



# OGRE KHANS

## TEST - 2 092 POINTS



600 pts (29.00%) 1072 pts (51.00%) 0 pts (0.00%) 235 pts (11.00%) 185 pts (9.00%) 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

235 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									

**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

185 POINTS



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

**Options** | Great Weapon

**Magic banners** | Dragonskin Banner (Banner Enchantment)

### Core



#### BRUISERS #1

Bruisers x6 - Standard - Infantry - 20x20mm

477 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	
<b>Model Rules</b>	Sons of the Avalanche • Heavy Armour • Great Weapons									

**Options** | Champion • Musician • Standard Bearer

**Magic banners** | War Standard (Banner Enchantment)



#### TRIBESMEN #1

Tribesmen x12 - Standard - Infantry - 20x20mm

595 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	
<b>Model Rules</b>	Sons of the Avalanche • Light Armour • Paired Weapons									

**Options** | May take Iron Fists • Champion • Musician • Standard Bearer

**Magic banners** | Banner of Speed (Banner Enchantment)

## Special



### BOMBARDIERS #1

Bombardiers **x3** - *Standard - Infantry - 20x20mm*

**120** POINTS



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



### BOMBARDIERS #2

Bombardiers **x3** - *Standard - Infantry - 20x20mm*

**120** POINTS



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



### BOMBARDIERS #3

Bombardiers **x3** - *Standard - Infantry - 20x20mm*

**120** POINTS



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



### SABRETOOTH TIGERS #1

Sabretooth Tigers **x5** - *Standard - Infantry - 20x20mm*

**120** POINTS



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



### SABRETOOTH TIGERS #2

Sabretooth Tigers **x5** - *Standard - Infantry - 20x20mm*

**120** POINTS



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

## Magics

### Magic banners

**Banner of Speed:**

**Dragonskin Banner:**

**War Standard:**

### Model Rules

**Great Weapons:**

**Hand Cannon:**

**Heavy Armour:**

**Insignificant:**

**Light Armour:**

**Paired Weapons:**

**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.

Bombardiers #1



Bombardiers #2



Bombardiers #3



Bruisers #1



Great Shaman #1



Khan - BSB #1



Sabretooth Tigers #1



Sabretooth Tigers #2



Tribesmen #1

