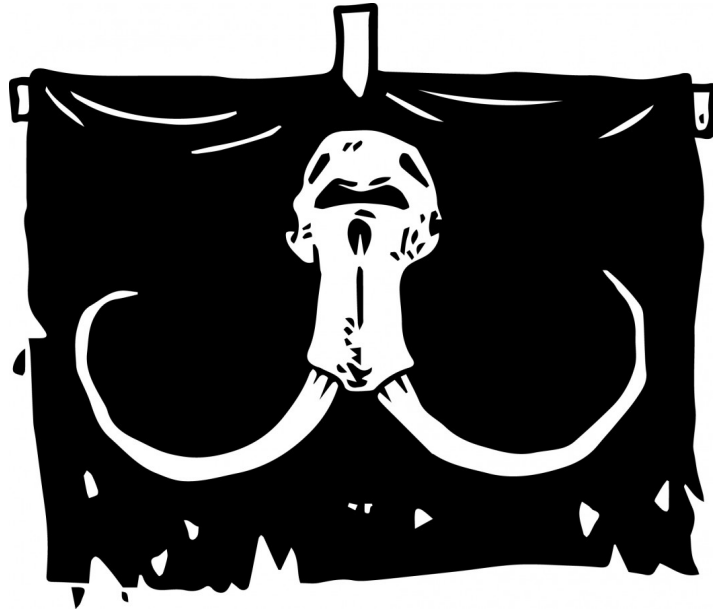


THE IX AGE FANTASY BATTLES



Ogre Khans

Army Book

2nd Edition, version 2020 – December 26, 2019

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The 9th Age: Fantasy Battles is a community-made miniatures wargame.
All rules and feedback can be found and given at: the-ninth-age.com
Refer to the Rulebook for instructions on How to Read Unit Entries.
All changes are listed on: the-ninth-age.com/archive.html

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Army Model Rules

Universal Rules

Scrapling Lookout

If a unit includes a Standard Bearer or a Battle Standard Bearer with Scrapling Lookout, there must be fewer than 3 R&F models before hits can be distributed onto Characters with the same Type and Height as the unit.

Personal Protections

Mountain Hide

When a model with Mountain Hide suffers a wound from an attack with Multiple Wounds (X), reduce X by half, rounding fractions up.

Special Attacks

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 from enemy models.

Armoury

Brace of Ogre Pistols – Shooting Weapon

Range 24", Shots 2, Str 4, AP 2, **Quick to Fire**. Counts as Paired Weapons in close combat.

Hunting Spear – Shooting Weapon

Range 12", Shots 1, Str as user +1, AP as user +1, **Multiple Wounds (D3, against Gigantic)**, **Quick to Fire**.

Ogre Crossbow – Shooting Weapon

Range 30", Shots 1, Str 2 [5], AP 1 [3], **Area Attack (1×5)**.

Iron Fist – Close Combat Weapon

The wielder gains +1 Armour and +1 Attack Value unless using another weapon. If the wielder is on foot, it also gains **Parry**. This weapon cannot be enchanted with Weapon Enchantments from the List of Common Special Items.

Hereditary Spell

| <i>Casting Value</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i> |
|---|--------------|-------------|-----------------|---|
| H Children of Umi ⟨7+⟩ {10+} | ⟨18"⟩ | Augment | One Turn | All Melee Attacks against the target suffer -1 to wound. {In addition, all Shamans in the target unit gain +1 Resilience.} |

Big Names

Big Names follow the general rules of Special Items concerning which model parts are affected. Each Character can take a single Big Name. Big Names are each 0–1 per Army, unless specifically stated otherwise.

Trolleater 95 pts
Models on foot only.
The bearer gains **Fortitude (4+)** and **Multiple Wounds (2, against Large and Infantry)**.

Hoardmaster 55 pts
Great Khans and Khans only.
The bearer gains **Weapon Master**, Plate Armour, Great Weapon, Halberd, Iron Fist, and Paired Weapons. The bearer cannot take Weapon Enchantments.

Gut Roarer 50 pts
Shamans only.
The bearer gains **Channel (1)** and **Fear**.

Cult Leader 45 pts
General or Battle Standard Bearer only.
The range of the bearer's **Commanding Presence** or **Rally Around the Flag** is always 18".

Firebrand 35 pts
If the bearer selects one or more spells from Pyromancy, it gains **Aegis (2+, against Flaming Attacks)**, **Breath Attack (Str 4, AP 0, Flaming Attacks)**, **Flaming Attacks**, and **always** knows *Fireball* (Pyromancy) in addition to its other spells. The bearer automatically fails all Fortitude Saves.

Spinesplitter 35 pts
Models on foot only.
The bearer gains **Devastating Charge (+1 Att, +1 Str, +1 AP)**. The Strength and Armour Penetration bonuses from Devastating Charge also affect Impact Hits and Stomp Attacks.

