



OGRE KINGDOMS



WARSCROLLS
COMPENDIUM

INTRODUCTION

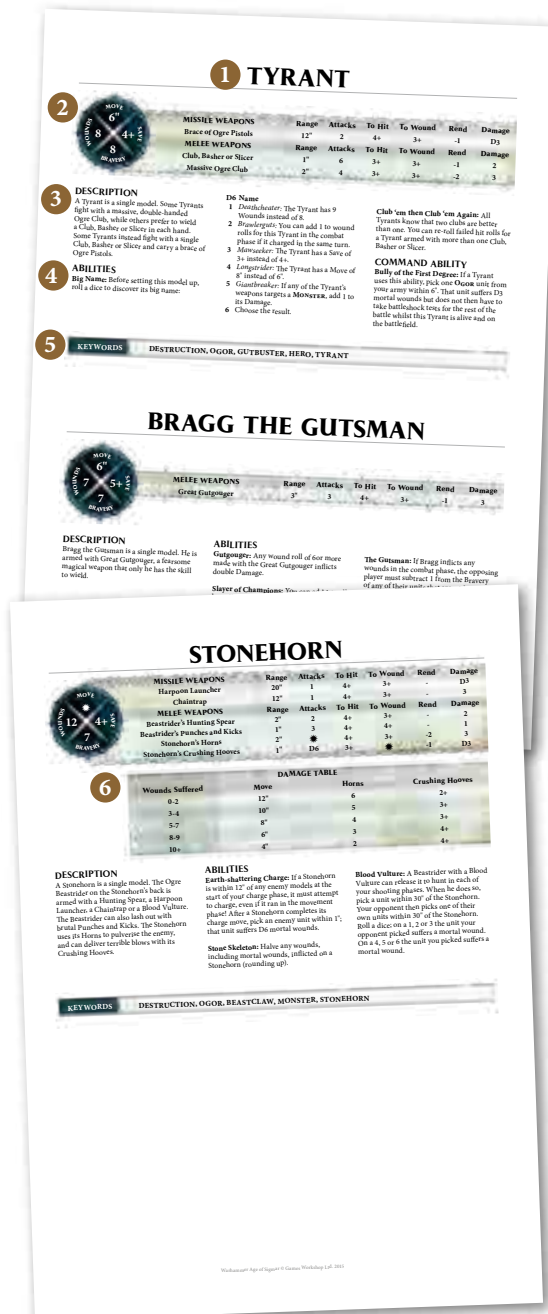
The hulking ogors are obsessed with two things – eating and fighting. Given the chance, they will indulge in both at the same time. Emerging from their lairs in cave networks, mountainsides and tumbled ruins, the ravenous ogors

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.
- 6. Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.



GREASUS GOLDTOOTH



MELEE WEAPONS

The Sceptre of Titans

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	4	3+	3+	-2	D6

DESCRIPTION

Greaseus Goldtooth is a single model. He and his treasure are carried by a tide of Gnoblar. Greaseus bears the Sceptre of Titans and the Overtyrant's Crown.

ABILITIES

Too Rich To Walk: The great bulk of Greaseus' treasure (and his massive gut) means that you only roll one dice when determining his charge distance.

Overtyrant's Crown: **OGOR** units from your army add 1 to their Bravery when taking battleshock tests if they are within 14" of Greaseus Goldtooth.

COMMAND ABILITY

Everyone Has Their Price: If Greaseus Goldtooth uses this ability, select an enemy unit anywhere on the battlefield and choose one of the effects listed below:

- The unit cannot move in its next turn.
- The unit cannot move, attack or cast spells in its next turn.
- All models in the unit immediately flee.
- The unit changes sides and immediately comes under your control.

Then, offer your opponent a bribe (this can be anything you want to offer). If your opponent accepts your bribe, the chosen effect takes place – otherwise, nothing happens. Players are free to haggle over the offered bribe, or propose a counter-offer...

KEYWORDS

DESTRUCTION, OGOR, GUTBUSTER, HERO, TYRANT, GREASUS GOLDTOOTH

SKRAG THE SLAUGHTERER



MELEE WEAPONS

Stump Blades

Range

1"

Attacks

2D6

To Hit

4+

To Wound

3+

Rend

-

Damage

1

DESCRIPTION

Skrag the Slaughterer is a single model. He fights with a pair of Stump Blades, crudely fixed to where his hands used to be. He is lashed to a huge cauldron with hooked chains sunk into his flesh, in which he collects the severed body parts of his victims.

