

# OGRE KINGDOMS

## LEGACY ARMY LIST

### For Use With Warhammer: The Old World Rules

This document allows you to play an Ogre Kingdoms Army from the Warhammer Fantasy Battles range in games using the rules from Warhammer: The Old World. To use the contents of this document, you will need a copy of the *Warhammer: The Old World* rulebook.

The rules contained within this document allow players the opportunity to try out the Warhammer: The Old World rules using models they may have in their collection. They are not intended for use in matched play events and will not be updated in line with any future Warhammer: the Old World publications.

# OGRE KINGDOMS

**A**n Ogre army is a fearsome sight. A sweaty mass of hulking monstrosities with a real appetite for destruction, Ogres are utterly ruthless and enjoy using their massive brawn to dominate others. In battle, they are accompanied by primaeval monsters and shaggy, tusked beasts from an ice-ridden age that still prowl the world. Armies of Ogres do not just defeat their enemies, they break them, grind them and then consume them in great gory chunks. Then they look for more...

This document contains the following information:

**Grand Army Composition List:** The default army composition list for the Ogre Kingdoms.

**Profiles:** Every model available to the Ogre Kingdoms has a profile. Here, you will find that model's characteristics, its equipment, its points value, details of any special rules unique to it and more.

**Magic Items:** As well as the Common magic items detailed in the *Warhammer: the Old World* rulebook, this army list includes a number of magic items unique to the Ogre Kingdoms.

**Special Rules:** This section covers rules unique to the Ogre Kingdoms.

**The Lore of...:** Unique spells used in conjunction with the Lores of Magic found in the *Warhammer: the Old World* rulebook.

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# OGRE KINGDOMS ARMY LIST

This page details the Grand Army composition list for the Ogre Kingdoms. This is the default army composition list for this faction. Using this army composition list to write your muster list will give you the widest variety of units to choose from and create a broad and balanced force.

This army list is intended for use alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook. Over the following pages you will find profiles and rules for each of the models in your army. These pages give you all of the information that you need to shape your collection of models into the units which will in turn form a force ready for battle.

## Grand Army Composition List

### Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Tyrant or Slaughtermaster per 1,000 points
- Bruisers, Butchers, Hunters and Firebellies

### Core

At least 25% of your army's points value must be spent on:

- 1+ Ogre Bulls
- Ironguts, Gnoblar Fighters, Gnoblar Trappers and Sabretusk Packs

### Special

Up to 50% of your army's points value may be spent on:

- Leadbelchers and Yhetees
- 0-1 unit of Maneaters per 1,000 points
- 0-1 unit of Mournfang Cavalry per 1,000 points
- 0-1 heavy chariot chosen from the following list per 1,000 points:
  - Ironblaster
  - Gnoblar Scraplauncher

### Rare

Up to 25% of your army's points value may be spent on:

- 0-1 Thundertusk Riders per 1,000 points
- 0-1 Stonehorn Riders per 1,000 points
- 0-3 Gorgers
- Giants

### Mercenaries

Up to 20% of your army's points value may be spent on mercenaries.

### Allies

Up to 25% of your army's points value may be spent on a single allied contingent drawn from one of the following Grand Army composition lists:

- Orc & Goblin Tribes

### Battle Standard Bearer

A single Bruiser in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

### Bellowers & Musicians

Rather than using instruments, most Ogre 'musicians' belong to a special caste known as Bellowers. As their name implies, a Bellower's instrument is their voice and lungs, with which they can make an incredible noise, even if only another Ogre would find it musical.

## Tyrannical Overlords

	M	WS	BS	S	T	W	I	A	Ld	Points
Tyrant	6	6	4	5	5	5	5	5	9	185
Bruiser	6	5	3	5	5	4	4	4	8	110

**Troop Type:** Monstrous infantry (character)

**Base Size:** 40 x 40 mm

**Unit Size:** 1

**Equipment:** Hand weapon and light armour

### Options:

- May take one of the following:
  - Additional hand weapon..... +4 points
  - Ironfist (see page 26) ..... +6 points
  - Great weapon..... +5 points
- May take one of the following:
  - Ogre pistol (see page 26) ..... +6 points
  - Brace of Ogre pistols (see page 26) ..... +12 points
- May replace light armour with heavy armour ..... +3 points
- May be mounted\* ..... See page 7
- May take a single Big Name ..... See page 20
- A Tyrant may purchase magic items up to a total of..... 100 points
- A Bruiser may purchase magic items up to a total of..... 50 points

**Special Rules:** Armour Bane (1)\*\*, Bull Charge\*\*, Fear, Impact Hits (2), Ogre Charge

\*Note that if this option is chosen, this model loses the Impact Hits (2) special rule.

\*\*Note that these special rules do not apply to this model's mount (should it have one).

### Bull Charge

The sheer bulk of an Ogre Tyrant or Bruiser is such that the enemy is often crushed by the force of their charge alone.

Impact Hits caused by this model (but not its mount) have an Armour Piercing characteristic of -1.

## Character

### Tyrannical Overlords

Ogres call the leaders of their tribes Tyrants and it is obvious why. These hulking beasts rule their domains with iron fists – both figuratively and literally.

Unlike the kingdoms of Men, where ruling titles pass from parent to child, the title of Tyrant must be earned by defeating the existing Tyrant in single combat. The loser of these leadership challenges is then devoured by the victor in a cannibalistic display of dominance. Bruisers are a Tyrant's closest cronies and regularly act as enforcers and disciplinarians. Sometimes, a Bruiser will carry a tribe's standard into battle, massive banners weighed down with all manner of trophies and tokens of the tribe's many victories – which, unsurprisingly, double as effective bludgeoning weapons in the hands of a brutish Ogre!

## Emissaries Of The Great Maw

	M	WS	BS	S	T	W	I	A	Ld	Points
Slaughtermaster	6	4	3	4	5	5	3	4	8	230
Butcher	6	3	2	4	5	4	2	3	7	105

**Troop Type:** Monstrous infantry (character)

**Base Size:** 40 x 40 mm (50 x 100 mm with Butcher's Cauldron)

**Unit Size:** 1

**Equipment:** Hand weapon

**Magic:** A Slaughtermaster is a Level 3 Wizard. A Butcher is a Level 1 Wizard. Every Emissary of the Great Maw knows spells from one of the following Lores of Magic:

- Battle Magic
- Elementalism
- Illusion

### Options:

- May take an additional hand weapon..... +4 points
- May take a Butcher's Cauldron..... +30 points
- May take a single Big Name ..... See page 20
- A Slaughtermaster may:
  - Be a Level 4 Wizard..... +35 points
  - Purchase magic items up to a total of..... 100 points
- A Butcher may:
  - Be a Level 2 Wizard..... +35 points
  - Purchase magic items up to a total of..... 50 points

**Special Rules:** Armour Bane (1), Fear, Impact Hits (2), Lore of the Great Maw, Ogre Charge

### Butcher's Cauldron

*Some Emissaries of the Great Maw drag behind them huge cauldrons, used to make offerings to their ravenous god.*

This character replaces the Impact Hits (2) special rule with the Impact Hits (D3+1) special rule. In addition, during the Command sub-phase of their turn, if they are not engaged in combat, a character with a Butcher's Cauldron may attempt to make an offering to the Great Maw by making a Leadership test (using their own Leadership). If this test is passed, until your next Start of Turn sub-phase this character and any unit they have joined gains the Regeneration (5+) special rule. However, if this test is failed, this character immediately loses a single Wound.

