

Ogre Characters

WOTCHOO LOOKIN' AT?

by Andy Jones

INTRODUCTION

When putting a game like Warhammer Quest together, there is all sorts of stuff which doesn't quite make it into the light of day (my original mock up of the game had at least twice as many models and maybe 5 or 6 card packs, but wouldn't fit in any box and would have cost £100 or more.!). When we were designing the warrior packs, we went along on a kind of "Wouldn't it be ace if there was an Imperial noble warrior" and so on, generating the list of warriors which are now available as the box sets.

Sometimes we disagreed, as this following documented conversation amply demonstrates.....

Gav: *"What about a Pitfighter warrior?"*

AJ: *"Yeah, that would be cool - a real dirty fighter type.. "*

Gav: *"Ibat's right, special fighting skills, spiky armour, a real hard nut!"*

AJ: *"Great! And what about that Elf Ranger idea?"*

Ian: *"Splendid.! A warrior who can use magic and fight, and be as haughty and proud as he likes!"*

AJ: *"Your Empire Nobleman is pretty cool too!"*

Ian (blushing): *"Why, thanks... "*

Gav: *"Any other ideas floating around?"*

AJ: (radiating enthusiasm) *"Yes. actually. I've done some preliminary work on a really different sort of warrior. . you'll never guess! "*

Ian & Gav: *"What?"*

AJ: *"Wait for it.... an Ogre warrior!"*

Silence for several moments

Ian & Gav: *"NURSE.! He's gone mad' Finally lost it' Flipped.! ...Ogre ! What a joke!"*

Well, that was some time ago and guess what? I've kept my notes! They are pretty rough and ready as I look at them, and that's how I like 'em. but no doubt by the time this sees print it will have been turned into something with a dangerous veneer of professionalism and officialdom - DO NOT BE FOOLED!

I've got quite a few Ogres in my Orc army, and I think the idea of using one of them as a cheerfully dim-witted and childishly enthusiastic warrior is great fun. OK, I admit it. I've even played the basic rules through a few times. Gug'n'thrukkn was a lively addition to our games of Warhammer Quest, I can tell you.

Anyway, the madness which follows over the next few pages just goes to show what you can do to introduce almost any of your favorite models to Warhammer Quest. Of course, you don't HAVE to do all the advanced stuff if you are just playing the 'straight out of the box' Warhammer Quest game - all you need then is a basic profile, a special rule or two and some neat equipment. Knight of the White Wolf? Amber Mage? Bowman of Bergerac? Halfling cook? If you have a yen to create new warrior types for Warhammer Quest, then there are LOADS of cool Citadel miniatures to choose from.

So, without further ado, here is my own unique brand of insanity - the Ogre mercenary for Warhammer Quest - use him if you dare!

ANDY JONES (Taking a break from INFFRN0!)

(Inferno? Inferno? No, doesn't ring any bells... -Ed.)

OGRE CHARACTER

Ogres are hulking creatures, almost twice as tall as a man, with heavy bones and huge muscles. They are deadly enemies and powerful allies, unstoppable in battle and capable of almost anything they really put their minds to.

Ogres are not the brightest creatures in the world, somewhat dim-witted when it comes to anything except fighting, but they are by no means evil or stupid. They have very good memories, and like Dwarfs will hold a grudge for a long time.

Ogres have little time for comfort or luxury, living for the most part in desolate rocky areas, which they guard very protectively against intruders, be they Orcs, Dwarfs, Elves or men. They are not really at home in large towns or cities, and tend to get into trouble wherever they go.

Ogres are often sought after as mercenaries, and they do not much care who they fight for, so long as it's a good fight. In some respects they do not much care how much they earn either, so long as they get a good fight for their money.

Sometimes, lured by stories of caverns and caves simply brimming with an untold wealth of monsters to be killed, an Ogre will join up with a band of warriors and venture into the long abandoned Dwarf citadels in search of adventure. An Ogres motives for adventuring will

often be at odds with the rest of the warriors. Most warriors want to search out a particular evil-doer, or liberate a certain invaluable artefact or treasured item. They will certainly not shirk from a fight, and the more bloodthirsty warriors will expect a good deal of swordplay and death-dealing to be part and parcel of any adventure. However, their prime motives are usually linked to the treasure, renown and glory that they will gain as a result of their heroism. If there is a cave system or dungeon which is known to be teeming with powerful monsters, but bereft of treasure and so far away that its inhabitants are not causing any real threat, then the average group of warriors would not choose to venture into such an unattractive realm, unless perhaps they had a 'troll slayer amongst their number.

Not so an Ogre. It is said that an Ogre only wants two things when he goes adventuring - firstly, he wants a good fight, and secondly, he wants a good fight....

As such, Ogres never skulk or creep, never try to hide or conceal their presence, and never adopt tactics of stealth or concealment. In fact, it would be ridiculous for an Ogre to try (as the self styled Gakk m'kakk the Ogre spy discovered on his first clandestine assignment, when his obvious bulk was noticed 'hiding' behind the curtains in the Lord Mayor of Nuln's private apartments).

