



# OGRE KHANS

## LIST KHANS OGRES #5 - 4 378 POINTS



1495 pts (34.00 %) 1083 pts (25.00 %) 700 pts (16.00 %) 490 pts (11.00 %) 610 pts (14.00 %)  
**Characters**      **Core**      **Special**      **Powder Keg**      **Chained Beasts**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (30 Max)

### Characters

	<b>KHAN 285 POINT #1</b> Khan - Large - Infantry - 40x40mm	<b>240 POINTS</b>	
<i>Global</i>	<i>Adv</i> <i>Mar</i> <i>Dis</i>	<i>Model Rules</i>	
	6"    12"    8	Scrapling Lookout	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>	<b>Light Armour</b>	
	4    5    5    0		
<i>Offensive</i>	<i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>	<b>Sons of the Avalanche</b>	
<b>Khan</b>	4    5    5    2    3	, Hand Weapon	

<b>Options</b>	Battle Standard Bearer
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	<b>CHAMANE 550 POINT #1</b> Shaman - Large - Infantry - 40x40mm	<b>510 POINTS</b>	
<i>Global</i>	<i>Adv</i> <i>Mar</i> <i>Dis</i>	<i>Model Rules</i>	
	6"    12"    8	Wizard Apprentice	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>	<b>Light Armour</b>	
	4    4    5    0		
<i>Offensive</i>	<i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>	<b>Sons of the Avalanche</b>	
<b>Shaman</b>	3    4    4    1    2	, Hand Weapon	

<b>Options</b>	Thaumaturgy • Wizard Master • General
<b>Magic items</b>	Magical Heirloom • Sceptre of Power

	<b>CHASSEUR DE MAMMOUTH 360 POINT #2</b> Mammoth Hunter - Large - Infantry - 50x50mm	<b>370 POINTS</b>	
<i>Global</i>	<i>Adv</i> <i>Mar</i> <i>Dis</i>	<i>Model Rules</i>	
	7"    14"    9	Light Troops, Not a Leader, Swiftstride, Loner, Animal Master	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>	<b>Light Armour</b>	
	4    5    5    1		
<i>Offensive</i>	<i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>	<b>Sons of the Avalanche</b>	
<b>Mammoth Hunter</b>	4    5    5    2    4	, Hand Weapon	

<b>Options</b>	Leader of the Pack • Iron Fist • Hunting Spear (2+)
<b>Magic items</b>	Death Cheater (Light Armour)



## CHASSEUR DE MAMMOUTH 410 POINT #1

Mammoth Hunter - Large - Infantry - 50x50mm

375 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	9	Light Troops, Not a Leader, Swiftstride, Loner, Animal Master		
Defensive	HP	Def	Res	Arm		
	4	5	5	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Mammoth Hunter	4	5	5	2	4	Sons of the Avalanche, Hand Weapon

<b>Options</b>	Leader of the Pack • Iron Fist • Hunting Spear (2+)
<b>Magic items</b>	Wrestler's Belt (Light Armour) • Dragon Staff

### Core



## GUERRIERS TRIBAUX #4

Tribesmen x3 - Large - Infantry - 40x40mm

155 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Scoring, Scrapling Lookout		
Defensive	HP	Def	Res	Arm		
	3	3	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Tribesman	3	3	4	1	2	Sons of the Avalanche, Paired Weapons



## GUERRIERS TRIBAUX #5

Tribesmen x3 - Large - Infantry - 40x40mm

155 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Scoring, Scrapling Lookout		
Defensive	HP	Def	Res	Arm		
	3	3	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Tribesman	3	3	4	1	2	Sons of the Avalanche, Paired Weapons



## GUERRIERS TRIBAUX #2

Tribesmen x3 - Large - Infantry - 40x40mm

185 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Scoring, Scrapling Lookout		
Defensive	HP	Def	Res	Arm		
	3	3	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Tribesman	3	3	4	1	2	Sons of the Avalanche, Paired Weapons

