



OGRE KHANS

OGRE TRIBE - 3 667 POINTS




695 pts (19.00 %) 1027 pts (28.00 %) 1275 pts (35.00 %) 0 pts (0.00 %) 670 pts (18.00 %)

Characters **Core** **Special** **Powder Keg** **Chained Beasts**

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


Characters



KHAN+55 + 45


Khan - Large - Infantry - 40x40

260 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 • Brace of Ogre Pistols (4+) • Heavy Armour |
| Notes | fourrure yéti 45 |



SHAMAN + 60

Shaman - Large - Infantry - 40x40


435 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 |

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|----------------|--|
| Options | Iron Fist • Wizard Master • Light Armour |
| Notes | ceintur 60 |


Core



TRIBESMEN #1

Tribesmen x10 - Large - Infantry - 40x40

657 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 |

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|----------------|---|
| Options | Iron Fist • Champion • Musician • Standard Bearer • Banner of Speed |
|----------------|---|



BRUISERS #2
Bruisers **x3** - Large - Infantry - 40x40

185 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 |



BRUISERS #3
Bruisers **x3** - Large - Infantry - 40x40

185 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 |

Special



MERCENARY VETERANS
Mercenary Veterans **x6** - Large - Infantry - 40x40

575 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

Musician • Standard Bearer • Pennant of the Great Grass Sky



TUSKER CAVALRY #1
Tusker Cavalry **x4** - Large - Cavalry - 50x100

540 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|---------------|-----|-----|-----|---------------|--------------|-----------|
| | 8" | 14" | 8 | Fear, Scoring | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 3 | 5 | 2 | Heavy Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Rider | 3 | 3 | 4 | 1 | 2 | Harnesses |
| Tusker | 4 | 3 | 5 | 2 | 2 | |

Options

Great Weapon



SABRETOOTH TIGERS #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 |



SABRETOOTH TIGERS #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 |
| Sabretooth Tiger | 3 | 4 | 4 | 1 | 4 |

Chained Beasts



FROST MAMMOTH
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 |

| | |
|---------|--------------------|
| Options | Hunting Spear (3+) |
|---------|--------------------|



SLAVE GIANT #1
Slave Giant - Gigantic - Infantry - 50x75

295 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 |
| Slave Giant | 5 | 3 | 5 | 2 | 3 |

| | |
|---------|------------|
| Options | Giant Club |
|---------|------------|

Magics

Racial Trait Spell

| Casting | Range | Type | Duration |
|------------------------|-------|------|----------|
| Children of Umi | | | |

| | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</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. [Additionally, all Shamans in the target gain +1 Resilience.]</i> | | | | |

Magic banners

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

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

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.

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: 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.

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 Giant'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 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.

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.

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, 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

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.

| | | | | | | | | | | |
|-----------------|----------------|-----------------|----------------|----------------|-----------------------|----------------------|-------------------------|-------------------------|------------------|-------------------|
| Khan+55 + 45 | Shaman + 60 | Tribesmen #1 | Bruisers #2 | Bruisers #3 | Mercenary Veterans | Tusker Cavalry #1 | Sabretooth Tigers #1 | Sabretooth Tigers #2 | Frost Mammoth | Slave Giant #1 |
| | | | | | | | | | | |