

The cover art depicts a chaotic battle scene in a mountainous, stormy landscape. In the center, a massive Ogor Mawtribe warrior, heavily adorned with animal skulls and horns, roars with a bloodied mouth while holding a large battle-axe aloft. He is surrounded by other warriors, some of whom are also adorned with animal parts. In the foreground, another Ogor warrior is shown in a state of intense combat, with a large, bloody wound on his chest. The background shows a dense crowd of warriors and the dark, jagged peaks of mountains under a turbulent, grey sky. The overall tone is one of brutal, primal warfare.

# WARHAMMER

## AGE OF SIGMAR

FACTION PACK

# OGOR

# MAWTRIBES

# BATTLE TRAITS

Ogor Mawtribes armies can use the following abilities:

## Any Charge Phase

**TRAMPLING CHARGE:** *At the first opportunity, an ogor will barge into combat, using its immense girth as a weapon.*

**Declare:** Pick a friendly **OGOR** or **RHINOX** unit that charged this turn to use this ability, then pick a visible enemy unit within 1" of it to be the target.

**Effect:** Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

## Passive

**RAVENOUS BRUTES:** *Sighting the enemy, the ogors' hunger intensifies, and they move with alarming speed to close the distance.*

**Effect:** Add 2 to run rolls for friendly **OGOR** units while you have not used the 'Feast on Flesh' ability this battle.

## Once Per Battle (Army), End of Any Turn

**FEAST ON FLESH:** *As the battlelines clash and blood is spilled, the ogors' hunger must be sated, and they are compelled to gorge on the flesh of their enemies.*

**Declare:** Pick each friendly **OGOR** unit that is in combat or that used a **FIGHT** ability this turn to be the targets.

**Effect:** Roll a D3 for each target. On a 2+:

- **Heal (X)** the target, where X is an amount equal to the roll.
- Pick an enemy unit in combat with the target. You cannot pick the same enemy unit more than once. Inflict an amount of mortal damage on that enemy unit equal to the roll.



# BATTLE FORMATIONS

You can pick 1 of the following battle formations for an Ogor Mawtribes army. Each battle formation grants a different ability you can use in the battle.

## PROPHETS OF THE GULPING GOD

 Passive

**MASTER BUTCHERS:** *These ogor shamans know many gruesome secrets of gastromantic magic.*

**Effect:** Add 1 to casting rolls for friendly **OGOR MAWTRIBES WIZARDS**.

## BEAST HANDLERS

 Passive

**BRUTAL STOCK:** *The beasts of this tribe are said to be the most belligerent and tenacious of all their kind.*

**Effect:** Each time a friendly **BEASTCLAW RAIDERS MONSTER** uses the 'Trampling Charge' ability, add 1 to the amount of mortal damage inflicted, if any.

## HERALDS OF THE EVERWINTER

 Passive

**EYES OF THE STORM:** *The members of this tribe are masked by frosty squalls and freezing mists as they follow their champions into battle.*

**Effect:** Subtract 1 from hit rolls for shooting attacks that target friendly **OGOR MAWTRIBES INFANTRY** units while they are wholly within 12" of any friendly **BEASTCLAW RAIDERS HEROES**.

## BLACKPOWDER FANATICS

 Passive

**FEED YER CANNONS!:** *These artillery-ogors don't need to be told twice to blast the foe into tiny bits.*

**Effect:** Ranged weapons used by friendly **Leadbelchers** and **Ironblaster** units have **Shoot in Combat** while they are within the combat range of a friendly **OGOR MAWTRIBES HERO**.

# HEROIC TRAITS

TRAITS OF ENDLESS HUNGER (HERO only)

## ☀ Passive

**GREAT GUTLORD:** *There are few opponents in the Mortal Realms that can withstand the ravenous power of this ogor.*

**Effect:** Ignore negative modifiers to this unit's control score and to hit rolls and wound rolls for this unit's attacks.

## ● Passive

**BOOMING ROAR:** *Relishing the fight, this champion roars a challenge to the enemy that makes the very earth beneath their feet tremble.*

**Effect:** Subtract 5 from the control scores of enemy **INFANTRY** units while they are in combat with this unit.

## ☀ Passive

**TOUCHED BY THE EVERWINTER:** *This warrior strayed close to the heart of the Everwinter and emerged with the power to commune with it.*

**Effect:** If this unit is not a **PRIEST**, it has **PRIEST (1)**. If this unit is already a **PRIEST**, you can re-roll chanting rolls of 1 for it instead. If this unit is a **WIZARD**, it cannot use **SPELL** abilities and **PRAYER** abilities in the same phase.

# ARTEFACTS OF POWER

PLUNDER OF THE MAWTRIBES (HERO only)

## ✂ Passive

**GRUESOME TROPHIES:** *This collection of skulls, entrails and hides is an inspiring sight to this ogor's kin, encouraging them to claim trophies of their own.*

**Effect:** Add 1 to hit rolls for combat attacks that target **HEROES** or **MONSTERS** made by friendly **OGOR MAWTRIBES** units while they are wholly within 12" of this unit.

## ✂ Once Per Battle, Any Combat Phase

**THE FANG OF GHUR:** *The amber magic that permeates this weapon grants it the power to bite through arcane wards.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Ward rolls cannot be made for the target for the rest of the turn.

## ☀ Once Per Battle, Any Shooting Phase

**ELIXIR OF THE FROSTWYRM:** *Distilled from the blood of a giant Frostwurm, this rare elixir temporarily gives the drinker the power of those beasts to vomit forth a torrent of frost magic.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a dice. Inflict an amount of mortal damage on the target equal to the roll. Then, **Heal (X)** this unit, where X is an amount equal to the roll.

# SPELL LORE

## LORE OF MAW-MAGIC

### Your Hero Phase

5

**TROGGOTH GUTS:** *The shaman gobbles down the slippery innards of a troggoth to transfer the beast's uncanny healing powers to their allies and restore their vigour.*

**Declare:** Pick a friendly **OGOR MAWTRIBES WIZARD** to cast this spell, pick a visible friendly **OGOR MAWTRIBES** unit within 12" of them that has not been picked to be the target of this ability this turn to be the target, then make a casting roll of 2D6.

