Ogga (The 9th Age: Fantasy Battles 2nd Edition 2021) [4,495pts]

Ogre Khans (Ogre Khans 2021) [4,495pts]

Characters [1,555pts]

Khan [405pts]

Selections: Battle Standard Bearer [50pts], Cult Leader (only on General/BSB) [45pts], Heavy Armour [10pts], Iron Fist [10pts], Ogre Crossbow (3+) [5pts]

Categories: CHARACTERS

Rules: *Cult Leader, Not a Leader, Rally Around the Flag, Scrapling Lookout, Sons of the Avalanche*

0 Size: *Khan Size*, **1 Global:** *Khan Global*, **2 Defensive:** *Khan Defensive*, **3 Offensive:** *Khan Offensive*, **4 Armour:** *Heavy Armour*, **5 Melee Weapon:** *Iron Fist*, **6 Ranged Weapon:** *Ogre Crossbow*

Special Equipment [95pts]

Selections: Banner of Discipline [30pts], Karkadan's Resilience [40pts], Rampager's Chain [25pts]

7 Artefact: *Banner of Discipline, Karkadan's Resilience, Rampager's Chain*

0 Size	Height	Type	Base	Ref
Khan Size	Large	Infantry	40×40	

1 Global	Adv	Mar	Dis	Rules	Ref
Khan Global	6"	12"	8		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Khan Defensive	4	5	5	0	Light Armour	

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Khan Offensive	4	5	5	2	3	Sons of the Avalanche	

4 Armour	Type	Save	Rules	Ref
Heavy Armour	Suit of Armour	+2	A model part can only wear a single Suit of Armour.	

5 Melee Weapon	Str	AP	Attributes	Ref
Iron Fist	As User	As User	The wielder gains +1 Armour and +1 Attack Value unless using another weapon. If the wielder is on foot, it also gains Parry. This weapon cannot be enchanted with Weapon Enchantments from the List of Common Special Items.	

6 Ranged Weapon	Range	Shots	Str	AP	Attributes	Ref
Ogre Crossbow	30"	1	2 [5]	1 [3]	Area Attack (1×5)	

7 Artefact	Type	Effect	Ref
Banner of Discipline	Banner	The bearer's unit may reroll failed Panic Tests and Decimated Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes all its Panic Tests and Decimated Tests instead.	
Karkadan's Resilience	Suits of Armour enchantment.	The wearer gains +1 Resilience but automatically fails all Special Saves.	
Rampager's Chain	Artefact	The bearer gains Stomp Attacks (D3+1), and all models in the bearer's unit must reroll failed to-wound rolls with Stomp Attacks.	

Mammoth Hunter [480pts]

Selections: Hunting Spear (2+), Iron Fist [20pts], Light Armour, Trolleater (only on foot) [100pts], Vanguard [20pts]

Categories: CHARACTERS

Rules: *Animal Master, Fortitude (4+), Light Troops, Loner, Multiple Wounds (2, against Large Infantry), Not a Leader, Sons of the Avalanche, Swiftstride, Trolleater - Models on foot only, Vanguard*

0 Size: *Mammoth Hunter Size*, **1 Global:** *Mammoth Hunter Global*, **2 Defensive:** *Mammoth Hunter Defensive*, **3 Offensive:** *Mammoth Hunter Offensive*, **4 Armour:** *Light Armour*, **5 Melee Weapon:** *Iron Fist*, **6 Ranged Weapon:** *Hunting Spear*

Special Equipment [100pts]

Selections: Heart-Ripper [50pts], Mammoth-Hide Cloak (only on Foot) [50pts]

7 Artefact: *Heart-Ripper, Mammoth-Hide Cloak*

0 Size	Height	Type	Base	Ref
Mammoth Hunter Size	Large	Infantry	40×40	

1 Global	Adv	Mar	Dis	Rules	Ref
Mammoth Hunter Global	7"	14"	9		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Mammoth Hunter Defensive	4	5	5	1	Light Armour	

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Mammoth Hunter Offensive	4	5	5	2	4	Sons of the Avalanche	

4 Armour	Type	Save	Rules	Ref
Light Armour	Suit of Armour	+1	A model part can only wear a single Suit of Armour.	

5 Melee Weapon	Str	AP	Attributes	Ref
Iron Fist	As User	As User	The wielder gains +1 Armour and +1 Attack Value unless using another weapon. If the wielder is on foot, it also gains Parry. This weapon cannot be enchanted with Weapon Enchantments from the List of Common Special Items.	

