

Ogre Warband

.... On the most eastern steep of the world edge mountains, an ogre tribe called the Stoneeaters established their own prospering kingdom. Thanks to their proximity to the dwarfs and the empire of men, many an ogre got to see the world, fight as a mercenary, and return home as a man-eater with epic stories, fabulous items and valuable treasure. So has the kingdom has risen in wealth and prosperity.

.... After the comet struck Mordheim, a young man-eater named Oraag traveling through the Empire was hired by a mercenary warband, to guard the captain while they were searching for Wyrystone. Oraag found the glittering of these stones to his liking, and took some shards with him when returning to his tribe.

.... The Wyrystone didn't interest the fellow ogres at all, except a butcher called Horgh. He asked Oraag to give him one shard and did something very typical to an ogre - he swallowed it! He instantly felt sick, fell into a fit of convulsions and lost consciousness. Two days none of the ogres knew, whether Horgh is going to wake up or not. But he did wake up on the third day and claimed that he spoke with the Great Maw, and received its blessing. So he called for Oraag wishing to speak with him.

.... No one knows what has been discussed then, as even the helping gnoblers were sent out not to be witnesses. But the next day Oraag left the tribe and brought more shards back from Mordheim. It didn't take long for Horgh to control the power he gained from the stones; he quickly was given the title "Prophet of the Maw" and became the Slaughtermaster of his tribe. Oraag's services were not forgotten. With the help of Horgh and his freshly gained powers Oraag became the tyrant of the Stoneeaters.

.... Understanding the importance of Wyrystone more man-eaters began to journey towards Mordheim in search of the valuable stones. More butchers started to learn the art of Wyrystone eating and soon it became a common practice. The word spread very quickly among the ogres kingdoms and other tribes also began to seek the stones.

.... So it is a tradition now among the Stoneeaters, that if a young man-eater wants to quickly earn fame and favor of the butchers, he will gather a band of young Ogres and head for Mordheim. If he returns successful, he gains respect and the butchers will mark him for greatness, but not many return from their quest for fame....

Special Rules:

Huuuuge: Ogres are big, massive and frightening creatures. All ogre models cause fear. All ogres are Large targets. Ogres also ignore all alone tests. An ogre can never have ithilmar or gromril or **heavy** armour - they don't make it in such sizes! All ogres have a warband rating of 20.

All to easy: It is nothing unusual for an ogre to slap a man. He does that all too often and doesn't learn much new from that. All Ogres receive half the experience points for taking a man-sized models (like on 20 or 25mm bases) out of action. They still receive the full experience point for taking a mounted model or a monster out of action. Also ogre henchmen and heroes apart from the runts receive half the experience point for surviving the battle, unless they got out of action during that battle. Then they receive normal points for that.

Rout tests: The ogres don't care that much about gnoblers. Gnoblers taken out of action don't count for any routing purposes. The opposing needs to take 25% of your ogres out of action in order to force you to make a rout test or voluntarily rout. Example: A warband consisting of 5 ogres and 10 gnoblers routs after two ogres are taken out of action, but a warband with 3 ogres and 4 gnoblers needs rolling after one of the ogres is taken out of action.

Gluttony: Ogres have big stomachs. And need to eat much more than the average human. After selling you Wyrystone (sending it home, and receiving gc to buy resources), you HAVE TO buy food for your ogres, each ogre needs to eat one ration. A ration for one ogre costs 6 gc. If you cannot afford that, then you can choose to eat one gnoblar - it gives you one ration. If you don't have enough gnoblers left, then you must sacrifice one of your ogres (your choice) to be eaten. In this case, he will give you 5 rations. You retain any equipment the unlucky ogre had, and remember that your leader cannot be eaten. Another way to get food rations: If your Ogre warband wins a battle then all enemy Heroes, Hired Swords and Henchmen that were killed in hand-to-hand combat with an Ogre (as a result of a unlucky injury table roll, not if only taken out of action) or

captured in the battle may be eaten! All human sized models are worth two rations, horses and other mounts are worth three rations and multiwound creature on big bases is worth 5 rations. You don't receive any equipment the eaten models had - it is discarded. Also if Straggler or Prisoners is rolled on the exploration chart, Ogres may eat the unlucky individuals, the straggler is worth one ration and prisoners are worth 2D3 rations. Any unused rations are lost, unless you have a butcher in your warband (see below). Note: Any member of your warband that gets killed in a fight might be eaten too!

