

the BELL^{OW}ER



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TROUBLEMAKERS AND GUTLESS OGRES WILL BE THROWN INTO THE GORGER PIT.

the BELLER

ISSUE NO. 2 - SPRING 2010

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FROM THE GUT

"Change is a-coming.."



What an exciting time to be an **Ogre Kingdoms** general and/or collector!

Three months ago the first issue of the **Bellow** was released. The initial response from the **Ogre Stronghold** and WHFB communities on the web was quite positive. We also saw a massive influx of new members into the **Stronghold** community in addition to the positive feedback and suggestions we received. If you're one of these new **OK** players or are just coming across the **Bellow** for the first time - welcome, it's great to have you here!

The past few months have seen some major changes in the world of Warhammer as well. First, in the months of February and March a slew of **Ogre Kingdoms** rumors hit the web. While many of these have since been debunked (and others were questionable to begin with) it was still exciting to see the WHFB online communities get pumped up about our favorite fatties, and it proved that there are fans of the **OK** army every where.

The most recent event to shake the WHFB scene (and it's still going strong) was the announcement of a new edition of Warhammer. Warhammer 8th Edition will be released early in July, bringing with it some major game changes for everyone. Having glanced over the rumored changes in the book (join the ongoing discussion on the **Stronghold** regarding the rumors if you're interested in learning more) it is likely the way we see and play the **OK** army list will be completely different in another three month's time.

Massive changes like this on the horizon had the Bellow team thinking - when was the last time you thought about your Ogre Hunter? As one of the coolest character models and concepts in WHFB it is a shame that he has such a poor reputation on the tabletop. We've set out to change this perception in this issue with the introduction of our first army list; **The Red Death - the Ogre Tribe of Jhared the Red**. This list allows you to play a Hunter-centric force (while still being competitive) and brings some new units and magic items to the game as well. We've also included some Hunter specific tactics and painting tips to make your big guy really shine in any standard **OK** list. Now it the perfect time to get out there, do some trophy hunting, and change the way you think about the **Ogre Hunter**!

- Randroid

Ask Aunty Doreen



Is smashing your problems with a club not working? Never fear - Aunty Doreen offers her decades of experience and advice as the most beloved and famous Ogre den-mother in the Mountains of Mourn. If you have a question for Aunty Doreen send an email or cave scrawl to the bellower@ogrestronghold.com and we'll pass it along. And now on to your questions!

Dear Aunty Doreen,

I did it! I've been promoted to Irongut! I've been waiting for this day. But I have a problem. The other Ironguts all wear such big fancy gutplates. But I like my old one. It's been with me through a lot, and I bashed my favorite gnoblar's head in with it. The blood smear is still there. I don't know if I can give it up. Will the other Ironguts make fun of me? What should I do?

- Anonymous

Congrats on makin' it to Irongut!

You know, yer problem is one a lotta Ironguts face, but take heart! Ironguts get to wear lots of armor and bits. If you get yourself a fine new gutplate, you can use yer old one as part of your new armor - I recommend a shoulderpad. That way you can have all those old memories and bloodstains with the extra protection an Ironguts deserve!

Be sure to send yer ol Aunty a hide scrawl with your new look when yer done!

Dear Aunty Doreen,

I have been keepin a Troll chained in my Larder. Always handy to have fresh Troll Guts on hand, and as they just keep growing back after I cut em out they are always fresh. Anyway my Tyrants favourite lucky Gnoblar got in and the Troll ate im. Any advice on becoming a Maneater?

- A worried Butcher.

Never trust a Troll, just when you think they are too stupid to do anything they'll jump up and bite off yer ears!

Assuming you can't replace your Tyrant's Gnoblar with another one (heck, they all look the same anyway), I would advise running away faster than he can chase you, and then start killing things for money given to you by other things. Thinlings mostly. They like having ogres to whomp things for gold.

Don't let them dem tell you they don't want to pay either. If they want to see a Maneater just pop one or two into your cookpot and show dem you mean bizness! If you survive, maybe you'll learn what to do naturally, like Maneaters should. Otherwise, enjoy being soup!

Dear Aunty Doreen,

I recently swallowed my Tryant's favourite Gnoblar. I didn't know the little runt was important, and now da Tyrant says hes gonna kick me tusks out and eat my whole! He's got the temper of a rhinox, and I don't want to end up as our tribe's next meal! Please help me!

- Grub the runty

Sorry fer the late reply, but someone ate my Mail Gnoblar and I lost your message! Hope everything worked out for the best, otherwise... well, better luck next time around runty!

All this talk about eating Gnoblars has made me hungry! Til next time, don't eat anything I wouldn't!

THE PARADIGM SHIFT

by Wildcard

It was a year ago that I finally realized that our number was finally up. I'd been a loyal and happy Ogre Kingdoms player since I started the Warhammer hobby and I'd loved every minute of it. I'd had pretty good success using them too. I'd discovered the Ogre Stronghold and had honed my list and my skills in using it and I could certainly give anyone a good game.

Then it finally happened. The design team at Games Workshop decided to release a series of new army books which changed the metagame. These were, in order of release, the High Elves, the Vampire Counts, the Daemons of Chaos, and the Dark Elves.

I'm not going to go into the details of these books now – that's a subject for another article altogether, but suffice to say, their combined effect had one major result for the Ogre Kingdoms – the internet, so long the doomsayer for our army, was finally right.

I used to get quite annoyed at the internet. Every time I went to a Warhammer forum I'd see comments that amounted to "Ogres are rubbish – you can't win with them, don't bother trying" however the poster had dressed them up. I knew however, that they were wrong and that our big guys were just misunderstood. Yes, they took some real understanding to use well, but in the right hands they could win games – lots of games! Now however, I realized that they were right. We were finished. There were now armies against who a win would be near-impossible in every game for every ogre general – and that playing those games wasn't going to be any fun either. We'd lose on all counts and we'd lose big. I tried anyway – again and again against the new books with every scrap of tactical skill I possessed, but it was in vain. There was nothing I could do. There was no hope.

I was sad, a little angry with the game designers and I felt that it might well be time to shelve my first and favourite army until the winds of time made the game more favourable to us – if they ever did. With a heavy heart I began to pack my models away, remembering, as I did so, all those moments from games when this model or that did something memorable.

And then I stopped. I realized I'd missed something in our army book. It wasn't a rule and it wasn't a magical item – it was a line from the fluff in the ogre army book.

"although the race is unable to create anything of lasting worth, they do have a knack for cobbling together crude weaponry out of whatever is to hand.....the Mountains of Mourn are so inhospitable that nothing that makes its way into the Ogre Kingdoms is wasted."

Ogres don't waste anything – everything has a use, even if it was not one that would immediately come to mind. What I needed to do was to apply this as a player to the army book itself!

It was nearly midnight and I had a weekend tournament ahead of me – but I grabbed a copy of the army book and began read it with fresh eyes. I threw out every preconception on how to play an Ogre army or write an Ogre army list and began again. That weekend I took my new Ogre army to the tournament and won three of my six games, taking only two losses. The experiment had been a success and it was time to share it with the Stronghold!

A paradigm shift is a radical change in perception that completely changes something. Darwin's theory of evolution or Einstein's theory of relativity were such shifts in science. Applying this to Warhammer is the total re-evaluation of every facet of an army book without preconception. I wanted everyone to question everything! We were going to try everything our book had to offer in every possible role and configuration we could come up with on the tabletop.

To the credit of the Ogre Stronghold, the members more than rose to the challenge. Of all the threads I have ever started or contributed to in my time there, the paradigm shift is the one I feel most pride about. We kicked every idea around and lots of people began to playtest things they had, until then, dismissed out of hand.

The last year has been more than interesting and, instead of gathering dust, my Ogre army has been seeing plenty of action.

So, what does a Paradigm Shift Ogre Kingdoms army look like? Well, here are some of the common features:

- * It features fewer Butchers and more "fighty" characters. Its not uncommon to see lists that are completely Butcher (and magic) free.
- * It has fewer small units of Ogres and concentrates all its characters into one unit, usually Maneaters.
- * Any small units of Ogres now have two purposes – to either suck enemy units towards the charge path of the "deathstar" unit or to keep its flanks clear. Combo charges are less of a factor.
- * The Tyrant doesn't carry the Tenderiser – one of the other fighty characters typically gets that duty.
- * A battle standard bearer is included – in fact, he's vital!
- * It will often have elements of shooting, such as the "brace of handguns" upgrade for the Maneaters and all of the characters capable of carrying them. Often a Hunter will be included as well or small units of Leadbelchers.

To sum up then, rather than getting down about the competitiveness of the Ogre Kingdoms army book, we got creative instead. Following the truest nature of the Ogres themselves, we've made our army playable once more. If you have an Ogre army, give the shift a try – you won't be disappointed!



CARPE NOCTEM

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ANIMOSITY IV

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Tarin Tilea
Man o' War
Imperial Merchant
Council
CHAOS DWARVES
Northern III
Wastes
Animosity
Great
Black-squig
KHEMIRI IND
Cathay
ARMY OF 88 GOOZ
GRETSIE
CAMPAIGN II
The Empire
Estalia
Protes
Civil War
Vampire Counts
Dragon Isles
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RECAP BY MERCULES

"What was Animosity IV?" is what I expect to hear when I bring it up. A few of our fellow forum members know what I am talking about and were part of Animosity IV. The Animosity Campaigns are a series of wildly popular annual online campaigns run by a team from Da Warpath. A4 was their fourth incarnation of the campaign and I dare say their best and most detailed yet.

Set in the mysterious Cathay, the background of the Animosity IV campaign speaks of a plague sweeping the surrounding lands and crop failures from drought. This not only weakens the infra-structure of Cathay, but also sets in motion several other events. The campaign included 6 Player factions and something not seen before, a GM-run faction of Cathay, controlled through game mechanics and player interactions with Figurehead characters in control of aspects of each faction.

Of particular concern to Ogre Kingdoms fans would be The Great Migration. Along with Cathay, the plague and drought hit the Mountains of Mourn and removed the already sparse resources the Ogres had. The starving tribes of Ogres rose up to the call of Grazok Beastslayer to begin a Great Migration in search of food. He lead them to the

borders of Cathay – a land already weak with internal strife and unprepared for the approach of several armies.

That's right. Ogres had their own faction! "But how did that come to be?" you might ask. Well, the guys and gals of the Animosity team approached myself and Hragged and asked, "Do you think an Ogre faction is viable?" Our answer was a hesitant yes. We know there are plenty of people out there who love Ogres, but we couldn't say for sure how many would be interested in this sort of narrative campaign.

The Animosity team decided to give us a chance, knowing that they had some new key tools in place to make faction numbers not such a huge advantage. So as long as we had an reasonable number of active members, we could still influence the campaign. In the end we proved them right, but more on that later.

First, here is a brief rundown of the different campaign factions:

The Anointed – Legions of Chaos Warriors, Daemons, and Dark Elves seeking to exploit the weakness of Cathay. They have been held in check in the past by the strength of arms and the Great Bastion, a huge wall that protected the Northern part of Cathy from invasion. Their leader, a small girl blessed by Nurgle, may have been the origin of the plague.

Order of the Dragon Shield – A Mercenary force hired by noble houses of Cathay to protect the Empire in it's time of weakness. Made up of mercenaries and even Bretonian forces, they find themselves fighting not only invading armies, but also Cathayan tradition and bureaucracy.

The Dark Pact – Sensing the weakness of Cathay and never one to pass up such, Skaven clans and Chaos Dwarves form a Pact for the purpose of invading and capturing slaves. Even vile human slavers join them in their cause.

The Outcasts – Led to Cathay by the fevered visions of their prophetic but ill leader Alexander, refugees and warriors alike seek a promised land of their own to start life anew.

The Great Migration – Starving Ogres from the Mountains of Mourn. Mercenary troops familiar with the Gold Road also work with them as their only hope for keeping the route open is to find those hungry Ogres some food. A mysterious Tomb King decides to follow the path of the Migration for reasons known only to him.

Da Ghost Fang Waaaagh! – Forest Goblins and their Orc allies streaming up from the jungles south. Usually a Waaagh looses energy and falls apart, but can a weakened Cathay survive this Waaaagh!?

Additionally, there was the Cathayans themselves and Figureheads for all of the campaign factions.

