



# OGRE KHANS

## NEW MAGIE - 4 498 POINTS



1305 pts (29.00 %) 1132 pts (25.00 %) 1581 pts (35.00 %) 480 pts (11.00 %) 0 pts (0.00 %)

**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

515 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

**Options** | General • Great Weapon • Rottenjaw • Obsidian Rock • Destiny's Call • Khagadai's Legacy



**KHAN #1**  
Khan - Large - Infantry - 40x40mm

390 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 • Paired Weapons • Cult Leader • Essence of Mithril • King Slayer



**SHAMAN #1**  
Shaman - Large - Infantry - 40x40mm

400 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** | Iron Fist • Wizard Adept • Pyromancy • Firebrand • Rod of Battle • Magical Heirloom

### Core



**TRIBESMEN #1**  
Tribesmen x12 - Large - Infantry - 40x40mm

752 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>
<b>Tribesman</b>	3	3	4	1	2 Sons of the Avalanche, Paired Weapons

**Options** | Iron Fist • 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>
<b>Bruiser</b>	3	3	4	1	2 Sons of the Avalanche, Great Weapon

**Options** | Musician



**BRUISERS #2**  
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>
<b>Bruiser</b>	3	3	4	1	2 Sons of the Avalanche, Great Weapon

**Options** | Musician

**Special**



**TUSKER CAVALRY #1**  
Tusker Cavalry x4 - Large - Cavalry - 50x100mm

**533 POINTS**



<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>
<b>Rider</b>	3	3	4	1	2
<b>Tusker</b>	4	3	5	2	2 Harnessed, Impact Hits

**Options** | Great Weapon • Champion • Musician



**TUSKER CAVALRY #2**  
Tusker Cavalry x4 - Large - Cavalry - 50x100mm

523 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, Impact Hits					

Options	Great Weapon • Musician
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**KIN-EATER #1**  
Kin-Eater - Large - Infantry - 40x40mm

175 POINTS



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



**KIN-EATER #2**  
Kin-Eater - Large - Infantry - 40x40mm

175 POINTS



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



**KIN-EATER #3**  
Kin-Eater - Large - Infantry - 40x40mm

175 POINTS



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

Powder Keg



### SCRAPTAPULT #1

Scraptapult - Large - Construct - 50x100mm

240 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	6"	6	Insignificant, Swiftstride, Scraptapult		
<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>	
Scrapling Crew(7)	1	2	3	0	3	
Woolly Rhino	3	3	5	2	2	Harnessed
Chassis			5	2		Impact Hits, Inanimate



### SCRAPTAPULT #2

Scraptapult - Large - Construct - 50x100mm

240 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	6"	6	Insignificant, Swiftstride, Scraptapult		
<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>	
Scrapling Crew(7)	1	2	3	0	3	
Woolly Rhino	3	3	5	2	2	Harnessed
Chassis			5	2		Impact Hits, Inanimate

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>H Children of Umi</b>				
Mf	(7+) {10+}	18"	Augment	Last one Turn
<p>All Melee Attacks against the target suffer -1 to wound.            {In addition, all Shamans in the target unit gain +1 Resilience.}</p>				



Pyromancy

		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	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.
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	11+	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	Last one Turn	The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
A	Blaze		24"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
1	Fireball (rep)	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

## 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**.

**Obsidian Rock:** The bearer gains Magic Resistance (2).

**Essence of Mithril:** The wearer's Armour is set to 5 and can never be improved beyond this.

**King Slayer:** The wielder gains +X Attack Value while using this weapon, and attacks made with this weapon gain +X Strength, +X Armour Penetration, and Magical Attacks, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

**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

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

## Model Rules

### Ambush:

**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 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

**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

**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.

**Scratapult:** Artillery Weapon.

Catapult (5x5), 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 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.

**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.

Great Khan #1



Khan #1



Shaman #1



Tribesmen #1



Bruisers #1



Tusker Cavalry #1



Scratapult #1



Scratapult #2



Bruisers #2



Tusker Cavalry #2



Kin-Eater #1



Kin-Eater #2



Kin-Eater #3

