



OGRE KHANS

2021 - 1 035 POINTS



1035 pts (35.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 300 pts (10.00 %)

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

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

Characters



SHAMAN #1

Shaman - Large - Infantry - 40x40

195 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 | |



MAMMOTH HUNTER #1

Mammoth Hunter - Large - Cavalry - 50x100

300 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|----------------|-----|-----|-----|---|--------------------------------------|--|
| | 7" | 14" | 9 | Light Troops, Not a Leader, Swiftstride, Loner, Animal Master | | |
| 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 | |

MOUNT TUSKER

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|-------------|-----------------------------------|--|
| | 8" | 14" | C | Fear | | |
| Defensive | HP | Def | Res | Arm | | |
| | C | C | C | C+2 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Tusker | 4 | 3 | 5 | 2 | 2 Harnessed, Impact Hits (D3, D3) | |

| | |
|---------|--------|
| Options | Tusker |
|---------|--------|



MAMMOTH HUNTER #2

Mammoth Hunter - Gigantic - Beast - 150x100

540 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|----------------|-----|-----|-----|---|--------------------------------------|--|
| | 7" | 14" | 9 | Light Troops, Not a Leader, Swiftstride, Loner, Animal Master | | |
| 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 | |

MOUNT ROCK AURBOCHS

MOUNT ROCK AUROCHS



| Global | Adv | Mar | Dis | Model Rules | |
|--------------|-----|-----|-----|------------------|---------------|
| | 7" | 14" | C | Frenzy, Fearless | |
| Defensive | HP | Def | Res | Arm | |
| | 6 | 2 | 6 | 3 | Mountain Hide |
| Offensive | Att | Off | Str | Ap | Agi |
| Rock Aurochs | 5 | 3 | 6 | 3 | 2 |

Harnessed, Battle Focus, Living Avalance, Devastating Charge, Impact Hits (3D3, 3D3)

| | |
|---------|--------------|
| Options | Rock Aurochs |
|---------|--------------|

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|---|-------------|-------|--|----------|
| Children of Umi | | | | |
| Mf | 7+ [10+] | 18" | Translation missing: en.magic_spell.type_target.Augment | One Turn |
| All Melee Attacks against the target suffer -1 to wound. [Additionally, all Shamans in the target gain +1 Resilience.] | | | | |

Model Rules

Animal Master: Universal Rule.

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

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

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: Universal Rule.

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.

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.

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.

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.

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|-----------|-------------------|-------------------|
| Shaman #1 | Mammoth Hunter #1 | Mammoth Hunter #2 |
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