



OGRE KHANS

FUCK - 1 125 POINTS



0 pts (0.00 %) 1125 pts (25.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters Core Special Powder Keg Chained Beasts
(40 Max) (25 Least) (0 NoLimit) (35 Max) (30 Max)

Core

TRIBESMEN #1

Tribesmen x6 - Large - Infantry - 40x40mm

370 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

Options	Iron Fist • Champion • Musician • Standard Bearer
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BRUISERS #1

Bruisers x8 - Large - Infantry - 40x40mm

635 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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SCRAPLINGS #1

Scraplings x20 - Standard - Infantry - 20x20mm

120 POINTS

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Scoring, Insignificant, Back to Work!	
Defensive	HP	Def	Res	Arm	
	1	2	3	0 (+1)	Shield
Offensive	Att	Off	Str	Ap	Agi
Scrapling	1	2	3	0	3

Options	Shield • Musician
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Children of Umi				

	Casting	Range	Type	Duration
<i>Mf</i>	(6+) {8+}	18"	Augment	Last one Turn
<i>All Melee Attacks against the target suffer -1 to wound. {In addition, all Shamans in the target unit gain +1 Resilience.}</i>				

Magic banners

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

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.

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

Heavy Armour: +2 Armor

Insignificant:

Light Armour: Armor +1

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.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

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.

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	
Bruisers #1	
Scraplings #1	