Using Ogres in Warhammer Warbands Games

- Ogre warbands must include at least one unit of Bulls.
- Per the normal warbands rules, Ogres have a minimum size of 1, and Gnoblars have a minimum unit size of 3.
- Ogre warbands of 199 points or less must be led by a Unit Champion (though not a Groinbiter or Snarefinger) per the normal warbands rules. Warbands at this size cannot be led by an Ogre Hero, as all Ogre Heroes' point costs exceed the 75-point warband maximum.
- Ogre warbands of 200+ points may be led by a Bruiser or a Unit Champion (though not a Groinbiter or Snarefinger) per the normal warbands rules.
- In addition, Ogre warbands of 200+ points may be led by a Maneater, who may join only units of other Maneaters but otherwise acts like a normal warband Commander/General.
- If a Maneater or Unit Champion acts as the Commander/General, warbands of 200+ points may include a single Butcher or Hunter. This character may not act as the warband Commander, and his total cost (including all equipment, upgrades, abilities, and the like) may not exceed 150 points.
- Ogre warbands of 200+ points may include a single unit of one Leadbelcher OR a Gnoblar Scraplauncher OR a Hunter with Harpoon Launcher. Any one of these choices counts as the one war machine choice the warband is allowed.
- In warband campaigns (see *WD298*), Ogre Maneaters acting as Commanders, Bruisers, Butchers, and Hunters may adopt the following Archetypes: Barbarian, Intimidator, Magician, Psychopath/Zealot, and Veteran. Note that this rule, which allows a Maneater acting as a Commander to adopt Archetypes, is an exception to the normal practice, whereby only character models can adopt Archetypes. Also, in warband campaigns, Maneaters acting as Commanders recover from injury as characters.