



OGRE KHANS


OGRY OD SZYMKA 4500 - 4 492 POINTS



1390 pts (31.00 %) 1125 pts (25.00 %) 677 pts (15.00 %) 1257 pts (28.00 %) 720 pts (16.00 %)


Characters (40 Max) **Core** (25 Least) **Special** (0 NoLimit) **Powder Keg** (35 Max) **Chained Beasts** (30 Max)

Characters




GREAT KHAN #1
Great Khan - Large - Infantry - 40x40mm

495 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, Great Weapon

Options | General • Great Weapon • Lygur's Tongue • Destiny's Call • Khagadai's Legacy




KHAN #1
Khan - Large - Infantry - 40x40mm

385 POINTS




Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Scrapling Lookout, Cult Leader		
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 • Cult Leader • Brace of Ogre Pistols (4+) • Banner of Discipline x1 • Aether Icon x1 • Viper's Curse



SHAMAN #1
Shaman - Large - Infantry - 40x40mm


510 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Wizard Apprentice		
Defensive	HP	Def	Res	Arm		
	4	4	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Shaman	3	4	4	1	2	Sons of the Avalanche, Hand Weapon, Great Weapon


Options | Great Weapon • Wizard Master • Thaumaturgy • Rod of Battle • Magical Heirloom

Core



TRIBESMEN #1
Tribesmen x10 - Large - Infantry - 40x40mm

545 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 | Paired Weapons • Champion • Musician • Standard Bearer • Pennant of the Great Grass Sky




BRUISERS #1
Bruisers **x3** - Large - Infantry - 40x40mm

190 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					

Options | Musician




BRUISERS #1
Bruisers **x3** - Large - Infantry - 40x40mm

190 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					

Options | Musician




SABRETOOTH TIGERS #1
Sabretooth Tigers **x5** - Standard - Beast - 25x50mm

200 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	5	Insignificant	
<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>
Sabretooth Tiger	3	4	4	1	4
Extra Support (2)					

Special



MERCENARY VETERANS #1
Mercenary Veterans **x6** - Large - Infantry - 40x40mm

677 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	8	Scoring, Magic Resistance, Battle-Scarred, Scrapling Lookout		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	4	0	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Mercenary Veteran	4	4	5	2	3	Sons of the Avalanche, Brace of Ogre Pistols

Options | Brace of Ogre Pistols • Magic Resistance • Poison Attacks • Champion • Musician

Powder Keg



THUNDER CANNON #1
Thunder Cannon - Large - Construct - 50x100mm

290 POINTS



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



THUNDER CANNON #1
Thunder Cannon - Large - Construct - 50x100mm

290 POINTS



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

Chained Beasts



FROST MAMMOTH #1
Frost Mammoth - Gigantic - Beast - 100x150mm

360 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	8	Freezing Aura		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	6	3	6	3		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Rider	3	4	4	1	3	Ogre Crossbow (3+)
Frost Mammoth	4	3	6	3	2	Ogre Crossbow (3+), Impact Hits, Harnessed

Options

Hunting Spear (3+)



FROST MAMMOTH #1

Frost Mammoth - Gigantic - Beast - 100x150mm

360 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Freezing Aura	
Defensive	HP	Def	Res	Arm	
	6	3	6	3	
Offensive	Att	Off	Str	Ap	Agi
Rider	3	4	4	1	3
Frost Mammoth	4	3	6	3	2

Ogre Crossbow (3+)

Ogre Crossbow (3+), Impact Hits, Harnessed

Options

Hunting Spear (3+)

Magics

Racial Trait Spell

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



Judgement on High: When casting non-Bound Spells from this Path, all Magic Dice that result in '1' must be rerolled. Dice causing a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast Modifier.

		Casting	Range	Type	Duration	Effect
5	Wrath of God	12+	96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6: • If 1-3 is rolled, nothing happens. • If 4-6 is rolled, each unit within 2D6" suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it Flees directly away from the marked point (for all other rules, the Caster is considered to be the attacker). The spell then ends.
4	Cleansing Fire	5+ [8+]	Caster [18"]	[Augment], Focused	Instant	The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions, and single model units.]
6	Trial of Faith	7+ [10+]	12" [18"]	Hex, Missile, Damage, Focused, Direct	Instant	The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.
2	Smite the Unbeliever	6+ [9+]	24"	Hex	Last one Turn	Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
1	Hand of Heaven	5+ [8+]	24"	Hex, Missile, Damage	Last one Turn	The target suffers D6 [D6+1] hits with Strength D6 [D6+1] , Armour Penetration 2 [3], and Magical Attacks. Roll once for the number of hits and once for the Strength and apply the rolled Strength value to all hits
3	Speaking in Tongues	5+	24"	Hex	Last one Turn	The target must take a Discipline Test: • If the test is passed, the target gains Fearless. • If the test is failed, the target becomes Shaken.

Magic items

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

Khagadai's Legacy: Attacks made with this weapon gain **Multiple Wounds (D3)** and become **Magical Attacks**.

Lygur's Tongue: Enemy units in base contact with the bearer suffer -2 Offensive Skill.

Viper's Curse: Shots 4, Str 4, AP 2 (Range is dependent on which weapon is enchanted). This weapon also gains **Magical Attacks** and **Poison Attacks** (in case of Brace of Ogre Pistols, both Attack Attributes also apply to Close Combat Attacks made with it). An enchanted Ogre Crossbow loses Area Attack (1x5). Shooting Attacks made with this weapon **always** hit on 4+.

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

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.

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

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.

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

Model Rules

Battle-Scarred: Each unit of Mercenary Veterans may be given up to two of the upgrades listed below (the upgrades **must** be written on the Army List). The models gain: • Accurate • Devastating Charge (+1 Str, +1 AP) • Lethal Strike • Magic Resistance (2) • Plate Armour • Poison Attacks • Swiftstride • Vanguard Each upgrade may only be taken by a single unit of Mercenary Veterans in your army.

Brace of Ogre Pistols: Shooting Weapon

Range 24", Shots 2, Str 4, AP 2, Quick to Fire. Counts as Paired Weapons in close combat.

Cult Leader: The range of the bearer's **Commanding Presence** or **Rally Around the Flag** is **always** 18'. General or Battle Standard Bearer only

Extra Support:

Freezing Aura: The model can cast Chilling Howl (Shamanism) as a Bound Spell with Power Level (4/8). Enemy units within 9" of one or more Frost Mammoths suffer -3 Agility. The roll for Flee Distance of enemy units that Break from Combat while in base contact with one or more Frost Mammoths is subject to Minimised Roll.

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 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).

Insignificant:

Light Armour: Armor +1

Magic Resistance:

Ogre Crossbow: Shooting Weapon

Range 30", Shots 1, Str 2 [5], AP 1 [3], Area Attack (1x5).

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, 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.

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.

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.

Thunder Cannon: Artillery Weapon.

This Artillery Weapon can be fired in two ways:

- Cannon, Range 48", Shots 1, Str 5 [10], AP 2 [10], Area Attack (1x5), [Multiple Wounds (D3+1, Clipped Wings)]

- Volley Gun, 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.

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.

Great Khan #1



Khan #1



Shaman #1



Tribesmen #1



Bruisers #1



Bruisers #1



Mercenary Veterans #1



Sabretooth Tigers #1



Thunder Cannon #1



Thunder Cannon #1



Frost Mammoth #1



Frost Mammoth #1

