



OGRE KHANS

LIST OGRE KHANS - V1 #2 - 3 188 POINTS



1098 pts (34.00 %) 1065 pts (33.00 %) 190 pts (6.00 %) 620 pts (19.00 %) 215 pts (7.00 %) 0 pts (0.00 %)

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

Lords



GREAT KHAN #1

Great Khan - *Standard - Infantry - 20x20mm*

270 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	Spinesplitter
Magic items	Heart-Ripper • Yeti Furs • Talisman of Greater Shielding



GREAT SHAMAN #1

Great Shaman - *Standard - Infantry - 20x20mm*

350 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) • May be take Greater Fire Blessing
Magic items	Tome of Arcane Lore (Lords) • Armour of Fortune
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*

215 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 • Iron Fist
Magic items	Mithril Mail - models on foot only (Heroes)
Magic banners	Dragonskin Banner (Banner Enchantment)

Core



BRUISERS #1

Bruisers x10 - *Standard - Infantry - 20x20mm*

648 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
Magic banners	Skull of Qenghet (Banner Enchantment)



TRIBESMEN #1

Tribesmen x9 - Standard - Infantry - 20x20mm

417 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	Champion • Musician • Standard Bearer
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Special



BOMBARDIERS #1

Bombardiers x4 - Standard - Infantry - 20x20mm

160 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bombardier	6	3	3	4	4	3	2	3	7	Monstrous Infantry
Model Rules	Sons of the Avalanche • Hand Cannon • Light Armour									



MERCENARY VETERANS #1

Mercenary Veterans x3 - Standard - Infantry - 20x20mm

420 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
Bonus Battle-Scarred	-	-	+1	-	-	-	-	-	-	
Model Rules	Weapon Masters • Sons of the Avalanche • Heavy Armour									

Options	Brace of Ogre Pistols • Swiftstride • Weapon Master • Halberd
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SABRETOOTH TIGERS #1

Sabretooth Tigers x2 - Standard - Infantry - 20x20mm

60 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 x4 - Standard - Infantry - 20x20mm

458 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) • Musician • Standard Bearer
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Rare



FROST MAMMOTH #1

Frost Mammoth - Standard - Infantry - 20x20mm

190 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Riders (2)	-	3	4	4	-	-	3	3	8	
Frost Mammoth	6	3	-	6	6	6	2	4	5	Ridden Monster
Model Rules	Freezing Aura • Impact Hits (D3) • Innate Defence (4+) • Ogre Crossbow									

Magics

Magic items

Armour of Fortune:

Heart-Ripper:

Mithril Mail - models on foot only (Heroes):

Talisman of Greater Shielding:

Tome of Arcane Lore (Lords):

Yeti Furs:

Magic banners

Dragonskin Banner:

Skull of Qenghet:

Model Rules

Fear:

Freezing Aura:

Great Weapons:

Hand Cannon:

Heavy Armour:

Impact Hits (D3):

Innate Defence (4+):

Insignificant:

Light Armour:

Mount's Protection (5+):

Ogre Crossbow:

Paired Weapons:

Sons of the Avalanche:

Weapon Masters:

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



Bruisers #1



Frost Mammoth #1



Great Khan #1



Great Shaman #1



Khan - BSB #1



Mercenary Veterans #1



Sabretooth Tigers #1



Tribesmen #1



Tusker Cavalry #1



