

# Fantasy Battles

## The 9<sup>th</sup> Age

# Ogre Khans

Army Rules  
Version 0.99.0 Beta



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Fantasy Battles: The 9th Age is a community-made miniatures wargame.  
All relevant rules, as well as feedback and suggestions, can be found/given here:  
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Rules changes between versions are colour coded in **green**. See change log at end of document.

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# Special Rules

## Sons of the Avalanche

Models **on foot** with this special rule have Impact Hits (1). Characters **on foot** with this special rule have Impact Hits (D3).

## Scrapling Lookout

Units that carry a standard with the Scrapling Lookout upgrade must be fewer than 3 Rank-and-File models before hits can be distributed onto Characters with the same Troop Type as the unit.

# Armoury

### Iron Fist:

Type: Paired Weapons.. Adds +1 to the wielder's Armour Save **and can be used to Parry (even on mounted models)**.

### Ogre Pistol:

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

### 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, ~~Lethal Strike~~, **Multiple Wounds (D3, Monsters, Ridden Monsters)**.

# Big Names

Each Ogre Character can take a single Big Name. Big Names are 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:

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

Alternatively, any of the above models can take a Mark of True Chaos for 3 pts per model.

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 including Shamans upgraded with Fire Blessing or Greater Fire Blessing. Shamans and Great Shamans may not choose Mark of Wrath.

The army may not include Mammoth Hunters, Scraplings, Scrapling Trappers, Yeti, Sabretooth Tigers or Scrapapults.

## Wildheart (50 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 Yeti and a single unit of Sabretooth Tigers may be taken as Core. The army may not include Great Khans, Khans, Shamans with Fire Blessing, Greater Shamans with Greater Fire Blessing, Bruisers, Mercenary Veterans, Bombardiers, or Thunder Cannons.

## Rottenjaw (30 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 the Close Combat Phase if they are using this ability.

## 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+, he Recovers a single Wound.

## Spinesplitter (20 pts) - models on foot only, May not be taken by a Wizard

The Character gains Devastating Charge and Thunderous Charge (also affecting Impact Hits and Stomp).

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

The Character gains the Weapon Master special rule 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.

# Magical Items

## Magical Weapons

### **Khagadai's Maul** (50 pts)

Type: Great Weapon. Attacks made with this weapon have Multiple Wounds (D3). ~~The wielder may choose each round of combat to make a Crush Attack instead of normal attacks.~~

### **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 modifiers, and have Lethal Strike and Armour Piercing (1).

### **Axe-Breaker Gauntlet** (20 pts)

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

## Magical Armour

### **Mammoth-Hide Armour** (35 pts)

Models on foot only. Type: Heavy Armour. 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 at the beginning of an opponent's Magic Phase. The bearer of this item, the unit he is in, and any other Characters in it cannot be chosen as targets of non-aura spells cast by enemy Wizards.

## Arcane Items

### **Daemon Heart** (50 pts)

One use only. Activate at the beginning of the opponent's Magic Phase. For that phase, all enemy Wizards within 24" of the wearer will suffer a miscast on a roll that includes any doubles (only double 6 counts as an Overwhelming Power, and no more than one Miscast can be suffered per roll). All Miscasts will be considered to have been rolled using one more Power Dice than used. ~~Bound Spells are not affected.~~

## Enchanted Items

### **Aurochs Charm** (15 pts)

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

## Magical Standards

### **Dragonskin Banner** (40 pts)

Models in the unit may reroll to hit, to wound, and Armour Save rolls of 1 in the ~~first Round of Combat (including Special Attacks). The bearer gains Breath Weapon (Strength 3, Flaming Attacks).~~

### **Skull of Qenghet** (20 pts)

Models in the 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):

Ogre Pistol

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

6

8

8

15

20

#### Ogre Special Rules:

Sons of the Avalanche

#### Special Rules:

Fear



### Great Shaman 245 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):

Paired Weapons

Great Weapon

May take Greater Fire Blessing\*

\*only if Path of Fire or Alchemy is chosen

pts

no limit

30

up to 100

5

15

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

- may take Scrapling Lookout

### Ogre Special Rules:

Sons of the Avalanche

May take a single Big Name

May take Magical Items

May take a Shooting Weapon (one choice only):

Ogre Pistol

Brace of Ogre Pistols

Ogre Crossbow

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

Iron Fist

Great Weapon

pts

25

5

no limit

up to 50

6

8

8

15

15



## 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

May become a Level 2 Wizard Apprentice 25

May take Magical Items

May take a weapon (one choice only):

Paired Weapons

Great Weapon

May take Fire Blessing\*

\*only if Path of Fire is chosen

pts

no limit

25

up to 50

3

6

25

### 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 Yeti and Sabretooth Tigers. Mounted Mammoth Hunters may not join any units at all.

