

UNOFFICIAL

ARCANE JOURNAL

OGRE KINGDOMS

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UNOFFICIAL ARCANE JOURNAL

OGRE KINGDOMS

They first arrived from the east, stomping as they came. They spread across the world, heedless of borders, barging through even hostile territory as if they already owned it. Although they have established kingdoms in the Mountains of Mourn, they wander where they please, extorting what they want and taking by force all that isn't freely given. They war constantly, not out of malice, but for profit and sustenance - for such are the rights of the powerful and strong.

This document is an **unofficial** supplement for Warhammer: The Old World and the Ogre Kingdoms Legacy Army List. It contains the following information:

Allies: Updated rules for Allied Contingents for the Ogre Kingdoms composition lists to bring them in line with other factions.

Army of Infamy Composition Lists and Special Rules: The army composition lists for the Wandering Migration and Guts for Hire, which may be used instead of the Ogre Kingdoms Grand Army composition list. These sections also cover rules unique to these factions.

Profiles: The Army of Infamy army lists include a number of new units. Here, you will find the models' characteristics, their equipment, their points value, details of any special rules unique to them and more.

Maneater Cultures: Additional rules for individual Maneater models in a unit.

Gnoblar Pets: Additional rules for Gnoblar attendants taken by characters and champions.

Magic Items: This army list includes a number of additional magic items available to the Ogre Kingdoms.

The Renegade Legacy Pack

These rules are designed to be used either with or without Square Based's Renegade Legacy Pack.

<https://www.squarebased.com>

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OGRE KINGDOMS ALLIES

Ogres are straightforward, being wholly untroubled by such things as morality or worries over questions of good or evil. If Ogres can get what they want (food and wealth) without fighting, they will do so, but if it's more advantageous to annihilate and eat their opposition, then so be it. Ogres go about their business with little or no malice and, although far from bright, they have an uncanny business-like sense to recognise if their victims are worth more alive than dead. It is a plum situation to have nearby villagers pay a tithe of livestock every cycle of the moon in order to prevent an Ogre attack. Over time, such arrangements pay more than if the Ogres had descended en masse and eaten the whole lot.

Replace the Allies section in the Ogre Kingdoms Grand Army Composition List with the following:

Allies

Up to 25% of your army's points value may be spent on a single allied contingent drawn from:

- Any Ogre Kingdoms Army of Infamy composition list
- One of the following Grand Army composition lists:
 - Orc & Goblin Tribes
 - Grand Cathay (Suspicious)
- Renegade Crowns Army of Infamy

Dogs Of War

Ogre Kingdoms Maneaters may be taken as a Mercenaries in any army made using any Grand Army composition list that includes a Mercenaries category.

Note that mercenary units are subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.

Ogre Kingdoms may also be taken as an Allied Contingent for the following Composition Lists. See the Old World Diplomacy document at oldworld.alwaysstrikesfirst.com for more modifications to Allied Contingents..

Dwarfen Mountain Holds Grand Army Composition List

Add the following to the list of Grand Army composition lists available as Allies:

- Ogre Kingdoms (Suspicious)

The Empire of Man Grand Army Composition List

Add the following to the list of Grand Army composition lists available as Allies:

- Ogre Kingdoms (Uneasy)

Orc and Goblin Tribes Grand Army Composition List

Add the following to the list of Grand Army composition lists available as Allies:

- Ogre Kingdoms

Chaos Dwarfs Grand Army Composition List

Add the following to the list of Grand Army composition lists available as Allies:

- Ogre Kingdoms (Suspicious)

OGRE KINGDOMS

WANDERING MIGRATION

Ogres are restless creatures, and their tribes are nomadic - ready to move camp at the drop of a well-gnawed bone. Ogres rarely spend too long in a single location, a combination of their wanderlust, nomadic heritage and the general perception that remaining sedentary attracts the ire of their frightful deity. Ogres often wander far from their homelands, and when their armies are on the move, they leave behind them a trail of wreckage and little else.

This Army of Infamy composition list is unofficial. It is designed to be used with the Ogre Kingdoms Legacy army list, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the Warhammer: the Old World rulebook.

If you wish to field a Wandering Migration army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in the Ogre Kingdoms Legacy document. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Wandering Migration army:

Army Of Infamy Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Tyrant or Slaughtermaster per 1,000 points
- Butchers, Bruisers, Hunters and Gnoblar Honchos
- 0-1 Firebelly per 1,000 points

Core

At least 25% of your army's points value must be spent on:

- Ogre Bulls, Ironguts, Gnoblar Fighters and Gnoblar Trappers
- 0-1 unit of Rhinox Riders may be taken as a Core choice

Special

Up to 50% of your army's points value may be spent on:

- Leadbelchers, Sabretusk Packs, Rhinox Riders and Pigback Riders
- 0-2 units of Mournfang Cavalry per 1,000 points
- 0-1 Thundertusk Rider or Stonehorn Rider per 1,000 points may be taken as a Special choice
- 0-2 Gnoblar Scraplaunchers per 1,000 points

Rare

Up to 25% of your army's points value may be spent on:

- Maneaters, Thundertusk Riders, Stonehorn Riders and Giants
- 0-1 Ironblaster per 1,000 points

Mercenaries

Up to 25% of your army's points value may be spent on mercenaries, including:

- Badlands Ogre Bulls (*see Arcane Journal: Orc and Goblin Tribes*)

Note that mercenary units drawn from another army list gain the Mercenaries special rule and become subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.

Battle Standard Bearer

A single Bruiser in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

Magic Items

Any models within this army that have the option to purchase magic items may purchase magic items from the Common or Ogre Kingdoms magic items lists.

WANDERING MIGRATION SPECIAL RULES

On these pages you will find a full description for each of the army special rules that apply to an army built using the Wandering Migration composition list. These are in addition to the Ogre Kingdoms special rules found on page 25 of the Ogre Kingdoms Legacy document. In case of contradiction, the special rules below take precedence over the Ogre Kingdoms special rules.

Gnoblar Sprawl

Along the roadway, Gnoblar shanty towns crop up; settlements made of sticks, broken axles and piled rubble. Here, the sneaky creatures sell scraps, skins and pilfered items to the sporadic pilgrims that slog by, naturally taking every opportunity to scavenge and steal anything they can get their grasping fingers upon.

