

# OGRE KINGDOMS

TO THE STRONGHOLD!  
v5.3

## Army Trait

### Big Names and Gut Magic...

#### Tyrants

All Generals are Monstrous Generals

#### Gut Magic

Ogre Butchers are the equivalent of Wizards. Butchers can attempt to cast 2 spells per turn. They cannot dispel.

Gut Magic follows the same process for casting a spell with the following exceptions

- Casting Gut Magic requires a simple activation
- Do not add the Wizards level to the casting draw card.
- Gut Magic cannot be dispelled
- Gut Magic does not miscast. If a 1 is drawn for the casting attempt the Butcher takes a hit

## Army Characteristics

### Bull Charge

When troops with this characteristic charge *directly* forward they can move 1 box, then charge - as if cavalry. In addition they draw an extra card when charging. This does not apply when being charged and when striking back.

Troops with this characteristics add 2 VP to the army

### Bangstick

Troops with this characteristic can shoot as if they were *Handgunners*

### Mountains of Mourn

Troops with this characteristic do not deploy normally. They remain off-table joining the battle when, or if, the mood takes them. Starting from turn 2 they can activate in an attempt to arrive. You must draw a 5+ for them to deploy in a box on the Ogre Kingdom base edge. If you draw a 10 PIP card then they may deploy on a size egde box. This activation does not count as a charge

These feral beasts do not contribute any VPs

## Spells

### TROLLGUTS!

Cast 4+

*Downing the toxic and utterly repulsive innards of a Troll isn't easy...*

When cast successfully place a *Trollguts!* token in a target box within 3 boxes of the casting Butcher

*Trollguts! token:* Target gains Regeneration characteristic. This remains in place until the unit fails an armour save, in which case the *Trollguts! token* is removed instead of placing a disruption marker.

### SPINEMARROW!

Cast 4+

*The Butcher holds up a gory spinal column and sucks out all the blood and marrow to empower his companions*

When cast successfully place a *Spinemarrow!* token in the casting Butcher's box

*Spinemarrow! token:* Troops with *Bull Charge* in, and adjacent to, a box containing a *Spinemarrow! token* count as having the *Fanatic* characteristic

### BONECRUSHER!

Cast 4+

*Shoveling a handful of ribs, skulls, and femurs into his mouth, the Butcher crunches them up even while he curses his foes, who immediately find their own bones breaking with loud snapping sounds*

Using line of sight, as if shooting, target a unit within 2 boxes of the casting Butcher. Successfully casting the spell does one automatic hit.

### FEAST OF THE FALLEN!

Cast 4+

*The Butcher smears his cleaver with a mixture of his own blood and that of a foeman, ensuring that one will feed the other while the magic lasts*

This spell can only be cast when a unit (friend or foe) in the same, or adjacent, box has a disruption marker on it.

When cast successfully place a *Feast of the Fallen! token* in the Butcher's box.

*Feast of the Fallen! token:* Troops with *Bull Charge* in and adjacent to the *Feast of the Fallen! token* have the *Hatred (All)* characteristic

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Big Names and Gut Magic

Points

40

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points
General	1	4	Monstrous general	Major Hero	1		2	50
Butcher	0	2	Monstrous general	Major Hero	2		2	125
Detached General or Mounted General or Senior General								
Brilliant	0	1					+1	+40
Minor Heroes	0	4						+10
Camp	1	1	Per Command				+1	+10

Monstrous Generals (Generals cost above must also be added)	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
General	Monstrous Creature (I)	Veteran		Bull Charge	2	2	4	+	3	120
Butcher	Monstrous Creature (I)	Veteran		Bull Charge	2	2	4	+	3	120
General on Stone Horn	Monstrous Creature (II)	Veteran		Terror	2	3	4	+	1	160

## Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Bulls	●	3	6	Monstrous Creature (I)			Bull Charge	2	2	5	+	3	110
Iron Guts	●	0	2	Monstrous Creature (I)	Veteran	2HCCW	Bull Charge	2	2	4	+	3	130
Leadbelchers		0	2	Monstrous Creature (I)			Bull Charge	2	2	5	+	3	130
Mournfang Cavalry		0	2	Later Knights - Lance, Deep	Veteran	2HCCW		3	3	5	+	3	250
Sabertusk Pack		0	2	Cavalry, javelin	Veteran		Fleet	2	2	6	+	2	115
Yhetees		0	2	Monstrous Creature (I)			Mountains of Mourn	2	2	5	+	0	95
Gnoblar	●	0	6	Warriors	Raw		Slave Troops	2	2	8	+	2	30
Maneaters		0	1	Monstrous Creature (I)	Veteran	2HCCW	Bull Charge	2	2	4	+	3	145
Slavegiant		0	1	Monstrous Creature (II)			Giant	2	3	5	+	1	115
Gorgers		0	2	Monstrous Creature (I)		2HCCW	Mountains of Mourn	2	2	6	+	0	80
Scrap Launcher		0	1	Artillery (Catapult)			Slave Troops	1	1	7	+	1	50