Don't fight with eating knives: Ogres don't use daggers for fighting, just for eating. They don't carry them on the battlefield. If forced to, by losing a weapon or don't carrying any weapon, they will fight unarmed. But since their physical strength the -1S penalty does not apply, but the +1 enemy armour save still does. They may make more than one unarmed attack, depending on their Attacks value. Note that you cannot combine this unarmed attack with another weapon, so it doesn't count as an additional attack like the dagger would. It can only be made if the ogre doesn't have any other weapons at his disposal.

Distasteful Company: Most hired swords will refuse to work for the Ogres, as they know that they are just as likely to eat them as fight with them. Ogre warbands may only hire the following hired swords: Pit Fighter, Ogre Bodyguard and ***Ninja Gnoblar (if you use him)***.

Gnoblar: Gnoblars aren't the bravest when it comes to fighting. Some of them prefer to hide themselves in a hole, rather than to get hurt. When shooting at any gnoblar that is behind cover the enemy gets an additional -1 to hit. This bonus is not cancelled by the trickshooter skill the enemy might possess. ***Gnoblars never block line of sight to other models and don't they don't count as cover for other models unless other gnoblars.*** Each gnoblar has a warband rating of 3. Gnoblars can never become leaders.

Not really a threat: Gnoblars are often ignored when dealing with something as frightening as an ogre. A gnoblar may be attacked only if any ogres involved in that combat are either knocked down, stunned, or there are any ogres at all. If the ogre stands up, then gnoblars must be ignored in order to strike the bigger threat. ***Also a gnoblar can never be shot at when there is an ogre model nearer than the gnoblar.***

Choice of Warriors

An Ogres warband must include a minimum of three models. You have 500 gold crowns (representing your initial resources), which you can use to recruit and equip your initial warband. The maximum number of models in the warband may never exceed 15.

Heroes:

Man-eater-Kin: Each warband has to have one man-eater-kin. No more, No less! He starts with 20 exp points.

Butcher-Kin: Your warband can include one Butcher-kin. He starts with **11** exp pts.

Ogre Runt: Your warband can include up to 2 ogre runts. They start with **0** exp pts.

Gnoblar Trappers: Your warband can include one Gnoblar Trappers. He starts with **0** exp points.

Henchmen:

Ogre bulls: Your warband can include up to **5** Ogre bulls.

Leadbelchers: Your warband can include up to 2 Leadbelchers.

Fighting Gnoblars: Any number of models can be Fighting Gnoblars. ***Remember though that you cannot have more than twice as many gnoblars as you have ogres in your warband. Every gnoblar counts towards this limit, not only the fighting ones, equipment gnoblars too!***

Skills: The Man-eater-kin and Butcher-kin can choose from combat, strength and special skills. ***Runts choose from strength and special skills.*** Each Gnoblar can choose from shooting and speed skills. ***No other skills may be chosen when promoting a henchman to a hero.***

Maximum stats:

Ogre:

M	WS	BS	S	T	W	I	A	LD
6	6	4	5	5	5	5	5	9

Gnoblar:

M	WS	BS	S	T	W	I	A	LD
4	5	5	3	3	2	6	3	7

1 Man-eater-kin:

He's the one aspiring for fame and wealth. When leaving his tribe and heading for Mordheim he shows independence and confidence. Following the path of Oraag he might become a tyrant one day too...

185 gold crowns to hire.

M: 6/WS: 4/BS: 3/S: 4/T: 4/W: 3/I: 3/A: 2/LD: 8

Weapons/Amour: May choose from the ogre bulls' equipment list.

Special Rules:

Huuuge, All to Easy, Don't fight with eating knives: See special rules.

Leader: Any models of the warband within 6" of the man-eater-kin can use his leadership instead of their own. If the man-eater dies, the new ogre chosen as leader will gain access to man-eater equipment/skills.

0-1 Butcher-kin:

Young butchers often accompany the warbands in Mordheim. They are sent here to learn the art of wyrdstone eating and to do some research about those magical stones.

135 gold crowns to hire.

M: 6/WS: 3/BS: 2/S: 4/T: 4/W: 2/I: 3/A: 2/LD: 7

Weapons/armor: **May choose from the butcher list.**

Special rules:

Huuuge, All to Easy, Don't fight with eating knives: See special rules.

