



# OGRE KHANS

## KRASNAL - OGRY 12.06.23 - 4 498 POINTS



1280 pts (28.00 %) 1140 pts (25.00 %) 1028 pts (23.00 %) 0 pts (0.00 %) 1050 pts (23.00 %)

**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

455 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** | Spinesplitter • Paired Weapons • Rampager's Chain • Destiny's Call • King Slayer



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

330 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 • Paired Weapons • Heart-Ripper



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

495 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** | General • Light Armour • Iron Fist • Wizard Master • Thaumaturgy • Ritual Bloodletter • Magical Heirloom

### Core



**TRIBESMEN #1**  
Tribesmen x13 - Large - Infantry - 40x40


810 POINTS



Global	Adv	Mar	Dis	Model Rules	
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<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>
<b>Tribesman</b>	3	3	4	1	2 Sons of the Avalanche

<b>Options</b>	Iron Fist • Champion • Musician • Standard Bearer • Pennant of the Great Grass Sky
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**SCRAPLINGS #1**  
Scraplings x50 - Standard - Infantry - 20x20


**330 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	Insignificant, Scoring, Back to Work!	
<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>
<b>Scrapling</b>	1	2	3	0	3


<b>Options</b>	Spear • Champion • Musician
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Special



**MERCENARY VETERANS #1**  
Mercenary Veterans x8 - Large - Infantry - 40x40

**858 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>
<b>Mercenary Veteran</b>	4	4	5	2	3 Sons of the Avalanche

<b>Options</b>	Iron Fist • Plate Armour • Swiftstride • Champion • Musician • Standard Bearer • Banner of the Gyengget
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**SABRETOOTH TIGERS #1**  
Sabretooth Tigers - Standard - Beast - 25x50

**85 POINTS**




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



**SABRETOOTH TIGERS #2**  
Sabretooth Tigers - Standard - Beast - 25x50


**85 POINTS**



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


<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Sabretooth Tiger	3	4	4	1	4	Extra Support (2)

## 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

<b>Options</b>	Hunting Spear (3+)
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**SLAVE GIANT #1**  
Slave Giant - *Gigantic* - Infantry - 50x75

**335 POINTS**




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

<b>Options</b>	Big Brother
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**SLAVE GIANT #2**  
Slave Giant - *Gigantic* - Infantry - 50x75

**335 POINTS**



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

<b>Options</b>	Big Brother
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### Magics

Racial Trait Spell

	Casting	Range	Type	Duration
	<b>H Children of Umi</b>			
<i>Mf</i>	(6+) {8+}	18"	Translation missing: en.magic_spell.type_target.Augment	One Turn
<p style="color: gold; font-size: small;">All Melee Attacks against the target suffer -1 to wound. {In addition, all Shamans in the target unit gain +1 Resilience.}</p>				



**Judgement on High:** When casting non-Bound Spells from this Path, all Magic Dice that result in '1' must be rerolled. Dice causing a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast Modifier.

		Casting	Range	Type	Duration	Effect
5	Wrath of God	12+	96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6: • If 1–3 is rolled, nothing happens. • If 4–6 is rolled, each unit within 2D6" suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it Flees directly away from the marked point (for all other rules, the Caster is considered to be the attacker). The spell then ends.
4	Cleansing Fire	5+ [8+]	Caster [18"]	[Augment] Focused	Instant	The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions, and single model units.]
6	Trial of Faith	7+ [10+]	12" [18"]	Hex Missile Damage Focused Direct	Instant	The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.
2	Smite the Unbeliever	6+ [9+]	24"	Hex	One Turn	Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
1	Hand of Heaven	5+ [8+]	24"	Hex Missile Damage	One Turn	The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks. Roll once for the number of hits and once for the Strength and apply the rolled Strength value to all hits
3	Speaking in Tongues	5+	24"	Hex	One Turn	The target must take a Discipline Test: • If the test is passed, the target gains Fearless. • If the test is failed, the target becomes Shaken.

### Magic items

**Destiny's Call:** The wearer gains Aegis (4+). In addition, its Armour is set to 3 and can never be improved beyond this.

**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.

**Rampager's Chain:** The bearer gains **Stomp Attacks (D3+1)**, and all models in the bearer's unit **must** reroll failed to-wound rolls with Stomp Attacks.

**Heart-Ripper:** Attacks made with this weapon gain **Lethal Strike**, +1 Armour Penetration, become **Magical Attacks**, and can **never** hit on worse than 3+.

**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.

**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

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

**Banner of the Gyengget:** In the First Round of 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

**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.

**Extra Support:**

**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.

**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".

**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

**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.

**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.

Tribesmen #1	Scraplings #1	Great Khan #1	Frost Mammoth #1	Mercenary Veterans #1	Khan #1	Shaman #1	Sabretooth Tigers #1	Sabretooth Tigers #2	Slave Giant #1	Slave Giant #2
