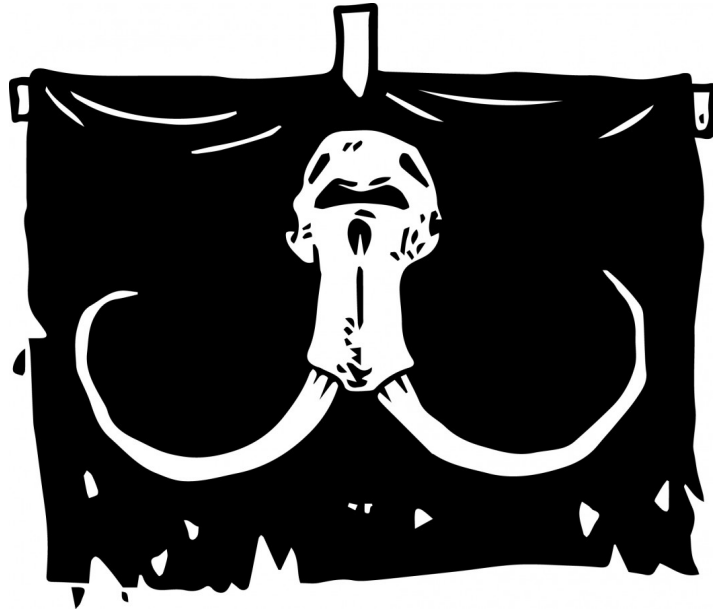


THE IX AGE FANTASY BATTLES



Ogre Khans

Army Book (Core Rules)

2nd Edition, version 2021 – March 18, 2021

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The 9th Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. 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.

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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, +1 Attack Value, and **Parry**, unless using another weapon. 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 100 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.

Headhunter 35 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.

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 this instance of Devastating Charge also affect Impact Hits and Stomp Attacks.

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** while 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. Mammoth Hunters become 0–4 Units/Army.

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 35 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 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.

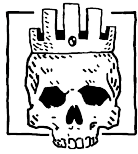
Aurochs Charm 35 pts

The bearer gains **Mountain Hide**.

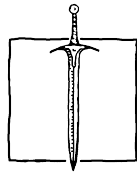
Rampager's Chain 25 pts

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

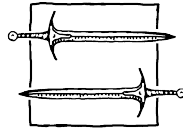
Army Organisation



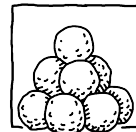
Characters
Max. 40%



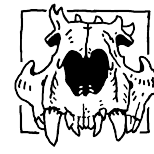
Core
Min. 25%



Special
No limit



Powder Keg
Max. 35%



Chained Beasts
Max. 30%

Characters (Max. 40%)



Great Khan
270 pts

single model 0-3 Units/Army

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		pts
A single Big Name	no limit		One choice only:			
Special Items	up to 200		Paired Weapons			5
Heavy Armour	10		Iron Fist			15
One choice only:			Great Weapon			25
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		pts
Battle Standard Bearer	50		One choice only:			
A single Big Name	no limit		Paired Weapons			5
Special Items	up to 100		Iron Fist			10
Heavy Armour	10		Great Weapon			20
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
Pyromancy	Shamanism		Light Armour		5
			One choice only:		
			Paired Weapons		5
			Iron Fist		10
			Great Weapon		15
					
	Thaumaturgy				



Mammoth Hunter

240 pts

single model

0-2 Units/Army

Height Large
Type Infantry
Base 40x40 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*			60		
Special Items			up to 100			Rock Aurochs* (CB)			300		
Leader of the Pack			10			*The model loses Light Troops.					
Must choose (one choice only):						<i>Optional Model Rules</i>					
Hunting Spear (2+)			free			Leader of the Pack: Universal Rule.					
Ogre Crossbow (2+)			free			The Mammoth Hunter's base size is changed to 50x50 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:											
Lance			10								
Paired Weapons			10								
Great Weapon			20								
Iron Fist (on foot only)			20								
If on foot (one choice only):											
Scout			15								
Vanguard			20								

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.

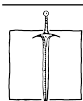
Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fearless, Frenzy		
Defensive	HP	Def	Res	Arm		
	6	2	6	3	Mountain Hide	
Offensive	Att	Off	Str	AP	Agi	
Rock Aurochs	5	3	6	3	2	Battle Focus, Devastating Charge (+1 Str; +1 AP), Harnessed, Impact Hits (3D3), Living Avalanche

— Model Rules —

Living Avalanche: Attack Attribute.

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

Core (Min. 25%)



Tribesmen

155 pts + 46 pts/extra model

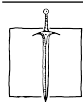
3-13 models



0-4 Units/Army

Height Large
Type Infantry
Base 40×40 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		10
				Musician		10
				Standard Bearer		10
				Banner Enchantment		no limit



Bruisers

185 pts + 75 pts/extra model

3-12 models



0-4 Units/Army

Height Large
Type Infantry
Base 40×40 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			10	Standard Bearer		10
Musician			10	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)

Scrapling Foreman (profile below)	15
Musician	10
Standard Bearer	10

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!	
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 that loses First Among Equals and has the same model rules as the other R&F models in its unit. It is not forced to choose the same Close Combat Weapon in close combat as the other R&F models in its unit, and 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

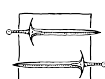
0–3 Units/Army

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

10

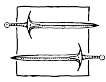
— Model Rules —

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 + 55 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 —

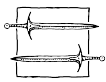
Touch of Frost: Universal Rule.
Enemy units suffer -1 Agility for each unit of Yetis in base contact with them.

— Command Group Options —

Champion

pts-

10



Kin-Eater

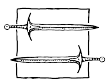
180 pts

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

380 pts + 100 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
Great Weapon

5/model
15/model

— Command Group Options —

Champion
Musician
Standard Bearer
Banner Enchantment

pts-

10

10

10

no limit



Mercenary Veterans

235 pts + 90 pts/extra model

3-8* models



Height Large
Type Infantry
Base 40×40 mm



Units with an upgrade marked with [PK] 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	10				
Great Weapon				5/model		Musician	10				
Paired Weapons				7/model		Standard Bearer	10				
Halberd				8/model		Banner Enchantment	no limit				
Iron Fist				14/model							
Brace of Ogre Pistols (4+) [PK]				22/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

180 pts + 75 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		10	Standard Bearer		10
Musician		10	Banner Enchantment		no limit

Chained Beasts (Max. 30%)



Rock Aurochs

500 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—

Must choose (one choice only):

Hunting Spear (3+)	free
Ogre Crossbow (3+)	free
Lance	10



Frost Mammoth

375 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** choose (one choice only):

Hunting Spear (3+)	free
Ogre Crossbow (3+)	free



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	40

—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!
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

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	Multiple Wounds (D3, against Gigantic), Quick to Fire
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