



OGRE KHANS

LA GUEULE - 2 275 POINTS



0 pts (0.00 %) Powder 788 pts (32.00 %) Chained 0 pts (0.00 %) 562 pts (22.00 %) 925 pts (37.00 %)
 Keg Core Beasts Characters Special
 (35 Max) (25 Least) (30 Max) (40 Max) (0 NoLimit)

Characters

KHAGANS - KHAN #1
 Khagans - Khan - Standard - Infantry - 40x40mm

290 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Khagans - Khan	6	5	4	5	5	4	3	4	8	Monstrous Infantry
Model Rules	Sons of the Avalanche • Heavy Armour									

Options	Battle Standard Bearer • Great Weapon
----------------	---------------------------------------

SHAMAN #1
 Shaman - Standard - Infantry - 40x40mm

272 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Shaman	6	4	3	4	5	4	2	3	8	Monstrous Infantry
Model Rules	Wizard Apprentice with 1 learned spell • Sons of the Avalanche									

Options	Shamanism • 2 spells • Great Weapon
----------------	-------------------------------------

Core

Core

FRACASSEURS #1
 Bruisers x9 - Standard - Infantry - 40x40mm

788 POINTS

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

Options	Champion • Musician • Standard Bearer
Magic banners	Banner of Discipline (Banner Enchantment)

Special

MANGEUR D'HOMME
 Mercenary Veterans x6 - Standard - Infantry - 40x40mm

765 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mercenary Veterans	6	4	4	5	4	3	3	4	8	Monstrous Infantry
Model Rules	Scoring • Sons of the Avalanche • Battle-Scarred • Heavy Armour									

Options	Brace of Ogre Pistols
Magic banners	Flaming Standard (Banner Enchantment)

TIGRE A DENTS DE SABRE #1

Sabretooth Tigers - Standard - Infantry - 25x50mm

80 POINTS



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

TIGRE A DENTS DE SABRE #2

Sabretooth Tigers - Standard - Infantry - 25x50mm

80 POINTS



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

Magics



Shamanism

		Casting	Range	Type	Duration	Effect
5	Break the Spirit	9+ [12+]	18" [36"]	Hex	Last one Turn	The target suffers a -1 modifier to hit, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
3	Pounding Drumbeat	5+ [9+]	18" [12" Aura]	Augment	Instant	The target performs a 2D6" Magical Move straight forward (it cannot move backwards, sidestep, Reform, Pivot or Wheel during this move), but it can choose to not move at all or to move less than the full distance. [When more than one unit is affected, roll distance and move the unit before rolling distance for the next unit.]
4	Chilling Howl	6+ [9+]	18" [12" Aura]	Augment	Last one Turn	All to-wound rolls against the target from Shooting Attacks suffer a -1 modifier.
2	Savage Fury	5+ [9+]	6" [18"]	Universal	Last one Turn	The target gains Frenzy.
6	Totemic Summon	11+ [14+]	96"	Ground	Instant	Summon a Totemic Beast (statline below). It must be placed within 1" [10"] of the Board Edge. (Totemic Beast (for Totemic Summon) M: 3D6, WS: 3, BS: -, S: 5, T: 5, W: 3, I: 3, A: 4, Ld: 7, Monstrous Beast Base size 40x40mm, Special Rules: Random Movement (3D6), Immune to Psychology, Breath Weapon (Strength 3))
1	Swarm of Insects	5+ [8+]	24" [48"]	Hex, Missile, Damage	Permanent	Immediately after successfully casting this spell the target suffers 5D6 Strength 1 hits. If one or more unsaved Wounds are caused, the target suffers -1 Ballistic Skill. This spell is immediately ended when the target performs an Advance, March or Charge Move.
A	Scarification		Caster		Last one Turn	Close Combat Attacks against the target cannot wound on better than 5+.
0	Awaken the Beast	6+ [8+]	18"	Augment	Last one Turn	The target gains +1 Strength [Toughness] .

Magic banners

Banner of Discipline: The bearer's unit automatically passes all Panic Tests.

Flaming Standard: The bearer's unit automatically passes all Panic Tests.

Model Rules

Battle-Scarred: Each unit of Mercenary Veterans must be given two of the special rules listed below (written on the Army List)

- Poisoned Attacks
- Bodyguard
- Lethal Strike
- Swiftstride
- Vanguard
- Thunderous Charge
- Armour Piercing (1)
- Accurate

Each special rule may only be taken by a single unit of Mercenary Veterans in your army.

Great Weapon:

Heavy Armour:

Insignificant: Units consisting entirely of models with this special rule do not cause Panic Tests on friendly units without this special rule. Only Insignificant Characters can join units with Insignificant R&F models.

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Sons of the Avalanche: Models on foot with this special rule gain Impact Hits (1). Characters on foot with this special rule gain Impact Hits (D3). All models with Sons of the Avalanche are immune to the effects of Fear.

Wizard Apprentice with 1 learned spell:

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.

Fracasseurs #1



Khagans - Khan #1



mangeur d'homme



Tigre à dents de sabre #1



Tigre à dents de sabre #2



Shaman #1

