

DARK MAGENTA

Brute Violence and Childlike Faith

Rules for using Ogryns in games of Inquisitor

By Dave Knowles

The first time I came across an Inquisitor in the Warhammer 40,000 universe was when I read Ian Watson's excellent short story 'Warped Stars' in the 'Deathwing' anthology. In the story, the Inquisitor is accompanied by a mismatched band including a Squat Engineer and an Ogryn bodyguard, and it is likely that this early encounter is why I felt compelled to add an Ogryn to my collection when I started playing Inquisitor. I soon discovered that although there had been previous attempts to create rules for these large abhumans, most notably in the Australian edition of White Dwarf, they were all either unavailable or unsatisfactory. For this reason I created the rules below; they are partly based on those earlier versions, but with a few new twist which I feel better represent these huge abhumans.

Ogryns (Homo Sapiens Gigantus)

Ogryns are probably the largest and most powerful type of abhuman yet discovered. They evolved on harsh, high-gravity, low-temperature prison planets where food was scarce and they had to fight terrifying natural predators just to survive. They are immensely strong and powerful, and have thick skin and heavy bones that allow them to shrug off horrendous injuries without appearing even to feel them. They are often thought of as stupid, but really they just have simpler, more direct thought processes and rely more on brute force than logical reasoning.

Ogryns are extremely loyal, and once inducted into the Imperial Cult they tend to be extremely devoted to the Emperor whom they see as an omnipresent force watching over them. Within the Imperium, the Imperial Guard frequently use them as bodyguards for Imperial Commanders, or more commonly, as shock troops armed with heavy automatic shotguns called Ripper Guns.

Ogryn squads are often led by 'BONEheads' - Ogryns who have undergone Biochemical Ogryn Neural Enhancement, a procedure that improves their intellect to near-human standards. BONEheads who show particular initiative and imagination (for an Ogryn) are sometimes employed by agents of the Inquisition who value them as much for their unquestioning loyalty as for their strength.

Mercenary Ogryns can also find their services in demand from non-Imperial organisations. For example, Ogryns are employed on some worlds as Enforcers by planetary authorities with more concern for shock effect than due process. In other cases they may find themselves working as hired thugs for a crime syndicate, or generally in any role where muscle is prized above intelligence.

Ogryns in the Game

The following special rules apply to Ogryn characters:

Big and Brutish

Due to their bulk, Ogryns count as large targets with a +20% to hit modifier, but they are far from stealthy so characters gain +20% on attempts to detect one. Due to their long legs Ogryns get +1 to all movement rates.

Claustrophobia

Ogryns tend to suffer from claustrophobia; they will only



enter an enclosed space if a persuading character can pass a Leadership test.

Hard to Kill

Due to their immense size, thick skin and dense bone structure Ogryns have 2 points of natural armour on the head, and 1 point of armour on all other locations. They also have two extra light injury levels for all locations. In addition they are only stunned due to suffering a light injury to the head if they fail a toughness test, and they count their Toughness as doubled for the purposes of System Shock, Consciousness and Instant Death!.

Ogryns cannot recover location injuries without aid from another character. They may test as normal at the end of each turn to recover injury total.



Ogryn and BONEhead Profiles

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Ogryn	55	30	190	85	40	40	25	80	20
Random	45+2D10	20+2D10	180+2D10	80+2D6	30+2D10	25+3D10	10+3D10	75+2D6	15+2D6
BONEhead	55	45	190	85	50	50	40	90	40
Random	45+2D10	35+2D10	180+2D10	80+2D6	40+2D10	35+3D10	25+3D10	85+2D6	35+2D6

Common abilities for Ogryns include:

Bodyguard*, Fearsome, Hurl Opponent**, Shield**, Shoulder Charge**, Terrifying Charge**, True Grit.

* Bodyguard is described in the article 'Seeing the Warp'.

** Hurl Opponent, Shield, Shoulder Charge and Terrifying Charge are described in the article 'Using Space Marines'.

An Unsubtle Mind

Imperial scholars have long debated whether the psyker-gene is less likely to occur in Ogryns, or if their minds are simply too dense to make use of it - either way, Ogryns do not generally develop psychic powers.

Who're you callin' stupid?

Many Ogryns find the modern battlefield a confusing place, and as such it is appropriate that the GM (or player) impose Sagacity tests on Ogryns who attempt actions that could be considered 'tricky', such as using grenades or reloading guns (most Ogryns prefer to just use their guns as improvised clubs rather than bothering to reload them). On the other hand there are many things on the battlefield that Ogryns really enjoy, such as firing their guns - in this case the GM might rule that a trigger-happy Ogryn has to pass a Willpower test before he can stop firing as he gets carried away blasting his enemies not even noticing when he is out of ammo. Equally, an Ogryn who particularly loves fighting up-close and personal (and what Ogryn in his right mind doesn't!) might be forced to pass a Willpower test or immediately charge the nearest enemy rather than doing something more sensible.

In cases where an Ogryn has been given orders by someone they particularly admire or are loyal to (for example an Inquisitor or Commissar), then the test should be modified appropriately or taken against the

commanding character's Leadership. For example, due to their immense loyalty an Ogryn employed as a bodyguard isn't likely to go chasing off after the nearest enemy when to do so would leave their master unprotected.