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

## Options:

May take a single Big Name

May take Magical Items

May upgrade to Scout (on foot only)

May replace Hunting Spear with Ogre Crossbow

May take a weapon (one choice only):

Paired Weapons

Iron Fist

Lance

Great Weapon

May take a mount:

Tusker

Rock Aurochs (One of a Kind)\*

pts

no pt limit

up to 50

10

free

5

15

15

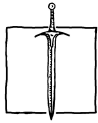
15

60

250

\*A Mammoth Hunter mounted on a Rock Aurochs may only choose Wildheart as a Big Name, if any is chosen.

# 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

May take Iron Fists

May upgrade one model to each of the following:

Champion	10
----------	----

Musician	10
----------	----

Standard Bearer	10
-----------------	----

- may take Scrapling Lookout	5
------------------------------	---

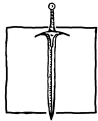
- may become the Veteran Standard Bearer	
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### Armour:

Light Armour

### Ogre Special Rules:

Sons of the Avalanche



## 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:

Champion	10
----------	----

Musician	10
----------	----

Standard Bearer	10
-----------------	----

- may take Scrapling Lookout	5
------------------------------	---

- may become the Veteran Standard Bearer	
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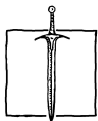
### Armour:

Heavy Armour

### Ogre Special Rules:

Sons of the Avalanche





## Scraplings 40 pts

10 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
<i>Weapons:</i>										<i>pts</i>
Throwing Weapons										1 / model
<i>Special Rules:</i>										
Insignificant										
										free
										1/ model
										1/ model
										10
										20
										10
										10

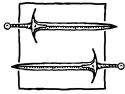
## Scrapling Foreman

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
<i>Weapons:</i>										<i>pts</i>
Throwing Weapons										
<i>Armour:</i>										
Light Armour										
<i>Special Rules:</i>										
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 7 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:

pts

Champion	10
----------	----

Musician	10
----------	----

Standard Bearer	10
-----------------	----

- may take Scrapling Lookout	5
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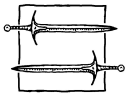
- may take a Magical Standard	up to 25
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### Ogre Special Rules:

Sons of the Avalanche

### Weapons:

**Hand Cannon:** Range 24", Strength 4, Multiple Shots (D6), Armour Piercing (1), ~~Cumbersome~~. Hand Cannons do not suffer any to-hit penalties for Moving and Shooting or for Multiple Shots. ~~In Close Combat, a Hand Cannon counts as a Halberd that strikes at Initiative 0.~~



## 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 weapons: ~~(one choice only)~~

pts

Paired Weapons	3 / model
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Ogre Pistol	5 / model
-------------	-----------

Iron Fist	7 / model
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Brace of Ogre Pistols	7 / model
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Great Weapon	7 / model
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### Ogre Special Rules:

Sons of the Avalanche

### Special Rules:

Weapon Master

May upgrade one model to each of the following:

Champion	10
----------	----

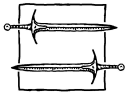
Musician	10
----------	----

Standard Bearer	10
-----------------	----

- may take Scrapling Lookout	5
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- may take a Magical Standard	up to 50
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**Battle-Scarred:** Each unit of Mercenary Veterans may be given up to two of the following special rules: Immune to Psychology, Poisoned Attacks, Bodyguard, Lethal Strike, Strider, Swiftstride, Vanguard, Thunderous Charge. Each special rule may only be taken by one unit of Mercenary Veterans in your army.