## Character

### Butchers & Slaughtermasters

The grotesque, gore-splattered creatures known as Butchers are amongst the few Ogres who can harness the Winds of Magic, doing so by consuming all manner of unpalatable food. By swallowing down a pile of steaming Troll guts, a Butcher can bestow regenerative properties onto the Ogres around them. By grinding chunks of rock with their teeth they can harden the flesh of their companions. Butchers stand at the centre of Ogre society, for their connection to the Great Maw makes them akin to the priests and prophets of other races. The most powerful of these shaman-like figures are given the title of Slaughtermaster, Butchers of incredible skill and brutality that have carved chunks from most of the beings that have walked or crawled across the Old World.

## Hunters

	M	WS	BS	S	T	W	I	A	Ld	Points
Hunter	6	5	4	5	5	4	3	4	9	115

**Troop Type:** Monstrous infantry (character)

**Base Size:** 50 x 50 mm

**Unit Size:** 1

**Equipment:** Hand weapon, great throwing spears (see below) and light armour

### Options:

- May take an additional hand weapon.....+4 points
- May take a harpoon launcher (see page 26).....+10 points
- May be mounted\* .....See page 7
- Unless mounted, may have one of the following:
  - The Ambushers special rule .....+10 points
  - The Scouts special rule .....+5 points
  - The Vanguard special rule .....+3 points
- May take a single Big Name .....See page 20
- May purchase magic items up to a total of .....50 points

**Special Rules:** Armour Bane (1)\*\*, Fear, Impact Hits (1), Loner, Move Through Cover\*\*, Ogre Charge, Running with the Pack

\*Note that if this option is chosen, this model loses the Impact Hits (1) special rule.

\*\*Note that these special rules do not apply to this model's mount (should it have one).

### Running With The Pack

Many Hunters tame and train Sabretusks, running alongside large packs of the savage felines to chase down prey.

A Hunter that joins a unit of Sabretusks gains the Swiftstride special rule for as long as they remain with the unit. In addition, for as long as the Hunter remains with the unit, the Sabretusks lose the Impetuous special rule.

	R	S	AP	Special Rules
Great throwing spears	12"	S+1	-1	Move & Shoot, Quick Shot

## Character

### Ogre Hunters

Fiercely independent warriors who have spent years wandering the dangerous Mountains of Mourn, Hunters are experts at tracking and bringing down the mighty beasts that stalk between the peaks. Hunters are easy to identify by their unique attire, covered in the pelts of the beasts they have slain and carrying a vast array of weapons: from large throwing spears, to traps and clubs. Though they prefer solitude, Hunters will occasionally haul an impressive kill back to an Ogre encampment to feast and to share stories of their mighty hunts. Occasionally, a Hunter will be seen fighting alongside the beasts they usually track – hunting their foes from the back of a Stonehorn or Thundertusk, or stalking the enemy in near-perfect unison with a pack of Sabretusks.

## Firebellies

	M	WS	BS	S	T	W	I	A	Ld	Points
Firebelly	6	3	2	4	5	4	2	3	7	110

- Troop Type:** Monstrous infantry (character)  
**Base Size:** 40 x 40 mm  
**Unit Size:** 1  
**Equipment:** Hand weapon and flaming breath (see below)

**Magic:** A Firebelly is a Level 1 Wizard. Every Firebelly knows spells from one of the following Lores of Magic:

- Battle Magic
- Elementalism

### Options:

- May take a great weapon.....+6 points
- May be a Level 2 Wizard.....+35 points
- May purchase magic items up to a total of .....50 points

**Special Rules:** Armour Bane (1), Blessings of the Volcano God, Fear, Flaming Attacks, Impact Hits (1), Ogre Charge

### Blessings Of The Volcano God

Every aspiring Firebelly must enter the caldera of the titanic volcano, Fire Mouth, where the heat is such that their hair is burnt from their bodies. There they must fill a crucible with roiling lava and down it in a single draught. Only those with the blessing of the volcano god can survive.

A model with this special rule has a 4+ Ward save against any wounds suffered that were caused by an attack that has the Flaming Attacks special rule.

	R	S	AP	Special Rules
Flaming breath	N/A	4	-1	Breath Weapon, Flaming Attacks

## Character

### Firebellies

Ogre Firebellies roam the land preaching of the Fire Mouth; an Ogre deity revered alongside the Great Maw. Quick to anger, fire burns in them in both a literal and metaphorical sense, for the punishing trials they undertake end with them consuming lava from the Fire Mouth itself. In battle, Firebellies are able to draw upon that inner flame to not only protect themselves from the flaming attacks of their foes, but to also bathe those foolish enough to stand against them in the heat of a volcano. If that were not dangerous enough, Firebellies are also able to draw upon the Winds of Magic to bombard their enemies with balls of fire and pillars of scorching flame.

## Character Mounts

A character that can be mounted may choose a mount from the following list. Most mounts are covered in detail on the following pages. Those that are not have their own dedicated entries later in this army list.

**A Tyrant, Bruiser or Hunter may be mounted on a:**

- Stonehorn ..... +195 points
- Thundertusk ..... +165 points

### Stonehorn

	M	WS	BS	S	T	W	I	A	Ld	Points
Stonehorn	7	3	-	6	(+1)	(+4)	2	4	-	+195

**Notes:** A character mounted on a Stonehorn has +1 Toughness and +4 Wounds.

**Troop Type:** Behemoth

**Base Size:** 100 x 150 mm

**Unit Size:** 1

**Equipment:** Horns of stone (see below) and petrified flesh (counts as full plate armour)

**Special Rules:** Armour Bane (2, Stonehorn only), Close Order, First Charge, Impact Hits (D6+1), Large Target, Stone Skeleton, Swiftstride, Terror, Thunderous Charge

	R	S	AP	Special Rules
Horns of stone	Combat	S	-2	-

### Thundertusk

	M	WS	BS	S	T	W	I	A	Ld	Points
Thundertusk	6	3	-	6	(+1)	(+4)	2	4	-	+165

**Notes:** A character mounted on a Thundertusk has +1 Toughness and +4 Wounds.

**Troop Type:** Behemoth

**Base Size:** 100 x 150 mm

**Unit Size:** 1

**Equipment:** Great tusks (see below), chill breath (see below) and frozen pelt (counts as heavy armour)

**Special Rules:** Close Order, First Charge, Impact Hits (D3), Large Target, Numbing Chill, Stomp Attacks (3), Swiftstride, Terror

	R	S	AP	Special Rules
Great tusks	Combat	S	-1	Armour Bane (2)

	R	S	AP	Special Rules
Chill breath	N/A	2	-1	Breath Weapon, Multiple Wounds (D3)

## Character

### Stonehorns

These living battering rams embody everything an Ogre holds dear. They are big, strong and destructive in equal measure, able to shatter stone and metal with a thunderous head-but.

There are many stories of a Stonehorn charging at full speed into a cliffside, only for the very mountain itself to give way to the beast's assault.

### Thundertusks

Solitary creatures that roam the frigid lands to the north, Thundertusks have walked the Old World since the dawn of time. Needing to consume vast quantities of food to sustain their massive bodies, Thundertusks hunt using their icy breath to hurl magically-infused icicles that rend and tear the flesh of their prey.