ABILITIES

Cauldron of the Great Maw: Keep track of models that are slain by Skrag during each round of the battle. In your hero phase, look up the number of models slain by Skrag in the last battle round in order to find out what powers are granted to Skrag by the cauldron:

Models

Slain

- Powers Granted to Skrag**
- 1 Skrag, and all **GORGERS** from your army, heal D3 wounds.
 - 2 As above. In addition, you can add 1 to all hit rolls made for Skrag and any **GORGERS** from your army within 14" of him when they attack in your next combat phase.
 - 3+ Both of the above. In addition, you can add 1 to all wound rolls made for Skrag and any **GORGERS** from your army that are within 14" of him when they attack in your next combat phase.

Prophet of the Great Maw: In your hero phase, Skrag the Slaughterer can pray to the Great Maw. If he does so, pick one of the prayers below then roll a dice, adding 1 to the result if Skrag slew any enemy models in the previous turn. If the result is a 4 or higher, the prayer is answered, and its effect takes place. If the result is a 1, Skrag has a violent bout of indigestion and suffers a mortal wound.

Bonecrusher: Skrag mumbles a prayer through great mouthfuls of ribs and skulls, and in answer the Great Maw causes enemy bones to snap and break. Roll a dice for each enemy unit within 7" of Skrag. On a 4 or more, that unit suffers a mortal wound.

Trollguts: Skrag gobbles down the slippery innards of a Troll and beseeches the Great Maw to transfer the beast's uncanny healing powers upon his chosen servants. Pick an **OGOR** model within 14". That model heals D3 wounds.

KEYWORDS

DESTRUCTION, OGOR, GUTBUSTER, HERO, PRIEST, BUTCHER, SKRAG THE SLAUGHTERER

TYRANT



MISSILE WEAPONS

Brace of Ogre Pistols

Range

Attacks

To Hit

To Wound

Rend

Damage

12"

2

4+

3+

-1

D3

MELEE WEAPONS

Club, Basher or Slicer

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

6

3+

3+

-1

2

Massive Ogre Club

2"

4

3+

3+

-2

3

DESCRIPTION

A Tyrant is a single model. Some Tyrants fight with a massive, double-handed Ogre Club, while others prefer to wield a Club, Basher or Slicer in each hand. Some Tyrants instead fight with a single Club, Basher or Slicer and carry a brace of Ogre Pistols.

ABILITIES

Big Name: Before setting this model up, roll a dice to discover its big name:

D6 Name

- Deathcheater:** The Tyrant has 9 Wounds instead of 8.
- Brawlguts:** You can add 1 to wound rolls for this Tyrant in the combat phase if it charged in the same turn.
- Mawseeker:** The Tyrant has a Save of 3+ instead of 4+.
- Longstrider:** The Tyrant has a Move of 8" instead of 6".
- Giantbreaker:** If any of the Tyrant's weapons targets a **MONSTER**, add 1 to its Damage.
- Choose the result.

Club 'em then Club 'em Again: All Tyrants know that two clubs are better than one. You can re-roll failed hit rolls for a Tyrant armed with more than one Club, Basher or Slicer.

COMMAND ABILITY

Bully of the First Degree: If a Tyrant uses this ability, pick one **OGOR** unit from your army within 6". That unit suffers D3 mortal wounds but does not then have to take battleshock tests for the rest of the battle whilst this Tyrant is alive and on the battlefield.

KEYWORDS

DESTRUCTION, OGOR, GUTBUSTER, HERO, TYRANT

BRAGG THE GUTSMAN



MELEE WEAPONS

Great Gutgouger

Range

Attacks

To Hit

To Wound

Rend

Damage

3"

3

4+

3+

-1

3

DESCRIPTION

Bragg the Gutsman is a single model. He is armed with Great Gutgouger, a fearsome magical weapon that only he has the skill to wield.

ABILITIES

Gutgouger: Any wound roll of 6 or more made with the Great Gutgouger inflicts double Damage.

Slayer of Champions: You can add 1 to all hit rolls made for Bragg the Gutsman when he targets a **HERO**.

The Gutsman: If Bragg inflicts any wounds in the combat phase, the opposing player must subtract 1 from the Bravery of any of their units that are within 6" of Bragg in the battleshock phase of the same turn.

KEYWORDS

DESTRUCTION, OGOR, GUTBUSTER, HERO, BRAGG THE GUTSMAN

BRUISER STANDARD BEARER



MISSILE WEAPONS

Ogre Pistol

Range	Attacks	To Hit	To Wound	Rend	Damage
12"	1	4+	3+	-1	D3

MELEE WEAPONS

Bruiser's Club or Blade

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	4	3+	3+	-1	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 Ogre Pistol.

