



OGRE KHANS

LIST OGRE KHANS (v2.1) #1 - 4 235 POINTS



1570 pts (37.00 %) 1078 pts (25.00 %) 447 pts (11.00 %) 640 pts (15.00 %) 500 pts (12.00 %)
Characters **Core** **Special** **Powder Keg** **Chained Beasts**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (30 Max)

Characters

	KHAN #1 Khan - Large - Infantry - 40x40mm	315 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	8	Scrapling Lookout		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	5	5	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Khan	4	5	5	2	3	Sons of the Avalanche , Hand Weapon

Options	Battle Standard Bearer
Magic banners	Banner of the Gyengget (Battle Standard Bearer)

	SHAMAN #1 Shaman - Large - Infantry - 40x40mm	555 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	8	Wizard Apprentice		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	5	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Shaman	3	4	4	1	2	Sons of the Avalanche , Hand Weapon

Options	Thaumaturgy • Iron Fist • Wizard Master • Light Armour • General
Magic items	Lygur's Tongue • Magical Heirloom

	MAMMOTH HUNTER #1 Mammoth Hunter - Large - Infantry - 40x40mm	325 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	9	Light Troops, Not a Leader, Swiftstride, Loner, Animal Master		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	5	5	1	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Mammoth Hunter	4	5	5	2	4	Sons of the Avalanche , Hand Weapon

Options	Iron Fist • Scout • Hunting Spear (2+)
Magic items	Mammoth-Hide Cloak (Light Armour)



MAMMOTH HUNTER #2

Mammoth Hunter - Large - Infantry - 40x40mm

375 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	9	Light Troops, Not a Leader, Swiftstride, Loner, Animal Master		
Defensive	HP	Def	Res	Arm		
	4	5	5	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Mammoth Hunter	4	5	5	2	4	Sons of the Avalanche, Hand Weapon

Options	Iron Fist • Scout • Hunting Spear (2+)
Magic items	Death Cheater (Light Armour)

Core



BRUISERS #1

Bruisers x10 - Large - Infantry - 40x40mm

790 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	Pennant of the Great Grass Sky (Banner Enchantment)



SCRAPLINGS #1

Scraplings x34 - Standard - Infantry - 20x20mm

288 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
Scrapling	1	2	3	0	3

Options	Scrapling Foreman • Musician • Standard Bearer • bow (4+)
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Special



SABRETOOTH TIGERS #1

Sabretooth Tigers - Standard - Beast - 25x50mm

80 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
Sabretooth Tiger	3	4	4	1	4



SABRETOOTH TIGERS #2

Sabretooth Tigers - Standard - Beast - 25x50mm

80 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	
Sabretooth Tiger	3	4	4	1	4	



MERCENARY VETERANS #1

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	
Mercenary Veteran	4	4	5	2	3	
					Sons of the Avalanche	

Options

Iron Fist • Musician • Vanguard • Plate Armour

Powder Keg



THUNDER CANNON #1

Thunder Cannon - Large - Construct - 50x100mm

320 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	6"	7			
Defensive	HP	Def	Res	Arm		
	5	3	5	3		
Offensive	Att	Off	Str	Ap	Agi	
Bombardier Crew	3	3	4	1	2	
					Sons of the Avalanche	
Scraping Crew	1	2	3	0	3	
Woolly Rhino	3	3	5	2	2	
					Harnessed	
Chassis			5	2	Inanimate, Impact Hits (D6, D6), Thunder Cannon (4+, 4+)	



THUNDER CANNON #2

Thunder Cannon - Large - Construct - 50x100mm


320 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	6"	7			
Defensive	HP	Def	Res	Arm		
	5	3	5	3		
Offensive	Att	Off	Str	Ap	Agi	
Bombardier Crew	3	3	4	1	2	
					Sons of the Avalanche	
Scraping Crew	1	2	3	0	3	
Woolly Rhino	3	3	5	2	2	
					Harnessed	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Chassis			5	2		Inanimate, Impact Hits (D6, D6), Thunder Cannon (4+, 4+)


Chained Beasts



ROCK AUROCH #1

Rock Aurochs - Gigantic - Beast - 150x100mm

500 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	8	Fearless, Frenzy		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	6	2	6	3	Mountain Hide	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Rider	3	4	4	1	3	
Rock Auroch	5	3	6	3	2	HarnessedFocus, Battle, Impact Hits (3D3, 3D3), Living Avalance, Devastating Charge

Options	Ogre Crossbow (3+)
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Magics

Racial Trait Spell

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

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

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 the Gyengget: In the First Round of Combat, natural to-hit, to-wound, and Armour Save rolls of '1' from the bearer's unit must be rerolled, including Special Attacks.

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

Model Rules

Animal Master: Universal Rule.

The model gains Commanding Presence, but only units of Sabretooth Tigers may benefit from it.

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

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.

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

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.

Frenzy: A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:

- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.
- If it is a Break Test, roll the test as normal.
- If it is any other Discipline Test, the unit suffers -2 Discipline.

At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

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

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.

Living Avalance: Attack Attribute - Close Combat

The model's Impact Hits gain +1 Strength and +1 Armour Penetration.

Loner: Universal Rule.

If on foot, the model can only join units of Yetis and Sabretooth Tigers; ignore the Insignificant rule for joining units. If mounted, it cannot join any unit. A model with Loner cannot join a unit containing any other Characters, and Characters cannot join a unit containing a model with Loner.

Mountain Hide: When a model with Mountain Hide suffers a wound from an attack with Multiple Wounds, the number of wounds that it is multiplied into (due to Multiple Wounds) is halved, rounding fractions up.

Not a Leader: The model cannot be the General.

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.

Thunder Cannon: This weapon can be fired in two ways:

- As a Cannon Artillery Weapon:

Range 48", Shots 1, Str 5[10], AP 2[10], Area Attack (5×1), [Multiple Wounds (D3+1, Clipped Wings)].

- As a Volley Gun Artillery Weapon:

Range 12", Shots 2D6, Str 5, AP 4.

A Thunder Cannon 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.

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.

Khan #1



Shaman #1



Mammoth Hunter #1



Mammoth Hunter #2



Bruisers #1



Scraplings #1



Sabretooth Tigers #1



Sabretooth Tigers #2



Mercenary Veterans #1



Thunder Cannon #1



Thunder Cannon #2



Rock Auroch #1

