



# OGRE KHANS

## 2500 LISTE A GIVORS - 2 182 POINTS



675 pts (31.00 %) 605 pts (28.00 %) 902 pts (41.00 %) 610 pts (28.00 %) 0 pts (0.00 %)

**Characters**      **Core**      **Special**      **Powder Keg**      **Chained Beasts**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (30 Max)

### Characters




**KHAN #1**  
Khan - Large - Infantry - 40x40

**300 POINTS**



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

**Options** | Battle Standard Bearer • Brace of Ogre Pistols (4+) • Heavy Armour • Yeti Furs



**CHAMANE #1**  
Shaman - Large - Infantry - 40x40


**375 POINTS**



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


**Options** | Pyromancy • Wizard Adept • Light Armour • Talisman of the Void • Magical Heirloom

### Core



**GUERRIERS TRIBAUX #2**  
Tribesmen x3 - Large - Infantry - 40x40

**205 POINTS**



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

**Options** | Iron Fist • Champion • Musician



### GUERRIERS TRIBAUX #3

Tribesmen x3 - Large - Infantry - 40x40

205 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
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### FRACASSEURS #1

Bruisers x3 - Large - Infantry - 40x40

195 POINTS



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

Options	Musician
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Special



### MERCENAIRES VETERANS #1

Mercenary Veterans x6 - Large - Infantry - 40x40

742 POINTS



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

Options	Champion • Musician • Standard Bearer • Brace of Ogre Pistols (4+) • Accurate • Poison Attacks • Banner of the Gyengget
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### TIGRE A DENTS DE SABRE #1

Sabretooth Tigers - Standard - Beast - 25x50

80 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	5	Insignificant	
Defensive	HP	Def	Res	Arm	
	2	4	4	0	
Offensive	Att	Off	Str	Ap	Agi
Sabretooth Tiger	3	4	4	1	4



## TIGRE A DENTS DE SABRE #2

Sabretooth Tigers - Standard - Beast - 25x50

80 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	5	Insignificant	
Defensive	HP	Def	Res	Arm	
	2	4	4	0	
Offensive	Att	Off	Str	Ap	Agi
<b>Sabretooth Tiger</b>	3	4	4	1	4

## Magics

Racial Trait Spell

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



Pyromancy

		Casting	Range	Type	Duration	Effect
<b>5</b>	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.
<b>4</b>	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.
<b>A</b>	Blaze		18"	Hex Missile Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
<b>6</b>	Enveloping Embers	10+	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.
<b>3</b>	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.
<b>1</b>	Fireball	4+	36"	Hex Missile Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
<b>2</b>	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.

## Magic items

**Yeti Furs:** The wearer gains +1 Armour. Enemy units in base contact with the wearersuffer -1 Agility.

**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, andcannot replace or otherwise lose it.

**Talisman of the Void:** The bearer gains Channel (1).

## Magic banners

**Banner of the Gyengget:** In the First Roundof Combat, natural to-hit, to-wound, and Armour Save rolls of '1' from the bearer's unit **must** be rerolled,including Special Attacks.

## Model Rules

**Battle-Scarred:** Universal Rule.

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.

**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

**Heavy Armour:** +2 Armor

**Insignificant:**

**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.

**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.