If an enemy unit is engaged in close combat with a unit of Gnoblar Fighters from a Wandering Migration army, and the Gnoblar Fighter unit has a higher Unit Strength than the enemy unit, the enemy is overwhelmed with Gnoblars attempting to steal their equipment. The enemy unit suffers a -1 modifier to their Weapon Skill characteristic, and attacks made in close combat against the enemy unit gain the Armour Bane (1) special rule.

Great Maw Pilgrimage

All Ogres are drawn to return to their ancient homelands, to see the wastelands of legend and to stand before the great precipice of their living god.

Slaughtermasters and Butchers in a Wandering Migration army with a Butcher's Cauldron always know both spells from the Lore of the Great Maw; they do not need to discard any of their randomly selected spells. However, they can only cast a number of spells equal to their Level of Wizardry per turn.

On The Move

A full migration of Ogres can be devastating, stripping all life from the lands they come across and devouring entire populations in a matter of days. It may take decades before the desolation left in their wake begins to recover, but full-scale Ogre migrations are mercifully rare.

Units of Mournfang Cavalry in a Wandering Migration army may be given the First Charge special rule for +3 points per model. In addition, any Tyrant, Bruiser or Hunter in a Wandering Migration army may be mounted on a Mournfang for +35 points or a Rhinox for +30 points (see page 12).

The Ivory Road

All tribes covet the valleys through which the Ivory Road runs, as steep fees can be demanded from any who dare travel along it.

If a Wandering Migration army either controls or destroys the opposing army's baggage train (following the rules for secondary objectives in the Matched Play Guide), then the player controlling the Wandering Migration army earns an additional +50 VP. This will usually mean the Wandering Migration player earns 150 VP for controlling the baggage train or 300 VP for destroying it.

OGRE KINGDOMS

GUTS FOR HIRE

Some Ogres have branched out of the Mountains of Mourn, often hiring out as mercenaries and following the lucrative call of battle. Ogres can be found throughout the Old World, in the lawless lands of the Border Princes, the greenskin-infested Badlands, Araby and even Naggaroth. Those who leave intend to return one day, although whether they survive to do so is another matter. Ogres remaining in the Mountains of Mourn always welcome back such travellers, eager to hear tales of foreign battles and erotic things to devour.

This Army of Infamy composition list is unofficial. It is designed to be used with the Ogre Kingdoms Legacy army list, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the Warhammer: the Old World rulebook.

If you wish to field a Guts for Hire army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in the Ogre Kingdoms Legacy document. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Guts for Hire army:

Army Of Infamy Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Tyrant per 1,000 points
- 1+ Ogre Paymasters
- Bruisers, Butchers and Hunters

Core

At least 25% of your army's points value must be spent on:

- Ironguts
- Badlands Ogre Bulls (*see Arcane Journal: Orc and Goblin Tribes*)
- 0-1 unit of Maneaters per 1,000 points may be taken as a Core choice

Special

Up to 50% of your army's points value may be spent on:

- 1+ units of Maneaters
- Ogre Bulls and Leadbelchers
- Imperial Ogres (*see Arcane Journal: Empire of Man*)
- 0-1 unit of Chaos Ogres (*see Warriors of Chaos Army List*)
- 0-1 unit of Mournfang Cavalry or Rhinox Riders per 1,000 points
- 0-1 Ironblaster per 1,000 points

Rare

Up to 25% of your army's points value may be spent on:

- Gnoblar Fighters, Gnoblar Trappers and Giants
- 0-1 Thundertusk Riders or Stonehorn Riders per 1,000 points
- 0-1 Bonegrinder Giant (*see Arcane Journal: Orc and Goblin Tribes*)

Mercenaries

Up to 33% of your army's points value may be spent on mercenaries, including:

- 0-3 Ogre Pit Fighters

Note that mercenary units drawn from another army list gain the Mercenaries special rule and become subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.

Battle Standard Bearer

A single Bruiser or Paymaster in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

Magic Items

Any models within this army that have the option to purchase magic items may purchase magic items from the Common or Ogre Kingdoms magic items lists.

GUTS FOR HIRE SPECIAL RULES

On these pages you will find a full description for each of the army special rules that apply to an army built using the Guts for Hire composition list. These are in addition to the Ogre Kingdoms special rules found on page 25 of the Ogre Kingdoms Legacy document. In case of contradiction, the special rules below take precedence over the Ogre Kingdoms special rules.

Appetite For Destruction

Maneaters have fought throughout the Old World and beyond and many races attempt to recruit such fighters into their armies, promising food, gold or whatever else the Ogres want in return for their services.

A Guts For Hire army may be taken as an allied contingent for any Grand Army composition list that includes an Allies category. However, if the Allied General is removed as a casualty, the alliance becomes Suspicious for the remainder of the battle.

Been There, Done That

Maneaters inherit the cultures of the lands they visit rather than spread their own. These mercenaries learn the fighting skills and adopt the style of dress appropriate to the lands in which they fight.

Any Tyrant or Bruiser in a Guts for Hire army with the 'infantry' type may have 0-2 of the following special rules for +5 points each:

- Immune to Psychology
- Poisoned Attacks
- Stubborn
- Vanguard

In addition, any Tyrant or Bruiser upgraded in this way may additionally choose a single Maneater Culture (see page 14). They must pay twice the normal cost of the Maneater Culture and may choose a Maneater Culture normally only available to Maneater Captains.

Manbiters

Being the biggest and baddest of their kind, Manbiters aspire to become better than other Gnoblar and this has led many Manbiters to embark upon wild, irrational expeditions across the continent. Sometimes a large mob of Manbiters will band together and travel together as mercenaries and sell-swords on short-lived quests to gain fame and steal good war stories.

Any unit of Gnoblar Fighters in a Guts for Hire army may be given flails and light armour for +2 points per model. Any unit upgraded in this way additionally increases their Leadership characteristic by +1.

Mercenary Company

Many Ogres become mercenaries, mainly because an Ogre's idea of an ideal life is one of constant fighting relieved by frequent periods of eating (or vice-versa). However, these are not necessarily mutually exclusive activities for Ogres.

Friendly units with the Mercenaries special rule in a Guts for Hire army may benefit from the General's Inspiring Presence rule and may be joined by the General.