Headhunter 30 pts
At the end of any Melee Phase in which attacks made by the bearer have caused one or more enemy models to lose their last Health Point, roll a D6, unless the bearer is Fleeing. On a roll of 3+ the bearer's model Recovers a single Health Point.

Rottenjaw 30 pts
The bearer gains **Poison Attacks**, and all friendly Kin-Eater units may reroll Ambush rolls of 1 and 2 while the bearer is on the Battlefield. Unless the bearer is Gigantic, all attacks against it with Poison Attacks lose this Attack Attribute.

Wildheart 30 pts
Mammoth Hunters only. One of a Kind.
The bearer loses Not a Leader and **must** be the General. Its Special Item allowance is increased to 150 pts. Another Mammoth Hunter in the army may be the Battle Standard Bearer for 50 pts; this Battle Standard Bearer gains **Scrapling Lookout** when joined to Yeti units. The Core limit is reduced to "Min. 20%". The army may not include any Great Khans, Khans, Bruisers, Mercenary Veterans, Bombardiers, or Thunder Cannons.

Special Items

Weapon Enchantments

Khagadai's Legacy 100 pts
Enchantment: Great Weapon.
Attacks made with this weapon gain **Multiple Wounds (D3)** and become **Magical Attacks**.

Heart-Ripper 50 pts
Enchantment: Iron Fist or Paired Weapons.
Attacks made with this weapon gain **Lethal Strike**, +1 Armour Penetration, become **Magical Attacks**, and can **never** hit on worse than 3+.

Viper's Curse 40 pts
Enchantment: Brace of Ogre Pistols or Ogre Crossbow.
Shots 4, Str 4, AP 2 (Range is dependent on which weapon is enchanted). This weapon also gains **Magical Attacks** and **Poison Attacks** (in case of Brace of Ogre Pistols, both Attack Attributes also apply to Close Combat Attacks made with it). An enchanted Ogre Crossbow loses Area Attack (1×5). Shooting Attacks made with this weapon **always** hit on 4+.

Ritual Bloodletter 20 pts
Shamans only.
Enchantment: Hand Weapon, Iron Fist, or Paired Weapons.
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.

Armour Enchantments

Wrestler's Belt 75 pts
Models on foot only.
Enchantment: Light Armour.
The wearer gains +2 Armour and +1 Strength.

Mammoth-Hide Cloak 50 pts
Models on foot only.
Enchantment: Suit of Armour.
The wearer gains +1 Armour. Attacks against the wearer can **never** have a Strength above 5.

Karkadan's Resilience 40 pts
Enchantment: Suit of Armour.
The wearer gains +1 Resilience but automatically fails all Special Saves.

Yeti Furs 40 pts
Enchantment: Suit of Armour.
The wearer gains +1 Armour. Enemy units in base contact with the wearer suffer -1 Agility.

Banner Enchantments

Banner of the Gyengget 75 pts
Cannot be taken by units that count towards Core.
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.

Pennant of the Great Grass Sky 50 pts
The bearer's unit gains **Swiftstride**.

Skull of Qenghet 10 pts
The bearer's unit gains **Fear** and automatically passes Panic Tests caused by Terror.

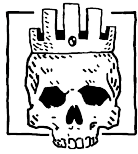
Artefacts

Lygur's Tongue 70 pts
Enemy units in base contact with the bearer suffer -1 Attack Value.

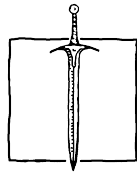
Aurochs Charm 35 pts
The bearer gains **Mountain Hide**.

Rampager's Chain 25 pts
The bearer gains **Stomp Attacks (D3+1)**, and all models in the bearer's unit **must** reroll failed to-wound rolls with Stomp Attacks.

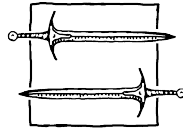
Army Organisation



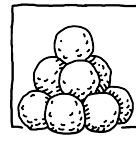
Characters
Max. 40%



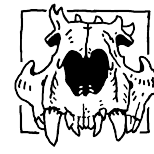
Core
Min. 25%



Special
No limit



Powder Keg
Max. 35%



Chained Beasts
Max. 30%

Characters (Max. 40%)



Great Khan
280 pts

single model

Height **Large**
Type **Infantry**
Base **40×40 mm**

| 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 |
| — Options — | | | | pts— | — Options — | |
| A single Big Name | | | no limit | One choice only: | | |
| Special Items | | | up to 200 | Paired Weapons | | |
| Heavy Armour | | | 10 | Iron Fist | | |
| One choice only: | | | | Great Weapon | | |
| Ogre Crossbow (3+) | | | 5 | | | |
| Brace of Ogre Pistols (4+) | | | 10 | | | |