**Effect:** **Heal (D3)** the target and add 3 to the target's control score for the rest of the turn.

KEYWORDS

SPELL, UNLIMITED

### Your Hero Phase

6

**GREASY DELUGE:** *The caster chews up a big mouthful of rancid fat and gall-slime before spitting it onto the ground. In moments, enemy warriors are caught in a deluge of foul-smelling grease, slipping and sliding as they try to bring their weapons to bear.*

**Declare:** Pick a friendly **OGOR MAWTRIBES WIZARD** to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

**Effect:** Subtract 1 from hit rolls for the target's attacks until the start of your next turn.

KEYWORDS

SPELL

### Your Hero Phase

7

**BLOOD FEAST:** *The liver of a powerful beast is held high over the shaman's head. Gore drips and runs down their face before they take a great bite from it, filling nearby ogors with a frenzied blood-lust.*

**Declare:** Pick a friendly **OGOR MAWTRIBES WIZARD** to cast this spell, pick a visible friendly **OGOR INFANTRY** unit wholly within 12" of them to be the target, then make a casting roll of 2D6.

**Effect:** Add 1 to the Attacks characteristic of the target's melee weapons until the start of your next turn.

KEYWORDS

SPELL

# PRAYER LORE

## EVERWINTER PRAYERS

### Your Hero Phase

4

**CALL OF THE BLIZZARD:** *An impenetrable snow squall manifests on the battlefield, blocking visibility and shielding nearby Beastclaw warriors.*

**Declare:** Pick a friendly **OGOR MAWTRIBES PRIEST** to chant this prayer, pick a terrain feature within 18" of them to be the target, then make a chanting roll of D6.

**Effect:** Place a **blizzard token** next to the target. Terrain features that have a **blizzard token** gain the 'Obscuring' terrain ability. In addition, if the chanting roll was 10+, until the start of your next turn, friendly **BEASTCLAW RAIDERS** units have **WARD (5+)** while they are within 3" of any terrain features that have **blizzard tokens**.

KEYWORDS

PRAYER, UNLIMITED

### Your Hero Phase

5

**PULVERISING HAILSTORM:**

*Fist-sized chunks of ice rain from the sky to crush those below.*

**Declare:** Pick a friendly **OGOR MAWTRIBES PRIEST** to chant this prayer, pick a point on the battlefield within 12" of them, then pick each visible enemy unit within 3" of that point to be the targets. Then, make a chanting roll of D6.

**Effect:** Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll. If the chanting roll was 10+, double the amount of mortal damage inflicted.

KEYWORDS

PRAYER

### Your Hero Phase

4

**KEENING GALE:** *A bone-chilling wind howls across the battlefield, giving speed to the beasts of winter and driving the Everwinter's monstrous denizens before it.*

**Declare:** Pick a friendly **OGOR MAWTRIBES PRIEST** to chant this prayer, pick a visible friendly **OGOR MAWTRIBES MONSTER** or **Mournfang Pack** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

**Effect:** For the rest of the turn, the target can use a **RUN** ability and still use **CHARGE** abilities later in the turn. In addition, if the chanting roll was 8+, you can re-roll run rolls and charge rolls for the target for the rest of the turn.

KEYWORDS

PRAYER



• OGOR MAWTRIBES WARSCROLL •

# KRAGNOS

THE END OF EMPIRES

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
The Dread Mace	6	3+	2+	3	4	-
Tuskbreaker	3	4+	2+	2	D3	Crit (2 Hits)
Hooves of Wrack and Ruin	6	3+	2+	1	2	-

### Passive

#### BATTLE DAMAGED

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of **The Dread Mace** is 4 and this unit has a Control characteristic of 10.

### Reaction: Opponent declared a SPELL ability

**THE SHIELD INVIOULATE:** *Tuskbreaker has the power to guard Kragnos against even the most potent magical force.*

**Effect:** If this unit was picked to be the target of that spell, roll a dice. On a 3+, ignore the effect of that spell on this unit. This unit can use this ability more than once per phase but only once per SPELL ability.

### Passive

**AVATAR OF DESTRUCTION:** *Kragnos is the embodiment of Ghur's relentless ferocity. No single strike can lay him low.*

**Effect:** If this unit would be automatically destroyed, it is not automatically destroyed. Instead, allocate 6 damage points to it (ward rolls cannot be made for those damage points).

### Once Per Turn (Army), Any Charge Phase

**RAMPAGING DESTRUCTION:** *Kragnos rampages through the press of his foes, his hooves flattening all in his path.*

**Effect:** If this unit charged this phase, pick 1 of the following effects:

- Roll a dice for each enemy unit within 1" of this unit. On a 2+, inflict an amount of mortal damage on that unit equal to the roll.
- Pick an enemy **MONSTER** in combat with this unit and roll 2D6. On a 7, this ability has no effect. Otherwise, inflict an amount of mortal damage on that unit equal to the results on the dice used for the 2D6 roll multiplied together. For example, a 2D6 roll of 2 and 6 would inflict 12 mortal damage (2 × 6).

KEYWORDS RAMPAGE

### Passive

**THE END OF EMPIRES:** *Where Kragnos goes, the hordes of Destruction follow.*

**Effect:** Add 1 to the number of dice rolled when making charge rolls for friendly **DESTRUCTION** units while they are wholly within 12" of this unit, to a maximum of 3.

WARMASTER, UNIQUE, HERO, MONSTER, WARD (5+)

KEYWORDS

DESTRUCTION, OGOR MAWTRIBES



• OGOR MAWTRIBES WARSCROLL •  
**TYRANT**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Ogor Pistols	10"	2	4+	3+	1	D3	Shoot in Combat
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Thundermace	3	4+	2+	2	3	Crit (Mortal)	
Beastskewer Glaive	2	4+	2+	1	2	Anti-MONSTER (+1 Rend)	

● Your Hero Phase

**BULLY OF THE FIRST DEGREE:**

*Tyrants use constant violence to help them maintain an iron rule, and they never let their underlings forget it.*

**Declare:** Pick another friendly **OGOR MAWTRIBES** unit wholly within 12" of this unit to be the target.

**Effect:** Add 3 to the target's control score until the start of your next turn.

⚙ Passive

**BRAWLERGUTS:** *Combining brutish strength with devastating bulk, this ogor enters combat like an avalanche.*

**Effect:** Add 1 to the D3 roll made when this unit uses the 'Trampling Charge' ability.



KEYWORDS

HERO, INFANTRY

DESTRUCTION, OGOR MAWTRIBES, OGOR, GUTBUSTERS





• OGOR MAWTRIBES WARSCROLL •  
**SLAUGHTERMASTER**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Stump Blades	2D6	4+	2+	1	1	-
Gnoblar's Implements	3	5+	5+	-	1	Companion

☼ **Passive**

**FILL THE POT:** As enemies are cut down by the ogors, the Slaughtermaster collects their remains to fill his cauldron.

**Effect:** Each time an enemy unit is destroyed by a combat attack made by a friendly **OGOR MAWTRIBES** unit wholly within 18" of this unit, give this unit a **grisly remains point**, to a maximum of 3.

