



OGRE KHANS


KFC 01 - 580 POINTS



0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) **580 pts (100.00 %)** 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*

305 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	Trolleater • Great Weapon
Magic items	Mithril Mail - models on foot only (Lords) • Dragonfire Gem • Wizard's Hood



GREAT SHAMAN #1

Great Shaman - *Standard - Infantry - 20x20mm*

275 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									

Magic	Level 3 Wizard Master . Generates spells from one of the following Paths: Death, Heavens, Wilderness, or Butchery.
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Magics

Magic items

Dragonfire Gem:

Mithril Mail - models on foot only (Lords):

Wizard's Hood:

Model Rules

Fear:

Heavy Armour:

Sons of the Avalanche:

Qr codes of your army

Your 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

