



# OGRE KHANS

## LIST OGRE KHANS (v2020) #1 - 4 307 POINTS



820 pts (18.00 %) 1103 pts (25.00 %) 994 pts (22.00 %) 640 pts (14.00 %) 750 pts (17.00 %)  
**Characters** **Core** **Special** **Powder Keg** **Chained Beasts**  
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (30 Max)

### Characters



#### SHAMAN #1

Shaman - Large - Infantry - 40x40mm

475 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>	Shamanism • Iron Fist • Wizard Master • Light Armour (Yeti Furs) • General
<b>Magic items</b>	Yeti Furs (Light Armour)



#### MAMMOTH HUNTER #1

Mammoth Hunter - Large - Infantry - 50x50mm

345 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					

<b>Options</b>	Leader of the Pack • Great Weapon • Hunting Spear (2+)
<b>Magic items</b>	Wrestler's Belt (Light Armour)

### Core



#### TRIBESMEN #1

Tribesmen x11 - Large - Infantry - 40x40mm

713 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>	Iron Fist • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Pennant of the Great Grass Sky (Banner Enchantment)



### BRUISERS #1

Bruisers x3 - Large - Infantry - 40x40mm

195 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

<b>Options</b>	Musician
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### BRUISERS #2

Bruisers x3 - Large - Infantry - 40x40mm

195 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

<b>Options</b>	Musician
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Special



### TUSKER CAVALRY #1

Tusker Cavalry x3 - Large - Cavalry - 50x100mm

405 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	Harnessed
<b>Tusker</b>	4	3	5	2	2	

<b>Options</b>	Musician • Paired Weapons
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### TUSKER CAVALRY #2

Tusker Cavalry x3 - Large - Cavalry - 50x100mm

405 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

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Tusker</b>	4	3	5	2	2	<b>Harnessed</b>

<b>Options</b>	Musician • Paired Weapons
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**SABRETOOTH TIGERS #1**  
Sabretooth Tigers x2 - Standard - Beast - 25x50mm

**104 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	5	<b>Insignificant</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	2	4	4	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Sabretooth Tiger</b>	3	4	4	1	4	



**SABRETOOTH TIGERS #2**  
Sabretooth Tigers - Standard - Beast - 25x50mm

**80 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	5	<b>Insignificant</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	2	4	4	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Sabretooth Tiger</b>	3	4	4	1	4	

## Powder Keg



**THUNDER CANNON #1**  
Thunder Cannon - Large - Construct - 50x100mm

**320 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	6"	7			
<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>	
<b>Bombardier Crew</b>	3	3	4	1	2	
					<b>Sons of the Avalanche</b>	
<b>Scraping Crew</b>	1	2	3	0	3	
<b>Woolly Rhino</b>	3	3	5	2	2	
					<b>Harnessed</b>	
<b>Chassis</b>			5	2	<b>Inanimate, Impact Hits (D6, D6), Thunder Cannon (4+, 4+)</b>	



**THUNDER CANNON #2**  
Thunder Cannon - Large - Construct - 50x100mm


**320 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	6"	7			
<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>	
<b>Bombardier Crew</b>	3	3	4	1	2	
					<b>Sons of the Avalanche</b>	
<b>Scraping Crew</b>	1	2	3	0	3	
<b>Woolly Rhino</b>	3	3	5	2	2	
					<b>Harnessed</b>	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Chassis</b>			5	2		Inanimate, Impact Hits (D6, D6), Thunder Cannon (4+, 4+)


## Chained Beasts



### FROST MAMMOTH #1


Frost Mammoth - Gigantic - Beast - 150x100mm

## 375 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	8	Freezing Aura		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	6	3	6	3		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Rider</b>	3	4	4	1	3	
<b>Frost Mammoth</b>	4	3	6	3	2	
Harnessed, Impact Hits (D3, D3)						


<b>Options</b>	Hunting Spear (3+)
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### FROST MAMMOTH #2

Frost Mammoth - Gigantic - Beast - 150x100mm

## 375 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	8	Freezing Aura		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	6	3	6	3		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Rider</b>	3	4	4	1	3	
<b>Frost Mammoth</b>	4	3	6	3	2	
Harnessed, Impact Hits (D3, D3)						

<b>Options</b>	Hunting Spear (3+)
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## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3 style="color: #c08040;">Children of Umi</h3>				
<i>Mf</i>	7+ [10+]	18"	Augment	Last one Turn
<p style="color: #c08040;">All Melee Attacks against the target suffer -1 to wound. [Additionally, all Shamans in the target gain +1 Resilience.]</p>				



Shamanism

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
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		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>5</b>	Totemic Summon	10+ [12+]	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge.  Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)
<b>3</b>	Savage Fury	5+ [8+]	12" [24"]	Universal	Last one Turn	The target gains Frenzy and Battle Focus.
<b>4</b>	Chilling Howl	6+ [10+]	36"	Hex	Last one Turn	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects].
<b>6</b>	Break the Spirit	9+ [11+]	18" [36"]	Hex	Last one Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
<b>1</b>	Awaken the Beast	5+ [7+]	18"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
<b>A</b>	Scarification		Caster		Last one Turn	Melee Attacks against the target can never wound on better than 5+.
<b>2</b>	Swarm of Insects	5+ [8+]	24" [48"]	Hex, Missile, Damage	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.

## Magic items

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

**Yeti Furs:** The wearer gains +1 Armour. Enemy units in base contact with the wearer suffer -1 Agility.

## Magic banners

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

## 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.

**Freezing Aura:** Universal Rule.

The model can cast Chilling Howl from Shamanism as a Bound Spell with Power Level (4/8).

Enemy units within 9" of one or more Frost Mammoths suffer -3 Agility. The roll for Flee Distance of enemy units that Break from Combat while in base contact with one or more Frost Mammoths is subject to Minimised Roll.

**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.

**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.

**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.

Shaman #1



Mammoth Hunter #1



Tribesmen #1



Bruisers #1



Bruisers #2



Tusker Cavalry #1



Tusker Cavalry #2



Sabretooth Tigers #1



Sabretooth Tigers #2



Thunder Cannon #1



Thunder Cannon #2



Frost Mammoth #1



Frost Mammoth #2