## Ogre Bulls

	M	WS	BS	S	T	W	I	A	Ld	Points
Ogre	6	3	2	4	4	3	2	3	7	31
Crusher	6	3	2	4	4	3	2	4	7	+6

**Troop Type:** Monstrous infantry

**Base Size:** 40 x 40 mm

**Unit Size:** 3+

**Equipment:** Hand weapons and light armour

### Options:

- The entire unit may take one of the following:
  - Additional hand weapons.....+3 points per model
  - Ironfists (see page 26) .....+4 points per model
- Any unit may:
  - Upgrade one model to a Crusher (champion).....+6 points per unit
  - Upgrade one model to a standard bearer .....+6 points per unit
  - Upgrade one model to a Bellower (musician).....+6 points per unit
- A standard bearer may have the Look-out Gnoblar special rule.....+5 points per unit
- 0-1 unit per 1,000 points may purchase a magic standard worth up to.....50 points

**Special Rules:** Armour Bane (1), Close Order, Fear, Impact Hits (1), Ogre Charge

## Ironguts

	M	WS	BS	S	T	W	I	A	Ld	Points
Irongut	6	3	2	4	4	3	2	3	8	39
Gutlord	6	3	2	4	4	3	2	4	8	+7

**Troop Type:** Monstrous infantry

**Base Size:** 40 x 40 mm

**Unit Size:** 3+

**Equipment:** Hand weapons, great weapons and heavy armour

### Options:

- Any unit may:
  - Upgrade one model to a Gutlord (champion) .....+7 points per unit
  - Upgrade one model to a standard bearer .....+7 points per unit
  - Upgrade one model to a Bellower (musician).....+7 points per unit
- A Gutlord may purchase magic items up to a total of .....25 points
- A standard bearer may have the Look-out Gnoblar special rule.....+5 points per unit
- Any unit may:
  - Have the Veteran special rule.....+2 points per model
  - Purchase a magic standard worth up to.....50 points

**Special Rules:** Close Order, Fear, Impact Hits (1), Ogre Charge

## Infantry

### Bull Ogres

Ogres are simple-minded creatures, well known for their massive size and violent disposition. They are voracious eaters, their desperate desire to gorge themselves on fresh meat eclipsed only by their need to smash anything that gets in the way of their messy feasting. On the field of battle, Ogres will band together into large formations, before rushing headlong at the foe with thunderous force, smashing into the first few ranks before laying into their victims with crude clubs and oversized blades.

### Ironguts

Usually composed of a mixture of a Tyrant's immediate family and their favoured cronies, Ironguts are some of the best armed and armoured Ogres in a tribe. Carrying monstrous two-handed weapons which range from forged steel to stone clubs, a group of Ironguts can smash their way through fortified gates as swiftly as they would a regiment of soldiers. Each Irongut wears an ornamental gut-plate and covers their thick, muscular frames in heavy plates of scavenged metal from their many victories over the years.

## Leadbelchers

	M	WS	BS	S	T	W	I	A	Ld	Points
Leadbelcher	6	3	3	4	4	3	2	3	7	41
Thunderfist	6	3	4	4	4	3	2	4	7	+8

**Troop Type:** Monstrous infantry

**Base Size:** 40 x 40 mm

**Unit Size:** 2+

**Equipment:** Hand weapons, leadbelcher guns (see below) and light armour

### Options:

- Any unit may:
  - Upgrade one model to a Thunderfist (champion) ..... +8 points per unit
  - Upgrade one model to a Bellower (musician) ..... +6 points per unit
- Any unit may have the Veteran special rule ..... +2 points per model

**Special Rules:** Close Order, Fear, Impact Hits (1), Ogre Charge

Leadbelcher gun	R	S	AP	Special Rules
Solid shot	24"	5	-2	Armour Bane (1), Cumbersome, Multiple Wounds (2)
Scatter shot	18"	3	-	Armour Bane (1)

**Notes:** A Leadbelcher gun has two profiles, representing its two modes of firing. If the roll To Hit is successful when firing scatter shot, a leadbelcher gun causes D3 hits to the target enemy unit, rather than the usual one.

## Gnoblar Trappers

	M	WS	BS	S	T	W	I	A	Ld	Points
Gnoblar Trapper	4	2	3	2	3	1	3	1	5	5
Snarefinger	4	2	4	2	3	1	3	1	5	+5

**Troop Type:** Regular infantry

**Base Size:** 25 x 25 mm

**Unit Size:** 10+

**Equipment:** Sharp stuff (counts as hand weapons and throwing weapons)

### Options:

- Any unit may upgrade one model to a Snarefinger (champion) ..... +5 points per unit

**Special Rules:** Largely Insignificant, Move through Cover, Scouts, Skirmishers, Traps & Snares

### Traps & Snares

Endlessly opportunistic, Gnoblar Trappers deploy a wide array of snares and traps wherever they go. This habit can prove quite perilous to any enemy or predator that ventures too close.

Any enemy model that ends its charge move in base contact with a model with this special rule must make a Dangerous Terrain test.

## Infantry

### Leadbelchers

Ogres have learned to respect the potency of black powder weapons. Cannons in particular encapsulate everything that an Ogre admires – they are big, loud and have an unprecedented ability to turn an enemy into a bloody pulp. Without the ability to craft cannons for themselves, Ogres have been forced to rely on looting cannons from the battlefield or trading with the Empire, Cathay or the Chaos Dwarfs in order to acquire them. Called Leadbelchers by their kin, those Ogres that wield these weapons often end up with faces full of black powder and shrapnel following an inevitable malfunction.

### Gnoblar Trappers

Rather than hunt their prey like Ogres would, Gnoblars prefer the art of trapping; ensnaring their prey in serrated man-snappers, spiked pitfalls and barbed nooses. Once their quarry is in hand, they ‘play’ with their prisoner awhile before settling in for a meal or presenting it to their masters to enjoy as a snack.

## Maneaters

	M	WS	BS	S	T	W	I	A	Ld	Points
Maneater	6	4	4	5	4	3	3	4	8	54
Maneater Captain	6	4	4	5	4	3	3	5	8	+7

**Troop Type:** Monstrous infantry

**Base Size:** 40 x 40 mm

**Unit Size:** 2+

**Equipment:** Hand weapons and light armour

### Options:

- Any model in the unit may take one of the following:
  - Additional hand weapon.....+3 points per model
  - Ironfist (see page 26).....+4 points per model
  - Great weapon.....+4 points per model
- Any model in the unit may take one of the following:
  - Ogre pistol (see page 26).....+6 points per model
  - Brace of Ogre pistols (see page 26).....+12 points per model
- Any model in the unit may replace light armour with heavy armour....+3 points per model
- Any unit may:
  - Upgrade one model to a Maneater Captain (champion) .....+7 points per unit
  - Upgrade one model to a standard bearer .....+7 points per unit
  - Upgrade one model to a Bellower (musician).....+7 points per unit
- A Maneater Captain may purchase magic items up to a total of.....50 points
- A standard bearer may have the Look-out Gnoblar special rule.....+5 points per unit
- 0-1 unit per 1,000 points may purchase a magic standard worth up to.....50 points
- Any unit may have 0-2 of the following special rules:
  - Immune to Psychology .....Free
  - Poisoned Attacks .....Free
  - Stubborn .....Free
  - Vanguard .....Free

**Special Rules:** Close Order, Fear, Impact Hits (1), Motley Crew, Ogre Charge

## Gnoblar Fighters

	M	WS	BS	S	T	W	I	A	Ld	Points
Gnoblar Fighter	4	2	3	2	3	1	3	1	5	2
Groinbiter	4	2	3	2	3	1	3	2	5	+5

**Troop Type:** Regular infantry

**Base Size:** 25 x 25 mm

**Unit Size:** 20+

**Equipment:** Sharp stuff (counts as hand weapons and throwing weapons)

### Options:

- Any unit may upgrade one model to a Groinbiter (champion).....+5 points per unit

**Special Rules:** Close Order, Horde, Largely Insignificant

## Infantry

### Ogre Maneaters

Elite bands of mercenary Ogres who have travelled far are known as Maneaters. A common sight in the warring lands of the Empire and the Border Princes, these opportunistic soldiers of fortune eagerly fight for anyone who can offer coin, exotic wargear or exorbitant volumes of food and ale as payment. Should an Ogre spend any great length of time in one particular region, they will adopt the culture and fighting styles of their new homeland. Those who spend years within the Empire will sport coloured breeches or ostentatious feathered caps and use handguns as oversized pistols, whilst those who do battle alongside the Orcs of the Badlands might sport colourful warpaint or cover themselves in furs and take to the battlefield with heavy-bladed axes.