Gastromancy: See below.

Food preservation: The Butcher allows you to store any unused rations for later use (eat). You may store up to 5 rations. Note them in your stored equipment list.

Starting ingredients: When you hire a butcher then he comes equipped with the following ingredients: *D3 Disembodied Limbs, D3 Bedrocks, D3-1 bulls heart, one dry bone, one trollguts if you roll 4+ on a D6. You may also buy up to two bulls hearts and one trollguts at their base cost when hiring a new butcher.*

0-2 Runts:

Its the first time these Ogres leave their tribe and family. Not so big, what they will find in the outside world often can scare them. Still, almost every of them dreams of becoming a man-eater some day, and receiving the mission to find Wyrdstone...

45 gold crowns to hire.

M: 6/WS: 2/BS: 2/S: 3/T: 4/W: 2/I: 2/A: 1/LD: 6

Weapons/armor : May choose from the bulls list.

Special Rules:

All to Easy, Don't fight with eating knives: See special rules.

Not Huuuge: Runts don't follow the rules included in the 'Huuuge' rule. They don't cause fear, are **not** large targets, have to take all alone tests and have a warband rating of 10. **They still cannot wear heavy armor though.**

0-1 Gnoblar Trapper:

The hunters of the tribe not being interested in Wyrdstone hunt, are lending one of their trappers to the Man-eater's disposal. This gnoblar is being more respected than the others and he sure knows how to benefit from that.

30 gold crowns to hire.

M: 4/WS: 2/BS: 3/S: 3/T: 3/W: 1/I: 3/A: 1/LD: 6

Weapons/armor: Sling. May choose from the gnoblars list.

Special Rules:

Gnoblars, Not really a threat: See special rules.

Lil' Explorer: If the trappers wasn't taken out of action, then in the exploration phase the trapper can roll two dice and pick either as the result.

0-5 Ogre bulls:

The common ogre with low ambitions. Interested in some good bashin', not in fame, money or similar worthless stuff.

85 gold crowns to hire.

M: 6/WS: 3/BS: 2/S: 4/T: 4/W: 2/I: 2/A: 2/LD: 7

Weapons/armor: May choose from the bulls list.

Special Rules:

Huuuge, All to Easy, Don't fight with eating knives: See special rules.

0-2 Leadbelchers:

Some ogres found their love to big cannons. They carry it like it was just a pistol and find great pleasure in firing those, nothing else matters to them (except eating that is).

100 gold crowns to hire.

M: 6/WS: 2/BS: 2/S: 4/T: 4/W: 2/I: 2/A: 1/LD: 7

Weapons/armor: Ogre Cannon.

Special Rules:

Huuuge, All to Easy, Don't fight with eating knives: See special rules.

No ambitions: The cannon is the only thing the Leadbelchers would ever like to have. They never benefit from the 'that lad's got talent' rule. If you roll that result then re-roll it.

Fighting Gnoblars:

Those little greenskins claim they can fight just as good as their ogre masters. The ogres find that very amusing and cute, so they let them join the fight.

15 gold crowns to hire.

M: 4/WS: 2/BS: 2/S: 2/T: 3/W: 1/I: 3/A: 1/LD: 5

Weapons/armor : May choose from the gnoblars list.

Special Rules:

Gnoblars, Not really a threat: See special rules.

Gnoblar equipment list:

Hand-to-hand Combat Weapons

Dagger.....1st free/2gc
 Club.....3gc
 Axe.....5gc
 Sword.....10gc
 Spear.....10gc
 Morning Star.....10gc
Missile Weapons
 Sling.....2gc
Armor
 Helmet.....10gc
 Buckler.....5gc
 Shield.....10gc

Ogre bull's list:

Hand-to-hand Combat Weapons
 Cleaver (Axe).....5gc
 Sword.....10gc
 Ogre Club.....10gc
 Double Handed Weapon.....15gc
 Iron Fist.....20gc
 Cathayan longsword*.....35+2D6 gc
 Missile Weapons
 Handgun*.....35gc
 Brace of handguns*.....70gc
 Armor
 Light Armor.....20gc
 Helmet.....10gc
 Belly Plate.....30+2D6 gc
 Equipment
 Wyrdstone gnoblar*.....25+D6 gc
 Look out gnoblar.....20gc
 Luck gnoblar.....20+D6 gc
 * - may be taken by the man-eater-kin only

