry - 20x20mm

254 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 • Champion • Standard Bearer

Special



MERCENARY VETERANS #1

Mercenary Veterans x4 - Standard - Infantry - 20x20mm

522 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 • Mark of Change • Armour Piercing (1) • +1 Ballistic Skill



BOMBARDIERS #1

Bombardiers x5 - Standard - Infantry - 20x20mm

485 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 • Mark of Change

Rare



THUNDER CANNON #2

Thunder Cannon - Standard - Infantry - 20x20mm

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+)									



THUNDER CANNON #1

Thunder Cannon - Standard - Infantry - 20x20mm

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

Model Rules

Fear:

Great Weapons:

Hand Cannon:

Heavy Armour:

Innate Defence (5+):

Light Armour:

Mount's Protection (6+):

Paired Weapons:

Sons of the Avalanche:

Thunder Cannon:

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.

Bruisers #1



Khan - BSB #1



Shaman #1



Thunder Cannon #2



Mercenary Veterans #1



Tribesmen #1



Great Khan #1



Bombardiers #1



Thunder Cannon #1

