



# the BELL TOWER



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

# the BELLLOWER

## ISSUE NO. 5 - APRIL 2011

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# FROM THE GUT

*"Maw-pit rumblings..."*



These last few months have been a time of unparalleled change here at the Stronghold: not only have the Bellow team been beset by mounting personnel issues, but Tyrants across the breadth of the Kingdoms have been putting themselves through their paces, in an effort to adapt to the changing meta-game brought on in the wake of 8th Edition WHFB.

We've crammed this issue with a number of great articles that document the best way to ride the rising tide in 8th and stay on top. With that in mind we're kicking this issue off with enough insight to stuff a Rhino!

We've got the musings of Eric J on reviving his Ogre Kingdoms interests, the thoughts of some of the top competing players of the WHFB online community about the state of Ogre armies in competitive play, a long hard look at how to overcome the Skaven menace, and a step-by-step pictorial "how to" on building a Scraplauncher.

So here we are with the Bellow issue #5. It's been a bit of a struggle, but we got there eventually - and we hope you'll find it was worth the wait. Ideas for Issue #6 are already circulating round the tunnels of the Stronghold and we've welcomed a few new (and old) members into the fold - though we are always looking for more! (or should that be 'Maw'?). The great migration is well and truly under way, and reports of Ogre armies menacing the top tables of tournaments is on the increase. This, as well as rumours of a re-release just around the corner, certainly suggest that things are trending positively for followers of the Great Maw in 2011.

Grab your trusty Gnoblar, hang on to your gut, and ride out the next few months of maw-pit rumblings with us 'til issue #6!

**- The Bellow Team**



# 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](mailto:bellower@ogrestronghold.com) and we'll pass it along. And now on to your questions!

Dear Aunty Doreen,

My tribe's Tyrant just asked me to carry our Army Battle Standard, but I don't know if I want to. I know it's a great honor, but the last guy who carried it got a spell put on him that made his head explode! I don't know what to do. If I say no to the Tyrant he'll kill me, but if I say yes then I'll be killed even worse. HELP!

- Anonymous

Dats a tuff one.. if you refuse you'll be dead fer sure, so maybe you can send a Gnoblar out ta "find" you a few of dem shiny stones dey is always hiding. Those should help keep yer head from exploding most of da time. Better yet, just chuck a pack of dem runty buggers in front of dat spell so dat they heads go poof instead of yours.

P.S.: Aunty D. does not take any responsibility fer exploded heads, severed limbs, or digestion problems suffered when listening to her advice. Any request fer compensation will be handled with extreme prejudice (and a heavy club).

Dear Aunty Doreen,

My brother's birthday is coming up and I wanted to give him a gift he never would have expected. He is the Tyrant of our tribe, and basically has everything he should own. What can I give him this year?

- A bothering brother

Well it sounds to me like if you were da kind of Ogre who listened to his Gut you could probably get away with giving 'im a nice juicy pair of arms fer eatin', and (if you think yer Gnoblars are big enough) you could always try making dem his arms!

Dear Aunty Doreen,

Which is better? A fried Gnoblar wrapped in Thinling skin, or a fried Thinling wrapped in Gnoblar skin?

- Blithely, Hungry in Mourn

Well it depends on da circumstances. When you are inna mood fer a light snack, go fer da fried gnoobs in thinling skin - it's easy to make and da Gnoblars are always around, den it only takes one thinling skin (excluding da smaller ones) to wrap up several Gnoblars.

If yer cookin' uppa big feast, den I'd suggest the second meal, though skinning a Gnoblar can be quite tedious so it better be important!

Dear Aunty Doreen,

If all us Ogre Bulls is called Bulls, what are Ogre ladies called? I don't fink I can get away wiv calling them all 'Mum'

- A confused and uncertain young Bull

We'z Ogre gals tend to answer to most anything (cows, mules, sugarcakes, sweetcheeks, etc) with a quick slap followed by a nicely angled kick to da tender parts. If yer handsome with a really big gut den we might consider the slap a first date \*wink\*

Until next time be good fer yer Aunty...



# CHOOSING YOUR OGRE TRIBE THEME

BY RT OGRE

Themed armies can be seen on many a forum and whilst they are not always the most competitive lists they provide a lot of enjoyment for the people who build them and the opponents who play against them.

Theme adds a story to your army and it needn't be difficult to do. Let's look at how we can go about getting inspiration for a theme.

## INSPIRATION

A great place to start when looking for inspiration is the Ogre Kingdoms army book. Ogres have a ton of background in their book from famous battles to renowned Heroes and their tribes. One of the quickest ways of establishing a theme is to pick a tribe and use their markings or traits while modeling and painting your new force to look like that tribe.

## MODELS

You might really like a particular model, say for instance the Gorger models. You like the model so much that you will include as many of these models as you can while making up a reason why. Perhaps a Skrag list or a mob of hungry, roving Gorgers seeking revenge? Either of these could work well for a Gorger based tribe or theme.

You might pick a weapon such as a hammer and all your models will be armed as such. Picking the models you like ensures that they will get painted and there will be a visible theme for other people to see a theme - an abundance of one unit type, a specific model type, pose, or set of equipment.

## BACKGROUND

Another way of theming an army is taking the army out of its background environment and placing it in a new one. Taking Ogre Kingdoms and placing them in the Chaos Wastes, the Lustrian Jungles or the island of Albion, will give each army a strong vibe and uniqueness that differs from the original environment.

They might all be ogres but the Ogres who grow up in the wastes worshiping Khorne will look and act differently from their Druid counterparts on Albion.

## CHARACTERS

Heroes are the leaders of the army and will often shape the way your force can look and feel. Simply picking a back story for the Tyrant of your tribe can mold how your force looks and the theme it takes. It is also important to think about magic items - while Ogre characters can carry a Tenderizer your character might not use this weapon in your army theme. A new Bruiser building his tribe up might not have access to the same 4+ ward save that every general in a tournament might. The dreaded fireguts of Mount Vrash might have flaming weapons (from the banner). These are all things to think about when picking your theme.

The only limit is your imagination and desire to build and paint up a force that represents what you have in mind. Sometimes you have to throw out what is competitive (although I suppose "winning" could be seen as a theme) and go with what is cool. Here are a few ideas to get you started:

**Chaos Ogres:** Well this one is as simple as picking a god (or gods) and using the Gods own theme on your Ogres. Nurgle could be rotten or even thin Ogres! Khorne could have extra arms and heads to better kill for the blood god. Tzeentch could have one eyed Ogres wreathed in fire and Slaanesh could have Ogres with extra bits and claws (that's sexy right?).

**Dogs of War:** A rag tag band of misfits who decided to band together to scrape out a living after working as mercenaries for the border princes. Lots of Maneaters, with each Ogre having a slightly different look and feel. Maybe the stole a cannon to fill with scrap instead of a using a Rhinox?

**Mountain Ogres:** It's cold up there and even with their thick skin every Ogre needs some warmth. To keep the Ogres from freezing you would have a lot of fire and fur around the army. Yhetees and Hunters show that your army is lives high in the mountains and tracks their prey.

**Mounted Ogres:** Imagine a Tyrant who has seen the devastating charges of the Bretonnians and decides that he wants to do the same. He rounds up 20 Rhinoxen and gets his tribe to learn how to ride them into battle (with a lot of brute force I'd imagine!). Would look amazing on the table!

I hope this article has inspired you to think about your tribe and when it comes to building your next army!





## **“The Dark Ritual”**

by W.M. McCrorie (aka The Ultra-Mega Bob)

The great-hall of Borchia Giant-Flayer, Tyrant of the Thousand Skins tribe, played host to a nightmarish scene. Light flickered from the stalagmites and stalactites, casting vast, fang-like, shadows across the walls of the cavern, surrounding the few assembled Ogres in a shadowy imitation of their ever-hungry God; the Maw's Tooth cavern was the closest thing that the Ogre Kingdoms had to sacred ground as we would recognise it. This was a place of great fear and gluttonous ritual - a place where the Thousand Skins devoured the bodies of the first Skytitans, those who fell during the early days of the Ogre migrations, and as such it was held in great and solemn esteem.

Sixteen warriors lay bound in chains amongst the crags dark pits of the Maws Tooth: each chosen to be the vessel which represented their respective race in the abominable events which were to unfold. Kharx, Borchia's first, treasonous, son was amongst them to complete the circle. Kharx had been the first born of many of the Tyrant's children; tonight he would be devoured last, a sign befitting his status.

In utter silence, a pair of Ironguts brought forth the first sacrifice for the dark ritual. His sobbing punctuated the grim atmosphere, robbing it of its solemnity, and the Ironguts were swift to render him insensate with a blow to the head, causing the man's eyes to roll backwards in his skull; the Ogres continued to drag him by his bound and tied arms, his feet trailing in the dank earth on the floor of the hall. Occasionally a drop of blood found its way from the tourniquet that had been hastily applied to his chest; with each drop a low rumble could be felt from deep within the ground - the insatiable Ogre God seemingly grew impatient for the ritual moment. Solemnly the Ironguts drew up the prisoner, so that he stood spread-eagled, before binding him with chain to a pair of the tallest fang-like stalagmites.

The man awoke as the last chain was hammered into place and he moaned in a low voice, cursing the fate that awaited him in this den of eternal hunger; he cursed the stars and the moon, the god that denied him salvation; he wept for the wife he would never again hold in his arms, and for the child he would never again kiss goodnight. Then he raged at the gathered Ogres, lashing them with his tongue, though they only glared at him malevolently in response.

As the man spoke, a shadow emerged from the darkness behind him. The man's head was drawn backwards as an immense hand grasped his hair, and he cried out in shock and pain. Slowly, almost reverently, Dorga Fleshripper, Slaughtermaster of the Thousand Skins, raised the cruel sickle from his belt and placed it on the man's neck. With one rough, jerking motion he severed the head, the body falling limp, dangling obscenely from the chains which bound it to the earthen-fangs of the Maw's Tooth. Blood spurted erratically across the cavern and the ceremonial Ironguts were liberally splattered, much to their relish; the firelight of the burning braziers shone wickedly from the slick blood coating the coarse metal plates which covered their vast bulk. Turning to his master, Dorga lifted the severed head high into the air with his

large, meaty fist. From his throne atop the largest stalagmite Borchia nodded his approval. At this gesture Dorga brought the head down to his mouth with an enthusiasm born of violence and gluttony. Sickening sounds filled the stale air for scant moments as the head was devoured - within seconds the brain inside was all too rapidly introduced to the steel shards lining the Slaughtermaster's gaping jaws.