Butcher list:

Hand-to-hand Combat Weapons
 Cleaver (Axe).....5gc
 Tenderizer (Hammer).....3gc
 Equipment
 Sacrificial gnoblar.....10+2D6gc
 Look out gnoblar.....20gc
 Bulls Heart.....10gc rare 7
 Trollguts.....15gc rare 9

Special Ogre Skills:

Been there, learned that:

the man-eater-kin may only take this skill once. It allows him to immediately take ONE skill from the shooting or academic skill list. Remember, one only once!! Note: treat pistolier as 'handgunner'.

Battle Cry:

The Ogre lets cry an enormous roar causing fear in the most courageous of foes. All enemies within 8" of the Ogre must take a fear test as if a fear-causing opponent had charged them. If failed, the model(s) will only hit enemy models (through combat or shooting) on a roll of a 6 next turn. One Ogre may only possess this skill at a time and that Ogre may only use this skill once per battle. Enemy models immune to fear don't have to test.

Determined:

May only be taken by the leader. The warband may re-roll their first failed rout test, unless the leader is taken out of action.

Bulls Charge:

Can only used by an ogre having a belly plate. When charging more than 6" away, he can use this ability instead of his normal attacks. Make one attack at +1 to hit. If you hit then, the model is automatically knocked down, roll to wound at the ogres S, if you wound then the unfortunate

enemy becomes stunned. ***This special attack is resolved before any others. If you use this ability when charging into an existing combat, then randomly determine which fighting model is hit.***

Combat Training:

May only be taken by a runt. It enables him to choose combat skill from now on.

Hardened Stomach:

Butcher only. The stomach gets hardened after eating various things. ***Count only every second spell the butcher tries to cast for the purpose of consulting the Indigestion table after the game.***

Wyrdstone Eater:

The Butcher learned how to control the powers that one can gain by eating Wyrdstone. Now he can use the ***seventh spell from the lore of gastromancy listed below.*** He must have the Wyrdstone shard in his equipment, and if he goes out of action, any remaining shard he had can be captured ***just like in the Wyrdstone Hunt scenario.*** Wyrdstone can also be eaten in conjunction with an ingredient to power up the spell. The spell has double range, and throw 3D6 and pick the two higher as the result. But if it still misfires then to addition to the normal results, add another dice to the indigestion dice pool.

Ogres Equipment:

Ogre club: rare 7

"In case you younguns haven't realized it yet, we ogres is bigger den the thinlings, an that means our weapons is bigger too an bigger weapons is harder too block.... wut you you don't believe me ?!? Ere is a sword go fight a giant ya ungrateful runt ...kids these days..."

Follows the normal rules for a club. In addition to it, the club is so massive, that it cannot be parried in any way.

Ogre Cannon:

"He took dat from dah imperial armory, he fills it up wife black powder an bric-a-brac an he shoots it at people.... yeah I don't understand im much neither ."

Only Leadbelchers may use it, and I mean that! No one else can use it, even with weapons training. It cannot be sold anyway. It works similar to a blunderbuss. Draw a straight line 12" long and 40mm (ogre base) wide from the cannon. Every model in this path is hit with ***S4 and armor piercing (additional -1 to enemy's save).*** Models in cover are hit on a 4+, hidden ones are unaffected. It takes a very long time to reload the cannon so it can be fired only once per battle. In close combat treat it like an ogre club, which requires two hands to use.

Belly Plate: rare 10

For ogres, their belly is the most important part of the body, in fact more important than the head! Some ogres like to wear great belly plates blessed by the prophets of the maw that they treat as lucky charms.

Gives you +1 armor save and you can ignore the first hit received in battle on a roll of 4+. The model cannot wear heavy armor as long as it's having a belly plate. Note: Having a lucky charm and a belly plate wont give you any additional bonus. Only one roll against the first hit can be made!

Iron Fist: rare 8

"Nuffin scares the wee folk more dan an ogres fist coated in spikes, blades and armor ... flyin twards der heads. Scares a few big folk too....."