Khan
190 pts

single model

Height **Large**
Type **Infantry**
Base **40×40 mm**

| 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 |
| — Options — | | | | pts— | — Options — | |
| Battle Standard Bearer | | | 50 | One choice only: | | |
| A single Big Name | | | no limit | Paired Weapons | | |
| Special Items | | | up to 100 | Iron Fist | | |
| Heavy Armour | | | 10 | Great Weapon | | |
| One choice only: | | | | | | |
| Ogre Crossbow (3+) | | | 5 | | | |
| Brace of Ogre Pistols (4+) | | | 10 | | | |






Shaman

195 pts

single model

Height **Large**
 Type **Infantry**
 Base **40×40 mm**

| 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 |

| — Magic Options — | | pts | — Options — | | pts |
|---|---|-----|-------------------|--|-----------|
| Wizard Adept | | 75 | A single Big Name | | no limit |
| Wizard Master | | 225 | Special Items | | up to 100 |
| | | | If Wizard Master | | up to 200 |
|  |  | | Light Armour | | 5 |
| Pyromancy | Shamanism | | One choice only: | | |
| | | | Paired Weapons | | 5 |
| | | | Iron Fist | | 10 |
| | | | Great Weapon | | 15 |
| |  | | | | |
| | Thaumaturgy | | | | |



Mammoth Hunter

220 pts

single model

Height Large
Type Infantry
Base 40×40 mm



A mount marked with (CB) counts towards Chained Beasts. The mount and its rider also count towards Characters.

| Global | Adv | Mar | Dis | Model Rules | | |
|---------------------------------------|-----|-----------|-----|---|--------------|-----------------------|
| | 7" | 14" | 9 | Animal Master , Light Troops, Loner , Not a Leader, Swift-stride | | |
| 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 |
| Options | | pts | | Mount Options | | pts |
| A single Big Name | | no limit | | Tusker* | | 80 |
| Special Items | | up to 100 | | Rock Aurochs* (CB) | | 320 |
| Leader of the Pack | | 5 | | *The model loses Light Troops. | | |
| Must choose (one choice only): | | | | Optional Model Rules | | |
| Hunting Spear (2+) | | free | | Leader of the Pack: Universal Rule. | | |
| Ogre Crossbow (2+) | | free | | The Mammoth Hunter's base size is changed to 50×50 mm. As long the model is joined to a unit of Sabretooth Tigers, the unit (including the Mammoth Hunter) gains Swift Reform and Vanguard , and the Mammoth Hunter counts as being a Standard Beast for the purposes of distributing hits, except for Stomp Attacks. | | |
| One choice only: | | | | | | |
| Paired Weapons | | 5 | | | | |
| Lance | | 10 | | | | |
| Great Weapon | | 20 | | | | |
| Iron Fist (on foot only) | | 20 | | | | |
| If on foot (one choice only): | | | | | | |
| Scout | | 15 | | | | |
| Vanguard | | 15 | | | | |

Model Rules

Animal Master: Universal Rule.

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

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.

Character Mounts



Tusker

Height **Large**
 Type **Cavalry**
 Base **50×100 mm**

0–2 Mounts/Army

| Global | Adv | Mar | Dis | Model Rules | |
|-----------|-----------|------------|----------|-------------|--------------------------------------|
| | 8" | 14" | C | Fear | |
| Defensive | HP | Def | Res | Arm | |
| | C | C | C | C+2 | |
| Offensive | Att | Off | Str | AP | Agi |
| Tusker | 4 | 3 | 5 | 2 | 2 Harnessed, Impact Hits (D3) |



Rock Aurochs

Height **Gigantic**
 Type **Beast**
 Base **100×150 mm**

0–1 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Chained Beasts.

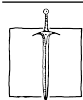
| Global | Adv | Mar | Dis | Model Rules | |
|--------------|-----------|------------|----------|-------------------------|--|
| | 7" | 14" | C | Fearless, Frenzy | |
| Defensive | HP | Def | Res | Arm | |
| | 6 | 2 | 6 | 3 Mountain Hide | |
| Offensive | Att | Off | Str | AP | Agi |
| Rock Aurochs | 5 | 3 | 6 | 3 | 2 Battle Focus, Devastating Charge (+1 Str, +1 AP), Harnessed, Impact Hits (3D3), Living Avalanche |

—Model Rules—

Living Avalanche: Attack Attribute.