### Gnoblars

Smaller and more cowardly than their Goblin cousins, Gnoblars willingly act as servants to Ogres in return for a degree of protection. When the Ogre tribe marches to war, Gnoblars will band together in large hordes to pester the enemy with whatever sharp stuff they can find.

## Yhetees

	M	WS	BS	S	T	W	I	A	Ld	Points
Yhetee	7	3	0	5	4	3	4	3	7	46
Greyback	7	3	0	5	4	3	4	4	7	+7

**Troop Type:** Monstrous infantry

**Base Size:** 40 x 40 mm

**Unit Size:** 3+

**Equipment:** Grimfrost weapons

### Options:

- Any unit may upgrade one model to a Greyback (champion) ..... +7 points per unit
- 0-1 unit per 1,000 points may have one of the following:
  - The Scouts special rule ..... +3 points per model
  - The Vanguard special rule ..... +2 points per model

**Special Rules:** Armoured Hide (1), Fear, Flammable, Loner, Move through Cover, Numbing Chill, Open Order, Swiftstride

### R S AP Special Rules

Grimfrost weapon Combat S -1 Armour Bane (1), Magical Attacks

## Sabretusk Packs

	M	WS	BS	S	T	W	I	A	Ld	Points
Sabretusk	8	4	0	4	4	2	4	2	6	17

**Troop Type:** War beasts

**Base Size:** 25 x 50 mm

**Unit Size:** 2-10

**Equipment:** Claws and fangs (counts as hand weapons)

### Options:

- Any unit may have one of the following:
  - The Ambushers special rule ..... +3 points per model
  - The Scouts special rule ..... +2 points per model
  - The Vanguard special rule ..... +1 point per model

**Special Rules:** Armour Bane (1), Fear, Impetuous, Loner, Move Through Cover, Open Order, Skirmishers, Swiftstride

## Infantry

### Yhetees

These monstrous beasts inhabit the tallest peaks of mountain ranges across the world and have adapted well to their frozen domains, sporting thick coats of white fur and elongated claws that allow them to scale the sheerest rock faces. Though most Yhetees tear their prey limb from limb with these claws, some will snatch up crude clubs which they freeze with their ice-cold breath and use to bludgeon their foes to a bloody pulp.

## Cavalry

### Sabretusks

Thanks to its powerful frame, a Sabretusk is able to leap upon its prey as it slashes and stabs with its elongated tusks, aiming to maim and incapacitate its quarry. Even a solitary Sabretusk can easily bring down a Man, but an entire pack of these stealthy hunters can bring down even the mightiest beasts to be found in the Mountains of Mourn.

## Mournfang Cavalry

	M	WS	BS	S	T	W	I	A	Ld	Points
Ogre	-	3	2	4	4	4	2	3	7	64
Crusher	-	3	2	4	4	4	2	4	7	+7
Mournfang	8	3	-	5	-	-	2	3	-	-

**Troop Type:** Monstrous cavalry

**Base Size:** 50 x 100 mm

**Unit Size:** 2+

**Equipment:**

- **Ogre:** Hand weapons and light armour
- **Mournfang:** Monstrous tusks (see below)

**Options:**

- The entire unit may take one of the following:
  - Great weapons.....+4 points per model
  - Ironfists (see page 26) .....
- The entire unit may replace light armour with heavy armour.....+3 points per model
- Any unit may:
  - Upgrade one model to a Crusher (champion).....+7 points per unit
  - Upgrade one model to a standard bearer .....
  - Upgrade one model to a Bellower (musician).....+7 points per unit
- A Crusher may take:
  - A brace of Ogre pistols (see page 26).....+12 points
  - Magic items up to a total of .....
- 0-1 unit per 1,000 points may purchase a magic standard worth up to.....50 points

**Special Rules:** Armoured Hide (1), Close Order, Fear, Impact Hits (D3), Mournfang Charge, Swiftstride

Weapon	R	S	AP	Special Rules
Monstrous tusks	Combat	S	-1	Armour Bane (1)

## Cavalry

### Mournfang Cavalry

The taming of a Mournfang is a dangerous and often fatal undertaking, for the notoriously bad-tempered beasts do not easily submit to a rider. The best time for an Ogre to attempt to break a Mournfang is whilst it lies exhausted from hunting and feeding, though even an exhausted Mournfang is capable of throwing a would-be rider from its back and goring them to death. Should an Ogre hang on long enough for the beast to submit, the life of a Mournfang rider awaits them. The goring tusks and savage nature of the Mournfang, combined with the heavy weapons and brutality of the Ogre places Mournfangs amongst the fiercest shock cavalry ever seen on the battlefields of the Old World.

## Ironblaster

	M	WS	BS	S	T	W	I	A	Ld	Points
Ironblaster	-	-	-	5	6	5	-	-	-	185
Leadbelcher (x1)	-	3	3	4	-	-	2	3	7	-
Gnoblar Scrapper (x1)	-	2	3	2	-	-	3	1	5	-
Rhinox (x1)	6	3	-	5	-	-	2	3	-	-

**Troop Type:** Heavy Chariot

**Base Size:** 60 x 100 mm

**Unit Size:** 1

**Armour Value:** 4+

### Equipment:

- **Ironblaster:** Cannon of the Sky-titans (see below)
- **Leadbelcher:** Hand weapon
- **Gnoblar Scrapper:** Sharp stuff (counts as a hand weapon and throwing weapons)
- **Rhinox:** Tusks and horns (counts as a hand weapon)

**Special Rules:** Armour Bane (2, Rhinox only), Close Order, Fear, First Charge, Impact Hits (D6+1), Large Target

### Cannon Of The Sky-Titans

A cannon of the Sky-titans, despite being wielded crudely by Ogres, is actually a very robust and sophisticated weapon. It can fire whole clutches of cannonballs at once, allowing it to do a tremendous amount of damage, although its range is limited.

Cannon of the Sky-Titans	R	S	AP	Special Rules
Solid shot	36"	10	-3	Armour Bane (2), Cannon Fire, Cumbersome, Multiple Wounds (D3+1)
Scatter shot	N/A	4	-1	Breath Weapon

**Notes:** A Cannon of the Sky-Titans has two profiles, representing its two modes of firing. When firing solid shot, this weapon shoots like a cannon, using the 'Cannon Fire' special rule. This weapon uses the Ironblaster Misfire table.

