

ON THE MAWPATH

Sweaty, hungry, and always spoiling for a fight, the ogor Mawtribes are living forces of destruction that munch their way through the land. Here you'll find out all about Mawtribes and their Mawpaths, as well as campaign rules for creating your own Mawpath.



LARGE AND IN CHARGE

Ogors are feared and reviled across the Mortal Realms for their endless and entirely uncontrollable hunger. These hulking, muscle-bound brutes will eat anything: rocks, metal, meat, slime, bones, and – often reluctantly – vegetation. An ogor warrior stands almost twice as tall as the average human and is several times as wide, swaddled with layers of muscle and fat. This blubberous mass provides a number of benefits; it allows ogors to resist all manner of inhospitable environments and also proves as effective as chain mail or full plate when it comes to deflecting arrows, blades, and even cannon balls.

Discharging a blunderbuss at close range into an ogor provides no guarantee of a kill; in fact, it is likely to inflict nothing more than mild irritation and a bit of soreness. Any foe brave enough to step this close will be subsequently battered into submission with a club or rusty cleaver, each blow vicious enough to shatter bones or sever limbs entirely. Such crude arms prove remarkably effective in an ogor's meaty fists, but these are by no means their only weapons. Many a would-be monster hunter has thought to disarm an ogor, only for the brute to snap their greasy head forwards and return the favour in a far more literal manner with one great, greedy bite. The jaws of these gluttons are extraordinarily powerful and can crunch through steel, boulders, and skulls with equal ease.¹

Subtlety is an alien concept to ogors, as are such strange human notions as honour and morality. This does not mean the creatures are sadistically cruel by nature, only that they are astonishingly self-centred, entirely obsessed with filling their bellies at the expense of everything else. The only concept they truly fear is going to sleep on an empty stomach.

Ogors worship the greenskin deity Gorkamorka as the Great Beast that Consumes the Realms or the Gulping God, a monstrous embodiment of endless hunger that seeks to devour the Mortal Realms entire. They offer worship to this all-devouring maw in a singularly ogorish fashion – namely, by eating anything they lay their piggish eyes upon.

IRON AND ICE

Ogor society is roughly divided into two distinct cultures, united by a common lust for food but differing in many other ways. The most numerous are the Gutbusters. Gathering into tribes known as wargluts, these are typically the richest of ogorkind, possessing impressive collections of blackpowder firearms and flashy – for ogors, at least – armour and weapons. The other major group is the Beastclaw Raiders, frost-rimed and primal warriors from the savage wilds who are eternally pursued by the supernatural Everwinter, a snowstorm that seeks to trap the Beastclaw in its freezing embrace but also grants their shamans mystical powers over ice storms and blizzards. These two groups exist in a state of tentative peace, but such is the bellicose nature of ogorkind that they have come to blows many times in bloody civil wars² that wrought havoc across vast regions of the realms.

For all an individual ogor's imposing ferocity, it is when they gather into larger groups that they become truly terrifying. When an ogor's natural greediness is multiplied a thousandfold, even the gods take notice. Each of the great Ogor Mawtribes consists of hundreds of Gutbuster wargluts and roaming Beastclaw Raider Alfrostuns joined

together under one tyrannical ruler. Some Mawtribes are predominantly Gutbuster in culture and origin; these are ruled by the fleshy titans known as Overtyrants. Others are dominated by the harsh lifestyle of the Beastclaw and are instead governed by the Frost Kings, immense giants of ice and snow who are said to be touched by the raging spirit of the Everwinter itself. Though their traditions and rituals differ greatly, each of the Mawtribes is a force of utter devastation whose passing spells the ruin of empires and the death of kings.

THE HUNGERING HORDES

Gluttony is the defining characteristic of ogorkind, one that dictates their warlike lifestyle and societal structure. Ogor Mawtribes roam across vast distances along migratory routes known as Mawpaths, chewing a path of devastation and leaving behind nothing but barren, dusty wastelands. Any townships, cities, or other strongholds unfortunate enough to find themselves in the way of this natural disaster are destroyed, sacked, and subsequently consumed down to the last stone. Individual Alfrostuns and wargluts will occasionally wander off from the main Mawpath, guided by the gut instinct of their Butchers into

¹ It has even been known for ogors to devour spells aimed in their direction, though this usually leads to unpleasant and sometimes explosive indigestion.

² Most notable were the vicious wars between the Boulderhead and Meatfist Mawtribes, which culminated in a great battle that littered the earth with ogor corpses. On the plus side, this allowed the Butchers of both Mawtribes to keep their larders filled for months.

Guided by the auguries of their Butchers, the Mawtribe gouges jagged trails of destruction through the land. Viewed from afar, these diversions take the shape of fangs puncturing the crust of the realms.

NIGHTSKEIN
REALMGATE

³ Major Gluttholds include the monolithic stone fortress known as the Great Gutfort, the bubbling blood-lake of Butcher's Gorge, and the legendarily foul-smelling Tallow Pits of Glissom.

unravaged lands in search of meat and plunder. If viewed from the heavens, these deviations would form the 'teeth' of the circular Mawpath as it chews through the realms.

