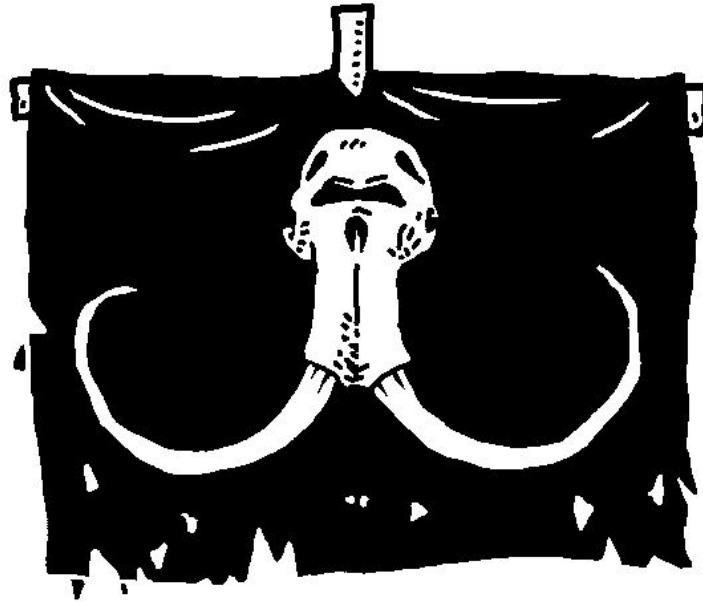


Fantasy Battles

The 9th Age



Ogre Khans

Army Rules

Version 1.1.0 - 02 September 2016

Special Rules

Armoury

Big Names

Magical Items

Quick Reference Sheet

Lords

Heroes

Core

Special

Rare



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All rules and feedback can be found/given at <http://www.the-ninth-age.com/>

Recent changes are colour coded **green** and listed at the change log at the end of this document.

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Army Wide Rules

Scrapling Lookout

All units in the army that carry a standard have the Scrapling Lookout special rule (including the Battle Standard Bearer and excluding standards on Scrapling units). Rank and File models in the unit must be fewer than 3 before hits can be distributed onto Characters with the same Troop Type as the unit.

Special Rules

Sons of the Avalanche

Models on foot with this special rule gain Impact Hits (1). Characters on foot with this special rule gain Impact Hits (D3). All models with Sons of the Avalanche are immune to the effects of Fear.

Armoury

Iron Fist:

Type: Paired Weapons. The wielder gains +1 Armour Save. An Iron Fist can be used to Parry (even on mounted models or even with magical Iron Fists).

Brace of Ogre Pistols:

Shooting Weapon. Range 24", Strength 4, Quick to Fire, Armour Piercing (1), Multiple Shots (2), counts as Paired Weapons in Close Combat.

Ogre Crossbow:

Shooting Weapon. Range 30", Strength 5, Armour Piercing (1), penetrates ranks like a Bolt Thrower.

Hunting Spear:

Shooting Weapon. Range 12", User Strength +1, Quick to Fire, Multiple Wounds (D3, Monsters, Ridden Monsters).

Big Names

Each Ogre Character can take a single Big Name. Big Names are each One per Army.

Hellfist (50 pts) - Great Khans only

Model gains a Magical Weapon. Type: Iron Fist. Any model in the army may be given a Mark of The Dark Gods from the *Warriors of the Dark Gods* Army Book for the following cost:

| | Change | Lust | Pestilence | Wrath |
|--------------------|--------|------|------------|-------|
| Lord Character | 40 | 15 | 30 | 40 |
| Hero Character | 25 | 15 | 25 | 25 |
| Monstrous infantry | 3 | 4 | 6* | 6* |
| Monstrous cavalry | 4 | 6 | 8 | 6 |
| Chariot | 4 | 6 | 8 | 6 |
| Ridden Monster | 3 | 15 | 5 | 10 |
| Monster | 3 | 15 | 5 | 10 |

Alternatively, any of the above models can take a Mark of True Chaos for 3 pts per model. All characters in the army must take a Mark. Mounts are not affected by the effects of the Marks (unless noted otherwise).

*The maximum unit size of a Core unit marked with Pestilence or Wrath is reduced by 2 models.