ABILITIES

Muscle-bound Bully: In the battleshock phase, you may re-roll any battleshock tests made for units of **OGORS** from your army that are within 6" of a Bruiser. If you choose to re-roll a battleshock test, the unit suffers D3 mortal wounds before you make the re-roll as the Bruiser dispenses some discipline with his fists – this can result in an additional penalty to the re-roll if an ogre is beaten to death by the Bruiser!

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 until then all **OGOR** units from your army within 18" of him are imbued with the hunger of the Great Maw. In the combat phase, wound rolls of 6 or more for these units inflict a mortal wound in addition to any other damage, as your warriors bite big chunks out of the foe.

KEYWORDS

DESTRUCTION, OGOR, GUTBUSTER, HERO, TOTEM, BRUISER STANDARD BEARER

BUTCHER



MELEE WEAPONS

Butcher's Cleaver or Tenderiser

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	2	4+	3+	-1	D3

DESCRIPTION

A Butcher is a single model. He is armed with a Butcher's Cleaver or Tenderiser.

ABILITIES

Bloodgruel: Roll a dice each time a Butcher successfully casts or unbinds a spell (roll after resolving the effects of the spell). On a 2 or more, the Butcher heals 1 wound. On a roll of 1, however, the Butcher chokes on whatever gobbet of flesh he was ramming down his throat and suffers 1 mortal wound.

MAGIC

A Butcher is a wizard. He can attempt to cast one spell in each of his own hero phases, and unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and The Maw spells.

THE MAW

By consuming a terrifying amount of raw meat, the Butcher summons the power of the Great Maw itself and the ground splits to reveal a tooth-lined, bottomless pit that hungrily snaps and snarls. The Maw has

a casting value of 7. If successfully cast, pick a unit within 18" that is visible to the caster. That unit suffers D3 mortal wounds. Roll a dice after resolving any damage; on a 1, 2 or 3 the maw emits a satisfied burp and then disappears. On any other roll it chomps again, inflicting another D3 mortal wounds on the unit. Keep repeating this process until either the maw is satisfied or all models in the unit have been eaten!

KEYWORDS

DESTRUCTION, OGOR, GUTBUSTER, HERO, WIZARD, BUTCHER

OGRES



MELEE WEAPONS

Ogre Club or Blade

Range

1"

Attacks

3

To Hit

4+

To Wound

3+

Rend

-

Damage

2

DESCRIPTION

A unit of Ogres has 3 or more models. Some units are equipped with Ogre Clubs or Blades in one hand and a spiked gauntlet called an Iron Fist in the other, which they use to bat aside an enemy's blows before punching them in the face. Others instead prefer to wield an Ogre Club or Blade in each meaty hand.

CRUSHER

The leader of this unit is a Crusher. A Crusher makes 4 attacks rather than 3.

BELLLOWER

Models in this unit may be Bellowers, who roar at the foe with incredible volume. Subtract 1 from the Bravery of enemy units that are within 6" of any Bellowers.

ICON BEARER

Models in this unit may be Icon Bearers. Some Icon Bearers hold aloft a Great Beast Skull, whilst others carry a Tribal Banner. Some Tribal Banners also sport makeshift crow's nests in which Look Out Gnoblar's give warning of incoming fire.

ABILITIES

Bull Charge: You can re-roll wound rolls of 1 for an Ogre unit if it made a charge move in the same turn. If the unit also has 10 or more models, you can re-roll all failed wound rolls instead.

Ogre Clubs and Blades: All Ogres know that two clubs are better than one. You can re-roll hit rolls of 1 for an Ogre armed with more than one Ogre Club or Blade.

Iron Fists: Each time you make a successful save roll of 6 or more for a unit of Ogres armed with Iron Fists, and the attacking unit is within 1", the attacking unit suffers 1 mortal wound after all of its attacks have been made.

Great Beast Skull: Roll a dice whenever an enemy model flees whilst its unit is within 6" of any Great Beast Skulls from your army. On a 6, another model immediately flees from that unit.

Tribal Banner: You can re-roll dice rolls of 6 when taking battleshock tests for a unit that includes any Tribal Banners.

Look Out Gnoblar: Roll a dice whenever a unit with a Look Out Gnoblar suffers a wound or mortal wound from a missile weapon. On a 6, the Look Out Gnoblar screeches a warning in time and that wound is ignored.