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

Core (Min. 25%)



Tribesmen

155 pts + 48 pts/extra model

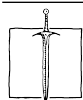
3-13 models



0-4 Units/Army

Height Large
Type Infantry
Base 40x40 mm

| 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 | | | pts- | Command Group Options | | pts- |
| Iron Fist | | | 10/model | Champion | | 20 |
| | | | | Musician | | 20 |
| | | | | Standard Bearer | | 20 |
| | | | | Banner Enchantment | | no limit |



Bruisers

185 pts + 76 pts/extra model

3-12 models



0-4 Units/Army

Height Large
Type Infantry
Base 40x40 mm

| 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 |
| Command Group Options | | | pts- | Command Group Options | | pts- |
| Champion | | | 20 | Standard Bearer | | 20 |
| Musician | | | 20 | Banner Enchantment | | no limit |



Scraplings

115 pts + 5 pts/extra model

20–60 models



0–4 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

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

Options

pts

Must choose (one choice only):

| | |
|------------------------------|---------|
| Throwing Weapons (5+) | free |
| Shield | 1/model |
| Spear | 1/model |
| Bow (4+) (0–100 Models/Army) | 2/model |

Command Group Options

pts

Scrapling Foreman (profile below)

25

Musician

20

Standard Bearer

20

Scrapling Foreman

The Scrapling Foreman is an option for Scrapling units.

Height Standard
Type Infantry
Base 20×20 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|-------------------|-----|-----|-----|--------------------------------------|--------------|-----------------------|
| | 4" | 8" | 7 | Back to Work! , Insignificant | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 3 | 3 | 0 | Light Armour | |
| Offensive | Att | Off | Str | AP | Agi | |
| Scrapling Foreman | 3 | 3 | 3 | 0 | 4 | Throwing Weapons (4+) |

Model Rules

Back to Work!: Universal Rule.

The Scrapling Foreman is a Champion, except it does not benefit from First Among Equals. It gains **Rally Around the Flag**, but only Scraplings, Scrapling Trappers, and Scratapults may benefit from it.

Options

pts

One choice only:

Great Weapon

5

Halberd

5

Special (No limit)



Sabretooth Tigers

80 pts + 24 pts/extra model

1-20 models

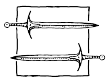
0-3 Units/Army

Height Standard
Type Beast
Base 25×50 mm



Units of 8 or more models count towards Core instead of Special.

| 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 |



Scrapling Trappers

80 pts + 8 pts/extra model

5-10 models

0-3 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|-------------------|-----|-----|-----|--|-----------------|-----------------------|
| | 4" | 8" | 6 | Insignificant, It's a Trap! , Light Troops, Scout, Skirmisher, Vanguard | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 2 | 3 | 0 | Hard Target (1) | |
| Offensive | Att | Off | Str | AP | Agi | |
| Scrapling Trapper | 1 | 2 | 3 | 0 | 3 | Throwing Weapons (5+) |

— Command Group Options — pts —

Champion

20

— Model Rules —

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.



Yetis

175 pts + 60 pts/extra model

2-6 models

0-3 Units/Army

Height Large
Type Infantry
Base 40×40 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|---|-----|----------------|
| | 7" | 14" | 8 | Fear, Light Troops, Swiftstride, Touch of Frost , Vanguard | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 3 | 4 | 2 | | |
| Offensive | Att | Off | Str | AP | Agi | |
| Yeti | 3 | 3 | 5 | 2 | 3 | Paired Weapons |

—Model Rules—

Touch of Frost: Universal Rule.
Enemy units suffer -1 Agility for each unit of Yetis in base contact with them.

—Command Group Options—

Champion

pts-

20



Kin-Eater

175 pts

single model

0-3 Units/Army

Height Large
Type Infantry
Base 40×40 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|-------------------------------------|----------------|--------|
| | 6" | 12" | 7 | Ambush, Fear, Fearless, Unbreakable | | |
| Defensive | HP | Def | Res | Arm | | |
| | 4 | 3 | 5 | 0 | Fortitude (5+) | |
| Offensive | Att | Off | Str | AP | Agi | |
| Kin-Eater | 4 | 3 | 5 | 2 | 3 | Hatred |



Tusker Cavalry

390 pts + 110 pts/extra model

3-5 models

0-3 Units/Army

Height Large
Type Cavalry
Base 50×100 mm

| 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 | |
| Rider | 3 | 3 | 4 | 1 | 2 | |
| Tusker | 4 | 3 | 5 | 2 | 2 | Harnessed, Impact Hits (D3) |

—Options—

One choice only:
Paired Weapons 5/model
Great Weapon 15/model

—Command Group Options—

Champion
Musician
Standard Bearer
Banner Enchantment

pts-

20

20

20

no limit



Mercenary Veterans

240 pts + 95 pts/extra model

3-8* models



Height Large
Type Infantry
Base 40×40 mm



*When equipped with Braces of Ogre Pistols, Mercenary Veterans also count towards Powder Keg and their maximum unit size is reduced to 6 models.

| Global | Adv | Mar | Dis | Model Rules | | | | | | | |
|-----------------------------|-----------|------------|----------|--|--------------|-----------------------|----------|--|-----|--|--|
| | 6" | 12" | 8 | Battle-Scarred , Scoring, Scrapling Lookout | | | | | | | |
| 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 | | | pts | | | Command Group Options | | | pts | | |
| One choice only: | | | | | | Champion | 20 | | | | |
| Great Weapon | | | 5/model | | | Musician | 20 | | | | |
| Paired Weapons | | | 7/model | | | Standard Bearer | 20 | | | | |
| Halberd | | | 10/model | | | Banner Enchantment | no limit | | | | |
| Iron Fist | | | 14/model | | | | | | | | |
| Brace of Ogre Pistols (4+)* | | | 25/model | | | | | | | | |

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.