<b>Options</b>	Iron Fist
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	<b>GUERRIERS TRIBAUX #3</b> Tribesmen x3 - Large - Infantry - 40x40mm	<b>185 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	<b>6"</b>	<b>12"</b>	<b>7</b>	<b>Scoring, Scrapling Lookout</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>3</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>Light Armour</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Tribesman</b>	<b>3</b>	<b>3</b>	<b>4</b>	<b>1</b>	<b>2</b>	<b>Sons of the Avalanche</b> , <b>Paired Weapons</b>

<b>Options</b>	Iron Fist
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	<b>GUERRIERS TRIBAUX #1</b> Tribesmen x6 - Large - Infantry - 40x40mm	<b>403 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	<b>6"</b>	<b>12"</b>	<b>7</b>	<b>Scoring, Scrapling Lookout</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>3</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>Light Armour</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Tribesman</b>	<b>3</b>	<b>3</b>	<b>4</b>	<b>1</b>	<b>2</b>	<b>Sons of the Avalanche</b> , <b>Paired Weapons</b>

<b>Options</b>	Iron Fist • Musician • Standard Bearer
<b>Magic banners</b>	Banner of Discipline (Banner Enchantment)

## Special

	<b>TIGRE A DENTS DE SABRE #1</b> Sabretooth Tigers - Standard - Beast - 25x50mm	<b>80 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	<b>8"</b>	<b>16"</b>	<b>5</b>	<b>Insignificant</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>2</b>	<b>4</b>	<b>4</b>	<b>0</b>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Sabretooth Tiger</b>	<b>3</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>4</b>	

	<b>TIGRE A DENTS DE SABRE #2</b> Sabretooth Tigers - Standard - Beast - 25x50mm	<b>80 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	<b>8"</b>	<b>16"</b>	<b>5</b>	<b>Insignificant</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>2</b>	<b>4</b>	<b>4</b>	<b>0</b>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Sabretooth Tiger</b>	<b>3</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>4</b>	



**MANGE-FRERES #1**  
Kin-Eater - Large - Infantry - 40x40mm

180 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	6"	12"	7			Unbreakable, Fear, Fearless, Ambush
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	3	5	0	Fortitude (5+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Kin-Eater	4	3	5	2	3	Hatred



**MANGE-FRERES #2**  
Kin-Eater - Large - Infantry - 40x40mm

180 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	6"	12"	7			Unbreakable, Fear, Fearless, Ambush
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	3	5	0	Fortitude (5+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Kin-Eater	4	3	5	2	3	Hatred



**MANGE-FRERES #3**  
Kin-Eater - Large - Infantry - 40x40mm

180 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	6"	12"	7			Unbreakable, Fear, Fearless, Ambush
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	3	5	0	Fortitude (5+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Kin-Eater	4	3	5	2	3	Hatred

Powder Keg



**JETTE-FERRAILLE #2**  
Scrapapult - Large - Construct - 50x100mm

245 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	6"	6"	6			Swiftstride, Insignificant
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	3	5	3		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Scrapling Crew	1	2	3	0	3	
Woolly Rhino	3	3	5	2	2	Harnessed
Chassis			5	2	Inanimate, Impact Hits (D6, D6), Scrapapult (4+, 4+)	



**JETTE-FERRAILLE #1**  
Scratapult - Large - Construct - 50x100mm

245 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	6"	6"	6			Swiftstride, Insignificant
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	3	5	3		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Scrapping Crew	1	2	3	0	3	
Woolly Rhino	3	3	5	2	2	Harnessed
Chassis			5	2	Inanimate, Impact Hits (D6, D6), Scratapult (4+, 4+)	

**Chained Beasts**



**GEANT ASSERVI #1**  
Slave Giant - Gigantic - Infantry - 50x75mm

305 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	7"	14"	8			Giant See, Giant Do
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	7	3	5	1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Slave Giant	5	3	5	2	3	Rage

Options	Great Weapon
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**GEANT ASSERVI #2**  
Slave Giant - Gigantic - Infantry - 50x75mm

305 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	7"	14"	8			Giant See, Giant Do
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	7	3	5	1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Slave Giant	5	3	5	2	3	Rage

