



WILDHEART OGRE KHANS

4500-OGRES-WILD-1C - 3 147 POINTS

580 pts (13.00 %) 862 pts (19.00 %) 995 pts (22.00 %) 0 pts (0.00 %) 710 pts (16.00 %)

Characters **Core** **Special** **Powder** **Chained**

(40 Max) (20 Least) (0 NoLimit) **Keg** **Beasts**

(35 Max) (30 Max)

Characters



SHAMAN #1

Shaman - Large - Infantry - 40x40mm

580 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	Shamanism • Iron Fist • Wizard Master • Gut Roarer
Magic items	Dragon Staff • Lygur's Tongue

Core



TRIBESMEN #1

Tribesmen x7 - Large - Infantry - 40x40mm

449 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	
Tribesmen	3	3	4	1	2	
Sons of the Avalanche, Paired Weapons						

Options	Iron Fist • Champion • Musician • Standard Bearer
Magic banners	Skull of Qenghet (Banner Enchantment)



SCRAPLINGS #1

Scraplings x20 - Standard - Infantry - 20x20mm

165 POINTS



Global	Adv	Mar	Dis	Model Rules		
4"	8"	6	Scoring, Insignificant			
Defensive	HP	Def	Res	Arm		
1	2	3	0			
Offensive	Att	Off	Str	Ap	Agi	
Scraplings	1	2	3	0	3	

Options	Musician • Bow (4+)
----------------	---------------------



SABRETOOTH TIGERS #1

Sabretooth Tigers x8 - Standard - Beast - 25x50mm

248 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	5	Insignificant	
Defensive	HP	Def	Res	Arm	
	2	4	4	0	
Offensive	Att	Off	Str	Ap	Agi
Tigers	3	4	4	1	4

Special



TUSKER CAVALRY #1

Tusker Cavalry x4 - Large - Cavalry - 50x100mm

645 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
Raider	3	3	4	1	2
Tusker	4	3	5	2	2
				Harnessed, Impact Hits (D3, D3)	

Options	Champion • Musician • Standard Bearer • Great Weapon
Magic banners	Banner of the Gyengget (Banner Enchantment)



YETIS #2

Yetis x5 - Large - Infantry - 40x40mm

350 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
Yetis	3	3	5	2	3
				Paired Weapons	

Options	Champion
----------------	----------

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
Riders (2)	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 - 75x100mm

335 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Giant See, Giant Do		
Defensive	HP	Def	Res	Arm		
	8	3	5	1		
Offensive	Att	Off	Str	Ap	Agi	
Slave Giant	5	3	5	2	3 Rage	

Options	Great Weapon • Big Brother
----------------	----------------------------

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Children of Umi				
Mf	7+ [10+]	18"	Augment	Last one Turn
<i>All Melee Attacks against the target suffer -1 to wound. [In additionally, all Shamans in the target unit gain +1 Resilience.]</i>				



Shamanism

		Casting	Range	Type	Duration	Effect
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)
3	Savage Fury	5+ [8+]	12" [24"]	Universal	Last one Turn	The target gains Frenzy and Battle Focus.
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].
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).
1	Awaken the Beast	5+ [7+]	18"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
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.

Magic items

Dragon Staff: The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

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

Magic banners

Banner of the Gyengget: In the First Round of Combat, natural to-hit, to-wound, and Armour Save rolls of '1' from all model parts in the bearer's unit must be rerolled,

including Special Attacks.

Skull of Qenghet: The bearer's unit gains Fear and automatically passes Panic Tests caused by Terror.

Model Rules

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.

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".

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 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.

Insignificant:

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.

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.

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.

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

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



Scraplings #1



Tusker Cavalry #1



Yetis #2



Sabretooth Tigers #1



Frost Mammoth #1



Slave Giant #1

