



# OGRE KHANS

## LIST OGRE KHANS #1 - 1 348 POINTS



210 pts (16.00%) 793 pts (59.00%) 0 pts (0.00%) 345 pts (26.00%) 0 pts (0.00%)  
**Characters**      **Core**      **Special**      **Powder Keg**      **Chained Beasts**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (30 Max)

### Characters



#### SHAMAN #1

Shaman - Large - Infantry - 40x40mm

210 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 • Light Armour

### Core



#### TRIBESMEN #1

Tribesmen x6 - Large - Infantry - 40x40mm

353 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



#### BRUISERS #1

Bruisers x6 - Large - Infantry - 40x40mm

440 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

### Powder Keg



## BOMBARDIERS #1

Bombardiers x5 - Large - Infantry - 40x40mm

345 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Scoring, Scraping Lookout		
Defensive	HP	Def	Res	Arm		
	3	3	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Bombardier</b>	3	3	4	1	2	Sons of the Avalanche, Hand Cannon (4+, 4+)

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Children of Umi</b>				
Mf	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

		Casting	Range	Type	Duration	Effect
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.
A	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.

## Model Rules

**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

**Heavy Armour:** +2 Armor

**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



Tribesmen #1



Bruisers #1



Bombardiers #1