An ogre can only ever have one Iron Fist. You can use it either as a buckler ***or a second hand weapon.*** Choose every CC phase. You can only use it once per CC phase. So if you try to parry with it then you cannot attack with it and vice versa! ***It counts as a bladed weapon for critical hits purposes if you use those additional charts.***

Cathayan Longsword: rare 11

"This here is the best sword yer ever gunnah see an ogre use, its made in dah east across the mountains and even past the maw. Deez are rare in dis part of the world, wich means the locals wont know wut hit em."

This finely crafted sword stays forever sharp and thus has the cutting edge special rule (-1 to save). As it is made from a similar metal to ithilmar it also grants +11 to the attacks made using it. You can parry with this sword as normal.

Handgun:

Treat the handgun exactly as a pistol, only with 24" range. So yes, you can move and shoot with it!

Brace of Handguns:

You have to find both handguns separate and then stick them together to act as a brace. Works exactly like a brace of pistols, only the range is significantly higher.

Gnoblars:

Every gnomblar must be represented on the battlefield as a model. They are gnomblars in all respects: They do count towards the maximum number of models, and remember you cannot have more than twice as many gnomblars than you have ogres! They use the fighting gnomblars stat line and come equipped with a dagger. ***You can 'attach' a gnomblar to the ogre in whose position the gnomblar is. In this case the gnomblars stays in base-to-base contact with the ogre and moves with him, using his M value. That represents the gnomblar riding on the shoulder of the ogre. You can detach the gnomblar at any time, by placing him 1" away from the ogre. After that the gnomblar cannot move further this turn.*** They use the henchmen injury table. Each Ogre hero can be equipped with up to 2 gnomblars, the butcher with up to 3.

Wyrdstone Gnomblar: rare 9

Allows you to add +1/-1 to any dice rolled when searching for Wyrdstone if the gnomblar didn't go out of action. Can only be taken ***once*** by the man-eater-kin.

Lookout gnomblar: rare 7

The gnomblar tries to protect his master from missile fire. If the ogre is hit by any ranged attack, roll a D6. On a 5+ the gnomblar jumps in between and roll to wound, injury etc. on the gnomblar instead of the ogre. The look out gnomblar must be within 2" of his master to use that ability.

Luck gnomblar: rare 8

Allows to re-roll any single D6 during the battle (not during post-battle sequence), as long as he is within 6" of his master, and still on the table. ***It can a be a D6 being a part of a 2D6 roll, 3d6 etc.***

Sacrificial gnomblar: rare 7

Can only be taken by the butcher. Must stay within 2" of his master. Maybe used in either of two ways: when casting a spell it may be used to cast ***3D6 and discard the lowest as the result***, or to double the range of the spell (declare that before rolling). The butcher may use (eat) only one gnomblar per ***spell***. After being eaten the gnomblar is obviously removed from the table and rooster.

Gastromancy

Gastromancy works pretty different than the average Joe magic lore. After all is there any other magic list, in which you need to eat something for the spell to work? And it isn't safe magic for the spell caster and those nearby!

If you study the spell list closely, you will notice each spell has four things listed:

- ***Ingredient (I)*** - you need to eat that in order to cast the spell
- ***Casting Value (C)*** - that's the number you have to roll on 2D6 for the spell to work as desired.

- *Miscast Value (M)* - you should avoid rolling that or less when casting the spell.
- *Miscast result* - check that out to see what can go wrong when performing gut magic.

The butcher knows all six gastronomy spells. You can cast as many of them as you wish in your shooting phase, as long you have the right ingredient and the butcher didn't run or isn't involved in close combat. The Butcher can carry any amount of ingredients in a battle. One model can only receive one bonus from a spell at a time. If you cast another spell on such model, then the previous spell is immediately dispelled. The spells last until the effect ceases, the butcher decides to end it, gets stunned or goes out of action.

How is the spell cast then? :

First you eat that ingredient (naturally remove one piece of it from your equipment list). Second, you choose the target, it may be the butcher himself. Then you roll **2D6** and compare the result to the M and C values. If its equal to or more than the Casting Value then all is fine, the spell works as intended. If its equal to or less than the Miscast value then nothing's fine! The spell doesn't work, apply any miscast results as listed in each spells description (note: no saves can be made against getting stunned by a miscast result), cannot cast more spells in that turn and adds one dice to the indigestion pile (more on that later). If you fail to roll any of those numbers then the spell has simply no effect - the butcher just makes an unpleasant sound, and can continue to cast spells. You have to keep track of how many spells your butcher tried to cast, no matter if they succeeded to work or not. That number will be added after the game to the indigestion pile. This represents the stomach getting tired of eating, as he is a young and inexperienced butcher.