World-weary Veterans

Ogre veterans of many campaigns have travelled the length and breadth of the world. Mercenaries beyond peer, they have spent decades accruing scars, tall tales, wealth and exotic wares before travelling back to the tribe from which they came.

The champion of any unit of Ironguts or Leadbelchers that have been upgraded with the Veterans special rule may choose a single Maneater Culture (see page 14). They may choose a Maneater Culture normally only available to Maneater Captains.

Funder Brawlerguts

Funder Brawlerguts is a Bruiser. He may be included in any Ogre Kingdoms army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Funder	6	5	3	5	5	4	5	4	8	215

Troop Type: Monstrous infantry (named character)

Base Size: 40 x 40 mm

Unit Size: 1

Equipment: Hand weapon, great weapon, Bullgut and Grondi's Ogre Leg Mk II

Special Rules: Armour Bane (1), Bull Charge, Fear, First Charge, Impact Hits (3), Ogre Charge, Shock Impact, Stubborn

Shock Impact

Any unit which is lead by Funder will gain the ability to charge into combat like never before. This is due partly to the combination of runes on his peg leg which seem to increase the momentum of any charge and the intensive drill sessions which Funder puts his crew through.

When resolving Impact Hits, Funder Brawlerguts and any unit he has joined may re-roll any rolls To Wound of a natural '1'.

Bullgut

The Bullgut is a heavy-duty gut-plate with two sharp curving horns that jut out from it, wrenched from the skull of a mighty cave-beast. The ground itself shakes when Funder makes a bull charge.

The Bullgut is a suit of heavy armour. In addition, if the wearer's Impact Hits cause an unsaved Wound, the wearer gains a 5+ Ward save for the remainder of the turn.

Grondi's Ogre Leg Mark II

This peg leg was made by Master Runesmith Grondi, during the days of his apprenticeship. Trying to please his master, Grondi struck Runes of power and might onto the work, giving it untold abilities during close combat.

The bearer of Grondi's Ogre Leg Mark II gains the Stomp Attacks (D3) special rule.

Dogs Of War

Funder Brawlerguts may be taken as a Mercenaries in any army made using any Grand Army composition list that includes a Mercenaries category, except for the following:

- Kingdom of Bretonnia
- Lizardmen.

Note that mercenary units are subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.

Character

Funder Brawlerguts

Funder Brawlerguts is renown throughout the Old World. Wherever there is war you are sure to find Funder and his Ogre Mercenaries for hire. This is not to say that they are trouble makers. Just like any 'intelligent' Ogre, Funder firmly believes in not getting involved in politics.

Needless to say when it comes to gold though Funder is completely mercenary, his services are always much sought after by army generals. So much so that several nasty incidents have broken out over just who Funder is working for, especially in Ork vs Empire battle where both sides can end up bidding for his services.

But as Funder says "dey'll no oo's payin' when we 'its 'em".

Braugh Slavelord

Braugh Slavelord is a Butcher. He may be included in any Ogre Kingdoms army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Braugh Slavelord	6	4	3	4	5	4	2	3	8	185

Troop Type: Monstrous infantry (named character)
Base Size: 40 x 40 mm
Unit Size: 1
Equipment: Hand weapon, Chains of Torment and Skin of the Necromancer

Magic: Braugh Slavelord is a Level 2 Wizard. He knows spells from one of the following Lore of Magic:

- Battle Magic
- Necromancy

Special Rules: Armour Bane (1), Impact Hits (2), Lore of the Great Maw, Ogre Charge, Slavelord, Terror

Slavelord

Ogre slavers are a common enough sight in the far corners of the world, but only one amongst them can claim to enslave his prey in death as well as life.

If a unit contains Braugh Slavelord, it doubles its Unit Strength when determining the effects of the Fear special rule.

Skin Of The Necromancer

Braugh wears the skin of the Necromancer who captured him as a grisly yet useful trophy.

The Skin of the Necromancer grants the Regeneration (5+) and Flammable special rules.

	R	S	AP	Special Rules
Chains of Torment	Combat	S+1	-	Extra Attacks (+1), Fight in Extra Rank, Magical Attacks, Requires Two Hands, Strike First

Character

Braugh Slavelord

Known to the Chaos Dwarfs as Ghrask Dragh, literally 'corpse-slaver', Braugh Slavelord is a legend even amongst his own merciless peers.

Back when he was a Maneater travelling the forests of the Old World, Braugh was imprisoned by a powerful necromancer. But Braugh was strong even for an Ogre, and eventually broke free of the Necromancer's dungeons. He found his captor asleep in a coffin, and beat him to death with a chair, skinning the remains as a trophy. Braugh then ate half of the Necromancer's prisoners and dragged the rest away as slaves, tying them to his gut-plate with the enchanted chains he had ripped from the dungeon wall.

Were it not for the trophy Braugh took, his legend would end there. But the Necromancer's magic was strong - even when one of Braugh's slaves died of exhaustion, it remained bound to his servitude. So it is that Braugh Slavelord deals not only in flesh but in spirits, trading the services of the quick and the dead to whoever pays the right price, an army of unquiet ghosts and walking corpses shambling meekly in his wake.

Ogre Paymaster

	M	WS	BS	S	T	W	I	A	Ld	Points
Ogre Paymaster	6	4	4	5	5	4	3	4	9	125

Troop Type: Monstrous infantry (character)
Base Size: 40 x 40 mm
Unit Size: 1
Equipment: Hand weapon and light armour

Options:

- May take one of the following:
 - Additional hand weapon+4 points
 - Ironfist +6 points
 - Great weapon+5 points
- May take one of the following:
 - Ogre pistol+6 points
 - Brace of Ogre pistols+12 points
- May replace light armour with heavy armour+3 points
- May take a single Big Name.....See Ogre Kingdoms Legacy document
- May purchase magic items up to a total of 75 points

Special Rules: Armour Bane (1), Fear, Impact Hits (1), Mercantile Mercenary, Ogre Charge, Pay Chest

Mercantile Mercenary

After the Mercenary General, the Paymaster is probably the most important individual in the army - he carries the cash! His role is to inspire the mercenaries to fight harder by reminding them what they are fighting for - namely money.

Units with the Mercenaries special rule in the same army as an Ogre Paymaster are not subject to the 'Misbehaving Mercenaries' rules.