KEYWORDS

DESTRUCTION, OGOR, GUTBUSTER, OGRES

IRONGUTS



MELEE WEAPONS

Mighty Bashing Weapon

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	3	4+	3+	-1	3

DESCRIPTION

A unit of Ironguts has 3 or more models. Units of Ironguts are armed with an assortment of Mighty Bashing Weapons.

GUTLORD

The leader of this unit is a Gutlord. A Gutlord makes 4 attacks rather than 3.

BELLLOWER

Models in this unit may be Bellowers. Subtract 1 from the Bravery of enemy units that are within 6" of any Bellowers.

RUNE MAW BEARER

Models in this unit may be Rune Maw Bearers. Roll a dice whenever an enemy model flees whilst its unit is within 6" of any Rune Maw Bearers from your army. On a 6, another model immediately flees from that unit. In addition, the Rune Maw has a voracious appetite and can even consume magic. Roll a dice if an enemy spell affects an Ironguts unit with any Rune Maw Bearers. On a roll of a 6, that spell has no effect on the Ironguts (but it will affect other units normally).

ABILITIES

Down to the Ironguts: Once during the battle, in your hero phase, Ironguts can attempt to batter their way to victory. They can only do this after at least one **OGOR** model from your army has fled from the battle. When the Ironguts use this ability, you can re-roll hit, wound and save rolls of 1 for models in this unit until your next hero phase.

KEYWORDS

DESTRUCTION, OGOR, GUTBUSTER, IRONGUTS

LEADBELCHERS



MISSILE WEAPONS

Leadbelcher Gun

Range	Attacks	To Hit	To Wound	Rend	Damage
12"	D3	4+	3+	-1	1

MELEE WEAPONS

Leadbelcher Gun

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	2	4+	3+	-1	2

DESCRIPTION

A unit of Leadbelchers has 3 or more models. They are armed with heavy Leadbelcher Guns that can be used both to shoot at the enemy and batter them to death in close combat!

THUNDERFIST

The leader of this unit is a Thunderfist. A Thunderfist makes 3 attacks rather than 2 when it uses its Leadbelcher Gun to batter the enemy in the combat phase.

BELLLOWER

Models in this unit may be Bellowers, who roar at the foe with incredible volume. Subtract 1 from the Bravery of any enemy units that are within 6" of any Bellowers from your army.

ABILITIES

Thunderous Blasts of Hot Metal: As long as no enemy models are within 3" of this unit and it did not move in the movement phase of the same turn, its Leadbelcher Guns make D6 attacks in the shooting phase instead of D3.

KEYWORDS

DESTRUCTION, OGOR, GUTBUSTER, LEADBELCHERS

GORGERS



MELEE WEAPONS

Long Claws

Distensible Jaw

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

4

4+

3+

-

2

1"

1

4+

3+

-1

D3

DESCRIPTION

A unit of Gorgers has any number of models. They attack with their filthy Long Claws and terrible Distensible Jaws.

ABILITIES

Ambushing Hunters: Instead of setting up this unit on the battlefield normally, you can place it to one side. If you do so, then in your first movement phase set up this unit anywhere on the battlefield and more than 12" from any enemy models. This is the unit's move for that movement phase.

Insatiable Hunger: Gorgers can charge even if they made a run move in the same turn.

KEYWORDS

DESTRUCTION, OGOR, GUTBUSTER, GORGERS

IRONBLASTER



MISSILE WEAPONS

Cannon of the Sky-Titans

MELEE WEAPONS

Ironblaster Gunner's Club

Rhinox's Sharp Horns

Gnoblar Scrapper's Jagged Blade

Range

Attacks

To Hit

To Wound

Rend

Damage

6"-22"

1

4+

2+

-2

D6

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

3

4+

3+

-

2

1"

1

4+

3+

-1

D3

1"

1

5+

5+

-

1

DESCRIPTION

An Ironblaster is a single model. It is armed with a Cannon of the Sky-Titans that is crewed by an Ironblaster Gunner and a Gnoblar Scrapper. The Gunner fights in close combat with a weighty Club, while the Gnoblar Scrapper lashes out with its Jagged Blade. The Ironblaster is pulled into battle by a ferocious Rhinox that attacks any enemy foolish enough to approach with its wickedly Sharp Horns.

ABILITIES

Rhinox Charge: Add 1 to the damage inflicted by the Rhinox's attack if it made a charge move in the same turn.

Cannon Shell: You can re-roll failed hit rolls for a Cannon of the Sky-Titans if the target unit has 10 or more models.