Shamans and Great Shamans with a Mark other than True Chaos may choose a Path available to those Marks in addition to any Path normally available to them. Shamans and Great Shamans may not choose Mark of Wrath.

The army may not include Mammoth Hunters, Scraplings, Scrapling Trappers, Yetis, Sabretooth Tigers or Scratapults.

Wildheart (25 pts) - Mammoth Hunters only

A Mammoth Hunter with this Big Name loses the Not a Leader special rule. One Mammoth Hunter in the army may be upgraded to a Battle Standard Bearer for 25 pts. One unit of Yetis and one unit of Sabretooth Tigers may be taken as Core. The army may not include Great Khans, Khans, Bruisers, Mercenary Veterans, Bombardiers, or Thunder Cannons.

Trolleater (25 pts)

The Character gains Regeneration (5+) and Stupidity. In addition, the Character has Multiple Wounds (2, Monstrous Infantry).

Headhunter (25 pts)

At the end of any Close Combat Phase in which the bearer has killed one or more models and is not fleeing, roll a D6. On a roll of 3+, it Recovers a single Wound.

Spinesplitter (20 pts) - models on foot only

The Character gains Devastating Charge and Thunderous Charge. The strength bonus from Thunderous Charge also affects Impact Hits and Stomps.

Hoardmaster (20 pts) - may not be taken by a Wizard or a Mammoth Hunter

The Character gains Weapon Master and Plate Armour, and may purchase any number of mundane Close Combat and Shooting Weapons available to him rather than just one of each type.

Rottenjaw (20 pts)

The Character gains Poisoned Attacks. For the duration of one single Close Combat Phase, all models in the Character's unit also gain Poisoned Attacks. The player must declare at the start of a Round of Combat if they are using this ability.

Magical Items

Magical Weapons

Khagadai's Maul (50 pts)

Type: Great Weapon. Attacks made with this weapon gain Multiple Wounds (D3).

Heart-Ripper (30 pts)

Type: Iron Fist. Attacks made with this weapon will always hit on a 3+ or better in Close Combat regardless of any negative to-hit modifiers or Parry, and gain Lethal Strike and Armour Piercing (1).

Axe-Breaker Gauntlet (20 pts)

Type: Iron Fist. If the wielder scores one or more hits in a single Round of Combat using this weapon against an enemy model with a Magical Weapon, roll a D6 before rolling to wound: On the roll of 4+, all of the enemy model's Magical Weapons are destroyed.

Magical Armour

Mammoth-Hide Cloak (30 pts) - Models on foot only.

Type: None (6+ Armour Save). If the wearer is hit by an attack with a Strength value of 6 or more, the Strength of the attack is reduced to 5.

Yeti Furs (10 pts)

Type: None (6+ Armour Save). Enemy units in base contact with the wearer suffer a -1 penalty to their Initiative to a minimum of 1.

Talismans

Blind Eye of Nyanggai (25 pts)

One use only. Activate during the opponent's Magic Phase, after rolling for Magic Flux and Channeling. The bearer's unit (and all models in it) cannot be chosen as targets of non-aura spells cast by enemy Wizards during this phase.

Enchanted Items

Aurochs Charm (15 pts)

The bearer of this item gains the Stone Skin special rule (see Rock Aurochs Rare unit).

Arcane Items

Daemon Heart (25 pts)

One use only. Activate during the opponent's Magic Phase, after rolling for Magic Flux and Channeling. During this phase, all enemy Wizards within 24" of the wearer will suffer a miscast on a roll that includes any doubles (regardless if the spell was successful or not, or if it was dispelled). Only double 6 counts as an Overwhelming Power, and no more than one Miscast can be suffered per roll. Bound Spells are not affected.

Magical Standards

Dragonskin Banner (40 pts)

Models in bearer's unit may reroll to-hit, to-wound, and Armour Save rolls of 1 in the first Round of Combat (including Special Attacks).

Skull of Qenghet (10 pts)

Models in bearer's unit cause Fear and automatically pass Terror tests.