### Ironblaster Misfire Table

#### D6 Result

- |     |         |   |
|-----|---------|---|
| 1   | Kaboom! | Constantly mistreated by the Ogres, the cannon explodes spectacularly. The model is destroyed and immediately removed from play.  |
| 2-3 | Krrack! | With a tremendous crack, the cannon splits along its length, rendering it useless. The model cannot shoot with this weapon for the remainder of the game.                       |
| 4-6 | Ack!    | Through its own ineptitude, the Gnoblar Scrapper has become stuck in the mechanism. The model does not shoot this turn and cannot shoot with this weapon during the next round. |

## Chariot

### Ironblasters

Though rare, the Ogres will occasionally bring to bear the massive bronze cannons of the ancient Sky-titans, hauling them into battle atop roughly-hewn sleds drawn by foul-smelling Rhinox. These enormous artillery pieces are packed to the brim with black powder and cannon balls, which are unleashed towards the enemy with a thunderous explosion – much to the delight of any nearby Ogres. In order for such a vast machine to fire with some regularity, gangs of Gnoblars will assist with the operation of these huge field guns, despite the risk of being shot towards the foe along with the original payload if they do not finish loading the cannon swiftly enough!

## Gnoblar Scaplauncher

	M	WS	BS	S	T	W	I	A	Ld	Points
Scaplauncher	-	-	-	5	5	5	-	-	-	140
Gnoblar Scrapper (x7)	-	2	3	2	-	-	3	1	5	-
Rhinox (x1)	6	3	-	5	-	-	2	3	-	-

**Troop Type:** Heavy Chariot

**Base Size:** 60 x 100 mm

**Unit Size:** 1

**Armour Value:** 4+

### Equipment:

- **Scaplauncher:** Scaplauncher catapult (see below)
- **Gnoblar Scrapper:** Sharp stuff (counts as hand weapons and throwing weapons)
- **Rhinox:** Tusks and horns (counts as a hand weapon)

**Special Rules:** Armour Bane (2, Rhinox only), Close Order, Fear, First Charge, Impact Hits (D6+1), Large Target

### Scaplauncher Catapult

Despite its appearance, a Scaplauncher catapult is a devastating engine of destruction that launches bundles of broken weapons and shards of scrap-metal into the tightly packed ranks of the enemy.

#### R S AP Special Rules

Scaplauncher catapult	12-48"	3 (4)	- (-2)	Bombardment, Cumbersome, Multiple Wounds (2)
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**Notes:** This weapon shoots like a stone thrower, using the 'Bombardment' special rule, a 5" blast template and the Scaplauncher Misfire table. The Multiple Wounds (2) special rule applies only to a single model whose base lies underneath the central hole of the blast template.

### Scaplauncher Catapult Misfire Table

#### D6 Result

- |     |  |
|-----|--|
| 1   | <b>Kerr-unch!</b> The Scaplauncher comes apart in a shower of metal and wood. The model is destroyed and immediately removed from play.  |
| 2-3 | <b>Snap!</b> With an ear-splitting crack, the arm of the catapult snaps cleanly in two. The model cannot shoot with this weapon for the remainder of the game.                       |
| 4-6 | <b>Splang!</b> The Scaplauncher sprays debris in all directions, but mainly straight up. The model does not shoot this turn and cannot shoot with this weapon during the next round. |

## Chariot

### Gnoblar Scaplaunchers

The Scaplauncher is a potent war machine that hurls piles of scavenged weapons soaring towards the foe. Even though many of these rusted knives and broken swords clang off armour or miss entirely, the sheer number of pointed projectiles means that some will find exposed flesh or gaps in armour. The strange choice of projectile is partly due to the fact that these haphazard war machines are crewed by Gnoblars, who are too small or, more likely, too lazy to haul around large rocks. The other reason is that Ogres are far too large to make use of the puny Man-sized weapons that are scavenged from the battlefield, giving the Gnoblars a near-endless supply of 'pointy bits' to launch towards the enemy.

## Stonehorn Riders

	M	WS	BS	S	T	W	I	A	Ld	Points
Stonehorn	7	3	-	6	6	6	2	4	-	245
Ogre Beast Rider (x1)	-	3	3	4	-	-	2	3	7	-
Ogre Crew (x1)	-	3	3	4	-	-	2	3	7	-

**Troop Type:** Behemoth

**Base Size:** 100 x 150 mm

**Unit Size:** 1

**Armour Value:** 4+

### Equipment:

- **Stonehorn:** Horns of stone (see below)
- **Ogre Beast Rider:** Hand weapon and chaintrap (see below)
- **Ogre Crew:** Hand weapon and harpoon launcher (see page 26)

### Options:

- The Ogre Beast Rider may:
  - Replace their chaintrap with a blood vulture (see below).....+5 points
  - Take a harpoon launcher .....+8 points

**Special Rules:** Armour Bane (2, Stonehorn only), Close Order, First Charge, Howdah, Impact Hits (D6+1), Large Target, Stone Skeleton, Swiftstride, Terror, Thunderous Charge

	R	S	AP	Special Rules
Horns of stone	Combat	S	-2	-
	R	S	AP	Special Rules
Chaintrap	12"	S+1	-	Killing Blow
	R	S	AP	Special Rules
Blood vulture	36"	4	-1	Ignores Cover, Move & Shoot, Quick Shot

## Monster

### Stonehorn Riders

Ogres who prove themselves capable of taming a mighty Stonehorn are revered and respected by their tribe, for the domestication of such a wild and unruly beast is a perilous, and usually fatal, undertaking. Once a bond has been formed between the beast and its crew of riders however, a near-unstoppable relationship is formed as the Stonehorn's destructive prowess is given purpose and direction by its new masters. As the Stonehorn smashes into the foe with devastating head-butts and tramples the survivors under its hooves, the riders fire harpoons from their oversized crossbows to skewer those who avoid the Stonehorn's wrath.

## Thundertusk Riders

	M	WS	BS	S	T	W	I	A	Ld	Points
Thundertusk	6	3	-	6	6	6	2	4	-	215
Ogre Beast Rider (x1)	-	3	3	4	-	-	2	3	7	-
Ogre Crew (x1)	-	3	3	4	-	-	2	3	7	-

**Troop Type:** Behemoth

**Base Size:** 100 x 150 mm

**Unit Size:** 1

**Armour Value:** 5+

### Equipment:

- **Thundertusk:** Great tusks (see below) and chill breath (see below)
- **Ogre Beast Rider:** Hand weapon and chaintrap (see below)
- **Ogre Crew:** Hand weapon and harpoon launcher (see page 26)

### Options:

- The Ogre Beast Rider may:
  - Replace their chaintrap with a blood vulture (see below).....+5 points
  - Take a harpoon launcher .....+8 points

**Special Rules:** Close Order, First Charge, Howdah, Impact Hits (D3), Large Target, Numbing Chill, Stomp Attacks (3), Swiftstride, Terror

	R	S	AP	Special Rules
Great tusks	Combat	S	-1	Armour Bane (2)
	R	S	AP	Special Rules
Chill breath	N/A	2	-1	Breath Weapon, Multiple Wounds (D3)
	R	S	AP	Special Rules
Chaintrap	12"	S+1	-	Killing Blow
	R	S	AP	Special Rules
Blood vulture	36"	4	-1	Ignores Cover, Move & Shoot, Quick Shot

## Monster

### Thundertusk Riders

Thundertusk Riders fight differently from most units that make up the armies of the Ogre Kingdoms, hammering the foe from afar with powerful blasts of ice and bolts fired from harpoon launchers. That is not to say the Thundertusk lacks the ability to dish out damage once it meets the enemy in close quarters, for its massive tusks can gore foes the size of a Giant and sweep aside formations of warriors as easily as an Ogre might swat a fly. If that were not enough, the frosty aura that surrounds these primordial beasts quickly saps the strength of those brave enough to stand their ground against the might of the Thundertusk and its riders.

