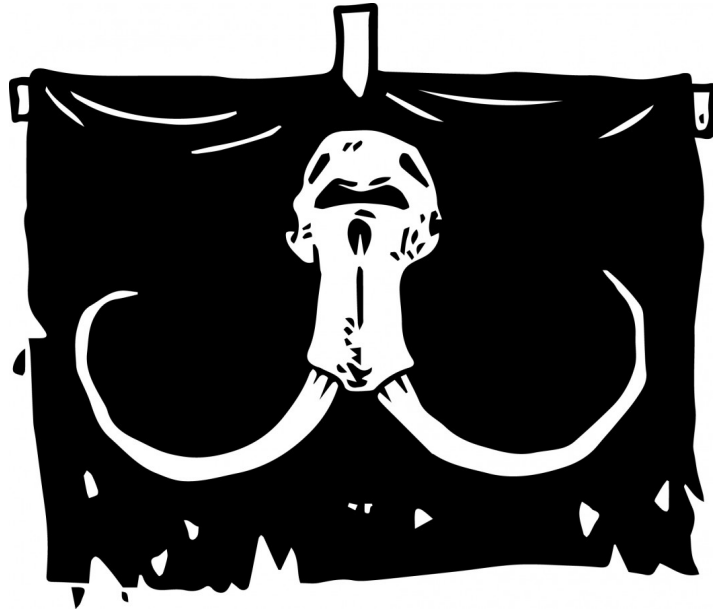


# THE IX AGE FANTASY BATTLES



## Ogre Khans

Army Book (Core Rules)

2<sup>nd</sup> Edition, version 2022 beta 1 – December 31, 2021

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The 9<sup>th</sup> 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](https://the-ninth-age.com). Refer to the Rulebook for instructions on How to Read Unit Entries. Recent changes are marked in [blue](#), and listed at the end of this document. Copyright Creative Commons license: [the-ninth-age.com/license.html](https://the-ninth-age.com/license.html). Edited with  $\LaTeX$ .

# 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~~halve 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>
<b>H Children of Umi</b> <del>&lt;7+&gt;</del> {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)**.

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

**Hoardmaster** 50 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.

**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 this instance of 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** 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 90 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.

### Yeti Furs 40 pts

Enchantment: Suit of Armour.

The wearer gains +1 Armour. Enemy units in base contact with the wearer suffer -1 Agility.

### Karkadan's Resilience 35 pts

Enchantment: Suit of Armour.

The wearer gains +1 Resilience but automatically fails all Special Saves.

## 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 65 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 80 pts

Enemy units in base contact with the bearer suffer -1 Attack Value.

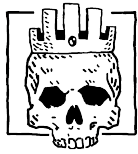
### Aurochs Charm 30 pts

The bearer gains **Mountain Hide**.

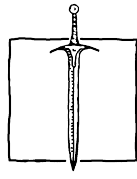
### Rampager's Chain 25 pts

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

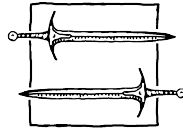
# Army Organisation



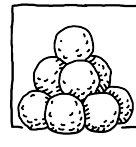
**Characters**  
Max. 40%



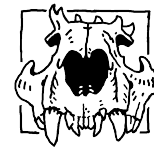
**Core**  
Min. 25%



**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		
	<b>6"</b>	<b>12"</b>	<b>9</b>			
Defensive	HP	Def	Res	Arm		
	<b>5</b>	<b>6</b>	<b>5</b>	<b>0</b>	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Great Khan	<b>5</b>	<b>6</b>	<b>5</b>	<b>2</b>	<b>4</b>	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		
	<b>6"</b>	<b>12"</b>	<b>8</b>	Scrapling Lookout		
Defensive	HP	Def	Res	Arm		
	<b>4</b>	<b>5</b>	<b>5</b>	<b>0</b>	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Khan	<b>4</b>	<b>5</b>	<b>5</b>	<b>2</b>	<b>3</b>	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

**180 pts**

single model

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

Global	Adv	Mar	Dis	Model Rules		
	<b>6"</b>	<b>12"</b>	<b>8</b>	Wizard Apprentice		
Defensive	HP	Def	Res	Arm		
	<b>4</b>	<b>4</b>	<b>5</b>	<b>0</b>		
Offensive	Att	Off	Str	AP	Agi	
Shaman	<b>3</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>2</b>	Sons of the Avalanche

Magic Options		Options	
	pts-		pts-
Wizard Adept	<b>95</b>	A single Big Name	no limit
Wizard Master	<b>265</b>	Special Items	up to 100
		If Wizard Master	up to 200
		Light Armour	5
		One choice only:	
		Paired Weapons	5
		Iron Fist	10
		Great Weapon	15



