

Mercenary Ogres

Ogres Mercenary bands will hire themselves out to almost anyone willing to pay.

Special Rules

Gluttony – each Ogre counts as 2 party members for the purposes of selling Weirdstone. Any model captured due to Serious Injury or Exploration can be devoured to reduce this number by 1 per model devoured, to a minimum of 1 per Ogre. Any equipment the captive had is now owned by the party. An Ogre Hero will gain Experience equal to the number of captives they consume. You can consume your own party members if you wish!

Slow-witted – Ogres gain 1/2 Experience, rounding down.

Special Skills

Master of Arms

This Hero may wield a Difficult to Use weapon and use a hand weapon at the same time, but not two Difficult to Use weapons.

Crude Belch

This Hero can unleash this power in close combat, before any attacks. Each enemy in base contact must pass a Ld test or suffer a -1 to hit in combat for the turn.

Maneater

Captain or Youngblood only. This Hero may immediately choose one skill from the Shooting or Academic list.

Bull Charge

This Hero may make a single attack instead of their normal attacks in the turn that they charge. This attack has a +1 to hit, and will Knock Down the target even if it fails to wound.

Bellowing Roar

Model with Leader special rule only. You may re-roll failed Rout Tests if this Hero is not Out of Action.

Maximum Statistics

Profile	M	WS	BS	S	T	W	I	A	Ld
Ogre	6	6	5	5	5	5	6	5	9

Starting Gold	Model Count
500pg	3-12

Hired Hands and Legendary Figures

Hired Hands	Legendary Figures
<ul style="list-style-type: none">• Gladiator• Halfling Ranger• Highwayman• Iron Orc Overseer• Ninja Scrapling• Ogre Mercenary• Scout• Warlock• Witch	<ul style="list-style-type: none">• Demicus, the Great Wizard• Yahn the Sneak

Heroes

Hero	Number Allowed	Start XP	Cost to Hire
Captain	1	20	145pg
Hunter	1	8	145pg
Youngblood	1-3	0	45pg

Henchmen

Henchmen	Number Allowed	Cost to Hire
Bull	1-2	140pg
Half-grown	-	85pg
Sabretooth	1-2	125pg

Special Equipment

Ogre Club

Range	Strength
Close combat	As user

Special Rules

If wounded by a hammer, staff, mace, or club, a warrior is Stunned on a 2-4, rather than a 3-4.

Armour Piercing (1)

Spiked Gauntlet

Range	Strength
Close Combat	As User

Special Rules

+1A

Parry

Hand-held Mortar

Range	Strength
24"	4

Special Rules

Armour Piercing (1)

Prepared Shot

Move or Fire

Experimental

Scatter – If the user rolls a miss to hit, the shot will land 2D6" away in a random direction.

Explosive Radius

Harpoon Crossbow

Range	Strength
30"	5

Special Rules

Move or Fire

Prepared Shot

Scrapling (Lookout)

An Ogre Hero can own up to 2 Scraplings.

The owner of this Scrapling has the Dodge skill.

If the owner is taken Out of Action, the Scrapling dies on a D6 roll of 1-2.

Scrapling (Lucky)

An Ogre Hero can own up to 2 Scraplings.

The owner of this Scrapling can re-roll one dice per skirmish.

If the owner is taken Out of Action, the Scrapling dies on a D6 roll of 1-2.

Scrapling (Sword)

An Ogre Hero can own up to 2 Scraplings.

The owner of this Scrapling gains an extra S2 attack in close combat.

If the owner is taken Out of Action, the Scrapling dies on a D6 roll of 1-2.

Equipment

Ogre	Cost to Equip
Axe	5pg
Ogre Club / Sword / Spear / Helmet	10pg
Morning Star / Double-handed Weapon / Spiked Gauntlet	15pg
Light Armour / Scrapling (Lookout)	20pg
Heavy Armour / Scrapling (Luck)	25pg
Scrapling (Sword)	30pg
Heavy Armour	50pg
Hand-held Mortar	70pg
Masterwork Longsword (Captain only)	75pg

Hunter	Cost to Equip
Axe	5pg
Ogre Club / Sword / Spear / Helmet	10pg
Double-handed Weapon	15pg
Light Armour	20pg
Harpoon Crossbow	50pg

Warrior Profiles

Captain

A Captain is a veteran mercenary who maintains order in the party through threats, bribes, and violence.

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

Equipment – any from Ogre list.

Skills – Combat, Strength, Special

Special Rules

Fear

Large Target

Leader

Hunter

Hunters are dedicated trackers.

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

Equipment – any from Hunter list.

Skills – Combat, Strength, Special

Special Rules

Fear

Large Target

If not taken Out of Action, you may roll 2 Exploration dice for the Hunter in the Exploration Phase and pick one.

Immune to All Alone

May never have the Leader special rule.

Youngblood

Youngbloods are often children of the Captain who have proven themselves tough enough to not be eaten.

M	WS	BS	S	T	W	I	A	Ld
6	2	2	3	4	2	2	1	6

Equipment – any from Ogre list.

Skills – Combat, Strength, Special

Special Rules

Fear

Large Target

Bull

Bulls follow the Captain because the food and pay is good.

M	WS	BS	S	T	W	I	A	Ld
6	3	2	4	4	3	2	3	7

Equipment – any from Ogre list.

Special Rules

Fear

Large Target

Bull Charge – see Special skills above.

Half-Grown

These runts would normally be slain and eaten back home, but have found refuge in the mercenary band.

M	WS	BS	S	T	W	I	A	Ld
6	3	2	4	4	2	2	2	7

Equipment – any from Ogre list.

Sabretooth

Sabretooths kept as pets by Hunters.

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

Equipment – none.

Special Rules

Fear

Animal

Trained – a Sabretooth may use the Ld of any friendly Hunter within 6". Sabretooths can only be fielded if a Hunter is also.

Feral – each Sabretooth must make a Ld test at the start of the Recovery Phase. If failed, the enemy player controls the Sabretooth for this turn, and can charge your party members with it!

Sabretooths taken Out of Action do not count for the purposes of a Rout Test.