



# OGRE KHANS

## LIST OGRE KHANS - V1 #13 - 2 440 POINTS



807 pts (33.00%) 948 pts (39.00%) 0 pts (0.00%) 685 pts (28.00%) 0 pts (0.00%) 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*

330 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
<b>Model Rules</b>	Sons of the Avalanche • Fear • Heavy Armour									

<b>Options</b>	Hellfist • Brace of Ogre Pistols • Mark of Pestilence
<b>Magic items</b>	Heart-Ripper • Bluffer's Helm - cannot be taken by Large Targets



#### GREAT SHAMAN #1

Great Shaman - *Standard - Infantry - 20x20mm*

355 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
<b>Model Rules</b>	Sons of the Avalanche									

<b>Options</b>	Level 4 (Wizard Master) • Mark of Change
<b>Magic items</b>	Book of Arcane Power (Lords)
<b>Magic</b>	Level 3 Wizard Master . Generates spells from one of the following Paths: Death, Heavens, Wilderness, or Butchery.

### Core



#### TRIBESMEN #2

Tribesmen x7 - *Standard - Infantry - 20x20mm*

453 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Tribesmen	6	3	3	4	4	3	2	3	7	Monstrous Infantry
<b>Model Rules</b>	Sons of the Avalanche • Light Armour • Paired Weapons									

<b>Options</b>	May take Heavy Armour • May take Iron Fists • Standard Bearer • Mark of Pestilence
<b>Magic banners</b>	Gleaming Icon (Banner Enchantment)



#### TRIBESMEN #1

Tribesmen x8 - *Standard - Infantry - 20x20mm*

495 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Tribesmen	6	3	3	4	4	3	2	3	7	Monstrous Infantry
<b>Model Rules</b>	Sons of the Avalanche • Light Armour • Paired Weapons									

<b>Options</b>	May take Heavy Armour • May take Iron Fists • Standard Bearer • Mark of Pestilence
<b>Magic banners</b>	Banner of Courage (Banner Enchantment)

### Special



# MERCENARY VETERANS #1

Mercenary Veterans x7 - Standard - Infantry - 20x20mm

807 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
Champion	6	5	5	5	4	3	3	5	8	
Bonus Battle-Scarred	-	-	+1	-	-	-	-	-	-	
<b>Model Rules</b>	Weapon Masters • Sons of the Avalanche • Heavy Armour									

<b>Options</b>	Iron Fist • Champion • Musician • Standard Bearer • Mark of Wrath • Poisoned Attacks • Weapon Master • Brace of Ogre Pistols • +1 Ballistic Skill
<b>Magic banners</b>	Dragonskin Banner (Banner Enchantment)

## Magics

### Magic items

**Bluffer's Helm** - cannot be taken by Large Targets:

**Book of Arcane Power (Lords):**

**Heart-Ripper:**

### Magic banners

**Banner of Courage:**

**Dragonskin Banner:**

**Gleaming Icon:**

### Model Rules

**Fear:**

**Heavy Armour:**

**Light Armour:**

**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.

Great Khan #1



Great Shaman #1



Mercenary Veterans #1



Tribesmen #2



Tribesmen #1