Brain matter seeped and trickled across Dorga's chin as he raised his face to the arching darkness of the cavern roof, a lunatic smile playing across his bestial face. His coarse voice was granted a powerful resonance by the natural acoustics of the cavern, and his body rumbled from within as he spat out the guttural, crude magic of the Great Maw.

Borchia shifted his bulk as his restlessness grew. Dorga's eyes rolled back into his head - his growl softening as he began speaking in tongues - the words rolling from the uneven walls of the cavern settled, after what seemed like an age, and Borchia knew that this was the moment he had prepared for. With a forcefulness which suited his stature, and hid his unease, the Tyrant bellowed a sequence of rehearsed questions to the shaman - noting with grim satisfaction that although the trance continued Dorga appeared to be pondering the best response to each query.

For an hour or more Dorga recanted the thoughts of the dead man in a voice that was not wholly his own; the presence of the Maw aided the Slaughtermaster in translating the brain matter and the raw thoughts into something much more useful. Lost in a trance, Dorga disgorged a stream of answers, responding to his Tyrants' probing questions, and the thoughts of the Captain of the Empire were laid bare for all the assembled Ogres to hear. For an hour or more the other prisoners could glimpse their own fate, and many of the weaker species drew back in fear and hopeless despair, though the chains which bound them offered little reprieve.

Borchia listened intently, his dark eyes glowing maliciously. He had been looking forward to this night for a long time, though keeping all of the prisoners alive (and in tact) for this moment had been an arduous task, and he'd had to pull more than one pair of arms from those Bulls who let their greed get in the way of their loyalty, during the run up to the spectacle. The promise of so much forbidden knowledge was surely worth the effort. Borchia was no Troll-brained whelp. He knew that soon there would be an age of warring unlike anything the clan had known since the early days, when the Skycastle fell and the Great Feasts never ended. This time the prey would be found in all the realms of the Thinlings, from the pointy ears to the scaled cold-bloods, from the crunchy desert-bones to the never ending tides of greenskin and rat. Those times would be upon the Ogre clans sooner than many realised, and Borchia knew that he must be ready to meet them: He needed answers.

*to be continued in The Feeding Grounds...*



# THE FEEDING GROUNDS

## THOUGHTS ON THE OGRE KINGDOMS FROM THE THINLING REALMS:

*With the coming of 8th edition the Ogre migration is well under way. For the first time since their release Ogre Kingdoms armies have been contending for high places in tournaments and are being fielded competitively by a number of members from our beloved Stonghold. Here we take a look at the impact these brutes have had upon the frail and tasty Thinling races, by asking competitive players from the full spectrum of Warhammer armies what they think about our lardy lads. In this issue we'll hear from players of the **Lizardmen**, **Chaos Dwarfs**, **Orcs & Goblins**, **Warriors of Chaos**, **Tomb Kings**, **Empire**, **Skaven**, and **Dwarf** armies:*

## WHAT ARE YOUR GENERAL THOUGHTS ON THE OGRE KINGDOMS, AS OPPONENTS, UNDER THE 8TH EDITION RULES?

**Lizardmen (Stewart):** I think they might have got a bit of a slight boost, at least in flexibility, by allowing the second rank to fight in full, a horde unit of ogres is a somewhat scary thought. But overall I do not see them as one of the harder opponents, and would fight them without fear.

**Chaos Dwarfs (Swissdictator):** I recently went to a large tournament, and my second round opponent was Ogres. 2000 points (Bladesinger if he is on your forums). Having fought them in such a setting, I'd say the new rules go a long way to fixing many of the problems the Ogre book had in 6th and 7th. Their ability to have ranks goes a long way to making the Ogres not only competitive, but an honest challenge. Under 8th edition they are a solid army, one that can not only compete, but compete well with a good general. I honestly think I will see much more Ogre armies in the future.

**Orcs & Goblins (Gabus):** When I see an OK army, I am impressed by how the army appears visually on the table, and then struck by how little variation there is. I consider who I am playing, more than the army itself, as the OK in the hands of a master can play very well, but there aren't many builds that work. I often think "poor Ogres... they have nothing to choose from in their book". We are spoiled for model choices as Greenskins. The Ogres seem like a fun army that never really got "finished." The models are interesting, and all monstrous infantry army is a major departure from the standard Warhammer army, which is positive. There just doesn't seem to be enough depth in the army, in regards to different units one can take. It just seems to need "more", whatever that means.

**Warriors of Chaos (Powerposey):** They definitely got better. The generic magic items in the BRB helped bring some diversity to Tyrants and Bruisers. The weakening of Fear hurts OK, and always seem to be forgotten by the OK player.

**Tomb Kings (Entropy):** 8th made OK much more competitive. They've always been fun opponents, an army (like TK) which plays differently than most, and one which has great looking models and fun fluff.

**Empire (Warhammerlord\_Soth):** They're big fat monstrosities of opponents.

**Skaven (Clanlord Trask & Lord Lughtigern):** Under 8th edition the Ogre Kingdoms have gained a fearful respect. While the armies tend to have fewer units, they just pack such a powerful punch. It is certainly quite a shift from the previous playstyle, where you would be facing multiple smaller units. Due to the massive differences between the Skaven and Ogre Kingdoms lists, you know you're in for a good and varied battle.

**Dwarf (Ruben):** Well, I played some games against Ogres and I must say that although some rules work in their favour (monstrous infantry gets three attacks from the second rank and the fact that cannonballs can get "stuck" in an ogre) in overall they are still somewhat weaker than other armies, and I find them rather weak against Dwarfs (multi-wound artillery, a lot of Great Weapons and good anti-magic).





## DO YOU CONSIDER OGRES TO BE MORE OR LESS THREATENING UNDER THE 8TH EDITION RULES?

**Lizardmen:** Probably a bit less, but more because the LM army has got better than the Ogres have got a lot weaker. Well, most armies got boosts in some way, so it fairly well balances out to what we had before. Gnoblar's seem to have a use now in a massive cheap unit to hold an opponent in place, and would require a bit of focus to whittle down.

## WHEN YOU FACE AN OGRE KINGDOMS ARMY WHAT DO YOU FIND TO BE THE MOST EFFECTIVE TACTIC?

**Lizardmen:** Mass fire to reduce larger units, skink poison works very well. Distracting them with march blockers and harassers until they are a sufficiently small size to deal with. Saurus should handle a lot of ogre units fairly well in combat, but it's definitely important to soften them at range first.

## WHAT ARE YOUR IMPRESSIONS OF GUT MAGIC AND HOW DOES IT EFFECT YOUR GAMES AGAINST THE OGRE KINGDOMS?

**Lizardmen:** I think the old army specific lores are actually still quite good. They may not be as powerful as a lot of the new spells, but with much lower casting values they are very easy to cast and get a lot of spells flying around. Gut magic is still a decent lore in the game. I wouldn't really treat it any different to any other magic phase though, assess each spell cast on its potential damage and predict what might come next to decide whether to stop it or not.

## IF YOU COULD CHANGE ONE THING ABOUT THE OGRE KINGDOMS ARMY WHAT WOULD IT BE?

**Lizardmen:** Tough question to pinpoint one thing that stands out. Probably the character rules surrounding taking a Tyrant, that seems overly restrictive when most armies are getting more options and ways to play their army. Overall the flexibility of the list seems poor, and Ogres are a bit one dimensional.

The cold-blooded Lizards  
stood serried, in ranks  
all colourful scales  
and bronze covered flanks.

Stegadons rumbled,  
and Kroxigor roared,  
Slann channelling magic,  
Saurus bred for war.



LEWIS CLARKE



## DO YOU CONSIDER OGRES TO BE MORE OR LESS THREATENING UNDER THE 8TH EDITION RULES?

**Chaos Dwarfs:** I'd easily say much more threatening. A good general can do very well with an Ogre Kingdoms army in the new edition, in my opinion. The new edition, with all the ways it has changed Ogres, really made them a force to be reckoned with. Ranks, up to 3 supporting attacks, the step up rule, etc do really help the Ogres. Plus, with no requirement of number of core units (and now a %) the Ogres can really capitalize on big Bull or Ironguts units (with all the advantages) and have very effective units as a result even if they only have two core units as a result. Also they don't have to invest half their characters for a basic magic defense anymore. The new magic frees them from those old constraints.

## WHEN YOU FACE AN OGRE KINGDOMS ARMY WHAT DO YOU FIND TO BE THE MOST EFFECTIVE TACTIC?

**Chaos Dwarfs:** When I play my Chaos Dwarfs, I've found using the Earthshaker to get the multiple hits really helped...and to slow them down as well. In the new edition I'd probably prefer the bolt throwers over the death rockets I used to field. The Earthshaker will buy time for my magic (likely Shadow as I am loving the lore) and warmachines to cut down the biggest threats. With Ogres having ranks, and bolt throwers offering multiple wounds, I can actually be quite effective at cutting down some Ogres as they close with a very cheap unit. My Black Orcs will also be far more important when fighting Ogres as they come with the option of Great Weapons (or duel Choppas) to try and drop a bunch of the Ogres. My Lord on Taurus is also huge, as he is (Black Orcs aside) probably the only choice that can wound the Ogres with enough ease to be a major threat. Honestly Ironguts will be number one target as they will be cutting a swath through my lines. Bulls I may be able to deal with, due to Dwarf durability. I may have to pin them with a unit of Hobgoblins ranked deep...and then flank them with Lord on Taurus or Bull Centaurs.

## WHAT ARE YOUR IMPRESSIONS OF GUT MAGIC AND HOW DOES IT EFFECT YOUR GAMES AGAINST THE OGRE KINGDOMS?

**Chaos Dwarfs:** The ability to augment your units, on the low values that Ogres can, with the number of dice Ogres could get pretty nice. As it can go a long ways to making those big beefy units very effective. With RiP spells staying in play as the caster does other things, I'm wondering if a single Butcher or Slaughtermaster is all an Ogre player needs.

## IF YOU COULD CHANGE ONE THING ABOUT THE OGRE KINGDOMS ARMY WHAT WOULD IT BE?

**Chaos Dwarfs:** Off the top of my mind, I'd let them take a Slaughtermaster without needing a Tyrant. It seems like a really goofy rule to me, with no real purpose. Sure, you can fit both with some items in 2000 points, and I think it could work, but it is the first rule that comes to mind that I'd change.





