



WOEHAMMER ARMIES

OGRE KINGDOMS



Ogres Special Rules

Leadbelchers

Leadbelcher cannons have the following profile;

Weapon	Short	Long	Extreme	SV	Special
Leadbelcher	10	24		3	Fire order to shoot, Heavily Laden

Ogre Magic Items

Hero units may take magical items as listed below, or magical items of the Destruction lore magic items. No one hero can take more than one magical item at a time.

Magic Weapons

Thundermace - *This great weapon head is bound with meteoric iron into a long, stout tree trunk* - This large mace inflicts 3 hits for each natural 1 rolled to hit - 10 points

Magic Armour

Gutmaw - *Blessed by generations of Ogre Butchers, this polished brass gut plate has mighty powers.* - This Heavy armour gives the wearer the terror and dread rules - 25 points

Magic Standards

Standards can be taken by certain heroes or mounted to chariots

Rune Maw - *Anointed with gore by Butchers, hung with runic items captured from the Dwarfs, and draped with numerous other tribal trophies, a Rune Maw constantly emits a Low growl* - Any successful enemy casting rolls that target Ogre units within 10" of the Rune Maw must be rerolled - 15 points

Magic Items

Yeti Tooth Necklace - *This charm is strung from the incisors of wild yetis and grants terrible power to its wearer* - Once per battle the wearer can use the stored power in the necklace to reroll any casting or dispel roll - 5 points

Ogres Army List

Army Composition

When choosing a Ogre army the following restrictions apply, based on max percentage of overall points, accept in the case of troops which must make up at least 25% of overall points cost of the army.

Heroes 25%

Monstrosities / Chariots 25%

Artillery 25%

Elite Troops 25%

Troops 25% minimum

Not that these costs include any additional costs accrued via magic items, extra spells etc. For heroes riding monstrosities the values for the heroes and their steeds are considered separately for calculating percentages.

Some troop types have built in restrictions to the amount you can take in an army, which is listed before their description, for example '0-1 units of foot knights'. This is based on a points limit of 1,000 points; for games larger than this it can be considered to be the limit per 1,000 points, for example in a 2,000 point game 2 units of foot knights could be taken, a 3,000 point game 3 units, and so on. The point value must 'break into' the next 1,000 point barrier for this to work, for example a 1,500 point (or even 1,999 point) game would not qualify. The exception to this is the Warlord; the warband May only ever have one warlord. The restriction on spell casters is likewise based on the 1,000 point limit, an armies may take a spell caster per 1,000 points.

Hero Units

0 - 1 Ogre Tyrant, 183 points

Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Ogre Tyrant with sword, medium armour	5	5	6	8(10)	7	8	Large, Command, Follow, Tough 2, Wound 2, 3 x HtH, Frenzied Charge
2 x Ogre bodyguards with swords, light armour	5	5	5	8(9)	7	7	Large, 2 x HtH, Frenzied Charge

Upgrade to Wound 3 @ 18 points, Tough 3 @ 10 points. Give unit Large Weapon @ free. Give Tyrant pistol @ 3 points.

0 - 1 Ogre Tyrant on Stonehorn, 239 points

Warlord Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Ogre Tyrant with sword, medium armour	[5]	5	6	[8(10)]	7	8	[Large], Command, Follow, [Tough 2, Wound 2], 3 x HtH, Frenzied Charge
Stonehorn	4	-	5	12	-	-	Large, MoD 2, 5 x SV5, Surly, Stampede

Upgrade to Wound 3 @ 18 points, Tough 3 @ 10 points. Give unit Large Weapon @ free. Give Tyrant pistol @ 3 points.

0 - 1 Ogre Mage, 87 points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Ogre Mage with sword	5	5	5	8	7	8	Tough, Wound, Large, 2 x HtH, Magic Level 1
0 x Ogre bodyguards with swords, light armour	5	5	5	8(9)	7	7	Large, 2 x HtH, Frenzied Charge

Upgrade to Wound 2 @ 16 points. Give unit Large Weapon @ free. Upgrade to Magic Level 2 @ 25 points, Magic level 3 @ 50 points. Add up to 2 Ogre bodyguards @ 40 points each

0 - 1 Hunter, 85 points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Ogre Hunter with sword, light armour	5	5	5	8(9)	7	8	Large, Hero, Tough, Wound, 3 x HtH, Frenzied Charge
0 x Sabretusks	5	5	6	6	6	7	Rapid Sprint, 2 x HtH Attacks SV 2, Ferocious Charge

Give Hunter spears for exchange of missiles @ 5 points. Give Hunter heavy crossbow @ 4 points. Add up to 4 Sabretusks @ 26 points each

0 - 1 Ogre Hero, 85 points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Ogre Hero with sword, light armour	5	5	5	8(9)	7	8	Large, Hero, Tough, Wound, 3 x HtH, Frenzied Charge

Give Hero large weapon @ free, vast weapon @ 1 point. Give Hero pistol @ 3 points. Upgrade to medium armour @ 6 points increasing Res to 8(10).

