



# OGRE KHANS

## FIRST - 3 615 POINTS



780 pts (22.00 %)

1160 pts (32.00 %)   **895 pts (25.00 %)**   595 pts (16.00 %)   185 pts (5.00 %)   **Chained**  
**Characters**   **Core**   **Special**   **Powder Keg**   **Beasts**  
 (40 Max)   (25 Least)   (0 NoLimit)   (35 Max)   (30 Max)

### Characters



#### KHAN #1

Khan - Large - Infantry - 40x40mm

## 260 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	
<b>Khan</b>	4	5	5	2	3	Sons of the Avalanche, Hand Weapon

<b>Options</b>	Battle Standard Bearer • Iron Fist • Heavy Armour
----------------	---



#### CHAMANE #1

Shaman - Large - Infantry - 40x40mm

## 545 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	
<b>Shaman</b>	3	4	4	1	2	Sons of the Avalanche, Hand Weapon

<b>Options</b>	Thaumaturgy • Great Weapon • Wizard Master • Light Armour • General
<b>Magic items</b>	Binding Scroll • Magical Heirloom



#### CHASSEUR DE MAMMOUTH #1

Mammoth Hunter - Large - Infantry - 40x40mm

## 355 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	
<b>Mammoth Hunter</b>	4	5	5	2	4	Sons of the Avalanche, Hand Weapon

<b>Options</b>	Iron Fist • Vanguard
<b>Magic items</b>	Wrestler's Belt (Light Armour)

Core



### GUERRIERS TRIBAUX #1

Tribesmen x3 - Large - Infantry - 40x40mm

155 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	
Tribesman	3	3	4	1	2	Sons of the Avalanche, Paired Weapons



### FRACASSEURS #1

Bruisers x10 - Large - Infantry - 40x40mm

740 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	
Bruiser	3	3	4	1	2	Sons of the Avalanche, Great Weapon

**Options**

Champion • Musician • Standard Bearer

## Special



### YETIS #1

Yetis x2 - Large - Infantry - 40x40mm

175 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Fear, Vanguard, Light Troops, Swiftstride, Touch of Frost		
Defensive	HP	Def	Res	Arm	Paired Weapons	
	3	3	4	2		
Offensive	Att	Off	Str	Ap	Agi	
Yeti	3	3	5	2	3	



### BRACONNIERS FERRAILLEURS #1

Scrapling Trappers x5 - Standard - Infantry - 20x20mm

80 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	6	, It's A Vanguard, Light Troops, Scout, Skirmisher, InsignificantTrap!		
Defensive	HP	Def	Res	Arm	Hard Target (1, 1)	
	1	2	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Scrapling Trapper	1	2	3	0	3	Throwing Weapons (5+, 5+)



### FIGRE A DENTS DE SABRE #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



### FIGRE A DENTS DE SABRE #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



### MANGE-FRERES #1

Kin-Eater - Large - Infantry - 40x40mm

180 POINTS



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

## Powder Keg



### CANONNIERS #1

Bombardiers x3 - Large - Infantry - 40x40mm

185 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	7	Scoring, Scrapling Lookout	
Defensive	HP	Def	Res	Arm	
	3	3	4	0	
Offensive	Att	Off	Str	Ap	Agi
Bombardier	3	3	4	1	2
					Sons of the Avalanche, Hand Cannon (4+, 4+)

## Chained Beasts



### AUROCHS DE PIERRE #1


Rock Aurochs - Gigantic - Beast - 150x100mm

510 POINTS



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

Options	Lance
---------	-------



### GEANT ASSERVI #1

Slave Giant - Gigantic - Infantry - 50x75mm

## 270 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Giant See, Giant Do	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	3	5	1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Slave Giant	5	3	5	2	3
Rage					

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Children of Umi</b>				
<i>Mf</i>	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.]				



Thaumaturgy

**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
<b>5</b>	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, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, 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. The spell then ends, remove all counters.
<b>4</b>	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.]
<b>6</b>	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.
<b>2</b>	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.
<b>1</b>	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.
<b>3</b>	Speaking in Tongues	7+ [7+]	18"	Hex	Last one Turn	Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].

## Magic items

**Binding Scroll:** One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence). When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

**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.

**Wrestler's Belt:** The wearer gains +2 Armour and +1 Strength.

## Model Rules

### Ambush:

**Animal Master:** Universal Rule.

The model gains Commanding Presence, but only units of Sabretooth Tigers may benefit from it.

**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.

**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

**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 any other Discipline Test, the unit suffers -2 Discipline.

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.

**Giant See, Giant Do:** Universal Rule.

The model gains Sons of the Avalanche and counts as a Character for the purpose of Sons of the Avalanche.

The model is a Musician. The range of the Giant's March to the Beat, and to enemy units that are required to take a March Test due to the Slave Giant, are both extended to 18".

**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 Cannon:** Shooting Weapon.

Range 24", Shots D6, Str 4, AP 2, Quick to Fire.

**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

### Hard Target:

**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.

### Insignificant:

**It's A Trap!:** Universal Rule.

Each unit of Scrapling Trappers may place a Trap Counter:

- Right before the battle (during step 7 of the Deployment Phase Sequence), on a single Terrain Feature other than Open Terrain that the unit was deployed in or was in contact with at any point during its Vanguard move

- Once during each friendly Movement Phase, on a single Terrain Feature other than Open Terrain that the unit was in contact with during an Advance Move, March Move, or a Reform in this phase.

If an enemy unit performs an Advance Move, March Move, Reform, Pivot, Charge Move, Failed Charge Move, Pursuit Move, or Flee Move inside or into contact with a Terrain Feature with one or more Trap Counters, remove all Trap Counters in that particular Terrain Feature. Each model in the unit must take a Dangerous Terrain (1) Test. These tests are not considered to be caused by the Terrain Feature; any Dangerous Terrain Tests that would normally be caused by the Terrain Feature still need to

be taken.

**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.

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

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

**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.

**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.

**Not a Leader:** The model cannot be the General.

**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.

**Rage:** Attack Attribute - Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

**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.

**Scout:** At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

**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.

**Skirmisher:** The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

**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.

**Throwing Weapons:** Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

**Touch of Frost:** Universal Rule.

Enemy units suffer -1 Agility, to a minimum of 1 for each unit of Yetis in base contact with them.

**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.

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**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



Chamane #1



Chasseur de mammoth #1



Guerriers tribaux #1



Fracasseurs #1



Yetis #1



Braconniers ferrailleurs #1



Tigre à dents de sabre #1



Tigre à dents de sabre #2



Mange-frères #1



Canonniers #1



Aurochs de pierre #1



Géant asservi #1