Occasionally, those settlements in the path of an ogor advance might be able to bribe their would-be consumers by offering all the food in their stocks. Ogors are capable of the tiniest glimmer of reason and dimly understand the prospect of sacrificing an immediate meal for an even greater feast in the future. Unfortunately, they answer only to their stomachs and give no thought at all to honour or previous promises; as a result, such deals generally last only as long as it takes for the proffered food to run out – which is not very long at all, considering the colossal daily intake of the average ogor. As soon as their bellies start aching, the Mawtribe will reverse its steps and eat their benefactors as well. Larders and meat-sacks filled to the brim with fresh ingredients, the Mawpath will rumble on relentlessly in a vast, circular route.

Eventually, after a generation or more, the Mawpath will lead the ogors back to their ancestral lair, known as a Glutthold,³ and at that point, a truly astonishing festival of overeating will commence. Such is the potency of this gruesome carnival that it concentrates the power of the Gulping God, which the Mawtribe's Butchers channel in order to divine the next stage of their voracious march.

FEASTING SITES

Ogor Mawtribes have devoured vast portions of the realms, transforming once-verdant lands into arid dust bowls. From the grave deserts of Shyish to the thick jungles of Ghyran, the great feast of the Gulping God goes on.

THE GREAT GREENFEAST

Emerging from an underground Realmgate into the bright sunlight of the Jade Kingdoms, the Mawtribe known as the Underguts proceeded to fill their bellies with as much lush vegetation and animal life as they could manage. After they devoured the Freeguild fortress of Asverd Heights and began to threaten the lands surrounding the Sigmarite stronghold of Hammerhal Ghyra, a coalition led by warriors of the Stormcast Eternals was dispatched to drive the ogors back; to date, this has only been marginally successful, and the Underguts are delighted that their food appears to be set on delivering itself to them willingly.

THE WINTER MENACE

The icy port of Izalend stands amidst the frozen seas of the Realm of Beasts, protected by a wall of magical flames. For centuries, this protective barrier was thought impenetrable, until a sudden and brutal ice storm descended upon the city, smothering the arcane defences and wreathing everything in an impenetrable shroud of pure white. The Winterbite Mawtribe fell upon Izalend from out of the mists, riding floating icebergs into the city's great

harbour and snatching away thousands of soldiers and citizens before disappearing into the blizzard. Izalend's Freeguild Generals fear that this raiding party was merely part of a far greater host of ogors, who remain hidden among the ice floes surrounding the city.

SHOUTING MATCH

The Thunderbellies are a particularly bellicose Mawtribe whose favoured hunting grounds are the Sky Roads of Chamon. They barrel across these strange, metal highways in a circular Mawpath, crushing and munching up anything unfortunate enough to get in their way. Foremost amongst the Thunderbellies' rivals are the Dragon Ogors, a distant relation of ogorkind with dragon-like lower halves. Perhaps the most famous encounter between the two occurred at the mountain pass of Thunderstar Heights. Challenging one another to a shouting match, the two enemy armies bellowed so loudly that they caused the road beneath them to split asunder, dropping scores of Dragon Ogors to their doom. The Thunderbellies' roars quickly turned into bellowing laughter.

MARCH FOR THE GULPING GOD!

If devouring your way across the Eight Realms sounds like your idea of a good time, then you will be delighted to hear that we have you covered! On pages 72–79, you will find exclusive Warhammer Age of Sigmar narrative rules for embarking upon a Mawpath with your Ogor Mawtribes army, hoovering up the choicest meats and most succulent ingredients and battering anything foolish enough to stand in your way!

RECIPE FOR DISASTER

The Butchers are the strange shamans of the Ogor Mawtribes, and their holy duty is twofold. First, they must interpret the will of the Gulping God and lead their people to rich feeding lands. Second, it is their job to keep their tribe's bellies full by staging great feasts every night. Butchers consider themselves master chefs, and though any civilised folk would be sent into a paroxysm of vomiting by the greasy, gory broth they serve up, their fellow ogors find it utterly irresistible.



Each Butcher has their own list of favoured ingredients, which differ depending on their lands of origin; those who hail from Aqshy tend to prefer spicy broths with liberal sprinklings of Magmadroth glands and Fyreslayer flanks, while several tribes hailing from the forests of the Jade Kingdoms have developed a penchant for crunchy Sylvaneth stews served cold on a platter of beetle-wings – an acquired taste, to be sure. As a Mawpath grinds on, a Butcher will accumulate a vast larder of choice foodstuffs, and they delight in cooking up new and exotic dishes. This comes with its own risks; although an ogor can digest almost anything, even their iron-tough stomachs can experience explosively disgusting results when a Butcher's experiments go awry. This often occurs when the Butcher chooses to use up a bunch of foul, putrid ingredients that have been lingering in the pockets of their blood-splattered aprons or the back of the larder for many seasons rather than see them go to waste. Such unpleasant episodes are rarely fatal, for an ogor's constitution is legendary, but they are nonetheless deeply unpleasant.

In battle, the meatmasters channel their god's hunger into strange, gastromantic powers, such as causing a greasy deluge of stinking fat to rain from the skies or making their foes' limbs snap like crunchy fish bones. Should the enemy make the mistake of closing in to melee range, a rusty cleaver or other gruesome implement makes short work of them, chopping their bodies into bite-sized pieces for the cooking pot.

On occasion, Butchers from different Mawtribes will gather in the mountains of Ghur for a gastromantic ritual known as a 'gollop', where they will share secrets and recipes and partake in a great, gluttonous feast. So intensely do the gollops channel the ravaging powers of the Gulpig God that they can cause the land itself to slather and howl and chew upon itself in a frenzy of hunger.