6 Ranged Weapon	Range	Shots	Str	AP	Attributes	Ref
Hunting Spear	12"	1	As User	+1	Multiple Wounds (D3, against Gigantic), Quick to Fire	

7 Artefact	Type	Effect	Ref
Heart-Ripper	Iron Fist or Paired Weapons enchantment.	Attacks made with this weapon gain Lethal Strike, +1 Armour Penetration, become Magical Attacks, and can never hit on worse than 3+.	
Mammoth-Hide Cloak	Suits of Armour enchantment.	The wearer gains +1 Armour. Attacks against the wearer can never have a Strength above 5.	

Shaman [670pts]

Selections: Army General, Gut Roarer [50pts], Iron Fist [10pts], Light Armour [5pts], Shamanism, Wizard Master [225pts]

Categories: CHARACTERS

Rules: *Channel (1), Commanding Presence, Fear, Gut Roarer, Sons of the Avalanche, Wizard Master*

0 Size: *Shaman Size*, **1 Global:** *Shaman Global*, **2 Defensive:** *Shaman Defensive*, **3 Offensive:** *Shaman Offensive*, **4 Armour:** *Light Armour*, **5 Melee Weapon:** *Iron Fist*

Special Equipment [185pts]

Selections: Destiny's Call (not on Large Construct or Towering Presence) [70pts], Lygur's Tongue [70pts], Obsidian Rock [25pts], Ritual Bloodletter [20pts]

7 Artefact: *Destiny's Call, Lygur's Tongue, Obsidian Rock, Ritual Bloodletter*

0 Size	Height	Type	Base	Ref
Shaman Size	Large	Infantry	40×40	

1 Global	Adv	Mar	Dis	Rules	Ref
Shaman Global	6"	12"	8		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Shaman Defensive	4	4	5	0		

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Shaman Offensive	3	4	4	1	2	Sons of the Avalanche	

4 Armour	Type	Save	Rules	Ref
Light Armour	Suit of Armour	+1	A model part can only wear a single Suit of Armour.	

5 Melee Weapon	Str	AP	Attributes	Ref
Iron Fist	As User	As User	The wielder gains +1 Armour and +1 Attack Value unless using another weapon. If the wielder is on foot, it also gains Parry. This weapon cannot be enchanted with Weapon Enchantments from the List of Common Special Items.	

7 Artefact	Type	Effect	Ref
Destiny's Call	Suit of Armour Enchantment	The wearer gains Aegis (4+) and its Armour is set to 3 and cannot be improved beyond this. Standard Size Models only.	
Lygur's Tongue	Artefact	All enemy models in units in base contact with the bearer suffer -1 Attack Value.	
Obsidian Rock	Artefact	The bearer gains Magic Resistance (2).	
Ritual Bloodletter	Hand Weapon, Iron Fist, or Paired Weapons enchantment.	The wielder gains +1 Offensive Skill and +1 Attack Value while using this weapon. Attacks made with it become Magical Attacks. For each unsaved wound inflicted with this weapon, the owner gains one Veil Token.	

Core [1,125pts]

Bruisers [715pts]

Selections: 9x Bruiser [675pts], Champion [10pts], Musician [10pts], Pennant of the Great Grass Sky [50pts], Standard Bearer [10pts]

Categories: CORE

Rules: *Scoring, Scrapling Lookout, Sons of the Avalanche*

0 Size: *Bruisers Size*, **1 Global:** *Bruiser Global*, **2 Defensive:** *Bruiser Defensive*, **3 Offensive:** *Bruiser Offensive*, **4 Armour:** *Heavy Armour*, **5 Melee Weapon:** *Great Weapon*, **7 Artefact:** *Pennant of the Great Grass Sky*

0 Size	Height	Type	Base	Ref
Bruisers Size	Large	Infantry	40×40	

1 Global	Adv	Mar	Dis	Rules	Ref
Bruiser Global	6"	12"	8		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Bruiser Defensive	3	3	4	0	Heavy Armour	

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Bruiser Offensive	3	3	4	1	2	Sons of the Avalanche, Great Weapon	

4 Armour	Type	Save	Rules	Ref
Heavy Armour	Suit of Armour	+2	A model part can only wear a single Suit of Armour.	

5 Melee Weapon	Str	AP	Attributes	Ref
Great Weapon	+2	+2	Always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks.	

7 Artefact	Type	Effect	Ref
Pennant of the Great Grass Sky	Banner Enchantment	The bearer's unit gains Swiftstride.	

Tribesmen [205pts]

