



# OGRE KHANS

## LIST OGRE KHANS (v2021 BETA 2) #3 - 4 364 POINTS



1410 pts (31.00 %) 1145 pts (25.00 %) 1459 pts (32.00 %) 885 pts (20.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Powder Keg**      **Chained Beasts**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (30 Max)

### Characters



### GREAT KHAN #1


Great Khan - Large - Infantry - 40x40mm

## 505 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>     | Great Weapon (Khagadai's Legacy) • Heavy Armour (Death Cheater) • General |
| <b>Magic items</b> | Death Cheater (Heavy Armour) • Khagadai's Legacy (Great Weapon)           |



### KHAN #1


Khan - Large - Infantry - 40x40mm

## 300 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>     | Iron Fist (Heart-Ripper) • Heavy Armour (Karkadan's Resilience) |
| <b>Magic items</b> | Karkadan's Resilience (Heavy Armour) • Heart-Ripper (Iron Fist) |



### 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 |

|                    |                                                                                                              |
|--------------------|--------------------------------------------------------------------------------------------------------------|
| <b>Options</b>     | Thaumaturgy • Iron Fist (Ritual Bloodletter) • Wizard Master • Light Armour (Essence of Mithril)             |
| <b>Magic items</b> | Magical Heirloom • Talisman of the Void • Ritual Bloodletter (Iron Fist) • Essence of Mithril (Light Armour) |

### Core



### TRIBESMEN #1

Tribesmen x3 - Large - Infantry - 40x40mm

165 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 | Musician |
|---------|----------|



### TRIBESMEN #2

Tribesmen x3 - Large - Infantry - 40x40mm

165 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 | Musician |
|---------|----------|



### BRUISERS #1

Bruisers x11 - Large - Infantry - 40x40mm

815 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 |
|---------|---------------------------------------|

Special



### MERCENARY VETERANS #2

Mercenary Veterans x3 - Large - Infantry - 40x40mm



287 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          |  |

| <i>Offensive</i>         | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |                              |
|--------------------------|------------|------------|------------|-----------|------------|------------------------------|
| <b>Mercenary Veteran</b> | 4          | 4          | 5          | 2         | 3          | <b>Sons of the Avalanche</b> |

|                |                                                                          |
|----------------|--------------------------------------------------------------------------|
| <b>Options</b> | Iron Fist • Musician • Devastating Charge (+1 Str, +1 AP) • Plate Armour |
|----------------|--------------------------------------------------------------------------|


|                                                                                  |                                                                                    |                   |                                                                                     |
|----------------------------------------------------------------------------------|------------------------------------------------------------------------------------|-------------------|-------------------------------------------------------------------------------------|
|  | <b>MERCENARY VETERANS #1</b><br>Mercenary Veterans x6 - Large - Infantry - 40x40mm | <b>667</b> POINTS |  |
|----------------------------------------------------------------------------------|------------------------------------------------------------------------------------|-------------------|-------------------------------------------------------------------------------------|

| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>                         |
|---------------|------------|------------|------------|--------------------------------------------|
|               | 6"         | 12"        | 8          | Scoring, Scrapling Lookout, Battle-Scarred |

| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> |                     |
|------------------|-----------|------------|------------|------------|---------------------|
|                  | 3         | 4          | 4          | 0          | <b>Heavy Armour</b> |

| <i>Offensive</i>         | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |                              |
|--------------------------|------------|------------|------------|-----------|------------|------------------------------|
| <b>Mercenary Veteran</b> | 4          | 4          | 5          | 2         | 3          | <b>Sons of the Avalanche</b> |

|                |                                                                                                |
|----------------|------------------------------------------------------------------------------------------------|
| <b>Options</b> | Champion • Musician • Standard Bearer • Brace of Ogre Pistols (4+) • Accurate • Poison Attacks |
|----------------|------------------------------------------------------------------------------------------------|



|                                                                                  |                                                          |                   |                                                                                      |
|----------------------------------------------------------------------------------|----------------------------------------------------------|-------------------|--------------------------------------------------------------------------------------|
|  | <b>YETIS #1</b><br>Yetis x2 - Large - Infantry - 40x40mm | <b>185</b> POINTS |  |
|----------------------------------------------------------------------------------|----------------------------------------------------------|-------------------|--------------------------------------------------------------------------------------|

| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>                                        |
|---------------|------------|------------|------------|-----------------------------------------------------------|
|               | 7"         | 14"        | 8          | Fear, Vanguard, Light Troops, Swiftstride, Touch of Frost |

| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> |  |
|------------------|-----------|------------|------------|------------|--|
|                  | 3         | 3          | 4          | 2          |  |

| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |                       |
|------------------|------------|------------|------------|-----------|------------|-----------------------|
| <b>Yeti</b>      | 3          | 3          | 5          | 2         | 3          | <b>Paired Weapons</b> |

|                |          |
|----------------|----------|
| <b>Options</b> | Champion |
|----------------|----------|

|                                                                                    |                                                                                       |                  |                                                                                       |
|------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|------------------|---------------------------------------------------------------------------------------|
|  | <b>SCRAPLING TRAPPERS #1</b><br>Scrapling Trappers x5 - Standard - Infantry - 20x20mm | <b>80</b> POINTS |  |
|------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|------------------|---------------------------------------------------------------------------------------|

| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>                                                      |
|---------------|------------|------------|------------|-------------------------------------------------------------------------|
|               | 4"         | 8"         | 6          | , It's A Vanguard, Light Troops, Scout, Skirmisher, Insignificant Trap! |

| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> |                           |
|------------------|-----------|------------|------------|------------|---------------------------|
|                  | 1         | 2          | 3          | 0          | <b>Hard Target (1, 1)</b> |



| <i>Offensive</i>         | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |                                  |
|--------------------------|------------|------------|------------|-----------|------------|----------------------------------|
| <b>Scrapling Trapper</b> | 1          | 2          | 3          | 0         | 3          | <b>Throwing Weapons (5+, 5+)</b> |



|                                                                                    |                                                                                       |                  |                                                                                       |
|------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|------------------|---------------------------------------------------------------------------------------|
|  | <b>SCRAPLING TRAPPERS #2</b><br>Scrapling Trappers x5 - Standard - Infantry - 20x20mm | <b>80</b> POINTS |  |
|------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|------------------|---------------------------------------------------------------------------------------|

| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>                                                      |
|---------------|------------|------------|------------|-------------------------------------------------------------------------|
|               | 4"         | 8"         | 6          | , It's A Vanguard, Light Troops, Scout, Skirmisher, Insignificant Trap! |



| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> |  |
|------------------|-----------|------------|------------|------------|--|
|                  |           |            |            |            |  |

|                          |            |            |            |            |                                  |
|--------------------------|------------|------------|------------|------------|----------------------------------|
| <i>Defensive</i>         | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i> |                                  |
|                          | 1          | 2          | 3          | 0          | <b>Hard Target (1, 1)</b>        |
| <i>Offensive</i>         | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i>                       |
| <b>Scrapling Trapper</b> | 1          | 2          | 3          | 0          | 3                                |
|                          |            |            |            |            | <b>Throwing Weapons (5+, 5+)</b> |

|                                                                                  |                             |            |            |                      |                  |                                                                                     |
|----------------------------------------------------------------------------------|-----------------------------|------------|------------|----------------------|------------------|-------------------------------------------------------------------------------------|
|  | <b>SABRETOOTH TIGERS #1</b> |            |            |                      | <b>80 POINTS</b> |  |
| <i>Sabretooth Tigers - Standard - Beast - 25x50mm</i>                            |                             |            |            |                      |                  |                                                                                     |
| <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                |                                                                                     |

|                                                                                  |                             |            |            |                      |                  |                                                                                     |
|----------------------------------------------------------------------------------|-----------------------------|------------|------------|----------------------|------------------|-------------------------------------------------------------------------------------|
|  | <b>SABRETOOTH TIGERS #2</b> |            |            |                      | <b>80 POINTS</b> |  |
| <i>Sabretooth Tigers - Standard - Beast - 25x50mm</i>                            |                             |            |            |                      |                  |                                                                                     |
| <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

|                                                                                    |                       |            |            |                                   |                     |                                                                                       |
|------------------------------------------------------------------------------------|-----------------------|------------|------------|-----------------------------------|---------------------|---------------------------------------------------------------------------------------|
|  | <b>BOMBARDIERS #1</b> |            |            |                                   | <b>350 POINTS</b>   |  |
| <i>Bombardiers x5 - Large - Infantry - 40x40mm</i>                                 |                       |            |            |                                   |                     |                                                                                       |
| <i>Global</i>                                                                      | <i>Adv</i>            | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>                |                     |                                                                                       |
|                                                                                    | 6"                    | 12"        | 7          | <b>Scoring, Scrapling Lookout</b> |                     |                                                                                       |
| <i>Defensive</i>                                                                   | <i>HP</i>             | <i>Def</i> | <i>Res</i> | <i>Arm</i>                        | <b>Light Armour</b> |                                                                                       |
|                                                                                    | 3                     | 3          | 4          | 0                                 |                     |                                                                                       |
| <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                   | <b>Sons of the Avalanche</b> , Hand Cannon (4+, 4+)                                   |

