

Kharn-Ages

Tribal Champion 1



II Limitation 2


KAGOCTI



Tribal Champion 1


AP 8 ○○○○○○○○
HP 24 ●●●●●●●●●●
●●

V 4
P 5
A 4
C 5
T 4
I 2

• Bunt.

• War Paintings (+5 )
+1 in attack and damage.

5 Javelins (1 ) -15 

 between 2 and 7"

10-damage distance ○○○○○○

Melee = C damage.

II
Lim. 2



Kharn-Ages

Tribal Champion 1



III Limitation U

140

KAGOCTI

Tribal Champion 1

AP 9 ○○○○○○○○○○
HP 28 ●●●●●●●●●●
●●●●

V 4
P 5
A 4
C 5
T 5
I 3

- Bunt.
- War Paintings (+5 🏆)
+1 in attack and damage.
- Tribal Tattoos (+10 🏆)
Immune to terror.

5 Javelins (1 🗡️) -15 🏆
🏹 between 2 and 7"
10-damage distance ○○○○○○
Melee = C damage.

III
Lim. U



Kharn-Ages

Tribal Champion 2



II Limitation 2

KAGOC72

Tribal Champion 2

AP 8 ○○○○○○○○
HP 24 ●●●●●●●●●●
●●

V 4
P 5
A 4
C 5
T 4
I 2

- Bunt.
- War Paintings (+5 🏆)
+1 in attack and damage.

1 Javelin (1 🏹) -8 🏆
↗ between 2 and 7". ○
10-damage distance
Melee = C damage.

N'gao (1 🏹) -7 🏆
+A in defence ○○○○

II
Lim. 2



Kharn-Ages

Tribal Champion 2



III

Limitation U

140

KAGOC72

Tribal Champion 2

AP 9

HP 28

V 4



P 5



A 4


C 5

T 5

I 3



- Bunt.
- War Paintings (+5 )
+1 in attack and damage.
- Tribal Tattoos (+10 )
Immune to terror.

1 Javelin (1 ) -8 

 between 2 and 7". ○

10-damage distance

Melee = C damage.

N'gao (1 ) -7 

+A in defence ○○○○

III

Lim. U



Kharn-Ages

Shaman



I Limitation 2



KAGOSHI

Shaman



AP 8

HP 21


V 4
P 3
A 3
C 4
T 3
I 4

• Bunt.

• Shamanism.

Cane of spirits (2 ) -8 
Reach 1".

His opponents have -1 in attack and defence.

+1 by casting 

I
Lim. 2



Kharn-Ages

Shaman



II Limitation U

KAGOSH1

Shaman



AP 9

HP 24

V 4
P 3
A 4
C 4
T 3
I 5

• Bunt.

• Shamanism.

Cane of spirits (2 ) -8 

Reach 1".
His opponents have -1 in attack and defence.

+1 by casting ○○○○

II
Lim. U



Kharn-Ages

Mongo Warrior



I Limitation 5



KAGOGM1



Mongo Warrior


AP 6 ○○○○○○



HP 20 ●●●●●●●●●●●●●●●●

V 4
P 2
A 3
C 2
T *
I 2

- Bunt.
- Gregarious instinct : the Mongo Warriors' temerity is equal to the number of Mongos in play.

Sling (1 ) -12 

 0/6/-
3 damage/Dazes on a CH.

Knife (1 ) -0 

Bleeding 1 on a CH.
No effect with C.

I
Lim. 5



Kharn-Ages

Mongo Warrior



II Limitation 3



KAGOGM1

Mongo Warrior


AP 7 ○○○○○○○○
HP 20 ●●●●●●●●●●●●●●●●

V 4
P 2
A 3
C 3
T 3
I 2

- Bunt.
- Gregarious instinct : the Mongo Warriors' temerity is equal to the number of Mongos in play (min 3).
- Receptive (shamanism).

Mkuki (1 ) -8 

Reach 1"

 2/5/- ○

10-damage distance

Target needs to be at 2" or more.

II
Lim. 3



Kharn-Ages

Mongo Warrior



Limitation 2



KAGOGM1

Mongo Warrior



V 4
P 3
A 3
C 4
T 4
I 2

- Bunt.
- Gregarious instinct : the Mongo Warriors' temerity is equal to the number of Mongos in play (min 4).
- Receptive (shamanism).

Mkuki (1) -8

Reach 1"

2/5/- ○

10-damage distance

Target needs to be at 2" or more.



