



OGRE KHANS

DA TRIB - 2 996 POINTS



980 pts (33.00 %) 805 pts (27.00 %) 361 pts (12.00 %) 831 pts (28.00 %) 380 pts (13.00 %)

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

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

Characters



NIQ DE OBESE
Shaman - Large - Infantry - 40x40

620 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	General • Light Armour • Iron Fist • Wizard Master • Shamanism • Death Cheater • Ritual Bloodletter • Crystal Ball • Rampager's Chain • Potion of Swiftiness
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KHAN #2
Khan - Large - Infantry - 40x40

360 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 • Iron Fist • Lucky Charm • Destiny's Call • Supernatural Dexterity
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Core



BRUISERS #1
Bruisers x11 - Large - Infantry - 40x40

805 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 • Pennant of the Great Grass Sky
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Special



MERCENARY VETERANS #1
Mercenary Veterans x3 - Large - Infantry - 40x40

361 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Scoring, Scrapling Lookout, Vanguard, 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, Accurate, Brace of Ogre Pistols

Options | Brace of Ogre Pistols • Accurate • Vanguard • Champion • Musician • Standard Bearer • Flaming Standard

Powder Keg



BOMBARDIERS #1
Bombardiers x3 - Large - Infantry - 40x40

180 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

Chained Beasts



FROST MAMMOTH #1
Frost Mammoth - Gigantic - Beast - 100x150

380 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	

Offensive	Att	Off	Str	Ap	Agi	
Rider	3	4	4	1	3	Ogre Crossbow
Frost Mammoth	4	3	6	3	2	Ogre Crossbow, Impact Hits, Harnessed

Options	Ogre Crossbow (3+) • Ogre Crossbow (3+)
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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
All Melee Attacks against the target suffer -1 to wound. {In addition, all Shamans in the target unit gain +1 Resilience.}				



Shamanism

		Casting	Range	Type	Duration	Effect
6	Break the Spirit	9+ [11+]	18" [36"]	Hex	One Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
4	Chilling Howl	6+ [10+]	36"	Hex	One Turn	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects].
5	Totemic Summon	9+ [12+]	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge. Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)
4	Scarification		Caster		One Turn	Melee Attacks against the target can never wound on better than 5+.
2	Swarm of Insects	5+ [8+]	24" [48"]	Hex Missile Damage	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.
1	Awaken the Beast	5+ [7+]	18"	Augment	One Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
3	Savage Fury	5+ [8+]	12" [24"]	Universal	One Turn	The target gains Frenzy and Battle Focus.

Magic items

Crystal Ball: The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield. When using a single Magic Dice for this Dispelling Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Dispelling Attempt, regardless of any modifiers.

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

Potion of Swiftiness: One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

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.

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.

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

Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

Supernatural Dexterity: The wielder gains +2 Offensive Skill and +2 Agility while using this weapon, and attacks made with it become Magical Attacks.

Magic banners

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

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.

Model Rules

Accurate:

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.

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

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.

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 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.

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).

Light Armour: Armor +1

Ogre Crossbow: Shooting Weapon
Range 30", Shots 1, Str 2 [5], AP 1 [3], Area Attack (1x5).

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 (1×5), [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.

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

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.

Nig de Obese	Bombardiers #1	Khan #2	Bruisers #1	Mercenary Veterans #1	Thunder Cannon #1	Frost Mammoth #1
						