



OGRE KHANS

DAVES OGRES - 4 495 POINTS



1420 pts (32.00 %) 1394 pts (31.00 %) 581 pts (13.00 %) 240 pts (5.00 %) 1140 pts (25.00 %)

Characters **Core** **Special** **Powder Keg** **Chained Beasts**

(40 Max) (25 Least) (0 NoLimit) (35 Max) (30 Max)

Characters



GREAT KHAN #1
Great Khan - Large - Infantry - 40x40

420 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|------------|-----|-----|-----|-------------|--------------|------------------------------------|
| | 6" | 12" | 9 | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 5 | 6 | 5 | 0 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Great Khan | 5 | 6 | 5 | 2 | 4 | Sons of the Avalanche, Hand Weapon |

Options | General • Heavy Armour • Paired Weapons • Headhunter • Aurochs Charm • Wrestler's Belt



SHAMAN #1
Shaman - Large - Infantry - 40x40

415 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|-------------------|-----|------------------------------------|
| | 6" | 12" | 8 | Wizard Apprentice | | |
| Defensive | HP | Def | Res | Arm | | |
| | 4 | 4 | 5 | 0 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Shaman | 3 | 4 | 4 | 1 | 2 | Sons of the Avalanche, Hand Weapon |

Options | Light Armour • Paired Weapons • Wizard Adept • Pyromancy • Firebrand • Death Cheater



MAMMOTH HUNTER #1
Mammoth Hunter - Gigantic - Beast - 20x20

585 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|----------------|-----|-----|-----|---|--------------|------------------------------------|
| | 7" | 14" | 9 | Light Troops, Not a Leader, Swiftstride, Animal Master, Loner | | |
| Defensive | HP | Def | Res | Arm | | |
| | 4 | 5 | 5 | 1 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Mammoth Hunter | 4 | 5 | 5 | 2 | 4 | Sons of the Avalanche, Hand Weapon |





MOUNT ROCK AUROCHS

| Global | Adv | Mar | Dis | Model Rules | |
|-----------|-----|-----|-----|------------------|---------------|
| | 7" | 14" | C | Frenzy, Fearless | |
| Defensive | HP | Def | Res | Arm | |
| | 6 | 2 | 6 | 3 | Mountain Hide |
| Offensive | Att | Off | Str | Ap | Agi |

| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
|---------------------|------------|------------|------------|-----------|------------|---|
| Rock Aurochs | 5 | 3 | 6 | 3 | 2 | Impact Hits, Harnessed, Battle Focus, Devastating Charge, Living Avalanche |



Options | Hunting Spear (2+) • Great Weapon • Leader of the Pack • Rock Aurochs • Karkadan's Resilience

Core

 **BRUISERS #1** **697** POINTS 
Bruisers x10 - Large - Infantry - 40x40

| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|------------------|------------|------------|------------|----------------------------|--------------|-------------------------------------|
| | 6" | 12" | 8 | Scoring, Scrapling Lookout | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 3 | 4 | 0 | Heavy Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Bruiser | 3 | 3 | 4 | 1 | 2 | Sons of the Avalanche, Great Weapon |

Options | Champion • Standard Bearer

 **BRUISERS #1** **697** POINTS 
Bruisers x10 - Large - Infantry - 40x40

| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|------------------|------------|------------|------------|----------------------------|--------------|-------------------------------------|
| | 6" | 12" | 8 | Scoring, Scrapling Lookout | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 3 | 4 | 0 | Heavy Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Bruiser | 3 | 3 | 4 | 1 | 2 | Sons of the Avalanche, Great Weapon |

Options | Champion • Standard Bearer

Special

 **TUSKER CAVALRY #1** **581** POINTS 
Tusker Cavalry x5 - Large - Cavalry - 50x100

| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|------------------|------------|------------|------------|--------------------|--------------|------------------------|
| | 8" | 14" | 8 | Fear, Scoring | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 3 | 5 | 2 | Heavy Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Rider | 3 | 3 | 4 | 1 | 2 | |
| Tusker | 4 | 3 | 5 | 2 | 2 | Harnessed, Impact Hits |

Options | Paired Weapons • Champion

Powder Keg



SCRATAPULT #1
ScrataPult - Large - Construct - 50x100

240 POINTS



| | | | | | | |
|------------------|------------|------------|------------|--|------------|------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 6" | 6" | 6 | Insignificant, Swiftstride, ScrataPult | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 5 | 3 | 5 | 3 | | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Scraping Crew(7) | 1 | 2 | 3 | 0 | 3 | |
| Woolly Rhino | 3 | 3 | 5 | 2 | 2 | Harnessed |
| Chassis | | | 5 | 2 | | Impact Hits, Inanimate |

Chained Beasts



ROCK AUROCHS #1
Rock Aurochs - Gigantic - Beast - 20x20

480 POINTS



| | | | | | | |
|------------------|------------|------------|------------|--------------------|---------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 7" | 14" | 8 | Fearless, Frenzy | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 6 | 2 | 6 | 3 | Mountain Hide | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Rider | 3 | 4 | 4 | 1 | 3 | |
| Rock Aurochs | 5 | 3 | 6 | 3 | 2 | Battle Focus, Devastating Charge, Harnessed, Impact Hits |

| | |
|----------------|--------------------|
| Options | Hunting Spear (3+) |
|----------------|--------------------|



