



# OGRE KHANS

## TEST TOURNOI 26 JANVIER V2 - 3 750 POINTS




840 pts (22.00 %) **620 pts (17.00 %)** 160 pts (4.00 %) 1130 pts (30.00 %) 1000 pts (27.00 %)

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

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


### Characters



**KHAN #1**


Khan - Large - Infantry - 40x40mm

**300 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Scrapling Lookout		
Defensive	HP	Def	Res	Arm	Light Armour	
	4	5	5	0		
Offensive	Att	Off	Str	Ap	Agi	Sons of the Avalanche, Hand Weapon
<b>Khan</b>	4	5	5	2	3	


**Options** | Battle Standard Bearer • Heavy Armour • Mammoth-Hide Cloak



**SHAMAN #1**

Shaman - Large - Infantry - 40x40mm


**540 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Wizard Apprentice		
Defensive	HP	Def	Res	Arm	Light Armour	
	4	4	5	0		
Offensive	Att	Off	Str	Ap	Agi	Sons of the Avalanche, Hand Weapon
<b>Shaman</b>	3	4	4	1	2	

**Options** | Pyromancy • Iron Fist • Wizard Master • Light Armour • General • Crown of Autocracy • Essence of a Free Mind


### Core



**BRUISERS #1**

Bruisers x8 - Large - Infantry - 40x40mm

**620 POINTS**



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

**Options** | Champion • Musician • Standard Bearer • Banner of Discipline

### Special



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

80 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
Sabretooth Tiger	3	4	4	1	4



**SABRETOOTH TIGERS #2**  
Sabretooth Tigers - Standard - Beast - 25x50mm

80 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
Sabretooth Tiger	3	4	4	1	4

Powder Keg



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

320 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	6"	7			
Defensive	HP	Def	Res	Arm		
	5	3	5	3		
Offensive	Att	Off	Str	Ap	Agi	
Bombardier Crew	3	3	4	1	2	Sons of the Avalanche
Scraping Crew	1	2	3	0	3	
Woolly Rhino	3	3	5	2	2	Harnessed
Chassis			5	2		Inanimate, Impact Hits (D6, D6), Thunder Cannon (4+, 4+)



**THUNDER CANNON #2**  
Thunder Cannon - Large - Construct - 50x100mm

320 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	6"	7			
Defensive	HP	Def	Res	Arm		
	5	3	5	3		
Offensive	Att	Off	Str	Ap	Agi	
Bombardier Crew	3	3	4	1	2	Sons of the Avalanche
Scraping Crew	1	2	3	0	3	
Woolly Rhino	3	3	5	2	2	Harnessed
Chassis			5	2		Inanimate, Impact Hits (D6, D6), Thunder Cannon (4+, 4+)



**SCRATAPULT #1**  
Scratapult - Large - Construct - 50x100mm

245 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	6"	6	Swiftstride, Insignificant		
Defensive	HP	Def	Res	Arm		
	5	3	5	3		
Offensive	Att	Off	Str	Ap	Agi	
Scrapling Crew	1	2	3	0	3	
Woolly Rhino	3	3	5	2	2	Harnessed
Chassis			5	2	Inanimate, Impact Hits (D6, D6), Scratapult (4+, 4+)	



**SCRATAPULT #2**  
Scratapult - Large - Construct - 50x100mm

245 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	6"	6	Swiftstride, Insignificant		
Defensive	HP	Def	Res	Arm		
	5	3	5	3		
Offensive	Att	Off	Str	Ap	Agi	
Scrapling Crew	1	2	3	0	3	
Woolly Rhino	3	3	5	2	2	Harnessed
Chassis			5	2	Inanimate, Impact Hits (D6, D6), Scratapult (4+, 4+)	

**Chained Beasts**



**ROCK AUROCH #1**  
Rock Aurochs - Gigantic - Beast - 150x100mm

500 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Fearless, Frenzy		
Defensive	HP	Def	Res	Arm		
	6	2	6	3		Mountain Hide
Offensive	Att	Off	Str	Ap	Agi	
Rider	3	4	4	1	3	
Rock Auroch	5	3	6	3	2	Harnessed, Battle Focus, Impact Hits (3D3, 3D3), Living Avalance , Devastating Charge



**ROCK AUROCH #2**  
Rock Aurochs - Gigantic - Beast - 150x100mm

500 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Fearless, Frenzy		
Defensive	HP	Def	Res	Arm		
	6	2	6	3		Mountain Hide
Offensive	Att	Off	Str	Ap	Agi	
Rider	3	4	4	1	3	

Offensive	Att	Off	Str	Ap	Agi	
Rock Auroch	5	3	6	3	2	Harnessed, Battle Focus, Impact Hits (3D3, 3D3), Living Avalance, Devastating Charge

## Magics

Racial Trait Spell

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



Pyromancy

		Casting	Range	Type	Duration	Effect
<b>5</b>	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.
<b>3</b>	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.
<b>4</b>	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.
<b>6</b>	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.
<b>2</b>	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.
<b>4</b>	Blaze		18"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
<b>1</b>	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

**Mammoth-Hide Cloak:** The wearer gains +1 Armour. Attacks against the wearer can **never** have a Strength above 5.

**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".

**Essence of a Free Mind:** The bearer may choose up to two Paths on the Army List instead of one (from the ones normally available to it). During Spell Selection, choose which one of the two Paths to use. The bearer cannot select from the Learned Spells 5 and 6 of its chosen Path.

## 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

**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.

**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 another 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.

**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.

**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

**Living Avalance:** Attack Attribute - Close Combat

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

**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.

**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.

**Scratapult:** Catapult (5x5) Artillery Weapon.

Range 12-48", Shots 1, Str 3, AP 1, Lethal Strike.

A Scratapult 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.

**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.

**Thunder Cannon:** This weapon can be fired in two ways:

- As a Cannon Artillery Weapon:

Range 48", Shots 1, Str 5[10], AP 2[10], Area Attack (5x1), [Multiple Wounds (D3+1, Clipped Wings)].

- As a Volley Gun Artillery Weapon:

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

.

**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



Bruisers #1



Sabretooth Tigers #1



Sabretooth Tigers #2



Thunder Cannon #1



Thunder Cannon #2



Scratapult #1



Scratapult #2



Rock Auroch #1



Rock Auroch #2