No, an Ogre will march headlong into a dungeon, shouting and jeering, banging his club on anything that makes a good loud noise, and cheerily challenging any nearby monsters to come out and show themselves. This either results in the monsters being convinced that warriors of such prowess that they know no fear have descended upon their lair, or that a bunch of fools and half-wits have accidentally stumbled upon them.

Whatever, it takes a certain type of warrior to team up with an Ogre, as whilst one of these hulking beasts is around, the warriors are going to attract monsters like bees round a honey pot.

RULES FOR WARHAMMER QUEST

If you wish, you may replace one of the warriors from the Warhammer Quest game with the Ogre. Simply allow one of the players to choose the Ogre. The rules which follow explain how to use the Ogre in your games. Remember to put the Warrior counter for the original warrior back in the box, replacing it with that of the Ogre! (We've purposely told you to make your own Ogre counter as it's getting late, we're dead lazy, the pubs are about to open... -Ed)

Remember too, that if there is not a barbarian in the party, then one of the other warriors will have to carry the lantern and be the leader.

Bigger groups of Warriors.

If you want to, you can take more than four warriors into an adventure, but you will have to make sure that there are enough monsters to go round! The cards and tables from the Warhammer Quest game are based on there being four warriors to fight, and if you have fifteen different warriors in the party, then the game as it stands will present no challenge at all! As a general rule, stick to parties of four warriors, but if you have a party of five or six, then increase the number of monsters by an equal amount.

For example, if you have 6 warriors in the party, that is 50% more warriors than the event cards are set up to deal with. In this case, you should make sure that each time monsters appear, there are 50% more of them. So, 6 Orcs will become 9 Orcs. If the card says "1d6 Orcs", roll the dice as usual and then multiply the result upwards to match the party size - so a dice roll of 4 Orcs, becomes 6 Orcs, and so on.

Starting as a Ogre

The profile of an Ogre is as follows:

Move	6
Toughness	5
Weapon Skill	3
Wounds	2d6+6
Ballistic Skill	6+
Initiative	3
Strength	4
Attacks	2

Armour: none

Special rules

Ogres are powerful creatures, capable of causing a great deal of damage. Whenever an Ogre rolls to hit his foe, if he rolls 5 or 6 to hit, then that hit causes an extra d6 wounds. This means that some of the time, the Ogre causes 1d6+4 wounds (1d6 + his strength), and when his to hit rolls are 5 or more, he causes 2d6+4 wounds.

The Pit Event

If one warrior falls into the pit, the Ogre can try once per turn to reach down and pull them out. He can only do this if he is standing next to the pit, and there are no monsters on the board. To get a warrior out of the pit, he must roll 1d6 and score 4+. If he succeeds, the Ogre player places the warrior in any adjacent space next to the pit.

The Ogre can get himself out of the pit by jumping up and climbing out. He can try this once per turn, at the very start of the warriors phase. He will get out of the pit on a 1d6 dice roll of 4+.

The Lantern and the Leader

The Ogre always goes last, and cannot be the leader. Ogres are not very quick witted, and whatever initiative the other warriors have, the Ogre always goes last. Also, if you have decided to take it in turn to be the leader from adventure to adventure, the Ogre must be excluded - he is quite happy to tag along behind and beat the monsters to a pulp as and when they crop up.

The Power Phase

An Ogre player also rolls a dice in the power phase. If the Wizard rolls a 1, then an unexpected event happens as usual. Furthermore, if the Ogre rolls the same as the wizard, an unexpected event happens.

So, if the Wizard and the Ogre both roll a 4, for instance, an unexpected event occurs. If a double 1 is rolled, 2 unexpected events occur at the same time! This is because the Ogre cheerfully makes as much noise as possible in the dungeon, kicking old bones about and growling loudly at shadows. There is nothing he wants more than a good fight, so there is no point whatsoever in being quiet, or no-one will know he's there.

Throwing Warriors

In the warriors phase, when it is his turn, An Ogre can throw another smaller warrior. He can throw the warrior down the corridor, over the head of any intervening monsters, and over any pit, if he wishes to. He may throw the warrior 1d6 squares, into any available empty space. When the warrior hits the ground, he must roll a dice and add his toughness to the score. If he rolls over 7, then he is okay and may get up and carry on as usual. If he rolls 7 or less, then he is stunned, flat on his back. He counts as being prone for the next turn.

An Ogre can throw a warrior before or after the Ogre does anything else in the turn.

Pinning

An Ogre may never be pinned by monsters who are smaller than him, he just shoves them aside. Use the models to decide who is biggest. If in doubt, roll a dice or toss a coin. If the monster is bigger than the Ogre, then he may escape pinning on a 6+

Gold

When an Ogre kills a monster, put the model on his adventure record sheet as usual. When the combat is over, roll a dice for each monster he has killed. On a score of 1 or 2, he doesn't bother to check the body too carefully, and leaves its gold behind. The other warriors share the rest out between them. On a dice roll of 3+, the Ogre gets the gold as usual.

Equipment

The Ogre does not have a special item of equipment as such, he just has his trusty, much used club.

Weapons

A Ogre starts off with a big club, although in his case it is not so much the weapon but the immense strength of the Ogre which is causing the damage!

