



OGRE KHANS

EZ - 2 758 POINTS



700 pts (25.00 %) **673 pts (24.00 %)** 0 pts (0.00 %) **1010 pts (37.00 %)** 375 pts (14.00 %)
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 | Ogre Crossbow (3+) • Iron Fist • Heavy Armour • General • Lygur's Tongue • Mammoth-Hide Cloak



SHAMAN #1
Shaman - Large - Infantry - 40x40

280 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 | Shamanism • Iron Fist • Wizard Adept

Core



TRIBESMEN #1
Tribesmen x11 - Large - Infantry - 40x40

673 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|----------------------------|--------------|---------------------------------------|
| | 6" | 12" | 7 | Scoring, Scrapling Lookout | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 3 | 4 | 0 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Tribesman | 3 | 3 | 4 | 1 | 2 | Sons of the Avalanche, Paired Weapons |

Options | Iron Fist • Champion • Musician • Standard Bearer • Skull of Qenghet

Powder Keg



THUNDER CANNON #1

Thunder Cannon - Large - Construct - 50x100

320 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------------|-----|-----|-----|-------------|-----|--|
| | 6" | 6" | 7 | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 5 | 3 | 5 | 3 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Bombardier Crew | 3 | 3 | 4 | 1 | 2 | Sons of the Avalanche |
| Scraping Crew | 1 | 2 | 3 | 0 | 3 | |
| Woolly Rhino | 3 | 3 | 5 | 2 | 2 | Harnessed |
| Chassis | | | 5 | 2 | | Inanimate, Impact Hits (D6, D6), Thunder Cannon (4+, 4+) |



THUNDER CANNON #2

Thunder Cannon - Large - Construct - 50x100

320 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------------|-----|-----|-----|-------------|-----|--|
| | 6" | 6" | 7 | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 5 | 3 | 5 | 3 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Bombardier Crew | 3 | 3 | 4 | 1 | 2 | Sons of the Avalanche |
| Scraping Crew | 1 | 2 | 3 | 0 | 3 | |
| Woolly Rhino | 3 | 3 | 5 | 2 | 2 | Harnessed |
| Chassis | | | 5 | 2 | | Inanimate, Impact Hits (D6, D6), Thunder Cannon (4+, 4+) |



BOMBARDIERS #1

Bombardiers x3 - Large - Infantry - 40x40

185 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|------------|-----|-----|-----|----------------------------|--------------|---|
| | 6" | 12" | 7 | Scoring, Scrapling Lookout | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 3 | 4 | 0 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Bombardier | 3 | 3 | 4 | 1 | 2 | Sons of the Avalanche, Hand Cannon (4+, 4+) |



BOMBARDIERS #2

Bombardiers x3 - Large - Infantry - 40x40

185 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|------------|-----|-----|-----|----------------------------|--------------|---|
| | 6" | 12" | 7 | Scoring, Scrapling Lookout | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 3 | 4 | 0 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Bombardier | 3 | 3 | 4 | 1 | 2 | Sons of the Avalanche, Hand Cannon (4+, 4+) |



FROST MAMMOTH #1

Frost Mammoth - Gigantic - Beast - 150x100

375 POINTS



| Global | Adv | Mar | Dis | | | Model Rules |
|----------------------|-----|-----|-----|-----|-----|--|
| | 6" | 12" | 8 | | | Freezing Aura |
| Defensive | HP | Def | Res | Arm | | |
| | 6 | 3 | 6 | 3 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Rider | 3 | 4 | 4 | 1 | 3 | |
| Frost Mammoth | 4 | 3 | 6 | 3 | 2 | Harnessed, Impact Hits (D3, D3) |

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|--|-------------|-------|--|----------|
| Children of Umi | | | | |
| <i>Mf</i> | 7+ [10+] | 18" | Translation missing: en.magic_spell.type_target.Augment | |
| <p><i>All Melee Attacks against the target suffer -1 to wound.</i></p> <p><i>[Additionally, all Shamans in the target gain +1 Resilience.]</i></p> | | | | |



Shamanism

| | | Casting | Range | Type | Duration | Effect |
|----------|------------------|--------------|--------------|--------------------|-----------|---|
| 5 | Totemic Summon | 10+ [12+] | 96" | Ground | Instant | Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge. Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0) |
| 4 | Chilling Howl | 6+ [10+] | 36" | Hex | One Turn | All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects] . |
| 3 | Savage Fury | 5+ [8+] | 12" [24"] | Universal | One Turn | The target gains Frenzy and Battle Focus. |
| 6 | Break the Spirit | 9+ [11+] | 18" [36"] | Hex | One Turn | The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2). |
| 1 | Awaken the Beast | 5+ [7+] | 18" | Augment | One Turn | The target gains +1 Strength and +1 Armour Penetration [+1 Resilience] . |
| A | Scarification | | Caster | | One Turn | Melee Attacks against the target can never wound on better than 5+. |
| 2 | Swarm of Insects | 5+ [8+] | 24" [48"] | Hex Missile Damage | Permanent | Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move. |

Magic items

Lygur's Tongue: Enemy units in base contact with the bearer suffer -1 Attack Value.

Mammoth-Hide Cloak: The wearer gains +1 Armour. Attacks against thewearer can **never** have a Strength above 5.

Magic banners

Skull of Qenghet: The bearer's unit gains **Fear** and automatically passes Panic Tests caused by Terror.

Model Rules

Freezing Aura: Universal Rule.

The model can cast Chilling Howl from 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.

Hand Cannon: Shooting Weapon.

Range 24", Shots D6, Str 4, AP 2, Quick to Fire.

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.

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).

Light Armour: Armor +1

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

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, R&F models must be fewer than 3 before hits can be distributed onto Characters with the same Type and Size as the unit.

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 of enemy models.

Thunder Cannon: This weapon can be fired in two ways:

- As a Cannon Artillery Weapon:

Range 48", Shots 1, Str 5[10], AP 2[10], Area Attack (5×1), [Multiple Wounds (D3+1, Clipped Wings)].

- As a Volley Gun Artillery Weapon:

Range 12", Shots 2D6, Str 5, AP 4.

A Thunder Cannon 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.

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.

| | | | | | | | |
|---------------|-----------|--------------|-------------------|-------------------|----------------|----------------|------------------|
| Great Khan #1 | Shaman #1 | Tribesmen #1 | Thunder Cannon #1 | Thunder Cannon #2 | Bombardiers #1 | Bombardiers #2 | Frost Mammoth #1 |
|---------------|-----------|--------------|-------------------|-------------------|----------------|----------------|------------------|