☼ **Any Hero Phase**

**GREAT CAULDRON:** Lashed to a Slaughtermaster is a great cauldron containing the remains of foes, which the ogor gobbles down in order to unleash gastromantic powers.

**Effect:** You can spend 1 or more of this unit's **grisly remains points**. For each point spent, pick a friendly **GUTBUSTERS** unit wholly within 12" of this unit to be the target, then pick 1 of the following effects:

**Bloodgruel:** The target has **WARD (5+)** for the rest of the turn.

**Spinemarrow:** Add 1 to the Attacks characteristic of the target's melee weapons for the rest of the turn.



KEYWORDS

HERO, WIZARD (1), INFANTRY

DESTRUCTION, OGOR MAWTRIBES, OGOR, GUTBUSTERS



• OGOR MAWTRIBES WARSCROLL •  
**BUTCHER**

MELEE WEAPONS	Atk	Hit	Wnd Rnd	Dmg	Ability	
Butcher's Tools	3	4+	2+	1	3	-

➤ **Passive**

**SAVAGE HUNGER:** *The Butcher stokes the hunger of a group of nearby ogors, causing even slight belly-rumbles to erupt into the nigh-uncontrollable desire to feast.*

**Effect:** While they are wholly within 12" of this unit, friendly **GUTBUSTERS** units can use **CHARGE** abilities even if they used a **RUN** ability in the same turn.



**KEYWORDS**

HERO, WIZARD (1), INFANTRY

DESTRUCTION, OGOR MAWTRIBES, OGOR, GUTBUSTERS



• OGOR MAWTRIBES WARSCROLL •

# BLOODPELT HUNTER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Skullshatter Crossbow	18"	2	4+	3+	1	D3	-
Impaling Spear	12"	1	4+	2+	1	D6	Anti-MONSTER (+1 Rend)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Hacker-axe and Meatblade		5	4+	2+	1	2	Anti-MONSTER (+1 Rend)

## Passive

**BEAST-BREAKER:** *Bloodpelt Hunters will seek out the largest creatures in battle, slaying them and devouring their still-warm flesh.*

**Effect:** If the target is a **MONSTER**, the Damage characteristic of this unit's **Skullshatter Crossbow** is 3 and the Damage characteristic of its **Impaling Spear** is 6.

## Once Per Turn (Army), Enemy Movement Phase

**UNRELENTING HUNTER:** *With brutish cunning, Bloodpelt Hunters relentlessly track their quarry, always making sure they stay one step ahead.*

**Effect:** If this unit is more than 9" from all enemy units, it can use the 'Normal Move' ability as if it were your movement phase.



KEYWORDS

HERO, INFANTRY

DESTRUCTION, OGOR MAWTRIBES, OGOR, GUTBUSTERS



• OGOR MAWTRIBES WARSCROLL •  
**OGOR GLUTTONS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Glutton Weapons	4	4+	2+	1	2	-

● Passive

**INSATIABLE GLUTTONY:** *Once Gluttons have started eating, it is nearly impossible to shift them.*

**Effect:** If you have used the 'Feast on Flesh' ability this battle, add 1 to the control score of this unit for each model in this unit.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/6), STANDARD BEARER (1/6)

DESTRUCTION, OGOR MAWTRIBES, OGOR, GUTBUSTERS



• OGOR MAWTRIBES WARSCROLL •  
**IRONGUTS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Irongut Weapon	3	4+	2+	2	3	-

**U** Passive

**PROTECT THE TYRANT:** *Ironguts have risen through the tribe's ranks not only by amassing status and equipment but also by earning the favour of their Tyrant.*

**Effect:** While this unit is within the combat ranges of any friendly **Tyrants**, both this unit and those **Tyrants** have **WARD (6+)**.

**X** Once Per Battle, Any Combat Phase

**DOWN TO THE IRONGUTS:** *It is not often that a mawtribe's battleline falters, but if it does, the Tyrant will call upon their Ironguts to turn the battle back in their favour.*

**Effect:** This unit can use 2 **FIGHT** abilities this phase. After the first is used, however, this unit has **STRIKE-LAST** for the rest of the turn.



**KEYWORDS**

INFANTRY, CHAMPION, MUSICIAN (1/4), STANDARD BEARER (1/4)

DESTRUCTION, OGOR MAWTRIBES, OGOR, GUTBUSTERS



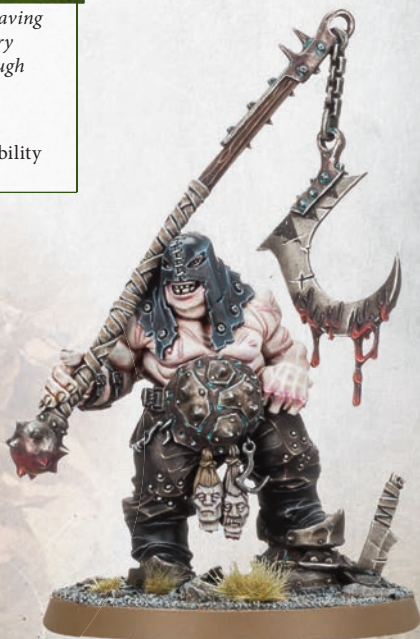
• OGOR MAWTRIBES WARSCROLL •  
**MANEATERS**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Pistols or Throwing Weapons	10"	1	3+	3+	1	D3	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Maneater Weapons		4	4+	2+	1	2	-

**U** Once Per Turn (Army), Reaction: This unit was picked as the target of a non-CORE ability

**BEEN THERE, DONE THAT:** *Having travelled the realms and eaten every conceivable foe, Maneaters just laugh off the puny tricks and magics of their enemies.*

**Effect:** Roll a dice. On a 4+, that ability has no effect on this unit.



KEYWORDS

INFANTRY

DESTRUCTION, OGOR MAWTRIBES, OGOR



• OGOR MAWTRIBES WARSCROLL •  
**GORGER MAWPACK**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Clubs, Claws and Jaws	5	4+	2+	1	2	Anti-INFANTRY (+1 Rend)

### Deployment Phase

**TROGLODYTIC LURKERS:** *Gorgers are shunned and reviled creatures. When a mawtribe goes to war, they often lurk on the edge of the battlefield, waiting to strike.*

**Declare:** Pick this unit if it has not been deployed.

**Effect:** Set up this unit in reserve **lurking on the fringes**. It has now been deployed.

KEYWORDS    **DEPLOY**

### Your Movement Phase

**FRENZIED HUNTERS:** *Overwhelmed with bloodlust, the Gorger Mawpack launch themselves from their hiding place in a futile frenzy to end their eternal hunger.*

**Declare:** Pick this unit if it is **lurking on the fringes**.

**Effect:** Set up this unit on the battlefield wholly within 9" of a battlefield edge and more than 9" from all enemy units.