Army List

LORDS



Great Khan 180 pts

single model

| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|---------------------------------|
| 6 | 6 | 4 | 5 | 5 | 5 | 4 | 5 | 9 | Monstrous Infantry 40x40mm base |

Armour:

Heavy Armour

Options:

May take a single Big Name

May take Magical Items

May take a Shooting Weapon (one choice only):

Brace of Ogre Pistols

Ogre Crossbow

May take a Close Combat Weapon (one choice only):

Iron Fist

Great Weapon

pts

no limit

up to 100

5

5

15

20

Ogre Special Rules:

Sons of the Avalanche



Great Shaman 235 pts

single model

| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|---------------------------------|
| 6 | 3 | 3 | 4 | 5 | 5 | 3 | 3 | 8 | Monstrous Infantry 40x40mm base |

Ogre Special Rules:

Sons of the Avalanche

Options:

May take a single Big Name

May become a Level 4 Wizard Master

May take Magical Items

May take a weapon (one choice only):

Iron Fist

Great Weapon

May take Greater Fire Blessing*

*only if Path of Fire or Alchemy is chosen

pts

no limit

30

up to 100

8

12

35

Magic:

Level 3 Wizard Master. Generates spells from one of the following Paths: Alchemy, Death, Heavens, Wilderness, Fire or Butchery.

Greater Fire Blessing: The Great Shaman gains Flaming Attacks, Fireborn and Breath Weapon (Strength 4, Flaming Attacks).

HEROES



Khan 105 pts

single model

| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|---------------------------------|
| 6 | 5 | 4 | 5 | 5 | 4 | 3 | 4 | 8 | Monstrous Infantry 40x40mm base |

Armour:

Heavy Armour

Options:

| | | |
|---|-----|----------|
| May be the Battle Standard Bearer | pts | 25 |
| May take a single Big Name | | no limit |
| May take Magical Items | | up to 50 |
| May take a Shooting Weapon (one choice only): | | |
| Brace of Ogre Pistols | | 5 |
| Ogre Crossbow | | 5 |
| May take a Close Combat Weapon (one choice only): | | |
| Iron Fist | | 15 |
| Great Weapon | | 15 |

Ogre Special Rules:

Sons of the Avalanche



Shaman 105 pts

single model

| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|---------------------------------|
| 6 | 3 | 3 | 4 | 4 | 4 | 2 | 3 | 7 | Monstrous Infantry 40x40mm base |

Ogre Special Rules:

Sons of the Avalanche

Options:

| | | |
|--|-----|----------|
| May take a single Big Name | pts | no limit |
| May become a Level 2 Wizard Apprentice | | 25 |
| May take Magical Items | | up to 50 |
| May take a weapon (one choice only): | | |
| Iron Fist | | 4 |
| Great Weapon | | 6 |
| May take Fire Blessing* | | 25 |
| *only if Path of Fire is chosen | | |

Magic:

Level 1 Wizard Apprentice. Generate spells from the Path of Wilderness, Fire or Butchery.

Fire Blessing: The Shaman gains Flaming Attacks, Fireborn and Breath Weapon (Strength 3, Flaming Attacks).



Mammoth Hunter 120 pts

single model

| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|---------------------------------|
| 7 | 5 | 5 | 5 | 5 | 4 | 4 | 4 | 9 | Monstrous Infantry 50x50mm base |

Weapons:
Hunting Spear

Armour:
Light Armour

Ogre Special Rules:
Sons of the Avalanche

Special Rules:
Not a Leader, Swiftstride

Loner: Mammoth Hunters on foot may only join units of Yetis and Sabretooth Tigers as long as no other characters form part of the unit already or join it later on. Mounted Mammoth Hunters may not join any units at all.

Leader of the Pack: If a Mammoth Hunter is joined to a unit of Sabretooth Tigers (and only whilst he is inside it), the unit loses Insignificant and gains Vanguard. Furthermore, the Mammoth Hunter counts as having the War Beast Troop Type for the purposes of allocating hits and template hits at the combined unit.

| Options: | pts |
|--|-------------|
| May take a single Big Name | no pt limit |
| May take Magical Items | up to 50 |
| May upgrade to Scout (on foot only) | 10 |
| May replace Hunting Spear with Ogre Crossbow | free |
| May take a weapon (one choice only): | |
| Paired Weapons | 5 |
| Iron Fist | 15 |
| Lance | 10 |
| Great Weapon | 15 |
| May take a mount: | |
| Tusker | 40 |
| Rock Aurochs | 215 |