Pay Chest

Mercenary Generals know the key to success is often the possession of a pay chest full of gold with which to hold together a mercenary army under your command.

Unless the Ogre Paymaster is fleeing, friendly units with the Mercenaries special rule within the Ogre Paymaster's Command range may re-roll any failed Panic or Rally test.

Character

Ogre Paymaster

Next to an Ogre army's cauldron, its paychest is probably amongst the most sacred of its possessions. It is usually entrusted to an Ogre most voluble, though not exactly valuable in terms of fighting skill. Being what they are, in the thick of combat Ogres may at times forget that gold awaits the ones who have distinguished themselves – which is why the Paymaster occupies a prominent place in their ranks and persists in extolling the virtues of the pay chest with a single-mindedness that verges on mindlessness, both in and out of battle.

Ogre Pit Fighter

	M	WS	BS	S	T	W	I	A	Ld	Points
Ogre Pit Fighter	6	6	3	5	5	4	4	4	8	140

Troop Type: Monstrous infantry (character)
Base Size: 40 x 40 mm
Unit Size: 1
Equipment: Hand weapon and light armour

Options:

- May take up to two of the following:
 - Additional hand weapon+4 points
 - Flail+5 points
 - Great weapon+5 points
 - Halberd+4 points
 - Ironfist +6 points
 - Morning star +4 points
 - Whip +3 points
- May replace light armour with:
 - Heavy armour+3 points
 - Full plate armour+6 points
- May have 0-2 of the following special rules:
 - Counter Charge+5 points
 - Evasive+5 points
 - Furious Charge+5 points
 - Killing Blow+10 points
 - Monster Slayer +20 points
 - Swiftstride +5 points

Special Rules: Armour Bane (1), Fear, Immune to Psychology, Impact Hits (2), Loner, Mercenaries, Ogre Charge

Character

Ogre Pit Fighter

Few Ogre customs have made their way out of the Mountains of Mourn save one: pit fighting. When pre-Imperial Humans first made contact with Ogres, they already had violent sports but they involved such things as animal-fighting or bear-baiting. The Ogres had long since developed pit fighting as a way to definitively decide who was the stronger between two challengers for tribal leadership, while simultaneously worshipping their pit-dwelling deity, the Great Maw.

Ogres certainly think nothing of sparring, and regularly brawl among themselves, but for many long centuries, a 'proper' pit fight involved two Ogres entering the pit and only one emerging having defeated — and eaten — their adversary.

Dogs Of War

0-1 Ogre Pit Fighter may be taken as a Mercenaries choice per 1,000 points in any of the following Grand Army composition lists:

- The Empire of Man
- Ogre Kingdoms.

Note that mercenary units are subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.

Gnoblar Honcho

	M	WS	BS	S	T	W	I	A	Ld	Points
Gnoblar Honcho	4	3	4	3	3	2	4	3	6	25

Troop Type: Regular infantry (character)
Base Size: 25 x 25 mm
Unit Size: 1
Equipment: Sharp stuff (counts as hand weapon and throwing weapons)

Options:

- May take one of the following:
 - Additional hand weapon+3 points
 - Flail+4 points
 - Cavalry spear (if appropriately mounted)+2 points
- May take a shield+3 points
- May be mounted on a Honcho Rhinox (see page 12)+55 points
- May purchase magic items up to a total of 25 points

Special Rules: Gnoblar Breeds, Head Honcho, Impetuous, Largely Insignificant, The Bad & The Ugly, Warband

Gnoblar Breeds

Like other Goblinoids, resilient creatures that evolve to cope with their surroundings, Gnoblar too have a number of different species. When a Gnoblar army bands together, many of these sub-sects may gather to bolster the ranks of their brethren and set out into the world in search of new victims, or just to seek safety in numbers.

If an army includes one or more Gnoblar Honchos, 0-1 unit of Gnoblar Fighters per 1,000 points may take one of the following options:

- **Flingers:** the unit of Gnoblar Fighters gains slings for +10 points per unit.
- **Scrappers:** the unit of Gnoblar Fighters gains shields for +10 points per unit.
- **Boglers:** the unit of Gnoblar Fighters gains the Move through Cover and Regeneration (6+) special rules for +15 points per unit.

Head Honcho

Gnoblar are treated exceptionally badly by their Ogre masters, and Gnoblar tribes have been occasionally known to band together in a rebellious manner and flee the tribes of their oppressors.

A Gnoblar Honcho may only be the General if the army does not include any Ogre characters. If this is the case, the only units allowed in the army are Gnoblar Honchos, Gnoblar Fighters, Gnoblar Trappers, Pigback Riders and Gnoblar Scraplaunchers, provided the composition lists being used would normally allow them. Furthermore, another Gnoblar Honcho in the same army may be the Battle Standard Bearer, but may only purchase a magic standard worth up to 25 points.

The Bad & The Ugly

Rebellious Gnoblar go around pillaging and plundering, looking for shiny things to take and prisoners to torture for their own satisfaction, overwhelming the hardiest of foes by sheer weight of numbers alone.

If a Gnoblar Honcho joins a unit of Gnoblar Fighters, the unit gains the Warband special rule for as long as the Gnoblar Honcho remains with the unit.

Character

Gnoblar Honcho

Gnoblar leaders are informally known as Honchos, or Head Honchos in the case of the largest-nosed and most bellicose.

Honchos stir up trouble and insurrection within the Ogre Kingdoms and are usually hunted down and killed, either by their Ogre masters or by jealous followers who would usurp them. As a result most Gnoblar leaders are extremely paranoid and cautious.

Mournfang

	M	WS	BS	S	T	W	I	A	Ld	Points
Mournfang	8	3	-	5	-	(+1)	2	3	-	+35

Troop Type: Monstrous cavalry
Base Size: 50 mm x 100mm
Unit Size: 1
Equipment: Monstrous tusks (see page 12 of the Ogre Kingdoms Legacy document)
Special Rules: Armoured Hide (1), Close Order, Fear, Impact Hits (D3), Mournfang Charge, Swiftstride

Large And In Charge

0-1 Tyrant or Bruiser per unit of Mournfang Cavalry taken in an army made using the Ogre Kingdoms Grand Army composition list may be mounted on a Mournfang for +35 points.