KEYWORDS

INFANTRY, CHAMPION (1/5), MUSICIAN (1/5)

DESTRUCTION, OGOR MAWTRIBES, OGOR



• OGOR MAWTRIBES WARSCROLL •  
**LEADBELCHERS**

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Leadbelcher Gun		15"	D3	4+	3+	1	1	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability	
Bludgeoning Blows		2	4+	2+	-	2	-	

### ⚔ Your Shooting Phase

**FIRING FROM THE BELLY:** *An ogor's sturdy frame easily absorbs the recoil of even cannon-sized weapons.*

**Effect:** If this unit has not used a **MOVE** ability this turn and was not set up this turn, add 1 to hit rolls for this unit's shooting attacks for the rest of the turn.

### ⚔ Passive

**POWDER GNOBLARS:** *When assisted by a Gnoblar minion, Leadbelchers can cause even more carnage.*

**Effect:** This unit has up to 2 **Powder Gnoblar** tokens. Each time this unit uses a **SHOOT** ability, for each of this unit's **Powder Gnoblars** that are on the battlefield, you can re-roll 1 random characteristic roll for this unit's Attacks characteristic. If a random characteristic roll re-rolled in this manner is 1, remove 1 of this unit's **Powder Gnoblars** from the battlefield.



KEYWORDS

INFANTRY, CHAMPION

DESTRUCTION, OGOR MAWTRIBES, OGOR, GUTBUSTERS





• OGOR MAWTRIBES WARSCROLL •  
**IRONBLASTER**

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Ironblaster Cannon: Big Shot		18"	2	4+	2+	2	D3+3	-
Ironblaster Cannon: Hail Shot		12"	8	4+	3+	1	2	-
MELEE WEAPONS			Atk	Hit	Wnd	Rnd	Dmg	Ability
Clubber			2	4+	2+	-	2	-
Rhinox's Sharp Horns			2	4+	2+	1	D3	Companion

### Passive

**LETHAL PAYLOAD:** *An Ironblaster's rifled barrel can be loaded with projectiles that fill its copious width or with several smaller cannonballs to cover a wider area.*

**Effect:** Each time this unit uses a **SHOOT** ability, pick either the **Big Shot** or **Hail Shot** weapon characteristics for all the attacks it makes with its **Ironblaster Cannon**.



### KEYWORDS

WAR MACHINE

DESTRUCTION, OGOR MAWTRIBES, OGOR, RHINOX, GUTBUSTERS



• OGOR MAWTRIBES WARSCROLL •

# GNOBLAR SCRAPLAUNCHER

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Piles of Old Scrap		24"	3D6	4+	4+	-	1	Anti-INFANTRY (+1 Rend), Crit (Auto-wound)
MELEE WEAPONS			Atk	Hit	Wnd	Rnd	Dmg	Ability
Scrapers' Stabbers			7	5+	5+	-	1	-
Rhinox's Sharp Horns			2	4+	2+	1	D3	Companion

## Your Shooting Phase

**LOAD IT UP!:** *Gnoblar*s close to a Scraplauncher will diligently scavenge any nearby scrap to pile upon the catapult. After all, looking busy is a good way to avoid getting stepped on by an angry ogor!

**Effect:** If this unit is within the combat range of a friendly **Gnoblar**s unit, this unit's shooting attacks score critical hits on unmodified hit rolls of 5+ until the start of your next turn.

## Your Shooting Phase

**RAIN OF SCRAP:** *Salvaged weapons and shards of metal rain down upon the enemy, forcing them to take cover or dodge out of the way.*

**Declare:** Pick an enemy unit that had any models slain this turn by this unit's shooting attacks to be the target.

**Effect:** Subtract 1 from hit rolls for the target's attacks for the rest of the turn.

KEYWORDS

WAR MACHINE

DESTRUCTION, OGOR MAWTRIBES, RHINOX



• OGOR MAWTRIBES WARSCROLL •  
**GNOBLARS**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Sharp Stuff	8"	1	4+	5+	-	1	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Motley Assortment of Weapons		1	5+	5+	-	1	-

✂ Any Charge Phase

**NASTY TRAPS AND TRICKS:** *These cunning creatures specialise in fighting dirty and laying all manner of lethal and cunning traps.*

**Declare:** Pick an enemy unit within 6" of this unit and that used a **MOVE** ability this turn to be the target. You cannot pick the same unit to be the target of this ability more than once per turn.

**Effect:** Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS

INFANTRY, CHAMPION

DESTRUCTION, OGOR MAWTRIBES



• OGOR MAWTRIBES WARSCROLL •

# FROSTLORD

ON STONEHORN

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Frost Spear	4	4+	2+	2	2	Charge (+1 Damage)
Stonehorn's Rock-hard Horns	6	4+	2+	2	3	Charge (+1 Damage), Companion
Stonehorn's Hooves	D6	4+	2+	1	D3	Companion

### Passive

#### BATTLE DAMAGED

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Stonehorn's Rock-hard Horns** is 4.

### Once Per Turn (Army), Any Charge Phase

#### EARTH-SHATTERING CHARGE:

*Enemies are crushed and trampled beneath the unstoppable ferocity of a Frostlord upon a charging Stonehorn.*

**Declare:** If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

**Effect:** Inflict D3 mortal damage on the target. Then, roll 2D6. This unit can move a distance up to the value of the roll. During that move, it can pass through models in the target unit but must end that move in combat.

KEYWORDS

RAMPAGE

### Passive

**FROST SPEAR:** *Blessed by the Everwinter, the bite of this ogor's Frost Spear chills the enemy with crippling cold.*

**Effect:** If any damage points are allocated to an enemy **HERO** or **MONSTER** by attacks made with this unit's **Frost Spear**, subtract 1 from the Attacks characteristic of that enemy unit's melee weapons until the start of your next turn.

### Passive

**STONE SKELETON:** *The thick, rock-like skeletons of these beasts can take substantial punishment.*

**Effect:** Ignore the first damage point that would be allocated to this unit in each phase.

KEYWORDS

HERO, MONSTER

DESTRUCTION, OGOR MAWTRIBES, OGOR, BEASTCLAW RAIDERS



• OGOR MAWTRIBES WARSCROLL •

# FROSTLORD

ON THUNDERTUSK

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Ice Blast		12"	1	4+	2+	1	D3+2	Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability	
Frost Spear		4	4+	2+	2	2	Charge (+1 Damage)	
Thundertusk's Colossal Tusks		3	4+	2+	1	5	Anti-INFANTRY (+1 Rend), Companion	

## Passive

### BATTLE DAMAGED

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Thundertusk's Colossal Tusks** is 2.