Elite Units

0 - 1 Units of Mournfang Cavalry, 156 Points **Mounted Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
2 x Ogres with swords, light armour, riding Mournfangs	4	5	5	9(10)	7	7	Large, Fast 6, 2 x HtH, Frenzied Charge, Tough,
Mournfangs			5				2 x HtH SV 3, Irresistible Charge

Give unit large weapons @ free, pistols @ 3 points. Add up to 2 Mournfang Cavalry @ 78 points each

0 - 1 Wild Yetis, 93 points **Monster Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Wild Yetis	4	5	6	7	4	7	Large, 3 x HtH SV 2 Deathly Chill, Wild Monster,

Add up to 2 Yeti @ 93 points each.

0 - 1 Units of Leadbelchers, 117 points **Monster Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leadbelcher leader with sword, light armour, leadbelcher cannon	4	5	5	8(9)	6	8	Tough, Large, 2 x HtH, Heavily Laden
2 x Leadbelchers with swords, light armour, leadbelcher cannons	4	5	5	8(9)	6	7	Large, 2 x HtH, Heavily Laden

Add up to 2 Leadbelchers @ 35 points each.

Troop Units

0 - 1 Units of Ironguts, 111 points

Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Irongut leader with giant sword, medium armour	5	5	6	8(10)	7	8	Tough, Large, 2 x HtH, Heavily Laden
2 x Ironguts with giant swords, medium armour	5	5	6	8(10)	7	7	Large, 2 x HtH, Heavily Laden

Add up to 2 Ironguts @ 33 points each.

Ogres, 126 Points

Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Ogre Leader with sword, light armour,	5	5	5	8(9)	7	8	Tough, Large, 2 x HtH, Frenzied Charge
2 x Ogres with swords, light armour	4	5	5	8(9)	7	7	Large, 2 x HtH, Frenzied Charge

Give unit large weapons @ free. Add up to 3 Ogres @ 38 points each

Gnoblars, 25 Points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
5 x Gnoblars with swords	6	5	4	4	7	6	

Give unit spears @ free. Add up to 5 Gnoblars @ 5 points per model

Monstrosity / Chariot Units

0 - 1 Giant, 150 / 170 / - points

Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Giant	5	5	6	12	4	8	Large, MoD 2, Dread, 5 x HtH SV4,

Give rock to hurl @ 15 points

Iron Blaster, 238 points

Chariot Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
1 x Ogre crew with sword	-	5	5	-	7	7	2 x HtH
Ironblaster with Large Cannon, pulled by Rhinox	3	-	-	10	-	-	Large, Irresistible Charge, Scythes D6 x SV1 hits on the charge
Rhinoc	-	-	5	-	-	-	2 x HtH SV 3, Irresistible Charge

The large cannon is mounted to the Rhinox drawn carriage and can fire with a Fire or Advance order.

Gnoblar Scrap Launcher, 188 points

Chariot Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
4 x Gnoblar crew with swords	-	5	4	-	7	6	
Scraplauncher with small stone thrower, pulled by Rhinox	3	-	-	10	-	-	Large, Irresistible Charge, Scythes D6 x SV1 hits on the charge
Rhinoc	-	-	5	-	-	-	2 x HtH SV 3, Irresistible Charge

The stone thrower is mounted to the Rhinox drawn carriage and can fire with a Fire or Advance order.

0 - 1 Stonehorn, 156 points
Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
1 x Stonehorn with 2 crew	4	-	5	12	-	-	Large, MoD 2, Surly, 5 x HtH SV5, Stampede
2 x Ogre crew with swords	-	5	5	-	7	7	2 x HtH

Give crew pistols @ 3 points per crew, heavy crossbows @ 5 points per crew member (note heavy crossbows carried by crew may be fired with a Fire or Advance order.