

Leader

Temüdschin

78pts

Khandish Warrior

Path of the Knight

Mv	F	S	D	A	W	C
6"	6/4+	3	4	1	1	4
Might		Will		Fate		
○○		○		○		

Wargear

Hand and a Halve Axe, Streitwagen, Heilkrauter

Special Rules

Master skirmisher , Expert Rider , Heilkräuter

Experience

Wounds
InflictedWounds
Remaining

Sergeant

Yesügai

39pts

Khandish Warrior

Path of the Ranger

Mv	F	S	D	A	W	C
5"	4/3+	3	4	1	1	3
Might		Will		Fate		
○○		○		○		

Wargear

Bogen, Arrow poison

Special Rules

Expert Shot, Steady aim, Poisoned arrows

Experience

Wounds
InflictedWounds
Remaining

Sergeant

Qabul

48pts

Khandish Warrior

Path of the General

Mv	F	S	D	A	W	C
5"	5/4+	3	4	2	1	5
Might		Will		Fate		
○		○		○		

Wargear

Hand and a Halve Axe

Special Rules

Experience

Wounds
InflictedWounds
Remaining

Dschemucha

13pts

Khandish horseman

Mv	F	S	D	A	W	C
10"	4/4+	3	4	1	1	3

Wargear

Hand and a Halve Axe, Pferd

Special Rules

Experience

Wounds
InflictedWounds
Remaining

Kuschluq

13pts

Khandish horseman

Mv	F	S	D	A	W	C
10"	4/4+	3	4	1	1	3

Wargear

Hand and a Halve Axe, Pferd

Special Rules

Experience



Wounds
Inflicted



Wounds
Remaining

Nilkha

13pts

Khandish Horseman

Mv	F	S	D	A	W	C
10"	4/4+	3	4	1	1	3

Wargear

Pferd

Special Rules

Experience



Wounds
Inflicted



Wounds
Remaining

Injured

Ögedei

13pts

Khandish Horseman

Mv	F	S	D	A	W	C
10"	4/4+	3	4	1	1	3

Wargear

Pferd, Bogen

Special Rules

Experience



Wounds
Inflicted



Wounds
Remaining

Noch schau

13pts

Khandish Horseman

Mv	F	S	D	A	W	C
10"	4/4+	3	4	1	1	3

Wargear

Pferd, Bogen

Special Rules

Experience



Wounds
Inflicted



Wounds
Remaining

