

# **MANEATERS & OGRE PIT GAMES**

**AN OGRE KINGDOMS EXPERIMENTAL Warband for MORDHEIM**



*"The way you cut your meat reflects the way you live." ~ Confucius*

## **OGRE KINGDOMS SPECIAL RULES**

**Fear:** Ogres are large, threatening creatures. All ogres cause Fear.

**Large:** All ogres are Large Targets.

**Gluttony:** Although ogres have tremendous appetites, maneaters are skilled hunters and can supplement their diets with captured prey and the corpses of enemies. Despite their size ogres still count as single models when selling wyrdstone or treasure. Any model who is captured due to Serious Injury or Exploration can be devoured and his possessions retained. An Ogre Hero devouring captured models is granted experience points equal to the number of models that were consumed in the same manner as sacrifices in a Possessed warband. Unlike Possessed, any ogre hero may choose to devour a captured model, not just the leader. Captured Large Targets count as two models and the two experience points may be shared between multiple ogre heroes if you wish. Gnoblar may not gain experience from devouring captured models even if they become heroes.

**Maneaters:** Ogres in Mordheim are well travelled mercenaries and are less slow witted than many of their kin. They train with a degree of discipline and always seek to learn something new from every fight. Unlike normal ogres they earn full experience from every encounter instead of half.

**Difficult Customers:** Widely regarded by vendors as their least popular and most frightening customers, Ogre Heroes suffer -1 when rolling to find Rare items not found in the Ogre Kingdoms Equipment List.

**Cannibals:** An Ogre warband may never hire any hired swords except for halflings and ogres.

**Don't Fight With Eating Knives:** Although many ogres carry a wide assortment of knives and daggers, they do not use them for combat, preferring to smash the enemy apart with their fists. Unlike other warriors Ogres do not come with a free dagger however their sheer size and strength is a weapon in itself and as such they never suffer any penalties when fighting unarmed.

## **CHOICE OF WARRIORS**

An ogre warband must include a minimum of three models. You have 500 Gold Crowns which you can use to recruit and equip your warband. The maximum number of warriors allowed in the warband is 12.

### **Alignment:**

Ogres travel far and come in all varieties. They may choose any alignment.

### **Starting Experience:**

A Maneater Captain starts with 20 experience

A Hunter starts with 8 experience

Calves and Henchmen start with 0 experience

## **OGRE PROFILE RACIAL MAXIMUMS**

M6 - WS6 - BS5 - S6 - T6 - W5 - I6 - A5 - Ld8

Ogres may choose from Common, Strength, Combat and Ogre skills

## **GNOBLAR/HALFLING PROFILE RACIAL MAXIMUMS**

M4 - WS4 - BS6 - S3 - T3 - W2 - I6 - A3 - Ld7

Gnoblar and halflings may choose from Speed, Ranged and Halfling skills

## **OGRE SKILLS**

**Master of Arms** - The ogre learns how to use his size. He may now use a Difficult to Use weapon and a hand weapon at the same time, but not two Difficult to Use weapons.

**Maneater** - The ogre may immediately learn one skill from the shooting, academic or pit fighter skill lists. Ogres may not take this skill multiple times.

**Thingeater** - This skill may only be taken if the ogre already has the Maneater skill. The ogre may immediately learn a single skill from any skill list (including race specific skill lists and other skill lists the ogre would not normally be allowed to choose from). Ogres may not take this skill multiple times.

**Dog of War** - This skill may only be taken by the leader. The warband may now hire those hired swords available to human mercenaries, this is still limited by the ogre warband's alignment however.

**Bull Charge** - Ogres learn how to use their vast bulk in a charge, trampling the enemy to the ground. When charging, an ogre with this skill may attempt a single attack with a +1 'to hit' modifier rather than making his normal attacks. If successful the enemy model is automatically knocked down.

**Bellowing Roar** - An ogre leader expects challenges to his authority. One of the best ways to suppress a mutineer in the ranks is to give his ear drums a good pounding. This skill may only be taken by the warband leader, allowing him to re-roll the first failed Rout test.

## **SPECIAL EQUIPMENT**

Ogre club: 15 gold crowns, common  
counts as a normal club. When wielded with two hands provides +1 strength.

Iron Fist: 15 gold crowns, common  
An Iron Fist may be counted as a sword or a shield at any time. You may choose which before each die roll.

Ogre Handgun: 35 gold crowns, rare 8  
Counts as a normal handgun but replaces the Move or Fire rule with the pistol's Hand-To-Hand rule. If used by a non-ogre model these rules will be switched back to normal. Any handgun purchased for the warband will count as an ogre handgun when carried by an ogre. Note that you may count the Pistoleer shooting skill as 'Handgunner' when selecting a maneater or thingeater skill.