BONEheads

Ogryns who have undergone BONEhead treatment have had more training and find it easier to remember what they're supposed to be doing, so do not usually have to make Sagacity and Willpower tests as described above. In addition BONEheads can also control their claustrophobia to a certain degree - if no friendly character is present to persuade them to enter they can test against their own leadership.

Stronger than an Astartes?

I realise that some of you may have just looked at the stat line I've given for Ogryns and decided that the toughness I've given is far too low; after all in 40K they are tougher than a marine and have more wounds too! The rationale behind it was that if we gave an Ogryn a toughness of 200 (to make him tougher than a marine) you'd have to do more than 40 points of damage to cause more than two levels of damage to a location, but shoot him just four or five times in a single location with a laspistol and he'd be dead.

Ogryn Weapons

Ogryns serving in the Imperial Guard are often armed with a Fragmentation Autogun (Ogryn), commonly known as a 'Ripper Gun'. The Ripper Gun is a drum-fed, large-bore automatic shotgun capable of laying down a terrifying hail of fire at short range. Ripper Guns are built to be extremely sturdy due to the fact that Ogryns tend to use them as clubs in hand-to-hand fighting. The Ripper Gun therefore has the following two profiles:

	Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
Ripper Gun	Basic	E	Full (10)	-	2D6+4	30	3	95

	Reach	Damage	Parry Penalty
Ripper Gun	2	As unarmed+4	-20%

Some Ogryns are trained in the use of grenades, but most find them too confusing to use effectively – instead preferring to just charge at their enemies and club them to death. The standard Ogryn-issue grenade takes the form of a large metal cylinder with a simple ring-pull arming mechanism at one end.

	Type	Range	Area	Blast	Dam	Wt
Big Frag Grenade	Grenade	E	4yds	5	2D6	12

Many Ogryns prefer a simple weapon like a big sword, club or hammer to something tricky like a Ripper Gun. In game these would count as a Falchion, or Great Axe or Hammer. Knuckle Dusters and Armoured Gauntlets are also quite common. Ogryns almost always carry a large heavy knife, and although this is more often used when eating, it can also be used in close-combat.

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By giving Ogryns two extra levels of Light injury on every location but a relatively low toughness, they can shrug off the first few hits from small arms without really feeling them, but can soon be brought down if enough fire is directed at him. On the other hand if you do hit one with a heavy weapon like a multi-melta they might survive, but will certainly feel it!

Building An Ogryn Model

The old Warhammer Giant is a perfect starting point for building an Ogryn. In fact he could almost be used without any work as a feral Ogryn. But I wanted my Ogryn model to have a very military look about him, so I filed off all the detail that wasn't appropriate and used greenstuff to sculpt him some big combat boots, trousers to match the other Imperial Guard models and a slightly tattered vest. To

show he's a BONEhead I gave him a metal plate riveted to his skull and a pair of snazzy shades. His Ripper Gun is based on the ones carried by the old Rogue Trader-era Ogryn models and is made from a bit from an old tank kit, a gun from an EPIC Mega-Gargant and a drum-mag made using a turret from the same Gargant.

About the Author

Dave has been playing GW games for far more years than he'd care to reveal, and moved onto Inquisitor about five years ago. Since then he's built up an impressive collection of 54mm models (some of which featured in the very first issue of Dark Magenta), and always has more in the pipeline. When not battling for the Emperor's soul, he works as a software engineer in sunny Preston where he lives with his girlfriend and a tank full of tropical fishes.

Krugg 'Thunderjug' Graxlagg

Krugg Graxlagg was born on the harsh death-world of Gragush Prime. Even as a child, Krugg was bigger and stronger than his peers, and so it was always felt that he'd go far. The Imperial Cult has been strong on Gragush Prime ever since it was rediscovered and brought into the Imperium eight millennia ago, and so when the Imperial Guard came recruiting, Krugg was particularly keen to serve the Emperor and enlisted immediately. During early training Krugg's size and strength meant he quickly gained the respect of the other recruits and was designated squad leader. His skill at arms and devotion to the Emperor so impressed the Regimental Commissar that Krugg was earmarked to undergo BONEhead treatment.

Although still respected for his size and strength, Krugg's new found 'smarts' made him increasingly estranged from the rest of his squad who saw him as "too clever fer 'is own gud". This changed when his squad was seconded to the retinue of Inquisitor Kaled during the 'Scouring of Bakkar'. Kaled was impressed by Krugg's loyalty and prowess in battle so offered him a permanent place on his team. Krugg was more than happy to accept once he learned that as an Inquisitor, Kaled's authority came direct from the Emperor himself.

Thunderjug is right-handed.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Thunderjug	58	46	192	84	51	53	32	90	43

Special Abilities: BONEhead, Fearsome, Hurl Opponent, Shield, Shoulder Charge.

Equipment: Ripper Gun + reload, Ogryn Knife, Big Frag Grenade, Flak Armour on legs and groin, Anti-Flash visor (+15% to his chances of avoiding being blinded by photon flash flares and similar attacks).