Armour

A Ogre wears no armour, he is quite tough enough without it, and it is very difficult to get hold of in big enough sizes.

Ogres and Treasure

Ogres like treasure, especially items which glitter or shine, or are good at hitting monsters with. As such, he may collect any treasure cards. He can only use items of treasure which are weapons or shields, as well as healing potions and salves if he needs them. If anyone wants to buy or swap equipment or treasure with the Ogre, roll a dice for the Ogre. On a score of 1,2 or 3 he is jealously possessive of the item and doesn't want to swap or sell it ever.

ADVANCED RULES

In the Warhammer Quest Roleplay game, it is possible to keep your Ogre from game to game, building up his character as he progresses from adventure to adventure. This section of the rulebook gives you all the rules for taking your Ogre right up to battle level 10, including special rules for visiting settlements, training, and a whole range of new skills for him to acquire.

Starting at battle level one (a novice), follow all the rules as outlined over the previous pages. All the rules for Warhammer quest still apply in the Role play game, unless specifically contradicted in the advanced rules.

Ogres and Treasure

The only addition to the treasure rules outlined in the basic rules section concerns items of armour. Some magical armour is enchanted so that it fits perfectly whoever wears it, and whatever his size. Such armour is incredibly sought after and the enchantments which permeate it are very powerful.

Whenever the Ogre finds an item of treasure which is armour, he should roll a dice. On a score of 5 or more, he has found one of these legendary items and may wear the armour, gaining all the listed benefits of that particular armour. On a score of 1, 2, 3 or 4, the armour will not fit the Ogre at all.

Ogres in settlements

When the warriors reach a settlement, always resolve the Ogre's daily events first - what he does can affect the other warriors!

Weapons

Ogres can use all two-handed weapons without any of the associated penalties, and can wield them with one hand.

An Ogre may not use any form of missile weapon, as he gets tangled up in a right mess with bowstrings and the like, and cannot begin to comprehend the inner workings of a pistol or crossbow.

Armour

He may buy armour, but has to pay double gold in order to have it made in the correct size. Also he must add +2 to the availability number for the item.

Living Expenses

An Ogre always pays double the usual rate for living expenses. This is not because he is particularly extravagant or stays in expensive hotels, far from it. He usually ends up sleeping rough in a stable, but he just isn't very good with money.

Special Locations

Strictly speaking, there are many places where the Ogre should not visit, but there are not many people who fancy trying too stop him. As such, the Ogre can visit any location he likes, if he can find it. Once there, he generally gets in the way, picks a fight with someone or gets bored and goes back to the alehouse, but at least he can say he's been. "Went To SeeDa Runesmiff today" is sure to cause any nearby Dwarf to give a deflated, slightly worried sigh as he tries to imagine what the Ogre has been up to.

In each location he finds (and as usual he can try and find one per day), the Ogre player should roll a dice and see what happens:

- 1-4** He gets in the way, annoys everyone and generally prevents business as usual from going on. He spends the day happily "helping" those who are going about their usual business, and achieves nothing at all that day except the knowledge of a job well done. He returns to the other warriors with a smug grin on his rugged face.

If the Ogre is in the Wizards guild, roll another dice. On a score of 1, 2 or 3 he has annoyed the wizards so much that he is turned into a toad for the next 3 days, during which time he may do nothing at all.

- 5-6** He is able to try one thing and one thing only which is allowed at that location. For example, in the Dwarfs guild, if he rolls a 5 or 6, he could try and get a single rune engraved on his cudgel, club or forehead by a long suffering rune smith. On the other hand, he could attempt to make a single purchase - Stone bread for instance (Ogres love stone bread and eat it quite happily). Likewise, in the Elven quarter, he could try and find some Ogre sized Elven armour (although the 'stock' roll would be 12, and the cost 6,000 gold even if he did manage to find some!)

THE ALEHOUSE

When the Ogre visits the Alehouse, he always adds +1 to the score. If he has the drinking skill, then he may end up adding more to the score. These extras are cumulative. This means that the Ogre could get a maximum score 16, so there are 4 new results, printed below:

13 Part time job

The owner of the Alehouse offers the Ogre a job as a bouncer. If the Ogre accepts the job then he must spend the next d6 days at the alehouse. Every day, he will earn 1d6x5 gold. Whilst he works, he may not visit any other location, but he will still have to roll for settlement events as he winds his way homewards at the end of the day. He must also roll on the alehouse events table each day as well.

The only way the Ogre will ever turn the job down is by having a strong enough will to overcome the temptation of all that free beer. He must roll a dice, add his will power and score a total of more than 7 if he wants to turn the job down.

14 Insulted!

One of the regulars engages the Ogre in intelligent conversation, and the Ogre is mortified, as he is convinced that the customer is making a joke at his expense. The Ogre's repertoire of jokes stretches no further than a solid fist to the head, which he always finds amusing, and which has never failed in the past.

As it happens, the customer is a rather disliked character, a bawdy troublemaker whom the owner has been trying to get rid of for months. In exchange for the Ogre taking the unconscious troublemaker out and hiding him under some heavy rocks, or at the bottom of a river, the owner of the alehouse gives the Ogre a cask of his most precious, expensive beer - Bugmans XXXXXX.