Leadbelcher Cannon 80 gc rare 10  
Counts as an ogre club. In addition it may be fired as a strength 4 blunderbuss once per game.

### **OGRE EQUIPMENT**

Hand-to-hand Combat Weapons  
Cleaver (axe) 5 gc  
Ogre Club 15 gc  
Sword 10 gc  
Spear 10 gc  
Morning Star 15 gc  
Double Handed Weapon 15 gc  
Iron Fist 15 gc

Missile Weapons  
Leadbelcher Cannon 80 gc  
Ogre Handgun 35 gc  
Brace of Ogre Handguns 70 gc

Armour  
Light Armour 20 gc  
Heavy armour 50 gc  
Helmet 10 gc

### **GNOBLAR/HALFLING EQUIPMENT**

Hand-to-hand Combat Weapons  
Hammer 3 gc  
Axe 5 gc  
Sword 10 gc  
Spear 10 gc

Missile Weapons  
Short bow 5 gc  
Sling 2 gc

Armour  
Light Armour 10 gc  
Helmet 10 gc  
Shield 5 gc

## **OGRE KINGDOMS Warband**

### **HEROES**

#### **1 Ogre Captain: 150 Gold Crowns**

M6 - WS4 - BS3 - S4 - T4 - W3 - I3 - A2 - Ld8

**Leader:** any warrior within 6" may use the Captain's leadership value.

#### **0-1 Ogre Hunter: 150 Gold Crowns**

M6 - WS3 - BS3 - S4 - T4 - W3 - I3 - A2 - Ld7

**Ranger:** The Hunter may roll 2 dice and pick either one for Exploration. Note that this is not a re-roll.

**Loner:** Immune to All Alone tests and may never become the warband leader.

**Animal Handler:** The Hunter starts with the Animal Handler skill from the common skills list and may purchase an animal companion during warband creation (Random elements of trading post costs are equal to half their maximum for the purposes of this purchase).

#### **0-3 Ogre Calf: 50 Gold Crowns**

M6 - WS2 - BS2 - S3 - T4 - W2 - I2 - A1 - Ld6

### **HENCHMEN**

#### **Ogre Bull 120 Gold Crowns**

M6 - WS3 - BS2 - S4 - T4 - W3 - I2 - A2 - Ld7

**Bull Charge:** Bulls have the Bull Charge Ogre skill.

#### **0-4 Gnoblar/Halfling 20 Gold Crowns**

M4 - WS2 - BS3 - S2 - T2 - W1 - I2 - A1 - Ld6

**Ignored:** Gnoblar and halflings (even gnoblar or halflings that become heroes) who are taken out of action do not count for rout tests.

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Author's pedantic ramblings:

This is, somewhat obviously, a blended and simplified version of the two ogre warbands that exist right now: The Maneaters warband pdf (from Border Town Burning I think?) and the Ogre Warband on Mordheimer.com written by Azmodan. Props to you all. This is just my reinterpretation of your work. You did the heavy lifting and I'm just tweaking some things here and there. Ogres are awesome and you are awesome for doing what you did. Thank you for inspiring me to playtest this out.

After fiddling around with the ogres I came to the inescapable conclusion that both these lists overcompensated too much for the supposed advantage of the ogres' multiple wounds. The core problem is that when a three wound model loses two of its wounds those wounds stay gone for the rest of the battle but if two of your three 1 wound models take wounds there's a pretty reasonable chance that they'll get up again to fight on in later turns. While useful, multiple wounds are fundamentally less good than an equal number of 1 wound models. This is fine when you have one large target in your warband whose wounds will help him in combat and whose fellows will likely get up after taking hits and keep distracting the enemy but in a full warband environment five ogres with three wounds each just aren't as good as fifteen humans with one wound each. Ever. It's just how Mordheim works.

Ogres are already large targets and cost lots and lots of points. I felt those two things combined were already a sufficient disadvantage to the ogres. In my opinion the gluttony rules and keeping Slow Witted (I know it's on the Ogre Mercenary but it just doesn't work for a full warband) and so on were just too many extra handicaps on a warband that already isn't as good as it looks. The whole 'counting as two models for wyrdstone profit' thing was rough when your henchmen cost more than 100 gold to hire. I felt those rules, while inspired by fluff, ultimately force the warband to develop a bit too slowly and they kinda bog down the game. Gluttony was very characterful I'll give it that. That was a rule with its "heart in the right place" but I just don't think it's ultimately neccessary as a rule and can remain fluff.