Indigestion pile and table:

When a spell miscast you add one dice to the indigestion pile. After the game you roll all the dice, and add the noted amount of spells cast. Then check the sum on the table below. Any results of missing a game rolled on the injury table doesn't cumulate with these results:

0-8 -> the butcher recovers fully.

9-11 -> The butcher misses the next game while he recovers.

12-14 -> The butcher misses the next games for recovery. Make a toughness test. ***If failed the butcher gets -1T permanently.***

15-16 -> The butcher misses the next **two** games while recovering. Make a toughness test. If failed the butcher gets an 'old battle wound' injury automatically. If he already once received it from an unlucky indigestion table roll, then he gets -1T permanently instead. Also note down on rooster that every D6 rolled on the table is at +1, which is cumulative!

17+ -> The Butcher dies.

Ingredients:

During and after the battle the butcher collects various ingredients from the battlefield to for later use. If the man-eater didn't go out of action and you managed to take at least one opposing model out of action then after the battle roll on this table to see what the butcher has found useful...

- 1 disembodied limb + another one on a D6 roll of 4+ (roll until you fail to roll 4+)
- one severed skull +1 for every enemy man-sized model killed as an unlucky injury table roll result.

- one heart for every enemy man-sized model killed as an unlucky injury table roll result.

- One dry bone + another one on a 4+

- D3-1 bedrocks

- D3+1 trollguts if you managed to kill a troll. (Congrats by the way)

You may also buy additional Bull hearts and Trollguts if you want to. Roll once to see if they are available. Then you can buy as many as you want, but add a D6 to the cost of every next ingredient you buy. So the first trollguts will be at 15gc, the next at 15+d6gc, **next will be the previous cost + another D6 etc.**

Gastronomy Spells

1. Bloodgruel

Ingredient: Disembodied Limb **M:3 C:6**

The butcher is restored to full wounds.

Miscast: The butcher receives a S4 hit. No saves.

2.Braingobbler

Ingredient: Severed Head **M:3 C:7**

An enemy model within 12" must pass a psychology test or flee 2D6" directly away from the butcher.

Miscast: The butcher suffers from stupidity for the rest of the battle.

3.Bullgorger

Ingredient: Bulls Heart **M:4 C:6**

Any one model within 8" and line of sight of the butcher receives a +1S bonus. At the beginning of your turn roll a D6. On a roll of 1 the spell ceases to apply.

Miscast: The butcher suffers from Furious Frenzy special skill for this battle only.

4.Bonecrusher

Ingredient: Dry Bones **M:4 C:7**

Any one model within 12" and line of sight receives D6 S2 hits with no saves allowed.

Miscast: The Butcher loses one wound. No saves.

5.Toothcracker:

Ingredient: Bedrocks **M:5 C:7**

Any one model within 8" and line of sight of the butcher receives a +1T bonus. At the beginning of your turn roll a D6. On a roll of 1 or 2 the spell ceases to apply.

Miscast: The butcher receives a S6 hit. No saves.

6.Trollguts

Ingredient: Troll guts **M:5 C:8**

Maybe cast at any one model within 6". Target gets immunity to all spells and regenerates! This **allows you to ignore a wound taken on a roll of 4+. You cannot combine this with the step aside skill, just take one 'ward' save - the higher.** The butcher receives automatically a S4 hit. No saves. At the beginning of your turn roll a D6. On a roll of 1 or 2 the spell ceases to apply.

Miscast: Not good! The butcher receives D3 S5 hits. No saves.

7.Maws blessing

Ingredient: Wyrdstone **M:auto C:auto**

Any model within 8" of the butcher is blessed with divine energy. It gains +1S +1T, **Frenzy** and causes fear, for that battle only. This spell can only be cancelled when the model gets knocked down, stunned or out of action. Even the death of the butcher doesn't stop it - such is the power of the blessing. Add the beginning of your turn when the spell is in play the affected model must take a Toughness test. If failed the model goes automatically out of action. The model misses the next game while recovering but does not roll on the serious injury table. **The butcher will still need to consult the Indigestion table though. If passed the model receives an automatic S4 hit only.**

Miscast: Nothing, just add the D6 to the Indigestion pile.