BUTCHER BLENDS

Each tribe's Butcher has their own particular specialities, though ogor cooking is hardly refined; it usually consists of bunging chunks of meat, bone and whatever else is at hand

into a magical cauldron known as a Great Mawpot, then boiling the mixture up until it's nice and tender. However, most ogor tribes have a selection of favourite dishes.

Hagfish Bloodjelly – A favourite dish of ogor warglutt who hail from the clotted shorelines of the Everspring Swathe, this consists of great blob of hagfish mucus liberally marinated in the blood of human prisoners, often with a few sprinklings of shinbone thrown in for a bit of texture. Deaths by choking are not uncommon.

Corpsejar Broth – Pioneered by Butcher Turko Ashtongue of the Boneheads, this dish is made from canopic jars looted from the barrow-tombs of the Shyish Innerlands. The mouldering contents are mixed with glitterscarab juices and left to simmer for several days, resulting in a challenging yet piquant flavour. The only downside is that preparing this dish tends to draw the ire of the Wight Lords whose crypts have been stripped bare.

Fiery 'Mander Stew – There are many local variations of this spicy stew, which is very popular amongst the ogors of the Flamescar Plateau. It is typically made from salamander flame-glands and crushed-up fire crystals, though Butchers from richer tribes often substitute the salamander for roasted Magmadroth flanks.

OGOR NAMES

An ogor's name is a mark of their honour and prestige, and many of the greatest ogor Tyrants have a roll-call of epithets and personally chosen 'big names' that harken back to battles they have won, foes they

have defeated, and exotic treats they have consumed on their Mawpath. One notable example is Ogbort Branchsnapper Bramblegut Oakeater, Tyrant of the Bloody Stump Warglutt, whose appetite for crunchy Sylvaneth bark is allegedly bottomless.

Not all such titles are quite as grandiose. Not known for their mastery of language, some ogors take foreign words or esoteric phrases as their titles, simply because they like the sound of them. Thus were named such luminaries as Yubba the Unwieldy, Great Luscious Lugg, and, of course, the infamous Brumgar the Imbecile, known for biting off the arms and legs of anyone who sniggered at his title.

Beastclaw Raiders proudly retain their own language, svoringar – a harsh tongue of the frozen realm consisting of a few guttural sounds. The meaning of each intonation can vary greatly depending on pronunciation; the word 'kravv', for example, can be used to refer to a particularly sturdy wall, a heavy downpour, or the unpleasant, filmy substance that builds up on the tongue after eating boiled-up rhinox blubber. Though some Beastclaw-dominated Mawtribes – including the proud Boulderhead – continue to employ the ancient tongue of the Ice Lords, many Frostlords instead refer to themselves in common ogor tongue, owing to the large contingents of Gutbuster ogors they find themselves fighting alongside.

A TYRANT'S MONIKER

Below you will find a selection of commonly used ogor names, including a list of grand titles and 'big names'.⁴

⁴ Should your Ogor Tyrant achieve some spectacular feat of arms on the tabletop, why not give them a name of your own? If, for example, they manage to take down a Great Unclean One (no small achievement), consider granting them the name 'Rotgulper' or 'Bilemasher'. It's a fun way of recording your most infamous deeds!

D10 – First Names	D10 – Big Names
1 - Golbo	1 - Brainmuncher
2 - Blugg	2 - Scaldtongue
3 - Hurk	3 - Eyegobbler
4 - Klang	4 - Goldbelly
5 - Grout	5 - Bonesmasher
6 - Yump	6 - the Flatulent
7 - Maggro	7 - Drakkeater
8 - Poggus	8 - Sourbelch
9 - Odo	9 - Slobbermaw
10 - Rolv	10 - the Drooler

OGORS ON CAMPAIGN

Your belly rumbles with a sound like rolling thunder, and drool spills from your blubbery lips as you imagine the delicious feasts to be found just over the horizon. You have mustered your Mawtribe. Now it is time to lead them on the Mawpath, stuffing your guts to bursting in honour of the Gulping God.

INTRODUCTION

With the recent release of *Battletome: Ogor Mawtribes* there's been a lot of buzz and excitement in the Warhammer Studio around these ferocious (and not to mention voracious) warriors. The battletome explores in detail the 'Mawpaths' that Ogor Mawtribes embark upon. A Mawpath is a migratory trail of destruction and bloodshed that carves the shape of a great maw across the land (if one were to look at it from upon high), starting and ending at the Mawtribe's Glutthold, their mountainous stronghold.



We thought it would be a great deal of fun to let every budding Gutlord embark upon their own Mawpath, and so we came up with a campaign system to allow just that. For those who have never played a campaign before, it is essentially a system for linking your battles together into an ongoing narrative – in this case, telling the story of your Mawtribe's Mawpath. For veteran gamers who have played in campaigns before, this one has a key difference. This is a personal campaign for your army (rather than for a group of players) that can encompass any games of Age of Sigmar you play, no matter the opponent.

Ogors worship the Gulping God, an aspect of the greenskin god Gorkamorka, through the ritual consumption of their enemies. Over the course of this campaign, not only will you fight lots of battles, you will also be able to build up a grisly collection of different meats and exotic ingredients depending on the foes you slay. After each battle, you'll rummage through your ever-growing



larder and boil these delicious treats up in your Great Mawpot. The result will be all kinds of gruesome broths and foul-tasting meals for your ogors to guzzle and devour. These battlebroths will have a variety of effects on your battles – both positive and potentially unpleasant – so it will be great fun to experiment with different recipes. In addition, in between each battle you'll encounter different events on your Mawpath in which the decisions you make will affect the outcome for good or ill.

