



# OGRE KHANS

## LIST KHANS OGRES #1 - 4 095 POINTS



1305 pts (32.00 %) 1080 pts (26.00 %) 255 pts (6.00 %) 530 pts (13.00 %) 925 pts (23.00 %)  
**Characters**      **Core**      **Special**      **Powder Keg**      **Chained Beasts**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (30 Max)

### Characters



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

**455 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 |

|                    |   |
|--------------------|---|
| <b>Options</b>     | Iron Fist • Heavy Armour (Yeti Furs) • General                    |
| <b>Magic items</b> | Yeti Furs (Heavy Armour) • Lygur's Tongue • Talisman of Shielding |



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

**310 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 |

|                    |   |
|--------------------|---|
| <b>Options</b>     | Battle Standard Bearer • Iron Fist • Heavy Armour (Alchemist's Alloy) |
| <b>Magic items</b> | Alchemist's Alloy (Heavy Armour) • Rampager's Chain • Lucky Charm     |



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

**540 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>     | Thaumaturgy • Iron Fist • Wizard Master • Light Armour |
| <b>Magic items</b> | Magical Heirloom • Binding Scroll                      |

### Core



### GUERRIERS TRIBAUX #1

Tribesmen x8 - Large - Infantry - 40x40mm

535 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> | Banner of the Relentless Company (Banner Enchantment) |



### GUERRIERS TRIBAUX #2

Tribesmen x8 - Large - Infantry - 40x40mm

545 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) |

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   |     |                |
|           | 3   | 3   | 4   | 2   |     |                |
| Offensive | Att | Off | Str | Ap  | Agi |                |
| Yeti      | 3   | 3   | 5   | 2   | 3   | Paired Weapons |



### 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   |

## Powder Keg



**CANONNIERS #2**  
Bombardiers x4 - Large - Infantry - 40x40mm

**265** 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>Bombardier</b> | 3          | 3          | 4          | 1          | 2            | Sons of the Avalanche, Hand Cannon (4+, 4+) |

|                |          |
|----------------|----------|
| <b>Options</b> | Musician |
|----------------|----------|



**CANONNIERS #2**  
Bombardiers x4 - Large - Infantry - 40x40mm

**265** 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>Bombardier</b> | 3          | 3          | 4          | 1          | 2            | Sons of the Avalanche, Hand Cannon (4+, 4+) |

|                |          |
|----------------|----------|
| <b>Options</b> | Musician |
|----------------|----------|

## Chained Beasts



**MAMMOUTH DE GIVRE #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+) |
|----------------|--------------------|



**GEANT ASSERVI #1**  
Slave Giant - Gigantic - Infantry - 50x75mm

**275** 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> |                     |

|                    |            |            |            |           |            |             |
|--------------------|------------|------------|------------|-----------|------------|-------------|
| <i>Offensive</i>   | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |             |
| <b>Slave Giant</b> | <b>5</b>   | <b>3</b>   | <b>5</b>   | <b>2</b>  | <b>3</b>   | <b>Rage</b> |

|                |           |
|----------------|-----------|
| <b>Options</b> | Iron Fist |
|----------------|-----------|



## TU SLAVE GIANT #2

Slave Giant - Gigantic - Infantry - 50x75mm

**275 POINTS**



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

|                |           |
|----------------|-----------|
| <b>Options</b> | Iron Fist |
|----------------|-----------|

## Magics

Racial Trait Spell

|   | Casting     | Range | Type    | Duration      |
|---|-------------|-------|---------|---------------|
| <b>Children of Umi</b>  |             |       |         |               |
| <i>Mf</i>   | 7+<br>[10+] | 18"   | Augment | Last one Turn |
| All Melee Attacks against the target suffer -1 to wound.<br>[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.)<br>[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.<br>[Choose which effect to apply when casting the spell.]<br>- If 1-3 is rolled, the target suffers -1 Resilience.<br>- 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 <b>Commanding Presence</b> [Rally around the Flag].  |

## Magic items

**Alchemist's Alloy:** The wearer gains +1 Armour and suffers -2 Offensive Skill.

**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.

**Lucky Charm:** One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

**Lygur's Tongue:** Enemy units in base contact with the bearer suffer -1 Attack Value.

**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.

**Rampager's Chain:** The bearer gains **Stomp Attacks (D3+1)**, and all models in the bearer's unit **must** reroll failed to-wound rolls with Stomp Attacks.

**Talisman of Shielding:** The bearer gains Aegis (5+).

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

## Magic banners

**Banner of the Relentless Company:** One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

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

## Model Rules

**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.

**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".

**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

**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.

**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:**

**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.

**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.

**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.

**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.

**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.

Grand khan #1



Khan #1



Chamane #1



Guerriers tribaux #1



Guerriers tribaux #2



Yétis #1



Tigre à dents de sabre #1



Canonniers #2



Canonniers #2



Mammouth de givre #1



Géant asservi #1



TuSlave Giant #2