KEYWORDS

DESTRUCTION, OGOR, GUTBUSTER, IRONBLASTER

GNOBLAR SCRAPLAUNCHER



MISSILE WEAPONS

Scraplauncher

Range	Attacks	To Hit	To Wound	Rend	Damage
10"-33"	1	3+	4+	-	D3

MELEE WEAPONS

Gnoblar Scrappers' Weapons

Rhinox's Sharp Horns

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	7	5+	5+	-	1
1"	1	4+	3+	-1	D3

DESCRIPTION

A Gnoblar Scraplauncher is a single model. The Scraplauncher itself is a ramshackle catapult, and is crewed by seven Gnoblar Scrappers. The Scraplauncher is pulled into battle by a ferocious Rhinox that attacks any enemy foolish enough to get in its way with its wickedly Sharp Horns.

ABILITIES

Rhinox Charge: You can add 1 to the damage inflicted by the Rhinox's attack if it made a charge move in the same turn.

Deadly Rain of Scrap: A Scraplauncher can shoot targets that are not visible to it. If the Scraplauncher hits a unit that has 10 or more models, increase its Damage to D6. If it hits a unit that has 20 or more models, increase its Damage to 2D6 instead.

KEYWORDS

DESTRUCTION, GNOBLAR, GUTBUSTER, GNOBLAR SCRAPLAUNCHER

GNOBLAR FIGHTERS



MISSILE WEAPONS

Sharp Stuff

Range	Attacks	To Hit	To Wound	Rend	Damage
8"	1	4+	6+	-	1

MELEE WEAPONS

Motley Assortment of Weapons

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	5+	5+	-	1

DESCRIPTION

A unit of Gnoblar Fighters has 10 or more models. They are armed with a Motley Assortment of Weapons to use in close combat, and carry a variety of Sharp Stuff to hurl at nearby enemies.

GROINBITER

The leader of this unit is a Groinbiter. You can add 1 to hit rolls made for a Groinbiter.

ABILITIES

Screeching Horde: A Gnoblar makes 2 attacks rather than 1 if its unit has 20 or more models. It makes 3 attacks instead if its unit has 30 or more models.

Trappers: Many Gnoblars specialise in fighting dirty and laying traps. Roll a dice each time an enemy unit finishes a charge move within 3" of a unit of Gnoblar Fighters; on a 6 that unit immediately suffers D3 mortal wounds.

KEYWORDS

DESTRUCTION, GNOBLAR, GNOBLAR FIGHTERS

FIREBELLY



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Fire Breath	6"	—		See below	—	

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Basalt Hammer	2"	2	4+	3+	-1	D3

DESCRIPTION

A Firebelly is a single model. He is armed with a Basalt Hammer, and can unleash a fearsome Fire Breath attack.

ABILITIES

Fire Breath: When a Firebelly breathes fire in your shooting phase, pick a unit that is within range and roll a dice; on a 4 or more that unit suffers D3 mortal wounds.

MAGIC

A Firebelly is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind a spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Cascading Fire-Cloak spells.

CASCADING FIRE-CLOAK

The Firebelly creates a shield of fire around himself, scorching nearby foes. Cascading Fire-Cloak has a casting value of 6. If successfully cast, the caster is wreathed in flames until your next hero phase. At the end of each combat phase, roll a dice for each enemy unit within 3" of the caster. On a roll of 4 or more that unit suffers D3 mortal wounds.

KEYWORDS

DESTRUCTION, OGOR, FIREBELLY, HERO, WIZARD

HUNTER



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Hunter's Crossbow	12"	1	4+	3+	-	D3
Great Throwing Spear	9"	1	4+	3+	-1	D3

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Hunter's Culling Club	1"	4	4+	3+	-	2

DESCRIPTION

A Hunter is a single model. He is armed with a Great Throwing Spear and a Hunter's Culling Club. Some are also equipped with a Hunter's Crossbow.

ABILITIES

A Hunter of Beasts: You can re-roll hit rolls and wound rolls of 1 when a Hunter targets a **MONSTER**.

Mighty Throw: A Hunter can make an attack with its Great Throwing Spear even if it made a run move in the same turn. Furthermore, if it does so, the damage inflicted by the Great Throwing Spear is increased from D3 to D6, and its range from 9" to 18".

KEYWORDS

DESTRUCTION, OGOR, BEASTCLAW, HERO, HUNTER

SABRETUSKS



MELEE WEAPONS

Elongated Tusks

Range

1"

Attacks

3

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Sabretusks can have any number of models. They are armed with vicious Elongated Tusks.

