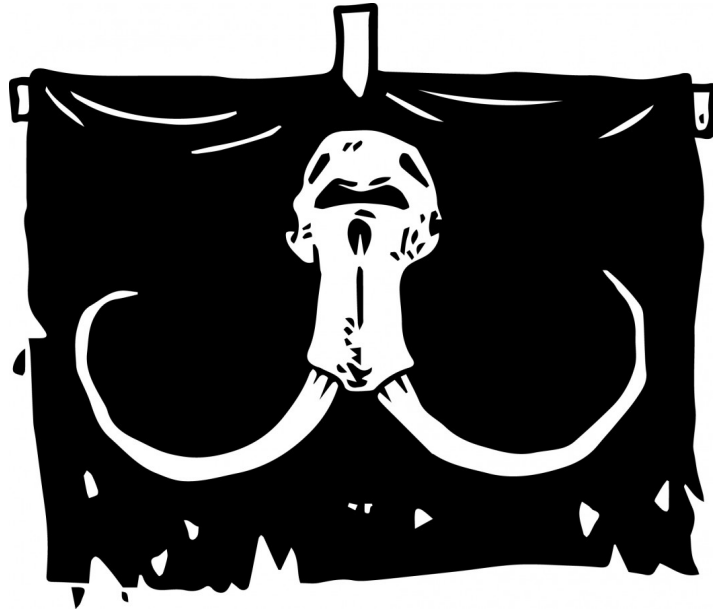


THE IX AGE FANTASY BATTLES



Ogre Khans

Army Book (Core Rules)

2nd Edition, version 2023 beta 2 hotfix 1 – March 09, 2023

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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. Recent changes are marked in [blue](#), and listed at the end of this document. Copyright Creative Commons license: 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), halve X, 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 <6+> {8+} | 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 85 pts

Shamans only.

The bearer gains +1 Resilience, **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". The model gains **Commanding Presence (+6", max. 18")** and **Rally Around the Flag (+6", max. 18")**.

Hoardmaster 45 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.

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.

Firebrand 30 pts

If the bearer selects one or more spells from Pyromancy, it gains **Aegis (3+, against Flaming Attacks)**, **Breath Attack (Str 4, AP 0, Flaming Attacks)**, **Flaming Attacks**, and can cast *Fireball* (Pyromancy) as a Bound Spell with Power Level (4/8). The bearer automatically fails all Fortitude Saves.

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, it gains Immune (Poison Attacks).

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)**.

Viper's Curse 45 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 **Poison Attacks** (in case of Brace of Ogre Pistols, the Attack Attribute also applies 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+.

Heart-Ripper 40 pts
Enchantment: Iron Fist or Paired Weapons.
Attacks made with this weapon gain **Lethal Strike**, +1 Armour Penetration, and can **never** hit on worse than 3+.

Ritual Bloodletter 20 pts
Shamans only.
Enchantment: Hand Weapon, Iron Fist, or Paired Weapons.
The wielder gains +1 Attack Value while using this weapon. While the wielder's unit is Engaged in Combat, the wielder gains Channel (1).

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 35 pts
Enchantment: Suit of Armour.
The wearer gains +1 Resilience but automatically fails all Special Saves.

Yeti Furs 35 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 70 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.

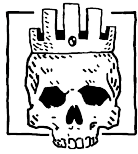
Artefacts

Lygur's Tongue 35 pts
Enemy units in base contact with the bearer suffer -2 Offensive Skill. .

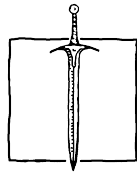
Aurochs Charm 30 pts
The bearer gains **Mountain Hide**.

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.

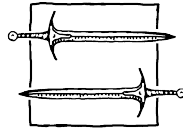
Army Organisation



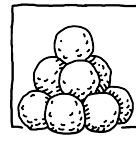
Characters
Max. 40%



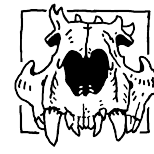
Core
Min. 25%



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 | | |
|----------------------------|-----------|------------|-----------|------------------|---------------------|------------------------------|
| | 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 |
| <i>Options</i> | | | | pts- | <i>Options</i> | |
| A single Big Name | | | no limit | One choice only: | | pts- |
| 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 |
| <i>Options</i> | | | | pts- | <i>Options</i> | |
| Battle Standard Bearer | | | 50 | One choice only: | | pts- |
| 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

145 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 | 4 | 0 | | |
| Offensive | Att | Off | Str | AP | Agi | |
| Shaman | 3 | 4 | 4 | 1 | 2 | Sons of the Avalanche |

| Magic Options | | pts | Options | | pts |
|---------------|--|-----|-------------------|--|-----------|
| Wizard Adept | | 95 | A single Big Name | | no limit |
| Wizard Master | | 265 | 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 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* | | | 25 | | |
| Special Items | | | up to 100 | | | Rock Aurochs* (CB) | | | 280 | | |
| 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 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: | | | | | | | | | | | |
| 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 (Sabretooth Tigers)**; ~~but only units of Sabretooth Tigers may benefit from it.~~

Loner: Universal Rule.

If on foot, the model gains **Exclusive (Sabretooth Tigers, Yetis)**; ignore the Insignificant rule for joining units. If mounted, it gains **Exclusive**. 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.