Rhinox

	M	WS	BS	S	T	W	I	A	Ld	Points
Rhinox	7	3	-	5	-	-	2	3	-	+30

Troop Type: Monstrous cavalry
Base Size: 50 mm x 50mm
Unit Size: 1
Equipment: Horns and hooves (counts as hand weapon)
Special Rules: Armour Bane (2), Impact Hits (2), Impetuous, Swiftstride

Honcho Rhinox

	M	WS	BS	S	T	W	I	A	Ld	Points
Honcho Rhinox	7	3	-	5	(+2)	(+1)	2	3	-	+55

Troop Type: Monstrous cavalry
Base Size: 50 mm x 50mm
Unit Size: 1
Equipment: Horns and hooves (counts as hand weapon)
Special Rules: Armour Bane (2), Armoured Hide (1), Impact Hits (2), Impetuous, Swiftstride

Character

Mournfang

High up the slopes of the Mountains of Mourn lives a cave-dwelling beast that has always attracted the attention of the Ogres - the Mournfang.

Aggressive predators that stalk the icy slopes, Mournfang packs are led by the largest of their kind and, working together, they can hunt and kill anything that lives in that harsh domain.

Mournfangs have a notorious tenacity that makes even the most powerful of creatures think twice about confronting them.

Rhinox

The Rhinox is a hard-headed and hyper-aggressive beast of the snow-ridden Mountains of Mourn. They are notoriously short-sighted and rely on their sense of smell to catch wind of predators. They are likely to lower their heads and charge anything they catch a whiff of that doesn't smell like a Rhinox (which are distinctively foul smelling).

Honcho Rhinox

Rhinox are used by Gnoblar to pull their trading caravans and chariots. Sometimes an especially pompous or foolhardy Head Honcho will keep a Rhinox as his personal pet and do his best to hang onto its back as he guides it into battle, often shortly before being trampled to death by it.

Rhinox Riders

	M	WS	BS	S	T	W	I	A	Ld	Points
Ogre	-	3	2	4	4	3	2	3	7	45
Skewer	-	3	2	4	4	3	2	4	7	+7
Rhinox	7	3	-	5	-	-	2	3	-	-

Troop Type: Monstrous cavalry

Base Size: 50 x 50 mm

Unit Size: 1+

Equipment:

- **Ogre:** Hand weapons and light armour
- **Rhinox:** Horns and hooves (counts as hand weapons)

Options:

- The entire unit may take ironfists+4 points per model
- The entire unit may replace light armour with heavy armour +3 points per model
- Any unit may:
 - Upgrade one model to a Skewer (champion)+7 points
 - Upgrade one model to a standard bearer+7 points
 - Upgrade one model to a Bellow (musician)+7 points
- 0-1 unit per 1,000 points may purchase a magic standard worth up to50 points

Special Rules: Armour Bane (2, Rhinox only), Close Order, Fear, Impact Hits (2), Impetuous, Rhinox Charge, Swiftstride

Rhinox Charge

Once a Rhinox has started to move it is difficult to get it to stop. This rarely interferes with the Rhinox Riders' strategy, which usually consists of 'head down and charge'.

Impact Hits caused by a model with this special rule have the Armour Bane (2) special rule.

Rhinox Cavalry

Any army made using the Ogre Kingdoms Grand Army composition list that includes one or more Hunters may include 0-1 unit of Rhinox Riders as a Special choice.

Cavalry

Rhinox Riders

Aspiring Ogres will stalk and hunt an adolescent Rhinox whilst it performs its own violent rite of passage. Those that ride out the bucking, bellowing frenzy will break the beast's will as it slows and eventually concedes. Those Ogres that fall off during this violent rodeo are gored and subsequently eaten by their quarry.

For the successful aspirants, there follows a period in which the would-be Rhinox rider must remain 'in the saddle' at all times, steering the beast with his club. The Rhinox, its walnut-sized brain addled by the repeated blows, slowly becomes accustomed to bearing a rider. In this way the Ogre wins the acceptance of the beast. Once a Rhinox has been broken in this manner, it is almost possible to domesticate it.

Pigback Riders

	M	WS	BS	S	T	W	I	A	Ld	Points
Pigback Rider	-	2	3	2	3	1	3	1	5	4
Pigback Knight	-	2	3	2	3	1	3	2	5	+5
Pigback Gnoblar	4	2	-	2	-	-	3	1	-	-

Troop Type: Light cavalry

Base Size: 25 x 25 mm

Unit Size: 10+

Equipment:

- **Pigback Rider:** Sharp stuff (counts as hand weapons and throwing weapons)
- **Pigback Gnoblar:** Hand weapons

Options:

- The entire unit may take cavalry spears+1 point per model
- Any unit may upgrade one model to a Pigback Knight (champion)+5 points

Special Rules: Open Order, Fire & Flee, Largely Insignificant

Cavalry

Pigback Riders

Gnoblar take part in many obscure and dangerous sports; among the most popular of these is 'pig jousting'. Two Gnoblar sit across from each other on the backs of pigs with large spears and charge at each other in an attempt to unseat their opponent.

When a Gnoblar horde goes to war, some Gnoblar will attempt to play 'pig jousting' with the enemy. Real pigs will not suffice in the intense circumstances of warfare so instead Gnoblar ride atop each other in a 'piggy-back' manner using their same 'pig-jousting' tactics to slay (or at least irritate) the enemy.

MANEATER CULTURES

Maneaters inherit the cultures of the lands they visit rather than spread their own. These mercenaries learn the fighting skills and adopt the style of dress appropriate to the lands in which they fight.

To represent this, each individual model in a unit of Maneaters taken in any composition list (including as Mercenaries) may choose a single Cultural upgrade detailed on this page. Each Culture gives the model or the unit it is a part of certain benefits in the form of unique equipment and additional special rules:

Arabyan Secrecy 2 points

Sometimes the leaders of Araby will hire mercenaries to investigate the various necropolises or ruined cities that lie throughout their realm.

A model with Arabyan Secrecy gains the Flaming Attacks special rule.

Cathayan Diligence 3 points

A Maneater that fought in the Grand Empire of Cathay might wear fine cloth under lacquered bamboo armour and wield a finely-balanced Cathayan longsword.