Selections: Champion [10pts], Iron Fist [30pts], Musician [10pts], 3x Tribesman [138pts]

Categories: Core

Rules: *Scoring, Scrapling Lookout, Sons of the Avalanche*

0 Size: *Tribesman Size*, **1 Global:** *Tribesman Global*, **2 Defensive:** *Tribesman Defensive*, **3 Offensive:** *Tribesman Offensive*, **4 Armour:** *Light Armour*, **5 Melee Weapon:** *Iron Fist*

0 Size	Height	Type	Base	Ref
Tribesman Size	Large	Infantry	40×40	

1 Global	Adv	Mar	Dis	Rules	Ref
Tribesman Global	6"	12"	7		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Tribesman Defensive	3	3	4	0		

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Tribesman Offensive	3	3	4	1	2	Sons of the Avalanche, Paired Weapons	

4 Armour	Type	Save	Rules	Ref
Light Armour	Suit of Armour	+1	A model part can only wear a single Suit of Armour.	

5 Melee Weapon	Str	AP	Attributes	Ref
Iron Fist	As User	As User	The wielder gains +1 Armour and +1 Attack Value unless using another weapon. If the wielder is on foot, it also gains Parry. This weapon cannot be enchanted with Weapon Enchantments from the List of Common Special Items.	

Tribesmen [205pts]

Selections: Champion [10pts], Iron Fist [30pts], Musician [10pts], 3x Tribesman [138pts]

Categories: Core

Rules: *Scoring, Scrapling Lookout, Sons of the Avalanche*

0 Size: *Tribesman Size*, **1 Global:** *Tribesman Global*, **2 Defensive:** *Tribesman Defensive*, **3 Offensive:** *Tribesman Offensive*, **4 Armour:** *Light Armour*, **5 Melee Weapon:** *Iron Fist*

0 Size	Height	Type	Base	Ref
Tribesman Size	Large	Infantry	40×40	

1 Global	Adv	Mar	Dis	Rules	Ref
Tribesman Global	6"	12"	7		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Tribesman Defensive	3	3	4	0		

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Tribesman Offensive	3	3	4	1	2	Sons of the Avalanche, Paired Weapons	

4 Armour	Type	Save	Rules	Ref
Light Armour	Suit of Armour	+1	A model part can only wear a single Suit of Armour.	

5 Melee Weapon	Str	AP	Attributes	Ref
Iron Fist	As User	As User	The wielder gains +1 Armour and +1 Attack Value unless using another weapon. If the wielder is on foot, it also gains Parry. This weapon cannot be enchanted with Weapon Enchantments from the List of Common Special Items.	

Special [985pts]

Kin-Eater [180pts]

Categories: SPECIAL

Rules: *Ambush, Fear, Fortitude (5+), Hatred, Unbreakable*

0 Size: *Kin-Eater Size*, **1 Global:** *Kin-Eater Global*, **2 Defensive:** *Kin-Eater Defensive*, **3 Offensive:** *Kin-Eater Offensive*

0 Size	Height	Type	Base	Ref
Kin-Eater Size	Large	Infantry	40×40	

1 Global	Adv	Mar	Dis	Rules	Ref
Kin-Eater Global	6"	12"	7		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Kin-Eater Defensive	4	3	5	0	Fortitude (5+)	

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Kin-Eater Offensive	4	3	5	2	3	Hatred	

Sabretooth Tigers [80pts]

Selections: Sabretooth Tiger [24pts]

Categories: SPECIAL

Rules: *Insignificant*

0 Size: *Sabretooth Tiger Size*, **1 Global:** *Sabretooth Tiger Global*, **2 Defensive:** *Sabretooth Tiger Defensive*, **3 Offensive:** *Sabretooth Tiger Offensive*

0 Size	Height	Type	Base	Ref
Sabretooth Tiger Size	Standard	Beast	25×50	

1 Global	Adv	Mar	Dis	Rules	Ref
Sabretooth Tiger Global	8"	16"	5		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Sabretooth Tiger Defensive	2	4	4	0		

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Sabretooth Tiger Offensive	3	4	4	1	4		

Sabretooth Tigers [80pts]

Selections: Sabretooth Tiger [24pts]

Categories: SPECIAL

Rules: *Insignificant*

0 Size: *Sabretooth Tiger Size*, **1 Global:** *Sabretooth Tiger Global*, **2 Defensive:** *Sabretooth Tiger Defensive*, **3 Offensive:** *Sabretooth Tiger Offensive*

