



OGRE KHANS

OGRE JAGER 4000 - 3 995 POINTS



1595 pts (40.00 %) Characters
 925 pts (23.00 %) Core
 465 pts (12.00 %) Special
 240 pts (6.00 %) Powder Keg
 770 pts (19.00 %) Chained Beasts

(40 Max) (20 Least) (0 NoLimit) (35 Max) (30 Max)

Characters



MAMMUTJAGER #1
 Mammoth Hunter - Large - Infantry - 40x40

435 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

Options | Hunting Spear (2+) • Paired Weapons • Wildheart • General • Lygur's Tongue • Essence of Mithril • Ritual Bloodletter



MAMMUTJAGER #2
 Mammoth Hunter - Large - Infantry - 40x40

500 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

Options | Hunting Spear (2+) • Paired Weapons • Leader of the Pack • Trolleater • Battle Standard Bearer • Karkadan's Resilience • King Slayer



SCHAMANE #1
 Shaman - Large - Infantry - 40x40

660 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 • Iron Fist • Wizard Master • Pyromancy • Gut Roarer • Talisman of the Void • Talisman of Shielding • Mammoth-Hide Cloak

Core



STAMMESKRIEGER #1
 Tribesmen x5 - Large - Infantry - 40x40


306 POINTS



Global	Adv	Mar	Dis	Model Rules	
--------	-----	-----	-----	-------------	--


<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, Paired Weapons					

Options	Iron Fist • Musician • Standard Bearer
----------------	--




SCHRÖTLINGE #1
Scraplings x20 - Standard - Infantry - 20x20

125 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	Insignificant, Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Scrapling	1	2	3	0	3

Options	Musician • Throwing Weapons (5+)
----------------	----------------------------------




SCHRÖTLINGE #1
Scraplings x20 - Standard - Infantry - 20x20

125 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	Insignificant, Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Scrapling	1	2	3	0	3

Options	Musician • Throwing Weapons (5+)
----------------	----------------------------------



STAMMESKRIEGER #2
Tribesmen x6 - Large - Infantry - 40x40


369 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, Paired Weapons					


Options	Iron Fist • Champion • Musician • Standard Bearer
----------------	---

Special



YETIS #1
Yetis x5 - Large - Infantry - 40x40

332 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Fear, Light Troops, Swiftstride, Vanguard, Touch of Frost	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	4	2	

Offensive	Att	Off	Str	Ap	Agi	
Yeti	3	3	5	2	3	Paired Weapons



SABELZAHNTIGER #1


Sabretooth Tigers x3 - Standard - Beast - 25x50

133 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	


Powder Keg



SCHRÖTTWERFER #1

Scratapult - Large - Construct - 50x100

240 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	6"	6	Insignificant, Swiftstride, Scratapult		
Defensive	HP	Def	Res	Arm		
	5	3	5	3		
Offensive	Att	Off	Str	Ap	Agi	
Scrapling Crew(7)	1	2	3	0	3	
Woolly Rhino	3	3	5	2	2	
					Harnessed	
Chassis			5	2	Impact Hits, Inanimate	

Chained Beasts



EISMAMMUT #1

Frost Mammoth - Gigantic - Beast - 20x20

385 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	

Options	Ogre Crossbow (3+)
----------------	--------------------



EISMAMMUT #1

Frost Mammoth - Gigantic - Beast - 20x20

385 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	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Frost Mammoth	4	3	6	3	2	Harnessed, Impact Hits

Options	Ogre Crossbow (3+)
----------------	--------------------

Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>H Children of Umi</i>				
<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. {In addition, all Shamans in the target unit gain +1 Resilience.}</i>				



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

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

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

Ritual Bloodletter: The wielder gains +1 Offensive Skill and +1 Attack Value while using this weapon. Attacks made with it become **Magical Attacks**. For each unsaved wound inflicted with this weapon, the owner gains one Veil Token.

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

King Slayer: The wielder gains +X Attack Value while using this weapon, and attacks made with this weapon gain +X Strength, +X Armour Penetration, and Magical Attacks, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

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+).

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

Model Rules

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

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.

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.

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).

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.

Not a Leader: The model cannot be the General.

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, 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.

Touch of Frost: Enemy units suffer -1 Agility for each unit of Yetis in base contact with them.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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 profil with your phone.

Mammutjäger #1	Mammutjäger #2	Shamane #1	Yetis #1	Stammeskrieger #1	Schrottlings #1	Schrottlings #1	Eismammus #1	Eismammus #1	Sabelzahn #1	Stammeskrieger #2	Schrottlings #1
----------------	----------------	------------	----------	-------------------	-----------------	-----------------	--------------	--------------	--------------	-------------------	-----------------