This beer, when drunk, renders the drinker immune to Fear and Terror, and increases strength and toughness by +2 each.

There is enough beer to last the Ogre for one complete combat in the next adventure, after which the effects wear off. Under no circumstances will the Ogre let anyone else drink his beer.

15 "Swap Yer!"

Another Ogre wanders into the bar, and the atmosphere becomes razor sharp as the two hulking monstrosities lean on the bar, staring hard at each other. The atmosphere is broken a moment later as the bar collapses, sending the Ogres sprawling on the floor. No-one else laughs, just in case they offend the Ogres, but before long the two beasts are best drinking mates. Soon they are comparing swords, treasure and other ill gotten gains, and the stranger

offers to swap one of his treasure items for an item of the Ogre players which has particularly caught his eye.

"Gis Dat then" he growls, pointing at the item.

If your Ogre wishes, he can do a swap. He can choose any item of dungeon treasure which he has, and give it up. In exchange, he can make 2 rolls on the dungeon room treasure table, and keep the best item he rolls. Alternatively he could swap a piece of objective room treasure, following the same rules.

16 FIGHTFIGHTFIGHT!!

The Ogre just wants a fight. He's utterly bored with life in town, and a dim thought nags at him that every day he doesn't hit someone, he might lose his touch. The answer is obvious, and inspired in its simplicity. The Ogre walks into the Alehouse and starts hitting everyone in sight, with no discrimination at all. Soon everyone gets the idea and a raging brawl begins, lasting well into the early hours of the morning. The Ogre emerges the clear winner, in fact he is the only one to emerge at all from the pile of bodies, and he is convinced of his total supremacy. Might is, after all, so right!

For the next adventure, the Ogre is so full of himself that he causes an extra wound every time he hits, laying into his foes within even greater gusto than normal.

SETTLEMENT EVENTS

The Ogre cannot avoid any confrontational events which occur either in town or on the way there. If there is a 'run away' option, such as in the 'duel' event, he simply will not do it. This is through no sense of humor or pride, simply that the Ogre doesn't understand the concept, and is grateful for the opportunity of a good fight.

If any event occurs which involves an animal, then he must roll a dice. On a score of 5+ he kills and eats the animal rather than following the normal rules for the event.

Uneventful Days

Ogres do not have uneventful days. Every day is a mystery of surprising and exciting happenings to them. Wherever they go, they end up fighting or brawling with someone, and they usually win. If your Ogre rolls an uneventful day result when in a settlement he is in fact having a fight with someone. Roll a dice to see who, and what happens:

1 Another Warrior

The Ogre gets very cross with "Da Poncy git - one of the other warriors, and hits him over the head with a large table. Take a warrior counter to see who the Ogre takes a dislike to. That warrior is knocked senseless, and spends the day in bed, nursing a sore head

2-4 The Locals

The Ogre manages to get in a fight with some local ruffians which keeps him occupied for some minutes, and which keeps him in practice. He also manages to separate the ruffians from their wallets, and gains 1d6x10 gold for his troubles.

5-6 City Watch

If the Ogre gets in a fight with the City Watch, he is eventually arrested and thrown in jail. Actually, he has a great respect for authority, and is very ashamed of fighting the upholders of the law. Although the watch threaten to lock him up and throw away the key, they let him loose after 1d6 days as they are so fed up with the deafening sub-bass cries of "Sorry!" and "Won't Doowit N'mor" which emanate from his cell at all hours of the day and night. When he is let out, he emerges with a beaming smile and full of good intentions, and strides off into the hurly burly of the city to find the nearest alehouse.

TRAINING

Almost any experienced Warrior can train an Ogre in the arts of war, as far as an Ogre is able to be trained. Training an Ogre usually involves teaching him which bits on an opponent are particularly vulnerable, which end of the sword is supposed to hit the monster, and other such basic skills. Once an Ogre has mastered these his brute strength tends to win the day from then on, but any ogre serious about "Venturin" knows he has to have "Trainin".

Training an Ogre who is determined to "Lurn Summik" is a difficult and dangerous process, and takes the same time as training the other warriors. Often, an Ogre will train alongside a Barbarian or Pit fighter, as he regards these humans as "Young `uns" due to their resemblance to small Ogres...

On the battle level profile, you will see that it costs more for Ogres to train to go up a level, This is because it is difficult to train an Ogre, as explained, and also because Ogres aren't that quick when it comes to negotiating fees.

Once the Ogre player has paid the indicated amount of gold, he gains the benefits shown on the battle level table, if he gains an extra skill, roll on the table below.

SKILLS - ROLL 2D6

2 Smash

The Ogre puts all his strength into a single, devastating blow.

The Ogre may choose to smash his opponent instead of making his normal attacks, Roll to hit as usual, and if successful, roll on the following table to see the result.

1 Dazed

The Ogre manages to catch the monster a glancing blow on the head which is still sufficient to daze his target.

As the monster staggers about with a glazed look on its face, the Ogre resolves to do better next turn. The monster is at -1 to all its to hit rolls this turn.

2 Lose teeth

The Ogres blow catches the monster fair and square in its open, snarling mouth, and the Ogre grins as blood and teeth shower the warriors.

