



OGRE KHANS

BOBO COPY - 2 997 POINTS



1185 pts (40.00 %) Characters
 785 pts (26.00 %) Core
 647 pts (22.00 %) Special
 647 pts (22.00 %) Powder Keg
 380 pts (13.00 %) Chained Beasts

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

Characters



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

465 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 • Hoardmaster • Heavy Armour • Ogre Crossbow (3+) • Talisman of Shielding • Lygur's Tongue • Mammoth-Hide Cloak



SHAMAN #1
 Shaman - Large - Infantry - 40x40

380 POINTS



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

Options | Firebrand • Light Armour • Paired Weapons • Wizard Adept • Pyromancy • Rod of Battle • Alchemist's Alloy • Magical Heirloom



KHAN #1
 Khan - Large - Infantry - 40x40

340 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|-------------------|--------------|------------------------------------|
| | 6" | 12" | 8 | Scrapling Lookout | | |
| Defensive | HP | Def | Res | Arm | | |
| | 4 | 5 | 5 | 0 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Khan | 4 | 5 | 5 | 2 | 3 | Sons of the Avalanche, Hand Weapon |

Options | Battle Standard Bearer • Cult Leader • Brace of Ogre Pistols (4+) • Viper's Curse

Core




BRUISERS #1
 Bruisers x8 - Large - Infantry - 40x40

625 POINTS




| | | | | | |
|-------------------------------------|------------|------------|------------|----------------------------|--------------|
| <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 | Musician • Standard Bearer • Pennant of the Great Grass Sky |
|----------------|---|



TRIBESMEN #1
Tribesmen x3 - Large - Infantry - 40x40


160 POINTS



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


| | |
|----------------|---------------------------|
| Options | Paired Weapons • Musician |
|----------------|---------------------------|

Special



MERCENARY VETERANS #2
Mercenary Veterans x6 - Large - Infantry - 40x40

647 POINTS



| | | | | | |
|--------------------------|------------|------------|------------|--|--------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 6" | 12" | 8 | Scoring, Scrapling Lookout, Battle-Scarred | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 4 | 4 | 0 | Heavy Armour |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Mercenary Veteran | 4 | 4 | 5 | 2 | 3 |
| Sons of the Avalanche | | | | | |

| | |
|----------------|--|
| Options | Brace of Ogre Pistols (4+) • Magic Resistance (2) • Poison Attacks • Champion • Musician |
|----------------|--|

Chained Beasts



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 | (6+) {8+} | 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

| | | Casting | Range | Type | Duration | Effect |
|---|-------------------|----------|------------------|--------------------|----------|---|
| 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 | The target suffers 1 hit with Area Attack (6x6), Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks. |
| 2 | Cloak of Cinders | 7+ [9+] | 18" | Augment | One Turn | Melee (and Ranged) Attacks against the target suffer -1 to wound. |
| 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

Lygur's Tongue: Enemy units in base contact with the bearer suffer -2 Offensive Skill.

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

Talisman of Shielding: The bearer gains Aegis (5+).

Alchemist's Alloy: The wearer gains +1 Armour and suffers -2 Offensive Skill.

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Rod of Battle: The bearer can cast a Bound Spell, Power Level (4/8):

Type: Augment. Range 18". Duration: One Turn.

The target gains +1 to hit with its Close Combat Attacks.

Viper's Curse: Shots 4, Str 4, AP 2 (Range is dependent on which weapon is enchanted). This weapon also gains **Magical Attacks** and **Poison Attacks** (in case of Brace of Ogre Pistols, both Attack Attributes also apply to Close Combat Attacks made with it). An enchanted Ogre Crossbow loses Area Attack (1x5). Shooting Attacks made with this weapon **always** hit on 4+.

Magic banners

Pennant of the Great Grass Sky: The bearer's unit gains **Swiftstride**.

Model Rules

Battle-Scarred: Each unit of Mercenary Veterans may be given up to two of the upgrades listed below (the upgrades **must** be written on the Army List). The models gain: • Accurate • Devastating Charge (+1 Str, +1 AP) • Lethal Strike • Magic Resistance (2) • Plate Armour • Poison Attacks • Swiftstride • Vanguard Each upgrade may only be taken by a single unit of Mercenary Veterans in your army.

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.

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.

Light Armour: Armor +1

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.

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.

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

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 profile with your phone.

| Great Khan #1 | Shaman #1 | Khan #1 | Mercenary Veterans #2 | Frost Mammoth #1 | Bruisers #1 | Tribesmen #1 |
|--|---|---|---|--|---|---|
|  |  |  |  |  |  |  |