



OGRE KHANS


LIST OGRE KHANS 4500 - 4 465 POINTS



870 pts (19.00 %) 1156 pts (26.00 %) 1554 pts (35.00 %) 790 pts (18.00 %) 640 pts (14.00 %)

Characters (40 Max) **Core** (25 Least) **Special** (0 NoLimit) **Powder Keg** (35 Max) **Chained Beasts** (30 Max)

Characters



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 |


| | |
|--------------------|---|
| Options | Battle Standard Bearer • Brace of Ogre Pistols (4+) • Heavy Armour (Mammoth-Hide Cloak) |
| Magic items | Mammoth-Hide Cloak (Heavy Armour) |



SHAMAN #1

Shaman - Large - Infantry - 40x40mm

560 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 | Thaumaturgy • Great Weapon • Wizard Master • Light Armour • General |
| Magic items | Lygur's Tongue • Magical Heirloom |

Core



TRIBESMEN #2

Tribesmen x9 - Large - Infantry - 40x40mm

601 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) |



BRUISERS #1

Bruisers x3 - Large - Infantry - 40x40mm

185 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|------------------|------------|------------|------------|----------------------------|--------------|-------------------------------------|
| | 6" | 12" | 8 | Scoring, Scrapling Lookout | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 3 | 4 | 0 | Heavy Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Bruiser | 3 | 3 | 4 | 1 | 2 | Sons of the Avalanche, Great Weapon |



BRUISERS #2

Bruisers x3 - Large - Infantry - 40x40mm

185 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|------------------|------------|------------|------------|----------------------------|--------------|-------------------------------------|
| | 6" | 12" | 8 | Scoring, Scrapling Lookout | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 3 | 4 | 0 | Heavy Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Bruiser | 3 | 3 | 4 | 1 | 2 | Sons of the Avalanche, Great Weapon |



BRUISERS #3

Bruisers x3 - Large - Infantry - 40x40mm

185 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|------------------|------------|------------|------------|----------------------------|--------------|-------------------------------------|
| | 6" | 12" | 8 | Scoring, Scrapling Lookout | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 3 | 4 | 0 | Heavy Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Bruiser | 3 | 3 | 4 | 1 | 2 | Sons of the Avalanche, Great Weapon |

Special



MERCENARY VETERANS #1


Mercenary Veterans x6 - Large - Infantry - 40x40mm

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


| | |
|----------------------|--|
| Options | Standard Bearer • Brace of Ogre Pistols (4+) • Accurate • Poison Attacks |
| Magic banners | Banner of Discipline (Banner Enchantment) |



MERCENARY VETERANS #2

Mercenary Veterans x8 - Large - Infantry - 40x40mm


877 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 • Devastating Charge (+1 Str, +1 AP) • Plate Armour |
| Magic banners | Pennant of the Great Grass Sky (Banner Enchantment) |


Powder Keg



SCRATAPULT #1


Scratapult - Large - Construct - 50x100mm

245 POINTS



| Global | Adv | Mar | Dis | | | Model Rules |
|-----------------------|-----|-----|-----|-----|--|----------------------------|
| | 6" | 6" | 6 | | | Swiftstride, Insignificant |
| Defensive | HP | Def | Res | Arm | | |
| | 5 | 3 | 5 | 3 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Scrapling Crew | 1 | 2 | 3 | 0 | 3 | |
| Woolly Rhino | 3 | 3 | 5 | 2 | 2 | Harnessed |
| Chassis | | | 5 | 2 | Inanimate, Impact Hits (D6, D6), Scratapult (4+, 4+) | |


Chained Beasts



FROST MAMMOTH #1


Frost Mammoth - Gigantic - Beast - 150x100mm

375 POINTS



| Global | Adv | Mar | Dis | | | Model Rules |
|----------------------|-----|-----|-----|-----|-----|---------------------------------|
| | 6" | 12" | 8 | | | Freezing Aura |
| Defensive | HP | Def | Res | Arm | | |
| | 6 | 3 | 6 | 3 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Rider | 3 | 4 | 4 | 1 | 3 | |
| Frost Mammoth | 4 | 3 | 6 | 3 | 2 | Harnessed, Impact Hits (D3, D3) |


| | |
|----------------|--------------------|
| Options | Ogre Crossbow (3+) |
|----------------|--------------------|



SLAVE GIANT #1

Slave Giant - Gigantic - Infantry - 50x75mm

265 POINTS



| Global | Adv | Mar | Dis | | | Model Rules |
|-----------|-----|-----|-----|-----|--|---------------------|
| | 7" | 14" | 8 | | | Giant See, Giant Do |
| Defensive | HP | Def | Res | Arm | | |

| | | | | | |
|------------------|------------|------------|------------|------------|---------------|
| <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> |
| Slave Giant | 5 | 3 | 5 | 2 | 3 Rage |

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> | | | | |



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.

| | | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i> |
|----------|----------------------|----------------|-----------------|---------------------------------------|-----------------|--|
| 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). (Roll the D3 immediately after successfully casting this spell.) [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. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - 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

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.

Mammoth-Hide Cloak: The wearer gains +1 Armour. Attacks against the wearer can never have a Strength above 5.

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.

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

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

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.

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".

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 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.

Inanimate: Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

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.

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.

Scratapult: Catapult (5x5) Artillery Weapon.

Range 12-48", Shots 1, Str 3, AP 1, Lethal Strike.

A Scratapult that only Pivots (and moves no further) during its owner's Movement Phase ignores the to-hit modifier from Moving and Shooting in the next Shooting Phase.

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.

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

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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.

Khan #1



Shaman #1



Tribesmen #2



Bruisers #1



Bruisers #2



Bruisers #3



Mercenary Veterans #1



Mercenary Veterans #2



Scratapult #1



Frost Mammoth #1



Slave Giant #1