Do you have what it takes to lead a horde of ogors on the Mawpath? If so, read on!



EMBARKING ON THE CAMPAIGN

If you have an Ogor Mawtribes army, you can choose for it to embark upon this campaign. To do so, you must first fill in the campaign roster (found on page 79). To fill in the campaign roster, follow these steps:

- 1. Write the name of your general at the top of the campaign roster. You can use the name generator on page 71 or use a fitting name of your own creation.
- 2. Make a note of where you are on the progress tracker by marking the point labelled 'Glutthold'.
- 3. There are nine slots in your **larder** that you will be able to draw from when brewing your battlebroth. To begin with, roll a D3 for each of these slots and write the number within.

PLAYING CAMPAIGN BATTLES

Any battle of Age of Sigmar using your Ogor Mawtribes army can form a part of this campaign. To incorporate a battle into this campaign, you first need your opponent's permission (as you will be using unique rules not normally available to your army). To incentivise your opponent, they start the game with **1 additional command point**.

When choosing your army for a campaign battle, your army must have the Ogor Mawtribes allegiance. Otherwise, you are free to pick any units in your army as normal.

During each campaign battle, you can earn a number of Campaign Victory Points (CVPs). The more you earn during the campaign, the more successful your Mawpath has been and the better the **campaign outcome** you will achieve. Record your number of CVPs on your campaign roster. In each campaign battle, you can earn CVPs for completing the criteria shown in the table below.

CAMPAIGN EVENTS

After each campaign battle, your army moves along the progress tracker 1 point clockwise. In addition,

you will encounter a random event from the event table (see over the page). These represent the incursions your forces make into enemy territory as your ogors advance on their Mawpath.

After the battle, roll on the event table to see which event you encounter. If you roll an event you have previously rolled in the campaign, roll again until you roll a new event. Each event will first ask you to choose between option (a) and (b) and then tell you to make an **event roll**. To make an event roll, roll a dice. On a 1–3, the roll is failed; on a 4+, the roll is successful. If you won a **major victory** in the preceding battle, add 1 to the roll. If you suffered a **major loss** in your last battle, subtract 1 from the roll (to a minimum of 1).

Winning a major victory	5 CVPs
Winning a minor victory	3 CVPs
The enemy general was slain	2 CVPs
Your general was not slain	2 CVPs
1 or more units from your army ended the battle wholly within enemy territory	2 CVPs
For each enemy monster that was slain	1 CVPs
For each enemy hero that was slain	1 CVPs
Half or more of the units in the enemy army were destroyed	1 CVPs
All the units in the enemy army were destroyed	1 CVPs



EVENT TABLE

Swamp of the Troggoth Hag		
1	You encounter a murky swamp inhabited by a Troggoth Hag. Your warriors are tired and parched. Do you (a) barter with the Troggoth Hag to see what tasty treats she might offer or (b) drink the swamp waters dry to quench your thirst?	a Make an event roll. If successful, the Troggoth Hag honours your Mawtribe with a supply of strange, slightly shiny meat. You gain 2D6 Restorative dice. If the event roll failed, the Troggoth Hag launches a ferocious attack upon your general, who manages to kill the creature but does not go unscathed. In your next battle, subtract D3 from the Wounds characteristic of your general.
		b Make an event roll. If successful, the swamp is drained of its waters by your warriors and reduced to a foul-smelling mudflat. In your next battle, friendly units do not need to take battleshock tests in the first and second battle round. If the event roll failed, many of your Gluttons are pulled beneath the waters by a hidden tentacled beast. At the start of your next battle, after armies are set up, D3 models from each friendly unit of Ogor Gluttons are immediately slain.

The Raiding Party		
2	A small war party of Beastclaw Raiders spy a large human settlement in the distance. Do they (a) immediately attack the township or (b) attempt to bring down the fury of the Everwinter onto its populace?	a Make an event roll. If successful, the humans are completely unprepared for the attack. Your warriors fill their stomachs with fresh meat and haul every other edible item back to your larder. You gain 2D6 Hearty dice. If the event roll failed, the humans' sturdy fortifications prove inedible, and the humbled Beastclaw pillagers are forced to retreat. In your next battle, friendly BEASTCLAW RAIDERS HEROES cannot use command abilities.
		b Make an event roll. If successful, the Huskards of your tribe bring the full elemental force of the Everwinter down upon the settlement, turning its inhabitants into delicious, frozen snacks. In your next battle, friendly BEASTCLAW RAIDERS units do not need to take battleshock tests. If the event roll failed, the prayers of the Huskards go unanswered. In your next battle, the Grasp of the Everwinter battle trait is not used by your army.

Gnoblar Rebellion		
3	Having not been fed for weeks, the Gnoblar that follow your Mawtribe have the nerve to go on strike, refusing to clean out your slop-buckets! How will you deal with this growing rebellion? Will you (a) stamp up and down on the rebellion or (b) attempt to make an example of the ringleader?	a Make an event roll. If successful, the surviving Gnoblar beg for mercy after several dozen have been stamped on. The ungrateful wretches will think twice before crossing you in the future. In your next battle, you do not need to take battleshock tests for friendly GNOBLAR units. If the event roll failed, the Gnoblar prove irritatingly agile and scarper into hidden tunnels whenever you go near them. In your next battle, change the Bravery characteristic of all friendly GNOBLAR units to 0.
		b Make an event roll. If successful, you challenge the Gnoblar with the biggest ears to a duel, and while he is indicating his extreme reluctance to take part, you pop him into your mouth and crunch him up. This forthright leadership style goes down well with your fellow ogors. At the start of your next battle, you gain D3 command points. If the event roll failed, the lead Gnoblar surprisingly accepts your challenge but during the fight does nothing but run in circles screaming, always slightly out of reach. You later discover that whilst your ogors were guffawing at this display, the Gnoblar's fellow malcontents have raided your larder! Subtract 1 meat dice from each type in your larder (to a minimum of 0).