## DO YOU CONSIDER OGRES TO BE MORE OR LESS THREATENING UNDER THE 8TH EDITION RULES?

**Orcs & Goblins:** Without a doubt they are better. Three Ogres for a rank, full attacks in the second rank, and respectable toughness and strength. They are overpriced however, as all fear causing armies are. Fear is one of the things that gave the Ogres an advantage, and fear got nerfed. A Bull needs to come down about 5 points a model to be right, I think.

## WHEN YOU FACE AN OGRE KINGDOMS ARMY WHAT DO YOU FIND TO BE THE MOST EFFECTIVE TACTIC?

**Orcs & Goblins:** The main strategy is tarpit. I usually outnumber and out-unit Ogres, and in 8th, Greenskins are spoiled for cheap tarpit options. It is pretty easy to bog the Ogres down in a protracted fight, pick off the smaller units, and finish the job with something that hits hard with a lot of attacks. The Ogre units are big and nothing in the army is particularly maneuverable (fast but not as fast as cavalry), so I generally get to dictate where the fight happens and with what units.

## WHAT ARE YOUR IMPRESSIONS OF GUT MAGIC AND HOW DOES IT EFFECT YOUR GAMES AGAINST THE OGRE KINGDOMS?

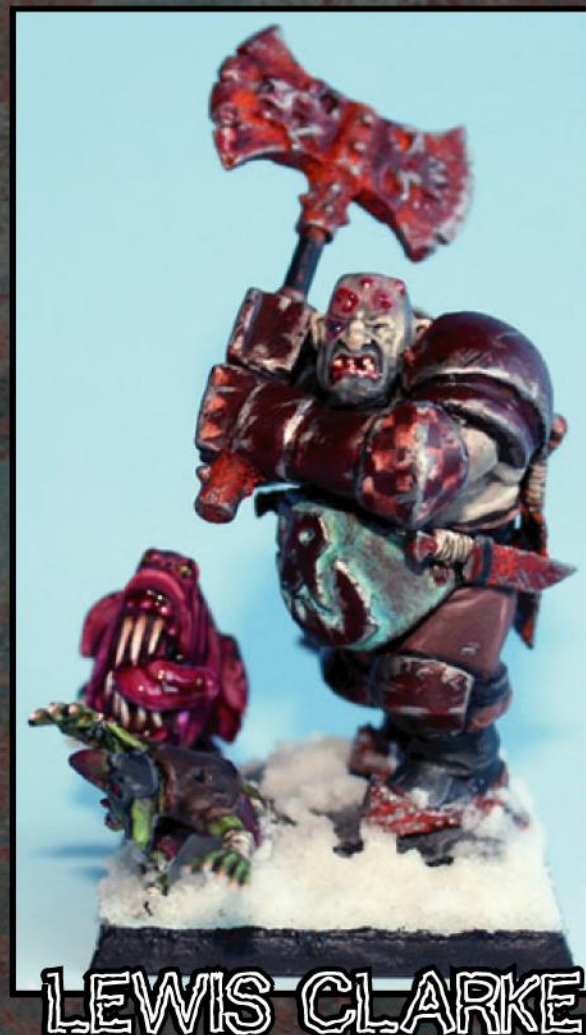
**Orcs & Goblins:** Gut Magic is tough, but nerfed in 8th, where you really have to throw two dice at a spell to get it off (or risk not casting again). I do all I can to shut down the buff spells, and let the direct damage fly, as I can absorb casualties, but I can't deal with regenerating Ironguts (not many flaming attacks in the Orc army).

## IF YOU COULD CHANGE ONE THING ABOUT THE OGRE KINGDOMS ARMY WHAT WOULD IT BE?

**Orcs & Goblins:** Rhinox Cavalry. Those things are evil, and there isn't much in the Orc and Goblin army (before the new book) that can handle them if they get into your flanks and rear. This is purely from the position of having to face them. If I were an Ogre player, I would demand they become part of the book immediately, with cheaper models to field them with.

All red of eye and green of hide,  
Orcs and Goblins bickering, ride.  
Out from cave and over hill  
come Trolls and other beastly ilk.

Those in their path  
hold an ill-fated star  
for none can escape  
from the rising 'Waaagh!'



LEWIS CLARKE



## DO YOU CONSIDER OGRES TO BE MORE OR LESS THREATENING UNDER THE 8TH EDITION RULES?

**Warriors of Chaos:** More threatening. Ranked ogres now hit much much harder. Stomp and impact hits provide a lot of additional wounds. The war machine rules make the Scraplauncher much more viable. As a Warriors of Chaos player, those Killing Blow casualties start to add up.

## WHEN YOU FACE AN OGRE KINGDOMS ARMY WHAT DO YOU FIND TO BE THE MOST EFFECTIVE TACTIC?

**Warriors of Chaos:** The OK armies I have seen rely on two large blocks (8+) with one being the character bus. I either try and distract or whittle down (with my Hellcannon) the character bus, while I send my infantry against the weaker unit. Mark of Khorne knights in the flank always do well as a general rule against most armies, and they do very well when attacking a flank.

## WHAT ARE YOUR IMPRESSIONS OF GUT MAGIC AND HOW DOES IT EFFECT YOUR GAMES AGAINST THE OGRE KINGDOMS?

**Warriors of Chaos:** Gut Magic is scary when the Butchers can get off a lot of buffs onto a single unit. The problem with Gut Magic is it is very easy to dispel. My Infernal Puppet loves it when a Butcher miscasts!

## IF YOU COULD CHANGE ONE THING ABOUT THE OGRE KINGDOMS ARMY WHAT WOULD IT BE?

**Warriors of Chaos:** I would like to see Ironguts get WS4, and Slavegiants become cheaper. If the Hunter stays he should get the ability to move and shoot.

Dread mortals of Chaos  
came down from the Wastes;  
a great killing game  
awaited their tastes.

Their bodies were weapons,  
their weapons were strong,  
though laden with God-marks  
their minds were long gone.



DURHAM RED



## DO YOU CONSIDER OGRES TO BE MORE OR LESS THREATENING UNDER THE 8TH EDITION RULES?

**Tomb Kings:** More - they get rank bonuses, stomp, and monstrous support. Big buffs, now they can be competitive as well as fun.

## WHEN YOU FACE AN OGRE KINGDOMS ARMY WHAT DO YOU FIND TO BE THE MOST EFFECTIVE TACTIC?

**Tomb Kings:** Shoot them. Low armor saves means Tomb King archery has a prayer, catapults not only multi-wound them but make them run away (low leadership), and caskets are death on low model count, low leadership armies. Scraplaunchers can shoot back, but that's about it (Leadbelchers seem to never live up to their points).

## WHAT ARE YOUR IMPRESSIONS OF GUT MAGIC AND HOW DOES IT EFFECT YOUR GAMES AGAINST THE OGRE KINGDOMS?

**Tomb Kings:** I've never seen Gut Magic do much of anything useful. Tomb Kings love all the RIP spells, since we've nothing better to do with our own pool dice than dispel them. It's got nice flavor and buffing the already good Ogre models has its place in a game, but Ogres pay way too many points for such feeble magic.

## IF YOU COULD CHANGE ONE THING ABOUT THE OGRE KINGDOMS ARMY WHAT WOULD IT BE?

**Tomb Kings:** Cheaper casters. Otherwise, the army seems nice and balanced.

God-statues awaken,  
Kings rage from the Tomb.  
The Skulls of the Foe  
help to seal their doom.

Liche Priests summon the legions -  
the carrion call;  
unyielding discipline,  
the King's Will is all.



LEWIS CLARKE



## DO YOU CONSIDER OGRES TO BE MORE OR LESS THREATENING UNDER THE 8TH EDITION RULES?

**Empire:** I really think the Ogre Kingdoms have received a major boost in this edition. Being able to rank up three wide really gives you the option to go for bigger, meaner units. Stomp and impact hits are the cream on the cake; the big pie plates of the Scraplaunchers benefit a lot from the new "no partial hits" rule and last but not least, Ogre magic has arguably gotten better - Even with low Winds of Magic they can get one or two spells off per turn and if the Winds blow strongly and the OK player has brought enough Butchers, they can have an unstoppable Magic phase much like the Tomb Kings. Also, the common magic items offer Ogre characters the chance to gain the stats of a modest tank.

## WHEN YOU FACE AN OGRE KINGDOMS ARMY WHAT DO YOU FIND TO BE THE MOST EFFECTIVE TACTIC?

**Empire:** Outnumber/outrank them, and lots of shooting, especially with cannons (against the multiple rank units of today even more effective.) Some magic protection doesn't hurt either.

## IF YOU COULD CHANGE ONE THING ABOUT THE OGRE KINGDOMS ARMY WHAT WOULD IT BE?

**Empire:** All they really need is a points decrease, a real reason to take ordinary Bulls and better protection against incoming hits/fire (a Toughness increase might be too much however, considering the characters would then also have to go up a point) Apart from that, they are a very characterful army with enough options for list variation. Sure they lack in the shooting department, but that's what they're all about: getting up close and personal.

When the men of the Empire,  
marched to war;  
their guns never tired  
and their courage was sure.

Banners unfurled  
and the drums were played,  
Great Cannons were loaded  
- To Sigmar they prayed.





## DO YOU CONSIDER OGRES TO BE MORE OR LESS THREATENING UNDER THE 8TH EDITION RULES?

**Skaven:** Ogre Kingdoms have always been a tough opponent for the Skaven, but now even more so than before. The thought of Ogre deathstars makes most Skaven players vent their musk of fear. Such units can be momentarily tied down with Slaves or Clanrats, but the sheer ferocity of the Ogres can easily tear through 50 or so Skaven in a turn or two. The carnage is compounded when the unit has a Tyrant or Bruiser included.

## WHEN YOU FACE AN OGRE KINGDOMS ARMY WHAT DO YOU FIND TO BE THE MOST EFFECTIVE TACTIC?

**Skaven:** The main course of action seems to be trap and bait. Large units of Slaves with the General and BSB nearby are more than capable of holding a large unit of Ogres for at least a turn. Hell Pit Abominations, Doomwheels or Rat Ogres can then be used to bolster the combat with flank attacks. It is also optimal to concentrate fire onto key units, rather than chipping away at the entire army. These are easier to pick now, though, as all the prime targets tend to clump together in one massive unit. Warplightning Cannons and Plague Claw Catapults should be used against Scraplaunchers. Skaven armies are generally so large that the Scraplauncher has no trouble hitting something, even with the most inaccurate of shots. Warpfire Throwers are really useful against Ogres, as well. Even if they only get a single shot off in a game the multiple wounds they cause, as well as the automatic Panic tests, is definitely worth it. Even if they don't get a chance to fire, their presence can be a terrific deterrent?