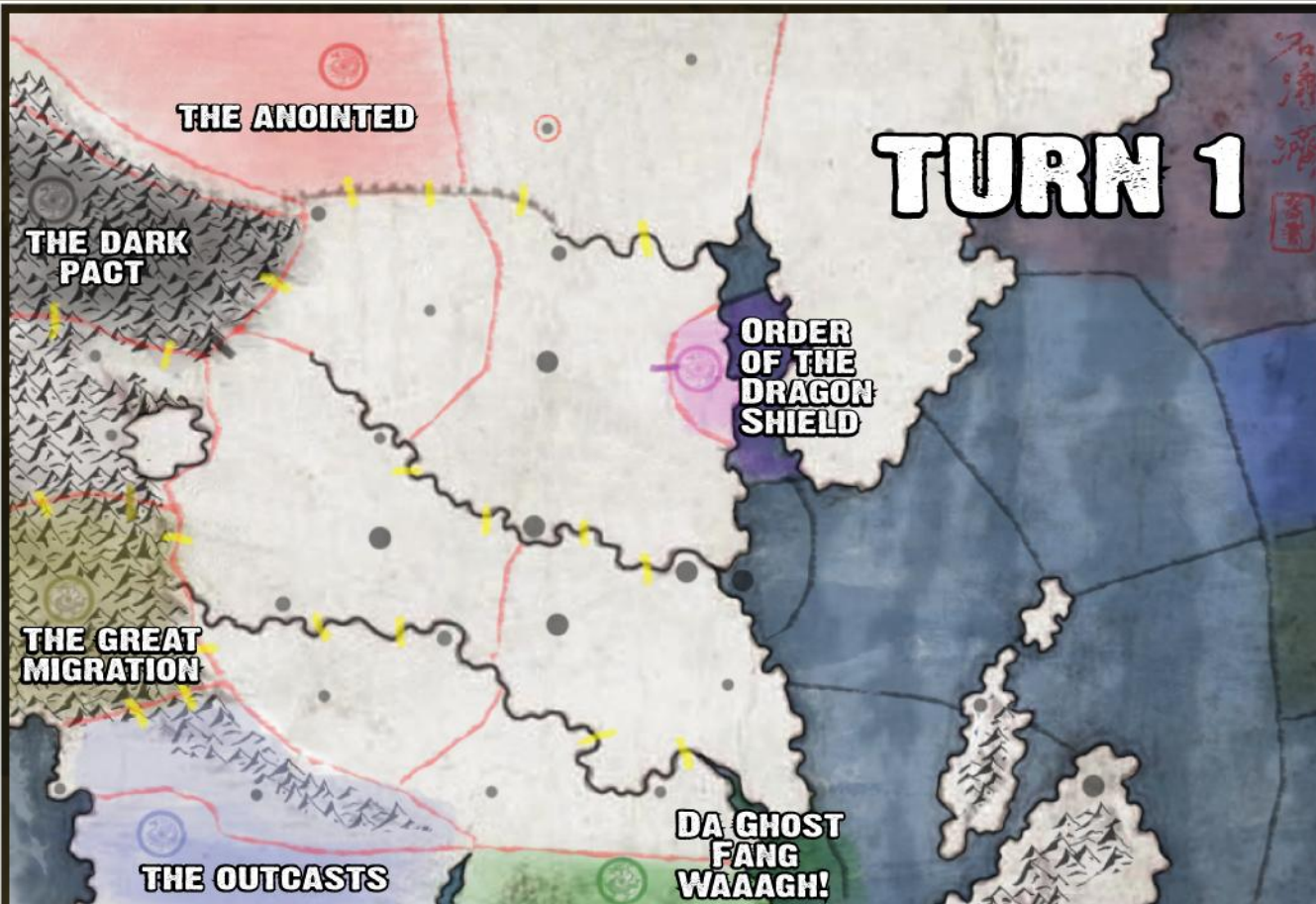
As the campaign started, the Ogres formed up and joined the Great Migration. We also gained the Dogs of War player Essellio, and Mathurian, who was the mysterious Tomb King. Several members of The Ogre Stronghold played as well, including, but not limited to; Hragged, Randroid, ANBUowng, gnoblar, Alatrisme, and myself. We were also joined by Animosity regular DemonSlayer who wanted to use Ogres in this campaign.

After gaining quite a few players at first the numbers began to level off. While we were not the smallest faction we were close to it. Going into the campaign, we needed structure and a goal. Hragged was nominated for the faction leader, as was I. Hragged was quite busy with the relaunch of the Ogre Stonghold website so I became the leader, which basically meant I did a lot of bookkeeping.

DemonSlayer stepped forward as our Diplomat. Our faction worked out the strategy for each turn in way that was similar to sitting around a campfire and informally discussing it. It worked out well with the participants involved.

Going into the campaign, we had several difficulties. We were near The Outcasts and The Dark Pact. Both of these faction could prove to be enemies and the Cathay faction would also try to stall our advance. So I began to advocate a unique approach to the campaign and the faction soon refined it into a really great goal.





Instead of ravaging the landscape and eating our way across Cathay, we considered the fact that in the history of Cathay Ogres were once troops among the Cathayan armies. Even now Ogre Maneaters are hired as personal guards or shock troops in the lands of Cathay. We decided that with these ties, maybe we could "sell" our services to Cathay for food to feed our starving masses.

This would allow us to control areas of Cathay without interference from the native armies. We could also work actively against the Dark Pact, which might convince the Outcasts to avoid conflict with us.

The Great Migration's first goal was to capture the land around the Maw. No one would control access to our god but us! We were in contact with one of the Figureheads of Cathay, Jing-Ke, who controlled

the province of Shulin-Sheng – roughly 1/4 of what was considered "True Cathay". With the right words (and handing over our Whelps as possible hostages while we fought), Jing-Ke allowed us access to his lands. We offered to protect his lands and train his people and in return he provided us with food in the form of rice, bodies of those we defeated in battle, and those tried as criminals in his lands.

Another interesting thing about Animosity IV was the inclusion of "Fluff" that could be used as a Battle Report. That meant you could play a game and report the results, or you could write a story and the GMs would award you points based upon the quality of your writing. Or, you could post one land battle and one sea battle from a "nautical" themed battle or story.

We took great advantage of this and in the first turn, and with the help of our new allies the Outcasts, we

scattered the Dark Pact fleet. This would prove to be the beginning of the end of the Dark Pact faction.

Animosity IV led to a lot of great stories from both the GM team and the players themselves. The Anointed were kept behind the Bastion by the Order of the Dragon Shield for the first part of the game. We entered Shulin-Sheng with Jing-Ke's permission and immediately began training his people to protect themselves, raising levies everywhere.

The Outcasts and Ghost Fang both moved towards Cathay; engaging in brutal battles that would last for the whole campaign. The Dark Pact fell apart with fewer and fewer players participating each turn; the remnants of this faction joined up with the Anointed for the remainder of the campaign.

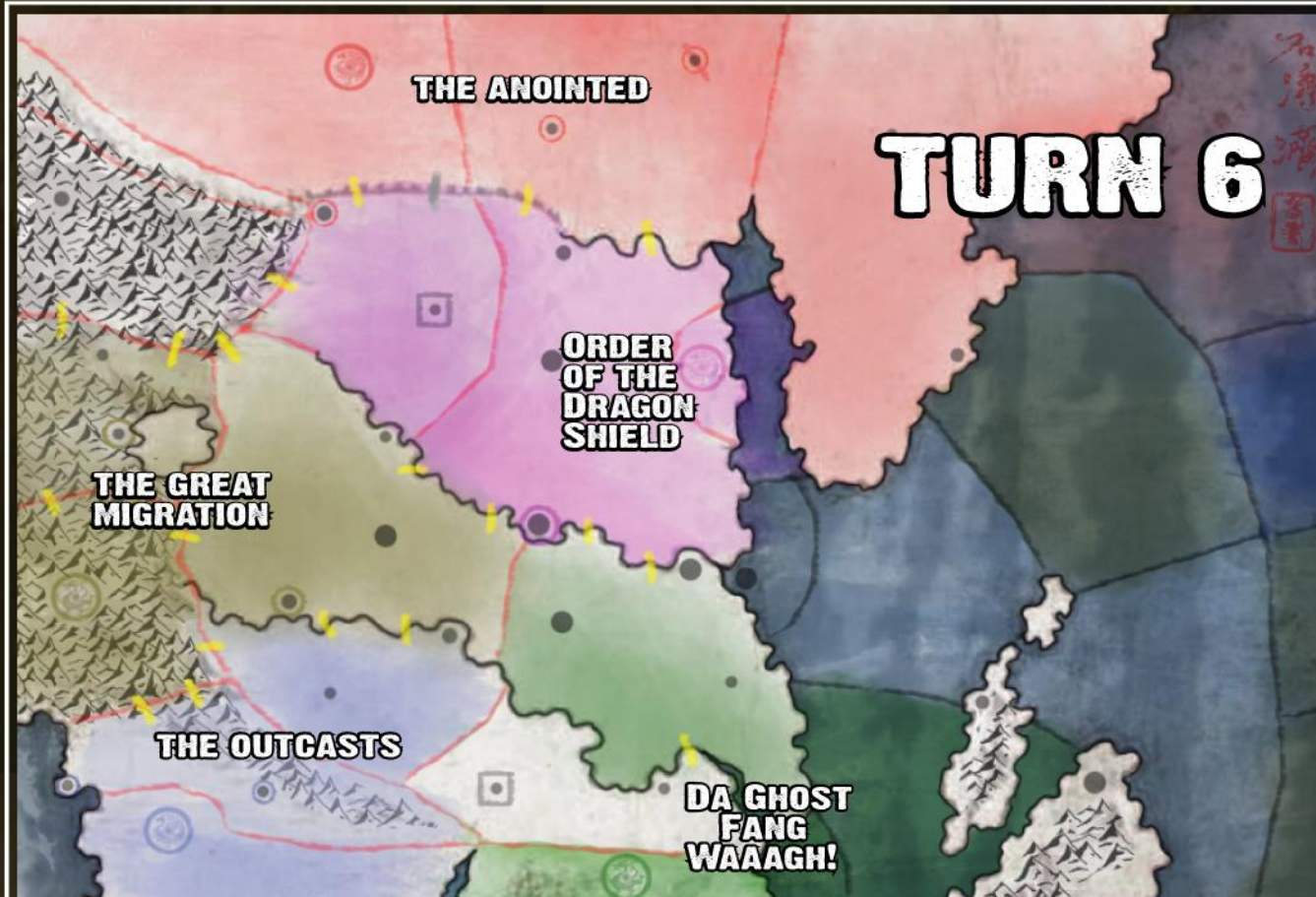
The Great Migration found itself in an interesting position – as the seemingly neutral faction nobody wanted to start a fight with us. If we swung one way, we could aid one particular faction and if we swung the other, we would help yet a different faction. We capitalized on this and went about fortifying Jing-Ke's province while gaining favor with him.

Animosity also introduced a Resource mechanic. Every turn a faction would earn Resources for the territories they controlled. They would also earn bonus Resources during the initial capture of a location or for Plundering a location instead of attacking to control it.

During the campaign you could also earn resources in other ways such as the weekly faction newsletters. Every few turns these resources were used to pay an upkeep cost based on the number of players in your faction. This allowed smaller factions to hold less territory but still come out ahead in Resources.

In turn Resources could be spent on Projects. Some projects were GM created, but the best were created by players and approved by the GMs. One of the Great Migration projects was "Fresh Recruits" – we could target a location/breach point/region with 3 attacks of random strength that counted for Cathay, not the Great Migration.





This project was a cheap way to remove another faction's control over an area and fit with our fluff.

We also had "Gnoblar Islands" which were woven mats of floating Seaweed from the Sargossa sea we controlled with little watchtowers and Gnoblars upon them.

This allowed us to use the "Gnoblar Island" as an area, and as long as we controlled that sea region, our reports had a bonus while our opponents had a penalty. I attribute this project to the Anointed's failed attempts to take a Sea Region from us turn after turn.

GM projects were generic ones like Reinforcement, Propaganda, Sabotage, Intelligence, and so on. Locations also granted certain special projects. We controlled the Great Maw – spending resources

(offer sacrifices) to the Great Maw would grant us an extra report each time it was used in an area we were attacking.

