



# OGRE KHANS

## TEST- - 685 POINTS



685 pts (15.00 %) **0 pts (0.00 %)** 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

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

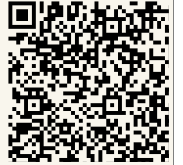
(40 Max) (25 Least) (0 NoLimit) (35 Max) (30 Max)

### Characters



**CHASSEUR DE MAMMOUTH #1**  
Mammoth Hunter - Large - Infantry - 50x50mm

**320 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
<b>Mammoth Hunter</b>	4	5	5	2	4
<b>Sons of the Avalanche, Hand Weapon</b>					

**Options** | Leader of the Pack • Iron Fist • Hunting Spear (2+) • Aurochs Charm • Alchemist's Alloy



**CHASSEUR DE MAMMOUTH #2**  
Mammoth Hunter - Large - Infantry - 40x40mm

**365 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
<b>Mammoth Hunter</b>	4	5	5	2	4
<b>Sons of the Avalanche, Hand Weapon</b>					

**Options** | Iron Fist • Vanguard • Hunting Spear (2+) • Talisman of Shielding • Basalt Infusion

### Magics

Racial Trait Spell

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

### Magic items

**Alchemist's Alloy:** The wearer gains +1 Armour and suffers -2 Offensive Skill.

**Aurochs Charm:** The bearer gains **Mountain Hide**.

**Basalt Infusion:** The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

**Talisman of Shielding:** The bearer gains Aegis (5+).

### 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.

## 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.

Chasseur de mammoth #1



Chasseur de mammoth #2