Powder Keg (Max. 35%)



Thunder Cannon

320 pts

single model

0–2 Units/Army

Height Large
Type Construct
Base 50×100 mm

| 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 |
| Scrapling Crew | 1 | 2 | 3 | 0 | 3 | |
| Woolly Rhino | 3 | 3 | 5 | 2 | 2 | Harnessed |
| Chassis | | | 5 | 2 | | Impact Hits (D6), Inanimate, Thunder Cannon (4+) |

Model Rules

Thunder Cannon: Artillery Weapon.

This Artillery Weapon can be fired in two ways:

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



Scratapult

245 pts

single model

0–2 Units/Army

Height Large
Type Construct
Base 50×100 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|--------------------|-----|-----|-----|----------------------------|-----|---|
| | 6" | 6" | 6 | Insignificant, Swiftstride | | |
| Defensive | HP | Def | Res | Arm | | |
| | 5 | 3 | 5 | 3 | | |
| Offensive | Att | Off | Str | AP | Agi | |
| Scrapling Crew (7) | 1 | 2 | 3 | 0 | 3 | |
| Woolly Rhino | 3 | 3 | 5 | 2 | 2 | Harnessed |
| Chassis | | | 5 | 2 | | Impact Hits (D6), Inanimate, Scratapult (4+) |

Model Rules

Scratapult: Artillery Weapon.

Catapult (5×5), 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.



Bombardiers

185 pts + 80 pts/extra model

3-8 models



0-3 Units/Army

Height Large
Type Infantry
Base 40x40 mm

| 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 | |
| Bombardier | 3 | 3 | 4 | 1 | 2 | Hand Cannon (4+), Sons of the Avalanche |

— Model Rules —

Hand Cannon: Shooting Weapon.

Range 24", Shots D6, Str 4, AP 2, **Quick to Fire.**

| Command Group Options | pts- | Command Group Options | pts- |
|-----------------------|------|-----------------------|----------|
| Champion | 20 | Standard Bearer | 20 |
| Musician | 20 | Banner Enchantment | no limit |

Chained Beasts (Max. 30%)



Rock Aurochs

490 pts

single model

0–2 Units/Army*

Height Gigantic

Type Beast

Base 100×150 mm

*0–1 Units/Army if it includes any Characters mounted on a Rock Aurochs.

| Global | Adv | Mar | Dis | Model Rules | |
|--------------|-----|-----|-----|------------------|---------------|
| | 7" | 14" | 8 | Fearless, Frenzy | |
| Defensive | HP | Def | Res | Arm | |
| | 6 | 2 | 6 | 3 | Mountain Hide |
| Offensive | Att | Off | Str | AP | Agi |
| Rider | 3 | 4 | 4 | 1 | 3 |
| Rock Aurochs | 5 | 3 | 6 | 3 | 2 |

Battle Focus, Devastating Charge (+1 Str, +1 AP), Harnessed, Impact Hits (3D3), **Living Avalanche**

—Model Rules—

Living Avalanche: Attack Attribute.

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

—Options—

The Rider **must** take (one choice only):

Hunting Spear (3+) free

Ogre Crossbow (3+) free

Lance 10

pts—



Frost Mammoth

385 pts

single model

0–3 Units/Army

Height Gigantic

Type Beast

Base 100×150 mm

| 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 (2) | 3 | 4 | 4 | 1 | 3 |
| Frost Mammoth | 4 | 3 | 6 | 3 | 2 |

Harnessed, Impact Hits (D3)

—Model Rules—

Freezing Aura: Universal Rule.

The model can cast *Chilling Howl* (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.

—Options—

Each Rider **must** take (one choice only):

Hunting Spear (3+) free

Ogre Crossbow (3+) free

pts—



Slave Giant

265 pts

single model 0-3 Units/Army

Height Gigantic
Type Infantry
Base 50×75 mm

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

—Model Rules—

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 model'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".

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.

—Options—

| | pts |
|--------------------|-----|
| Big Brother | 30 |
| One choice only: | |
| Iron Fist | 10 |
| Giant Club | 30 |
| Great Weapon | 35 |

—Optional Model Rules—

Big Brother: Universal Rule.

The model's Health Points are **set** to 8, and its base size is changed to 75×100 mm.

The roll for the number of hits from its Stomp Attacks is subject to Maximised Roll.

Giant Club: Close Combat Weapon.

Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

Quick Reference Sheet

Characters

| | | | | | | | | | | | | | | | | | | | |
|-----------------------|-----|----|-----|-----|-----|---|-----|---|-----|---|--|--|--|--|--|--|--|--|---|
| Great Khan | Adv | 6" | Mar | 12" | Dis | 9 | | | | | | | | | | | | | |
| Large, Infantry | HP | 5 | Def | 6 | Res | 5 | Arm | 0 | | | | | | | | | | | Light Armour |
| Great Khan | Att | 5 | Off | 6 | Str | 5 | AP | 2 | Agi | 4 | | | | | | | | | Sons of the Avalanche |
| Khan | Adv | 6" | Mar | 12" | Dis | 8 | | | | | | | | | | | | | Scrapling Lookout |
| Large, Infantry | HP | 4 | Def | 5 | Res | 5 | Arm | 0 | | | | | | | | | | | Light Armour |
| Khan | Att | 4 | Off | 5 | Str | 5 | AP | 2 | Agi | 3 | | | | | | | | | Sons of the Avalanche |
| Shaman | Adv | 6" | Mar | 12" | Dis | 8 | | | | | | | | | | | | | Wizard Apprentice |
| Large, Infantry | HP | 4 | Def | 4 | Res | 5 | Arm | 0 | | | | | | | | | | | |
| Shaman | Att | 3 | Off | 4 | Str | 4 | AP | 1 | Agi | 2 | | | | | | | | | Sons of the Avalanche |
| Mammoth Hunter | Adv | 7" | Mar | 14" | Dis | 9 | | | | | | | | | | | | | Animal Master, Light Troops, Loner, Not a Leader, Swiftstride |
| Large, Infantry | HP | 4 | Def | 5 | Res | 5 | Arm | 1 | | | | | | | | | | | Light Armour |
| Mammoth Hunter | Att | 4 | Off | 5 | Str | 5 | AP | 2 | Agi | 4 | | | | | | | | | Sons of the Avalanche |

Character Mounts

| | | | | | | | | | | | | | | | | | | | |
|---------------------|-----|----|-----|-----|-----|---|-----|-----|-----|---|--|--|--|--|--|--|--|--|--|
| Tusker | Adv | 8" | Mar | 14" | Dis | C | | | | | | | | | | | | | Fear |
| Large, Cavalry | HP | C | Def | C | Res | C | Arm | C+2 | | | | | | | | | | | |
| Tusker | Att | 4 | Off | 3 | Str | 5 | AP | 2 | Agi | 2 | | | | | | | | | Harnessed, Impact Hits (D3) |
| Rock Aurochs | Adv | 7" | Mar | 14" | Dis | C | | | | | | | | | | | | | Fearless, Frenzy |
| Gigantic, Beast | HP | 6 | Def | 2 | Res | 6 | Arm | 3 | | | | | | | | | | | Mountain Hide |
| Rock Aurochs | Att | 5 | Off | 3 | Str | 6 | AP | 3 | Agi | 2 | | | | | | | | | Battle Focus, Devastating Charge (+1 Str, +1 AP), Harnessed, Impact Hits (3D3), Living Avalanche |

Core

| | | | | | | | | | | | | | | | | | | | |
|--------------------------|-----|----|-----|-----|-----|---|-----|---|-----|---|--|--|--|--|--|--|--|--|---------------------------------------|
| Tribesmen | Adv | 6" | Mar | 12" | Dis | 7 | | | | | | | | | | | | | Scoring, Scrapling Lookout |
| Large, Infantry | HP | 3 | Def | 3 | Res | 4 | Arm | 0 | | | | | | | | | | | Light Armour |
| Tribesman | Att | 3 | Off | 3 | Str | 4 | AP | 1 | Agi | 2 | | | | | | | | | Sons of the Avalanche, Paired Weapons |
| Bruisers | Adv | 6" | Mar | 12" | Dis | 8 | | | | | | | | | | | | | Scoring, Scrapling Lookout |
| Large, Infantry | HP | 3 | Def | 3 | Res | 4 | Arm | 0 | | | | | | | | | | | Heavy Armour |
| Bruiser | Att | 3 | Off | 3 | Str | 4 | AP | 1 | Agi | 2 | | | | | | | | | Sons of the Avalanche, Great Weapon |
| Scraplings | Adv | 4" | Mar | 8" | Dis | 6 | | | | | | | | | | | | | Insignificant, Scoring |
| Standard, Infantry | HP | 1 | Def | 2 | Res | 3 | Arm | 0 | | | | | | | | | | | |
| Scrapling | Att | 1 | Off | 2 | Str | 3 | AP | 0 | Agi | 3 | | | | | | | | | |
| Scrapling Foreman | Adv | 4" | Mar | 8" | Dis | 7 | | | | | | | | | | | | | Back to Work!, Insignificant |
| Standard, Infantry | HP | 1 | Def | 3 | Res | 3 | Arm | 0 | | | | | | | | | | | Light Armour |
| Scrapling Foreman | Att | 3 | Off | 3 | Str | 3 | AP | 0 | Agi | 4 | | | | | | | | | Throwing Weapons (4+) |