0 Size	Height	Type	Base	Ref
Sabretooth Tiger Size	Standard	Beast	25×50	

1 Global	Adv	Mar	Dis	Rules	Ref
Sabretooth Tiger Global	8"	16"	5		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Sabretooth Tiger Defensive	2	4	4	0		

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Sabretooth Tiger Offensive	3	4	4	1	4		

Tusker Cavalry [645pts]

Selections: Banner of the Gyengget [75pts], Champion [10pts], Great Weapon [60pts], Musician [10pts], Standard Bearer [10pts], 4x Tusker Cavalry [400pts]

Categories: SPECIAL

Rules: *Fear, Harnessed, Impact Hits (D3), Scoring*

0 Size: *Tusker Cavalry Size*, **1 Global:** *Tusker Cavalry Global*, **2 Defensive:** *Tusker Cavalry Defensive*, **3 Offensive:** *Rider Offensive, Tusker Offensive*, **4 Armour:** *Heavy Armour*, **5 Melee Weapon:** *Great Weapon*, **7 Artefact:** *Banner of the Gyengget*

0 Size	Height	Type	Base	Ref
Tusker Cavalry Size	Large	Cavalry	50×100	

1 Global	Adv	Mar	Dis	Rules	Ref
Tusker Cavalry Global	8"	14"	8		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Tusker Cavalry Defensive	3	3	5	2	Heavy Armour	

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Rider Offensive	3	3	4	1	2		
Tusker Offensive	4	3	5	2	2	Harnessed, Impact Hits (D3)	

4 Armour	Type	Save	Rules	Ref
Heavy Armour	Suit of Armour	+2	A model part can only wear a single Suit of Armour.	

5 Melee Weapon	Str	AP	Attributes	Ref
Great Weapon	+2	+2	Always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks.	

7 Artefact	Type	Effect	Ref
Banner of the Gyengget	Banner Enchantment. Cannot be taken by Core units	In the First Round of Combat, natural to-hit, towound, and Armour Save rolls of '1' from all model parts in the bearer's unit must be rerolled, including Special Attacks.	

Powder Keg [320pts]

Thunder Cannon [320pts]

Categories: Powder Keg

Rules: *Harnessed, Impact Hits (D6), Inanimate, Sons of the Avalanche*

0 Size: *Thunder Cannon Size*, **1 Global:** *Thunder Cannon Global*, **2 Defensive:** *Thunder Cannon Defensive*, **3 Offensive:** *Bombardier Crew Offensive, Chassis, Scrapling Crew Offensive, Woolly Rhino Offensive*, **6 Ranged Weapon:** *Thunder Cannon (4+), Thunder Cannon (4+) Volley Gun*

0 Size	Height	Type	Base	Ref
Thunder Cannon Size	Large	Construct	50×100	

1 Global	Adv	Mar	Dis	Rules	Ref
Thunder Cannon Global	6"	6"	7		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Thunder Cannon Defensive	5	3	5	3		

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Bombardier Crew Offensive	3	3	4	1	2	Sons of the Avalanche	
Chassis	-	-	5	2	-	Impact Hits (D6), Inanimate, Thunder Cannon (4+)	
Scrapling Crew Offensive	1	2	3	0	3		
Woolly Rhino Offensive	3	3	5	2	2	Harnessed	

6 Ranged Weapon	Range	Shots	Str	AP	Attributes	Ref
Thunder Cannon (4+)	48"	1	5 [10]	2 [10]	[Multiple Wounds (D3+1, Clipped Wings)]. 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.	
Thunder Cannon (4+) Volley Gun	12"	2D6	5	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.	

Chained Beasts [510pts]

Rock Aurochs [510pts]

   Selections: Lance [10pts]

   Categories: CHAINED BEASTS

   Rules: *Battle Focus, Devastating Charge (+1 Str, +1 AP), Frenzy, Harnessed, Impact Hits (3D3), Living Avalanche, Mountain Hide*

   0 Size: *Rock Aurochs Size*, **1 Global:** *Rock Aurochs Global*, **2 Defensive:** *Rock Aurochs Defensive*, **3 Offensive:** *Rider Offensive, Rock Aurochs Offensive*, **5 Melee Weapon:** *Lance*

0 Size	Height	Type	Base	Ref
Rock Aurochs Size	Gigantic	Beast	100×150	

1 Global	Adv	Mar	Dis	Rules	Ref
Rock Aurochs Global	7"	14"	8		

2 Defensive	HP	Def	Res	Arm	Rules	Ref
Rock Aurochs Defensive	6	2	6	3		

3 Offensive	Att	Off	Str	AP	Agi	Rules	Ref
Rider Offensive	3	4	4	1	3		
Rock Aurochs Offensive	5	3	6	3	2	Battle Focus, Devastating Charge (+1 Str, +1 AP), Harnessed, Impact Hits (3D3), Living Avalanche	

5 Melee Weapon	Str	AP	Attributes	Ref
Lance	+2	+2	Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+ 2 Strength, +2 Armour Penetration). Infantry cannot use Lances.	