Turn by turn things grew more interesting. The Outcasts and Ghost Fang Waaagh remained locked in a stalemate through it all, while The Anointed broke through the Bastion Gates and captured one of the greatest fortresses in Cathay. The Order of the Dragon Shield let them keep the fortress, striking against the Ghost Fang Waaagh to the south.

This prompted the Anointed to attack the Forbidden City, Wei-Jin, the capital of Cathay. By that point, the Great Migration was so tied to Cathay we started a great march to help defend Wei-Jin.

Arriving too late, we were only able to help free it with the help of Cathay's armies and a few honorable mem

bers of the Order of the Dragon Shield. The Anointed put up a token resistance but sent their troops to capture several other locations assuring them a presence in Cathay as the campaign ended. The capital was rescued, but at the cost of a couple other locations.

After the campaign had ended The Great Migration had earned several MVP awards:

Best Story: Mercules and Sir Cai (shared) – For both The Storm Eater Tribe and Moments of a Quest series. Both fantastically engaging series that developed as the campaign went on. Honorable mention to Mathi here too.

Best Faction Leader: Mercules. Awesome work with a teeny, tiny faction who surprised everyone. Not easy with such small numbers, but you ran a great ship and kept everyone interested while contributing massively to the story. Kudos.

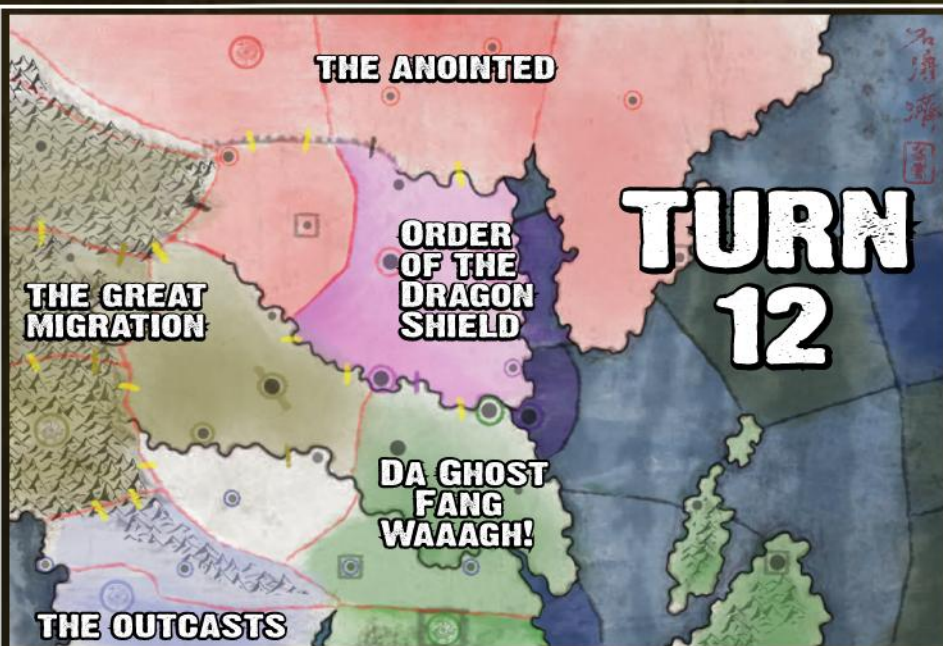
Best Faction: Great Migration. Took a fantastic fluff angle that surprised the GMs and played a canny game, and despite having half the number of players of most of the other factions are still in the hunt.

In the end, The Great Migration and Da Ghost Fang Waaagh! were tied for first place in the campaign.

Throughout the campaign The Great Migration used the extra resource we had from our low upkeep to poke and prod here and there. This kept the others from attacking us and also allowed us to keep the other factions in balance so that no one faction gained an upper hand against the others. We wanted them fighting each other so that they wouldn't open another front by attacking us.

In the story of the campaign, the Ogres were granted the lands we held around the Maw as well as some lands in Cathay proper and positions within Cathay's Armies. We kept control over the Mountains of Mourn and now have strong ties to Cathay, leading our people to an interesting life with the hope of prosperity in the future.





I highly recommend that everyone check out the Animosity Campaign website and read all the great stories, especially the overall campaign story.

The Animosity GM team has some minor things planned throughout the year, but be sure to stop by later during the summer this year and see what grand new ideas the Animosity Team has cooked up for Animosity V.

(Randroid here - A4 was my first ever online gaming campaign and I had a blast! There is something here for everyone; fiction and backstory, character development, special army rules and new units, customized models, terrain, paint schemes, roleplaying, diplomacy, and so much more.

Even if all you want it a reason to play more games of WHFB, like I did, you can simply report your game results and still be a major participator to the event. Do yourself a favor and check out the site! While you are at it, go through the forums for a "behind the scenes" look at each faction's campaign strategy, tactics, and trash talk. You won't regret it!)

For more information on Animosity IV or the Animosity Campaign series please visit their site:

animositycampaigns.com

The Doom Seeker

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Warhammer Fantasy Battle Reporter
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TACTICS FOR TYRANTS

BY SCROTH SCULLRIPPA

Looking for new thinling crushing techniques or tricks to smash those larger than yourself? Well look no further as Scroth has you covered!

Hello again! Glad you have all come back for more Ogre tactics, we must be doing something right. As this issue is devoted to Jhared the Red, we will be taking a look at the Hunter, the Ogre Kingdoms most expensive hero choice. We'll be going over the do's and don'ts when using this bad boy, how to equip him, and a variety of strategies and tactics we can employ. First up, the things you don't want to do with your Hunter!

Don't give him the Longstrider big name. While it may seem obvious to try and speed him up to match his kitties, the points spent on this big name can be better spent elsewhere. Even with Longstrider the Hunter's total movement does not match that of the tusks, meaning he will still slow the unit down. The difference is basic movement is not necessarily a bad thing, and can be used as an advantage when your opponent under, or over, estimates their own movement.

Also, if you speed him in front of the rest of the army your Hunter will become a huge target. The Hunter is relatively fragile and not cheap to field, similar to a Giant in a greenskin army. If he speeds ahead of the slower troops he will become a serious threat, and eat cannon balls as a reward. If you are looking for a ranged attack sponge you would be better off fielding a Slavegiant or a cheaper unit of Ogres, not a 200+ point Ogre character.

Don't give him Mastodon Armor. While it may help get him across the board, what good is getting there with just one wound left? As mentioned above, there are better options for the "shooting magnet" role.

Don't think of his primary weapon as the harpoon crossbow. While it is handy and adds to his variety, it will not pay for itself if you sit back and shoot for the whole game. If you have a good option to charge and a good one to shoot you should be choosing the charge. The harpoon shot can too easily roll a dud. Only consider forgoing your movement when you have a great shot within short range. Naturally the best time to shoot with your Hunter is after releasing the tusks at another tasty target.

Don't be afraid to spend points equipping him. You've already chosen to field one of the most expensive characters in the Ogre Kingdoms, why go cheap now? Your Hunter cannot equip mundane items, and the standard Ogre Club just doesn't hit very hard. Purchasing a Sword of Might, the Seigebreaker, or even the Tenderiser can help increase his attack capacity a lot. Usually the first two options are more than enough and it leaves points for other useful items.

As the Hunter doesn't come with a lot of protection the Wyrdstone necklace is also worth a look (if it is not in use elsewhere). Other possibilities include Bullgut (send the tusks at your opponent's flank units, then hit their main line with the Hunter in the flank), Fistful of laurels, and the Greyback pelt (if you are not using Yhetees).

Do buy him Sabertusks. These guys are great, particularly in the OK army. Who wouldn't want a unit of Fear causing Fast Cav? They also hit as hard as Bulls across a narrow frontage. We'll get back to using these beasts later in the article.

Do take extra units of Gnoblar Trappers. Gnoblar Trappers are awesome. Period. They are even better when combined with the Hunter's LD of 9. We'll discuss more on how these guys can interact later on.

Okay so now you know how to build your Hunter, let's talk about how to use him.

Strategy with the Hunter (like all units) begins with the first choice of the game - which side of the board to deploy on. Naturally you have a lot of units to consider when doing this but for the Hunter there are additional things to consider. What cover does is available on each side of the board? Where will your Trappers most likely be deployed, and should they be working together this

game? What is the Hunter's target(s) this game, and where will they be? And due to that, where should he be deployed?

Naturally, as units are placed you will have more definite answers to these questions. Once you get to characters it is time to make a choice. Look for any mistakes your opponent has made that you can take advantage of. With some practice, you can set up traps during deployment, particularly if there is a natural spot with cover on either flank.

Once the game begins you will have a lot of options with your Hunter - that is arguably the best thing about him. Always advance, at least for the first turn, because shooting at long range is often a waste of time. Besides, you want to be charging at some point! Good targets for shooting are lone characters, large targets, and heavy cavalry flanks. When they do come up, consider releasing the tusks. The two separate units become very mobile and are great for harassment.

And while we are on the subject of harassment, let's talk a bit about the Hunter's favorite unit - the Gnoblar Trappers. Trappers and the Ogre Hunter possess a special synergy that most non-ogre players don't realize, or forget about - the Entourage rules.

These rules allow the Trappers to use the Hunter's LD of 9 instead of their own LD of 5 when within 12" of him. Want to throw rocks at that large Terror causing monster? Stick around a land a few in it's eyes! Feeling brave after fleeing a charge from a Frenzied unit? Rally on a 9 and pelt them with scrap!

Even better, if your Hunter does get charged you can stand and shoot with the Gnoblar Trappers without taking a penalty for the stand and shoot reaction! A few of those 5+ rolls are bound to hit and wound, and every wound counts.

If you are looking to get the most out of your Hunter and his Trappers I would recommend taking both Greback pelt and the Beastkiller big name.

While this uses all of the magic item allotment for your Hunter is also gives you the opportunity to stay close to whatever cover you have deployed them in and maximize their effectiveness.

Use the Trappers to cause as much disruption as you can – baiting charges, march blocking, throwing rocks, and just generally being a nuisance. If you are charged just flee and allow your Hunter and tusks to counter charge the offending unit – this works especially well against lightly armored or Fast cavalry.

Speaking of Fast cavalry, did you know the Ogre Kingdoms have their own Fast cav unit? The Sabretusks! When targeted at the right unit these hairy monsters can really cause some damage. Sic' em on small units of enemy Fast cav, lone characters, warmachine crews, or even into the flank of an ongoing combat.

Once you win the combat you'll have the extra d6" of movement to chase down your fleeing foes. Keep them away from heavy shooting and/or heavy armor and have your way with the field!

The Hunter without his tusks is quite a bit more vulnerable, so resist the urge to throw your Hunter into close combat, even if it is to keep

him safe from enemy magic or ranged weapons. Without the tusks he is basically just a Bruiser and will likely break and/or die from the ensuing combat.

A properly geared Hunter, with some Sabretusks tow, makes for one of the best flanking units available to the Ogre Kingdoms, and he should be fielded for just that purpose. Hunters don't get impact hits, can't join units, and their larger base means that more units can attack him in close combat.

The best use for him is not as a battering ram like most Ogres; instead, use him as the jaw that snaps shut on an enemy unit. With his Sabretusks in tow, he will get a flanking bonus, and with the right equipment, he can deal usually do enough damage to the soft enemy flanks without worrying about retaliation from the unit's champions and attached characters.

Remember when I said not to take the Longstrider big name? That is because many players are tempted to just rush their Hunter out ahead of the army. Remember: you are not required to move a unit its maximum possible distance. If you do decide to take a Longstrider Hunter, a good strategy is to keep him close to your army - just a little behind and to the side of a front-line unit (Bulls, Ironguts, Maneaters, etc.). When that unit engages in close combat, use the Hunter's speed to quickly charge the opponent's flank.

With a pair of Sabretusks, a Hunter can lay down a lot of wounds and he'll get a +1 bonus to combat resolution for hitting the opponent's flank.

Kill a few models, and the Hunter won't have to worry about the unit's counter-attack.

Kill more, and he could potentially break and wipe a unit. A Sword of Battle can help the Hunter mop up weak infantry, while a Sword of Might or perhaps even the Seigebreaker can rip apart heavily armored troops and elites.