The monster suffers wounds as usual, and is in such pain that all its attacks are at -2 to hit this turn.

3 Broken Nose

The Ogre Smashes his opponents nose into a bloody pulp, grunting with the satisfaction of a job well done.

The monster suffers wounds as usual, plus he will continue to lose blood at a rapid rate from now on. At the start of every monsters phase from now on, roll a dice:

- 1 The bleeding stops
- 2-5 The monster loses another 1d6 wounds from blood loss, with no deductions at all.
- 6 The monster suffers 1d6 + the Ogres battle level wounds from blood loss, with no deductions at all.

4 Knocked Over

The monster crashes to the ground as the Ogre smashes him over the head.

He suffers wounds as normal, and must spend the rest of the turn doing nothing except get back up. While he is getting up, other warriors are at + 1 to hit him.

5 KO'd

The Ogre lands a perfect, extremely brutal blow on his opponents head.

The monster suffers wounds as usual, and collapses in a heap at the Ogres feet. The Ogre is convinced that his opponent is dead, as are the other warriors, If there are other monsters in the area, then the warriors must defeat them before coming back and taking a closer look at the prostrate monster. Each turn, at the start of the monsters phase, roll a dice. On a 1, 2 or 3, the monster gets back up and may fight as usual. On a score of 4, 5 or 6, the monster stays comatose.

If the monster is the last monster on the board, then all warriors may hit it automatically. Its toughness, ignore pain, armour or any other special abilities etc still count against wounds however. It cannot, however, dodge!

6 Mortal wound.

The Ogres blow connects with a vital part of the monsters anatomy, causing it to double up in pain.

This attack causes double wounds against the monster. Also, roll a dice:

- 1-5** No extra effect.
- 6** The Monster screams in agony and is obviously severely hurt. It will fight as normal this turn, at the end of which it will drop dead.

3 Crunch

The Ogre opens his cavernous mouth wide and takes a good bite out of his opponent, crunching bone with his huge teeth.

This is an extra attack which the Ogre can make each turn, He must roll to hit as usual. If he hits, then the target suffers 1d6+ the Ogres battle level wounds, with no deductions at all. If the Ogre rolls a 6 for wounds, then he gets another bite, and so on.

4 Shoulder barge

In his eagerness to attack his foes, the Ogre roughly barges everyone else aside as he charges forward.

The Ogre may move aside any warriors, pushing them into available squares to force a path through as he surges forwards towards his victim - this (may involve shuffling several miniatures around, AND NO OTHER PLAYER IS ALLOWED TO MAKE SUGGESTIONS AS TO WHO IS PUSHED WHERE - THE OGRE PLAYER MUST COMPLETE: THE MOVE BEFORE ANYONE COMMENTS! He can also barge aside any monsters who are smaller than him (look at the models - if there is any doubt, roll a dice or toss a coin to decide). If an Ogre can shoulder barging his way through the crowd, then he cannot be pinned by anything which he can barge aside. After barging, he may attack as usual.

He can do this every turn if he wishes, when it is his turn to move.

5 Roar

Throwing back his ugly head, the Ogre bellows a deafening war cry as he lays about him on all sides.

At the start of each Warriors phase, the Ogre may roar at his opponents. He can either make a "general" roar, or can direct his terrifying bellow at a particular monster he is adjacent to. With a "general" roar, the Ogre rolls a dice for every monster he is in base to base contact with. On a score of 6, that monster loses 1 attack for a turn.

On a specific roar, the Ogre targets one monster he is in base to base contact with. Roll a dice - On a score of 5 or 6, the monster loses 1d6 attacks that turn. He can try once this every turn.

6 Threaten

In Town, the Ogre is a particularly impressive and threatening sight as he strides along the streets. His head and shoulders rearing above the crowd. He casually- picks apples and cakes from stalls he passes, and few people dare argue with him. When he sees something he really fancies, he usually bullies the store owner into giving it free or at a

much reduced rate.

An Ogre with the threaten skill can use the skill whenever he tries buy something: this is resolved using the threaten table below. Roll a D6

1-2 The store owner has two Ogre bodyguards, who emerge from the back room and throw you out of the shop Roll another dice, on a score of a 1, he also calls the militia, who throw you out of town for trouble making.

3-5 You manage to scare the shop owner into giving you the flu' item at a reduced price Roll a dice to see how much money he knocks off the bill:

1-2	10% off
3-4	25% off
5-6	50% off

If you are not happy with the price, you can roll a dice again on the threaten table to see if you get a better result.

6 The shop owner is so frightened by you that he gives you the item for free, if it is available.

The Ogre player must keep a note of which items he gets for free, or for 50 % of their true price in a settlement.

Every day the Ogre stays in the settlement, roll a dice and add to it the number of items he has extorted for either 50% of their price or for free. If you score a 7 or more, then the City Watch catch you, take the items back and throw yon out of town.

7 Drink

The Ogre loves nothing better (apart from beating up monsters) than going to the alehouse for several dozen drinks and a good fight.

If your Ogre has the drink skill, then he MUST spend a good deal of his time in a settlement in the alehouse.