Mounts for Mammoth Hunter:

Tusker

| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|--------------------------------|
| 8 | 3 | - | 5 | 5 | 3 | 2 | 4 | 5 | Monstrous Beast, 50x100mm base |

Mount's Protection (5+)
Fear, Impact Hits (D3)

Rock Aurochs (One of a Kind)

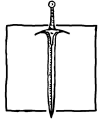
| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|-------------------------|
| 7 | 3 | - | 7 | 6 | 6 | 2 | 5 | 5 | Monster, 100x150mm base |

Innate Defence (4+)
Impact Hits (3D3), Frenzy, Stubborn, Swiftstride

Stone Skin: If the model suffers a wound with the Multiple Wounds special rule, the number of wounds suffered is halved, rounded up.

A Mammoth Hunter mounted on a Rock Aurochs may only choose Wildheart as a Big Name.

CORE



Tribesmen 75 pts

3 models, may add up to 11 models 27 pts/model

| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|---------------------------------|
| 6 | 3 | 3 | 4 | 4 | 3 | 2 | 3 | 7 | Monstrous Infantry 40x40mm base |

Weapons:

Paired Weapons

Options:

May take ~~Heavy Armour~~

pts

~~3~~ / model

May take Iron Fists

6 / model

Armour:

Light Armour

May upgrade one model to each of the following:

Champion 10

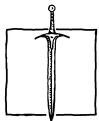
Musician 10

Ogre Special Rules:

Sons of the Avalanche

Standard Bearer 10

- may become the Veteran Standard Bearer



Bruisers 100 pts

3 models, may add up to 9 models 44 pts/model

| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|---------------------------------|
| 6 | 3 | 3 | 4 | 4 | 3 | 2 | 3 | 8 | Monstrous Infantry 40x40mm base |

Weapons:

Great Weapons

Options:

May upgrade one model to each of the following:

pts

Champion 10

Musician 10

Armour:

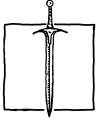
Heavy Armour

Standard Bearer 10

Ogre Special Rules:

Sons of the Avalanche

- may become the Veteran Standard Bearer



Scraplings 40 pts

15 models, may add up to 50 models 3 pts/model

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 |

Infantry 20x20mm base

Weapons:

Throwing Weapons

Options:

May take Light Armour

pts

1 / model

Special Rules:

Insignificant

May replace Throwing Weapons with:

Shortbow

free

Shield

1/ model

Spear

1/ model

May upgrade one model to each of the following:

Champion

10

- one unit may upgrade to Foreman

20

Musician

10

Standard Bearer

10



Scrapling Foreman

single model (this is an upgrade for a Scrapling unit)

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 3 | 4 | 3 | 3 | 2 | 4 | 3 | 7 |

Infantry 20x20mm base

Weapons:

Throwing Weapons

Options:

May take a weapon (one choice only):

pts

Halberd

3

Armour:

Light Armour

Great Weapon

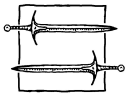
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Special Rules:

Insignificant

Back to Work!: Models with this special rule have the Hold Your Ground rule even though it is not the Battle Standard Bearer. Only Scraplings, Scratapults and Scrapling Trappers may benefit from this Hold Your Ground.

SPECIAL



Bombardiers 120 pts

3 models, may add up to 5 models 40 pts/model

| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|---------------------------------|
| 6 | 3 | 3 | 4 | 4 | 3 | 2 | 3 | 7 | Monstrous Infantry 40x40mm base |

Armour:

Light Armour

Options:

May upgrade one model to each of the following:

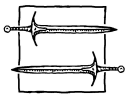
| | |
|-------------------------------|----------|
| Champion | 10 |
| Musician | 10 |
| Standard Bearer | 10 |
| - may take a Magical Standard | up to 25 |

Ogre Special Rules:

Sons of the Avalanche

Weapons:

Hand Cannon: Shooting weapon. Range 24", Strength 4, Multiple Shots (D6), Armour Piercing (1). Hand Cannons do not suffer any to-hit penalties for Moving and Shooting or for Multiple Shots.