Lim. 2



Kharn-Ages

dogon



I Limitation 5



KAGODOI



dogon

AP 6 ○○○○○○

HP 20 ●●●●●●●●●●●●●●●●

V 3
P 3
A 3
C 3
T *
I 2

- Bunt.
- Gregarious instinct : the Dogons' temerity is equal to the number of Dogons in play.
- Receptive (shamanism).

Field Hoe (2 ) -10 

Can regain 1 AP on a CH.

No attack or defence at 3 AP.

I Lim. 5



Kharn-Ages

FAMILY FATHER



II Limitation U

KAGOPF1



FAMILY FATHER

AP 8 ○○○○○○○○


HP 24 ●●●●●●●●●●
●●

V 4
P 4
A 3
C 5
T 4
I 4

- Bunt.
- Rallying.
- Warlord 1.
- Paternal instinct: can defend in place of one of his allies if he is in the opponent's ZOC.

Mkuki (1 ) -8 

Reach 1"

 2/5/- ○

10-damage distance

Target needs to be at 2" or more.

II
Lim. U



Kharn-Ages

FAMILY FATHER



III Limitation U

105

KAGOPF1

FAMILY FATHER



AP 8

HP 27




V 4
P 4
A 3
C 5
T 5
I 5

- Bunt.
- Rallying.
- Warlord 2.
- Paternal instinct: can defend in place of one of his allies if he is in the opponent's ZOC.

Mkuki (1 ) -8 

Reach 1"

 2/5/- ○

10-damage distance

Target needs to be at 2" or more.

III

Lim. U



Kharn-Ages

ALARIC Young Peasant



I Limitation P 50

KAGOAP1

ALARIC Young Peasant



V 5
P 2
A 4
C 2
T 5
I 4

- Bunt.
- Dogon.
- Endurance.
- Hero : cannot be played along with other versions of Alaric.
- Receptive (shamanism).
- Can use « Mental Link » without a grimoire but no other spell.

Cane (2-3) -0

Reach 1".
Can only get a "Knife" or "Field Hoe" as alternative weapon.

I Lim. P



Kharn-Ages

Mongo Scout



I Limitation 3

KAGOEM1

Mongo Scout

AP 6 ○○○○○○

HP 20 ●●●●●●●●●●●●●●●●

V 4
P 2
A 4
C 2
T *
I 2

- Master Popinjay.
- Scout 2.
- Gregarious instinct : the Mongo Scouts' temerity is equal to the number of Mongos in play.

Short bow (2) = 0

3/6

x6 ○○○○○○

I Lim. 3



Kharn-Ages

Mongo Scout



II Limitation 2

KAGOEM1

Mongo Scout

AP 7
HP 20

V 4
P 2
A 4
C 3
T 3
I 2

- Master archer.
- Master Popinjay.
- Scout 2.
- Ambush.
- Gregarious instinct : the Mongo Scouts' temerity is equal to the number of Mongos in play. (min 3)

Bow (2) -10
 3/6
 4 damage.

x12

II
Lim. 2



Kharn-Ages

Mongo Scout



III

Limitation U

KAGOEM1

Mongo Scout

AP 8 ○○○○○○○○
 HP 24 ●●●●●●●●●●
 ●●

V 4
 P 3
 A 5
 C 3
 T 4
 I 2

- Master archer and Popinjay.
- Scout 3. • Ambush.
- Gregarious instinct : the Mongo Scouts' temerity is equal to the number of Mongos in play. (min 4).

Composite bow (2) -20

5/15

4 damage/Enables you to reroll 1D10 on a shot per activation.

x12 ○○○○○○○○○○

III

Lim. U



Kharn-Ages

Dogon Craftswoman



I Limitation 2



KAGOAD1

dogon Craftswoman

AP 6

HP 20

V 4
P 2
A 4
C 2
T *
I 4

- Heroic "objective".
- Survival instinct.
- Gregarious instinct : the Dogon Craftswomen's temerity is equal to the number of Goûns level I in play.

Knife (1) -0

Bleeding 1 on a CH.

No effect with C.


I
Lim. 2




TRIBAL ROOTS


• The Dogon Mothers and Sisters are the necessary link for the cohesion of the Goûn tribes, an essential support.

At the beginning of the game, choose the speciality of the craftswoman :

Nurturer/5  : the Goûns in her aura get +1 in stature.

Weaver/10  : the Goûns in her aura are equipped with the below armour

« Dashiki »:  0 4 -1 ○○○○○○

Herbalist/15  : the 1st time an allied Goûn is defeated, he regains 1D5HP and remains in play.



*Linked to Dogon
Craftswomen.*

5/10/15

