



OGRE KHANS

CHAREOS - 4 178 POINTS



1130 pts (27.00 %) 1083 pts (26.00 %) 1965 pts (47.00 %) 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



KHAN #1


Khan - Large - Infantry - 40x40

290 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

Options	Battle Standard Bearer • Crown of the Wizard King
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SHAMAN #1


Shaman - Large - Infantry - 40x40

485 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	Shamanism • Pyromancy • Wizard Master • General • Crown of Autocracy
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MAMMOTH HUNTER #1

Mammoth Hunter - Large - Infantry - 40x40

355 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

Options	Iron Fist • Vanguard • Wrestler's Belt
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Core



TRIBESMEN #1
Tribesmen **x6** - Large - Infantry - 40x40

343 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	7	Scoring, Scrapling Lookout		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	4	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Tribesman	3	3	4	1	2	Sons of the Avalanche, Paired Weapons

Options	Musician • Standard Bearer • Banner of Discipline
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BRUISERS #1
Bruisers **x3** - Large - Infantry - 40x40

185 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	8	Scoring, Scrapling Lookout		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	4	0	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Bruiser	3	3	4	1	2	Sons of the Avalanche, Great Weapon



BRUISERS #2
Bruisers **x3** - Large - Infantry - 40x40

185 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	8	Scoring, Scrapling Lookout		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	4	0	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Bruiser	3	3	4	1	2	Sons of the Avalanche, Great Weapon



BRUISERS #3
Bruisers **x3** - Large - Infantry - 40x40

185 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	8	Scoring, Scrapling Lookout		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	4	0	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Bruiser	3	3	4	1	2	Sons of the Avalanche, Great Weapon



BRUISERS #4
Bruisers **x3** - Large - Infantry - 40x40

185 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Scoring, Scrapping 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

Special



TUSKER CAVALRY #2
Tusker Cavalry **x3** - Large - Cavalry - 50x100

405 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

Musician • Paired Weapons



TUSKER CAVALRY #1
Tusker Cavalry **x4** - Large - Cavalry - 50x100

510 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

Musician • Paired Weapons




TUSKER CAVALRY #3
Tusker Cavalry **x4** - Large - Cavalry - 50x100

510 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	Musician • Paired Weapons
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
KIN-EATER #1

Kin-Eater - Large - Infantry - 40x40

180 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	7	Unbreakable, Fear, Fearless, Ambush	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	3	5	0	Fortitude (5+)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Kin-Eater	4	3	5	2	3 Hatred




KIN-EATER #2

Kin-Eater - Large - Infantry - 40x40

180 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	7	Unbreakable, Fear, Fearless, Ambush	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	3	5	0	Fortitude (5+)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Kin-Eater	4	3	5	2	3 Hatred



KIN-EATER #3

Kin-Eater - Large - Infantry - 40x40

180 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	7	Unbreakable, Fear, Fearless, Ambush	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	3	5	0	Fortitude (5+)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Kin-Eater	4	3	5	2	3 Hatred

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Children of Umi				
<i>Mf</i>	7+ [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></p> <p><i>[Additionally, all Shamans in the target gain +1 Resilience.]</i></p>				



Pyromancy

	Casting	Range	Type	Duration	Effect

		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	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	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.



Shamanism

		Casting	Range	Type	Duration	Effect
3	Savage Fury	5+ [8+]	12" [24"]	Universal	One Turn	The target gains Frenzy and Battle Focus.
4	Chilling Howl	6+ [10+]	36"	Hex	One Turn	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects].
5	Totemic Summon	10+ [12+]	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge. Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)
6	Break the Spirit	9+ [11+]	18" [36"]	Hex	One Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
1	Awaken the Beast	5+ [7+]	18"	Augment	One Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
4	Scarification		Caster		One Turn	Melee Attacks against the target can never wound on better than 5+.
2	Swarm of Insects	5+ [8+]	24" [48"]	Hex Missile Damage	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.

Magic items

Crown of the Wizard King: During Spell Selection, randomise a Magic Path (from all Paths in this book). The bearer is a Wizard Apprentice using the randomised Path. It cannot select the Hereditary Spell. The bearer cannot take any Special Items nor any other upgrades that are restricted to Wizards (or any types of Wizards).

Crown of Autocracy: The model's range of Commanding Presence (if available) is increased by 3", up to a maximum of 18". If the model does not have Commanding Presence, it gains Commanding Presence whose range is always set to 3".

Wrestler's Belt: The wearer gains +2 Armour and +1 Strength.

Magic banners

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

Model Rules

Ambush:

Animal Master: Universal Rule.

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

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.

Fortitude: Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

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.

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

Heavy Armour: +2 Armor

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.

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.

Unbreakable: The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

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

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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.

Khan #1



Shaman #1



Mammoth Hunter #1



Tribesmen #1



Bruisers #1



Bruisers #2



Bruisers #3



Bruisers #4



Tusker Cavalry #2



Tusker Cavalry #1



Tusker Cavalry #3



Kin-Eater #1



Kin-Eater #2



Kin-Eater #3