The Dank Caverns		
4	Inside a dank, dark cave, you encounter a coven of Fungoid Shamans, sprawled on the cavern floor in a stupor with garishly coloured mushrooms scattered all around. Do you (a) devour the Fungoid Shamans and their mushrooms or (b) explore deeper into the caves?	a Make an event roll. If successful, you devour the Fungoid Shamans and experience what can only be described as a voyage to another dimension. Several days later, you awaken surrounded by various rare and prized meats. You are unsure how you acquired them but reap this bounty all the same. You gain 1 meat dice of each type. If the event roll failed, you devour the Fungoid Shamans and regain consciousness two weeks later in a pool of your own multi-coloured vomit. As you stumble back to your camp, you discover your warriors, hungry and leaderless in your absence, have plundered your larder. Subtract 1 meat dice from each type in your larder (to a minimum of 0).
		b Make an event roll. If successful, you find vast caverns filled with yellow Squigs that pop satisfyingly in the mouth, releasing a cloud of tangy spores. You gain 2D6 Spicy dice. If the event roll failed, you awaken a particularly foul-tempered Dankhold Troggboss from his slumber. A fierce battle rages until a reckless salvo from your Leadbelchers brings the cavern roof down on the Troggboss and, unfortunately, several of their comrades. This does not go down well with anyone. In your next battle, halve the Bravery characteristic (rounding up) of friendly OGOR units (apart from LEADBELCHER units) while they are within 6" of any friendly LEADBELCHER units.

Infestation of the Plague God		
5	Due to unforgivably lax hygiene in the camp, your larder has become infested with Nurglings who have thrown up all over the meat. Do you (a) boil up the flesh to remove any taint or (b) just gobble it and hope for the best?	a Make an event roll. If successful, your Butcher sprinkles a few sprigs of Sylvaneth fingers over the tainted food. This seems to counteract the general taste of Nurgling vomit and proves a hit with the entire tribe. In your next battle, add 1 to the Bravery characteristic of friendly units. If the event roll failed, your Butcher accidentally contaminates the rest of your larder with cackling Nurglings. Unfairly, in your opinion, this disaster is blamed squarely upon you. In your next battle, you cannot use command abilities in the first battle round.
		b Make an event roll. If successful, you find that the meat – although an acquired taste – adds an acidic kick to your favourite dishes. You receive 2D6 Poison dice. If the event roll failed, the boiled meat causes an explosive and deeply unpleasant bout of stomach eruptions in all who consume it. At the start of your next battle, pick 3 friendly OGOR units on the battlefield. Each unit suffers D6 mortal wounds.

Dinner Invitation		
6	Rather than making war upon your tribe, a nearby Flesh-eater Court cordially invites you to attend a great feast. At the meal, you are served a bowl of rotting offal and given a choice of two dining implements. Do you opt for (a) the splintered thigh-bone or (b) the severed hand?	a Make an event roll. If successful, the Lord Mordant is delighted at your correct choice of utensils and raises a blood-filled goblet in toast. You receive 2D6 Blood dice. If the event roll failed, you notice not the flicker of anger momentarily in the eyes of the Lord Mordant. The feast goes ahead, but over the next few days some of your warriors in attendance succumb to a terrible curse that causes them to lash out at their kin, consumed with cravings for ogor flesh. At the start of your next battle, roll a dice for each friendly OGOR GLUTTONS unit on the battlefield. On a 1, they are cursed for that battle. At the start of your hero phase, if a cursed unit is hungry, it suffers D3 mortal wounds.
		b Make an event roll. If successful, your choice causes the attending mordants to snicker and howl in derision at your appalling lack of table manners. Irritated, you set about them with a rusty cleaver. You receive 2D6 Gristle dice. If the event roll failed, your outrageous choice of eating implement offends the entire Court, and they scamper away with the proffered giblets, leaving you with a rumbling belly. In your next battle, you do not gain a command point at the start of the first hero phase.

BATTLEBROTH

Before each campaign battle, you will be able to brew up a battlebroth based on the contents of your Mawtribe's larder. Different types of meat will give different effects, but mix too many and you may end up poisoning your own warriors!

At the start of the campaign, you have a selection of meat dice in your larder. In addition, during a campaign battle, each time an enemy unit is destroyed, you gain more meat dice to add to your larder. There are 9 kinds of meat dice in total: Spicy dice, Blood dice, Risky dice, Gristle dice, Hearty dice, Marrow dice, Poison dice, Stodge dice, and Restorative dice.

Each time an enemy unit is destroyed, look up the meat dice you gain on the table below and record the dice gained in the 'Larder' section of your campaign roster.

If the keyword on the table has an asterisk, it means you only gain the meat dice listed for that keyword. Otherwise, you gain the meat dice for every keyword listed on its warscroll that appears on the table. (For example, if you slew a Cygor, you would receive 1 Blood dice for the **BULLGOR** keyword and 1 Hearty dice for the **MONSTER** keyword.) If the unit destroyed does not have any keywords listed on the table below, you receive 1 Gristle dice instead.