He must spend d6 days in the alehouse, every time he visits a settlement. In the alehouse, roll on the following table to see what happens to him

1 Roll on the normal alehouse table

- 2 Roll on the normal alehouse table adding +1 to the score.
- 3 Roll on the normal alehouse table adding +2 to the score
- 4 Roll on the normal alehouse table adding +3 to the score
- 5 Roll on the alehouse event table as normal, and after that, your Ogre starts a bar room brawl. This is resolved as follows:

- 1 Roll 2 dice and multiply the result by 10, to see how many doomed innocents are in the bar.

- 2 Roll another dice, and add the Ogres battle level to the score.

- 3 Multiply the second dice roll result by 10 to see how many customers he renders senseless.

- 4 If any customers are left standing, they finally overpower the Ogre, and take 1d6 +his battle level x 20 gold from him as recompense for damage.

- 5 If he knocks everyone out then the Ogre relives each one of 5 gold coins.

- 6 Roll on the alehouse events table as normal. adding +2 to the score. The Ogre drinks the rest of the customers under the table, and is able to relieve them of their unwanted wealth whilst they sleep like babes on the floor of the alehouse. Roll 2 dice and multiply the result by 10, to see how many doomed innocents are in the bar. The Ogre relieves each one of 5 gold coins.

8 Crush

A lethal blow to the monster, horribly crushing the area it strikes.

- 1-2 Body, the monster suffers wounds as usual.
- 3-4 Leg, the monster suffers wounds as usual, and its move rate is halved. If the monster has no legs, then treat as a 1. If hit in the legs again, the monster's current move rate is halved, and so on,

rounding up to the nearest whole number.

- 5 Arm, the monster suffers wounds as usual, and its to hit rolls are all at -1 from now on. If it was carrying a weapon, randomly determine if the weapon carrying arm is the one crushed - if so, the weapon is dropped and the monster spends the rest of the turn picking it up. If it has no arms, count as a 1.
- 6 Head, the monster suffers wounds as normal, plus roll a dice. On a score of a 6, the blow kills the monster outright.

The Ogre can try a crush attack each turn, it takes the place of one of his normal attacks. He must roll to hit as usual.

9 Thinking

This is a particularly enlightened Ogre, able to string more than two words together in the correct order. Sometimes he can even speak whole sentences! The Ogre is now allowed to be the leader of the party, and can take his turn just like any of the other warriors. At the start of each adventure, however, if the Ogre is NOT the leader, roll a dice:

- 1-5 The Ogre is quite happy with his lot, content for amble along at the back, belching and singing bawdy songs in a gruff, rousing fashion.
- 6 The Ogre thinks its his turn to be the leader, and roughly pushes his way to the front. He can't count how many dungeons it has been since he was at the front because, well... he can't count, but he's sure its his turn now. The Ogre takes the lantern and leads the adventure.

10 Kick

This skill works just like the giant attack of the same name. The Ogre can kick any monster in a straight line as many squares as he has strength, sailing the target over the heads of any intervening monsters or warriors, until the monster hits a wall, or lands safely in an empty square. If the monster hits a wall, then it suffers 1d6 wounds for every extra square it could have travelled if it had not hit the wall. This is an extra attack which the Ogre makes each turn, rolling to hit as usual.

11 Smell

The Ogre reckons he can smell some monsters who are nearby, and even thinks he knows what they are.

Before an event card is turned over, the Ogre player can try and guess what is about to happen. If the card turns out to be an event rather than monsters, then he fails

automatically. If it is monsters, however, and he has guessed the correct type (Orcs, Skaven etc) then the warriors each gain an extra attack that turn as they have been warned of the monsters presence. Furthermore, if the monsters would have ambushed, then the Ogre player may roll a dice. If he scores a 5 or 6, then they do not get to ambush the warriors at all.

12 WELL ARD

The Ogre Gains +2 wounds permanently and roll again on the following sub table

1 Ignore Blow

The Ogre has such a high pain threshold that he simply does not feel some blows at all.

Each turn the Ogre may try to ignore as many blows as he has attacks. Roll 1d6 for each incoming attack he is trying to ignore. On a score of 6, he completely ignore that blow..

2 Grapple

Dropping his weapon to one side the Ogre lunges at his opponent and throws his arms around the monster, squeezing his lungs and choking the life out of him.

This skill allows the Ogre for grapple his opponent rather than attack him using a weapon.

This attack replaces all the Ogres normal attacks for this turn. The Ogre must roll to hit as normal. if he succeeds in hitting his target then the Ogre has grabbed the monsters and inflicts (1d6 x his battle level wounds). The monster may not deduct any armour from the wounds inflicted. A grapple attack cannot be dodged.

3 Brute Strength

Flexing every muscle the ogre possesses, he slams into his opponent, pushing him violently backwards.

This skill allows the Ogre to attempt to shove a monster out of his way. He may try this at the start of his turn in each warriors phase if he wishes. Roll 1d6 and add the Ogres Strength. If the total is less than or equal to the monsters strength, the monster is too big to move and the attempt fails. If the total is greater than the monsters strength it is pushed into any square adjacent to the

monsters original position (the Ogre player chooses which). Having pushed the monster back, or failed in the attempt, the Ogre may now take his turn as normal.