Selection Rules

Ambush: Units with Ambush may be deployed using Special Deployment rules. All units that will be deployed using the Ambush rule must be declared at step 8 of the Pre-Game Sequence (after Spell Selection), starting with the player that chose their Deployment Zone. Deploy your army as usual, but without the Ambushing units. Starting with your Player Turn 2, immediately after step 2 of the Movement Phase Sequence (after moving units with Random Movement), roll a dice for each of your Ambushing units. After rolling for all Ambushing units, all units that rolled 3+ enter the Battlefield from any Board Edge. Place the arriving units with their Rear Facing in contact and aligned with the Board Edge. Ambushers are subject to the following rules and restrictions:

• Ambushing models can neither March Move during the Movement Phase in which they arrive, nor can they voluntarily end that Movement Phase farther away from the Board Edge that they arrived from than their March Rate.
• Ambushing models count as having moved during the turn they arrive on the Battlefield.
• If an Ambushing unit has not entered the Battlefield before the end of the game (e.g. due to failing all its 3+ rolls), the unit counts as destroyed.
• An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
• An Ambushing Character may Ambush within an Ambushing unit that it is allowed to join (declare this when declaring which units are Ambushing). Roll only one dice for the Combined Unit.
• Until arriving on the Battlefield, Ambushing units cannot perform any actions at all, and all their Special Items, rules, and abilities don't work while off the board. ()

Animal Master: The model gains Commanding Presence, but only units of Sabretooth Tigers may benefit from it. ()

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes one additional hit (i.e. usually two hits instead of one). ()

Channel (1): During step 3 of the Magic Phase Sequence , each of the Active Player's models with Channel may add X Veil Tokens to its owner's Veil Token pool. This Universal Rule is cumulative, adding the X of each instance of Channel to the model's total Channel value (e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)). ()

Commanding Presence: All Generals have the Commanding Presence Universal Rule. The Discipline of all units within 12″ of a friendly non-Fleeing model with Commanding Presence may be set to the Discipline value of that model (this ability follows the normal rules for "Values Set to a Fixed Number", page 16, meaning that effects modifying the Discipline of the model with Commanding Presence are applied before setting the recipient model's Discipline to that value; this value may then be further modified). ()

Cult Leader: The range of the bearer's Commanding Presence or Rally Around the Flag is always 18″. ()

Devastating Charge (+1 Str, +1 AP): A Charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets.

For example, a model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is Charging.

Remember that Special Attacks cannot be affected by Attack Attributes, so the Model Rules and Characteristic modifiers gained from Devastating Charge are not applied to Special Attacks, like Impact Hits and Stomp Attacks, unless specifically stated otherwise.

This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristic modifiers from all of them when Charging. ()

Fear: Models in units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken and Close Combat Attacks made by the models in the unit suffer -1 to hit, while Close Combat Attacks allocated against the models in the unit gain +1 to hit. These effects apply until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear. ()

Fortitude (4+): Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks. ()

Fortitude (5+): Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks. ()

Frenzy: At the start of the Charge Phase, each of your units with at least one model with Frenzy that could declare a Charge against an enemy unit within the unit's Advance Rate +7″ must take a Discipline Test , called a Frenzy Test. If the test is failed, the whole unit must declare a Charge this Player Turn if possible.

Frenzy Tests and Restrain Pursuit Tests taken by units with at least one model with Frenzy are subject to Maximised Roll.

If there are different Advance Rates available in the unit, the Advance Rate used for the Frenzy Test and for the Charge Range is determined as follows:

• If a model has more than one Advance Rate (e.g. due to Fly), the model must use the Advance Rate that has the highest chance of completing the Charge.
• If a unit contains models with different Advance Rates, the unit must use the highest Advance Rate that all models in the unit can use (which will usually be the lowest Advance Rate in the unit).