## WHAT ARE YOUR IMPRESSIONS OF GUT MAGIC AND HOW DOES IT EFFECT YOUR GAMES AGAINST THE OGRE KINGDOMS?

**Skaven:** Bloodgruel can be very annoying, it takes real effort for the Skaven to shave wounds off of an Ogre, only to have them put right back on. Bonecruncher doesn't worry the Skaven so much. Multiple S2 hits against a horde just doesn't amount to much of a concern. Braingobbler on the other hand can be devastating. While Skaven will usually be testing against this on a fairly high leadership, having a unit crucial to your battle plans fleeing is a disaster. Toothcracker is one to be wary of as Skaven already find it hard to wound the Ogres, but bringing them up to T5 makes it nearly impossible for the standard infantry. Add on top of this Stubborn and the Ogres have countered the main thrusts of the Skaven attack, Trollguts is a middle of the range spell. The regeneration can be a pain, as well as the magic resistance. Though a unit under its influence is the prime target of a Warpfire Thrower.

## IF YOU COULD CHANGE ONE THING ABOUT THE OGRE KINGDOMS ARMY WHAT WOULD IT BE?

**Skaven:** How about a Warpstone enhanced Gorger, with a mechanical body and extra cutting arms? Throw a circular saw blade (or two!) on there and stitch him to the body of a Rhinox for good measure. It would be beautiful! Actually, it would be interesting to see a unit or character that builds on the Ogre/Gnoblar relationship. At the moment these two races exist in tandem in the fiction, but remain largely separate on the battlefield in regard to selections. It would be nice to get a feel for how this symbiosis works when the two races operate together on the battlefield as one unit.





## DO YOU CONSIDER OGRES TO BE MORE OR LESS THREATENING UNDER THE 8TH EDITION RULES?

**Dwarfs:** Less threatening. The main reason: not striking first when charging. I have seen Ogre units that charge being halved before they had a chance to strike. Poor magic protection also hurts them against some of the devastating new rulebook spells (okay, this doesn't apply against Dwarfs but they will struggle against Dark Elves, High Elves, Lizardmen, Vampire Counts etc who tend to bring a lot of magic; of course being Initiative 2 doesn't help them much either).

## WHEN YOU FACE AN OGRE KINGDOMS ARMY WHAT DO YOU FIND TO BE THE MOST EFFECTIVE TACTIC?

**Dwarfs:** When I face Ogres I'm putting a lot of faith in my Great Weapon wielding Dwarf Warrior hordes, they will even decimate a deathstar severely enough to bring it down with a second unit. Of course Ogres will have to run all the way to my deployment zone where I will deploy as closely to the table edge as tactically possible while shooting the crap out of them with cannons and strength 5 Grudge Throwers. I also find a rune of challenge very handy for disrupting the Ogre advance.

## WHAT ARE YOUR IMPRESSIONS OF GUT MAGIC AND HOW DOES IT EFFECT YOUR GAMES AGAINST THE OGRE KINGDOMS?

**Dwarfs:** Gut Magic is not really a problem considering the great anti-magic abilities of Dwarfs, and also the miscast table of Ogres is really nasty.

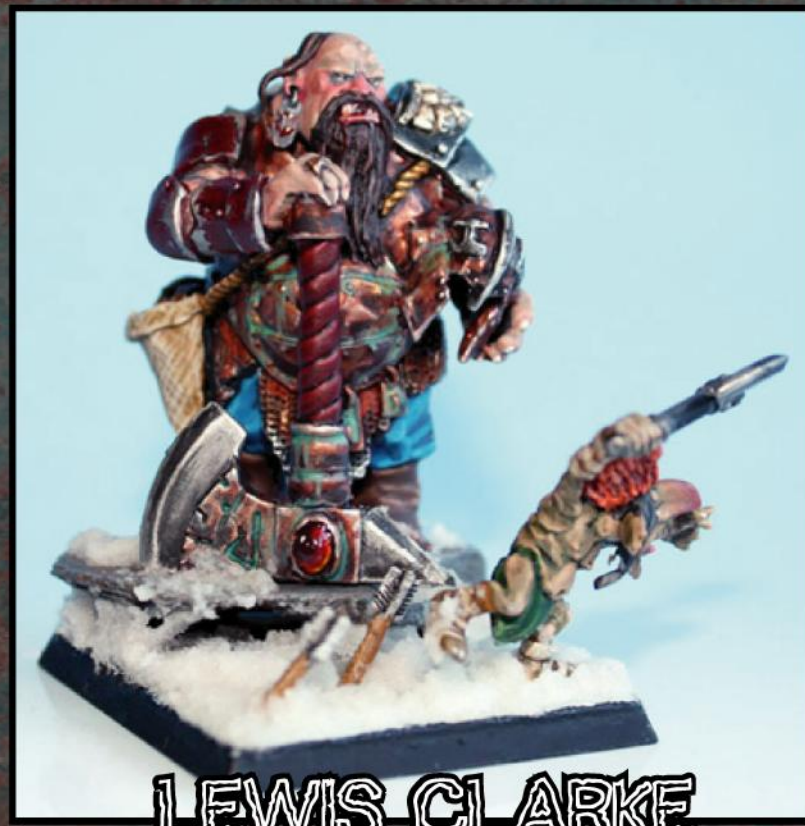
## IF YOU COULD CHANGE ONE THING ABOUT THE OGRE KINGDOMS ARMY WHAT WOULD IT BE?

**Dwarfs:** Hmm, actually I believe they are somewhat overpriced, Ironguts and ordinary Ogres should get a drop in points, and the Tenderiser should absolutely be banned (I really find it a no-brainer if equipping a Lord). I think that Gut Magic also needs a rework (more offensive spells?)

---

*There you have it! Race specific opinions straight from the mouths, maws, snouts, and skulls of the Old World.*

Thanks to **Stewart**, **Swissdictator**, **Gabus**, **Powerposey**, **Entropy**, **Warhammerlord\_Soth**, **Clanlord Trask** & **Lord Lughtigern**, and **Ruben** for contributing to this article! Be sure to check out the next edition of the Feeding Grounds where we'll take a look at the thoughts on Ogres from the rest of the Thinling Realms...



**LEWIS CLARKE**

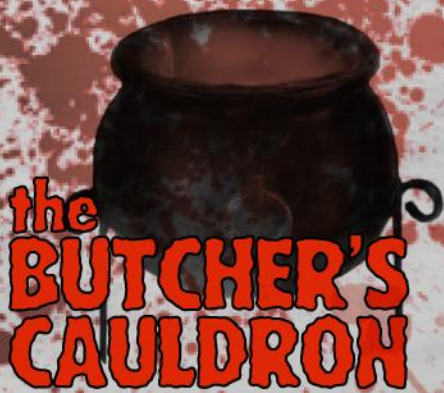


# CARPE NOCTEM

[www.vampirecounts.net](http://www.vampirecounts.net)







# BUILDING A SCRAPLAUNCHER

## BY SMALLGREENGUY

Having recently put a few Scraplaunchers together I decided to create this short step-by-step picture tutorial to help people trying to put these bad boys together. The explanations will be limited but the pictures will hopefully be self explanatory. But first, a short scrappy introduction...

*The inner valleys of the Mountains of Mourn rang to the sound of metal and wood being bashed together with enthusiasm; every few minutes, if you listened carefully enough, you just might make out the high pitched and unmistakable sound of Gnoblar being stepped on, kicked, hit with something sharp, or otherwise shrieking horribly. There was a frenzy of activity in the mid-morning sun, and Skrek, Gnoblar Scrapper extraordinaire, was busy overseeing the creation of his newest inventions; this method of management was fun, and included finding the time to kick any Gnoblar in the area who was suspected of working too slowly. Skrek grinned broadly; although the Tyrant hadn't mentioned any weapons, Skrek felt sure he was supposed to have included one anyway and all it had taken were some minor adjustments...*

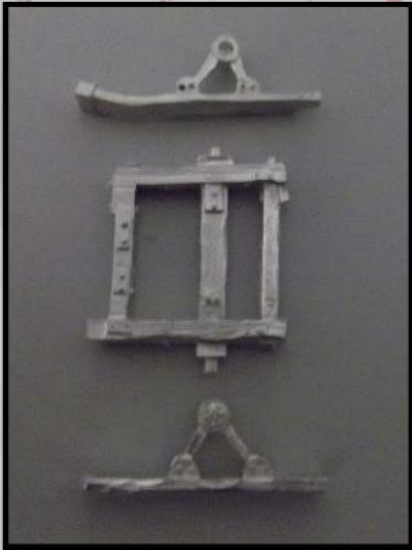
*It had taken a while to figure out the best way to configure several of the wagons at once, but each one was a veritable masterpiece of Gnoblar ingenu... injenn... injunoo... ingenuity, Skrek thought happily. He'd suffered a few set-backs (the slave giant assigned to help them carry the raw materials had become complacent and surly after having his foot crushed by the rhinox calf in the yoke of the first wagon; this didn't help matters at all as the rhinox calf was soon wobbling on unsteady legs, recovering from the giant-sized punch to the side of it's head) but the scrap-wagons were nearly ready.*

*Progress had slowed as Gnoblar all around stopped to laugh at the scene, so Skrek poked a few of the nearer ones in order to 'aid productivity'; he was beginning to panic slightly; the tribe were getting ready to begin the migration, and he didn't know if he had enough time to save all of the wonderful shiny objects he had accrued/ been rewarded with/ liberated from other owners over the years...*

### STEP ONE

First thing - clean every piece before starting the assembly process.

