



OGRE KHANS

LIST KHANS OGRES #2 - 2 281 POINTS



575 pts (25.00 %) 586 pts (26.00 %) 855 pts (37.00 %) 265 pts (12.00 %) 0 pts (0.00 %)
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

305 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

Options

Great Weapon • Heavy Armour



GRAND KHAN #2

Great Khan - Large - Infantry - 40x40mm

270 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

Core



GUERRIERS TRIBAUX #1

Tribesmen x6 - Large - Infantry - 40x40mm

293 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



GUERRIERS TRIBAUX #2

Tribesmen x6 - Large - Infantry - 40x40mm

293 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

Special



YETIS #1

Yetis x4 - Large - Infantry - 40x40mm

295 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



LONCHODONTES MONTES #1

Tusker Cavalry x3 - Large - Cavalry - 50x100mm

380 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



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	Hatred

Powder Keg



CANONNIERS #1

Bombardiers x4 - Large - Infantry - 40x40mm

265 POINTS



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

Magics

Racial Trait Spell

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

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

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 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

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.

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.

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.

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



Grand khan #2



Guerriers tribaux #1



Guerriers tribaux #2



Yétis #1



Lonchodontes montés #1



Mange-frères #1



Canonniers #1