Flanking is also the ideal tactic for a Hunter facing a large target. It's easy to assume that the Hunter is built to take on giants and dragons alone, but more than one Ogre Kingdoms player has watched this scenario end very badly. The truth is, a Hunter's harpoon crossbow and the Beastslayer Ogre big name don't amount to much when your target is making multiple Strength 6+ attacks.

If you're going to dedicate your Hunter to bringing down large targets, get yourself a unit of Trappers to outmaneuver it, and then use a group of Ironguts or Maneaters to charge its front at the same time your Hunter assaults the flank.

The extra attacks, wounds and Unit Strength provided by his allies gives your Hunter the extra punch needed to bring a large target down without too much trouble, and then it will be your opponent lamenting the loss of his expensive unit, not you.

A Beastslayer and Wyrystone Necklace or Siegebearer and Wyrystone Necklace combination can be great giant-killing tools, but if you take a Siegebearer, beware of daemons or large targets with high Initiative.

With the right equipment and support your Hunter can accomplish great things, but always be aware of what you are asking him to do before you do it. With some careful planning the Hunter is a great, if somewhat expensive, addition to any Ogre Kingdoms army. Now get out there and bag a big one for yourself!

There you have it - a slew of Hunter-centric advice from some of our resident Ogre tacticians. Dust off your Hunter models, get a list together, and show the Warhammer world what's for!

Do you have questions, suggestions, or sneaky Ogre tips and tricks of your own? Let us know!
Email us - bellow@ogrestronghold.com

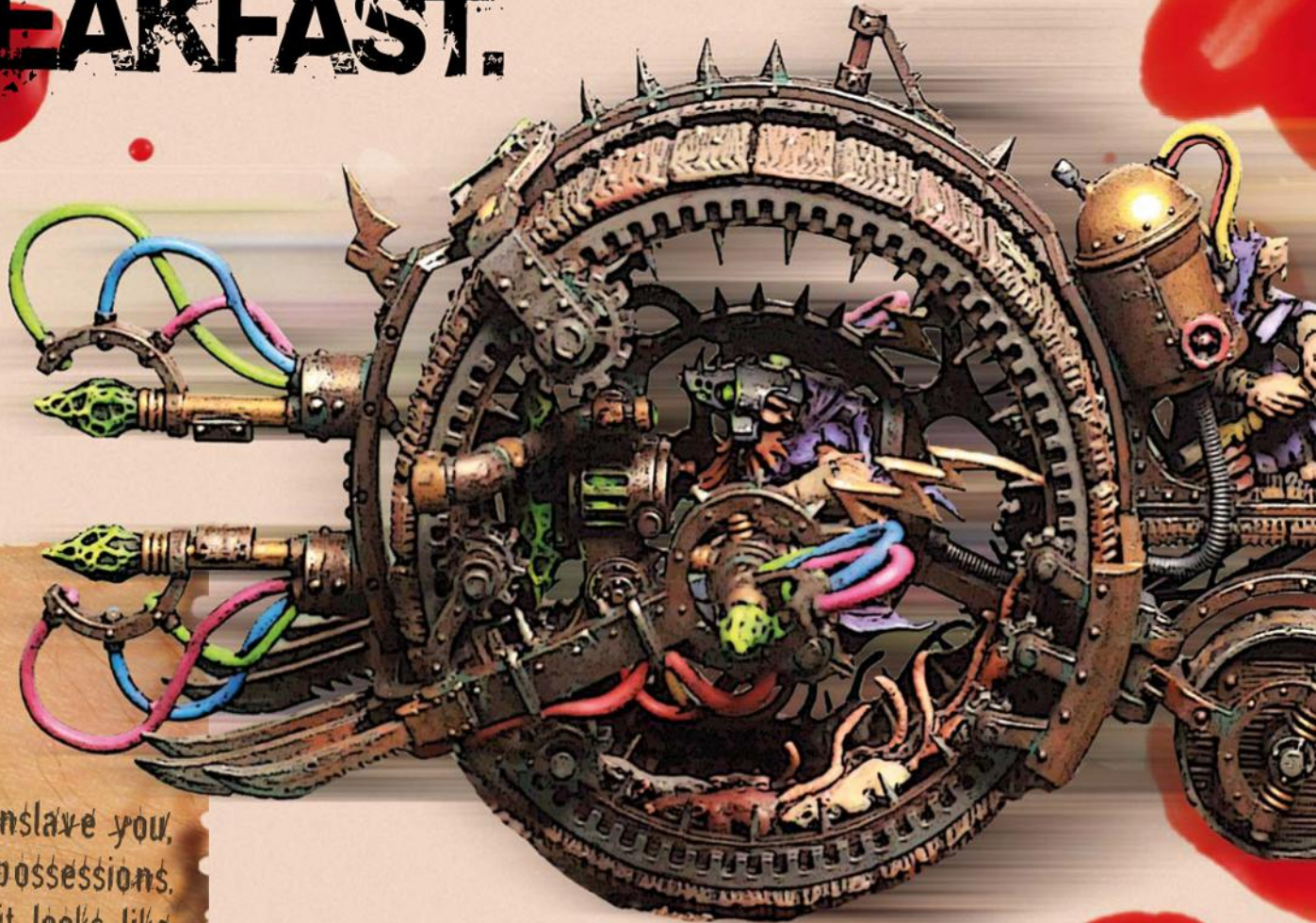
**DARK
MAW**

WE EAT MULTIPLE WOUNDS FOR BREAKFAST.

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gazette

Discover the race that is going to enslave you,
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So business as usual for the Ogres, it looks like.



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“Birth of the Maw”

by BlughTheIronMaw

Chisan peered through the small rent in the flap of his tent. A cold shock of air swept in and chilled the young boy as he tried to make sense of the scene before him. The twin moons were sickly vibrant as they shone upon two men conversing in secret twenty paces from the tent. Chisan watched in fear as his elderly grandfather spoke to a giant of a man, who stood a full two heads above the frail headman of their village. Why Grandfather spoke in hushed tones with this frightening stranger was beyond Chisan. Although his Grandfather was a small slight man, Chisan knew he possessed an archaic strength and in darker times could bring sinister power to bear. Despite this knowledge Chisan still feared for the old man. Something in the stranger’s bearing sent deep waves of terror through the boy, though he knew not why.

The old man withdrew something large and bulky from a woven basket, passing it with great care to the dark stranger. Without further word the stranger mounted a powerfully built black steed, whose coat shimmered with the faint glow of the moons. Spurring the beast into action the man sped away into the deep blackness of the steppes beyond.

Chisan froze as his Grandfather turned and looked directly at the tiny crack of light shining like a beacon from the tent. Chisan sprung away from his vantage point as though it held an adder, quickly turning and tending to the small cooking fire that sputtered in his absence. Grandfather pulled open the heavy leather flap that served as a door and bustled in, muttering to himself about the foolishness of youth. “Tend that fire boy, my joints ache with the damned cold.” Settling himself gingerly on the low pile of cushions and blankets, his Grandfather slowly regarded Chisan, as if coming to a sudden decision.

“Listen carefully my son. I know you have many questions, most of which I’m certain are stupid, foolish questions.” Grandfather was never known for his kindness, nor tolerance of impetuosity. “Tonight I will allow you to ask questions of me, of my business, because when dawn lights on our village tomorrow, you will become a man. Tomorrow the sun will look down on a new age for Cathay, an age where the Dragon Emperor sits upon the Jade Throne no longer!”

Involuntarily Chisan drew in a sharp breath. These words were not only blasphemy, but cause for immediate and brutal punishment by any who should hear. Grandfather’s eyes took on a bizarre glow, seeming to Chisan as if they contained wide and limitless gulfs of madness. For an instant Chisan made ready to run – run away from the sleepy village and this madness and brave the steppes beyond. They were clear and bright, and showed nothing of this insanity revealed which felt like an eternity.

Chisan stammered, his voice seeming tiny and brittle in the presence of his Grandfather, “Sir, you told us never to question the Emperor... the Guard would take your head if they heard you now!”

Impatiently, his Grandfather shook his head. “All will be clear soon enough.” With that, the old man lifted his left arm and withdrew the sleeve, revealing a small mark on the underside of his scrawny limb. Chisan looked closely, seeing yet another sight that chilled his blood; a crudely drawn symbol of a phoenix, clutching a writhing serpent in its claws.

“Grandfather!?! No! Not the Black Phoenix, you can’t be—” Chisan stammered, his entire world rocking on its foundation. From his earliest remembrances, he and the other children of the village were told of the Black Phoenix, a terroristic group of fanatic revolutionaries. The Black Phoenix decried the Jade Throne and the Dragon Emperor upon it, saying they fought for the freedom of the peasant class. Admonished from birth to hate and despise this cabal of lunatics, Chisan reeled from the glaring, hated symbol scrawled on Grandfather’s wiry arm. Chisan’s eyes stung from betrayal and fear gripped him.

“Be still boy, there is much to tell. I assure you, when this tale is finished you will understand and welcome your destiny.” His Grandfather, always such a powerful and commanding leader, suddenly appeared to Chisan as a hunched, daemoniac figure, leering and arrogant in his revealed pride.

General Hu pulled his silvered blade from the chest of a Nipponese soldier, spinning and slashing a second and third warrior before the first slumped to the blood-soaked earth. Around the General a ring of corpses held silent witness to his prowess, each dispatched with an ease that seemed impossible for the armored, aged warrior. To his right a deep bellow reached his ears and the General allowed himself a rare smile, as out of place on his lined face as anywhere else on this field of death. Risking a glance the General saw his prodigy crash through a small unit of Nipponese lancers, their curved blades shattering on his oversized armor or cutting superficial wounds in his great bulk.

A wide blade hacked through three of the doomed warriors as the ogre known as Kwan Dao bellowed in triumph. The ogre warrior’s black armor took on a grotesque appearance as hot fresh blood spurted over him anew. The return stroke of his five foot blade removed the head of a lancer and arcing downward, cleft a second man in two from shoulder to hip.

The enormous blade bit deep into the trampled ground and the General watched in awe as Kwan Dao abandoning his blade, gripping two more lancers in his massive fists and smashing them into one another. The snap of broken bones was clear over the tumult of the battle and the General nearly laughed as Kwan Dao threw each body into a charging unit of mounted swordsmen. Two Nipponese warriors were knocked from their lean mounts and trampled by the stunned riders behind them. Without pause Kwan Dao charged into the oncoming horses, kicking the legs from one beast and tackling another. The whinnying steed fell like a stone, sending the rider cartwheeling over the rampaging ogre’s broad shoulders. Kwan Dao seized the horse’s legs in his iron grip and spun, sending the screaming animal into a mass of horrified warriors thirty paces back in the Nipponese lines.

This was too much for the usually stalwart fighters and the back of the army broke as the invaders tried to retreat. The General sounded a call of victory and his army cheered as one, Kwan Dao's rumbling voice loud even among the thousands of Cathayan warriors.

Dawn broke upon the polished wooden floor of the temple, striking like fire across the glass-smooth surface. The utter silence was gently broken by rising choruses of sleepy thrushes and sparrows, rustling their feathers and preening amongst themselves. Gossamer-like petals gently lighted upon the swept marble paths leading to and around the ancient temple. In this scene of tranquility knelt Kwan Dao, his bulk seeming to fit the old paintings of the Cathayan enlightened god, Bodhu. General Hu looked upon his behemoth soldier, one of the finest among an elite army of thousands. Was he a physical manifestation of the god Bodhu? He certainly appeared as such, a prodigious gut swelling the silken robes specially crafted for him.

The General allowed himself to revel a bit in his triumph. Kwan Dao came to his camp fifteen years hence, a ragged and vicious brute. Several of General Hu's bodyguard set upon this monster, seeking to bring him down lest he offend the General or otherwise cause trouble. Hearing the roars of pain and violence coming from his men, the General rushed out to confront the menace and was taken aback at the sight of a blood-soaked beast, smashing his men apart like woven straw dolls. His men left a telling mark upon the reddish, rusty hide of the ogre, spilling its blood as they gave their own.

With a cry the General leapt in front of his men, daring to face down the three meter tall monstrosity alone. He stood, calm in the face of imminent death, showing and truly feeling no fear. The ogre tossed aside a broken warrior like a bored child discarding a toy. He stopped and nearly checked his own berserk charge, for the first time in his life sensing an invincible will. The brutish ogre felt fear. Not understanding this new sensation, the ogre was enraged and rushed headlong at the diminutive figure who calmly mocked him. The General stood firm before the avalanche of unwashed flesh and violence, only to step lightly to one side, deftly parrying the hurtling weight.