ABILITIES

Their Master's Voice: If this unit is within 16" of a **HUNTER** from your army at the start of the charge phase, you can add 3 to the result of any charge rolls for the Sabretusks. In addition, if the Sabretusks are within 16" of a **HUNTER** from your army at the start of the battleshock phase, the Sabretusks have a Bravery of 7 rather than 5.

KEYWORDS

DESTRUCTION, BEASTCLAW, SABRETUSKS

MOURNFANG CAVALRY



MISSILE WEAPONS

Ogre Pistol

Range

12"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

MELEE WEAPONS

Ogre Clubs and Blades

Range

1"

Attacks

3

To Hit

4+

To Wound

3+

Rend

-

Damage

2

Mournfang's Tusks

Range

1"

Attacks

4

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Mournfang Cavalry has 2 or more models. Some Mournfang Cavalry units are equipped with Ogre Clubs or Blades in one hand and a spiked gauntlet called an Iron Fist in the other, which they use to bat aside an enemy's blows before punching them in the face. Other Mournfang Cavalry units prefer to wield an Ogre Club or Blade in each meaty hand. The Mournfangs themselves gore their foes with their massive Tusks.

CRUSHER

The leader of this unit is a Crusher. A Crusher may be armed with an Ogre Pistol in addition to his other weapons.

HORN BLOWER

Models in this unit may be Horn Blowers. You can re-roll the dice when determining the charge distance for a unit if it includes any Horn Blowers.

BANNER BEARER

Models from this unit may be Banner Bearers. These models carry Tribal Banners adorned with a Great Beast Skull. You can re-roll dice rolls of 6 when taking a battleshock test for a unit that includes any Tribal Banners. Furthermore, roll a dice whenever an enemy model flees whilst its unit is within 6" of any Great Beast Skulls from your army. On a 6, another model immediately flees from that unit.

ABILITIES

Ogre Clubs and Blades: All Ogres know that two clubs are better than one. You can re-roll hit rolls of 1 for an Ogre armed with more than one Ogre Club or Blade.

Iron Fists: Each time you make a successful save roll of 6 or more for a unit of Mournfang Cavalry armed with Iron Fists, and the attacking unit is within 1", the attacking unit suffers 1 mortal wound after all of its attacks have been made.

Mournfang Charge: Each time a Mournfang Cavalry model completes a charge move, select an enemy model within 1". On a roll of 4 or more that model's unit suffers a mortal wound.

KEYWORDS

DESTRUCTION, OGOR, BEASTCLAW, MOURNFANG CAVALRY

STONEHORN



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Harpoon Launcher		20"	1	4+	3+	-	D3
Chaintrap		12"	1	4+	3+	-	3
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Beastrider's Hunting Spear		2"	2	4+	3+	-	2
Beastrider's Punches and Kicks		1"	3	4+	4+	-	1
Stonehorn's Horns		2"	☀	4+	3+	-2	3
Stonehorn's Crushing Hooves		1"	D6	3+	☀	-1	D3

DAMAGE TABLE			
Wounds Suffered	Move	Horns	Crushing Hooves
0-2	12"	6	2+
3-4	10"	5	3+
5-7	8"	4	3+
8-9	6"	3	4+
10+	4"	2	4+

DESCRIPTION

A Stonehorn is a single model. The Ogre Beastrider on the Stonehorn's back is armed with a Hunting Spear, a Harpoon Launcher, a Chaintrap or a Blood Vulture. The Beastrider can also lash out with brutal Punches and Kicks. The Stonehorn uses its Horns to pulverise the enemy, and can deliver terrible blows with its Crushing Hooves.

ABILITIES

Earth-shattering Charge: If a Stonehorn is within 12" of any enemy models at the start of your charge phase, it must attempt to charge, even if it ran in the movement phase! After a Stonehorn completes its charge move, pick an enemy unit within 1"; that unit suffers D6 mortal wounds.

Stone Skeleton: Halve any wounds, including mortal wounds, inflicted on a Stonehorn (rounding up).

Blood Vulture: A Beastrider with a Blood Vulture can release it to hunt in each of your shooting phases. When he does so, pick a unit within 30" of the Stonehorn. Your opponent then picks one of their own units within 30" of the Stonehorn. Roll a dice; on a 1, 2 or 3 the unit your opponent picked suffers a mortal wound. On a 4, 5 or 6 the unit you picked suffers a mortal wound.