BREWING THE BATTLEBROTH

At the start of each campaign battle, before armies are set up, you can brew a battlebroth. To do so, pick 1–5 meat dice from your larder. Make sure you have a different coloured dice for each type of meat dice you are using to brew the

battlebroth with, and declare to your opponent which colour corresponds to which type of meat dice (for example, 'the red dice are Blood dice and the black dice are Gristle dice!'). The dice picked from your larder can be in any combination. For example, you could roll 5 dice each of a different type, or 3 Spicy dice and 2 Hearty dice, and so on. After rolling the dice for the battlebroth, add the potency modifier.

The Potency Modifier

Mixing different meats and foods can either unleash devastatingly powerful effects or create dangerous poisons even an ogor would struggle to digest. When brewing your battlebroth, the number of dice rolled plus the number of different types of dice used is referred to as your potency modifier. For example, if you rolled 4 dice when brewing your battlebroth, all of a different type, you would have a potency modifier of 8 (4+4).

TOTAL THE SCORES

After calculating the potency modifier, total the scores of each type of meat dice you rolled. For example, if you rolled 3 Risky dice and 2 Poison dice, you would add the scores of the 3 Risky dice together and the scores of the 2 Poison dice together. In addition, for each roll of a 6, add the potency modifier to that score, and for each roll of a 1, subtract the potency modifier from that score. Once you have totalled up the scores, consult the brewing table opposite to see the effects of your battlebroth this battle.

For example, if you rolled three Marrow dice of 6, 6, and 4 and two Stodge dice of 1 and 2, the potency modifier would be 7 (5+2), the Marrow score would be 30 and the Stodge score would be -4.

Alarielle the Everqueen*	3 Restorative dice, 1 Hearty dice
Archaon*	1 Risky dice, 1 Spicy dice, 1 Blood dice, 1 Stodge dice
Bloodthirster*	4 Blood dice
Celestant Prime*	3 Spicy dice
Great Unclean One*	4 Stodge dice
Ironclad*	3 Gristle dice, 1 Stodge dice
Keeper of Secrets*	3 Risky dice, 1 Spicy dice
Leviadon*	1 Stodge dice, 2 Hearty dice
Lord of Change*	1 Risky dice, 3 Spicy dice
Magmadroth*	1 Stodge dice, 2 Blood dice
Maw-krusha*	3 Stodge dice, 1 Blood dice
Morathi*	3 Blood dice, 1 Spicy dice
Mortarch*	2 Marrow dice, 1 Spicy dice
Nagash*	3 Marrow dice, 1 Spicy dice
Slann*	3 Spicy dice
Stardrake*	1 Hearty dice, 1 Spicy dice
Verminlord*	2 Gristle dice, 1 Risky dice, 1 Spicy dice
Aelf	1 Hearty dice
Bullgor	1 Blood dice
Daemon	1 Risky dice
Deathrattle	1 Marrow dice

Dracoth	1 Spicy dice
Duardin	1 Stodge dice
Eshin	1 Poison dice
Gargant	1 Hearty dice
Gor	1 Blood dice
Human	1 Hearty dice
Khorne	1 Blood dice
Malignant	1 Spicy dice
Melusai	1 Poison dice
Monster	1 Hearty dice
Nurgle	1 Stodge dice
Ogor	1 Stodge dice
Orruk	1 Blood dice
Ossiarch Bonereaper	1 Marrow dice
Seraphon	1 Spicy dice
Skryre	1 Risky dice
Slaanesh	1 Risky dice
Soulblight	1 Restorative dice
Spiderfang	1 Poison dice
Squig	1 Hearty dice
Sylvaneth	1 Restorative dice
Thunderscorn	1 Spicy dice
Troggoth	1 Restorative dice
Tzeentch	1 Spicy dice
Wizard	1 Spicy dice

