




OGRE KHANS

LIST OGRE KHANS (v2021 BETA 2) #1 - 3 285 POINTS




940 pts (21.00 %) 775 pts (17.00 %) 760 pts (17.00 %) 810 pts (18.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Powder Keg** **Chained Beasts**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (30 Max)

Characters




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

270 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 |




SHAMAN #1
Shaman - Large - Infantry - 40x40mm

430 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 |

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|----------------|---------------------------|
| Options | Iron Fist • Wizard Master |
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MAMMOTH HUNTER #1
Mammoth Hunter - Large - Infantry - 40x40mm

240 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 |

Core



SCRAPLINGS #1
Scraplings x20 - Standard - Infantry - 20x20mm

190 POINTS





| Global | Adv | Mar | Dis | Model Rules | |
|--------|-----|-----|-----|------------------------|--|
| | 4" | 8" | 6 | Scoring, Insignificant | |

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|---------------|------------|------------|------------|--------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
|---------------|------------|------------|------------|--------------------|

| | | | | | |
|------------------|------------|------------|------------|------------|------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 2 | 3 | 0 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Scrapling | 1 | 2 | 3 | 0 | 3 |



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|----------------|---|
| Options | Scrapling Foreman • Musician • Standard Bearer • bow (4+) |
|----------------|---|

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|  | SCRAPLINGS #2 Scraplings x20 - <i>Standard - Infantry - 20x20mm</i> | 170 POINTS |  |
|--|--|-------------------|---|

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|---------------|------------|------------|------------|-------------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
| | 4" | 8" | 6 | Scoring, Insignificant |

| | | | | | |
|------------------|------------|------------|------------|------------|------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 2 | 3 | 0 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Scrapling | 1 | 2 | 3 | 0 | 3 |

| | |
|----------------|------------------------------|
| Options | Scrapling Foreman • bow (4+) |
|----------------|------------------------------|



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|--|--|-------------------|---|
|  | BRUISERS #1 Bruisers x5 - <i>Large - Infantry - 40x40mm</i> | 415 POINTS |  |
|--|--|-------------------|---|

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|---------------|------------|------------|------------|-----------------------------------|
| <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 |

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|----------------|--|
| Options | Champion • Musician • Standard Bearer • Rending Banner |
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Special

| | | | |
|--|--|-------------------|---|
|  | TUSKER CAVALRY #1 Tusker Cavalry x5 - <i>Large - Cavalry - 50x100mm</i> | 760 POINTS |  |
|--|--|-------------------|---|

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|---------------|------------|------------|------------|----------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
| | 8" | 14" | 8 | Fear, Scoring |

| | | | | | |
|------------------|------------|------------|------------|------------|---------------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 3 | 5 | 2 | Heavy Armour |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Rider | 3 | 3 | 4 | 1 | 2 |
| Tusker | 4 | 3 | 5 | 2 | 2 |
| | | | | | Harnessed |

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|----------------|--|
| Options | Great Weapon • Champion • Musician • Standard Bearer • Banner of the Gyngget |
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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+) |



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 | |
| Scraping 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 | |
| Scraping 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+) |

Magics

Racial Trait Spell

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

Magic banners

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Banner of the Gyengget: In the First Round of Combat, natural to-hit, to-wound, and Armour Save rolls of '1' from the bearer's unit **must** be rerolled, including Special Attacks.

Model Rules

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.

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

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.

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 profile with your phone.

Great Khan #1



Shaman #1



Mammoth Hunter #1



Scraplings #1



Scraplings #2



Bruisers #1



Tusker Cavalry #1



Thunder Cannon #1



Scratapult #1



Scratapult #2