The first time a unit that contains a model with Cathayan Diligence shoots, the range of any Ogre pistol or braces of Ogre pistols is increased by 3". In addition, the model with Cathayan Diligence may take gunpowder bombs for +8 points per model (see *Arcane Journal: Armies of Grand Cathay*).

Dwarfen Ingenuity 3 points

Some Dwarf employers hire Ogre mercenaries specifically to deprive their enemies of the chance to do so.

Dwarfen Ingenuity may only be taken by models with the Stubborn special rule. A model with Dwarfen Ingenuity gains the Gromril Armour special rule, and any ranged weapon wielded by a model with Dwarfen Ingenuity gains the Dwarf Crafted special rule (see Dwarfen Mountain Holds special rules).

Elven Arrogance 5 points

Ogre mercenaries have travelled as far as Naggaroth where they impressed the Dark Elves so much that they weren't tortured as is customary, but instead hired into the Tower Guard.

Elven Arrogance may only be taken by Maneater Captains. As long as the model with Elven Arrogance has not been removed as a casualty, the unit they are part of gains the Martial Prowess special rule (see High Elven Realms special rules). In addition, the model may be armed with a warbow for +5 points.

Empire Pride 5 points

A Maneater in the Empire might wear breeches and an ostentatious feather with a brace of huge pistols across his chest.

Empire Pride may only be taken by Maneater Captains or standard bearers. As long as the model with Empire Pride has not been removed as a casualty, the unit they are part of gains the Regimental Unit special rule. In addition, a single unit of Ogre Bulls or Imperial Ogres in the same army gains the Detachment special rule.

Greenskin Animosity 5 points

The Badlands hold a particular appeal for wandering Ogres, for there are few places where they can test their mettle against such a large array of foes.

While a model with Greenskin Animosity is in the front rank of a unit, the unit gains the Warband special rule.

Indic Mysticism 5 points

An Ogre that fought extensively in the jungles of Ind might go to battle decorated with gold jewellery and wielding a finely-crafted curved sword.

A model with Indic Mysticism gains the Magical Attacks special rule on a turn in which they charge.

Kislevite Glory 5 points

In constant need of soldiers, Kislev spends a fortune raising native elite troops and hiring mercenaries to supplement her forces.

While a model with Kislevite Glory is in the front rank of a unit, the unit gains the First Charge special rule.

Nipponese Artistry 3 points

The warrior nobles of the inscrutable Eastern Empire known as Nippon frequently indulge in private mercenary wars among themselves.

A model with Nipponese Artistry gains a +1 modifier to their Weapon Skill characteristic on a turn in which they charge. In addition, the model may take throwing weapons for +1 point.

Norscan Exposure 3 points

The alliance between an Ogre and his Norscan Chieftain is one of mutual convenience, for both factions revel in mayhem and destruction.

A model with Norscan Exposure gains the Furious Charge special rule.

Tilean Expertise 10 points

From early times, the merchants of Tilea hired Ogres to defend their ships on the high seas and to escort their merchandise on overland routes.

Tilean Expertise may only be taken by Maneater Captains. As long as the model with Tilean Expertise has not been removed as a casualty, the unit they are part of gains the Veteran special rule.

Piratical Swagger 5 points

Some Ogres have seafaring experience, having plied the high seas as pirates.

Once per game, while a model with Piratical Swagger is in the front rank of a unit, the unit gains the Reserve Move special rule.

GNOBLAR PETS

When a Gnoblar is claimed as property by an Ogre, perhaps after offering a tankard of beer or a dead sibling to a prospective master at exactly the right time, that Gnoblar is then "earmarked". This involves biting off a portion of the Gnoblar's ear so that the Ogre's distinctive bite-mark is left as a permanent sign of ownership -- far quicker and simpler than branding. An earmarked Gnoblar is theoretically above the constant bickering and in-fighting that typifies this species. These fortunate few dress in cast-off pieces of clothing taken from the corpses of the Ogre's victims, and even accompany their masters to the field of battle.

To represent this, some characters and champions may purchase earmarked Gnoblar pets. Gnoblar pets are represented on the model they accompany; they do not occupy their own bases or have their own characteristics like Gnoblar Fighters. Multiple of the same type of Gnoblar pet may be purchased for the same model:

- **Tyrants and Slaughtermasters:** May purchase up to three Gnoblar pets.
- **Bruisers, Butchers, Hunters, Firebellies and Ogre Paymasters:** May purchase up to two Gnoblar pets.
- **Ogre unit champions:** May purchase a single Gnoblar pet.

Luck-Gnoblar 15 points each

Ogres often come to the point where they believe certain long-lived pet Gnoblar are lucky charms. Occasionally this proves to be true; alter all, it can be considered lucky when a foe's blade opens up a pet Gnoblar's skull rather than the Ogre's throat.

Single use. An Ogre with a Luck-Gnoblar can re-roll a single failed Armour Save or Ward save roll.

Sword-Gnoblar 10 points each

The most influential Ogres of each tribe often manage to secure themselves a Gnoblar or two worth more than the dung on their oversized boots. These Gnoblar hide between the legs of their master, poking sharp implements into the flesh of whoever is occupying his attention during the battle.

In close combat, an Ogre may make an additional attack for each Sword-Gnoblar they possess. These additional attacks are made using the Weapon Skill of the Ogre, with a Strength of 2 and an AP of '-'; and do not benefit from any weapons the Ogre wields.

Torch-Gnoblar 5 points each

Many Leadbelchers employ scorched, frightened profoundly deaf Torch-Gnoblar that perch shaking on their master's shoulder as strides into battle.

Single use. An Ogre with a Torch-Gnoblar can re-roll a single failed roll To Hit made during the Shooting phase.

Name-Gnoblar 10 points each

Some Ogres have almost comically long and overcomplicated names, but these mighty individuals invariably have enough status to keep a Name-Gnoblar or two around to remember the Ogre's title.

Name-Gnoblar may not be taken by a Firebelly or a unit champion. For each Name-Gnoblar taken by an Ogre, they may purchase an additional Big Name from those listed on page 20 of the Ogre Kingdoms Legacy document.

Tooth-Gnoblar 20 points each

Ogre Butchers usually surround themselves with bloodstained menials that do the Butcher's bidding and, one way or another, provide ingredients for his shamanic magicks. These Gnoblar tread a thin tightrope between usefulness and palatability.