THE BREWING TABLE

THE EFFECTS OF YOUR BATTLEBROTH LAST UNTIL THE END OF THE BATTLE

Blood Score	Spicy Score	Risky Score
20+ Add 1 to the Attacks characteristic of melee weapons used by friendly OGOR units. 12–19 You can re-roll hit rolls for attacks made with melee weapons by friendly OGOR units. 7–11 Re-roll hit rolls of 1 for attacks made with melee weapons by friendly OGOR units. 0–6 No effect. -1 – -2 Friendly OGOR units cannot retreat. -3 – -4 At the start of your hero phase, each friendly OGOR unit that is hungry suffers 1 mortal wound. -5 (or less) At the start of your hero phase, each friendly OGOR unit that is hungry suffers D3 mortal wounds.	20+ Friendly OGOR WIZARDS can attempt to cast 1 additional spell in each of your hero phases. 12–19 Add 3 to casting rolls made by friendly OGOR WIZARDS. 7–11 Add 1 to casting rolls made by friendly OGOR WIZARDS. 0–6 No effect. -1 – -2 Subtract 1 from casting rolls made by friendly OGOR WIZARDS. -3 – -4 Casting rolls made by friendly OGOR WIZARDS are made on 1 dice instead of 2D6. -5 (or less) If the unmodified casting roll or unbinding roll made by a friendly OGOR WIZARD is a double, that WIZARD suffers D6 mortal wounds.	20+ Change the Move characteristic of friendly OGOR units to 3D6". 12–19 Roll 2 dice and pick the lowest. Change the Save characteristic of friendly OGOR units to need this or above (for example, a roll of 2 would change the Save characteristic to 2+). 7–11 Roll a D3. Change the Range characteristic of melee weapons used by friendly OGOR units to match the roll. 0–6 No effect. -1 – -2 Roll 2 dice and pick the highest. Change the Save characteristic of friendly OGOR units to need this or above (for example, a roll of 5, would change the Save characteristic to 5+). -3 – -4 Roll 2 dice and pick the highest. Change the 'To Wound' characteristic of melee weapons used by friendly OGOR units to need this or above (for example, a roll of 4 would change the To Wound characteristic to 4+). -5 (or less) Change the Move characteristic of friendly OGOR units to D6".
Stodge Score	Marrow Score	Gristle Score
20+ Friendly OGOR units do not need to take battleshock tests. 12–19 Add 3 to the Bravery characteristic of friendly OGOR units. 7–11 Add 1 to the Bravery characteristic of friendly OGOR units. 0–6 No effect. -1 – -2 Halve run rolls (rounding up) made for friendly OGOR units in the first battle round. -3 – -4 Friendly OGOR units cannot run until the end of the first battle round. -5 (or less) Friendly OGOR units cannot run.	20+ Friendly OGOR units can run and still charge in the same turn. 12–19 Add 1 to run and charge rolls made by friendly OGOR units. 7–11 Add 1 to run rolls made by friendly OGOR units. 0–6 No effect. -1 – -2 Subtract 1 from the Move characteristic of friendly OGOR units until the end of the first battle round. -3 – -4 Halve the Move characteristic of friendly OGOR units until the end of the first battle round. -5 (or less) Halve the Move characteristic of friendly OGOR units.	20+ Add 1 to save rolls for attacks that target friendly OGOR units. 12–19 Re-roll save rolls of 1 for attacks that target friendly OGOR units. 7–11 Add 1 to save rolls for attacks with a Rend characteristic of '2' that target friendly OGOR units. 0–6 No effect. -1 – -2 Subtract 1 from the Bravery characteristic of friendly OGOR units until the end of the first battle round. -3 – -4 Subtract 1 from the Bravery characteristic of friendly OGOR units. -5 (or less) Halve the Bravery characteristic of friendly OGOR units.
Hearty Score	Poison Score	Restorative Score
20+ Add D3 to the Wounds characteristic of friendly OGOR HEROES. 12–19 Add 1 to the Wounds characteristic of friendly OGOR HEROES. 7–11 Roll a dice for each friendly OGOR HERO at the start of the battle. On a 6, add 1 to the Wounds characteristic of that HERO. 0–6 No effect. -1 – -2 Roll a dice for each friendly OGOR HERO at the start of the battle. On a 1, subtract 1 from the Wounds characteristic of that HERO. -3 – -4 Subtract 1 from the Wounds characteristic of friendly OGOR HEROES. -5 (or less) Subtract D3 from the Wounds characteristic of friendly OGOR HEROES.	20+ If the unmodified wound roll of an attack made by a friendly OGOR unit with a melee weapon is 6, that attack inflicts 1 mortal wound in addition to any other damage. 12–19 You can re-roll wound rolls for attacks made with melee weapons by friendly OGOR units. 7–11 Re-roll wound rolls of 1 for attacks made with melee weapons by friendly OGOR units. 0–6 No effect. -1 – -2 At the start of the first battle round, roll a dice for each friendly OGOR unit on the battlefield. On a 1, that unit suffers D3 mortal wounds. -3 – -4 At the start of the first battle round, each friendly OGOR unit suffers D3 mortal wounds. -5 (or less) At the start of each battle round, each friendly OGOR unit suffers D3 mortal wounds.	20+ At the start of each of your hero phases, friendly OGOR HEROES can heal D3 wounds allocated to them. 12–19 At the start of each of your hero phases, friendly OGOR HEROES can heal 1 wound allocated to them. 7–11 Roll a dice at the start of your hero phase for each friendly OGOR HERO. On a 4+, the HERO being rolled for can heal 1 wound allocated to them. 0–6 No effect. -1 – -2 Roll a dice at the start of your hero phase for each friendly OGOR HERO. On a 1, the HERO being rolled for suffers 1 mortal wound. -3 – -4 At the start of your hero phase, each friendly OGOR HERO suffers 1 mortal wound. -5 (or less) At the start of your hero phase, each friendly OGOR HERO suffers D3 mortal wounds.

ENDING THE CAMPAIGN

After the sixth campaign battle, the campaign ends (do not roll an event after the sixth battle). With a trail of bloodshed and destruction left across the region, your Ogor Mawtribe returns to its Glutthold and prepares for the great feast. Here, it will be determined how successful your Mawpath was and what dominion you now hold over these lands. To end the campaign, follow these steps:

Empty the Larder: For every 5 meat dice of 1 type, you earn 5 CVPs.