## 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

~~Scrapling Lookout~~

- may take a Magical Standard

pts

10 / model

10 / model

15 / model

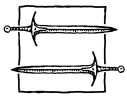
10

10

10

5

up to 50



## Sabretooth Tigers 40 pts

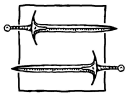
1 model, may add up to 14 models 20 pts/model

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

### Special Rules:

Insignificant

~~Wild Beasts: A unit with this special rule can never benefit from Inspiring Presence or Hold Your Ground, but may use the Leadership of a Mammoth Hunter within 12" as if he were the General.~~



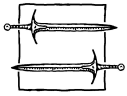
## Kin-Eater 90 pts

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

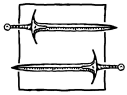


## Yetis 80 pts

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
<i>Weapons:</i>										<i>Options:</i>	<i>pts</i>
Paired Weapons										May gain Scout and Skirmisher (Unit maximum size 4 models)	30
<i>Armour:</i>										May upgrade one model to a Champion	10
Innate Defence (5+)										Musician	10
<i>Special Rules:</i>											
Swiftstride, Fear, Skirmishers, Vanguard, Strider,											
Magical Attacks											

**Touch of Frost:** All enemy units in contact with a model with this special rule have -1 Initiative to a minimum of 1.



## 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
<i>Weapons:</i>										<i>Options:</i>	<i>pts</i>
Throwing Weapons										May upgrade one model to a Champion	10
<i>Special Rules:</i>											
Insignificant, Scouts, Skirmishers											

**It's A Trap!** Any Forests, Fields, or Ruins Terrain Feature becomes Dangerous Terrain 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 have a -1 modifier to their Dangerous Terrain tests. Scrapling Trappers do not test for Dangerous Terrain when moving in or out of the 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+)

#### Weapons:

**Thunder Cannon:** 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).
- As a **Volley Gun Artillery Weapon** with Range 12", Strength 5, Armour Piercing (2), Multiple Shots (2D6).



### 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+)

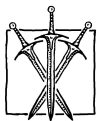
#### Special Rules:

Insignificant

#### Weapons:

**Scratapult:**

**Catapult (5") Artillery Weapon** with Range 48", Strength 3, Lethal Strike.



## Rock Aurochs 250 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

### Options:

Rider may replace Ogre Crossbow with:

Hunting Spear

Lance

pts

free

5

### Armour:

Innate Defence (4+)

### 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, rounding up.



## Frost Mammoth 200 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:

One Rider is armed with an Ogre Crossbow and the other with a Hunting Spear.

### Options:

Any Rider may replace its weapon with with:

Hunting Spear

Ogre Crossbow

pts

free

free

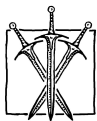
### Armour:

Innate Defence (4+)

### Special Rules:

Impact Hits (D3)

**Freezing Aura:** The model may cast Blizzard from the Path of Heavens as a Power Level 3 Bound Spell. All enemy units within 6" of the model 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, pick a target in base contact to attack and roll on the chart below. Giants have two types of attacks depending on the Troop Type of the target.

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 Close Combat Attacks this phase. Attacks already done (including those simultaneous 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 with the Giant's Strength, carried out as if it were a Grinding Attack. The Giant must take a Dangerous Terrain test.

**Grab:** Select a single model in base contact with the Giant. This model must take a Strength 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 attacks on the chosen unit.

**Thump:** Select a model from the chosen unit in base contact with the Giant. This model takes a Initiative test. If the test is failed, the model suffers 2D6 wounds with Armour Piercing (6).

**Smash:** Select a model from the chosen unit in base contact with the Giant. This model suffers 1 wound with Armour Piercing (6). If the model has not yet attacked it cannot attack in this round. If the model has already attacked, it cannot attack in the next player turn.

- Notes-

Giant Attacks count as 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.

# MOUNTS

The Mounts section is for Character mounts. Non-Character mounts follow the rules given under their respective entries.



## Tusker

M	WS	BS	S	T	W	I	A	Ld
8	3	-	5	5	3	2	4	5

Monstrous Beast 50x100mm base

*Armour:*

Mount's Protection (5+)

*Special Rules:*

Fear, **Impact Hits (D3)**



## Rock Aurochs

M	WS	BS	S	T	W	I	A	Ld
7	3	-	7	6	6	2	5	5

Monster 100x150mm base

*Armour:*

Innate Defence (4+)

*Special Rules:*

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, rounding up.