Quicker than Hu expected the ogre stopped himself, spinning and swinging a fist the size of a man's head at the General. Hu turned the powerful blow aside as easily as a leaf in a hurricane, sending the ogre toppling to the ground. Instantly the General leaped onto the broad back of the howling ogre, his legendary blade whispering from its jade scabbard and gliding under the heavy jowls of the prone monster.

"Yield, savage!" Hu commanded. He waited a moment, doubting the creature spoke any of the Cathayan dialects. The ogre was silent, evidently understanding the danger possessed of the man perched like a cat on his shoulders. Resigned, the ogre's mighty frame slumped, even his great strength exhausted against this tiny man it could not understand.

The General waited, senses attuned to an inhuman level. When the ogre sank to the ground Hu sprung off his back and landed lightly beside him, sword

held down as if in warning. The ogre was broken, beaten and bloody, deep gouges crisscrossing his body in dozens of places. Head raised, the ogre regarded this man who bested him so easily and wondered at his fate...

The years passed quickly as the General continued to break and remold the giant ogre into a true Cathayan warrior. None of the General's men dared ask what they all thought – why him? In typical Cathayan arrogance, most regarded the towering ogre with contempt. In time however, the ogre waned, who became known as Kwan Dao, won over most of his diehard detractors. Kwan Dao proved a quick study, possessed of a keen intellect equal to most human men. His strength was beyond compare within Hu's army, and no twenty men could match him for raw power. His speed was also legendary, as was his skill with the enormous blade that was his namesake. That a monster of his size could become a refined and efficient death dealer brought true terror to any enemy Hu faced – a natural fear of the gigantic creature coupled with the unnatural talents he displayed.

Hu did not neglect the scholarly side of his ward, patiently teaching the oft-frustrated Kwan Dao the finer points of calligraphy, painting, and flower arranging. Kwan Dao never quite grasped the arts, though he displayed an appreciation for the fine works of Cathayan masters. General Hu always stressed the symbiosis of warrior and scholar to his men, and Kwan Dao was no exception to this.

General Hu smiled again, beaming with genuine pride that this broken and defeated barbarian could be taught and made into a proper soldier. Knowing it was appropriate to do so, Kwan Dao looked up from his kneeling position. "Kwan Dao, you have been with us for over fifteen years. I have given to you all of my knowledge and warcraft, and you have proved an apt pupil. I count you as one of my own sons, in whom I dare hope that my legacy will be passed on. You have done well with us, Kwan Dao. For this honorable duty, you will stand aside me in next week's procession, the Viewing of the Dragon's Sword."

This ceremony stretched back into time immemorial, every twenty-five years the Dragon Emperor was to view his armies in all their regalia. It was well known that the current Emperor cared little for this formality, however he was bound by his lofty station to attend. The General had only served through two of these processions, once immediately following his promotion to Warlord of Cathay, and the second following his mighty victory over raiding parties from Dreaded Wo. This time the General would present to his Emperor the born again son and hero of Cathay, Kwan Dao. The General hoped that this Son of the God Dragon would be moved, just this once, before Hu passed on to his ancestors.

The time before the ceremony was spent in countless drills, each performed to exacting excellence, punctuated by ridicule and threats to perform them again and again. General Hu knew his men were beyond ready but still he drove them relentlessly, preparing each of his warriors for a demonstration more important than any battle.

Kwan Dao he pushed the hardest, daring to hope that the Emperor would bless him with the status of a citizen-noble. He knew Kwan Dao could never ascend to full nobility, but he could become a recognized Cathayan if the Dragon Emperor willed it.

The parade grounds were flawless. A full one hundred thousand of the Jade Throne's house staff had scoured every centimeter of stone so that the Emperor would not be offended at His mortal kingdom when He deigned rest His gaze upon it. It was common knowledge that the current Emperor was more fickle than most, demanding standards that were nigh impossible to keep. Taking offense at the slightest remark, sight or indeed even sound or smell, the Dragon Emperor was quick to anger and never soothed.

All of these thoughts assailed General Hu, knowing full well even the most trivial of contrivances could cost him his post, or even his life. The previous Emperor had been a wiser sort, more apt to learn of his kingdom and its people. Each Emperor that passed through the Throne were said to be reincarnations of the previous Emperors, so that truly they never aged nor died as men die. Hu reflected on this in his most secret heart, instincts telling him that there was less truth in this fact than what appeared on the surface.

These thoughts disappeared as suddenly as a storm before the booming timbre of the military drums. Huge leather-bound drums were beaten by impassive and muscular Cathayans, whose discipline rivaled that of the military now amassed in glittering rows of lacquered armor and steel.

With a dramatic flourish worthy of the finest actors of the stage, the procession of the Jade Throne wove its way down the Imperial Steps to the parade ground. Two dozen gold-clothed porters escorted the palanquin of the Emperor down the steep stairs, keeping the palanquin from rocking or tilting. Surrounding the gilded carriage were the Dragon's Shadow, the cadre of bodyguard-assassins that never left the Emperor's side. The only mortals allowed weapons so near the Emperor, these white robed killers struck fear into the entire eastern half of the world and beyond. They could strike silently from the shadows, or stand toe to toe with any of the world's elite warriors on the battlefield.

As the Emperor's procession approached the ornate marble dais overlooking the parade grounds, General Hu risked one last glance at his assembled host. Rank after rank of glittering spearmen held their weapons aloft, the warm sun causing it to look as though a sea of gems swept across the kilometer wide pavilion. Here were his swordsmen, bedecked with their straight blades. To his left the lightly armored archers, each of which could put a feathered shaft through a keyhole from over 500 meters. Finally, standing proudly beside him were his sons, Hsing and Hun, his most able commanders. In between them stood the massive Kwan Dao, now an equal amongst the command of the Cathayan Royal Army.

General Hu beamed as the Emperor's palanquin was gently lowered in place. All in attendance bowed in unison, a million strong. Beneath the gauzy film

covering the carved throne, the wispy hand of the Emperor was barely visible as he acknowledged the assembled host. The entire army roared in approval, this time drowning out Kwan Dao with over a million voices raised as one.

When the cheering finally subsided General Hu bowed to the Dragon Emperor, his polished helm resting gently on the smooth flagstones. The Emperor spoke, a thin reedy voice that was the faintest of whispers in the grand place. An awkward youth, clothed in black robes of the finest silk strode forward, repeating the Emperor's words. For all his meager size, this boy's voice lifted and carried to all in the pavilion. "Rise General Hu. I would see this chosen champion you wish to promote to commander, alongside your own sons, Cathay's sons."

Kwan Dao shifted slightly, the Emperor's words rocking him. He had not expected such an honor to be bestowed upon him by the General let alone the Dragon Emperor. In his years of tutelage under the General, Kwan Dao had learned and come to respect the divinity of the throne. Always blessed of more intellect than the common Ogre, Kwan Dao was more than capable of leading the devastating forces of Cathay. No non-Cathayan had ever held such an esteemed position. With the words of the Emperor, the ogre turned hero dared hope against hope...

"My Lord and God of the Most High Kingdom, I beg thee to bless the ascension of Cathay's champion to High Commander. He has risen through the ranks, proving his worth time and again on the battlefield, delivering many foes for judgment among the Dark Gods of the Under-Kingdom. He has been trained and raised among us, though he hails not from our lands he truly is a Cathayan reborn!" The General spoke with his most demure voice, usually robust but now tempered by the presence of His Holiness.

The Voice of the Emperor spoke again to the assemblage, echoing His Lord, "Step forth, protector of Cathay, so that I may see and judge you."

At the slightest of nods from the General, Kwan Dao stood to his full height and approached the throne. Rivulets of sweat running down the broad sweep of Kwan Dao's back as he bowed low to the Emperor God of Cathay. His gruff and booming voice spoke. "My Lord God, I pray you accept me into your Kingdom that I may serve with my life Your People, to the ends of this world."

General Hu swelled with pride at his prodigy's words, their simple eloquence befitting the ogre perfectly. He stood, eagerly awaiting the blessing of the Dragon Emperor. Seconds passed, then a full minute and yet no word from the Emperor. General Hu held his breath, sudden dread filling him with nausea.

A faint whisper again came from the screened palanquin and the Voice rushed to its side, bowing low. Ashen with terror, the Voice rose shakily, turning to address General Hu directly. "G-General Hu. I am most displeased with this abomination" You will have him executed immediately, his carcass will be fed to the carrion of the steppes. I am disgusted and offended by your offering, which speaks volumes of your poor judgment."

General Hu's sun-darkened skin went completely white, the blood in his face rushing away as his own fury rose. Without thought, the iron resolve of the legendary General cracked, and he turned to face the palanquin directly. Immediately realizing his mistake, the old warlord began to bow his head in obeisance, knowing full well his entire family could suffer from his lack of manners and disloyalty.

It was too late, without a word the Dragon's Shadows went forward as one, nearly gliding across the smooth pave. For all his martial skill, the General would not fight back, his pride more daunting than ever in the face of death. A dozen swords whispered from their scabbards, and the General fell without a cry, his honor intact.

His sons were paralyzed with rage, but dared not move, having been well-trained by their disciplined father. Their loyalty lie with their father's murderer, only in their heart of hearts did they allow the seeds of vengeance to blossom. But Kwan Dao was not of this land, not of these people. He knew only loyalty to the one who had given him a new life, and despite his training and oaths, he was an ogre first and last.

A mighty bellow, heart rending in its power, preceded the great ogre as he charged forward into the knot of white-robed assassins. With a beauty that belied their deadliness the twelve leaped and slipped easily from the ogre's grasping paws. He had the strength of ten, and more speed than befit his bulk, and yet Kwan Dao appeared to move in slow motion. The dozen killers struck instantly, fountains of blood starting from a dozen perfect cuts. For an instant the scene held, twelve men in the traditional Cathayan color of death, stark pure white against the gory mass of the ogre.

Kwan Dao's struggles wrenched at the heart of the entire army but no man dared to move. While he should have died on his feet, the Shadow's had struck where a man would fall; but Kwan Dao was no man. He grabbed a Shadow, his raging strength tearing the man into two ragged halves. Swords flashed and struck deep into muscled flesh, only to stick and be torn from iron hard grips as the great ogre thrashed and whipped about. Lashing to his left and right, Kwan Dao smashed in the heads of two more of the silent warriors even as another attacked from high above him.

Like an arc of lightning the blade struck, passing through the base of the ogre's skull as easily as if through a blade of grass. Kwan Dao's body pitched forward, staggering half a dozen steps toward the Emperor, who by now was crying out in a strangled voice, never having witnessed the stark terror that set upon him now. Slowly, and inexorably, the body tumbled forward, it's great helmeted head toppling off and rolling toward the shrieking Dragon Emperor, the Immortal God of Cathay.

With a wet thud the still snarling head stopped, dark viscous blood seeping onto the silken curtain of the Emperor's Palanquin.

In the weeks that followed Hu's entire family was ousted, lowered even beyond the peasant caste. The Emperor had decreed that the shame of their patriarch's actions were more fitting than death." These last few words were spat with contempt by Grandfather.

With a grim satisfaction, he continued, "In truth many whispered that even the Emperor feared that the vengeance meted out by the military would overcome his throne should he execute the entire line of Hu. Most Cathayans accepted the turn of events as fate, and sought not to challenge it as was their custom. Honor, pride, loyalty, these were valued beyond all other traits. Only the dog Emperor couldn't understand these values."

"The head of the great hero Kwan Dao was taken and hidden deep within the palace. It is said that the Emperor's wise men and sorcerers used the skull to enact long forbidden rituals, raising an unstoppable hellstorm of destruction. Rumors abounded of the devastation, that the vast population of ogres were reduced to a handful of scattered tribes, wandering lost in the scorching deserts."

The remaining ogres regard this as an act of their god, wreaking havoc upon their race as punishment for some imagined faults. Once a powerful, intelligent race, the ogres are now barbaric, cannibalistic savages, seeking only to feed and destroy in their quest to sate their hunger for flesh and violence. Now they are too simple to realize they were slaughtered wholesale by a meteor, called into being by fell magics, and their foolish god does not exist!"