Tooth-Gnoblar may only be taken by a Slaughtermaster or Butcher. Single use. An Ogre Wizard may expend one or more Tooth-Gnoblar when attempting to cast a spell. For each Tooth-Gnoblar expended, the Wizard may apply a +1 modifier to their Casting roll.

Note that this is a modifier to the result of a roll - it does not negate a roll of a natural double 1.

Blood-Gnoblar 10 points each

High up in the peaks of the Mountains of Mourn dwell the Blood-Gnoblar. They have a heightened sense of hearing, perhaps due to the high altitude of their mountain top lairs, making them exceptional Trappers.

Hunters whose troop type is 'infantry' only. An Ogre with a Blood-Gnoblar gains the Traps & Snares special rule (see Gnoblar Trappers). If the Ogre has two Blood-Gnoblar, enemy models affected by the Traps & Snares special rule must take two Dangerous Terrain tests instead of one.

0-1 Look-out Gnoblar 5 points

Gnoblar are often bullied into makeshift crow's-nests at the top of Ogre banners. If an enemy is targeting the Ogres below, the Gnoblar can either give advance warning of the threat, or fall to his death.

Battle Standard Bearer only. The Ogre gains the Look-out Gnoblar special rule.

OGRE KINGDOMS

MAGIC ITEMS

The following pages expand upon the Ogre Kingdoms magic items found in the Ogre Kingdoms Legacy army list. These magic items are unique to Ogre Kingdoms armies and can be purchased in exactly the same way as Common magic items, as described in the Warhammer: the Old World rulebook.

Extremely Common Magic Items: Any magic item marked with an asterisk (*) is considered to be extremely common, as described in the Warhammer: the Old World rulebook.

Magic Weapons

Sceptre Of The Titans 85 points

This massive sceptre is ensorcelled with spells of might, imbuing the wielder with the strength of a Sky-titan.

	R	S	AP	Special Rules
Sceptre of the Titans	Combat	10	-3	Magical Attacks, Multiple Wounds (D3), Timmm-berrr!

Headsplitter And Headcrumper 70 points

A massive cleaver (fer splitting 'eds) and an even larger, spiked club (fer crumpin' 'eds).

	R	S	AP	Special Rules
Headsplitter and Headcrumper	Combat	S+1	-1	Armour Bane (2), Extra Attacks (+1), Killing Blow, Magical Attacks, Requires Two Hands, Strike Last

Siegebreaker 60 points

Siegebreaker is a huge, two-handed obsidian club that was used by the Tyrant Bruto Thundergut to smash his way into the skycastles many thousands of years ago.

	R	S	AP	Special Rules
Siegebreaker	Combat	S+3	-3	Armour Bane (1), Magical Attacks, Requires Two Hands, Strike Last

Notes: When making attacks with this weapon, roll To Hit against the enemy's Initiative instead of their Weapon Skill characteristic.

Cathayan Longsword* 25 points

Those Ogres who have fought in the Grand Armies of Cathay have been gifted with the legendary Cathayan longswords, master-crafted blades that are of great value to the Ogres because they will remain eternally sharp. With the strength of an Ogre behind them, these blades can cause one hell of a mess!

	R	S	AP	Special Rules
Cathayan Longsword	Combat	S+1	-1	Magical Attacks

Notes: The wielder has a +1 modifier to both their Weapon Skill and Initiative characteristics when making attacks with a Cathayan Longsword.

Magic Items

Ogre are not great builders - learned scholars describe them as 'thick as two short planks', although they do also note that Ogres can beat nearly anything to death with two such planks. Rumour has it that by putting an ear close to an Ogre's head, it is possible to hear the ocean. This, however, seems unlikely speculation, as no one in their right mind would dare to put his ear that close to such a ravenous creature's mouth. It is true that most Ogres are somewhat dim and as a race do not invent things or create anything of beauty or lasting worth. However, they do have success cobbling things together out of scrap materials.

Ogre clubs are an example of the race's crude ingenuity, for although they are blunt instruments that are simple in design and function, they are all 'improved' by their bearers. To use a mere unadorned tree bough in battle would be a bit embarrassing. These simple upgrades are indicative of all Ogre-built items, from their machines of war to the skin huts they set up at their camps. The Ogres' quick and ready ability to use natural resources, mixed with whatever scrap or war detritus is on hand, has come from their roving ways and the inhospitable terrain in which they periodically settle.

Magic Armour

Greedy Fist 40 points

This ancient, near-sentient gauntlet is painted to resemble the Great Maw itself, with a black palm and sabretusk teeth tied to the fingers and thumbs.

Models whose troop type is 'infantry' or 'cavalry' only. A model equipped with the Greedy Fist improves its armour value by 1, and gains the Extra Attacks (+1) and Magical Attacks special rules. In addition, the model gains a 6+ Ward save against any wounds suffered. If a Magic Weapon inflicts a Wound that is saved by this Ward save, its magical properties are consumed by the Greedy Fist; it is treated as a normal, non-magical weapon of the same type for the remainder of the game. If no type is listed, it is treated as a hand weapon. In addition, an enemy Wizard loses a Wizard level and a randomly selected spell each time they are hit by an Ogre wearing the Greedy Fist.

Greatskull 35 points

This ancient, tattooed cave-beast skull, worn as a gut-plate, bleeds hostility and confusion into the minds of any who would do its bearer harm with the arcane arts.

The Greatskull is a gut plate (counts as light armour). In addition, if an enemy Wizard rolls a double 1, double 2 or double 3 when attempting to cast a spell that targets the wearer of the Greatskull, or any unit they have joined, the spell is miscast.

Talismans

Wyrdstone Necklace 25 points

Perhaps plucked from the ruins of Mordheim or even from the searing deserts around the Great Maw, this shard of Wyrdstone has been bound into a crude necklace where it quietly and silently absorbs its bearer's life force.

The Wyrdstone Necklace gives its bearer a 5+ Ward save against any wounds suffered. Roll a D6 after deployment; if the result is a 1 the bearer suffers a wound with no saves of any kind allowed.

Gnoblar Thiefstone* 20 points

Thiefstones attract magical power, and a quick pass of a thiefstone over a corpse will quickly stick any item of any importance firmly to the stone. Ogres regularly relieve their Gnoblars of these items and hang them on a necklace around their necks.