# 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

	<u>INFANTRY</u>	M	WS	BS	S	T	W	I	A	Ld
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

	<u>MONSTROUS INFANTRY</u>	M	WS	BS	S	T	W	I	A	Ld
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	8
	Yeti	7	3	-	5	4	3	3	3	8

	<u>WAR BEASTS</u>	M	WS	BS	S	T	W	I	A	Ld
S	Sabretooth Tiger	8	4	-	4	4	2	4	3	5

	<u>MONSTROUS BEASTS</u>	M	WS	BS	S	T	W	I	A	Ld
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	-	-	-
	- Whooly Rhino (1)	6	3	-	5	-	-	2	3	5
	- Bombardier (1)	-	3	3	4	-	-	2	3	7
	- Scrapling (1)	-	2	3	3	-	-	3	1	6
	Scratapult	-	-	-	5	4	5	-	-	-
	- Whooly Rhino (1)	6	3	0	5	-	-	2	3	5
	- Scrapling (7)	-	2	3	3	-	-	3	1	6

	<u>MONSTROUS CAVALRY</u>	M	WS	BS	S	T	W	I	A	Ld
S	Tusker Cavalry	6	3	3	4	4	3	2	3	8
	- Tusker	8	3	-	5	5	3	2	4	5

	<u>MONSTERS</u>	M	WS	BS	S	T	W	I	A	Ld
R	Slave Giant	6	3	-	6	5	6	3	*	8

	<u>RIDDEN MONSTERS</u>	M	WS	BS	S	T	W	I	A	Ld
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-	Ogre Pistol	-	24"	4	-	1
-common-	Brace of Ogre Pistols	-	24"	4	2	1
-common-	Ogre Crossbow	*	30"	5	-	1
-common-	Hunting Spear	-	12"	S+1	-	D3, Monster, Ridden Monster
Bombardier	Handcannons	-	24	4	D6	1
Thunder Cannon	Titan Cannon (1)	Cannon (2D6")	36	10	-	Ordinance
	Titan Cannon (2)	Volley Gun	12	5	2D6	2
Scratapult	Scratapult	Catapult (5")	36	3	-	-

\*Ogre Crossbow penetrates ranks like a Bolt Thrower.

# CHANGE LOG

## **version 0.9.0 beta released**

### **Version 0.9.1 beta**

Rottenjaw  
Mammoth Armour  
Ogre Mercenaries, magic stadnard  
Mountain Raiders, points and  
ironfist  
Aura of Frost  
Frozen Aura  
Thundercracker and Scratapult no  
longer large targets  
Hill Goblin Scratapult, points

### **Version 0.10.0 beta**

Grabbing Fist point cost change  
Frosthorn Cloak changes  
Tribesmen access to heavy armour  
Hill Goblins access to shields, short  
bows, and light armour  
Outcast point increase  
Lance on Rockhorn change  
Beast Speaker changes  
Rockhorn added as mount option  
for Tracker  
Loner rule added to Tracker  
magic banners on core units  
Mercenaries changed abilities  
Skirmishing Yetis and Mountain  
Raiders max unit size

### **v0.11.0**

Khagadai's Maul, Axe-Breaker  
Gauntlet, clarifications  
Daemon Heart 5 point drop  
spell casters points change  
thunder cannon point / range / T  
changes  
Scratapult point /range/T+W  
changes  
Changes on costs to various  
characters' weapons  
Tribesmen configuration  
Great Khan 20pt reduction  
AP1 to Heart-Ripper  
Scraplings configuration

## **v0.99.0**

iron fist  
ogre crossbow  
Headhunter  
Hellfist prices due to updated marks  
Spinesplitter  
Khagadai's Maul  
Axe-Breaker Gauntlet  
Dragonskin Banner  
iron fist price  
great shaman  
paths for shamans and great  
shamans  
Tribsemen  
Bruisers  
Bombardiers  
Mercenary Veterans  
Sabretooth Tigers  
Kin-Eater  
Scrapling Trappers  
Scratapult  
Slave Giant  
Mammoth Hunter ws  
Daemon Heart  
Yetis  
Scratapult