Special

| | | | | | | | | | | | | | | | | | | | |
|---------------------------|-----|----|-----|-----|-----|---|-----|---|-----|---|--|--|--|--|--|--|--|--|--|
| Sabretooth Tigers | Adv | 8" | Mar | 16" | Dis | 5 | | | | | | | | | | | | | Insignificant |
| Standard, Beast | HP | 2 | Def | 4 | Res | 4 | Arm | 0 | | | | | | | | | | | |
| Sabretooth Tiger | Att | 3 | Off | 4 | Str | 4 | AP | 1 | Agi | 4 | | | | | | | | | |
| Scrapling Trappers | Adv | 4" | Mar | 8" | Dis | 6 | | | | | | | | | | | | | Insignificant, It's a Trap!, Light Troops, Scout, Skirmisher, Vanguard |
| Standard, Infantry | HP | 1 | Def | 2 | Res | 3 | Arm | 0 | | | | | | | | | | | Hard Target (1) |
| Scrapling Trapper | Att | 1 | Off | 2 | Str | 3 | AP | 0 | Agi | 3 | | | | | | | | | Throwing Weapons (5+) |
| Yetis | Adv | 7" | Mar | 14" | Dis | 8 | | | | | | | | | | | | | Fear, Light Troops, Swiftstride, Touch of Frost, Vanguard |
| Large, Infantry | HP | 3 | Def | 3 | Res | 4 | Arm | 2 | | | | | | | | | | | |
| Yeti | Att | 3 | Off | 3 | Str | 5 | AP | 2 | Agi | 3 | | | | | | | | | Paired Weapons |
| Kin-Eater | Adv | 6" | Mar | 12" | Dis | 7 | | | | | | | | | | | | | Ambush, Fear, Fearless, Unbreakable |
| Large, Infantry | HP | 4 | Def | 3 | Res | 5 | Arm | 0 | | | | | | | | | | | Fortitude (5+) |
| Kin-Eater | Att | 4 | Off | 3 | Str | 5 | AP | 2 | Agi | 3 | | | | | | | | | Hatred |

| | | | | | | | | | | | | | | | | | |
|---------------------------|-----|----|-----|-----|-----|---|-----|---|-----|---|--|--|--|--|--|--|--|
| Tusker Cavalry | Adv | 8" | Mar | 14" | Dis | 8 | | | | | | | | | | | Fear, Scoring |
| Large, Cavalry | HP | 3 | Def | 3 | Res | 5 | Arm | 2 | | | | | | | | | Heavy Armour |
| Rider | Att | 3 | Off | 3 | Str | 4 | AP | 1 | Agi | 2 | | | | | | | |
| Tusker | Att | 4 | Off | 3 | Str | 5 | AP | 2 | Agi | 2 | | | | | | | Harnessed, Impact Hits (D3) |
| Mercenary Veterans | Adv | 6" | Mar | 12" | Dis | 8 | | | | | | | | | | | Battle-Scarred, Scoring, Scrapling Lookout |
| Large, Infantry | HP | 3 | Def | 4 | Res | 4 | Arm | 0 | | | | | | | | | Heavy Armour |
| Mercenary Veteran | Att | 4 | Off | 4 | Str | 5 | AP | 2 | Agi | 3 | | | | | | | Sons of the Avalanche |

Powder Keg

| | | | | | | | | | | | | | | | | | |
|-----------------------|-----|----|-----|-----|-----|---|-----|---|-----|---|--|--|--|--|--|--|--|
| Thunder Cannon | Adv | 6" | Mar | 6" | Dis | 7 | | | | | | | | | | | |
| Large, Construct | HP | 5 | Def | 3 | Res | 5 | Arm | 3 | | | | | | | | | |
| Bombardier Crew | Att | 3 | Off | 3 | Str | 4 | AP | 1 | Agi | 2 | | | | | | | Sons of the Avalanche |
| Scrapling Crew | Att | 1 | Off | 2 | Str | 3 | AP | 0 | Agi | 3 | | | | | | | |
| Woolly Rhino | Att | 3 | Off | 3 | Str | 5 | AP | 2 | Agi | 2 | | | | | | | Harnessed |
| Chassis | | | | | Str | 5 | AP | 2 | Agi | | | | | | | | Impact Hits (D6), Inanimate, Thunder Cannon (4+) |
| Scratapult | Adv | 6" | Mar | 6" | Dis | 6 | | | | | | | | | | | Insignificant, Swiftstride |
| Large, Construct | HP | 5 | Def | 3 | Res | 5 | Arm | 3 | | | | | | | | | |
| Scrapling Crew (7) | Att | 1 | Off | 2 | Str | 3 | AP | 0 | Agi | 3 | | | | | | | |
| Woolly Rhino | Att | 3 | Off | 3 | Str | 5 | AP | 2 | Agi | 2 | | | | | | | Harnessed |
| Chassis | | | | | Str | 5 | AP | 2 | Agi | | | | | | | | Impact Hits (D6), Inanimate, Scratapult (4+) |
| Bombardiers | Adv | 6" | Mar | 12" | Dis | 7 | | | | | | | | | | | Scoring, Scrapling Lookout |
| Large, Infantry | HP | 3 | Def | 3 | Res | 4 | Arm | 0 | | | | | | | | | Light Armour |
| Bombardier | Att | 3 | Off | 3 | Str | 4 | AP | 1 | Agi | 2 | | | | | | | Hand Cannon (4+), Sons of the Avalanche |

