



# OGRE KHANS

## LIST KHANS OGRES #2 - 3 301 POINTS



485 pts (15.00 %) 942 pts (29.00 %) 1054 pts (32.00 %) 320 pts (10.00 %) 500 pts (15.00 %)  
**Characters**      **Core**      **Special**      **Powder Keg**      **Chained**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      **Beasts**  
 (30 Max)

### Characters



#### CHAMANE #1

Shaman - Large - Infantry - 40x40mm

485 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

<b>Options</b>	Wizard Master
<b>Magic items</b>	Crown of Autocracy

### Core



#### GUERRIERS TRIBAUX #1

Tribesmen x5 - Large - Infantry - 40x40mm

277 POINTS



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

<b>Options</b>	Champion • Musician • Standard Bearer
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#### FRACASSEURS #1

Bruisers x9 - Large - Infantry - 40x40mm

665 POINTS



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

<b>Options</b>	Champion • Musician • Standard Bearer
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### Special



**LONCHODONTES MONTES #1**  
Tusker Cavalry x4 - Large - Cavalry - 50x100mm

595 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

<b>Options</b>	Musician • Standard Bearer • Paired Weapons
<b>Magic banners</b>	Banner of the Gyengget (Banner Enchantment)



**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	
	3	3	4	2	
Offensive	Att	Off	Str	Ap	Agi
Yeti	3	3	5	2	3



**TIGRE A DENTS DE SABRE #1**  
Sabretooth Tigers x2 - Standard - Beast - 25x50mm

104 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	Fortitude (5+)
Offensive	Att	Off	Str	Ap	Agi
Kin-Eater	4	3	5	2	3

Powder Keg



## CRACHE-TONNERRE #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	
<b>Bombardier Crew</b>	3	3	4	1	2	Sons of the Avalanche
<b>Scraping Crew</b>	1	2	3	0	3	
<b>Woolly Rhino</b>	3	3	5	2	2	Harnessed
<b>Chassis</b>			5	2		Inanimate, Impact Hits (D6, D6), Thunder Cannon (4+, 4+)

## Chained Beasts



## AUROCHS DE PIERRE #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	
<b>Rider</b>	3	4	4	1	3	
<b>Rock Auroch</b>	5	3	6	3	2	Harnessed, Battle Focus, Impact Hits (3D3, 3D3), Living Avalance, Devastating Charge

### Options

Ogre Crossbow (3+)

## Magics

### Racial Trait Spell

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

## Magic items

**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".

## Magic banners

**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

### Ambush:

**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.

**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.

**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

**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 Avalanche:** 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.

**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, R&F models must be fewer than 3 before hits can be distributed onto Characters with the same Type and Size 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 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 (5×1), [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.

**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.

Chamane #1



Guerriers tribaux #1



Fracasseurs #1



Lonchodontes montés #1



Yétis #1



Tigre à dents de sabre #1



Mange-frères #1



Crache-tonnerre #1



Aurochs de pierre #1