KEYWORDS

DESTRUCTION, OGOR, BEASTCLAW, MONSTER, STONEHORN

THUNDERTUSK



MISSILE WEAPONS

Frost-wreathed Ice

Range

18"

Attacks

To Hit

To Wound

Rend

Damage

See below

Chaintrap

12"

1

4+

3+

-

3

Harpoon Launcher

20"

1

4+

3+

-

D3

MELEE WEAPONS

Range

Attacks

To Hit

To Wound

Rend

Damage

Beastriders' Punches and Kicks

1"

6

4+

4+

-

1

Thundertusk's Crushing Blows

2"

4

3+

☀

-1

D3

DAMAGE TABLE

Wounds Suffered

Move

Frost-wreathed Ice

Crushing Blows

0-2

8"

6 mortal wounds

2+

3-4

7"

D6 mortal wound

3+

5-7

6"

D3 mortal wounds

3+

8-9

5"

D3 mortal wounds

4+

10+

4"

1 mortal wound

4+

DESCRIPTION

A Thundertusk is a single model. Two Beastriders are carried on the Thundertusk's back. One of the Beastriders is armed with a Harpoon Launcher; the other carries either a Chaintrap or a Blood Vulture. The Beastriders can also lash out with Punches and Kicks. The Thundertusk can pound foes with Crushing Blows of its hooves and tusks, or shatter them with blasts of magical Frost-wreathed Ice.

ABILITIES

Blasts of Frost-wreathed Ice: In the shooting phase, pick a unit within 18" that is visible to the Thundertusk. Roll a dice; on a 2 or more that unit is struck and suffers a number of mortal wounds shown on the damage table above.

Numbing Chill: Your opponent must subtract 1 from any hit rolls that target a Thundertusk in the combat phase.

Blood Vulture: A Beastrider with a Blood Vulture can release it to hunt in each of your shooting phases. When he does so, pick a unit within 30" of the Thundertusk. Your opponent then picks one of their own units within 30" of the Thundertusk. Roll a dice; on 1, 2 or a 3 the unit your opponent picked suffers a mortal wound. On a 4, 5 or 6 the unit you picked suffers a mortal wound.

KEYWORDS

DESTRUCTION, OGOR, BEASTCLAW, MONSTER, THUNDERTUSK

GOLGFAG MANEATER



MISSILE WEAPONS

Ogre Pistol

Range	Attacks	To Hit	To Wound	Rend	Damage
12"	1	4+	3+	-1	D3

MELEE WEAPONS

Slicer and Basher

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	6	3+	3+	-1	2

DESCRIPTION

Golgfag Maneater is a single model. He fights with a massive Slicer in one hand, and an equally large Basher in the other. Tucked into his belt is a large Ogre Pistol that he uses to pick off any enemies that are too frightened to approach within hitting distance.

ABILITIES

Golgfag's Maneaters: After set-up is complete, you can pick one unit of **MANEATERS** in the same army as Golgfag to be his personal retinue. You can re-roll wound rolls of 1 for that unit, and its models have a Bravery of 8 instead of 7.

Easy Come, Easy Go: Over the years Golgfag has owned and lost countless magic items and master-crafted weapons. After set-up is complete, roll a dice and see what he currently has:

D6 Wargear

- 1-2 *Piercing Blade:* Golgfag's Slicer and Basher have a Rend of -3 instead of -1.
- 3-4 *Gut Maw:* Golgfag has a save of 3+ instead of 4+.
- 5-6 *Masterwork Pistol:* Golgfag's Ogre Pistol has a Range of 18" instead of 12" and inflicts 3 Damage instead of D3.

KEYWORDS

DESTRUCTION, OGOR, MANEATER, HERO, GOLGFAG

MANEATERS



MISSILE WEAPONS

Ogre Pistols or Throwing Stars

Range	Attacks	To Hit	To Wound	Rend	Damage
12"	1	3+	3+	-1	D3

MELEE WEAPONS

Slicers and Bashers

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	4	3+	3+	-1	2

DESCRIPTION

A unit of Maneaters can have any number of models. Maneaters are armed with a huge variety of exotic Slicers and Bashers, which they use to carve up their foes. In addition, some carry Ogre Pistols or giant Throwing Stars that can be used to bring down their foes from afar.

ABILITIES

Been There, Done That: When a Maneaters unit is set up, you can pick one ability to apply to the unit from the following list:

- Brawlers:* You can re-roll hit rolls of 1 for this unit in the combat phase.
- Crack Shots:* You can re-roll hit rolls of 1 for this unit in the shooting phase.
- Striders:* This unit can run and charge in the same turn.
- Stubborn:* This unit does not have to take battleshock tests.