## Once Per Turn (Army), Any Movement Phase

**SWEEPING TUSKS:** *With a deafening bellow, the Thundertusk swings its huge frost-wreathed tusks from side to side, sending enemies flying.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a dice. On a 3+, roll a dice for each model in the target unit. For each 5+, inflict 1 mortal damage on the target.

KEYWORDS

RAMPAGE

## Once Per Battle (Army), Your Charge Phase

**BELLOWING VOICE:** *With their booming voice, the Frostlord signals the hunt.*

**Declare:** Pick any number of friendly **BEASTCLAW RAIDERS** units wholly within 12" of this unit to be the targets.

**Effect:** Each target can add 1 to the D3 roll made if that unit uses the 'Trampling Charge' ability this turn.

HERO, MONSTER

KEYWORDS

DESTRUCTION, OGOR MAWTRIBES, OGOR, BEASTCLAW RAIDERS





• OGOR MAWTRIBES WARSCROLL •

# HUSKARD

ON STONEHORN

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Chaintrap		12"	1	4+	3+	1	3	Anti-MONSTER (+1 Rend)
Harpoon Launcher		18"	1	4+	3+	1	D3	-
Blood Vulture		24"	1	2+	3+	-	1	-
MELEE WEAPONS			Atk	Hit	Wnd	Rnd	Dmg	Ability
Punches and Kicks			3	4+	2+	-	1	-
Stonehorn's Rock-hard Horns			6	4+	2+	2	3	Charge (+1 Damage), Companion
Stonehorn's Hooves			D6	4+	2+	1	D3	Companion

This unit is armed with *Punches and Kicks*, *Stonehorn's Rock-hard Horns*, *Stonehorn's Hooves* and 1 of the following options:

- *Chaintrap*
- *Harpoon Launcher*
- *Blood Vulture*

### Passive

#### BATTLE DAMAGED

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Stonehorn's Rock-hard Horns** is 4.

### Passive

**STONE SKELETON:** *The thick, rock-like skeletons of these beasts can take substantial punishment.*

**Effect:** Ignore the first damage point that would be allocated to this unit in each phase.

### Once Per Turn (Army), Any Combat Phase

**EVERWINTER'S GOAD:** *This ogor's Stonehorn unleashes a mighty roar that drives nearby monsters into a frenzy.*

**Declare:** Pick each friendly and enemy **MONSTER** within this unit's combat range to be the targets.

**Effect:** Roll a dice for each target. On a 3+:

- If the target is a friendly **OGOR MAWTRIBES** unit, its **Companion** weapons have **Crit (2 Hits)** for the rest of the turn.
- If the target is an enemy unit, subtract 1 from hit rolls for attacks made with its **Companion** weapons for the rest of the turn.

KEYWORDS

RAMPAGE

KEYWORDS

HERO, MONSTER, PRIEST (1)

DESTRUCTION, OGOR MAWTRIBES, OGOR, BEASTCLAW RAIDERS



• OGOR MAWTRIBES WARSCROLL •

**HUSKARD**

ON THUNDERTUSK

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Ice Blast		12"	1	4+	2+	1	D3+2	Companion
Chaintrap		12"	1	4+	3+	1	3	Anti-MONSTER (+1 Rend)
Harpoon Launcher		18"	1	4+	3+	1	D3	-
Blood Vulture		24"	1	2+	3+	-	1	-
MELEE WEAPONS			Atk	Hit	Wnd	Rnd	Dmg	Ability
Punches and Kicks			3	4+	2+	-	1	-
Thundertusk's Colossal Tusks			3	4+	2+	1	5	Anti-INFANTRY (+1 Rend), Companion

This unit is armed with an Ice Blast, Punches and Kicks, Thundertusk's Colossal Tusks, and 1 of the following options:

- Chaintrap
- Harpoon Launcher
- Blood Vulture

**Passive**
**BATTLE DAMAGED**

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Thundertusk's Colossal Tusks** is 2.

**Once Per Turn (Army), Any Combat Phase**

**FREEZING AURA:** Winter storms gather about this Huskard, freezing and slowing those foolish enough to close in on them on foot.

**Declare:** Pick an enemy **INFANTRY** unit in combat with this unit to be the target.

**Effect:** Roll a dice. Add 1 to the roll if the target had **STRIKE-LAST** as a result of this ability in the previous turn. On a 4+, the target has **STRIKE-LAST** for the rest of the turn.

**KEYWORDS****RAMPAGE****KEYWORDS**

HERO, MONSTER, PRIEST (1)

DESTRUCTION, OGOR MAWTRIBES, OGOR, BEASTCLAW RAIDERS



• OGOR MAWTRIBES WARSCROLL •

# STONEHORN BEASTRIDERS

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Chaintrap		12"	1	4+	3+	1	3	Anti-MONSTER (+1 Rend)
Harpoon Launcher		18"	1	4+	3+	1	D3	-
Blood Vulture		24"	1	2+	3+	-	1	-
MELEE WEAPONS			Atk	Hit	Wnd	Rnd	Dmg	Ability
Punches and Kicks			6	4+	2+	-	1	-
Stonehorn's Rock-hard Horns			6	4+	2+	2	3	Charge (+1 Damage), Companion
Stonehorn's Hooves			D6	4+	2+	1	D3	Companion

This unit is armed with a Harpoon Launcher, Punches and Kicks, Stonehorn's Rock-hard Horns, Stonehorn's Hooves and 1 of the following options:

- Chaintrap
- Blood Vulture

### Passive

#### BATTLE DAMAGED

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its Stonehorn's Rock-hard Horns is 4.

### Passive

**STONE SKELETON:** *The thick, rock-like skeletons of these beasts can take substantial punishment.*

**Effect:** Ignore the first damage point that would be allocated to this unit in each phase.

### Once Per Turn (Army), Any Combat Phase

**STONEHORN AVALANCHE:** *With hearty roars, the Beastriders pick their target and send their Stonehorn crashing forward with the force of a mountain's worth of snow and rock.*

**Effect:** If this unit charged this turn, roll a dice. On a 3+, when this unit makes a pile-in move this phase, add D6" to the distance it can move.