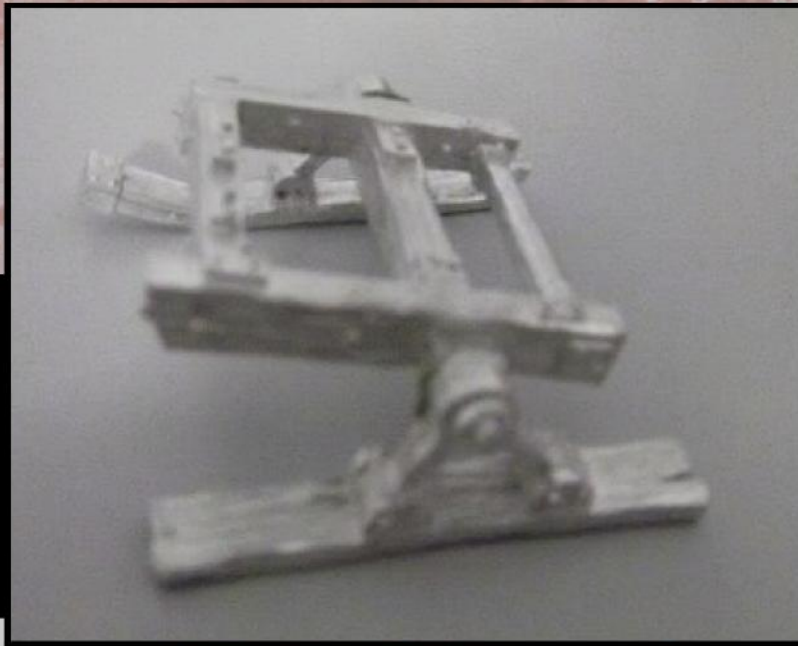
Find these three pieces - they will form the "sled" base for the Scraplauncher.



### STEP TWO

Glue the "ski" pieces to the square sled base.

I used greenstuff and super glue for every bond. You may want to consider pinning each piece as well.







## STEP THREE

Next up, find the Rhinox bits and the "u-frame" which sets on the back of the beast.

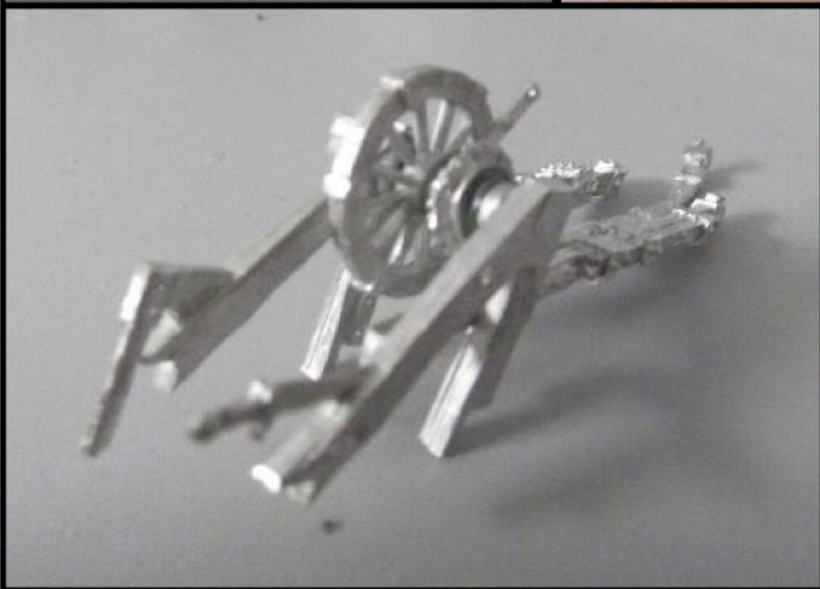
Next... glue them together! You may need to add some green-stuff to the Rhinox to fill gaps along the back and where the head and body meet.



## STEP FOUR

For this step I put the pieces together, and quickly attach them to steps one through three before it's completely dry.

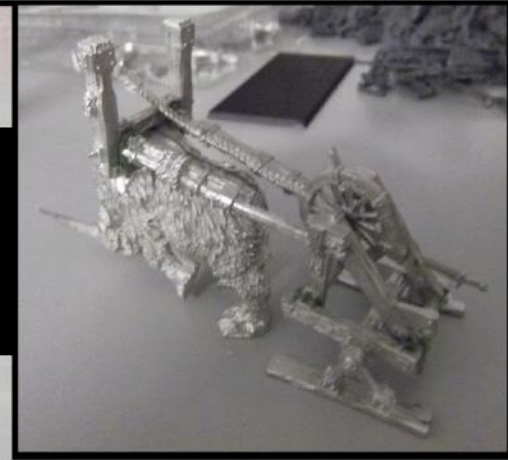
It's annoying, but it allows you to fit the pieces into place while they are still movable.



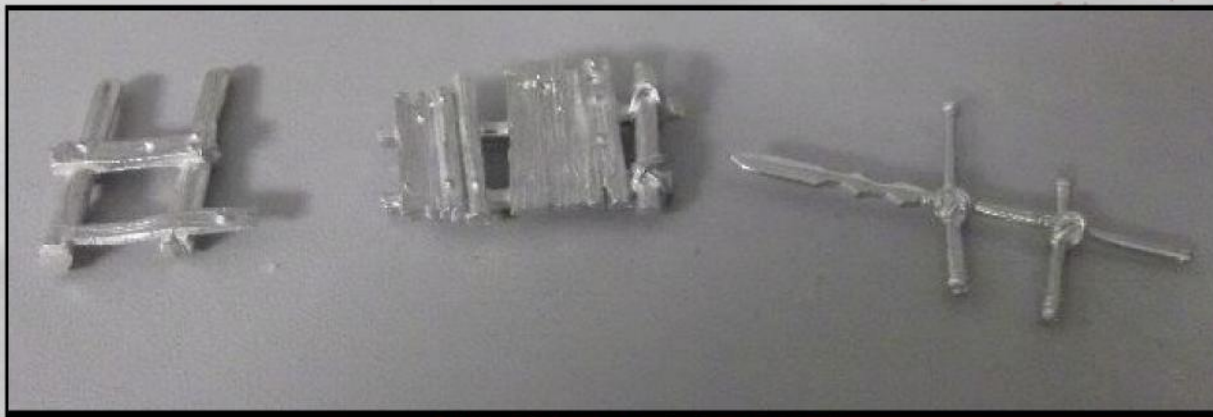
## STEP FIVE

Attach the crank and supports to the sled, then attach the whole sled to the Rhinox.

This is one of the "fiddly bits" and might take a bit of work (and cussing).







Now we have the platforms. For the first platform you need to find these three parts and then put them together!

## STEP SIX

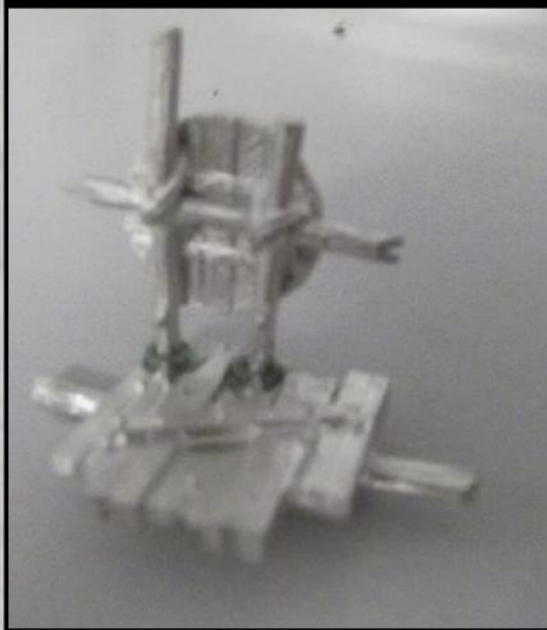


## STEP EIGHT

Now that you have the three platforms it is time to glue them on the back of the sled.

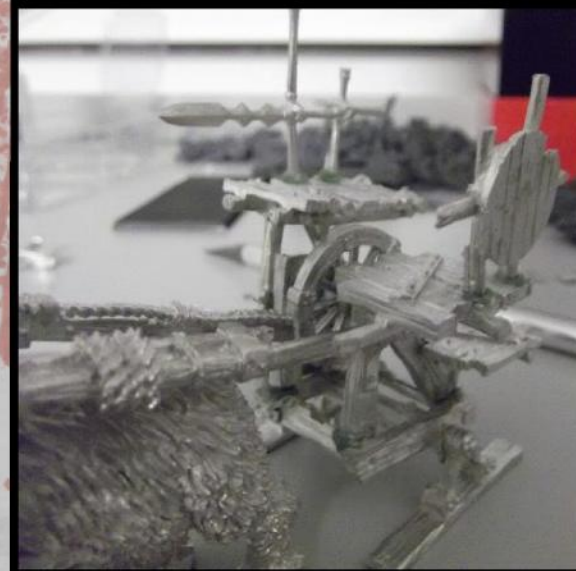
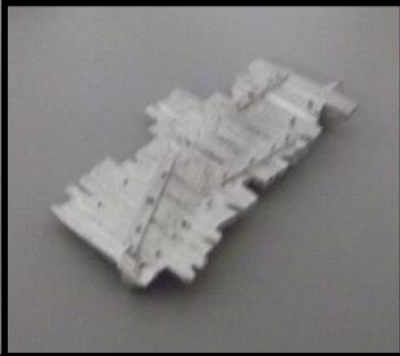
Start with the first platform, move on to the second, and finally... attach the third!

Be patient - this is another frustrating bit of assembling the Scraplauncher.



## STEP SEVEN

Find the two above pieces and glue them together, then dig out the wooden surfboard - the third platform.

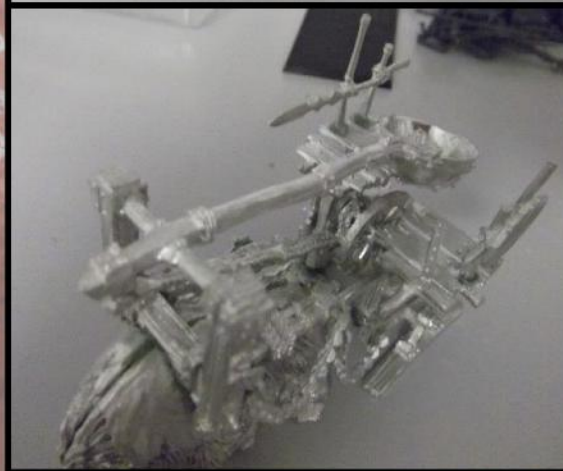






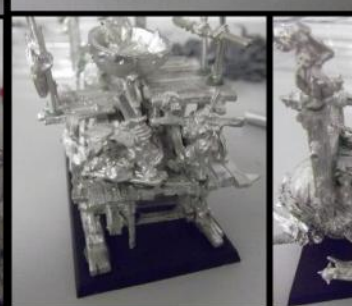
Time to add the chains. While adding the chains, you'll definitely need to adjust these before you attach them to make sure they fit correctly.

## STEP NINE



## STEP TWELVE

Last, dig out all of your Gnobars and glue them into the positions shown below! Now you're done!!