Chained Beasts

| | | | | | | | | | | | | | | | | | |
|----------------------|-----|----|-----|-----|-----|---|-----|---|-----|---|--|--|--|--|--|--|--|
| Rock Aurochs | Adv | 7" | Mar | 14" | Dis | 8 | | | | | | | | | | | Fearless, Frenzy |
| Gigantic, Beast | HP | 6 | Def | 2 | Res | 6 | Arm | 3 | | | | | | | | | Mountain Hide |
| Rider | Att | 3 | Off | 4 | Str | 4 | AP | 1 | Agi | 3 | | | | | | | |
| Rock Aurochs | Att | 5 | Off | 3 | Str | 6 | AP | 3 | Agi | 2 | | | | | | | Battle Focus, Devastating Charge (+1 Str, +1 AP), Harnessed, Impact Hits (3D3), Living Avalanche |
| Frost Mammoth | Adv | 6" | Mar | 12" | Dis | 8 | | | | | | | | | | | Freezing Aura |
| Gigantic, Beast | HP | 6 | Def | 3 | Res | 6 | Arm | 3 | | | | | | | | | |
| Rider (2) | Att | 3 | Off | 4 | Str | 4 | AP | 1 | Agi | 3 | | | | | | | |
| Frost Mammoth | Att | 4 | Off | 3 | Str | 6 | AP | 3 | Agi | 2 | | | | | | | Harnessed, Impact Hits (D3) |
| Slave Giant | Adv | 7" | Mar | 14" | Dis | 8 | | | | | | | | | | | Giant See, Giant Do |
| Gigantic, Infantry | HP | 7 | Def | 3 | Res | 5 | Arm | 1 | | | | | | | | | |
| Slave Giant | Att | 5 | Off | 3 | Str | 5 | AP | 2 | Agi | 3 | | | | | | | Rage |

Artillery and Shooting Weapons

| Name | Artillery | Range | Str | AP | Shots | Rules |
|-----------------------|----------------|--------|----------|----------|-------|---|
| Brace of Ogre Pistols | - | 24" | 4 | 2 | 2 | Quick to Fire |
| Hunting Spear | - | 12" | User + 1 | User + 1 | 1 | Quick to Fire, Multiple Wounds (D3, against Gigantic) |
| Ogre Crossbow | - | 30" | 2 [5] | 1 [3] | 1 | Area Attack (1×5) |
| Viper's Curse | - | User | 4 | 2 | 4 | Magical Attacks, Poison Attacks, always hits on 4+ |
| Thunder Cannon (1) | Cannon | 48" | 5 [10] | 2 [10] | 1 | Area Attack (1×5) [Multiple Wounds (D3+1, Clipped Wings)] |
| Thunder Cannon (2) | Volley Gun | 12" | 5 | 4 | 2D6 | - |
| Scratapult | Catapult (5×5) | 12–48" | 3 | 1 | 1 | Lethal Strike |
| Hand Cannon | - | 24" | 4 | 2 | D6 | Quick to Fire |

Aim Table

| Name | Aim | Shooting Model |
|----------------------------|-----|---|
| Hunting Spear | 2+ | Mammoth Hunter |
| | 3+ | Rider (Rock Aurochs, Frost Mammoth) |
| Ogre Crossbow | 2+ | Mammoth Hunter |
| | 3+ | Great Khan, Khan, Rider (Rock Aurochs, Frost Mammoth) |
| Brace of Ogre Pistols | 4+ | Great Khan, Khan, Mercenary Veteran |
| Viper's Curse | 4+ | Characters |
| Hand Cannon | 4+ | Bombardier |
| Thunder Cannon (1) and (2) | 4+ | Thunder Cannon |
| Scratapult | 4+ | Scratapult |
| Bow | 4+ | Scrapling |
| Throwing Weapons | 4+ | Scrapling Foreman |
| | 5+ | Scrapling, Scrapling Trapper |