KEYWORDS

RAMPAGE

MONSTER

KEYWORDS

DESTRUCTION, OGOR MAWTRIBES, OGOR, BEASTCLAW RAIDERS





• OGOR MAWTRIBES WARSCROLL •  
**THUNDERTUSK  
 BEASTRIDERS**

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Ice Blast		12"	1	4+	2+	1	D3+2	Companion
Chaintrap		12"	1	4+	3+	1	3	Anti-MONSTER (+1 Rend)
Harpoon Launcher		18"	1	4+	3+	1	D3	-
Blood Vulture		24"	1	2+	3+	-	1	-
MELEE WEAPONS			Atk	Hit	Wnd	Rnd	Dmg	Ability
Punches and Kicks			6	4+	2+	-	1	-
Thundertusk's Colossal Tusks			3	4+	2+	1	5	Anti-INFANTRY (+1 Rend), Companion

*This unit is armed with an Ice Blast, Harpoon Launcher, Punches and Kicks, Thundertusk's Colossal Tusks, and 1 of the following options:*

- Chaintrap
- Blood Vulture

**Passive**

**BATTLE DAMAGED**

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Thundertusk's Colossal Tusks** is 2.

● **Once Per Turn (Army), End of Any Turn**

**EVERWINTER'S ASSAULT:** *The enemy are left scattered and reeling before the combination of the Thundertusk's charge and the great missiles loosed by its riders, forced to give ground until they can regather their wits.*

**Declare:** If this unit charged this turn, pick an enemy unit in combat with it to be the target.

**Effect:** Roll a dice. On a 3+, for the rest of the turn:

- If the target is a **MONSTER**, subtract 3 from its control score.
- If the target is a non-**MONSTER** unit, subtract 5 from its control score.

**KEYWORDS**

**RAMPAGE**

**KEYWORDS**

**MONSTER**

**DESTRUCTION, OGOR MAWTRIBES, OGOR, BEASTCLAW RAIDERS**



• OGOR MAWTRIBES WARSCROLL •  
**ICEBROW HUNTER**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Great Throwing Spear	10"	1	4+	3+	1	D3	Anti-MONSTER (+1 Rend)
Hunter's Crossbow	12"	1	4+	3+	-	D3	Anti-MONSTER (+1 Rend)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Culling Club		4	4+	2+	-	2	Anti-MONSTER (+1 Rend)

### Deployment Phase

**MASTERS OF AMBUSH:** *Always on the move, Icebrow Hunters range ahead of the main ogor force alongside packs of trained Frost Sabres.*

**Declare:** Pick this unit and up to 2 friendly **Frost Sabres** units if those units have not been deployed.

**Effect:** Set up those units in reserve **outflanking the prey**. They have now been deployed.

KEYWORDS

DEPLOY

### Your Movement Phase

**THE HUNT IS ON:** *Sensing the time is right, the Icebrow Hunter and their Frost Sabre companions launch their ambush.*

**Declare:** Pick this unit if it is **outflanking the prey**.

**Effect:** Set up this unit wholly within 9" of a battlefield edge and more than 9" from all enemy units. Then, set up each **Frost Sabres** unit that was set up **outflanking the prey** with this unit wholly within 12" of it and more than 9" from all enemy units.



KEYWORDS

HERO, INFANTRY

DESTRUCTION, OGOR MAWTRIBES, OGOR, BEASTCLAW RAIDERS



• OGOR MAWTRIBES WARSCROLL •  
**FROST SABRES**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Tusks and Claws	3	4+	3+	1	1	-

**U** Passive

**HUNTERS OF THE FROZEN WILDS:**

*The coats of Frost Sabres act as a natural camouflage in the bleak wilderness.*

**Effect:** This unit is not visible to enemy units while it is within 3" of a terrain feature and more than 9" from all enemy units.

**●** Passive

**BEAST**

**Effect:** This unit has a maximum control score of 1.



**KEYWORDS**

BEAST

DESTRUCTION, OGOR MAWTRIBES, BEASTCLAW RAIDERS



• OGOR MAWTRIBES WARSCROLL •  
**MOURNFANG PACK**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Ironlock Pistol	10"	1	4+	3+	1	D3	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Mournfang Rider Weapon		3	4+	2+	1	2	Anti-CAVALRY (+1 Rend)
Mournfang's Tusks		4	4+	2+	1	2	Companion

Each model in this unit is armed with a Mournfang Rider Weapon and Mournfang's Tusks.

- The champion is armed with an Ironlock Pistol in addition to their other weapons.

**U** Passive

**LUMPEN WALL OF FLESH:**

Mournfangs and their riders provide a living shield for the other ogors, soaking up and foiling incoming ranged fire with their thick, furry hides and broad profiles.

**Effect:** Subtract 1 from wound rolls for shooting attacks that target friendly **BEASTCLAW RAIDERS** units while they are within this unit's combat range.

**G** Passive

**ALPHA CAVALRY:** Those Mournfangs that have risen to the top of the fighting pits have done so by repeatedly charging equally massive rivals head-on and coming out on top.

**Effect:** The **Charge (+1 Damage)** weapon ability has no effect on attacks that target this unit.

**KEYWORDS**

CAVALRY, CHAMPION, MUSICIAN (1/4), STANDARD BEARER (1/4)

DESTRUCTION, OGOR MAWTRIBES, OGOR, BEASTCLAW RAIDERS



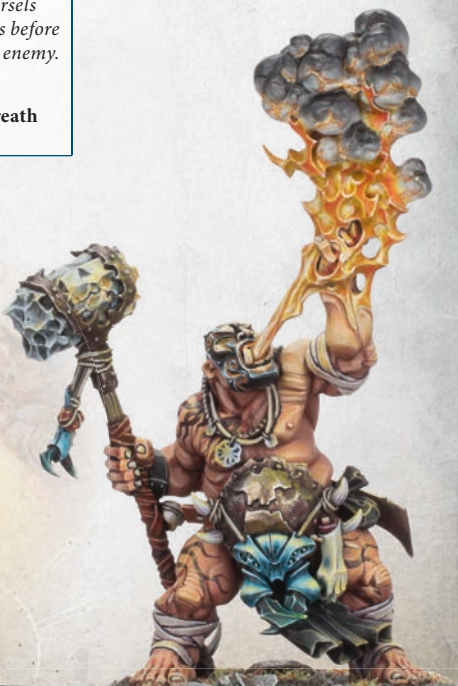
• OGOR MAWTRIBES WARSCROLL •  
**FIREBELLY**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Fire Breath	8"	6	2+	3+	-	1	Shoot in Combat
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Basalt Hammer	3	4+	2+	1	D3	-	

### Passive

**TORRENT OF FLAME:** *Fiery morsels are consumed by this ogor moments before they spew a torrent of flames at the enemy.*

**Effect:** Add 1 to the Damage characteristic of this unit's **Fire Breath** for attacks that target **INFANTRY**.



### KEYWORDS

HERO, WIZARD (1), INFANTRY

DESTRUCTION, OGOR MAWTRIBES, OGOR



• OGOR MAWTRIBES WARSCROLL •  
**ICEFALL YHETEES**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Claws and Ice-encrusted Weapons	3	4+	3+	1	2	-