"Only one tribe managed to escape the devastation and retain their intelligence. This was the original tribe that birthed the great Kwan Dao, though it's name has been lost to antiquity. The skull of the old hero was acquired at great loss by our agents within the Imperial Palace, and given as proof to the leader of the tribe. He is a powerful and wise shaman of their people, and will divine much of the truth from the soul image left within the great skull."

"That's what the man outside was taking? The skull?" Chisan interrupted. His Grandfather scowled darkly at him, then continued, "Yes, the skull is the one key left to convince the tribe of their involvement in our revolution. With their might on our side we will crush the Divinity, and make equals of all men!"

"Tomorrow, Chisan, you will fight in our revolution and become a Black Phoenix! Your father died fighting for our cause, I have raised you even stronger and you will lead when I pass! Do not fear for the future, the sacrifices of the past will guide and enlighten us. The blood of our ancestors runs through our veins, and the name of Hu will rise once more!"

We hope you have enjoyed this short story - we'll be telling more tales of the Great Ogre Cataclysm in issues to come. If you have an Ogre story to share you can email us at bellower@ogrestronghold.com or stop by the Stronghold forums and say hello! -Randroid



The Word of Hashut

A Chaos Dwarf General is depicted from the chest up, wearing a dark red, textured cloak. He has a fierce expression and is holding a sword in his right hand. The background is a warm, yellowish-brown gradient.

The ezine for Chaos Dwarf Generals - www.chaos-dwarfs.com

GUTS OF LEGEND

The Red Death

The Ogre Tribe of

Jhared the Red, first Ogre Hunter

His is a tale almost as old as the Great Maw itself; the red-haired runt who was cast out by his unloving father to die in the snows, only to be welcomed into a pack of ferocious Sabretusk cats. Silent and savage, Jhared grew into a predator more beast than ogre, and returned to his own kind to "thank" his father properly, tearing out his throat in a pitch black cave with a pack of sleek hunting cats at his side. This supplement will give you the option to field the greatest Ogre Hunter of all time at the head of a hunting-themed army, able to field ferocious beasts and unique weapons to stalk your adversary and cull the weak from the herd.

Red Death Tribe Special Rules

Unless otherwise stated, these rules are in addition to those included in the Ogre Kingdoms Army book.

Ogre Bulls. Units of Ogre Bulls remain a 1+ Core choice.

Gnoblar Fighters. Units of Gnoblar Fighters count towards your minimum Core Unit choices.

Gnoblar Trappers. Trappers are a 0-1 Core Choice. However, for every Hunter fielded, you may purchase one additional unit of Trappers.

Red Death Equipment Options

Unless otherwise stated, these options are in addition to those included in the Ogre Kingdoms Army book.

Fire Clubs

An ogre club lathered with pine sap and set aflame, fire clubs are not two-handed weapons, but they require careful handling, hence Skinners that carry Fire clubs cannot use an extra hand weapon. Fire clubs have the Armor Piercing and Flaming Attack special rules.

Hunting Spear

Ogre hunting spears make up for their crude design by the sheer nature of being twice as tall as a man and able to tear through the flesh of the hardest cave-beast.

This is a ranged weapon with the following profile:

Maximum Range: 12"; Strength: As User; Damage: D3; Special Rules: Thrown Weapon, Armor Piercing, Penetrates Ranks x 2

Rock Bags

Skinners carry bags of tough hide with them wherever they go. When prey is near, they simply shovel as many handfuls of rock (or earth, refuse, spare gnoblars, etc.) as they can into each bag, giving them a crude but remarkably efficient weapon without the extra strain of carrying actual boulders. Rock bags are ranged weapons with the following profile:

Maximum Range: 8"; Strength: 5; Special Rules: Thrown weapon

Spears

Some Ogre models may be equipped with Spears. Due to Ogres' size and lack of training, Ogre spears give +1 Strength when charging, but do not allow attacks from the second rank.

Claw Traps

Gnoblar Trappers make extensive use of these crude but efficient metal traps. A unit of Trappers carrying Claw Traps benefits from the Always Strikes First rule.

Red Death Unit Options

Unless otherwise stated, these options are in addition to those included in the Ogre Kingdoms Army book.

Bruisers

- May exchange their Ogre club for a Spear (free).
- May not be equipped with Ironfists.
- May not be equipped with Brace of Handguns.

Hunters

- May exchange their Ogre club for a Spear (free).
- Hunters are equipped with Hunting Spears, which replaces their Harpoon Crossbow.

Ogre Bulls

- May exchange their Ogre clubs for Spears (+6 points/model).
- May not be equipped with Ironfists.

Gnoblar Trappers

- May purchase a Claw Trap for +10 points.

Choosing a Red Death Army

These options replace those found in the Ogre Kingdoms Army book.

LORD	HERO	CORE	SPECIAL	RARE
Jhared the Red	Bruiser	Bulls	Ironguts	Görger
	Hunter	Gnoblar Fighters	Skinners	Slavegiant
		Gnoblar Trappers	Sabretusk Packs	Rhinox Herder

New Red Death Units

Lord Choices

JHARED THE RED 350 Points

The silent one, the Red Death, Jhared is unable to speak even the Ogre's primitive tongue, but his piercing gaze and savage war cry can chill the blood of the roughest Irongut. Jhared's followers love their Hunter-Tyrant, inspired by his bloodthirsty prowess, from dying their hair in the blood of their enemies to moving in packs and stalking their prey in utter, nerve-wracking silence.

Jhared is a Hunter, and counts as a Lord choice in an Ogre Kingdoms army. He must be fielded as presented here and may not be given any additional equipment or magic items. Jhared must be the army general.

	M	WS	BS	S	T	W	I	A	Ld
Jhared	7	5	4	5	5	5	6	6	9
Bonesnap	8	4	-	4	4	3	6	4	5
Halftusk	8	4	-	4	4	3	6	4	5

Unit Size: Jhared (Lord), 2 Sabretusks

Unit Strength: 3 for Jhared, +2 each for Bonesnap and Halftusk

Equipment: Hunting Claws (x2 hand weapons included in his profile), Hunting Spears, Tusks of the Maw

Big Names: Jhared the Red has the Kineater and Beastslayer Ogre Big Names, as described on pages 58 and 59 of the Ogre Kingdoms Army book.

Special Rules: Cause Fear, Bull Charge, Hunter General, Hunting Prodigy, Bestial Kin, Pack Leader

Hunter General: Jhared has the unique distinction of being the finest hunter in the Ogre Kingdoms, as well as the Tyrant of his own tribe. His ferocity and knowledge of geography have given him advantages other warlords lack. Jhared cannot join other units, with the exception of Sabretusk Packs, which do not benefit from his "Sic 'em Boys" rule. Players fielding Jhared may re-roll to see which table edge they deploy on at the beginning of the game.

Hunting Prodigy: The primal strength of nature is strong in Jhared's soul. His attacks count as magical. Jhared treats his Hunting Spears as having the x2 Multiple Shots rule.

Bestial Kin: Jhared's adopted and loyal Sabretusk brothers, Bonesnap and Halftusk are hulking, silent predators capable of ripping a man's head from his shoulders in one savage blow. They have the Killing Blow special rule. If Jhared is killed, roll a Leadership test for the remaining Alpha Sabretusks; if failed treat it as rolling a "Raaaght!" reaction on the Monster Reaction table.

Sic 'em Boys: Jhared has the Sic 'em Boys rule, as described on page 27 of the Ogre Kingdoms Army book.

Pack Leader: Sabretusk Packs may use Jhared's Leadership for Leadership tests as long as he is within 18". As the Pack Leader Jhared may join Sabretusk Packs; if Jhared joins a pack of Sabretusks in this way, they lose the Fast Cavalry rule.

Magic Items

Tusks of the Maw: These sharp Sabretusk fangs are pierced into Jhared's gut, granting the Great Maw's protection against most attacks. The Tusks of the Maw provide a 5+ Armor Save and a Ward Save against Magical and non-magical missile attacks. The Ward Save granted by the Tusks of the Maw increases based on the strength of the attack; 6+ at Strength 3, 5+ at Strength 4, 4+ at Strength 5, 3+ at Strength 6 and finally 2+ against attacks greater than Strength 6.

Special Choices

SABRETUSK PACK 20 pts/model

Following close in Jhared's wake prowls his adopted brothers, a breed of particularly savage Sabretusks who have become a symbol of the Red Death's feral spirit. Whole packs of Sabretusk hunt at the Red Death's heels, fighting as a pack, toying with their prey before impaling their victims on their sword-length fangs.

	M	WS	BS	S	T	W	I	A	Ld
Sabretusk	8	4	0	4	4	2	4	3	4
Alpha Sabretusk	8	4	0	4	4	2	4	4	6

Unit Size: 5-10

You may not have more Sabretusk Packs than you have Hunters in your army.

Weapons and Armor: Claws and fangs (hand weapon)

Options:

- May upgrade one Sabretusk to a Alpha Sabretusk for +20 points.

Special Rules: Fast Cavalry, Cause Fear, Jhared's Pack, Bad Tempered

Jhared's Pack: Due to their bestial nature, Sabretusk Packs may not re-roll Break tests, even if within 12" of the Battle Standard. If a pack is within 6" of a Hunter, they may opt to use his Leadership provided Jhared is not within range.

Bad Tempered: Sabretusk Packs are subject to the Bad Tempered rule, as described on page 45 of the Ogre Kingdoms Army book.

OGRE SKINNERS 45 Points/model

The Red Death values the skills of the hunt over all others, and it isn't unheard of for a group of bulls to forsake the comforts of the tribal caves and take to the wilds, learning the ways of the hunt. Sometimes they are joined by an experienced hunter, who shares with them the secrets of fire and its use in herding packs of wild prey. In times of war, Skimmers act as scouts and ambushers, attacking foes with an avalanche of hide bags stuffed with rocks and earth.

	M	WS	BS	S	T	W	I	A	Ld
Skinner	6	3	3	4	4	3	3	3	7
Tanner	6	3	4	4	4	3	3	4	7

Unit Size: 2-6

Weapons and Armor: Ogre club, Rock bags, Light armor (hides)

Options:

- Any unit may replace their Ogre clubs with Fire clubs (+5 points/model)
- Any unit may upgrade one Skinner to a Tanner at +20 points.
- Any unit may upgrade one Skinner to a Bellow at +10 points.

Special Rules:

Cause Fear, Bull Charge, Scouts

Rare Choices

RHINOX HERDER 105 Points

Learned by watching the cattle farmers of Cathay, Rhinox Herders have the unenviable task of "farming" the most notoriously ill-tempered beasts this side of the Chaos Wastes. The term "herder" is a bit of a misnomer; essentially all the Herder does is hope his rhinox aim themselves in the direction he wishes them to go, and gives them a hard thud on the hindquarters. Sometimes they even stop.

	M	WS	BS	S	T	W	I	A	Ld
Herder	6	3	2	4	4	3	2	3	7
Rhinox	7	3	0	5	5	5	2	3	5
Bull Rhinox	7	4	0	5	5	5	2	4	5

Unit Size: 1 Rhinox and 1 Herder

Unit Strength: 3 for the Herder, 5 for the Rhinox; Rhinox are on a 50x50mm base while Bull Rhinox are 100x50mm.

Weapons and Armor: Light armor (Herder), Ogre clubs, Thick shaggy hide (4+ Armor Save for the Rhinox only)

Options:

- May choose to take upgrade the Rhinox to a Bull Rhinox for +45 points.

Special Rules: Cause Fear, Bad Tempered, Thunderous Charge, Single-minded, Bull Rhinox, Stampede

Bad Tempered: Rhinox are subject to the Bad Tempered rule, as described on page 45 of the Ogre Kingdoms Army book. The rules for Stampede, as detailed below, still apply in this situation; the herder can choose to remain behind while the Rhinox charges. If he opts to charge with the Rhinox, then the entire unit charges using the slowest Movement characteristic in the unit (the Herder).

Thunderous Charge: On any turn when a Rhinox charges it causes D3 impact hits at the basic strength of the Rhinox.

Single-minded: A unit of Rhinox Herders may not change formation at all unless they spend their entire Movement phase reforming. They may not wheel more than once in any given turn (they still get a 'free wheel' to align in combat to their enemy).

