



# OGRE KINGDOMS



**WARSCROLLS  
COMPENDIUM**



# INTRODUCTION

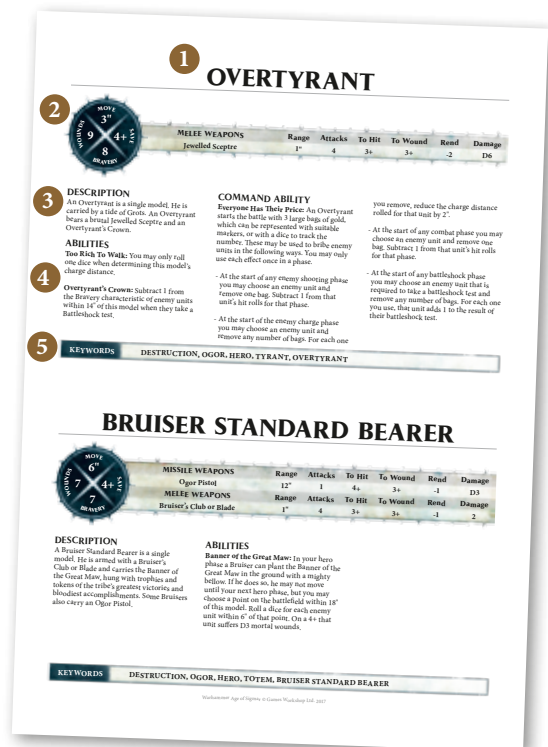
The hulking ogors are obsessed with two things – eating and fighting. Given the chance, they will indulge in both at the same time. Emerging from their lairs in cave networks, mountainsides and tumbled ruins, the ravenous ogors

and their savage beasts go to war in every Mortal Realm. Brutish and dense, a single ogor can flatten a dwelling-place, whilst a rampaging horde of the gluttonous bullies can topple an entire city.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

## WARSCROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword..



# OVERTYRANT



## MELEE WEAPONS

Jewelled Sceptre

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-2

Damage

D6

## DESCRIPTION

An Overtyrant is a single model. He is carried by a tide of Grots. An Overtyrant bears a brutal Jewelled Sceptre and an Overtyrant's Crown.

## ABILITIES

**Too Rich To Walk:** You may only roll one dice when determining this model's charge distance.

**Overtyrant's Crown:** Subtract 1 from the Bravery characteristic of enemy units within 14" of this model when they take a Battleshock test.

## COMMAND ABILITY

**Everyone Has Their Price:** An Overtyrant starts the battle with 3 large bags of gold, which can be represented with suitable markers, or with a dice to track the number. These may be used to bribe enemy units in the following ways. You may only use each effect once in a phase.

- At the start of any enemy shooting phase you may choose an enemy unit and remove one bag. Subtract 1 from that unit's hit rolls for that phase.
- At the start of the enemy charge phase you may choose an enemy unit and remove any number of bags. For each one

you remove, reduce the charge distance rolled for that unit by 2".

- At the start of any combat phase you may choose an enemy unit and remove one bag. Subtract 1 from that unit's hit rolls for that phase.
- At the start of any battleshock phase you may choose an enemy unit that is required to take a battleshock test and remove any number of bags. For each one you use, that unit adds 1 to the result of their battleshock test.

## KEYWORDS

DESTRUCTION, OGOR, HERO, TYRANT, OVERTYRANT

# BRUISER STANDARD BEARER



## MISSILE WEAPONS

Ogor Pistol

Range

12"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

## MELEE WEAPONS

Bruiser's Club or Blade

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

2

## DESCRIPTION

A Bruiser Standard Bearer is a single model. He is armed with a Bruiser's Club or Blade and carries the Banner of the Great Maw, hung with trophies and tokens of the tribe's greatest victories and bloodiest accomplishments. Some Bruisers also carry an Ogor Pistol.

## ABILITIES

**Banner of the Great Maw:** In your hero phase a Bruiser can plant the Banner of the Great Maw in the ground with a mighty bellow. If he does so, he may not move until your next hero phase, but you may choose a point on the battlefield within 18" of this model. Roll a dice for each enemy unit within 6" of that point. On a 4+ that unit suffers D3 mortal wounds.

## KEYWORDS

DESTRUCTION, OGOR, HERO, TOTEM, BRUISER STANDARD BEARER

# SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls below.

Unit	Warscroll
Bragg the Gutsman .....	Maneater
Bruiser .....	Tyrant
Giant .....	Aleguzzler Gargant
Golfag Maneater .....	Tyrant or Maneater
Gnoblar Fighters .....	Grots
Gnoblar Scraplauncher .....	Grot Scraplauncher
Gnoblar Trappers .....	Grots
Greasus Goldtooth .....	Overtyrant
Ogres .....	Ogors
Skrag the Slaughterer .....	Butcher
Slaughtermaster .....	Butcher

## PITCHED BATTLE PROFILES

OGRE KINGDOMS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Bruiser Standard Bearer		1	1	140	Leader	
Overtyrant		1	1	160	Leader	