## Giants

	M	WS	BS	S	T	W	I	A	Ld	Points
Giant	6	3	1	6	6	6	2	*	10	200

**Troop Type:** Behemoth

**Base Size:** 50 x 50 mm (min), 50 x 75 mm (max)

**Unit Size:** 1

**Equipment:** Giant's club (see page 18) and calloused hide (counts as light armour)

**Special Rules:** Close Order, \*Giant Attacks, Immune to Psychology, Large Target, \*Pick Up And..., Stomp Attacks (D6), Terror, Timmm-berr!, Unbreakable

### \*Giant Attacks

Giants do not attack in the same way as other creatures. They are far too large and fractious to take orders and much too scatter-brained to have any sort of coherent plan.

Instead of attacking normally during the Combat phase or making a Pick Up And... attack, a Giant may choose to make a 'Giant Attack'. To make a Giant Attack, nominate an enemy unit that the Giant is engaged in combat with to be the target of the attack and roll on the Giant Attacks table below to determine what the Giant does:

### Giant Attacks Table

#### D6 Result

- 1 **'Eadbutt:** The Giant singles out a lone enemy and 'eadbutts them. Nominate a single model in the fighting rank of an enemy unit the Giant is engaged with to be the target of this attack. That model is hit and suffers D3+1 wounds with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).
- 2 **Belly Flop:** The Giant crashes down bodily upon the enemy. Place a small (3") blast template so that its central hole is directly over the centre of the target unit. Any model (friend or foe, but not including this model) whose base lies underneath the template risks being hit and suffering a single hit, using the Strength characteristic of this model, with an AP of -2.
- 3-4 **Mighty Swing:** The Giant swings its club through the enemy ranks. For this attack, the Giant is subject to the Random Attacks special rule and has an Attacks characteristic of D6+1, and the Giant's club has a Strength characteristic of S+1 and an AP of -2.
- 5 **Thump With Club:** The Giant grasps its club two-handed and cracks its enemy on the head. Nominate a single model in the fighting rank of an enemy unit the Giant is engaged with to be the target of this attack. For this attack, the Giant's club has a Strength characteristic of S+4, an AP of -4 and the Multiple Wounds (D6) special rule.
- 6 **Jump Up & Down:** The Giant jumps around, kicking and flattening the enemy. For this attack, the Giant does not use its club. Instead, the target unit suffers D6+1 hits, each using the Strength characteristic of this model, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

## Chariot

### Giants

Ever since they devoured the Sky-titans during the Big Migration, Ogres have harboured a near-compulsive desire to kill and devour any Giant they happen across. Some Tyrants are able to restrain themselves from attacking a Giant on sight however, and those who do will try to recruit the lumbering brute to join their tribe in battle, promising payment in plenty of food and more ale than it can drink. More brash Tyrants may try to intimidate a Giant into joining their tribe, either by challenging the lumbering behemoth to single combat or by scaring it with fiercely exaggerated tales of the Tyrant and their tribe's past victories against the Sky-titans.

### \*Pick Up And...

Sometimes, Giants forget there is a battle raging around them and, when faced with rank upon rank of bite-sized snacks, will become distracted, reaching down and grabbing enemies by the handful. What happens to these unfortunate souls varies; some are thrust into a sack or under the Giant's clothing for later, others are eaten on the spot, and still others are tossed carelessly aside to bounce off the scenery. Whatever the case, such unfortunates are rarely seen again.

Instead of attacking normally during the Combat phase or making a Giant Attack, a Giant that is engaged in combat with one or more units whose troop type is 'regular infantry' or 'heavy infantry' may choose to make a 'Pick Up And...' attack. To make a Pick Up And... attack, nominate an enemy unit of regular or heavy infantry that the Giant is engaged in combat with. The unit must immediately make an Initiative test:

- If this test is failed, a victim is picked up by the Giant. What happens next does not bear thinking about but, whatever it is, a single model belonging to the target unit is immediately removed from play as a casualty.
- If this test is passed, the warriors manage to duck and dodge away from the Giant's grasping hands. No one is picked up and the attack has no effect.

Next, roll a D6:

- On a roll of 1-3, the Giant forgets what it is doing and makes no further attacks.
- On a roll of 4+, the Giant attempts to pick up another enemy. The target unit must make another Initiative test.

This continues until the Giant forgets what it is doing and stops making attacks, or until the target unit is destroyed.

Enemy models removed from play are considered to have been removed from the fighting rank of the enemy unit.

R	S	AP	Special Rules
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Giant's club	Combat	*	*	*
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**Notes:** \*A Giant's club may have different characteristics and special rules depending upon what they do with it, as described in the Giant Attacks special rule.

## Monster

### The Sky-Titans

A race as old as the mountains, much taller and more intelligent than the Giants that lumber across the world today, the Sky-titans were unbothered by the other races, hidden away in their fortresses of carved stone in a realm above the clouds. This was until the Big Migration drove the Ogres through their mountains, throwing the two sides into a bloody conflict. Though the Sky-titans were much larger than the Ogres, they were outnumbered and outmatched by their ravenous foes. One by one, the Sky-titans fell and were devoured, and the Ogres grew stronger with each Sky-titan they consumed.

## Gorgers

	M	WS	BS	S	T	W	I	A	Ld	Points
Gorger	6	3	0	5	5	4	2	4	8	90

**Troop Type:** Monstrous creature

**Base Size:** 50 x 50 mm

**Unit Size:** 1

**Equipment:** Wicked claws (see below), distensible jaw (see below) and calloused hide (counts as light armour)

### Options:

- May have the Scouts special rule..... +3 points
- May have the Vanguard special rule..... +3 points

**Special Rules:** Ambushers, Close Order, Fear, Frenzy, Ravenous Hunger, Regeneration (6+), Swiftstride, Unbreakable

### Ravenous Hunger

*When a Gorger latches onto the scent of its prey, it becomes an unstoppable juggernaut intent on nothing other than feasting on a banquet of flesh and blood.*

When a Gorger declares a charge, it may re-roll its Charge roll.

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Distensible jaw	Combat	S	-	Killing Blow

**Note:** In combat, this model must make one of its attacks each turn with this weapon.

## Monster

### Ogre Gorgers

Malformed infant Ogres are abandoned in the caves of the Mountains of Mourn by their tribes. Those that survive alone in the dark become Gorgers, foul and barely sentient creatures driven by ravenous hunger. Though they mostly live underground, Gorgers will be drawn out of their lairs by Ogres when the tribes march to war, capturing the ravenous beasts in iron cages to prevent them going on a killing spree before the battle begins. Gorgers hunt their prey with elongated claws as long and sharp as swords, and possess enough strength to tear the head off a man in a single, gruesome snap of their massive toothy maws.

# BIG NAMES

 Some Ogres gain such renown that they literally earn a name for themselves. Whilst many Ogres will be awarded humble or humorous nicknames based upon their achievements, some can earn truly grandiose titles that inspire awe in their kin.

To represent this, some characters drawn from the Ogre Kingdoms army list may be given a Big Name, chosen from those detailed on this page. Each Big Name gives the character certain benefits in the form of modified characteristics and additional special rules:

## Mawseeker..... 30 points

*Those tough enough to survive the pilgrimage to the Great Maw often return with part of themselves eaten away.*

Models whose troop type is 'infantry' only. This character has a +1 modifier to their Toughness characteristic. However, this character is also subject to the Stupidity special rule.

## Mountaineater..... 25 points

*Those able to scale the tallest peaks ritually consume part of the mountain to mark their conquest.*

Models whose troop type is 'infantry' only. This character cannot be wounded by a roll To Wound of 2, regardless of the Strength of the attack.