Bull Rhinoxen: Bull Rhinox cause Terror instead of Fear and are Large Targets.

Stampede: A Rhinox may charge independently of its Herder, using its own Movement rate. In this case, the Rhinox charge and the Herder moves as normal – the Herder may not charge a different unit. Once the Rhinox has been released, it becomes a Monster unit that may only ever be joined by the Herder that released it.

Rhinox are deployed on either side of their Herder. Missile fire is randomized against the unit by rolling a D6: 1-4 hits the Rhinox, 5 or 6 hits the Herder (if the unit has a Bull Rhinox, then it is hit on a 1-5, and the Herder is only hit on a 6). The Herder and his unit need never take Panic tests for Rhinox casualties. If the Herder is killed, then any unreleased Rhinox must pass a Leadership test; if failed treat it as if it rolled a "Raaargh!" on the Monster Reaction Table.

If the Herder breaks an enemy unit while he still has a Rhinox remaining, and would normally be able to pursue, he may opt to release the Rhinox. The Herder will automatically remain stationary while his Rhinox runs down the prey: roll 3D6 for their pursuit distance. The Rhinox then become a separate unit as described above. Victory points are counted separately for each Rhinox killed, whether they are with the Herder or not.

Red Death Ogre Big Names

Firebelcher +15 points

This Ogre has climbed to the top of the Fire Mouth, learning the secrets of spewing fire from the fiery Spawn of the Mam. Once per battle, the Ogre can make a S4 Flaming breath weapon attack which hits each model touched by the template (no partial hits). If the unit suffers any unsaved wounds, it must pass a Panic test at -1 Leadership.

Warphide +15 points

The Ogre with this name has spent years hunting the strange mutations that haunt the Northern Wastes. Warphides have MR (1). The effects of Warphide do not stack with the Magic Resistance of Gnoblar Thiefstones.

Packmate +25 points

Hunter only.
Born a feral child and raised among beasts, Packmates share a close bond with the strongest members of a Sabretusk pack. Packmates may purchase a Sabretusk Alpha for +20 points, in addition to his two normal Sabretusks, for a total of 3 Sabertusks.

New Magic Items

Magic Weapons

Hammer of the Sky Titans +50 Points

The Sky Titans once forged ornate, blue-steel weapons such as this, but today what few remain are wielded by the Ogres who slew their entire race. The Hammer of the Titans is a magical great weapon that ignores Armor Saves. Models wounded by the bearer of this weapon suffer a cumulative -1 to their Ward saves.

Oakslayer +35 Points

Oakslayer is a strange black weapon marked with twisted red runes. Jhared himself claimed this prize from a Minotaur who had the power to move through the forests like smoke. Oakslayer is a magical halberd that deals flaming damage. In addition, the bearer and his unit treat forested terrain as though it were open terrain for the purposes of movement.

Sabretusk Fangs +30 Points

This glove is forged with the pelt, tendon, and tusks of a sabreusk, imbuing the thrill of the chase into its bearer. The Sabretusk Fist is a magical hand weapon that grants +1 Attack and allows the bearer to roll 3D6 and keeps the two highest rolls when pursuing a fleeing enemy.

Souleater Spear +25 points

This highly ornate spear was crafted long ago by the master smiths of Cathay, used as a means of executing wizards who strayed from the divinity of the Dragon Emperor. The Souleater is a magical spear which confers a +1 Strength bonus on the turn the wielder charges. In addition, opponents treat their magic weapons as mundane weapons of the same type when attacking the wielder during the first round of close combat.

Magic Armor

Cannibal Cloak +25 points

This horrid cloak of crudely stitched skins bear the unmistakable features of Ogres the bearer has personally slain and eaten in guts-out combat. The Cannibal Cloak grant a 6+ Armor Save that can be combined with other armor as normal and a 5+ Ward save; however, he cannot join other units of Ogres, nor can his Leadership be used by other units if he is the Army General.

Hide of the Albino Rhinox +50 Points

This heavy cloak is stitched from the rare Albino Rhinox, a being believed to have strong ties with the magic of the natural world. The Hide of the Albino Rhinox confers a 6+ Armor save that can be combined with other armor as normal. In addition, the bearer is immune to non-magical missiles (including any Sabretusks he purchases, but not any unit he has joined).

Mountaineater Gut-Plate +35 points

This heavy stone gut-plate was crafted from the cliffs of Mount Thug, the most treacherous mountain in the Ogre Kingdoms. It grants a 5+ Armor Save that can be combined with other armor as normal. In addition, the bearer may unleash the fury of Mount Thug upon any unit he is currently in close-combat with during his army's Shooting phase, dealing D3 Strength 4 shooting hits to the unit (or model, if he is in a challenge) as his gut plate literally belches forth a raging avalanche of ice and rock.

Talismans

Jhared's Fang +25 points

This sharp fang was plucked from the jaw of Jhared the Red himself, conferring some of his predatory prowess on any who wear it. An Ogre wearing Jhared's Fang that isn't wielding a great weapon has the Always Strikes First rule.

Necklace of Elf Ears +35 Points

A collection of bloody, half-rotten elf ears strung to a leather thong, this grizzly talisman emits a tortured scream that distracts any spellcaster attempting to steer the winds of magic against the wearer. Spells targeted against the bearer (and his unit) ignore any individual dice rolls of 2 or 3 when rolling to cast.

Phial of Glacial Waters +25 points

The glaciers of the Mountains of Mourn are renowned for their unnatural cold. Ogres risk an icy death gathering the magical runoff waters from these glaciers, which can be useful in traversing the dangerous rapids in the lowlands. The bearer of a Phial of Glacial Water (including any Sabretusks he purchases, but not any unit he has joined) is immune to Flaming Attacks and spells from the Lore of Fire. Once per game the bearer may drink the water contained within the Phial to restore D3 lost wounds; destroying the magic item.

Rosary of Cannonballs +35 points

This heavy chain carries an array of cannonballs that, for some reason or another, failed to fire, and are hence considered "lucky" by the Ogre that wears them. Once per turn, the bearer may force a war machine targeted at him or his unit to re-roll both the Artillery and Scatter dice.

Enchanted Items

Thane Skull Trophy +15 points

This ancient Dwarf skull, inscribed with crude Ogre drawings and still bearing its majestic beard, carries with it some of the stubborn, relentless spirit of the stout folk. A unit bearing this item can make a March during their movement phase even if conditions would normally prevent it.

Bloodthirster's Skull +35 points

The skull of a mighty Bloodthirster daemon, claimed by a skilled (and incredibly lucky) Hunter, and still bound in its hellish red hide. Marked by the all-consuming hunger of the Great Maw, the Skull devours the protective energies encircling the enemies of the Ogre Kingdoms. Units engaging the bearer of a Bloodthirster's Skull, and any unit he is attached to, suffer a -1 penalty to their Ward Saves.

Troglodyte's Horn +35 points

One Use Only.

This twisted war horn glows with warp stone fragments, and its unearthly trumpet has a disastrous effect on the Winds of Magic. If at any point any spellcaster rolls Irresistible Force the Troglodyte's Horn may be activated. The spellcaster must pass a Leadership test at -2. If he fails, the spell instantly fails as the caster painfully devolves into a hunched, bestial mutation with no memory of its former life. It must immediately charge the closest unit, friend or foe, and deals D6 (+1 for every point of unit strength the spellcaster has above 3, to a maximum of 3), Strength 3 hits before its mutation becomes so severe that it is little more than a mewling wreck of malformed flesh. The afflicted model is then removed from play.

Magic Banners

Huhgr Loudgut's Howling Skin +25 points

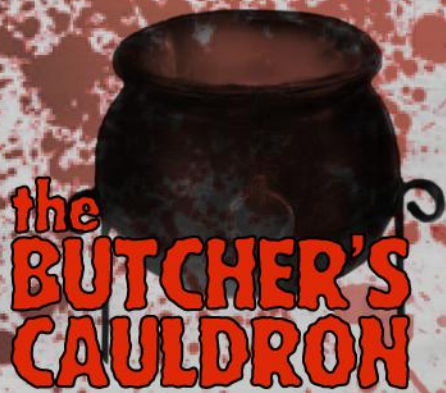
Jhared the Red's most infamous deed was stalking his own father Huhgr Loudgut and tearing out his throat within his darkened cave. The fear crawling through Huhgr's skin remains potent even in death, striking any who look upon it with blind fear. Opponents attacking a unit with this banner are treated as having Initiative 1 and lose any charging bonuses.

Raging Mammoth Banner +20 Points

Made from the entirety of a Mammoth's thick skin and fur, the Raging Mammoth Banner is massive, shadowing any unit that bears it into battle, protecting them from incoming enemy fire. Any unit wielding this banner is treated as being in Heavy Cover against missile attacks.



**JHARED THE RED W/ BONESNAP & HALFTUSK
MODELS BY ZSOULESS**



SABERTUSK SKIN PAINTING

BY GHARK IRONSKIN

My ogre tribe lives in extreme cold, at the very top of the Mountains of Mourn. The cave beasts, mammoths, rhinoxen, and sabretusks are therefore painted in white fur, as camouflage. In this tutorial, I will show you how I've painted the skin on my sabretusks.

WHAT YOU'LL NEED:

(I used GW paints for this tutorial, but comparable colors would work fine)

- Sabretusks models
- Pencil
- Graveyard Earth
- Bleached Bone
- Skull White
- Chaos Black
- Bestial Brown
- Snakebite Leather
- Devlan Mud Wash

Highlight the higher areas on the model with Bleached Bone. Try to put an accent on the muscles.

STEP ONE



Start with a main coat of Graveyard Earth. Wash the model with Devlan Mud once the paint had dried. Now you can see the details on the model, which is easier for high-lighting later.

STEP TWO



Basecoat the skin of the Sabretusk with a 3:1 mix of Bleached Bone and Graveyard Earth.

Highlight the muscles a bit more with a mix of Bleached Bone and Skull White.



STEP THREE



STEP FOUR



STEP FIVE

Just keep expanding the pattern. Pay attention when you reach the legs. The more you go down, the smaller they should be and the less dots you should paint.



STEP SEVEN

To give the pattern a bit of variation and a more animal like look: highlight the pattern with Bestial Brown.



STEP NINE

The last step on the skin is a final highlight of the dots with Snakebite Leather.

The sabretusk looks more alive with these small variations of browns present on the skin (you'll see the same effect on real animals).



Put a final highlight on the highest areas of his skin with pure Skull White. This is the final layer of paint for the skin.

The next step will be the leopard-like coat pattern of the sabretusk.

STEP SIX



Now we are going to start painting the pattern. There are many different patterns you can use, but the one I painted is achieved like this (painted in Chaos Black): paint a C with a little dot at the end. Try to face the dots in each C in a different direction.

You can finish the details on the sabretusk however you like. I painted the fur white as well, added some blood to give them a beastly and savage look. For the base, I recommend snow. It fits nice with the white skin of the sabretusk.

Paint a hunter, and you're ready to play with your newly painted sabretusks in an Ogre kingdoms Army!

Ghark's finished sabretusks, accompanied by their master, the Hunter.



TYRANT

ISSUE #1

.SIEGE OF KARAK ZHARR.

.CAST.

ART and LAYOUTS: Dario Jelusic aka HERMUT ALLMIGHTY
STORY: Mike Wallace aka MEATHOOK

.FOR THE OGRE STRONGHOLD.

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SPRING 2010!

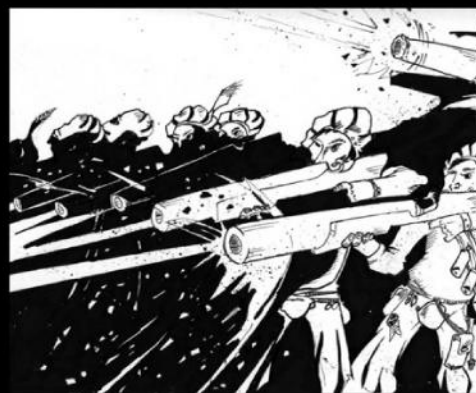


Karak Zharr in the World's Edge Mountains,
east of Ostermark.
For a century, the Pigsticka Klan has ruled this
lost Dwarf Hold.



Lord Barag Zharr has returned to settle his grudge with the Greenskins.