Mercenary Veterans 135 pts

3 models, may add up to 5 models 55 pts/model

| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|---------------------------------|
| 6 | 4 | 4 | 5 | 4 | 3 | 3 | 4 | 8 | Monstrous Infantry 40x40mm base |

Armour:

Heavy Armour

Options:

May take a weapon (one choice only):

| | |
|-----------------------|------------|
| Paired Weapons | 3 / model |
| Brace of Ogre Pistols | 5 / model |
| Halberd | 7 / model |
| Great Weapon | 7 / model |
| Iron Fist | 10 / model |

Ogre Special Rules:

Sons of the Avalanche

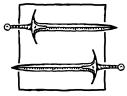
Battle-Scarred: Each unit of Mercenary Veterans must be given two of the special rules listed below (written on the Army List). Each special rule may only be taken by one unit of Mercenary Veterans in your army.

May upgrade one model to each of the following:

| | |
|-------------------------------|----------|
| Champion | 10 |
| Musician | 10 |
| Standard Bearer | 10 |
| - may take a Magical Standard | up to 50 |

Immune to Psychology, Poisoned Attacks, Bodyguard, Lethal Strike, Swiftstride, Vanguard, Thunderous Charge, Armour Piercing (1), Weapon Master*, +1 Ballistic Skill.

*If taken with Weapon Master, the unit may choose a single weapon for free (except for Iron Fist), and may purchase any additional number of weapons (including Iron Fist).



Tusker Cavalry 130 pts

2 models, may add up to 2 models 65 pts/model

| | M | WS | BS | S | T | W | I | A | Ld | |
|--------|---|----|----|---|---|---|---|---|----|---------------------------------|
| Raider | 6 | 3 | 3 | 4 | 4 | 3 | 2 | 3 | 8 | |
| Tusker | 8 | 3 | - | 5 | 5 | 3 | 2 | 4 | 5 | Monstrous Cavalry 50x100mm base |

Armour:

Mount's Protection (5+), Light Armour

Special Rules:

Impact Hits (D3), Fear

Options:

May take Heavy Armour

May take a weapon (one choice only):

Great Weapon

Iron Fist (only with Light Armour)

May upgrade one model to each of the following:

Champion

Musician

Standard Bearer

- may take a Magical Standard

pts

7 / model

8 / model

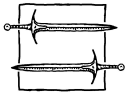
12 / model

10

10

10

up to 50



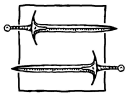
Sabretooth Tigers 40 pts

1 model, may add up to 14 models 20 pts/model

| | M | WS | BS | S | T | W | I | A | Ld | |
|--|---|----|----|---|---|---|---|---|----|------------------------|
| | 8 | 4 | - | 4 | 4 | 2 | 4 | 3 | 5 | War Beast 25x50mm base |

Special Rules:

Insignificant



Kin-Eater 90 pts

single model

| | M | WS | BS | S | T | W | I | A | Ld | |
|--|---|----|----|---|---|---|---|---|----|---------------------------------|
| | 6 | 3 | - | 5 | 5 | 4 | 3 | 4 | 7 | Monstrous Infantry 40x40mm base |

Special Rules:

Regeneration (5+), Fear, Ambush, Hatred,

Unbreakable



Yetis 80 pts

2 models, may add up to 3 models 40 pts/model

| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|---------------------------------|
| 7 | 3 | - | 5 | 4 | 3 | 3 | 3 | 8 | Monstrous Infantry 40x40mm base |

Weapons:

Paired Weapons

Options:

May upgrade one model to a Champion

pts

10

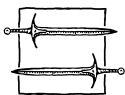
Armour:

Innate Defence (5+)

Special Rules:

Swiftstride, Fear, Skirmishers, Vanguard

Touch of Frost: Enemy units have -1 Initiative (to a minimum of 1) for each unit of Yetis in base contact.



Scrapling Trappers 40 pts

5 models, may add up to 5 models 6 pts/model

| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|-----------------------|
| 4 | 2 | 4 | 3 | 3 | 1 | 3 | 1 | 6 | Infantry 20x20mm base |

Weapons:

Throwing Weapons

Options:

May upgrade one model to a Champion

pts

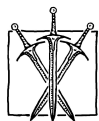
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Special Rules:

Insignificant, Scouts, Skirmishers, Vanguard

It's A Trap! Any Forests, Fields or Ruins Terrain Feature becomes Dangerous Terrain (1) for the remainder of the game if at the time of deployment or at the end of any movement phase a non-fleeing unit of Scrapling Trappers is in contact with it. Models that normally treat these Features as Dangerous Terrain (1) treat them as Dangerous Terrain (2) instead. Scrapling Trappers do not test for Dangerous Terrain when moving in or out of a modified Feature.