➤ **Enemy Combat Phase**

**BOUNGING LEAPS:** *Adapted to an environment of plunging chasms and sheer cliffs, Icefall Yhetees possess long limbs with corded strength that see them close the distance to their prey in a single mighty bound.*

**Effect:** This unit can move up to 3". It can move into combat.



KEYWORDS

INFANTRY, WARD (6+)

DESTRUCTION, OGOR MAWTRIBES, BEASTCLAW RAIDERS



• OGOR MAWTRIBES WARSCROLL •  
**GREAT MAWPOT**

The following universal terrain abilities apply to this terrain feature (Terrain, 1.2):

Cover, Impassable

⚙️ **Passive**

**GREAT MAWPOT:** All manner of ingredients are thrown into this metal cauldron and boiled up into a thick magical broth that reinvigorates any ogors who taste it.

**Effect:** The **Great Mawpot** is either **full** or **empty**. It starts the battle **full**.

⚙️ **Passive**

**THROW 'EM IN:** The bludgeoned and hacked remains of dead foes are thrown into the bubbling cauldron to thicken the stew.

**Effect:** If an enemy model is slain within 6" of the **Great Mawpot** when it is **empty**, it becomes **full**.

⚙️ **Your Hero Phase**

**VESSEL OF THE GULPING GOD:**

*Swirling gastromantic fumes emanate from the Great Mawpot when it is full to the brim.*

**Declare:** If the **Great Mawpot** is **full**, pick a friendly **OGOR WIZARD** within 3" of it to be the target.

**Effect:** Add 1 to the power level of the target for the rest of the turn.

🛡️ **Your Hero Phase**

**BATTLEBROTH:** *The contents of the Mawpot are suffused with strange magic; a single mouthful can restore an ogor's vitality and stitch up their wounds.*

**Effect:** If the **Great Mawpot** is **full**, **Heal (D3)** each friendly unit wholly within 18" of it. After you have done so, the **Great Mawpot** is **empty**.





• OGOR MAWTRIBES WARSCROLL •

# MAWPIT

The following universal terrain abilities apply to this terrain feature (Terrain, 1.2):

Cover, Impassable, Unstable

## Passive

**ALTAR OF THE GULPING GOD:** *A Mawpit is a tooth-lined sinkhole in which the aggressive nature of Ghur has become manifest. They are used as places of worship by the ogors, who constantly hurl gory sacrifices into their chomping orifices.*

**Effect:** While this terrain feature has a Head Butcher:

- The Head Butcher cannot use **MOVE** abilities.
- Instead of measuring range or visibility to the Head Butcher, measure to this terrain feature instead.
- All attacks that would target the Head Butcher target this terrain feature instead.
- If this terrain feature is destroyed, before removing it from the battlefield, inflict D3 mortal damage on the Head Butcher. Then, set up the Head Butcher on the battlefield wholly within 3" of this terrain feature and not in combat. That unit is no longer a Head Butcher. If it is not possible to set up the Head Butcher, it is slain.

## Your Hero Phase

**FEED THE MAW:** *The new Head Butcher ascends the platform above the Mawpit.*

**Declare:** If this terrain feature does not have a Head Butcher, pick a friendly **Butcher** or **Slaughtermaster** within 3" of it to be the target.

**Effect:** Place the target on this terrain feature. The target is now a Head Butcher (see 'Altar of the Gulping God').

## Your Movement Phase

**STEP AWAY FROM THE MAW:** *The Head Butcher descends from the platform.*

**Effect:** If this terrain feature has a Head Butcher, set up the Head Butcher on the battlefield wholly within 3" of this terrain feature and not in combat. That unit is no longer a Head Butcher.

## Any Hero Phase

**THROAT OF GHUR:** *With a rumble, smaller Mawpits suddenly manifest beneath the feet of distant foes.*

**Declare:** Pick up to 3 enemy units within 12" of this terrain feature, or within 18" if it has a Head Butcher, to be the targets.

**Effect:** Roll a D3 for each target. Add 1 to the roll if the target is more than 3" from all other enemy units. On a 2+, inflict an amount of mortal damage on that unit equal to the roll.



# SPEARHEAD

## OGOR MAWTRIBES

### TYRANT'S BELLOW

This Spearhead army consists of the following units:

#### GENERAL

◆ Tyrant

#### UNITS

- ◆ 2 Mournfang Pack
- ◆ 3 Ogor Gluttons
- ◆ 3 Ogor Gluttons
- ◆ 4 Leadbelchers
- ◆ 1 Ironblaster



When an ogor Tyrant wishes to make himself heard, he speaks through his tribe's most devastating weapon: an ancient great-cannon known as an Ironblaster. Ogors have a special love for blackpowder artillery pieces, for not only do they make a most satisfying roar when fired, but each volley blasts enemies into smoking gobbets of flesh – half-cooked and ready for eating. To own even a single Ironblaster is a mark of great prestige amongst the mawtribes, and Tyrants protect their assets on the battlefield by surrounding them with a retinue of their toughest fighters, known as a Tyrant's Bellow.

When prey is sighted, Mournfang Riders charge off to engage. They harry their targets with gunshot and hacking blows, driving them out into the open. It is then that the guns of the Tyrant's Bellow open up en masse – not just the Ironblaster itself but also the cannons wielded by the Leadbelchers, lit tapers dangling from their slaving lips. This storm of metal and fire reduces almost everything in its path to charred carrion, much to the amused delight of the Tyrant. Belly rumbling eagerly, the oversized warlord then advances at the head of his favoured Gluttons, hacking into pieces those foes that still stand and selecting the choicest cuts of scorched meat for himself.

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*'Hear that roar? That's the sound of me Ironblasters, callin' us to the feast tables.'*

– Tyrant Badgrulp Bearmuncher of the Meatfist

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## BATTLE TRAITS

### ON THE MAWPATH

*The ogor tribes are always roaming the wilds beyond their gluttholds leaving great trails of destruction.*

Your **Ironblaster** and **Mournfang Pack** unit are not set up during the deployment phase. Instead, from the third battle round onwards, they can use the following ability:

#### ⚙ Your Movement Phase

**BELLOWING ARRIVAL:** *A mighty roar echoes across the battlefield as more hungry ogors join the fray.*

**Effect:** Set up this unit anywhere on the battlefield, within 1" of a battlefield edge and more than 6" from all enemy units.