I enjoy "Don't Fight With Eating Knives" a great deal, unfortunately it never made the finnick little note that the ogres were not penalized for having no dagger. I felt that a rule about how big and strong ogres were, and how they didn't need to use daggers because their sheer size was a weapon, should not have the end result of making an unarmed ogre weaker in combat. So now there's an explicitly spelled out addition to the rule which I feel was probably always intended and merely omitted.

The second Maneater skill was simply added to give warbands a bit more room to grow and develop character. I want to see red-headed ogre troll

slayers and smoke-bombing, stealthy ogre ninjas running around the streets of Mordheim too, don't you? Yes there is hypothetically some ridiculous combination of skills that will break the game, shatter the space time continuum or even bring Emperor Norton I back to life. But if it's in there, I haven't found it (at least, not any more than any other warband can break the game with careful exploitation of their own skill lists at high level. And at that point who cares anyway, all your battles near the end of a campaign are going to be ridiculous, awesome, brutal and hilarious).

The Ogre racial stat caps are a halfway point between the ones in the rulebook and the ones in the Ogre Maneaters pdf that accentuates their monstrous size and power related stats while leaving them with relatively low leadership (still slightly higher than normal ogres to reflect trained and disciplined maneaters but I felt the Ld 9 in the Maneaters pdf was too much).

Handguns are in. Ogres can move and fire them and they work like pistols in close combat. Again, just characterful for maneaters since you can build better ogre close combat monsters without using braces of handguns, If you want to move and fire with other non-move-and-fire weapons like rifles or whatever there's a skill for that that you can spend your maneater skill on.

Iron Fists kinda sucked. I figured letting them be shield-swords instead of buckler-swords made them... not suck.

Leadbelcher cannons are in. I wanted an easier mechanic for them and turning them into powerful blunderbusses just made sense to me. Look at the miniatures, can you really see that thing being reloaded on the run? Also now the rules allow you to beat people on the head with a cannon. So that's good.

Gnoblars are in there because the warband needs to be padded out a little bit in order to function. Only having four or five models to start with is very tricky no matter how many wounds they have so some cannon fodder is very helpful. Nevertheless I didn't want the little guys to steal the spotlight from the OGRE warband (there are lots of goblin warbands already) so I stuck in a 0-4 limit on them as it was a simpler mechanic to limit them than some 2-gnoblars-per-1-ogre sort of thing. You can take just enough of them for ok odds that one might get This Lad's Got Talent, so there's your chance at the gnoblar hero from Azmodan's list. Gnoblars as equipment for ogres are removed entirely so that there isn't a mix of what gnoblar miniatures count as. It's just for simplicity and I really doubt it would cause problems if you wanted to add sword gnoblars and luck gnoblars etc back in. They're also listed as "halflings" so that you can represent a more ogre oriented force from the Moot without having to even slightly call your force "counts-as"

I found the points costs in the Maneaters pdf to be somewhat limiting both in starting a warband and in recouping losses and felt a slight points reduction to be neccessary on henchbulls. Still very high, just ever so slightly less difficult to save up for. I raised the points cost on calves slightly because while they're now Large Targets they also now cause Fear. I felt both should be universal racial rules for ogres. Calves wouldn't be that noticably smaller

than ogre bulls to a terrified human eye and besides most of us are going to be using the warhammer plastics that are all the same two bodies and thus all the same size.

Gut magic was cool. I just want to throw that out there. Gut magic was very cool. I decided to stick with the Maneaters pdf as the core of the list though just because I wanted to keep everything as simple and straightforward as possible. I doubt it would unbalance things much to allow the butcher-kin from Azmodan's list to replace one of the calves or the hunter here if you wanted to include it. It's very characterful it's just ever so slightly complex and my goal going into this was to eliminate what I felt was unnecessary complexity in the ogre list (Same deal with removing the sabretusks, although you can still represent them easily enough with a counts-as animal companion).

As great as Mordheim is, this pdf is also written with holding ogre pit fighting competitions in mind. Ogre vs. Ogre battles are a great twist to Mordheim campaigns for ogre enthusiasts. Entire campaigns could take place with the models literally never leaving one 4x4 table since the gladiators eat and live beside their pit. You could even copy over some gorgers or a slave giant as npcs that the warbands have to kill to amuse their tyrant. An expanded campaign could have a few warbands representing free ogres in a small settlement with a pit for settling disputes located at the centre and even a fully modelled ogre trading post if you're feeling adventurous.

So those are my thoughts. Once again my thanks to the people whose hard work I am ~~ripping off~~ expanding on and of course I encourage all of you to review and playtest these rules and decide what works for you and what is complete bunk.

Happy gaming and don't forget to roll for Random Event!

~Anon





You are what you eat...