RARE



Thunder Cannon 150 pts

single model

| | M | WS | BS | S | T | W | I | A | Ld | |
|---------------------|---|----|----|---|---|---|---|---|----|-----------------------|
| Thunder Cannon | - | - | - | 5 | 5 | 5 | - | - | - | |
| Bombardier Crew (1) | - | 3 | 3 | 4 | - | - | 2 | 3 | 7 | |
| Scrapling Crew (1) | - | 2 | 3 | 3 | - | - | 3 | 1 | 6 | |
| Woolly Rhino (1) | 6 | 3 | - | 5 | - | - | 2 | 3 | 5 | Chariot 50x100mm base |

Armour:

Mount's Protection (6+), Innate Defence (5+)

Special Rules:

Sons of the Avalanche

Weapons:

Thunder Cannon (Bombardier only):

This weapon can be fired in two ways:

– As a **Cannon (2D6") Artillery Weapon** with

Range 48", Strength 10, Armour Piercing (2), Multiple Wounds (Ordnance). If the Thunder Cannon only Pivots (and moves no further) it does not suffer from the Moving and Shooting to-hit penalty.

– As a **Volley Gun Artillery Weapon** with

Range 12", Strength 5, Armour Piercing (2), Multiple Shots (2D6). If the Thunder Cannon only Pivots (and moves no further) it does not suffer from the Moving and Shooting to-hit penalty.



Scratapult 130 pts

single model

| | M | WS | BS | S | T | W | I | A | Ld | |
|--------------------|---|----|----|---|---|---|---|---|----|-----------------------|
| Scratapult | - | - | - | 5 | 4 | 5 | - | - | - | |
| Scrapling Crew (7) | - | 2 | 3 | 3 | - | - | 3 | 1 | 6 | |
| Woolly Rhino (1) | 6 | 3 | - | 5 | - | - | 2 | 3 | 5 | Chariot 50x100mm base |

Armour:

Mount's Protection (6+), Innate Defence (5+)

Special Rules:

Insignificant

Weapons:

Scratapult (chariot only):

Catapult (5") Artillery Weapon with

Range 12-48", Strength 3, Lethal Strike.



Rock Aurochs 240 pts

single model

| | M | WS | BS | S | T | W | I | A | Ld | |
|--------------|---|----|----|---|---|---|---|---|----|-------------------------------|
| Rock Aurochs | 7 | 3 | - | 7 | 6 | 6 | 2 | 5 | 5 | |
| Rider (1) | - | 3 | 4 | 4 | - | - | 3 | 3 | 8 | Ridden Monster 100x150mm base |

Weapons:

Ogre Crossbow

Armour:

Innate Defence (4+)

Options:

Rider may replace Ogre Crossbow with:

Hunting Spear

Lance

pts

free

5

Special Rules:

Impact Hits (3D3), Frenzy (Rock Aurochs only),

Stubborn, Swiftstride

Stone Skin: If the model suffers a wound with the Multiple Wounds special rule, the number of wounds suffered is halved, rounded up.



Frost Mammoth 190 pts

single model

| | M | WS | BS | S | T | W | I | A | Ld | |
|---------------|---|----|----|---|---|---|---|---|----|-------------------------------|
| Frost Mammoth | 6 | 3 | - | 6 | 6 | 6 | 2 | 4 | 5 | |
| Riders (2) | - | 3 | 4 | 4 | - | - | 3 | 3 | 8 | Ridden Monster 100x150mm base |

Weapons:

Ogre Crossbow

Armour:

Innate Defence (4+)

Options:

Any Rider may replace its Ogre Crossbow with:

Hunting Spear

pts

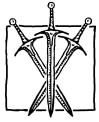
free

Special Rules:

Impact Hits (D3)

Freezing Aura: The model can cast *Blizzard* from the Path of Heavens as a Bound Spell (Power Level 3).