FROST MAMMOTH #1
Frost Mammoth - Gigantic - Beast - 20x20

380 POINTS



| | | | | | | |
|------------------|------------|------------|------------|--------------------|------------|------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 6" | 12" | 8 | Freezing Aura | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 6 | 3 | 6 | 3 | | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Rider | 3 | 4 | 4 | 1 | 3 | |
| Frost Mammoth | 4 | 3 | 6 | 3 | 2 | Harnessed, Impact Hits |

| | |
|----------------|--------------------|
| Options | Hunting Spear (3+) |
|----------------|--------------------|

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|---|---------------|-------|--|----------|
| H Children of Umi | | | | |
| Mf | (7+) {10+} | 18" | Translation missing: en.magic_spell.type_target.Augment | One Turn |
| All Melee Attacks against the target suffer -1 to wound. {In addition, all Shamans in the target unit gain +1 Resilience.} | | | | |



Pyromancy

| | | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i> |
|----------|-------------------|----------------|------------------|--------------------|-----------------|---|
| 5 | Scorching Salvo | 8+ | 24" Aura | Hex Damage | Instant | The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks. |
| 3 | Flaming Swords | 8+ [11+] | 18" [6" Aura] | Augment | One Turn | The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier. |
| 4 | Pyroclastic Flow | 7+ [10+] | 24" [12"] | Hex Missile Damage | Instant | The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks. |
| 6 | Enveloping Embers | 11+ | 24" | Hex Damage Direct | Instant | Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks. |
| 2 | Cascading Fire | 5+ [8+] | 24" [12"] | Hex | One Turn | The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks. |
| 4 | Blaze | | 24" | Hex Missile Damage | Instant | The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks. |
| 1 | Fireball (rep) | 4+ | 36" | Hex Missile Damage | Instant | The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks. |

Magic items

Aurochs Charm: The bearer gains **Mountain Hide**.

Wrestler's Belt: The wearer gains +2 Armour and +1 Strength.

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

Karkadan's Resilience: The wearer gains +1 Resilience but automatically fails all Special Saves.

Model Rules

Animal Master: The model gains **Commanding Presence**, but only units of Sabretooth Tigers may benefit from it.

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Freezing Aura: The model can cast Chilling Howl (Shamanism) as a Bound Spell with Power Level (4/8). Enemy units within 9" of one or more Frost Mammoths suffer -3 Agility. The roll for Flee Distance of enemy units that Break from Combat while in base contact with one or more Frost Mammoths is subject to Minimised Roll.

Frenzy: At the start of the Charge Phase, each of your nonFleeing units with at least one model with Frenzy that is unengaged, does not contain any Shaken models, and has an enemy unit inside its Front Arc within the unit's Advance Rate +7" must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must declare a Charge this Player Turn if possible.

Frenzy Tests and Restrain Pursuit Tests taken by units with at least one model with Frenzy are subject to Maximised Roll.

If there are different Advance Rates available in the unit, the Advance Rate used for the Frenzy Test and for the Charge Range is determined as follows:

- If a model has more than one Advance Rate (e.g. due to Fly), the model must use the Advance Rate that has the highest chance of completing the Charge.
- If a unit contains models with different Advance Rates, the unit must use the highest Advance Rate that all models in the unit can use (which will usually be the lowest Advance Rate in the unit).

For example, a model with Advance Rate 2" and Fly (8", 16") must use the Advance Rate from Fly. And if a Character in a Combined Unit has Advance Rate 4" while the R&F models have 6", the Combined Unit must use Advance Rate 4". Note that when a unit is forced to declare a Charge due to a failed Frenzy Test, it is not forced to Charge the enemy unit that triggered the Frenzy Test.

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Inanimate: Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

Insignificant:

Light Armour: Armor +1

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Loner: If on foot, the model can only join units of Yetis and Sabretooth Tigers; ignore the Insignificant rule for joining units. If mounted, it cannot join any unit. A model with Loner cannot join a unit containing any other Characters, and Characters cannot join a unit containing a model with Loner.

Mountain Hide: When a model with Mountain Hide suffers a wound from an attack with Multiple Wounds (X), halve X, rounding fractions up.

Not a Leader: The model cannot be the General.

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Scrapling Lookout: If a unit includes a Standard Bearer or a Battle Standard Bearer with Scrapling Lookout, there must be fewer than 3 R&F models before hits can be distributed onto Characters with the same Type and Height as the unit.

Scratapult: Artillery Weapon.

Catapult (5x5), Range 12–48", Shots 1, Str 3, AP 1, Lethal Strike.

A Scratapult that only Pivots (and moves no further) during its owner's Movement Phase ignores the to-hit modifier from Moving and Shooting in the next Shooting Phase.

Sons of the Avalanche: The model part gains **Impact Hits (1)**. If its unit has 2 or more Full Ranks, the model part gains **Impact Hits (2)**. A Character with Sons of the Avalanche instead gains **Impact Hits (D3)**, or **Impact Hits (D3+1)** if its unit has 2 or more Full Ranks. In addition, the model is immune to the effects of Fear from enemy models.

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

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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.