Pyromancy



Shamanism



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	<b>Animal Master</b> , Light Troops, <b>Loner</b> , 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*			50		
Special Items			up to 100			Rock Aurochs* (CB)			280		
<b>Leader of the Pack</b>			10			*The model loses Light Troops.					
<b>Must choose (one choice only):</b>											
Hunting Spear (2+)			free			<b>Optional Model Rules</b>					
Ogre Crossbow (2+)			free			<b>Leader of the Pack:</b> Universal Rule.					
One choice only:						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 <b>Swift Reform</b> and <b>Vanguard</b> , and the Mammoth Hunter counts as being a Standard Beast for the purposes of distributing hits, except for Stomp Attacks.					
Lance			10								
Paired Weapons			15								
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		
	<b>8"</b>	<b>14"</b>	<b>C</b>	<b>Fear</b>		
Defensive	HP	Def	Res	Arm		
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+2</b>		
Offensive	Att	Off	Str	AP	Agi	
Tusker	<b>4</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>2</b>	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		
	<b>7"</b>	<b>14"</b>	<b>C</b>	<b>Fearless, Frenzy</b>		
Defensive	HP	Def	Res	Arm		
	<b>6</b>	<b>2</b>	<b>6</b>	<b>3</b>	<b>Mountain Hide</b>	
Offensive	Att	Off	Str	AP	Agi	
Rock Aurochs	<b>5</b>	<b>3</b>	<b>6</b>	<b>3</b>	<b>2</b>	Battle Focus, Devastating Charge (+1 Str; +1 AP), Harnessed, Impact Hits (3D3), <b>Living Avalanche</b>

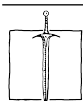
— Model Rules —

**Living Avalanche:** Attack Attribute.

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



# Core (Min. 25%)



## Tribesmen

155 pts + 44 pts/extra model

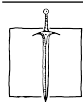
3-13 models



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 + 72 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
Bow (4+) (0-100 Models/Army)	1/model
Shield	1/model
Spear	1/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	<b>Back to Work!</b>		
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.

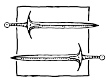
Options

pts-

One choice only:

Great Weapon	5
Halberd	5

# Special (No limit)



## Sabretooth Tigers

85 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 + 6 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, <b>It's a Trap!</b> , 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

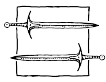
— Model Rules —

### 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, <b>Touch of Frost</b> , 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 —

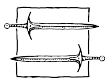
**Touch of Frost:** Universal Rule.  
Enemy units suffer -1 Agility for each unit of Yetis in base contact with them.

— 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

365 pts + 95 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

225 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	<b>Battle-Scarred</b> , 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				3/model		Musician	10				
Paired Weapons				7/model		Standard Bearer	10				
Halberd				8/model		Banner Enchantment	no limit				
Iron Fist				16/model							
Brace of Ogre Pistols (4+) [PK]				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, <b>Thunder Cannon (4+)</b>

### 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, <b>Scratapult (4+)</b>

### 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 + 70 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

480 pts

single model 0-2 Units/Army\*

Height Gigantic  
Type Beast  
Base 100×150 mm

\*0-1 Units/Army if the army 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

380 pts

single model 0-3 Units/Army

Height Gigantic  
Type Beast  
Base 100×150 mm

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	<b>Freezing Aura</b>	
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+)	10





# Slave Giant

270 pts

single model 0-3 Units/Army

Height Gigantic  
Type Infantry  
Base 50×75 mm

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

—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—

<b>Big Brother</b>	pts	25
<b>Must choose (one choice only):</b>		
Iron Fist	free	
<b>Giant Club</b>		25
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

<b>Great Khan</b>	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
<b>Khan</b>	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
<b>Shaman</b>	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
<b>Mammoth Hunter</b>	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

<b>Tusker</b>	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)
<b>Rock Aurochs</b>	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

<b>Tribesmen</b>	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
<b>Bruisers</b>	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
<b>Scraplings</b>	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										
<b>Scrapling Foreman</b>	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

<b>Sabretooth Tigers</b>	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										
<b>Scrapling Trappers</b>	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+)
<b>Yetis</b>	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
<b>Kin-Eater</b>	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



## Aim Table

<b>Name</b>	<b>Aim</b>	<b>Shooting Model</b>
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

# Changelog

## 2022 balance patch beta 1

### Non-price changes

- Slave Giant now must pick a weapon

### Price changes

- Hoardmaster 55 ↘ 50
- Headhunter 35 ↗ 30
- Khagadai's Legacy 100 ↘ 90
- Viper's Curse 35 ↗ 40
- Karkadan's Resilience 40 ↘ 35
- Lygur's Tongue 70 ↗ 80
- Aurochs Charm 35 ↘ 30
- Pennant of the Great Grass Sky 50 ↗ 65
- Mammoth Hunter:
  - Paired Weapons 10 ↗ 15
  - Tusker 60 ↘ 50
  - Rock Aurochs 300 ↘ 280
- Shaman:
  - Base cost 195 ↘ 180
  - Wizard Adept 75 ↗ 95
  - Wizard Master 225 ↗ 265
- Mammoth Hunter, Paired Weapons 5 ↗ 10
- Bruisers, Additional models 75 ↘ 72
- Scraplings, Bow 2/model ↘ 1/model
- Tribesman, Additional models 46 ↘ 44
- Mercenary Veterans:
  - Base cost 235 ↘ 225
  - Iron Fist 14/model ↗ 16/model
  - Great Weapon 5/model ↘ 3/model
  - Brace of Ogre Pistols 22/model ↗ 25/model
- Tusker Cavalry:
  - Base cost 380 ↘ 365
  - Additional models 100 ↘ 95
- Bombardiers, Additional models 75 ↘ 70
- Frost Mammoth:
  - Base cost 375 ↗ 380
  - Ogre Crossbow 0 ↗ 10
- Rock Aurochs, Base cost 500 ↘ 480
- Slave Giant:
  - Iron Fist 10 ↘ 5
  - Great Weapon 40 ↗ 45
  - Big Brother 30 ↘ 25