**KEYWORDS**    **CORE**



*Mournfang Pack Champion*

**REGIMENT ABILITIES:** Pick 1 of the following regiment abilities.

✂ Once Per Phase, Any Charge Phase

**PULVERISING GIRTH:** *There are few armies in the Mortal Realms that can withstand the charge of ravenous ogors.*

**Declare:** Pick any number of friendly units that charged this phase.

**Effect:** For each of those units, pick an enemy unit in combat with it and roll a dice. On a 4+, inflict 1 mortal damage on that enemy unit.

U Passive

**BRED FOR TOUGHNESS:** *Ogors choose only the toughest and most thick-skinned beasts to carry them into battle.*

**Effect:** Add 1 to the Health characteristic of your **Ironblaster** and your **Mournfang Pack** unit.

**ENHANCEMENTS:** Give your general 1 of the following enhancements.

➤ Passive

**LONGSTRIDER:** *This warrior is said to be capable of running down a sprinting rhinox.*

**Effect:** Your general has a Move characteristic of 8" instead of 6".

U Once Per Battle, Reaction: Opponent declared an ATTACK ability and targeted your general

**FLASK OF STONEHORN BLOOD:** *This icy-blue liquid imbues the one who drinks it with the toughness of a Stonehorn.*

**Effect:** Your general has **WARD** (3+) this phase.

U Any Combat Phase

**BOOMING ROAR:** *Relishing the fight, your general roars a challenge to the enemy that makes the very earth beneath their feet tremble.*

**Effect:** Roll a dice. On a 4+, subtract 1 from hit rolls for attacks made by enemy units this phase while they are within 9" of your general.

U Once Per Battle, Any Movement Phase

**BLUBBERGRUB:** *These filthy and disturbingly large maggots are a favourite of the big beasties of the mawtribes.*

**Declare:** Pick either your **Ironblaster** or your **Mournfang Pack** unit if it is within your general's combat range.



**Effect:** Heal (D6) that unit.



The ferocious warleaders of the Gutbuster warglutts, Tyrants are living mountains of iron and blubbery flesh. Each has risen to the heights of power by eating their rivals and bullying their tribe-mates into doing as they're told, and their bottomless appetite can only be satisfied by a lifestyle of constant plunder and war. Despite their girth, they move with surprising speed, hacking their prey into bloody chunks for easier consumption and relying upon a heavy gutplate – and several thick layers of fat – to keep them from harm.

• SPEARHEAD WARSCROLL •

# TYRANT

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Ogor Pistols	10"	2	4+	3+	1	D3	Shoot in Combat
 MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
Thundermace		3	4+	2+	2	3	-
Beastskewer Glaive		2	4+	2+	1	2	Anti-MONSTER (+1 Rend)

● Your Hero Phase

**BULLY OF THE FIRST DEGREE:** *Tyrants use abrupt violence to help them maintain an iron rule over their warglutt.*

**Declare:** Pick a friendly unit wholly within 12" of this unit to be the target. You cannot pick this unit.

**Effect:** Add 3 to the control score of the target until the start of your next turn.



KEYWORDS

HERO, INFANTRY



The most destructive blackpowder weapon deployed by the Gutbuster warglutt, the Ironblaster is an immense cannon that hurls solid shot into the heart of the enemy's ranks, blasting foes into scraps of charred meat. Said to be relics of the long-dead Sky-Titans, these weapons are seen as status symbols amongst the mawtribes, and their deafening roar has announced the commencement of countless gory feasts. Each is mounted on a crude carriage and pulled into battle by a rhinox, a bad-tempered beast of the frozen plains that has all the aggression of its ogor master and a battering charge to back it up.

• SPEARHEAD WARSCROLL •

# IRONBLASTER

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Ironblaster Cannon	18"	2	4+	2+	2	D3+3	-
 MELEE WEAPONS	Attacks		Hit	Wound	Rend	Damage	Ability
Clubber	2		4+	2+	-	2	-
Rhinox's Sharp Horns	2		4+	2+	1	D3	Companion

 Passive

**RHINOX CHARGE:** *A rhinox's double-horned skull can inflict considerable damage when the beast charges into the foe.*

**Effect:** The Damage characteristic of this unit's **Rhinox's Sharp Horns** is 3 if it charged in the same turn.



KEYWORDS



WAR MACHINE



The blackpowder-obsessed gunners known as Leadbelchers lumber into battle, blasting away with their massive guns and utilising them as makeshift bludgeons should the foe be foolish enough to engage them in hand-to-hand combat.

• SPEARHEAD WARSCROLL •

# LEADBELCHERS

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Leadbelcher Gun	15"	D3	4+	3+	1	1	-
 MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Bludgeoning Blow	2	4+	2+	-	2	-	

 **Passive**

**FIRING FROM THE BELLY:** *An ogor's sturdy frame easily absorbs the recoil of even cannon-sized weapons.*

**Effect:** Add 1 to hit rolls for this unit's shooting attacks if it has not used a **MOVE** ability this turn.



**KEYWORDS**

**INFANTRY**





Ogor Gluttons are hulking, muscle-bound brutes driven entirely by an unending desire for food. They thunder into battle like an avalanche of sweaty flesh, taking great bites out of their foes even as they attack with crude clubs and cleavers.

• SPEARHEAD WARSCROLL •  
**OGOR GLUTTONS**

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Ogor Weapons	4	4+	2+	1	2	-

➤ **Passive**

**DRIVEN BY HUNGER:**  
*Gutbusters cannot wait to meet and eat the enemy.*

**Effect:** Add 1 to charge rolls for this unit.



**KEYWORDS**

**INFANTRY**

	MOVE	
HEALTH	9"	SAVE
6		4+
	2	
	CONTROL	

One might as well try to stop a boulder rolling down a mountain as halt the charge of an ogor mounted atop a Mournfang. These beasts make perfect linebreakers – they are ornery in the extreme, feel little in the way of pain, and possess an appetite to rival that of their riders.

• SPEARHEAD WARSCROLL •

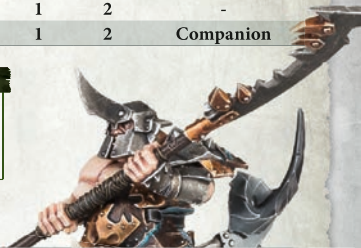
## MOURNFANG PACK

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Culling Clubs and Hackers	3	4+	2+	1	2	-
Mournfang's Tusks	4	4+	2+	1	2	Companion

### Passive

**LINEBREAKERS:** *The thick hides of Mournfangs protect them from incoming missile fire as they charge headlong into the enemy's battleline.*

**Effect:** Subtract 1 from wound rolls for shooting attacks that target this unit.



### KEYWORDS

CAVALRY

