



OGRE KHANS

OK GEGEN FLORIAN - 4 262 POINTS



605 pts (14.00 %) 1160 pts (27.00 %) 1562 pts (37.00 %) 560 pts (13.00 %) 375 pts (9.00 %)
Characters **Core** **Special** **Powder Keg** **Chained**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) **Beasts**
 (30 Max)

Characters



SHAMAN #1

Shaman - Large - Infantry - 40x40mm

605 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	Pyromancy • Iron Fist • Wizard Master • Light Armour (Wrestler's Belt) • General
Magic items	Wrestler's Belt (Light Armour) • Lygur's Tongue • Rampager's Chain

Core



BRUISERS #1

Bruisers x9 - Large - Infantry - 40x40mm

695 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

Options	Champion • Musician • Standard Bearer
Magic banners	Banner of Discipline (Banner Enchantment)



TRIBESMEN #1

Tribesmen x3 - Large - Infantry - 40x40mm

155 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



TRIBESMEN #2

Tribesmen x3 - Large - Infantry - 40x40mm

155 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



TRIBESMEN #3

Tribesmen x3 - Large - Infantry - 40x40mm

155 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



MERCENARY VETERANS #1

Mercenary Veterans x8 - Large - Infantry - 40x40mm

857 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Scoring, Scrapling Lookout, Battle-Scarred		
Defensive	HP	Def	Res	Arm		
	3	4	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Mercenary Veteran	4	4	5	2	3	Sons of the Avalanche

Options	Iron Fist • Champion • Musician • Standard Bearer • Lethal Strike • Plate Armour
Magic banners	Banner of Discipline (Banner Enchantment)



TUSKER CAVALRY #1


Tusker Cavalry x5 - Large - Cavalry - 50x100mm

705 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

Options	Great Weapon • Musician • Standard Bearer
Magic banners	Banner of Discipline (Banner Enchantment)
Powder Keg	




BOMBARDIERS #1
Bombardiers x3 - Large - Infantry - 40x40mm

185 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>	Light Armour
	3	3	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Bombardier	3	3	4	1	2
Sons of the Avalanche, Hand Cannon (4+, 4+)					




BOMBARDIERS #2
Bombardiers x3 - Large - Infantry - 40x40mm

185 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>	Light Armour
	3	3	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Bombardier	3	3	4	1	2
Sons of the Avalanche, Hand Cannon (4+, 4+)					




BOMBARDIERS #3
Bombardiers x3 - Large - Infantry - 40x40mm

190 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>	Light Armour
	3	3	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Bombardier	3	3	4	1	2
Sons of the Avalanche, Hand Cannon (4+, 4+)					

Options	Musician
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>	
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<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

Options	Ogre Crossbow (3+)
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Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<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>				



Pyromancy

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
6	Enveloping Embers	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
2	Cascading Fire	5+ [8+]	24" [12"]	Hex	Last one Turn	The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
3	Flaming Swords	8+ [11+]	18" [6"Aura]	Augment	Last one Turn	The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.
1	Fireball	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
4	Blaze		18"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
5	Scorching Salvo	8+	24"Aura	Hex, Damage	Instant	The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
4	Pyroclastic Flow	7+ [10+]	24" [12"]	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

Magic items

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

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.

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

Magic banners

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

Model Rules

Battle-Scarred: Universal Rule.

Each unit of Mercenary Veterans may be given up to two of the upgrades listed below (the upgrades must be written on the Army List). The models gain:

- Accurate
- Devastating Charge (+1 Str, +1 AP)
- Lethal Strike
- Magic Resistance (2)
- Plate Armour
- Poison Attacks
- Swiftstride
- Vanguard

Each upgrade may only be taken by a single unit of Mercenary Veterans in your army.

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 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.

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.

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, 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.

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



Bruisers #1



Tribesmen #1



Tribesmen #2



Tribesmen #3



Mercenary Veterans #1



Tusker Cavalry #1



Bombardiers #1



Bombardiers #2



Bombardiers #3



Frost Mammoth #1