KEYWORDS

DESTRUCTION, OGOR, MANEATERS

YHETEEES



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws and Ice-encrusted Clubs	1"	3	4+	3+	-1	2

DESCRIPTION

A unit of Yhetees has 3 or more models.
Yhetees are armed with massive Claws and Ice-encrusted Clubs.

ABILITIES

- Bounding Leaps:** Yhetees can move 6" when they pile in.
- Aura of Frost:** Your opponent must subtract 1 from any hit rolls that target a Yhetee in the combat phase.

KEYWORDS	DESTRUCTION, YHETEEES
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GIANT



MELEE WEAPONS

Massive Club

Range

3"

Attacks

☀

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

'Eadbutt

1"

1

4+

3+

-3

☀

Mighty Kick

2"

1

3+

3+

-2

D3

DAMAGE TABLE

Wounds Suffered

Move

Massive Club

'Eadbutt

0-2

8"

3D6

D6

3-4

6"

2D6

D6

5-7

5"

2D6

D3

8-9

4"

D6

D3

10+

3"

D6

1

DESCRIPTION

A Giant is a single model. Giants are armed with Massive Clubs, and can also smash a foe by delivering a thunderous 'Eadbutt and a Mighty Kick.

ABILITIES

Timber!: If a Giant is slain, both players roll a dice, and whoever rolls highest decides in which direction the Giant falls (the player commanding the model wins any ties). Place the Giant on its side in the direction in which it falls – any unit

(friend or foe) it lands on suffers D3 mortal wounds. Remove the Giant after resolving any damage caused by its falling body.

Stuff 'Em In Me Bag: Immediately before a Giant makes its attacks in the combat phase, pick an enemy model within 1" and then roll a dice. If the result is at least double the enemy model's Wounds characteristic, it is grabbed and stuffed in the Giant's bag 'for later'. The enemy model is treated as being slain.

Drunken Stagger: If you roll a double when making a charge roll for a Giant, it immediately falls over instead of making the charge move. Determine the direction the Giant falls and the damage it causes as if it had been slain (see Timber!), but instead of removing the Giant after resolving the damage caused by its falling body, stand the model back up again as the Giant drunkenly regains its feet!

KEYWORDS

DESTRUCTION, GARGANT, ALEGUZZLER, MONSTER, GIANT

GUTBUSTERS

GUTBUSTER WARTRIBE

ORGANISATION

A Gutbuster Wartribe consists of the following units:

- 1 Tyrant
- 1 Butcher
- 3 units of Ogres
- 1 unit of Ironguts
- 1 unit of Leadbelchers

ABILITIES

Ogre Charge: When working together, Ogres can harness the tremendous momentum of their collective bulk to crash into their foes with overwhelming force. Roll a dice each time a model from a Gutbuster Wartribe finishes a charge move. On a 4 or more, pick an enemy unit within 1" of the model; that unit suffers a mortal wound. If you rolled a 10 or more for the charge distance, or if the charging unit contains 10 or more models, the enemy unit suffers a mortal wound on the roll of a 3 or more instead.

BEASTCLAW

BEASTCLAW AVALANCHE

ORGANISATION

A Beastclaw Avalanche consists of the following units:

- 1 Stonehorn
- 2 units of Mournfang Cavalry
- 1 Thundertusk

ABILITIES

Avalanche Charge: In your charge phase, the Beastrider of the Beastclaw Avalanche's Stonehorn can order an Avalanche Charge, leading a monstrous stampede that crushes everything in its path. If he does so, the Stonehorn and all units from the Beastclaw Avalanche within 8" of it at the start of the charge phase roll 3 dice to determine their charge move rather than 2. This also means that these units can declare a charge if they are within 18" of an enemy unit rather than 12". After the Avalanche Charge moves have been made, any enemy unit within 1" of two or more units from the Beastclaw Avalanche that charged suffers D6 mortal wounds.

Ground-shaking Advance: The ground itself trembles to the tread of a Beastclaw Avalanche, throwing off the enemy's aim. In the shooting phase, your opponent must subtract 1 from hit rolls for units that are within 12" of two or more units from a Beastclaw Avalanche that ran or charged in their previous turn.

SUBSTITUTE WARSCROLLS

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

Unit	Warscroll
Slaughtermaster	Butcher
Bruiser	Tyrant
Hunter on Stonehorn	Stonehorn
Gnoblar Trappers.....	Gnoblar Fighters