2



The Empire has sent the Order of the Rose to aid their long-time allies.

Captain Hershel Helgan, the White Wolf.



He relishes the chance to cut the Orcs from the Empire's border.



Orcs are savage, relentless killers.



But there are things worse than Orcs on this battlefield.



The Dwarfs are stubborn, but slow.

The Humans fight bravely, but they are weak.



3



Bigger. Stronger.
Meaner things.

OGRES!



Ten feet of muscle, flab and violence. An Ogre outmatches any Orc.



Ogres live for
two things.

Fighting ...

... and eating.

4.



These Ogres are
mercenaires of
Hellboar Company.



Today, they serve
the Empire.



But the fight
is far from
over.



Warlord Gutrip Pigsticka
has one last card to play.

LETZ PLAY!
HAR, HAR,
HAR!

5.



The battle
shifts quickly.

Victory or defeat
can come in a
heartbeat.



DIE
HUMIES!!!



Wot!?

Now is time...

6.



... to drop a

HAMMER!

TO BE
CONTINUED...

7.

ARMIES OF THE OGRE STRONGHOLD

*The Ogre Stronghold brings Ogre Kingdoms armies from all across the world together in one place. In this issue we'll be taking a look at the **Fantasyfreak's** Ogre Kingdoms army.*

When and why did you start your Ogre Kingdoms army?

Ogres were my second army after I got back into the game from taking a long break. I started in 2006, I remember reading about them in White Dwarf back in 2005, I was reading it in a hospital maternity ward because we were in there for 4 days while my daughter was being induced.

I loved the different army concept, this was an army composed of big muscle bound fatties instead of thinlings, the relationship between Ogres and Gnoblar plus the fluff was really cool too.

Oh, and some of those Ogres held CANNONS!

How big is your army? (points wise)

I've never really worked it out, but I know I can very comfortably do a 5k game with a choice of options, more if using unpainted stuff.

How long did it take to put the army together?

LOL. A long time.

I'm a bit of a slow painter and use a very long laborious method of layered highlighting, this coupled with the fact that I had a newborn Daughter and I painted them using a white undercoat really slowed down progress.

I learned a lot about painting doing this army though, trying new methods, products and putting a lot of effort into it.

MODELS BY
FANTASYFREAK



Did you start with a set theme/color scheme in mind, or did it somehow "develop" by itself?

The skin tone and the armor colors were worked out beforehand as they were the biggest areas on each model, the rest sort of just developed by itself.

Which is your favorite model, and why? How about your least favorite, and why?

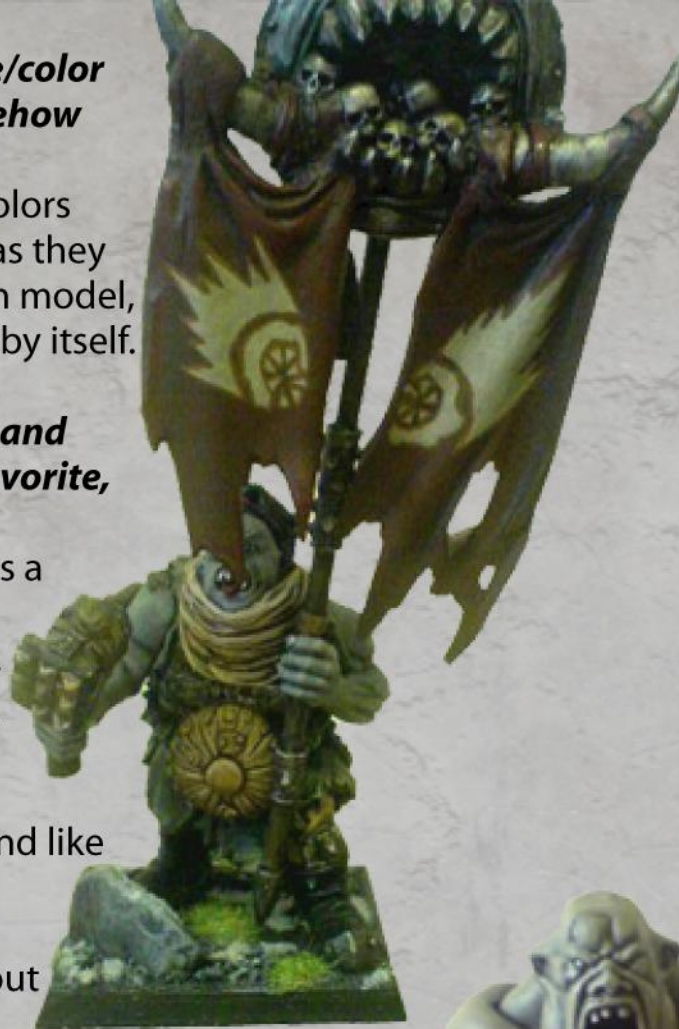
That's a hard one. My favorite is a choice between my Tyrant, Skrag and the Pirate Maneater.

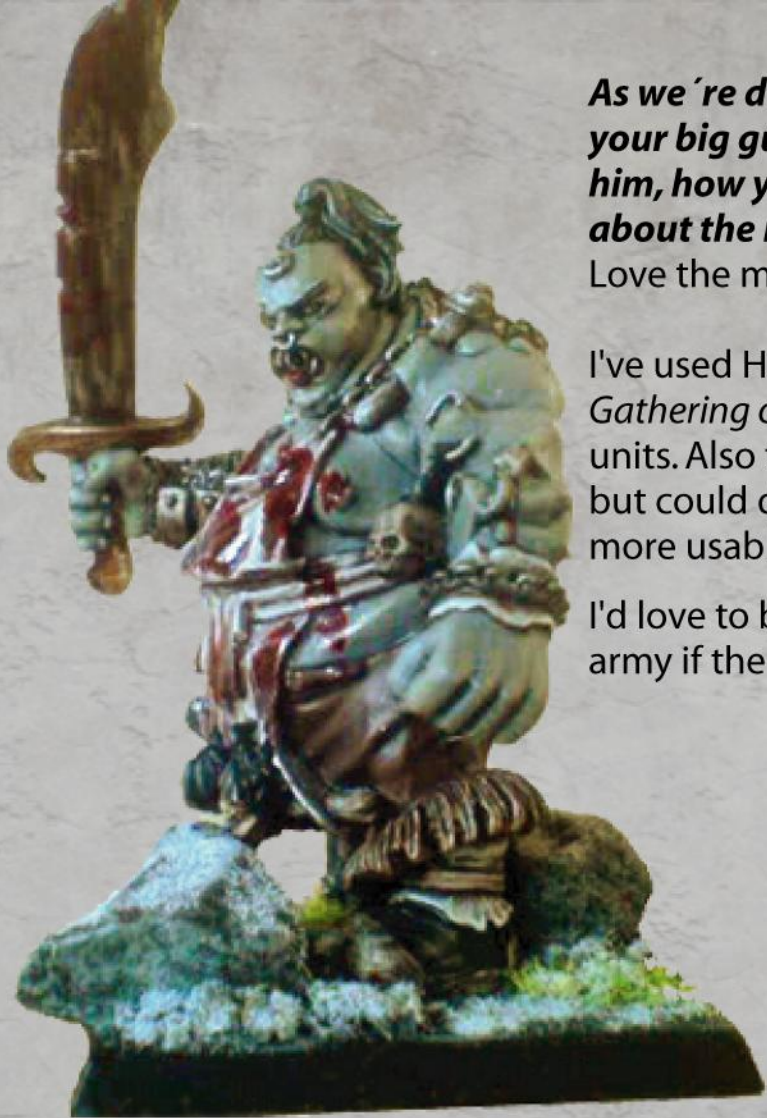
The Tyrant because he was my first ever greenstuffing effort.

Skrag, because I love his fluff and like how I added gore around his mouth, thinking of when he ripped a Gorger king's throat out with his teeth.

The Pirate maneater because Maneaters are one of my favorite things in the OK army, the models are ace and it came out well.

My least favorite is probably one of my Scraplaunchers, it was such a hard model to put together and paint and I think I did a below par paint job on it.





As we're doing a Hunter themed issue, some spotlight on your big guy is in order - could you tell us something about him, how you use him, your experience, and your opinion about the model itself...

Love the model, love the concept, love the fluff.

I've used Hunters quite a bit, I took a hunter themed list to *A Gathering of Might*, which had 2 of the big guys and 3 Trapper units. Also to another tourney too, he isn't as bad as his press, but could definitely do with some rule tweaks to make him more usable, which is sad as the idea is brilliant.

I'd love to be able to make a Hunter themed army if the new rulebook permits.



Any plans for the future, or is this project finished?

I finished as much as I'm going to do early last year, so I guess it's finished, still have unpainted models in my horde though.

I'll be starting a new Ogre army a short while after the new book comes out, I'm excited!



Thanks to **Fantasyfreak** for taking the time to show us his Ogre Kingdoms army. Be sure to check out his excellent Wood Elf and Skaven armies, both of which are also viewable on the Stronghold.

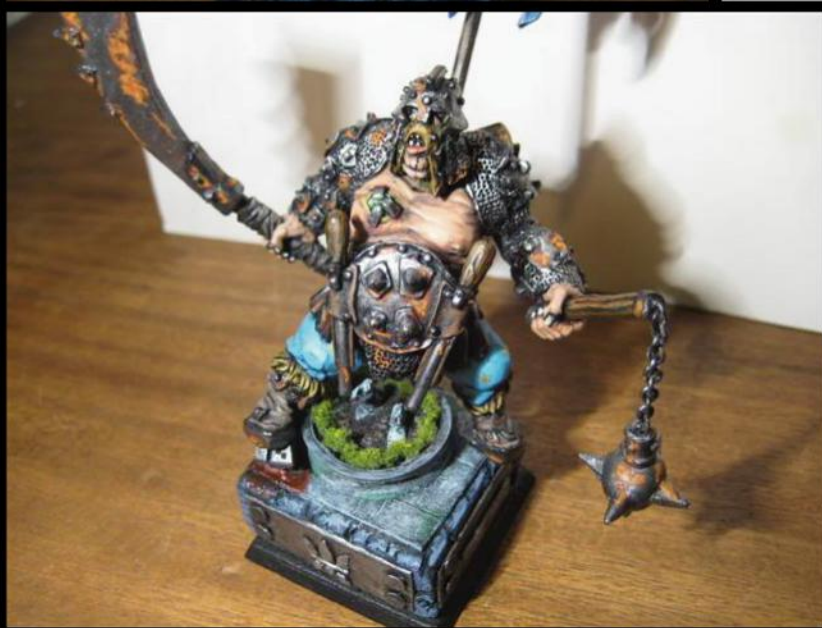
We hope you've enjoyed this edition of **Armies of the Stronghold**. Be sure to come back next issue for a look into another Ogre tribe!

STRONGHOLD PAINTING COMPETITION

BEST PAINTED MINIATURE



THIRD PLACE
ANIKU
TYRANT



FOURTH PLACE
HEAD_NOT_FOUND
PIRATE MANEATER

The Ogre Stronghold recently held a painting competition sponsored by OG Games. The winners were chosen by the Overtyrant himself, Hragged. Enjoy the pictures of these winning entries and if you want to see more check out the Ogre Stronghold forums!

- Randroid



STRONGHOLD PAINTING COMPETITION

BEST PAINTED MINIATURE



FIRST PLACE
ZSOULESS
BUTCHER



SECOND PLACE
MALVINO
YHETEE





**HERMUT
ALLMIGHTY**

Dario Jelušić - fantastico20@gmail.com

COMING NEXT ISSUE

- * **THE GREAT MIGRATION "GUTS OF LEGEND" ARMY LIST**
- * **OGRE 8TH EDITION NEWS**
- * **COMICS, AUNTY DOREEN, FICTION, AND MORE**

Big thanks to all the dedicated OGRE lovers contributing to the Bellow! Without your contributions and help this issue wouldn't exist!

We're always looking for help from the Maneaters out there. If you have something you think would be great for a future issue, or are interested in joining the team, please contact us at: bellow@ogrestronghold.com

We are always looking for:

- Artwork
- Battle Reports (w/ pics)
- How to articles
- Fiction
- Comics
- and anything else!

**NEXT
ISSUE
SUMMER
2010**

Until next time... stay hungry!