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

|                                                                      |                |              |             |                 |
|----------------------------------------------------------------------|----------------|--------------|-------------|-----------------|
| <b>Magics</b>                                                        |                |              |             |                 |
| Racial Trait Spell                                                   |                |              |             |                 |
|                                                                      | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> |
| <b>Children of Umi</b>                                               |                |              |             |                 |
| <i>Mf</i>                                                            | 7+<br>[10+]    | 18"          | Augment     | Last one Turn   |
| <i>All Melee Attacks against the target suffer -1 to wound.</i>      |                |              |             |                 |
| <i>[Additionally, all Shamans in the target gain +1 Resilience.]</i> |                |              |             |                 |



## 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                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|---|----------------------|----------|--------------|---------------------------------------|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 5 | 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. |
| 4 | Cleansing Fire       | 5+ [8+]  | Caster [18"] | [Augment], Focused                    | Instant       | The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks).<br>(Roll the D3 immediately after successfully casting this spell.)<br>[This spell may only target Characters, Champions, and single model units.]                                                                                                                                                                                                                          |
| 6 | 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.                                                                                                                                                                                                          |
| 2 | 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.                                                                                                                                                                                                  |
| 1 | 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.                                                                                                                                                                                                                                                                                                                                                          |
| 3 | Speaking in Tongues  | 7+ [7+]  | 18"          | Hex                                   | Last one Turn | Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].                                                                                                                                                                                                                                                                                                                                               |

## Magic items

**Death Cheater:** The wearer gains +1 Armour and Fortitude (4+).

**Essence of Mithril:** The wearer's Armour is set to 5 and can never be improved beyond this.

**Heart-Ripper:** Attacks made with this weapon gain Lethal Strike, +1 Armour Penetration, become Magical Attacks, and can never hit on worse than 3+.

**Karkadan's Resilience:** The wearer gains +1 Resilience but automatically fails all Special Saves.

**Khagadai's Legacy:** Attacks made with this weapon gain Multiple Wounds (D3) and become Magical Attacks.

**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.

**Ritual Bloodletter:** The wielder gains +1 Offensive Skill and +1 Attack Value while using this weapon. Attacks made with it become Magical Attacks. For each unsaved wound inflicted with this weapon, the owner gains one Veil Token.

**Talisman of the Void:** The bearer gains Channel (1).

## 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.

**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

**Hard Target:****Heavy Armour:** +2 Armor**Insignificant:****It's A Trap!:** Universal Rule.

Each unit of Scrapling Trappers may place a Trap Counter:

- Right before the battle (during step 7 of the Deployment Phase Sequence), on a single Terrain Feature other than Open Terrain that the unit was deployed in or was in contact with at any point during its Vanguard move
- Once during each friendly Movement Phase, on a single Terrain Feature other than Open Terrain that the unit was in contact with during an Advance Move, March Move, or a Reform in this phase.

If an enemy unit performs an Advance Move, March Move, Reform, Pivot, Charge Move, Failed Charge Move, Pursuit Move, or Flee Move inside or into contact with a Terrain Feature with one or more Trap Counters, remove all Trap Counters in that particular Terrain Feature. Each model in the unit must take a Dangerous Terrain (1) Test. These tests are not considered to be caused by the Terrain Feature; any Dangerous Terrain Tests that would normally be caused by the Terrain Feature still need to be taken.

**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.

**Scout:** At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

**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.

**Skirmisher:** The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

**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.

**Throwing Weapons:** Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

**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

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.

Great Khan #1



Khan #1



Shaman #1



Tribesmen #1



Tribesmen #2



Bruisers #1



Mercenary Veterans #2



Mercenary Veterans #1



Yetis #1



Scrapling Trappers #1



Scrapling Trappers #2



Sabretooth Tigers #1



Sabretooth Tigers #2



Bombardiers #1