Options	Great Weapon
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**Magics**

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<b>Children of Umi</b>				
<i>Mf</i>	7+ [10+]	18"	Augment	Last one Turn
<i>All Melee Attacks against the target suffer -1 to wound.</i>				
<i>[Additionally, all Shamans in the target gain +1 Resilience.]</i>				



Thaumaturgy

**Judgement on High:** When casting non-Bound Spells from this Path, all Magic Dice that result in '1' must be rerolled. Dice causing a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast

Modifier.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>5</b>	Wrath of God	12+	96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.
<b>4</b>	Cleansing Fire	5+ [8+]	Caster [18"]	[Augment], Focused	Instant	The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions, and single model units.]
<b>6</b>	Trial of Faith	7+ [10+]	12" [18"]	Hex, Missile, Damage, Focused, Direct	Instant	The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.
<b>2</b>	Smite the Unbeliever	6+ [9+]	24"	Hex	Last one Turn	Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
<b>1</b>	Hand of Heaven	5+ [8+]	24"	Hex, Missile, Damage	Last one Turn	The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.
<b>3</b>	Speaking in Tongues	7+ [7+]	18"	Hex	Last one Turn	Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].

## Magic items

**Death Cheater:** The wearer gains +1 Armour and Fortitude (4+).

**Dragon Staff:** The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

**Magical Heirloom:** The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

**Sceptre of Power:** One use only. A Wizard with this Artefact may add a single Magic Dice from its Magic Dice pool to one of its casting rolls or dispelling rolls, after seeing the casting or dispelling roll (note that casting rolls cannot exceed the limit of max 5 Magic Dice).

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

## Magic banners

**Banner of Discipline:** The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

## Model Rules

**Ambush:**

**Animal Master:** Universal Rule.

The model gains Commanding Presence, but only units of Sabretooth Tigers may benefit from it.

**Fear:** Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

**Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

**Fortitude:** Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

**Giant See, Giant Do:** Universal Rule.

The model gains Sons of the Avalanche and counts as a Character for the purpose of Sons of the Avalanche.

The model is a Musician. The range of the Giant's March to the Beat, and to enemy units that are required to take a March Test due to the Slave Giant, are both extended to 18".

**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

**Harnessed:** Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

**Hatred:** During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

**Impact Hits:** At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration. If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

**Inanimate:** Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

**Insignificant:****Light Armour:** Armor +1

**Light Troops:** Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

**Loner:** Universal Rule.

If on foot, the model can only join units of Yetis and Sabretooth Tigers; ignore the Insignificant rule for joining units. If mounted, it cannot join any unit. A model with Loner cannot join a unit containing any other Characters, and Characters cannot join a unit containing a model with Loner.

**Not a Leader:** The model cannot be the General.

**Paired Weapons:** The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

**Rage:** Attack Attribute - Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

**Scoring:** Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

**Scrapling Lookout:** If a unit includes a Standard Bearer or a Battle Standard Bearer with Scrapling Lookout, R&F models must be fewer than 3 before hits can be distributed onto Characters with the same Type and Size as the unit.

**Scratapult:** Catapult (5x5) Artillery Weapon.

Range 12-48", Shots 1, Str 3, AP 1, Lethal Strike.

A Scratapult that only Pivots (and moves no further) during its owner's Movement Phase ignores the to-hit modifier from Moving and Shooting in the next Shooting Phase.

**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 of enemy models.

**Swiftstride:** When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

**Unbreakable:** The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

**Wizard Apprentice:** - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

## 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.

Khan 285 POINT #1



Chamane 550 POINT #1



Chasseur de mammouth 360 POINT #2



Chasseur de mammoth 410 POINT #1



Guerriers tribaux #4



Guerriers tribaux #5



Guerriers tribaux #2



Guerriers tribaux #3



Guerriers tribaux #1



Tigre à dents de sabre #1



Tigre à dents de sabre #2



Mange-frères #1



Mange-frères #2





Mange-frères #3



Jette-ferraille #2



Jette-ferraille #1



Géant asservi #1



Géant asservi #2

