



WILDHEART OGRE KHANS

LIST WILDHEART OGRE KHANS (v2021 BETA 1) #2 - 4 416 POINTS



1250 pts (28.00 %) 951 pts (21.00 %) 1215 pts (27.00 %) 0 pts (0.00 %) 1000 pts (22.00 %)

Characters **Core** **Special** **Powder Keg** **Chained Beasts**
 (40 Max) (20 Least) (0 NoLimit) (35 Max) (30 Max)

Characters



MAMMOTH HUNTER #1
Mammoth Hunter - Large - Infantry - 40x40mm

390 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	9	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 Mount	4	5	5	2	4
Sons of the Avalanche, Hand Weapon					

Options | Leader of the Pack • Paired Weapons • Battle Standard Bearer • Hunting Spear (2+) • Rod of Battle • Essence of Mithril



MAMMOTH HUNTER TO WILDHEART
Mammoth Hunter to wildheart - Large - Infantry - 40x40mm

405 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	9	Light Troops, Swiftstride, Loner, Animal Master, Wildheart	
Defensive	HP	Def	Res	Arm	
	4	5	5	1	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Wildheart Hunter	4	5	5	2	4
Sons of the Avalanche, Hand Weapon					

Options | Leader of the Pack • Paired Weapons • General • Titanic Might • Destiny's Call



SHAMAN #1
Shaman - Large - Infantry - 40x40mm

455 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					

Options | Pyromancy • Wizard Master • Firebrand

Core



TRIBESMEN #1

Tribesmen x3 - Large - Infantry - 40x40mm

155 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
Tribesmen	3	3	4	1	2



SCRAPLINGS #1

Scraplings x20 - Standard - Infantry - 20x20mm

150 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Scoring, Insignificant	
Defensive	HP	Def	Res	Arm	
	1	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
Scraplings	1	2	3	0	3

Options

Scrapling Foreman • Musician • Throwing Weapons (5+)



SCRAPLINGS #2

Scraplings x20 - Standard - Infantry - 20x20mm

150 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Scoring, Insignificant	
Defensive	HP	Def	Res	Arm	
	1	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
Scraplings	1	2	3	0	3

Options

Scrapling Foreman • Musician • Throwing Weapons (5+)



SABRETOOTH TIGERS #1

Sabretooth Tigers x8 - Standard - Beast - 25x50mm

248 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
Tigers	3	4	4	1	4



SABRETOOTH TIGERS #2

Sabretooth Tigers x8 - Standard - Beast - 25x50mm

248 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	5	Insignificant	
Defensive	HP	Def	Res	Arm	

<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>
Tigers	3	4	4	1	4



Special

	YETIS #1				405 POINTS	
	<i>Yetis x6 - Large - Infantry - 40x40mm</i>					
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	8	Fear, Vanguard, Light Troops, Swiftstride, Touch of Frost		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	4	2		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Yetis	3	3	5	2	3	Paired Weapons
Options				Champion		

	YETIS #2				405 POINTS	
	<i>Yetis x6 - Large - Infantry - 40x40mm</i>					
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	8	Fear, Vanguard, Light Troops, Swiftstride, Touch of Frost		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	4	2		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Yetis	3	3	5	2	3	Paired Weapons
Options				Champion		

	YETIS #3				405 POINTS	
	<i>Yetis x6 - Large - Infantry - 40x40mm</i>					
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	8	Fear, Vanguard, Light Troops, Swiftstride, Touch of Frost		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	4	2		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Yetis	3	3	5	2	3	Paired Weapons
Options				Champion		

Chained Beasts

	ROCK AUROCH #1				500 POINTS	
	<i>Rock Auroch - Gigantic - Beast - 150x100mm</i>					
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	C	Fearless, Frenzy		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		


<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	2	6	3	Mountain Hide
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Rider	3	4	4	1	3
Rock Auroch	5	3	6	3	2

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

Options	Ogre Crossbow (3+)
----------------	--------------------

ROCK AUROCH #2
Rock Auroch - Gigantic - Beast - 150x100mm

500 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>
	7"	14"	C		Fearless, Frenzy
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	2	6	3	Mountain Hide
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Rider	3	4	4	1	3
Rock Auroch	5	3	6	3	2

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

Options	Ogre Crossbow (3+)
----------------	--------------------

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Children of Umi				
<i>Mf</i>	7+ [10+]	18"	Augment	Last one Turn
All Melee Attacks against the target suffer -1 to wound.				
[In additionally, all Shamans in the target unit gain +1 Resilience.]				



Pyromancy

		Casting	Range	Type	Duration	Effect
5	Scorching Salvo	8+	24"Aura	Hex, Damage	Instant	The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
3	Flaming Swords	8+ [11+]	18" [6"Aura]	Augment	Last one Turn	The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.
4	Pyroclastic Flow	7+ [10+]	24" [12"]	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
6	Enveloping Embers	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
2	Cascading Fire	5+ [8+]	24" [12"]	Hex	Last one Turn	The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
4	Blaze		18"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
1	Fireball	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

Magic items

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

Rod of Battle: The bearer can cast a Bound Spell, Power Level (4/8):
Type: Augment. Range 18". Duration: One Turn.
The target gains +1 to hit with its Close Combat Attacks.

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

Titanic Might: Attacks made with this enchanted weapon gain +3 Strength and become Magical Attacks.

Model Rules

Animal Master: Universal Rule.

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

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

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.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Frenzy: A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:

- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.

- If it is a Break Test, roll the test as normal.

- If it is anyother Discipline Test, the unit suffers -2Discipline.

At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

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.

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

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.

Living Avalance: Attack Attribute - Close Combat

The model's Impact Hits gain +1 Strength and +1 Armour Penetration.

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.

Mountain Hide: When a model with Mountain Hide suffers a wound from an attack with Multiple Wounds, the number of wounds that it is multiplied into (due to Multiple Wounds) is halved, rounding fractions up.

Not a Leader: The model cannot be the General.

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.

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.

Touch of Frost: Universal Rule.

Enemy units suffer -1 Agility, to a minimum of 1 for each unit of Yetis in base contact with them.

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.

Wildheart: The bearer loses Not a Leader and must be the General.

Its Special Equipment allowance is increased to 150 pts.

Another Mammoth Hunter in the Army may be the Battle Standard Bearer for 50 pts;

this Battle Standard Bearer gains Scrapling Lookout when joined to Yeti units.

The Core limit is reduced to "at least 20%".

The Army may not include any Great Khans, Khans, Bruisers, Mercenary Veterans, Bombardiers, or Thunder Cannons.

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.

Mammoth Hunter #1



Mammoth Hunter to wildheart



Shaman #1



Tribesmen #1



Scraplings #1



Scraplings #2



Sabretooth Tigers #1



Sabretooth Tigers #2



Yetis #1



Yetis #2



Yetis #3



Rock Auroch #1



Rock Auroch #2

