



# OGRE KHANS

## SMALLER BOD - 2 085 POINTS



485 pts (16.00 %) 860 pts (29.00 %) 420 pts (14.00 %) 320 pts (11.00 %) 0 pts (0.00 %)

**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

270 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

<b>Options</b>	General
----------------	---------



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

215 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

<b>Options</b>	Brace of Ogre Pistols (4+) • Heavy Armour • Paired Weapons
----------------	--

### Core



**TRIBESMEN #1**  
Tribesmen x3 - Large - Infantry - 40x40

215 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

<b>Options</b>	Iron Fist • Champion • Musician • Standard Bearer
----------------	---



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

215 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

Options	Iron Fist • Champion • Musician • Standard Bearer
---------	---



**TRIBESMEN #3**  
Tribesmen x3 - Large - Infantry - 40x40

215 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

Options	Iron Fist • Champion • Musician • Standard Bearer
---------	---



**BRUISERS #1**  
Bruisers x3 - Large - Infantry - 40x40

215 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
---------	---------------------------------------

Special




**TUSKER CAVALRY #1**  
Tusker Cavalry x3 - Large - Cavalry - 50x100

420 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	
Tusker	4	3	5	2	2	Harnessed


Options	Champion • Musician • Standard Bearer • Legion Standard
<h1>Powder Keg</h1>	



## THUNDER CANNON #1

Thunder Cannon - Large - Construct - 50x100

# 320 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	6"	7			
Defensive	HP	Def	Res	Arm		
	5	3	5	3		
Offensive	Att	Off	Str	Ap	Agi	
<b>Bombardier Crew</b>	3	3	4	1	2	<b>Sons of the Avalanche</b>
<b>Scraping Crew</b>	1	2	3	0	3	
<b>Woolly Rhino</b>	3	3	5	2	2	<b>Harnessed</b>
<b>Chassis</b>			5	2		<b>Inanimate, Impact Hits (D6, D6), Thunder Cannon (4+, 4+)</b>

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3>Children of Umi</h3>				
<i>Mf</i>	<b>7+</b> [10+]	18"	Translation missing: en.magic_spell.type_target.Augment	One Turn
<p><i>All Melee Attacks against the target suffer -1 to wound.</i>  <i>[Additionally, all Shamans in the target gain +1 Resilience.]</i></p>				

## Magic banners

**Legion Standard:** A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

## Model Rules

**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.

**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.

**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

**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.

**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.

**Thunder Cannon:** This weapon can be fired in two ways:

- As a Cannon Artillery Weapon:  
Range 48", Shots 1, Str 5[10], AP 2[10], Area Attack (5x1), [Multiple Wounds (D3+1, Clipped Wings)].
- As a Volley Gun Artillery Weapon:  
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.

### 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.

Great Khan #1	Khan #1	Tribesmen #1	Tribesmen #2	Tribesmen #3	Bruisers #1	Tusker Cavalry #1	Thunder Cannon #1
							