Designer Notes

In this section I am going to explain some rules I made and some issues that I have encountered making this warband.

First of all, this warband is based upon very good rumors and models of the forthcoming Ogre Kingdoms Army release. That's why I can assure you, it fits in the fluff really well. No matter how silly the idea make sound (vide Ninja Gnoblar or Ogre Cannon) it is made to match the fluff or model range (as in the mentioned cases). Thus if you don't know what the new Ogres are all about, you will find this Warband a bit 'strange'. Trust me - even gastronomy the way it works is fluffy! :)

Next, it's an Ogre warband. Large creatures. There is no other warband that allowed having more than two big creatures, here you can have ten! So it required a whole bunch of special rules to be made for them. Here are some explained.

- *Don't fight with knives*: That is something I made to prevent players from using a cheap second weapon. I also imagined it as comical seeing an ogre fight with something as small as that, when he has a far bigger biceps. On the contrary the ogres got a nice unarmed attack, which comes free and uses attack value. But this rule can go, it isn't that important.

- *Gluttony*: Ogres need to eat. They simply have to. And that's a drawback cause you need to buy that food. Combining with everything being expensive, the Ogres are likely to have problems with money. You will have to spend it wisely, and keep some for a moment of dire need. That's another way to make them less powerful, a serious one IMHO! An important element in this case is the butcher as he allows you to store some extra rations.

- *Starting stats*: An ogre is an Ogre and letting him have lesser stats wouldn't make him an ogre anymore. So I WONT lower the starting stats for them, seeking the balance in another way is the way to go. An option is to give them only about 450 gc for the start.

- *All to easy*: That's my version of the slow-witted rule ogres in Mordheim have. It had to be in some way, but so it wouldn't slow down the advances considerably. It should work fine...

- *Gnoblar*: As you need some of them (like the Wyrdstone gnoblar) to stay alive, I gave them this rule, so you can hide them in a safe spot. They still must be on the table so a sneaky enemy can try to assassinate them to gain easy experience points, but that's how it should be I guess. You need to protect them! Always have an ogre around them!

- *Not really a threat*: that rule should make gnoblars a bit value in supporting ogres in combat, but not much in general.

A word about gastronomy. I made it easier. It still requires some keeping track of and remembering stuff, but it isn't that bad anymore. I wanted a slight variation from the usual 2D6 system everybody gets. Also the fluff about that lore dictated some different approach to these spells. If anyone can make it easier, preserving the fluff, I would be very grateful! :)

The balance issue: After a few play test made by various forum users (many thanks!!) the warband seems balanced. They got more losses than wins so far so I guess it works well. But all of them where one-off games with starting or not very experienced warbands. I have no idea so far how they will turn out in a campaign. Whether they will develop to quickly or to slow. If someone would try them out for me, I would carry him on my very own hands! :D And of course an honorable mention in the credits part! ;)

I also encourage you to analyze the strength and weaknesses of the warband for a second, before posting any opinions (especially those bad ones: P). I tried my best to make it balanced on paper, but if I did something wrong, and then feel free to tell me! Any opinions - good or bad - are very welcome, but please, let them be constructive in some way! :)

Cheers,

Azmodan

Optional Rules

Warning! These rules were dropped from the project because of too much complication they brought in. As I didn't want to delete them entirely, I put them here, so anyone if he wants can use them. They may not be balanced so use at own risk!

Equipment:

Stone Hammer of Sigmar.....50+3D6 gc rare 12
Anchor.....20+D6 gc rare 8
Tenderizer.....10gc common

Cleaver.....15gc common
Treasures.....50gc common

Stone Hammer of Sigmar:

Dem priests was angry at him an dident pay fer his servises. So he took the hammer from dere temple uv Sigmar Hur hur hur. I hear they still haven't replaced it . Wut you dont know who Sigmar is ? Hur hur hur well sit down then and hear of him. Its a tale of looong ago when Orcs ruled dis part of the world and humans was livin in fear of 'em, until a man came a man who became a god.....