4 Crack Skulls

The Ogre grabs the heads of two opponents and slams them together, or against a nearby wall.

During the Warrior's phase the Ogre may forego his normal attacks and make a special Head crack attack. When making a head crack attack, the Ogre may not use any weapon, as he needs both hands free to grab the monsters. He can Head Crack two adjacent opponents, rolling to hit against each one as normal. if the Ogre attempts to Head Crack two Monsters and misses one of them, then neither suffers any wounds, and his attacks for the turn are wasted.

If successfully hit, each Monster takes double the normal damage from the attack.

Alternatively, the Ogre may Head Crack a single monster that is adjacent to a wall, in which case it will suffer a number of wounds equal to 1d6 wounds per battle level of the Ogre.

There are no armour or Toughness deductions for victims of a Head crack, but Dodge, Ignore Blow and similar abilities apply as usual.

5 Mighty Blow

Putting all his strength behind the blow, the Ogre brings his weapon crashing down onto his opponents body.

This skill allows the Ogre to increase the strength of his blow by reducing the number of attacks he makes. For each of his attacks which he gives up this turn, the Ogre may add 1 d6 wounds to a single one of his remaining attacks.

The Ogre player must declare that he is using this skill before rolling to hit. This skill may be used once per turn.

6 Ignore Fear

The Ogre is largely unaffected by fear and terror. He loves to

fight, and the bigger the monster, the more cheerful he is.

The Ogre may add +2 to any fear test, and + 1 to any terror test.

ROLEPLAY GUIDELINES

This final section of the Ogre adventure pack gives sonic brief guidelines for playing an Ogre in the full Warhammer Quest Roleplaying game. In the Roleplaying game, the players will have many more choices as to what they can try to do, and it will be up to the gamesmaster to make sure that the players act in a fashion appropriate to their particular warrior.

An Ogre is a brutal character, to whom everything is black or white. There is no grey area of indecision, and the usual decision made is to hit whatever the Ogre is deciding about.

An Ogre will make a loyal companion, and if treated well, will defend and protect his companions to the bitter end. Although not the brightest of characters, an Ogre will soon realise if he is being taken for a ride or made to look a fool, and his wrathful reaction will not be a pretty sight.

Ogres are slow wilted, fierce, brave, strong, violent, trusting, grudge bearing creatures. They do not have much time for strategy and planning, they live for action and battle.

The way in which this character can be represented in the Warhammer Quest Roleplaying game is by which actions an Ogre will be particularly good or bad at.

Characteristic tests

An. Ogre will be good at any brutal actions to do with fighting. He is not a fancy fighter, and will have little to do with dodging or leaping around. He is not likely to run away, or move around quietly. This is not due to any sense of honour (as with Bretonnian Knights) or a twisted death wish (as with Troll Slayers). Ogres simply want a good fight, for its own sake, no messing about with fancy stuff.

When not fighting, the Ogre will be good at any actions to do with brute strength, such as holding doors open, carrying wounded warriors, forcing open locked chests and so on.

He will not be able to read, write, think much, but this will not mean he will not want to try. Patronising an Ogre is not to be recommended, and an Ogre thinks of himself as being as clever as the next man when it suits him. He will come up with "Cunnin' Planz" every so often, and will need to be convinced as to why they are not going to work.

Between adventures, an Ogre will be quite a handful wherever he goes. He is unlikely to have any sense of manners or behaviour, and is likely to get bored of civilisation quite easily. That is not to say that he will be deliberately rude, awkward or badly behaved. It is just that fate has this way with Ogres and they never seem to be out of trouble. Of course, there are the exceptions to the rule, and some Ogres take a grim pride in 'bein' civilized', taking to wearing elegant clothes after the style of the Empire or wherever takes their fancy.

If you are going to take an Ogre as your warrior, take a little time to think about who he is, where he comes from and the sorts of things which make him tick! Give him a suitable name (Mog B'Kag, Gar K'Bog, Narg'N'Baag and so on), and introduce him to the other warriors in a suitably entertaining fashion

Played properly, an Ogre warrior can be a lot of fun.

Its Dark

In The dark when its dark

And We's not eaten, for ages

Bring us gobbos, bring us trolls, bring us Orcs

That'll do fer a snack fer starters

You lot keep da Jewlz

Wot I want instead Is to find a smelly, Orc

`n Kick `im til e's dead

Obbbbbbbbbb

Its Dark In the Dark when Its Dark And we's not eaten for ages

(arid so on)

Ogre dungeon song

The following reported conversation supposedly preceded the famous "Blackfist's day of blood", in which hundreds of Orcs and goblins were killed in a heroic effort by a band of adventuring warriors. If taken at face value, the conversation sheds some light on the actual events.

Before this magnificent day, 'Blackfist's Berserkers' were regarded as something of a laughing stock in adventuring circles, renowned for underhand and downright sneaky methods of stealing the little treasure they managed to get out of the dungeons they dared to explore. They were the sort of warriors who who go down a dungeon after Grunson's Marauders had finished with it, to see if there was anything left worth scrounging. After this valiant day, however, no one could doubt the heroism and worth of this gallant band of warriors any longer.....