For example, a model with Advance Rate 2″ and Fly (8″, 16″) must use the Advance Rate from Fly. And if a Character in a Combined Unit has Advance Rate 4″ while the R&F models have 6″, the Combined Unit must use Advance Rate 4″. Note that when a unit is forced to declare a Charge due to a failed Frenzy Test, it is not forced to Charge the enemy unit that triggered the Frenzy Test. ()

Gut Roarer: The bearer gains Channel (1) and Fear. ()

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted. ()

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled. ()

Impact Hits (3D3): At Initiative Step 10, a Charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Restraints or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part. ()

Impact Hits (D3): At Initiative Step 10, a Charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Restraints or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part. ()

Impact Hits (D6): At Initiative Step 10, a Charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Restraints or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part. ()

Inanimate: Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (and do not have Restraints or Inanimate). ()

Insignificant: Units consisting entirely of Insignificant models only cause Panic Tests on friendly units in which half the models or more are Insignificant. Units with Insignificant R&F models can only be joined by Insignificant Characters. ()

Light Troops: A unit composed entirely of models with Light Troops applies the following rules for Advance Moves and March Moves:

• The unit may perform any number of Reforms, at any time during the move, and in any order. This does not prevent models with Light Troops from shooting this Player Turn.
• The unit can move backwards and sideways as if moving forwards (i.e. up to its Advance/March Rate), but cannot leave the board with any part of its Unit Boundary.
• The unit cannot perform any Wheels.

In addition:
• Units composed entirely of models with Light Troops gain March and Shoot.
• Units with more than half of their models with Light Troops always count as having 0 Full Ranks.
• Infantry Characters gain Light Troops while joined to Infantry units of the same Height with Light Troops. ()

Living Avalanche: The model's Impact Hits gain +1 Strength and +1 Armour Penetration. ()

Loner: If on foot, the model can only join units of Yetis and Sabretooth Tigers; ignore the Insignificant rule for joining units. If mounted, it cannot join any unit. A model with Loner cannot join a unit containing any other Characters, and Characters cannot join a unit containing a model with Loner. ()

Mountain Hide: When a model with Mountain Hide suffers a wound from an attack with Multiple Wounds (X), reduce X by half, rounding fractions up. ()

Multiple Wounds (2, against Large Infantry): Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle).

For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle .

If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X. ()

Not a Leader: The model cannot be the General ()

Rally Around the Flag: All units within 12" of a friendly non-Fleeing model with Rally Around the Flag may reroll failed Discipline Tests. ()

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives. Every army needs Scoring Units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon.

Scoring can be lost during the game:
• A unit that is Fleeing loses Scoring for as long as it is Fleeing.
• An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring for the rest of the game.
• A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.
• A Vanguarding model loses Scoring until the end of Game Turn 1. ()

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. ()

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. ()

Swiftstride: If a unit is composed entirely of models with Swiftstride, its rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are subject to Maximised Roll ()

Trolleater - Models on foot only: The bearer gains Fortitude (4+) and Multiple Wounds (2, against Large and Infantry). ()

Unbreakable: The model's unit automatically passes all Break Tests. Models with Unbreakable can only join or be joined by models with Unbreakable. ()

Vanguard: After Deployment (including Scouting units), models with Vanguard may perform a 12″ move. This move is performed as a combination of Advance Move and/or Reforms , as in the Movement Phase, including any actions and restrictions that normally apply to the unit (e.g. Wheeling , joining units, leaving units, and so on). The 12″ distance is used instead of the unit's Advance Rate and March Rate. In case a figure is stated in brackets, this distance is X″ instead. This move cannot be used to move within 12″ of enemy units. This is decreased to 6″ for enemy units that have either Scouted or Vanguarded.

If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last (note that this is an exception to the rules for Simultaneous Effects). A Combined Unit counts as a single unit for this purpose even if parts of the unit perform separate Vanguard moves (like two Characters Vanguarding out of a Combined Unit). Any game effects that would affect the Combined Unit (such as Banner Enchantments) remain in effect for all parts of the Combined Unit until all parts of the Combined Unit have finished their Vanguard move (even if a Character leaves the unit). Instead of moving a unit, a player may declare to not move any more Vanguarding units.

Units that have moved this way lose Scoring until the end of Game Turn 1 and may not declare Charges in the first Player Turn (if their side has the first turn). ()

Wizard Master: The Wizard gains Channel (1) and a +1 modifier to its casting rolls, and selects its spells as described in Spell Selection. ()

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