There are many statues of Sigmar wielding the Ghal-Maraz Hammer scattered in the cities of the Empire. Some ogres steal that hammer and use it as a very lethal weapon. It is a great weapon giving +3S following the rules for a hammer(concussion) and ogre club (no parry possible). You can only make one mighty attack with. When you do, compare your WS to your opponents I value and add an additional -1 to hit. ***This represents the target dodging the blow, since its to mighty to block in any way.*** If the unlucky foe gets wounded he must immediately roll on the injury table, despite of any remaining wounds (he loses one as normal, but can get out of action by the first attack!). Any opponent warband members that are confessors of Sigmar (make sure before battle whether they are or not) will hate the bearer of the stolen trophy for the desecration. ***Every member of the Sisters of Sigmar will attack the wearer whenever possible (that includes choosing him as favored target amongst several possible targets for shooting and close combat, as well as charging him as soon as he is in charging range).*** Note: The strongman skill doesn't allow you to strike in I order, it just removes the -1 to hit penalty. So you will always strike last with this hammer unless charging.

Anchor:

"Dats an anker stoopid he took dat from the bottom of a ship because his sword rusted away too nuffin while he was at sea . Hey you gott use wut ya got. "

A rusty anchor from a wrecked ship can easily be used as a weapon! It gives +1S to the attack made by it. A model can have and use only one anchor, cause it would look weird running around with two anchors.

Tenderizer:

A tenderizer is used to soften up the meat before cooking it. Some ogres are so eager that they soften up the meat when its still attached to the living owner!

A tenderizer follows the concussion and cutting edge (spikes) rule, so it give a -1 to enemies armour save.

Cleaver:

It counts as an axe (cutting edge) and gives you +1S in the first round of combat.

Treasure Chest:

"HEY!! get yer grubby mits outa my stuff! Yer can watch if yer like."

The ogres like to gather and show of their gold and treasures wither from various journeys or simply earned or robbed . Any ogre hero (not a butcher though) can carry up to three treasure chests. Each of them gives +1 when searching for rare items on the market, so the maximum is a +3 bonus. It can be sold at any time for 50-2D6 gc. (Note: The Haggle skill cannot be used to lower the price of a treasure chest, cause they are not bought - its just a certain amount of valuable stuff gathered by the warband). If the model gets out of action during battle, he might loose all the valuable stuff. Roll a D6 :

1 - enemy warband captures the treasures! It must be sold at 30 + 3D6 gc per piece.

2,3 - the treasure gets lost in the streets of Mordheim... remove it from your rooster.

4+ - they are retained (thanks to the Maw!) and maybe used again (not in this trading phase as the model went out of action).

Hired Sword: *Ninja Gnoblar*

35 gold crowns to hire + 10 gold crowns upkeep cost

Most people simply ignore gnoblars because they have bigger problems in their hands (The least not being the Ogres!), but this little git is not to be sneered at. Having spend some time spying the Celestial Dragon Monks of far east, this gnoblar has some muscle to add in a fight!

May be Hired: Except the ogres, any warband that doesn't include any fear causing creatures may hire the Ninja Gnoblar. If the warband gains a model that causes fear, the Ninja Gnoblar will leave immediately - he may be skilled but he is still scared.

Rating: A Ninja Gnoblar increases the warband's rating by 8 points plus 1 point for each Experience point he has.

M: 4/WS: 3/BS: 3/S: 3/T: 3/W: 1/I: 4/A: 1/LD: 6

Equipment: Ninja Robe (counts as hardened leathers), Shurikens (Throwing stars with Stealthy special rule) and Bo (gives an additional attack, may parry and requires both hands).

Skills: A Ninja Gnoblar may choose from shooting and speed skills when he gains a new skill. In addition he can be given a unique special skill only available to him, noted below.

Special Rules:

Stealthy: The Ninja Gnoblar can throw his shurikens while hidden without revealing his position to the enemy. The target model can take an Initiative test in order to try to spot the throwing Ninja. If the test is successful, the Gnoblar no longer counts as hidden.

Rooftop to Rooftop: The Ninja Gnoblar is skilled in jumping over streets and gaps. He doesn't deduct the distance jumped from his movement. This means he can run 8" and still jump the 3".

Special Skills:

Expert Rooftop jumper: The Ninja is even more skilled in jumping on the roofs. He may jump up to 4" and may re-roll a failed initiative test when jumping or making a diving charge.

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