## STEP TEN

Now it's time to add the catapult. To do this I added super glue and green stuff to the inside of the the frame on top of the Rhinox before fitting the catapult in. Dry fit the pieces first to make sure its bent enough for you to fit the catapult in.



One everything has set, glue the Rhinox to the Scraplauncher base. I recommend cutting a peg for the Rhinox foot to keep these heavy model attached to the base.

## STEP ELEVEN

Hope this tutorial inspires you to build a junk toting beast of your own! Until next time... keep scrapping!

- **Randroid**



It was a good thing he was genius, Skrek decided, as the Beastmen herd fell back in disarray. It was of little consolation to the greenskin, as most of his prized possessions lay scattered across the hillside, embedded in the odd tree, or Ungor corpse. After the panic and surprise of the Beastmen ambush had subsided, everything was silent (except for the grunting and occasional odd, or disgusting, noise emanating from the rhinox calves, who were still in a bad mood). Breaking this unusual silence a disbelieving laugh split the air, followed by the frantic giggling, tittering and falling over of twenty Gnoblar scrappers.

Surrounding this scene, the bodies of various smelly beasts and shiny objects covered great swathes of the hill. Skrek was a little green beacon of glee- his improvised weapons had been a success, and little had the ambushing Gors and Ungors suspected the slovenly baggage train had concealed such a deliciously cunning secret. The only problem now was the delay they would face reconvening with the rest of the tribe; Skrek felt torn! He had to choose between angering the Tyrant by being late, or angering the Tyrant by leaving his resources (and a large portion of the tribes wealth) scattered across the mountain... it dawned on the little greenskin that the Tyrant was often angry. Taking his time coming to a proper conclusion, Skrek set the other Gnoblar scrappers to collecting the various valuables which, only moments before, they had used as impromptu (but surprisingly deadly) ammunition.

Skrek sighed as he watched them scurry around, and he patted the head of the rhinox calf attached to his own wagon- though he did this very carefully, leaning over the railing of the howdah from above (so that it wouldn't think he was a new danger and try to take off his arm with its large, and very pointy, teeth). By the time that all of the material had been reclaimed, Skrek was grinning broadly; he knew exactly what to do, and he pointed the convoy onwards, though he had no idea at all where he was going.



**JERKHAN**

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# TACTICS FOR TYRANTS

## BY SANDALS

*Do you like creating elaborate plans of attack, or do you just plonk down your Ogre units quickly so you can get them into the fight? Stronghold member Sandals has a few tips on the Deployment phase that you might find useful...*

### OGRE KINGDOMS DEPLOYMENT

Deployment is the one phase of the game that all armies always take part in, and it can be the difference between a magnificent victory and a crushing defeat. It is very easy to just put your units down without really thinking and with your mind firmly set on that first turn plan, but against a clever opponent, this will often leave you fighting an uphill battle.

The aim of this article is not to provide a set of step-by-step instructions on a few ways to deploy, as every game, table, army list and opponent will be different. I intend to give an overview of the crucial points that an Ogre general needs to think about in this first phase of the game, and hopefully we all learn a thing or two in the process!

### SCENARIOS

The scenario you are playing will affect how you deploy quite a lot. This is one of the major changes from 7th to 8th edition, and in my opinion, it makes for a much more interesting game. I'll start by taking a look at the deployment criteria for each of the 6 standard scenarios and suggest some things to think about when deploying in these games.

**#1 - Battleline:** This is the standard Pitched Battle scenario from 7th. There are no fancy tricks here; it's a simple **Alternating Units** method (we'll get into that a bit more later).

**#2 - Dawn Attack:** This is the scenario where you have the least control over your deployment. Everything is

random, as you have a dice roll determining which sector of the battlefield your units can deploy in. The first thing to note is that one person deploys their entire army, and then the other does the same. This is also reflected in the roll for who goes first, as whoever has the advantage of deploying second has only a 1/6 chance of choosing who gets the first turn. Try and think of what is still to deploy when placing each unit.

**#3 - Battle For The Pass:** Alternating Units for this scenario too, but with a lot less width to work with. There is less chance of trying any fancy outflanking manoeuvres, as most things will end up bunched together. Also remember we as Ogres have one of the few units that are affected by the rules for the Pass – Gorgers. These have to enter play from either of the short table edges, and will generally have some way to go before they get to the fight.

**#4 - Blood or Glory:** This scenario changes things slightly. While it still uses Alternating Units, you can start much closer to the enemy, as there is only 18" between the deployment zones. There is also an added complication of a much narrower deployment zone, as you cannot deploy within 9" of the short edge.

**#5 - Meeting Engagement:** This one is very different, as the centre line is a diagonal rather than horizontal line across the table. Again, the distances between the two zones is small, but as with **Dawn Attack**, the player who deploys first has a much greater chance of going first. Be careful about the Reserves rule though. While they can enter play on Turn 1, this sort of disruption can really change how a game is played. If you lose a key model or unit to the Reserves, don't be afraid to wait for them before pressing the attack.

**#6 - Watchtower:** Deployment for this depends largely on if you have control of the tower. If you do, there is only one unit in the Ogre army list that can start the game in the Tower: Gnoblar. If you have a unit of 20 Fighters and decide to put them in the tower, I can recommend deploying your Tyrant and BSB directly behind the Tower, ensuring their respective 12" ranges cover the Gnoblar inside with both Inspiring Presence and a re-roll. There are not many units in the game that can kill 20 Gnoblar in one round of combat when they can only have 10 guys fighting, and as you are always Steadfast in a building a re-rollable Ld 9 test should see them hang around a turn.

If you don't have the tower, you need to decide if you can oust the garrison. If you can, Ogres have a decent chance of charging it Turn 1 and I suggest whatever unit you give this task to is deployed directly opposite the Tower. If your Ironguts are carrying the Banner of Eternal Flame they make a great unit for this job.

Apart from this, remember that it is okay to sacrifice your entire army as long as you have control of the Tower. Use your troops to distract your opponent and keep them away.

### ALTERNATING UNITS DEPLOYMENT

Many of the Scenarios use a method of deployment called Alternating Units. This means you and your opponent each take turns to deploy a unit until one of you runs out.

There are two things to think about here – **Number of Units** and **Order of Deployment**.

**Number of Units:** If you have fewer units than your opponent, then you will probably finish deploying first. The reward for your opponent being able to react to your set up is a +1 on the roll to see who goes first, which can be worth having. This is usually very useful for an Ogre general, as quite often, we only have a few units anyway. Unfortunately, players can no longer decide to deploy second to gain this bonus, as the roll to determine table edge also determines who starts deploying. Consider it a bonus if you get it!

**Order of Deployment:** You need to decide which units are going to be deployed first and which are going to be held back until later. The general strategy is to put down less useful units first, or units that are fast enough to re-deploy during the game. Other armies often have access to multiple unit types that do this job very well (*Vanguard* units, *Flyers* and *Skirmishers* are especially good), but Ogres don't get this option. Just be aware of it and don't leave yourself in a position of your main battle line facing an opponent who isn't there anymore.



## YOUR ARMY LIST

The final thing to consider is your own army list. What units are central to your game plan? Where will your characters go? What order are you going to deploy them in? Ogres have a few things to think about in this regard. Only the Ironguts can have a magic banner, and this is often Runemaw, so this makes a good place for characters to go to be safer from magic. If this is the case, we will want a unit of Gnoblar to be close by to 'bounce' spells onto.

Games are not often won by single units, so supporting blocks of Bulls could go near the Ironguts. This will enable them to benefit from the Tyrant's Leadership, the BSB's re-roll and the Gut Magic of the Butchers and Slaughtermaster.

Units like Scraplaunchers and Slavegiants can operate outside of the bubble of influence of the General, so are good towards the flanks of your army. You do have to take note of the Scraplauncher's Bad Tempered rule though; as if it is goaded, it may spend a lot of the game charging things you don't want it to. If you can't keep it near the general, a good tactic is to take a minimum size unit of Gnoblars and deploy them in front of the Scraplauncher. It can't charge through friendly troops, yet it can still see over them to fire.

Though seen with less regularity, units like Leadbelchers, Maneaters and Yhetees make good flank protectors for your main units. Keep Leadbelchers within the 12" radius of the General if you can, as a *Swift Reform* is often a good way to remove pesky *Fast Cavalry* or *Flyers*.

One final thing to note is that your plans may be radically changed by outside factors – your opponent, the scenario, the terrain. If this is the case, don't be afraid to adapt. Try deploying your main unit first, or putting your characters somewhere else. These ideas will wrong-foot your opponent, giving you an edge.

## PUTTING IT INTO PRACTICE

I'm going to go through a deployment phase with a typical 2000 point Ogre army, explaining my thoughts and why I have done what I have done. I will be putting them against a typical Empire army in the Battleline scenario.

## THE TABLE



My first thought is not about what my opponent will do, but what my plan is. I am going to want to get across the table quickly, whilst avoiding the majority of his shooting. There is enough room for most of my army between the river and the wood, so I will start deploying here with a view to running across the board.

I can see from the terrain that there is a big hill in one deployment zone, so that is a good spot for him to place his war machines and missile troops. The wood then separates this from the rest of his zone – so if he wants the vantage point, he has to risk them on their own.

## FIRST UNITS



So far, he's done what I expected. The main shooting units are on the hill, and I expect his combat units will go in the

the gap between the wood and the rocks. I however, have just put down Gnoblars so he has no real idea about where I will attack.

Note how I've put one unit opposite his guns and one in the wood. I don't really care if G2 get shot, but I'm going to walk at the artillery and try and distract their fire. G1 are for Runemaw redirects, but putting them in the wood doesn't tie me to one side of the wood yet.

## MAIN UNITS



This is where main units start to be deployed. Note how his Spearmen are off on the flank, protecting the artillery. I wasn't sure if this was a precursor to putting everything in that one corner, so I put my Scraplauncher opposite them. With its ability to Move and Fire and the long range of its weapon, I could always redeploy it during the game if I was wrong.

His Greatswords then go where I thought they would, with a Detachment of Handgunners. I imagine this will be the heart of his battleline, but as I'm not sure, so I put my Bulls down next. I can still wait and see his next move before revealing my Ironguts.

So let's see how the final deployment for both forces shapes up before the game begins...



## FINAL DEPLOYMENT



As you can see, things have worked out quite well for the Ogres. I have most of my army facing off against only about half of his. My General is in a position to extend his Leadership to all but the extreme left flank of my army, as is the BSB. I also have plenty of room between me and those war machines. I also have a Gorger awaiting his entrance to mess them up some more.