## Giantbreaker..... 20 points

*Any Ogre that has defeated a Giant in hand-to-hand combat can be, justifiably, supremely confident in their abilities.*

This character (but not their mount) has a +1 modifier to their Strength characteristic. However, this character cannot refuse a challenge and neither they, nor any unit they have joined, can Flee as a charge reaction.

## Kineater ..... 15 points

*Having achieved their rank by killing and eating a member of their own family in a pit fight, Kineaters are considered ruthless even by their own tribe.*

Army General only. Unless this character is fleeing, friendly models within this character's Command range may re-roll any failed Panic or Rally test.

## Longstrider ..... 10 points

*A Longstrider has hunted on the slopes of the mountains for decades, and is even capable of running down a sprinting ice elk.*

Models whose troop type is 'infantry' only. This character has a +1 modifier to their Movement characteristic.

## Beastkiller ..... 5 points

*As a sign of their prowess as a hunter of monsters, a Beastkiller will adorn their body with trophy horns and tusks.*

Once per turn, this character may re-roll a single failed roll To Wound made against an enemy model with the Large Target special rule.

## Deathcheater ..... 5 points

*An Ogre that has escaped certain doom is considered blessed by the Great Maw. Not surprisingly, Deathcheaters tend to have impressive scars.*

Once per game, you may make your opponent re-roll a single roll To Wound made against this character.

# OGRE KINGDOMS

## MAGIC ITEMS

The pages that follow detail magic items unique to Ogre Kingdoms armies. These can be purchased by models within an Ogre Kingdoms army in exactly the same way as Common magic items, as described in the *Warhammer: the Old World* rulebook.

**Extremely Common Magic Items:** Any magic item marked with an asterisk (\*) is considered to be extremely common, as described in the *Warhammer: the Old World* rulebook.

### Magic Weapons

#### Thundermace ..... 90 points

*Chiselled from a foundation stone taken from the base of a skycastle and bound with meteoric iron, the weight of a collapsing castle explodes from the head of the Thundermace.*

	R	S	AP	Special Rules
Thundermace	Combat	S+2	-2	Armour Bane (1), Magical Attacks, Requires Two Hands, Strike Last

**Notes:** Rather than attacking normally, the wielder of the Thundermace may choose to make a special 'Thunderstrike' attack. If they do, make a single roll To Hit. If this is successful, place a small (3") blast template so that its central hole is directly over the centre of the hit unit. Any enemy model whose base lies underneath the template risks being hit by this weapon.

#### Tenderiser ..... 70 points

*The destructive power bound into the twin heads of this massive two-ended club is enough to shatter a boulder with one strike.*

	R	S	AP	Special Rules
Tenderiser	Combat	S+2	-3	Extra Attacks (+1), Magical Attacks, Multiple Wounds (D3), Strike Last

#### Skullplucker ..... 45 points

*This heavy, spiked metal gauntlet was once worn by Big Agi Skullplucker, who enjoyed nothing more than twisting his enemies' heads off with this nasty-looking, bloodstained glove.*

	R	S	AP	Special Rules
Skullplucker	Combat	S	-	Killing Blow, Magical Attacks, Strike First

#### Bloodcleaver ..... 30 points

*This revolting, gore-encrusted weapon possesses a Vampiric energy, channelling the life force from its victims into its wielder.*

	R	S	AP	Special Rules
Bloodcleaver	Combat	S	-1	Magical Attacks

**Notes:** Emissaries of the Great Maw only. If the wielder of the Bloodcleaver causes one or more unsaved wounds during the Combat phase, they recover a single lost Wound.

### Magic Items

#### Plundered Treasures

Ogres are drawn to shiny trinkets and elaborate attire, driven by a compulsive need to possess such items and flaunt them in front of others to demonstrate their wealth and status. Similarly, though the weapons they craft for themselves are simple and crude, they collect finely made weapons even if their gigantic and clumsy hands could never hope to wield such things. Thus many possess enchanted items and blessed weapons, most stolen from the corpses of vanquished enemies, others taken in payment for mercenary work. Such items might be turned into jewellery or fashioned into weapons and armour more fitting of an Ogre's physique by their new owners, and passed around amongst Tyrants and Bruisers for generations to come.

## Magic Armour

### Gut Maw ..... 45 points

*The wearer of this polished gut-plate is reinvigorated by the life force of their defeated enemies.*

The Gut Maw is a suit of heavy armour. In addition, for each unsaved wound the wearer causes during a Challenge, they recover a single lost Wound.

### Mastodon Armour ..... 40 points

*This massive suit of armour was forged by the Chaos Dwarfs in exchange for many captives.*

The Mastodon Armour is a suit of full plate armour. In addition, its wearer has a 6+ Ward save against any wounds suffered.

## Talismans

### Spangleshard ..... 35 points

*This dirt-encrusted and tarnished bauble barely resembles the fine Elven ornament it once was, but its protective powers still linger.*

The Spangleshard gives its bearer a 4+ Ward save against any wounds suffered. However, if a natural 1 is rolled, the Spangleshard is destroyed and it cannot be used again.

### Cathayan Jet Pendant\* ..... 10 points

*Finely crafted Cathayan jet pendants are believed to protect against all forms of hostile magic.*

A Cathayan Jet Pendant gives its bearer a 6+ Ward save against any wounds suffered that were caused by a Magic Missile, a Magical Vortex, or an Assailment spell.

## Magic Standards

### Dragonhide Banner ..... 45 points

*This tattered trophy of a vanquished dragon passes its former owner's legendary ferocity onto its bearers.*

A unit carrying the Dragonhide Banner may re-roll any rolls To Hit of a natural 1. In addition, a unit carrying the Dragonhide Banner has the Flaming Attacks special rule.

### Rune Maw ..... 40 points

*Hung with stolen Dwarfen talismans, the Rune Maw roars its anger when it detects magic.*

When an enemy Wizard chooses a unit carrying the Rune Maw as the target of a spell, roll a D6. On a 3+, the Wizard's controlling player must choose another target. If there is no other viable target in range, the spell cannot be cast.

### Cannibal Totem ..... 30 points

*The Cannibal Totem protects those who devour the strong in honour of the Great Maw.*

A unit carrying the Cannibal Totem gains the Regeneration (5+) special rule, but rolls only a single D6 when making a Pursuit roll (rather than the usual 2D6).

### Bull Standard ..... 20 points

*The Bull Standard lends the strength of a charging Rhinox to the Ogres that march beneath it.*

A unit carrying the Bull Standard may re-roll any failed rolls To Wound when resolving Impact Hits.

## Enchanted Items

### Jade Lion ..... 25 points

*Jade Lions are revered in Cathay for their bravery, and amulets carved into their likeness inspire great courage.*

The bearer of the Jade Lion and their unit may re-roll any failed Fear, Panic, Rally or Terror test.

### Daemon-Slayer Scars\* ..... 20 points

*Daemonic beasts are hunted in the Warpstone Desert and bled into lead jars. This acidic ichor is used as warpaint, giving the wearer a truly terrifying appearance.*

The bearer of Daemon-slayer Scars gains the Terror special rule.

### Fistful Of Laurels\* ..... 15 points

*Symbols of leadership snatched from the corpses of enemy commanders impress Ogres only briefly.*

Single use. The bearer of a Fistful of Laurels and their unit may re-roll the 2D6 when making a Break test.