All enemy units within 6" of a Frost Mammoth suffer -3 Initiative, to a minimum of 1.



Slave Giant 150 pts

single model

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 6 | 3 | - | 6 | 5 | 6 | 3 | * | 8 |

Monster 50x75mm base

Armour:

Heavy Armour

Special rules:

Immune to Psychology, Stubborn, Insignificant

Do What You're Told: All Slave Giants may reroll on the Giant Attacks table, but must accept the second result.

Giant Attacks: When a giant attacks in Close Combat, instead of attacking normally, choose an enemy unit in base contact with the Giant to attack and roll on the chart below. The Giant's attack depends on the Troop Type of the target enemy unit.

Against Infantry, War Beast, Swarm, War Machine and Cavalry targets:

- 1: Bellow
- 2: Jump
- 3: Grab
- 4-6: Swing

Against Monstrous Beast, Monstrous Infantry, Monstrous Cavalry, Chariot, Monster and Ridden Monster targets:

- 1: Bellow
- 2-3: Thump
- 4-6: Smash

Bellow: Neither the giant nor the chosen unit can make any further Close Combat attacks this phase. Attacks already resolved (including attacks resolved simultaneously with this attack) are not affected. The Giant's side automatically wins the combat by 2. If two (or more) opposing Giants "Bellow", the combat is a draw.

Jump: The chosen unit suffers D6 hits using the Giant's Strength. The Giant must take a Dangerous Terrain (1) test.

Grab: Select a single model in the chosen unit and in base contact with the Giant. This model must take a Strength test and a Weapon Skill test. For each failed test, the model suffers a hit with the Giant's Strength and Multiple Wounds (D3).

Swing: The Giant makes 2D6 normal Close Combat attacks against the chosen unit.

Thump: Select a single model in the chosen unit and in base contact with the Giant. This model must take an Initiative test. If the test is failed, the model suffers 2D6 wounds with Armour Piercing (6).

Smash: Select a single model in the chosen unit and in base contact with the Giant. This model suffers 1 wound with Armour Piercing (6). If the model has not yet attacked this phase it cannot attack in this Round of Combat. If the model has already attacked, it cannot make attacks in the following Round of Combat.

- Notes-

Giant Attacks are Close Combat attacks and are therefore affected by all rules normally affecting Close Combat attacks. After rolling on this chart, the Giant may still Stomp as normal.

Quick Reference Sheet

L - Lords, H - Heroes, C - Core, S - Special, R - Rare, M - Mounts only

| <u>CHARACTERS</u> | | M | WS | BS | S | T | W | I | A | Ld |
|-------------------|----------------|---|----|----|---|---|---|---|---|----|
| L | Great Khan | 6 | 6 | 4 | 5 | 5 | 5 | 4 | 5 | 9 |
| | Great Shaman | 6 | 3 | 3 | 4 | 5 | 5 | 3 | 3 | 8 |
| H | Khan | 6 | 5 | 4 | 5 | 5 | 4 | 3 | 4 | 8 |
| | Shaman | 6 | 3 | 3 | 4 | 4 | 4 | 2 | 3 | 7 |
| | Mammoth Hunter | 7 | 5 | 5 | 5 | 5 | 4 | 4 | 4 | 9 |

INFANTRY

| | | | | | | | | | | |
|---|---------------------|---|---|---|---|---|---|---|---|---|
| C | Scrapling | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 |
| | - Scrapling Foreman | 4 | 3 | 4 | 3 | 3 | 2 | 4 | 3 | 7 |
| S | Scrapling Trapper | 4 | 2 | 4 | 3 | 3 | 1 | 3 | 1 | 6 |

MONSTROUS INFANTRY

| | | | | | | | | | | |
|---|-------------------|---|---|---|---|---|---|---|---|---|
| C | Tribesman | 6 | 3 | 3 | 4 | 4 | 3 | 2 | 3 | 7 |
| | Bruiser | 6 | 3 | 3 | 4 | 4 | 3 | 2 | 3 | 8 |
| S | Bombardier | 6 | 3 | 3 | 4 | 4 | 3 | 2 | 3 | 7 |
| | Mercenary Veteran | 6 | 4 | 4 | 5 | 4 | 3 | 3 | 4 | 8 |
| | Kin-Eater | 6 | 3 | - | 5 | 5 | 4 | 3 | 4 | 7 |
| | Yeti | 7 | 3 | - | 5 | 4 | 3 | 3 | 3 | 8 |