## FINAL THOUGHTS

Though a game is far from won after deployment, a few extra minutes thinking about it can save a lot of headaches later on.

*Hope this short tactica helps your tribe best the trickys armies out there. Thanks to Sandals for detailing his own experience and bringing some great ideas to the Deployment phase. Do you have what it takes to be our next Ogre tactician? We're always looking for contributors! Email us at the [bellow@ogrestronghold.com](mailto:bellow@ogrestronghold.com) with your tips and tricks!*

-Randroid

## KEY POINTS TO REMEMBER

1. **Consider the scenario.** What limits does it put on your deployment?
2. **Consider you battlefield.** Where are the key terrain features?
3. **Consider your army.** What is your main plan of attack?
4. **Consider your opponent.** How can you make them play into your hands?

# OGRE HORDE BY DURHAM RED



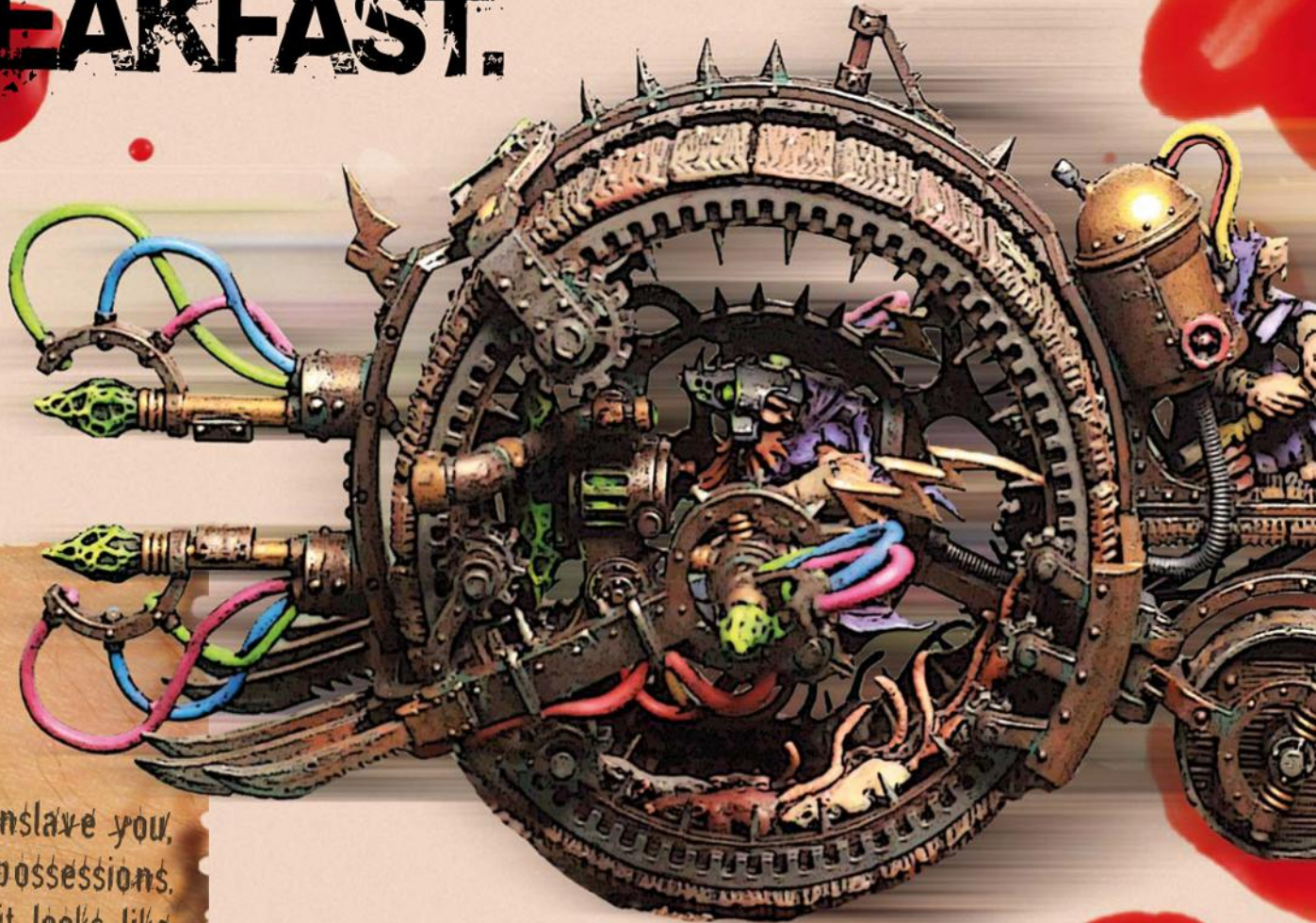


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# Gastronomic Rumblings from the Butchers Pot

by Eric J Goldstein (aka krimsonscythe)

## "Conflict Resolution"

*"Goresack Limbfeaster gobbled down the last of the Empire Swordsman left over from the night before, gorging himself before attempting to cast a Boncruncher spell on the unit of Chaos Chosen standing stoic, statue-like across the battlefield. He spat a deep gurgling, guttural belch in their direction and readied to hurl the Magic Missile..."*

I would have to think that life for an Ogre is simple. Not necessarily easy but bereft of inner conflict or at least touched by the lightest of mental turmoil leading to complex questions such as; "More seasoning in da Gnoblar stew?" Or; "Was I just hit wid a club or a rock?"

Even at the top of the food chain it really must come down to who the Tyrant needs to smash in order to keep his place atop said food chain. It's a simple life really, okay not really as we're dealing with Fantasy worlds here but "really" for our purposes within the confines of our imagination. So no borders... "really". Simple as - Might is Right, Eat or be Eaten, Smash the other guy first" etc... etc...

We of the really real world though have lives that are anything but simple much of the time. In my own case the past month has been filled with family issues demanding more of my time and patience. A new job with complications testing my resolution and just the day to day flotsam that takes up so many of our precious "free" moments.

Gaming life however should be simple. Right? **Right?!** It's what I do to relax and get away from the cares of the real world. It's an escape for me as I imagine it is for many of you as well.

So why are so many working so hard to complicate this once simple process?

I am of course referring to the raging debates found on site after site concerning Grand Tournament rules; That and the fact that I have to constantly read how Ogre players need all kinds of help and restrictions because of the weakness of our book.

Seriously, I think we're on the verge of having a telethon aired for our benefit. Can you see it? "Welcome everyone to the first annual Ogre Kingdoms Charity Telethon. The board is up to 10 new rules but we're shooting for 20! Call in and pledge your commitment to a new rule so Ogre players the world over can walk tall with the rest of us Deamon players!"

In debate after debate and new rule list after new rule list new bans are presented, limits imposed and rules re-interpreted. But always, in every single diatribe the following is set in stone; Ogre Kingdoms - **NO RESTRICTIONS.**

I have entered into friendly games when my opponent, seeing me deploy Ogres sympathetically states how he will play his "B" game or not use this or that as he normally would. This is all being reinforced by ETC, NEG and other burgeoning independent rule committees running roughshod over the hobby.

It has gotten so out of hand that I declined to participate in a local tournament because of the length of the rules and regulations. It has taken me months to memorize most of the 300page rulebook we now have just to have to read through a three page primer for a local tournie. Its simply maddening and anything but simple. One rule set calls for Ogre players being allowed three lists. You walk up to the table and once you see your opponent's models you pick the list you wish to use and place it face down as does your opponent. You then simultaneously pick up each other's list and have five minutes to go over it. **Really? Seriously?**

Now race specific restrictions are being introduced; Empire 0-1 on the Steam Tank, Skaven only one of any given Rare choice etc... etc... But Ogres.... **NO RESTRICTIONS.**

To be sure, Ogres have impediments. Our book needs an update and certain units, (koff-Yhetees-koff) have become near useless. But as players who are passionate about our chosen race we react, adapt and endeavor to persevere (stole that last part from "Josey Wales"). All I'm asking for is a straight up fight. You got your tools and I got mine, just leave the Power Scroll at home.





A detailed action figure of a muscular, bearded warrior with a large sword, standing on a small brown base. The figure is surrounded by green foliage and trees, suggesting a forest setting.

a unit of Warriors. On my opponent's  
nguts to Purple Sun. And by this time  
combats. The dead start piling up all

won, who lost or whose army is more  
r say that it was anybody's game and  
nk a few brews while we played toy

we figure 300 pages of rules is already  
n which makes Led Hed happy. So we  
field and not beforehand Because after  
much makes his head hurt and to tell  
... *really!*

The webzine for the Warhammer players who believe the game should be played for fun.



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# Rat on a Stick - A Recipe For Success

## by forgottenlore

Darkpatch, the gutter runner, separated himself from the shadows of the icy cliff. Below him lay the Ogre stronghold, its walls of stone covered with frost. The structure was crude but effectively made. The Skaven spy was here to take count of the enemy, identify leaders, and mark units. All had gone well up till this point. The Ogres were loud lumbering creatures, slow witted and not especially perceptive. Success seemed guaranteed.

There was a soft sound behind Darkpatch, something untrained ears might have missed. He cautiously moved both of his hands to the hilts of his envenomed short swords, then suddenly spun around drawing them in the blink of an eye. The Skaven was just in time to catch a glimpse of the massive white furred paw which came crashing down on his head.

When he awoke with his ears ringing, the gutter runner comprehended that he must have been unconscious for some time. He was hanging upside down from the roof, with his hands bound, in a most unpleasant place. Darkpatch was now inside a torch lit stone chamber. A massive cauldron bubbled in the corner, its contents filling the room with an unpleasant stench. This combined with the smell of the severed limbs and the raw flesh which hung on hooks all along the walls and on the rafters below the ceiling. Extremely sharp looking knives and cleavers were laid out on a wood table nearby, which was bloodstained and full of grooves. It had been obviously well used.

The room had one other occupant who could not be overlooked. A muscular Ogre with a shaved head and deep set dark eyes stood sharpening an especially heavy cleaver. He wore a blood stained leather smock and a worn leather belt decorated with finger bones. The ogres teeth were sharpened into dangerous looking points. Its intense gaze met the Skavens, and although Darkpatch knew that Ogres were dimwitted, this ones eyes held a subtle intelligence.

“Arez you awake rat? I’m Ogat, the Slaughtermaster here. Your kin are up in that icy place there where the mountains part. We’re going out to smash’m apart real soon. I’m a thinkin you might tell me your generals name?”