Perhaps it is worth mentioning that before this particular adventure, 'the berserkers' halfling thief, old Poggy Mugwort, had been caught in the act stealing jewellery from the Elven quarter of Nuln, and sentenced to six months penal servitude in the jails of that city. No one of any worth would deign to join 'the berserkers' as a replacement, until the sneaky Ragnarol Blackfist had bumped into Gug'n'tbrukkn, an Ogre regarded as 'slow' even in Ogre

company... What N'Thrukkn lacked in brains, he made up for in the 'hitting things very hard' department.

The famous Blackfist's Day Of Blood took place when Ragnarol Blackfist led his 'berserkers' into the lair of Gorgut the Orc Warboss. Blackfist was under the impression that the lair had been given a good going over by Sascars Liberators only a day or so ago. "Easy Pickings, lads, the Liberators never bother with anything worth less than a grand". Blackfist's source of information was about as reliable as his own sense of courage and honour, and of course Gorgut and his boyz were very much at home. It has to be said that they were not expecting a party of second rate adventurers to wander blithely in through the front door, so Blackfist had an element of surprise. And they also had Gug.

The fight was allegedly a glorious battle against all odds, where the 'berserkers stood back to back against the never ending tide of ferocious greenskins. Amazingly, Blackfist himself together with the self named "Damion Death" the one armed pit fighter, and "Sniffer Grugnogsson" the Dwarf Gold Hunter, although doubtless fighting heroically against overwhelming odds, suffered not a scratch, whilst Gng'n'tbrukkn escaped barely alive but cheerful and eager for more. Blackfist put this down to the Ogres "inexperience"

It was only months later that a ragged urchin, claiming to be an escaped prisoner from Gorgut's lair, turned up in Nuln. He revealed that he had overheard the following conversation as he crawled desperately to freedom, his captors distracted by some kind of raging beast that had appeared in their midst. Watching from a shadowy alcove, he had seen the action at the famous day of blood! His story was by and large discredited, and his garroted body was found floating in the river a few days later. This was seen as proof that he must have been a liar and a scoundrel, for he obviously mixed with pretty dodgy company when he wasn't spreading scandalous rumours.

Anyway, the words he reported went something like this....

"Shut it ' half-wit, this place does not have the look of somewhere recently despoiled by our friends, the Liberators, does it, so go quietly. Do you wish to bring the daemon hordes of this evil realm down upon our heads?!" this was snarled by a shifty looking character in wizard's robes, who was constantly looking about him in wary fashion. He was talking to a hulking Ogre, who was thumping his club up and down on the helmet of a rather disgruntled looking dwarf. The noisy clanking sound and the painful grunts of the Dwarf went ahead of the odd party of warriors like an illuminated calling card.

The Ogre's beetling brows creased into a frown, and he momentarily stopped growling and roaring. After several moments puzzled thought, the Huge beast took a deep breath and answered

"Err, dya mean like start a fight or sumink, Blackie?"

"Exactly!" The Wizard (the observer assumed him to be a wizard from his pointed hat and flowing robes) looked furtively about him, a scrawny finger to his thin lips. "Do you want to be surrounded, in the dark, by hundreds of cruel and merciless monsters, each out for our blood?"

"Err, ,.....Yup! " The Ogre beamed, sure that he had reached the same conclusion as the other warriors. He began to bang his club vigorously against the Dwarfs helmet again, making a louder clanging noise.

"RAAAAAAARGH! RAAAAAARGH!..... RAAAAAARGH!"

'Just shut it.'

"But ... but.... how is anywun gunna know we'z 'ere? RAAAAAARGH!,

"RAAAAAAARGH!..... RAAAAAARGH!"

"I'd just rather that - Oh give me strength - watch out, Orcs!"

The rest, as they say, is history...

OGRE BATTLE LEVEL TABLE

Le vel	Go ld	Title	Wea pon Skill	Balli stic Skill	Stren gth	Dam age Dice	Tough ness	Wou nds	Initia tive	Atta cks	Lu ck	Willp ower	Ski lls	Esca pe Pinn ing
1	0	Initiate:	3	5+	4	1/2(5+)	5	2D6+6	3	2	0	2	0	6+
2	200	Champion	3	4+	4	1/2(5+)	5	1D6	3	2	0	2	1	6+
3	400	Champion	4	4+	4	1/2(5+)	5	1D6	3	2	0	2	2	6+
4	800	Champion	4	4+	4	1/2(5+)	5	1D6	4	2	0	2	3	6+
5	1200	Hero	4	4+	5	2/3(5+)	5	1D6	4	3	0	3	3	5+
6	1800	Hero	5	4+	5	2/3(5+)	6	1D6	4	3	0	3	4	5+
7	2400	Hero	5	4+	5	2/3(5+)	6	1D6	5	3	0	3	4	5+
8	3200	Hero	5	4+	5	2/3(5+)	6	1D6	5	4	0	3	5	5+
9	4500	Lord	6	3+	5	3/4(5+)	6	1D6	5	5	0	4	6	5+
10	5000	lord	6	2+	5	3/4(5+)	6	1D6	6	5	0	4	6	5+