



OGRE KHANS

OGKHANS2500 - 3 652 POINTS



1461 pts (40.00 %) 1226 pts (34.00 %) 395 pts (11.00 %) 360 pts (10.00 %) 210 pts (6.00 %) 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 - 20x20mm

360 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									

Options	Level 4 (Wizard Master)
Magic items	Obsidian Nullstone • Daemon Heart
Magic	Level 3 Wizard Master . Generates spells from one of the following Paths: Death, Heavens, Wilderness, or Butchery.

Heroes



KHAN - BSB #1

Khan - BSB - Standard - Infantry - 20x20mm

210 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	Trolleater • Iron Fist
Magic banners	Dragonskin Banner (Banner Enchantment)

Core



BRUISERS #1

Bruisers x3 - Standard - Infantry - 20x20mm

310 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									

Options	Standard Bearer
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BRUISERS #2

Bruisers x3 - Standard - Infantry - 20x20mm

310 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									

Options	Standard Bearer
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TRIBESMEN #1

Tribesmen x12 - Standard - Infantry - 20x20mm

606 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 • May take Iron Fists • Champion • Musician • Standard Bearer

Special



BOMBARDIERS #1

Bombardiers x4 - Standard - Infantry - 20x20mm

410 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



BOMBARDIERS #2

Bombardiers x4 - Standard - Infantry - 20x20mm

410 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



SABRETOOTH TIGERS #1

Sabretooth Tigers x3 - Standard - Infantry - 20x20mm

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sabretooth Tiger	8	4	-	4	4	2	4	3	5	War Beast
Model Rules	Insignificant									



SABRETOOTH TIGERS #2

Sabretooth Tigers x3 - Standard - Infantry - 20x20mm

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sabretooth Tiger	8	4	-	4	4	2	4	3	5	War Beast
Model Rules	Insignificant									



TUSKER CAVALRY #1

Tusker Cavalry x3 - Standard - Infantry - 20x20mm

361 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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YETI #1

Yeti x3 - Standard - Infantry - 20x20mm

120 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Yeti	7	3	-	5	4	3	3	3	8	Monstrous Infantry
Model Rules	Touch of Frost • Fear • Vanguard • Skirmishers • Swiftstride • Innate Defence (5+) • Paired Weapons									

Rare



ROCK AUROCHS #1

Rock Aurochs - Standard - Infantry - 20x20mm

245 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	Lance
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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+)									

Magics

Magic items
Daemon Heart:
Obsidian Nullstone:

Magic banners
Dragonskin Banner:

Model Rules
Fear:

Frenzy:

Great Weapons:

Hand Cannon:

Heavy Armour:

Impact Hits (3D3):

Impact Hits (D3):

Innate Defence (4+):

Innate Defence (5+):

Insignificant:

Light Armour:

Mount's Protection (5+):

Mount's Protection (6+):

Ogre Crossbow:

Paired Weapons:

Skirmishers:

Sons of the Avalanche:

Stone Skin:

Stubborn:

Swiftstride:

Thunder Cannon:

Touch of Frost:

Vanguard:

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.

Bombardiers #1



Bombardiers #2



Bruisers #1



Bruisers #2



Great Shaman #1



Khan - BSB #1



Rock Aurochs #1



Sabretooth Tigers #1



Sabretooth Tigers #2



Thunder Cannon #1



Tribesmen #1



Tusker Cavalry #1



Yeti #1

