



OGRE KHANS

MOOT DOUB - 2 499 POINTS



455 pts (18.00 %) 631 pts (25.00 %) 1028 pts (41.00 %) 0 pts (0.00 %) 385 pts (15.00 %)

Characters **Core** **Special** **Powder Keg** **Chained Beasts**

(40 Max) (25 Least) (0 NoLimit) (35 Max) (30 Max)

Characters



SHAMAN #1

Shaman - Large - Infantry - 40x40mm

455 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 Master • Shamanism

Core



TRIBESMEN #1

Tribesmen x10 - Large - Infantry - 40x40mm

631 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					

Options

Iron Fist • Champion • Musician • Standard Bearer

Magic banners

Banner of Speed (Banner Enchantment)

Special



TUSKER CAVALRY #1



Tusker Cavalry x4 - Large - Cavalry - 50x100mm



593 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 • Champion • Musician • Standard Bearer
Magic banners	Banner of Speed (Banner Enchantment)

	KIN-EATER #1					175 POINTS 
	Kin-Eater - Large - Infantry - 40x40mm					
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	7	Ambush, Fear, Fearless, Unbreakable		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	Fortitude	
	4	3	5	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Kin-Eater	4	3	5	2	3	
					Hatred	

	KIN-EATER #2					175 POINTS 
	Kin-Eater - Large - Infantry - 40x40mm					
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	7	Ambush, Fear, Fearless, Unbreakable		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	Fortitude	
	4	3	5	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Kin-Eater	4	3	5	2	3	
					Hatred	

	SABRETOOTH TIGERS #1					85 POINTS 
	Sabretooth Tigers - Standard - Beast - 25x50mm					
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	5	Insignificant		
<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>	
Sabretooth Tiger	3	4	4	1	4	

Chained Beasts

	FROST MAMMOTH #1					385 POINTS 
	Frost Mammoth - Gigantic - Beast - 20x20mm					
<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>	
Rider	3	4	4	1	3	
Frost Mammoth	4	3	6	3	2	
					Harnessed, Impact Hits	

Options	Ogre Crossbow (3+)
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Magics

Racial Trait Spell

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



Shamanism

		Casting	Range	Type	Duration	Effect
3	Savage Fury	5+ [8+]	12" [24"]	Universal	Last one Turn	The target gains Frenzy and Battle Focus.
A	Scarification		Caster		Last one Turn	Melee Attacks against the target can never wound on better than 5+.
2	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.
1	Awaken the Beast	5+ [7+]	18"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
5	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)
6	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).
4	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].

Magic banners

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

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

Freezing Aura: The model can cast Chilling Howl (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.

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.

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.

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.

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

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



Tribesmen #1



Tusker Cavalry #1



Kin-Eater #1



Kin-Eater #2



Sabretooth Tigers #1



Frost Mammoth #1

