

AGAINST THE OGRES PART IV: SACRIFICE TO THE GREAT MAW

Da shorties jus' keep comin'. We beats 'em in da tunnels, and we beats 'em in da snow. Deh shoulda stoped messin' wit us after dat, but dey kep comin. We thik dey got der beatins in da scout camp when we wooped em gud, but dey don't stop. Now dey coming for a big brawl. We finish 'em dis time fer gud, and we take der home and eat der yung. Hope de kids taste betta den da one weez eats alredy!

- Ogre Tyrant Sloovin Ribcruncher



Overview

This scenario is the big one: the final, decisive battle between the avenging Dwarf army and the invading Ogre Kingdoms army. The Dwarfs have finally made it to the main Ogre camp and are looking to put an end to these troublemakers from the East. Both armies will be fielding 1,750 points-worth of troops, but this number can be increased or decreased based upon the previous scenarios.

Armies

Both armies are chosen from the appropriate Warhammer army lists to the value of 1,750 points.

In addition, any troops that survived **Against the Ogres Scenario II** ([Hunter and the Hunted](#)) can be added to the army at no additional cost. If the Dwarf Thane and/or the Ogre Hunter survived, these characters do not take up a Hero slot.

If the Dwarf player won the previous scenario, the Dwarfs get 100 extra points-worth of troops.

If the Ogre Kingdoms player won the previous scenario, the Dwarfs get 100 fewer points-worth of troops.

Battlefield

This scenario takes place in an large Ogre Kingdoms camp. Set up a 4'x8' table. Take turns adding four to six small pieces of Ogre specific terrain. Take turns adding [Ogre Huts](#), campfires, and [totems](#) to the table. Also, you will need to place a [Sacrificial Pit](#) and a [Gorger Pit](#) 2' apart and halfway between the Ogre Kingdoms board edge and the Dwarf board edge.



Deployment

1. Each players roll a D6. The higher-scoring player may choose whether to start deploying first or second.
2. Taking it in turns, each player deploys one unit at a time in their respective Deployment Zone 12" from their own table edge. If the Dwarfs won the previous scenario, the Ogre Kingdoms Deployment Zone is a mere 6" from their own table edge.
3. Champions are deployed with their units. All other characters are deployed after all other units, all at

the same time.

4. Units with special deployment rules such as **Scouts**, **Underground Advance**, and the like may be deployed (or, where applicable, held in reserve) per their usual rules. If the Ogres won the previous scenario, the Dwarfs may not deploy units using their special deployment rules. (the exception to this is the **Underground** special rule)

Who Goes First?

Both players roll a D6. The player who scores highest may choose whether to go first or second (reroll ties).

Length of Game

The game lasts 6 turns.

Special Rules

Underground. While the battle on the surface rages on, an engagement beneath the ground is taking place. Deploy all Dwarf Miners and all Ogre Kingdoms Gorgers off to the side (or on a separate table) to represent the tunnels under the battlefield. During each Movement Phase, roll a D6 to determine if the conflict has begun. If a 4+ is rolled (the Gorgor player gets +1 to this roll), the moving player's unit has found the enemy unit and charged it in the front. Place the units in base-to-base and fight as normal during the Close Combat Phase. If a unit flees, is broken in combat, or is destroyed, then the other unit automatically wins the encounter and gets victory points for the full value of the unit.

On any of his turns after the combat has been won (or the opponent did not show up with units to fight), the victorious player may deploy his **Underground** unit(s) on the main table within 6" of the Gorgor Pit terrain piece. The surfacing troops can be faced in any direction and are now treated as any other unit in the combat.

Sacrifice to the Great Maw. There are six captured Dwarf Rangers (0 VPs) located in the Sacrificial Pit. Any Butcher in base-to-base contact with the Sacrificial Pit can sacrifice one Dwarf per Magic Phase to augment his Gut Magic spells (just like extra Tooth-Gnoblers).

If a Dwarf unit comes into base-to-base contact with the Sacrificial Pit, the Dwarf Rangers are automatically freed and will fight as **Skirmishers** (with light armor and hand weapons only). If the Dwarf unit that frees the captives are Rangers themselves, then the freed Dwarfs can join that unit. Regardless, each Ranger set free will give the Dwarf Player 20 VPs. Killing a skirmishing Dwarf Ranger is worth 10 VPs for the Ogre player.

Victory Conditions

Per the rules on p.198 of the Warhammer rulebook.

If the difference between VP totals is less than 100 points, then the result is a draw. Otherwise, the side that earns the most Victory Points wins the scenario and the **Against the Ogres** campaign.

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