WAR BEASTS

| | | | | | | | | | | |
|---|------------------|---|---|---|---|---|---|---|---|---|
| S | Sabretooth Tiger | 8 | 4 | - | 4 | 4 | 2 | 4 | 3 | 5 |
|---|------------------|---|---|---|---|---|---|---|---|---|

MONSTROUS BEASTS

| | | | | | | | | | | |
|---|--------|---|---|---|---|---|---|---|---|---|
| M | Tusker | 8 | 3 | - | 5 | 5 | 3 | 2 | 4 | 5 |
|---|--------|---|---|---|---|---|---|---|---|---|

| <u>CHARIOTS</u> | | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|--------------------|---|----|----|---|---|---|---|---|----|
| R | Thunder Cannon | - | - | - | 5 | 5 | 5 | - | - | - |
| | - Bombardier (1) | - | 3 | 3 | 4 | - | - | 2 | 3 | 7 |
| | - Scrapling (1) | - | 2 | 3 | 3 | - | - | 3 | 1 | 6 |
| | - Whooly Rhino (1) | 6 | 3 | - | 5 | - | - | 2 | 3 | 5 |
| | Scratapult | - | - | - | 5 | 4 | 5 | - | - | - |
| | - Scraplings (7) | - | 2 | 3 | 3 | - | - | 3 | 1 | 6 |
| | - Whooly Rhino (1) | 6 | 3 | - | 5 | - | - | 2 | 3 | 5 |

MONSTROUS CAVALRY

| | | | | | | | | | | |
|---|----------------|---|---|---|---|---|---|---|---|---|
| S | Tusker Cavalry | 6 | 3 | 3 | 4 | 4 | 3 | 2 | 3 | 8 |
| | - Tusker | 8 | 3 | - | 5 | 5 | 3 | 2 | 4 | 5 |

MONSTERS

| | | | | | | | | | | |
|---|--------------|---|---|---|---|---|---|---|---|---|
| R | Slave Giant | 6 | 3 | - | 6 | 5 | 6 | 3 | * | 8 |
| M | Roch Aurochs | 7 | 3 | - | 7 | 6 | 6 | 2 | 5 | 5 |

RIDDEN MONSTERS

| | | | | | | | | | | |
|---|---------------|---|---|---|---|---|---|---|---|---|
| R | Roch Aurochs | 7 | 3 | - | 7 | 6 | 6 | 2 | 5 | 5 |
| | - Rider (1) | - | 3 | 4 | 4 | - | - | 3 | 3 | 8 |
| | Frost Mammoth | 6 | 3 | - | 6 | 6 | 6 | 2 | 4 | 5 |
| | - Rider (2) | - | 3 | 4 | 4 | - | - | 3 | 3 | 8 |

| | <u>SPECIAL SHOOTING WEAPON</u> | | Range | S | Multiple Shots | Multiple Wounds | Armour Piercing |
|----------------|--------------------------------|---------------|-------|-----|----------------|-----------------------------|-----------------|
| -common- | Brace of Ogre Pistols | Quick to Fire | 24" | 4 | 2 | - | 1 |
| -common- | Ogre Crossbow | * | 30" | 5 | - | - | 1 |
| -common- | Hunting Spear | Quick to Fire | 12" | S+1 | - | D3, Monster, Ridden Monster | - |
| Bombardier | Handcannons | D6 | 24 | 4 | D6 | - | 1 |
| Thunder Cannon | Titan Cannon (1) | Cannon (2D6") | 48 | 10 | - | Ordnance | 2 |
| | Titan Cannon (2) | Volley Gun | 12 | 5 | 2D6 | - | 2 |
| Scratapult | Scratapult | Catapult (5") | 12-48 | 3 | - | - | Lethal Strike |

*Ogre Crossbow penetrates ranks like a Bolt Thrower.

Changelog:

v1.1.0

- Daemon heart, implementing FAQ
- Loner, clarification
- Tribesmen, removal of heavy armour option