



OGRE KHANS

LES P'TITS CUEILLEURS - 971 POINTS



205 pts (7.00 %) 766 pts (26.00 %) 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



KHAN #1

Khan - Large - Infantry - 40x40mm

205 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
Khan	4	5	5	2	3	

Options

General • Brace of Ogre Pistols (4+) • Paired Weapons

Core



GUERRIERS TRIBAUX #1

Tribesmen x5 - Large - Infantry - 40x40mm

266 POINTS



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

Options

Paired Weapons • Champion • Musician • Standard Bearer



FERRAILLEURS #1

Scraplings x30 - Standard - Infantry - 20x20mm

160 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	6	Insignificant, Scoring, Back to Work!		
Defensive	HP	Def	Res	Arm	Light Armour	
	1	2	3	0		
Offensive	Att	Off	Str	Ap	Agi	Sons of the Avalanche
Scrapling	1	2	3	0	3	

Options

Throwing Weapons (5+)



FERRAILLEURS #2

Scraplings x60 - Standard - Infantry - 20x20mm

340 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	Insignificant, Scoring, Back to Work!	
<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	Throwing Weapons (5+) • Champion • Musician • Standard Bearer
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Magics

Racial Trait Spell

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

Model Rules

Back to Work!: The Scrapling Foreman is a Champion that loses First Among Equals and has the same model rules as the other R&F models in its unit. It is not forced to choose the same Close Combat Weapon in close combat as the other R&F models in its unit, and it gains **Rally Around the Flag**, but only Scraplings, Scrapling Trappers, and Scrapapults 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

Insignificant:

Light Armour: Armor +1

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.

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 
Guerriers tribaux #1 
Ferrailleurs #1



Ferrailleurs #2

