



OGRE KHANS

PREMIER TEST - 2 353 POINTS



1048 pts (45.00%) 300 pts (13.00%) 780 pts (33.00%) 0 pts (0.00%) 225 pts (10.00%) 0 pts (0.00%)

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

Heroes



MAMMOTH HUNTER #1

Mammoth Hunter - Standard - Infantry - 20x20mm

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									



SHAMAN #1

Shaman - Standard - Infantry - 20x20mm

105 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									

Magic

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

Core



BRUISERS #1

Bruisers x3 - Standard - Infantry - 20x20mm

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bruiser	6	3	3	4	4	3	2	3	8	Monstrous Infantry
Model Rules	Sons of the Avalanche • Heavy Armour • Great Weapons									



BRUISERS #2

Bruisers x3 - Standard - Infantry - 20x20mm

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bruiser	6	3	3	4	4	3	2	3	8	Monstrous Infantry
Model Rules	Sons of the Avalanche • Heavy Armour • Great Weapons									



BRUISERS #3

Bruisers x3 - Standard - Infantry - 20x20mm

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bruiser	6	3	3	4	4	3	2	3	8	Monstrous Infantry
Model Rules	Sons of the Avalanche • Heavy Armour • Great Weapons									

Special



SCRAPLING TRAPPERS #1

Scrapling Trappers x30 - *Standard - Infantry - 20x20mm*

240 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Scrapling Trapper	5	2	3	3	3	1	3	1	6	Infantry
Model Rules	It's A Trap! • Vanguard • Skirmishers • Insignificant • Scouts • Throwing Weapons									



SCRAPLING TRAPPERS #2

Scrapling Trappers x30 - *Standard - Infantry - 20x20mm*

240 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Scrapling Trapper	5	2	3	3	3	1	3	1	6	Infantry
Model Rules	It's A Trap! • Vanguard • Skirmishers • Insignificant • Scouts • Throwing Weapons									



TUSKER CAVALRY #1

Tusker Cavalry x2 - *Standard - Infantry - 20x20mm*

284 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	6	3	3	4	4	3	2	3	8	Monstrous Cavalry
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)
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TUSKER CAVALRY #2

Tusker Cavalry x2 - *Standard - Infantry - 20x20mm*

284 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	6	3	3	4	4	3	2	3	8	Monstrous Cavalry
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)
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Rare



ROCK AUROCHS #1

Rock Aurochs - *Standard - Infantry - 20x20mm*

240 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	-	3	4	4	-	-	3	3	8	Ridden Monster
Rock Aurochs	7	3	-	7	6	6	2	5	5	
Model Rules	Stubborn • Swiftstride • Impact Hits (3D3) • Stone Skin • Ogre Crossbow • Innate Defence (4+)									
Model Rules (Rock Aurochs)	Frenzy									

Options	Hunting Spear
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ROCK AUROCHS #2

Rock Aurochs - Standard - Infantry - 20x20mm

240 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	-	3	4	4	-	-	3	3	8	
Rock Aurochs	7	3	-	7	6	6	2	5	5	Ridden Monster
Model Rules	Stubborn • Swiftstride • Impact Hits (3D3) • Stone Skin • Ogre Crossbow • Innate Defence (4+)									
Model Rules (Rock Aurochs)	Frenzy									

Options	Hunting Spear
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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+)									



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+)									

Magics

Model Rules

Fear:

Frenzy:

Great Weapons:

Heavy Armour:

Hunting Spear:

Impact Hits (3D3):

Impact Hits (D3):

Innate Defence (4+):

Innate Defence (5+):

Insignificant:

It's A Trap!:

Leader of the Pack:

Light Armour:

Loner:

Mount's Protection (5+):

Mount's Protection (6+):

Not A Leader:

Ogre Crossbow:

Scouts:

Skirmishers:

Sons of the Avalanche:

Stone Skin:

Stubborn:

Swiftstride:

Throwing Weapons:

Thunder Cannon:

Vanguard:

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



Bruisers #2



Bruisers #3



Mammoth Hunter #1



Rock Aurochs #1



Rock Aurochs #2



Scrapling Trappers #1



Scrapling Trappers #2



Shaman #1



Thunder Cannon #1



Thunder Cannon #2



Tusker Cavalry #1



Tusker Cavalry #2

