



OGRE KHANS

CANNIBALES - 4 494 POINTS




Cannibales et tir

1010 pts (22.00 %) 1197 pts (27.00 %) 1192 pts (26.00 %) 1517 pts (34.00 %) 275 pts (6.00 %)

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

410 POINTS



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


Options | General • Heavy Armour • Iron Fist • Brace of Ogre Pistols (4+) • Crown of Autocracy • Yeti Furs • Touch of Greatness



KHAN #1


Khan - Large - Infantry - 40x40

265 POINTS



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


Options | Battle Standard Bearer • Heavy Armour • Ogre Crossbow (3+) • Iron Fist



SHAMAN #1

Shaman - Large - Infantry - 40x40

335 POINTS



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

Options | Light Armour • Iron Fist • Wizard Adept • Pyromancy • Ritual Bloodletter • Binding Scroll x1

Core



TRIBESMEN #2
Tribesmen x3 - Large - Infantry - 40x40

200 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

Options	Iron Fist • Musician
----------------	----------------------



BRUISERS #1
Bruisers x12 - Large - Infantry - 40x40

835 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	Champion • Musician • Standard Bearer • Flaming Standard
----------------	--



SCRAPLINGS #1
Scraplings x22 - Standard - Infantry - 20x20

162 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	6	Scoring, Insignificant, Back to Work!		
Defensive	HP	Def	Res	Arm		
	1	2	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Scrapling	1	2	3	0	3	Bow

Options	Bow (4+) • Champion • Musician
----------------	--------------------------------

Special



KIN-EATER #2
Kin-Eater - Large - Infantry - 40x40

165 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Fearless, Ambush, Unbreakable, Fear		
Defensive	HP	Def	Res	Arm		
	4	3	5	0	Fortitude	
Offensive	Att	Off	Str	Ap	Agi	
Kin-Eater	4	3	5	2	3	Hatred



KIN-EATER #3
Kin-Eater - Large - Infantry - 40x40

165 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Fearless, Ambush, Unbreakable, Fear		
Defensive	HP	Def	Res	Arm		
	4	3	5	0	Fortitude	
Offensive	Att	Off	Str	Ap	Agi	
Kin-Eater	4	3	5	2	3	Hatred



KIN-EATER #1
Kin-Eater - Large - Infantry - 40x40

165 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Fearless, Ambush, Unbreakable, Fear		
Defensive	HP	Def	Res	Arm		
	4	3	5	0	Fortitude	
Offensive	Att	Off	Str	Ap	Agi	
Kin-Eater	4	3	5	2	3	Hatred



MERCENARY VETERANS #1
Mercenary Veterans x6 - Large - Infantry - 40x40

697 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, Brace of Ogre Pistols, Lethal Strike

Options | Brace of Ogre Pistols • Lethal Strike • Poison Attacks • Champion • Musician • Standard Bearer • Aether Icon

Powder Keg



BOMBARDIERS #1
Bombardiers x4 - Large - Infantry - 40x40

240 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Scoring, Hand Cannon, 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

Options | Musician



THUNDER CANNON #1

Thunder Cannon - Large - Construct - 50x100

290 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	6"	7	Swiftstride		
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
Scrapling Crew	1	2	3	0	3	
Woolly Rhino	3	3	5	2	2	Harnessed
Chassis			5	2		Inanimate, Impact Hits, Thunder Cannon



THUNDER CANNON #2

Thunder Cannon - Large - Construct - 50x100

290 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	6"	7	Swiftstride		
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
Scrapling Crew	1	2	3	0	3	
Woolly Rhino	3	3	5	2	2	Harnessed
Chassis			5	2		Inanimate, Impact Hits, Thunder Cannon

Chained Beasts



MERCENARY GIANT #1

Mercenary Giant - Gigantic - Infantry - 50x75

275 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Giant See, Giant Do		
Defensive	HP	Def	Res	Arm		
	7	3	5	1		
Offensive	Att	Off	Str	Ap	Agi	
Mercenary Giant	5	3	5	2	3	Rage

Options

Iron Fist

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
<p>All Melee Attacks against the target suffer -1 to wound. {In addition, all Shamans in the target unit gain +1 Resilience.}</p>				



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.
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 (6×6), Strength 3, 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.
2	Cloak of Cinders	7+ [9+]	18"	Augment	One Turn	Melee (and Ranged) Attacks against the target suffer -1 to wound.
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.
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.

Magic items

Crown of Autocracy: The model's range of Commanding Presence (if available) is increased by 3", up to a maximum of 18". If the model does not have Commanding Presence, it gains Commanding Presence whose range is always set to 3".

Touch of Greatness: Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and become Magical Attacks. Strength modifiers from this weapon (combining both mundane and Weapon Enchantment modifiers) cannot exceed +2 (but can exceed +2 through modifiers from other sources, such as spells).

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

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence). When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

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.

Magic banners

Flaming Standard: One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Model Rules

Ambush:

Back to Work!: The Scrapling Foreman is a Champion that loses First Among Equals and has the same model rules as the other R&F models in its unit. It is not forced to choose the same Close Combat Weapon in close combat as the other R&F models in its unit, and it gains **Rally Around the Flag**, but only Scraplings, Scrapling Trappers, and Scratapults may benefit from it.

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.

Bow:

Brace of Ogre Pistols: Shooting Weapon
Range 24", Shots 2, Str 4, AP 2, Quick to Fire. Counts as Paired Weapons in close combat.

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.

Fortitude: Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

Giant See, Giant Do: Universal Rule.

The model gains Sons of the Avalanche and counts as a Character for the purpose of Sons of the Avalanche.

The model is a Musician. The range of the model's March to the Beat, and to enemy units that are required to take a March Test due to the Slave Giant, are both extended to 18".

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 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 at least one model part with Harnessed is considered to be mounted.

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

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:

Iron Fist: Close Combat Weapon

The wielder gains +1 Armour, +1 Attack Value, and Parry, unless using another weapon. This weapon cannot be enchanted with Weapon Enchantments from the List of Common Special Items.

Lethal Strike: If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

Light Armour: Armor +1

Rage: Attack Attribute – Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers –1 Attack Value.

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.

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.

Thunder Cannon: Artillery Weapon.

This Artillery Weapon can be fired in two ways:

- Cannon, Range 48", Shots 1, Str 5 [10], AP 2 [10], Area Attack (1x5), [Multiple Wounds (D3+1, Clipped Wings)]
- Volley Gun, 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.

Unbreakable: The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

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

Your 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	Khan #1	Shaman #1	Bombard #1	Tribesmen #2	Cruisers #1	Scrappings #1	Kin-Eater #2	Kin-Eater #3	Kin-Eater #1	Mercenary Veterans #1	Thunder Cannon #1	Thunder Cannon #2	Mercenary Giant #1