A model may purchase up to three Gnoblar Thiefstones. A model that bears a single Gnoblar Thiefstone has Magic Resistance (-1), a model that bears two has Magic Resistance (-2), and a model that bears three has Magic Resistance (-3). In addition, roll a D6 when a model bearing any number of Gnoblar Thiefstones is deployed; if the result is less than or equal to the number of Gnoblar Thiefstones possessed by the model, randomly select a magic item from amongst the 'extremely common' magic items possessed by the enemy army. The model with the Gnoblar Thiefstones gains the selected item and the enemy model loses it for the rest of the game

Magic Standards

Totem Of The Lazarghs 55 Points

Living on the south-eastern edge of the Ancient Giant Lands, the Ogres of the Lazarghs tribe are now twisted and malformed creatures. Theirs is the last valley on the road leading to the Maw itself, and the tolling bells that hang from the totems marking their territory haunt all the Ogres that pass through the fetid site on pilgrimages to visit their unforgiving god.

If any model (friend or foe) with the Timmm-berrr! special rule is reduced to zero Wounds when within 12" of a unit carrying the Totem of the Lazarghs, the player who controls the unit may add +1 to their result when rolling-off to determine the direction the model falls. In addition, a unit carrying the Totem of the Lazarghs gains the Terror special rule.

Tribe Mawtooth 40 points

Especially gifted Ogres are given the honour of carrying the tribe's Mawtooth. Upon arrival at a Great Feast, each Mawtooth is placed around the maw-pit, recreating the fanged hole that is the Ogre deity.

The unit carrying the Tribe Mawtooth has a +1 modifier to its Leadership characteristic and gains the Stubborn and Ravening Hunger (see Gorgers) special rules.

Banner Of Might 30 points

This ancient banner can project the raw vitality imbued by a worthy sacrifice to the Great Maw.

During the Combat phase of a turn in which it charged, a unit carrying the Banner of Might has a +1 modifier to its rolls To Hit.

Ragbanner 25 points

Ragbanner's name belies the esteem in which it is held, for it is a crude patchwork of banners taken from every one of the mortal races that tribe has encountered subsequently had for dinner.

A unit carrying the Raganner gains the Immune to Psychology special rule. In addition, any enemy unit within 12" of the Ragbanner that has to take a Panic test for any reason must roll an extra D6 and discard the lowest result.

Enchanted Items

Brahmir Statue 30 points

Probably recovered from some burning temple in far-off Ind, this is a wooden effigy of one of the thousand gods worshipped there by Man and Man-kin alike. For reasons unknown, the four-armed thing holds a particular horror for the worshippers of the Dark Gods.

Unless the bearer of the Brahmira Statue is fleeing, enemy units that are within 6" of the bearer suffer a -1 modifier to their Leadership characteristic when making a Fear, Panic or Terror test (to a minimum of 2). Warriors of Chaos, Beastmen Brayherds, or Skaven models within 6" instead suffer a -3 modifier (to a minimum of 2).

Potion Of Lifeshare* 25 Points

Drinking this gristly potion invokes the powers of the Ogres' shamanic butchers, allowing ones' companions to feast on the bloodshed caused by ones' blows, mending their wounds.

Single use. During the Command sub-phase of their turn, the bearer of a Potion of Lifeshare can consume it. Until the end of that turn, the model has a +D3 modifier to its current Wounds characteristic (to a maximum of 10). Note that this may temporarily take the model above its starting Wounds characteristic. Any temporary Wounds lost during the turn are not further removed once the effects of the potion end.

For example, if a model gains three Wounds from the Potion of Lifeshare and loses two of them during the turn, at the end of the turn only the last remaining temporary Wound expires, rather than reducing the model's remaining Wounds by the original increase of three.

Rock Eye 10 points

The Ogre with the Rock Eye has cast one of his own eyes into the Great Maw. The rough pebble taken from the parched earth around the Maw and hammered in its place gives him the power of second sight.

During the Command sub-phase of their turn, the bearer of the Rock Eye may pick a single enemy unit within their front arc and in line of sight. The opposing player must announce the presence of any 'hidden' or 'concealed' models (Fanatics, Assassins and the like) within that unit, and say what magic items are carried by the unit or any characters that have joined it. The opposing player need not say who carries them, however.

Arcane Items

Skullmantle 35 Points

After a significant victory, a Butcher may collect a bagful of heads and boil them all in quicklime. Spending careful hours with the help of a Scalp-Gnoblar or two, he will twist ropes, wood, hair, iron nails and hide into a hideous ritual mask, infused with the fears of his defeated foe.

While within the Command range of a model with the Skullmantle, enemy characters suffer a -1 modifier to their Leadership characteristic. If the character is also a Wizard, they additionally suffer a -1 modifier to their casting rolls and dispel rolls.

Bangstick..... 20 points

Bannaga, the original owner of the Bangstick, was a fiery-tempered and profoundly deaf Butcher that travelled extensively throughout Cathay and Ind. He was famous for the loudness of his voice and his total contempt for the lives of any Gnoblar in the vicinity.

This model can cast the following Bound spell, with a Power Level of 1:

Type: Magic Missile

Casting Value: 8+

Range: 24"

Effect: The target enemy unit suffers D6 Strength 4 hits, each with an AP of -1. Line of sight may be freely drawn through friendly unengaged units of Gnoblar, which will also sustain D6 Strength 4 hits, each with an AP of -1.

Braingobbler Assortment* 15 Points

Selecting a severed head attached to one of the meat hooks secured about his person, the Butcher chomps through the skull and gobbles up the grey dainty within, projecting his victim's worst nightmares into the minds of his enemies.

A Braingobbler Assortment may only be taken by a Slaughtermaster or Butcher. Single use. A Wizard may use this item when attempting a Wizardly dispel. If they do so, and the spell is successfully dispelled, the casting Wizard must take an immediate Panic check. The difference between the dispel result and the casting result is used as a negative modifier to the casting Wizard's Leadership characteristic for the check.

For example, if the dispel result was '10' and the casting result was '8', the spell is dispelled as normal and the casting Wizard must take a Panic check with a -2 modifier to their Leadership characteristic.

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