Darkpatches mind began to race. He took in as much of the chamber as possible. With subtlety he rotated his wrist enough to feel the small blade hidden in his shirt cuff. He had the means to escape. What he now needed was some way of getting the Ogre to leave.

“Quiet, eh? I was wanting a nice talk before this ‘ere fight, but if not, you might have other uses.” The butcher stopped sharpening the cleaver and met Darkpatches gaze. Then Ogat let his eyes meaningfully wander over to the blood stained table.

What the Skaven needed now was time and certainly, his life was worth more than that of his fellows.

“The general is Warlord Skit-zit, but the actual leader of the mission is a Grey Seer,” Darkpatch answered in the common tongue. As a member of House Eshin he had been trained in the languages of the Skavens enemies.

“They’re no match for our Tyrant and Butchers. But we hear your kind has really, really bad magic.” Ogat mused.

“Indeed- indeed. The Grey Seer offered Ski-zit the Fell Blade. And if he takes it you will learn fear, for it can slay one of your strongest warriors in a single blow.”

Ogat’s brow creased. “He’d have a gnoblar brain not to take a weapon like that.”

The gutter runner laughed. “It’s extremely dangerous for the wielder. Its dark magic slowly drains its users life force and it allows no competition. If the warlord takes the Fellblade, he will wield no other magic.”

“And if he doesn’t have that Fellblade?” asked the ogre.

“Then he will wield the Weeping blade and some defensive magic. It is not as powerful as the Fellblade, but it is deadly enough against your normal troops as its poison can kill an ogre-thing with a few blows. Still, without the Fellblade, you need not fear him overly.”

“HMMM!,” murmured Ogat, “We may send our trappers his way, or send a small unit of younglings to busy him till we see if he fights with that Fellblade thing. What about this Grey Seer of yours. He’s got bad magic?”

“Yes-yes, you especially have to be worried about Crack’s Call. It will split the earth beneath your feet, swallowing up even the hardest of your troops and as you Ogres aren’t the most agile creatures, it would probably be worth trying to dispel. Also be wary of the Blessing of filth. You Ogre-things are tough, but even our lowly slaves may have a chance of damaging you if their blades are coated with the venom of the Horned Rat,” answered the Skaven.



"We'll save our energy for those spells then. Why is he riding that bell?"

"The Screaming bell? As long as it's in his unit, they will not flee-flee. They will be even braver than the dwarf-things. Its magic is also devastating."

"We'll need our Ironguts to crush it then, or better yet, the Tyrant with his Tenderizer. And what about the rest? I saw many rats."

"Yes, our units will probably outnumber yours at least two to one. Many of those will be slaves, though and they aren't very good fighters. You may be able to slay them quickly, but you will find that there are so many, that they will hold up your troops for a very long time. If the warlord and banner bearer are nearby, they will not run and a warlord will have no qualms shooting into a unit of slaves trying to kill your Ogre-things. Be wary, sometimes a clever general will put a Chieftain or a Warlock Engineer in the slaves to ensure that those not near enough to him don't turn tail too quickly. If that's the case, make sure to kill the leaders quickly, because leaderless slaves are quicker to break-break."

"Also there will be many clanrats," Darkpatch continued. "They should not be taken as lightly as slaves. For one, they are trained fighters and will not let themselves be hit so easily. It is also unlikely they will run away, even if not near the general, so long as their unit has more ranks than yours. They can hold up a powerful unit of Ogre-things for some time, preventing them from getting to an important target, or allowing dangerous units to come to their aid."

"HMMM!" said Ogat. "Then we'd have gnoblar brains if we didn't keep the mountains on one of our flanks. That way we cannot be surrounded by your heaps of pipsqueeks and it won't matter that you got so many rats. We must bring many Scraplaunchers along. And I should take my Crown of Command." He scratched his chin thoughtfully.

"Ah, but on the other flanks, there will likely be our Warp lightning cannons and our Jezzails. They can fire from some distance and cut through your troops," snickered the Gutter Runner.

Ogat smiled. "They've not yet met our Gorgers. But they will. You keep talkin' bout dangerous units. I know you Skaven ain't strong. Has this more to do with your magic?"

The gutter runner grinned. "Oh yes, you could say that. House Moulder created the Hellspawn Abomination, Clan Skyre built the Doomwheel, and then there is the Plague furnace created by Clan Pestilens, which is indeed a thing-thing of dark magic."

"Keep talkin'," said the Slaughtermaster.

"Well the Hellpit Abomination is a hulking monster. Not only is it extremely difficult to kill, but it can deal out horrifying amounts of damage. I'm afraid even your Giants and Tyrants may not be able to stand against it. It also moves surprisingly, sometimes faster and sometimes slower, though it can also lash out in unexpected direction."

"We gotta try to panic the thing. I'll need a butcher to help me. The more Braingobblas we send its way, the better. And this Doomwheel?" asked Ogat.

"The Doomwheel is a war machine. It can crush an Ogre to death in close combat. But what you really need to fear is its lightning. The bolts are completely unpredictable. Though they sometime simply give a good jolt, they can deal tremendous damage, potentially able to slay the mightiest monster," explained Darkpatch.

"And it can fire how far?"

"Its electricity will conduct to the nearest living thing-thing. That's why the warlord will position it next to a unit of slaves until it gets close to your lines," answered the Gutter Runner.

"We can use the same trick. We will need to watch its movement and shield our strong lads with the weak and the gnoblars. Tell me about this furnace," said Ogat with more confidence than he felt.

"Oh yes. The furnace will be pushed by a unit of Plague monks. While they push it, they will not flee. The thing emits poison gas, but what is worse is the heavy metal ball, which can do massive damage. The furnace is also very difficult to damage."

"Our Ironguts or our heroes can damage it. Our Bulls'll have some trouble against it. We'll have to do some thinking before beating against the thing. It would be best to leave it, but if we are forced to fight it, we will either need to send a few brave, but stupid young lads or gnoblars against it, or send our strongest Guts against it to crush the furnace itself. Now you tell me about the Furnace, Abomination, Doomwheel and Screaming bell, I think our Tyrant needs to bring the Tenderizer, to break apart this bad magic as soon as possible. Or do we need the Thundermace against the hordes of slaves?" Ogat muttered the last sentences to himself and then addressed the Skaven again. "And those are all of your nasty tricks?"

"No. You might face also Poison wind globadiers. When they get into close range, their poison gas can be very deadly-deadly. Make sure not to let them get too close and don't get tied up fighting slaves when they're nearby. They're very skittish though, so you might be able to panic them easily."



“Anything else?”

“Only assassins with Brass orbs, Giant rats, Rat Ogres and a host of other monstrosities, but nothing you should really worry about, or at least nothing where worrying will make much of a difference.”

Ogat laughed. “You don’t seem to like your friends too much, rat.”

“Friends? Don’t think they wouldn’t hesitate to betray me, Ogre-thing. You may kill-kill them, but there are millions of us, and if they should fail some other clan will take their place.”

“Well, its time to get our lads together, rat. You’ll have to stay here with my pets.”

When Darkpatch was sure the Slaughtermaster was gone, he slipped the blade from his sleeve and began to frantically cut his bonds. As he felt them giving way, he caught sight of Ogat’s three assistants. The green skinned gnoblers looked like tiny parodies of the massive Slaughtermaster. They wore patchwork and poorly sewn smocks closed by belts decorated with small animal bones. The cleavers they carried were small and rusty, but looked sharp enough to be dangerous. They cackled sadistically as they approached.

Darkpatch tried to concentrate. He needed to cut through his bonds and reach the knives still laying on the blood stained table next to him before it was too late.

Ogat closed the door to his kitchen and barred it. He doubted that it would keep the Skaven from escaping, but it would be one more impediment, and combined with his gnoblers, it might be enough.

Ogat thought the unarmed gutter runner would prove a sufficient challenge for his pets. And if they didn’t survive, he’d find some more qualified help. Now it was time to tell the Tyrant what he’d learned...

*...to be continued??*



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# ARMIES OF THE OGRE STRONGHOLD

*The Ogre Stronghold brings Ogre Kingdoms armies from across the world together in one place. In this issue we'll be taking skulls for the skull throne and the rest for the maw with Stronghold member NJ's **Skullripper Tribe**.*

## ***How long have you been playing Warhammer Fantasy?***

Only about 5 or 6 years really but I painted a few models way before that.

## ***Is this your first Warhammer Fantasy army?***

No, my first army was Khorne Beastmen (when Beastmen could still have marks), followed by an all Night Goblin army, then my Warriors of Chaos (Khorne as well). Then I got to Ogres and I just followed my Khorne theme.



## ***What made you choose Ogres?***

I loved some of the artwork I'd seen, especially the more brutal and less fat looking depictions, also I loved the idea of these massive warriors on the battlefield, as well as their pretty unique playstyle on the tabletop.

## ***Why Chaos and why the Blood God?***

It's simply what appeals to me and I couldn't imagine my Ogres any other way than frenzied warriors killing for glory. I'm a proper devotee of Khorne. It's a War game, so why not the God of War?

## ***Where did you get the idea for your conversions?***

I'm not really sure, some of them just come to me. I also spend ages looking at bitz and occasionally I get inspired.

## ***How big is this army?***

I'm looking to make the army about 3000pts, mainly Bulls and Ironguts, but really it's a massive extension to my Beastmen and Warriors of Chaos armies, simply parts of the type of hordes that are featured in some of the *Gotrek and Felix* books.





***Is this a finished project or are you planning on expanding the army further?***

None of my armies are ever really finished and I'm looking forward to the rumored possible new releases and new models. My next planned project (possibly not till well into summer) is an all Marauder army to add to the Khorne horde.

*We hope you've enjoyed this edition of **Armies of the Stronghold**. Be sure to join us next issue when we take a closer look into another Ogre tribe!*

*-Randroid*



# HERMUT ALLMIGHTY

Dario Jelušić - fantastico20@gmail.com



## COMING NEXT ISSUE

**\* THE FEEDING GROUNDS**

**\* TUTORIALS AND HOW-TOS**

**\* AUNTY DOREEN, TACTICS,  
FICTION, AND MORE**

Thanks to all the dedicated Ogre lovers contributing to the Beller! Without your contributions and help this issue wouldn't exist!

We're always looking for help from the Maneaters out there. If you have an idea for something you want to see in a future issue, or are interested in joining the team, please contact us at: [beller@ogrestronghold.com](mailto:beller@ogrestronghold.com)

**We are always looking for:**

- Artwork
- Battle Reports
- How to articles
- Fiction
- Comics
- and anything else!

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**Until next time... stay hungry!**