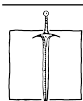
| Global | Adv | Mar | Dis | Model Rules | | |
|--------------|-----------|------------|----------|-------------------------|----------------------|---|
| | 7" | 14" | C | Fearless, Frenzy | | |
| Defensive | HP | Def | Res | Arm | | |
| | 6 | 2 | 6 | 3 | Mountain Hide | |
| Offensive | Att | Off | Str | 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

150 pts + 43 pts/extra model

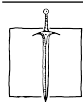
3-13 models



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 |
| Options | | | pts- | Command Group Options | | pts- |
| Must choose (one choice only): | | | | Champion | | 10 |
| Paired Weapons | | | free | Musician | | 10 |
| Iron Fist | | | 10/model | Standard Bearer | | 10 |
| | | | | Banner Enchantment | | no limit |



Bruisers

180 pts + 71 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

110 pts + 5 pts/extra model

20-60 models



0-4 Units/Army

Height Standard
Type Infantry
Base 20x20 mm

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

Model Rules

Back to Work!: Universal Rule.

The model's unit may reroll failed Discipline Tests unless Fleeing.

Options

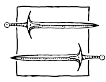
Must choose (one choice only):

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

Command Group Options

| | |
|-----------------|----|
| Champion | 10 |
| Musician | 10 |
| Standard Bearer | 10 |

Special (No limit)



Sabretooth Tigers

85 pts + 30 pts/extra model

1–20 models

0–3 Units/Army

Height Standard

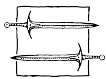
Type Beast

Base 25×50 mm



Units of 5 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 | Extra Support (2) |



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, 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, Overrun 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

170 pts + 54 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 |

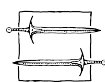
— Model Rules —

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

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

360 pts + 93 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-
10
10
10
no limit



Mercenary Veterans

180 pts + 65 pts/extra model

3-8* models



0-4 Units/Army

Height Large

Type Infantry

Base 40x40 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 | 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+) | | | |
| (0-6 Models/Unit)[PK] | 25/model | | |
| Must choose (up to two choices)*: | | | |
| Accurate | 5/model | | |
| Devastating Charge (+1 Str, +1 AP) | 10/model | | |
| Lethal Strike | 5/model | | |
| Magic Resistance (2) | 2/model | | |
| Plate Armour | 10/model | | |
| Poison Attacks | 15/model | | |
| Swiftstride | 5/model | | |
| Vanguard | 10/model | | |

*each choice is One of a Kind

Powder Keg (Max. 35%)



Thunder Cannon

300 pts

single model

0–2 Units/Army

Height Large

Type Construct

Base 50×100 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------------|-----|-----|-----|-------------|-----|---|
| | 6" | 6" | 7 | Swiftstride | | |
| 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)**]
- **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

170 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.**

| — <i>Command Group Options</i> — | | pts- | — <i>Command Group Options</i> — | | pts- |
|----------------------------------|--|------|----------------------------------|--|----------|
| Champion | | 10 | Standard Bearer | | 10 |
| Musician | | 10 | Banner Enchantment | | no limit |

Chained Beasts (Max. 30%)



Rock Aurochs

470 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 | 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, ~~enemy units that Break from Combat~~ gain **Minimised (Flee Distance)**—is subject to ~~Minimised Roll~~.

—Options—

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

| | |
|--------------------|------|
| Hunting Spear (3+) | free |
| Ogre Crossbow (3+) | 5 |



Slave Giant

275 pts

single model

0-3 Units/Army

Height Gigantic
Type Infantry
Base 50x75 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 Deafening Clamour, **Sons of the Avalanche**, and counts as a Character for the purpose of Sons of the Avalanche.

Options

Big Brother

Must choose (one choice only):

Iron Fist

Giant Club

Great Weapon

pts-

25

free

25

40

Optional Model Rules

Big Brother: Universal Rule.

The model's Health Points are **set** to 8, and its base size is changed to 75x100 mm. The model gains **Maximised (Stomp Attacks)**. 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 | 4 | 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 |
| 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 | | | | | | | | | | | | | Back to Work!, Insignificant, Scoring |
| Standard, Infantry | HP | 1 | Def | 2 | Res | 3 | Arm | 0 | | | | | | | | | | | |
| Scrapling | Att | 1 | Off | 2 | Str | 3 | AP | 0 | Agi | 3 | | | | | | | | | |

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 | | | | | | | | | Extra Support (2) |
| 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 | | | | | 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 | | | | | Swiftstride |
| 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)] |
| 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 | 5+ | Scrapling, Scrapling Trapper |

Changelog

2023 balance beta 2 hotfix 1

- Mercenary Veterans Magic Resistance 5 ↘ 2

2023 balance beta 2

- Mercenary Veterans 0-4 Units/Army and mandatory at least one upgrade
- Cult Leader, Animal Master, Freezing Aura, Big Brother reworded
- Big Name Hoardmaster 50 ↘ 45
- Special Item Viper's Curse 40 ↗ 45
- Special Item Heart-Ripper 50 ↘ 40
- Special Item Pennant of the Great Grass Sky 65 ↗ 70
- Mammoth Hunter Tusker 35 ↘ 25
- Scraplings Base cost 115 ↘ 110
- Mercenary Veterans Magic Resistance (2) 8 ↘ 5
- Bombardiers Base cost 175 ↘ 170
- Bombardiers Additional models 69 ↗ 70
- Scratapult Base cost 240 ↗ 245
- Thunder Cannon Base cost 310 ↘ 300
- Rock Aurochs Base cost 480 ↘ 470
- Slave Giant Base cost 270 ↗ 275