## Arcane Items

### Halfling Cookbook ..... 30 points

*The culinary secrets contained within the Halfling Cookbook are a source of great power.*

The bearer of the Halfling Cookbook increases their Command range, Dispel range and the range of a single spell chosen by their controlling player (not including range 'self' spells) by 3".

### Hellheart ..... 20 points

*Biting into the heart of a Chaos Spawn, the Ogre creates a vortex of magical anarchy.*

Single use. During the Command sub-phase of their turn, the bearer of the Hellheart may consume it. When they do so, they immediately lose a single Wound. However, until your next Start of Turn sub-phase, if any enemy Wizard rolls any natural double when making a Casting roll, the spell is miscast.

### Grut's Sickle ..... 40 points

*Swinging the sickle of Grut the Bloodthirsty, a Butcher fuels their magic with the blood of their kin.*

After making a Casting roll, the bearer of Grut's Sickle may use it to roll an additional D3 and add its result to their Casting roll. However, a single friendly model within 3" of the bearer immediately loses a single Wound.

*Note that the result of this additional D3 cannot cause a miscast or a perfect invocation.*

# OGRE KINGDOMS SPECIAL RULES

**A** game of Warhammer: the Old World is packed with fantastic creatures and skilled warriors with abilities so incredible and varied that the basic rules cannot possibly cover them all. For such circumstances we have special rules – uncommon rules to govern uncommon circumstances.

On this page you will find a full description for each of the Army special rules used by models drawn from the Ogre Kingdoms army list:

## Largely Insignificant

*No matter how many Gnoblars meet violent ends, there always seems to be plenty more. Consequently, the usual response to the plight of a Gnoblar is laughter.*

Units with this special rule never cause friendly units to make Panic tests. However, a unit with this special rule cannot be joined by a character without this special rule.

## Look-Out Gnoblar

*Gnoblars are often coerced to climb into makeshift crow's-nests at the top of Ogre banners. From their precarious perch, the Gnoblar is expected to give warning to the Ogres below of incoming enemy fire.*

A champion or character that has joined a unit with this special rule may make a "Look Out, Sir!" roll if there are two or more rank and file models in the unit (rather than the usual five). In addition, you may re-roll a "Look Out, Sir!" roll if there are five or more rank and file models in the unit.

## Mournfang Charge

*Driven by the momentum of the charge, the monstrous tusks of a Mournfang pierce through armour with ease to gore the enemy deeply.*

Impact Hits caused by a model with this special rule have the Armour Bane (1) special rule and an Armour Piercing characteristic of -1.

## Numbing Chill

*The Mountains of Mourn are deathly cold, and the terrible chill of the high peaks clings eternally to the hide of the creatures that dwell there.*

Whilst in base contact with this model, enemy models suffer a -1 modifier to their Weapon Skill and Initiative characteristics, to a minimum of 1.

## Ogre Charge

*Ogres barge into combat using their great lumbering mass as a weapon, harnessing their tremendous momentum to crush anything they collide with.*

The Armour Piercing characteristic of any Impact Hits caused by a model with this special rule (but not its mount) is improved by the current Rank Bonus of its unit (or, in the case of characters, the current Rank Bonus of any unit they have joined).

## Stone Skeleton

*A Stonehorn is akin to a living fossil, its massive skeleton having hardened to rock.*

This model is less vulnerable to the Multiple Wounds (X) special rule. If it suffers an unsaved wound from an attack with this special rule, reduce the number of Wounds lost by 1, to a minimum of 1.

## Thunderous Charge

*The ground trembles and shakes beneath the thunderous charge of a Stonehorn.*

Impact Hits caused by this model have an Armour Piercing characteristic of -2.

# LORE OF THE GREAT MAW

 **E**mmissaries of the Great Maw suck marrow from cracked bones or stuff huge chunks of raw meat into their mouths to aid their magical abilities. As they do, those around them feel replenished, the gnawing hunger that eternally chews at their guts subsiding.

A Wizard with the 'Lore of the Great Maw' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, or one of the spells listed below.

## Toothcracker

*Consuming a chunk of granite, the Butcher bestows the rock's resilience upon their brethren.*

**Type:** Enchantment

**Casting Value:** 7+/10+

**Range:** 12"

**Effect:** If this spell is cast with a casting result of 7 or more, the target friendly unit gains a +1 modifier to its Toughness characteristic (to a maximum of 10). If this spell is cast with a casting result of 10 or more, the target friendly unit gains a +2 modifier to its Toughness characteristic (to a maximum of 10). This spell lasts until the end of this turn.

## Trollguts

*Downing the repulsive innards of a Troll, the Butcher grants the beast's healing ability onto their companions.*

**Type:** Enchantment

**Casting Value:** 8+/11+

**Range:** 15"

**Effect:** If this spell is cast with a casting result of 8 or more, the target friendly unit gains the Regeneration (6+) special rule. If this spell is cast with a casting result of 11 or more, the target friendly unit gains the Regeneration (5+) special rule. This spell lasts until your next Start of Turn sub-phase.

# WEAPONS OF THE OGRE KINGDOMS

Ogres wield a wide array of brutal weapons. Most favour simple but effective clubs carved from wood or stone and bound in heavy iron bands. Others prefer crude blades, beaten from thick billets of rough iron. But some Ogres use more sophisticated weapons, such as huge crossbows or savage snares and traps. Some even go so far as to purloin black powder weapons from other races.

## Harpoon Launcher

A harpoon launcher is a huge crossbow that fires a long and heavy barbed bolt. Many Ogres attach long coils of rope to these bolts, tethering prey so that it cannot escape.

	R	S	AP	Special Rules
Harpoon launcher	36"	6	-2	Multiple Wounds (D3), Ponderous

## Ironfist

Many Ogres wrap their off-hand and forearm in heavy gauntlets of spiked iron and thick plates of armour. They use these brutal implements both as a weapon and as protection, swinging their mighty fists to clobber their victims and fend off their futile attempts at retaliation.

	R	S	AP	Special Rules
Ironfist	Combat	S	-	Extra Attacks (1), Requires Two Hands

**Notes:** An Ironfist is an additional hand weapon (as described on page 213 of the Warhammer: the Old World rulebook). In addition, a model equipped with an Ironfist improves its armour value by 1. An Ironfist cannot be used alongside a magic weapon to gain an extra attack, or to improve the wielder's armour value.

## Ogre Pistol

Ogres often carry large barrelled pistols made by modifying handguns used by Men and Dwarfs to fit their massive fists. Although seldom well-maintained, such weapons delight their proud owners with the volume of their report.

	R	S	AP	Special Rules
Ogre pistol	24"	4	-1	Armour Bane (1), Quick Shot

## Brace Of Ogre Pistols

As with most races that make use of black powder weapons, those Ogres that can carry two pistols invariably will. Ogres armed in this way will fire a quick volley of shots into the ranks of the enemy before reversing their grip upon the spent weapons and using them as brutal clubs.

	R	S	AP	Special Rules
Ranged	24"	4	-1	Armour Bane (1), Multiple Shots (2), Quick Shot
Combat	Combat	S	-	Extra Attacks (1), Requires Two Hands

**Notes:** A brace of Ogre pistols has two profiles, representing how the weapons are used in combat.

## The Wanderers

Many Ogres feel compelled to leave the Mountains of Mourn and wander the world, often hiring themselves out as mercenaries and following the lucrative call of battle. Thus Ogres can be found throughout the Old World, from the lawless lands of the Border Princes to the great cities of the Empire. Those who leave their home always intend to return one day, although whether they survive to do so is another matter. Ogres remaining in the Mountains of Mourn always welcome back such travellers, eager to hear tales of great battles and exotic lands.