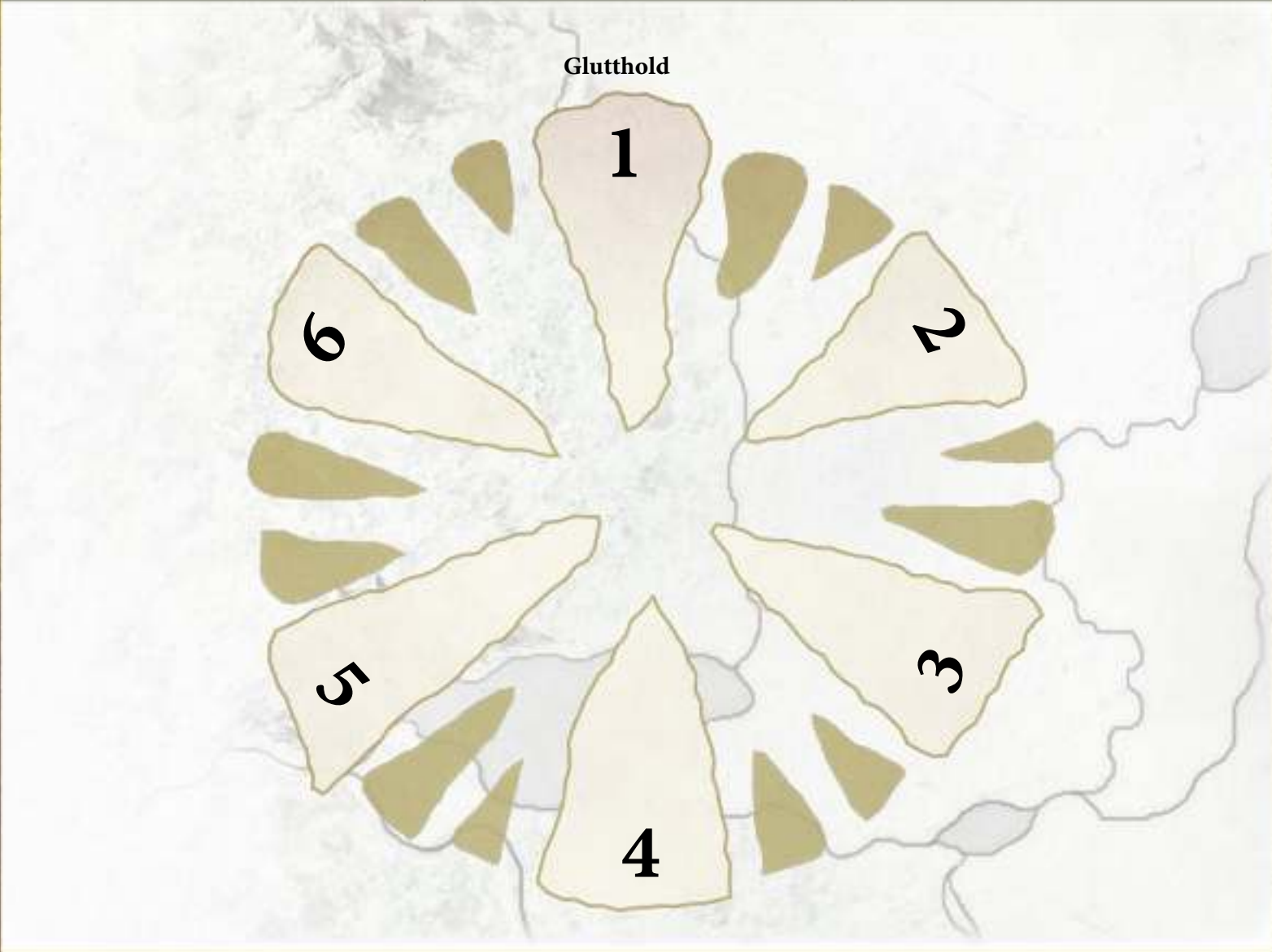
Boast and Brag: Add up your combined total of CVPs.

Reap Your Reward: Consult the table of Campaign Outcomes to the right to see the result of your Mawpath upon the region.

CVPs	Campaign Outcomes
0-20	<i>Your belly rumbles agonisingly as you finish the last of your grub. That was far from a satisfying feast, and you can already hear the discontented murmuring from your fellow ogors. You can feel their piggish eyes upon your back, and you know they are likely already planning to end your reign in traditional ogor fashion – with a painful disembowelment. Best watch your back and keep your gutplate belted on nice and tight.</i>
21-40	<i>As your tribe gobbles up the last few scraps of food from your larder, you release a thunderous belch. Not bad. Still, you're left with a vague sense of dissatisfaction. If only you had managed to squash your most troublesome foes and add them to the pot, you could really have had a feast to remember. At least there are no open signs of rebellion amongst your kin just yet, even if there's not much else to cheer about.</i>
41-60	<i>Thanks to your strong and cunning leadership, your tribe has gathered an impressive haul of vittles, and when you return to your Glutthold at long last, the great feast goes on for many days. Those few of your enemies you didn't manage to eat have surely fled in terror before your relentless onslaught, and your might is unquestioned for leagues around.</i>
61+	<i>You have led your people on one of the most devastating and rampantly gluttonous Mawpaths in their proud history. Vast swathes of land have been stripped of every consumable scrap of matter, and your tribe has stuffed their mouths with all sorts of tantalising meats and spices. You have honoured the Gulping God with a truly magnificent gutbash, and surely he will bless you with a long and glorious reign.</i>



MAWPATH CAMPAIGN ROSTER

Player Name:	General's Name:	CVPs:
		
EVENTS		
1. Swamp of the Troggoth Hag:	2. The Raiding Party:	3. The Gnoblar Rebellion:
4. The Dank Caverns:	5. The Infestation of the Plague God:	6. Dinner Invitation:
LARDER		
Blood dice:	Spicy dice:	Risky dice:
Stodge dice:	Marrow dice:	Gristle dice:
Hearty dice:	Poison dice:	Restorative dice:

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