



NO.4
DECEMBER
2010

the
BELLWETHER



©

STAFF

OVERTYRANT:
HRAGGED

EDITOR/LAYOUT:
RANDROID

ASSISTANT EDITOR:
BARNEY

COVER ART:
HAMMERTOOTH

CONTRIBUTIONS BY:
MASSIVE VOODOO
THREE DIE BLOCK
KRIMSONSCYTHE
ENTRERI BLOODLETTER
MERCULES
THE ULTRA-MEGA BOB
BENNONATOR

MINIATURES:
NO REMORSE
JARHEAD
IKIM
BOOTHDOM
SQUIGGOTH

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TROUBLEMAKERS AND GUTLESS OGRES WILL BE THROWN INTO THE GORGER PIT.

the BELLER

ISSUE NO. 4 - DECEMBER 2010

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FROM THE GUT

"One page at a time..."



Hello, fellow Ogres!

With the year coming to its end it feels like a good time to slow down a bit, chew a tasty horse leg, and take a look back at what we have accomplished so far - what we can improve as well as setting some resolutions for the new year.

This year has seen the rise of our brand new baby Bull in the webzine tribe - the Bellow, the very first webzine dedicated to the Ogre Kingdoms.

We've had to face a lot of problems while making our first three issues, specifically the lack of personnel after the initial first issue hype, a lack of photos and artwork, and an overall lack of time devoted to each issue. Despite our stubborn refusal of the fact, we still have our real lives to live, our own real problems with school, work, kids, ailments etc. to attend to. All of this led us only barely managing to release four issues, and it is one reason the second issue was somewhat reduced in size. Even with all of these things set out against us we managed to survive our first year...and a lot of that goes to you dear reader. Without your positive feedback, and the strong support of the Stronghold community, the Bellow wouldn't be where it is today.

For us, this is both a major accomplishment and a major obligation. We feel we cannot back down now, and we feel obliged to continue our effort, no matter how difficult it may be at times.

So our resolution for the year 2011 is to stay focused and to bring you another four issues of high quality Ogre material. To accomplish this quest, we pray to the Great Maw to bless us with enough inspiration, strength, and stubborn toughness (some additional staff and trouble-free real lives would be nice too) to make this resolution a reality.

Wishing a happy new year to every hungry belly in the Mountains of Mourn and below...

- The Bellow Team

Ask Aunty Doreen



Is smashing your problems with a club not working? Never fear - Aunty Doreen offers her decades of experience and advice as the most beloved and famous Ogre den-mother in the Mountains of Mourn. If you have a question for Aunty Doreen send an email or cave scrawl to the bellower@ogrestronghold.com and we'll pass it along. And now on to your questions!

Dear Aunty Doreen,

I'm a young Bellower who got a 'old of some instruments from a caravan passing through near me tribe an' me an' me mates have started a Death metal band! We look up to bands like *Devourment*, *Cerebral Engorgement*, and *Guttural Engorgement*. They's all decided to move off of their tribes and become Maneaters performing all over which sounds great!

I was wonderin, my dad is a Bruiser and although, I love fighting, music is me passion. How can follow my dream without dissapointin' me dad?

- Bart Fleshgrinder of Guttural Consumption

I don't really understand da things you runts call music these days but I am sure you could always bash things to *Death* with yer *Metal* instruments. That way you can impress your Bruiser dad while still makin' the sort of music every Ogre loves to hear! If that doesn't work you could always run off tah live with *Ozzygh Headbiter* of the *Osbornsas* tribe for some (tasty) performance ideas!

Dear Aunty Doreen,

Should I eat this?

- A confused Bull

Any Ogre that has to ask if he should eat sumfin' would be better off as der tribe's next dinner. You'll save everyone a lot of embarrassment if you jump inna cookpot, and I bet you'd taste great too!

Dear Aunty Doreen,

I have found a lump on my Gnoblars. Should I see a Butcher, or just hope that they go away?

- Anonymous

My Gnoblars are always a bit lumpy - they tend to gets dat way when you throw em around or knock em on dey heads. Usually the lumps don't go away by themselves, but the Gnoblars do. Seeing a Butcher is a good idea - Gnoblar Cobbler good to trade for some less lumpy Gnoblars from your neighbor.

Dear Aunty Doreen,

Could you recommend a good way of cookin zombies? We get lots of them around here, but they taste really funny and none of the butchers can make them taste good. We tried boiling them in water, basting in horse blood and making sausage, but they just ruined the meals and Gorks been getting real pale.

- Full, but not satisfied in Sylvania.

Aye, cooking Zombies is tricky. The key is to pick only the really fresh Zombies for yer recipes. You can tell if it's fresh by the eyes - if it has squiggly bugs in place of dey eyes then that Zombie is no good to eat. Eyeless Zombies are good fer puttin' round yer feasting ground though, as their rotten smell and funny facial expressions will keep pesky Gnoblars well away from the table.

Speakin' of gnobs I see one raidin' my pantry now... til' next time don't do nothin' yer Aunty wouldn't!

THE FEEDING GROUNDS

While the Ogres are not well known for their conversation skills, from time to time they do manage to force out some rather eloquent (by Ogre standards) discussion while huddled around their latest meal. Here at the Feeding Grounds we try to gain some insight into the hearts, minds, and guts of the Ogres who make their home here at the Stronghold. This time we ask three Ogres...

WHAT IS YOUR OPINION ON THE 8TH EDITION OF WARHAMMER FANTASY AND THE OGRE KINGDOMS IN THIS NEW EDITION?

Sandals: I was not a big fan from the rumors. I thought that the changes to the charge rules were going to remove most of the tactical movement aspects of the game. However, I have been pleasantly surprised. The changes make the game run a lot smoother, and a whole new aspect of tactics are springing up around the charge rules. Pre-measuring is a wonderful tool, and the fact that things can be decided by a single failed charge is no different from 7th. Ogres have also improved dramatically, and there are a few changes that specifically help them. The main ones to me are the ranks of 3 and the supporting attacks from the second rank, both of which make the Ogres a much more viable army.

rocdocta: 8th is more forgiving and in some parts actually prevents one failed dice roll from winning the game (Ld tests). Other aspects are less forgiving and lead to 1 dice throw wins (spells). Some rules make no sense at all like *Steadfast* and zero victory points for units fleeing but on the table. Terrain could have been a good idea but it is poorly implemented. Most players spend too much time trying to remember what each forest, ruin, hill etc does. I see the Warhammer world as earth but with magical beings. An environment where everything is a dangerous forest etc is boring. A simple "-d3" to movement per terrain feature would help make terrain relevant. Real LOS in an abstract game is a very bad idea as it limits modelling opportunities and creates its own problems. So over all 8th is great fun for lazy gaming on a Sunday afternoon, but as a worthy tactical replacement for 7th, I don't think so.

Lexy: After a few games it starts to grow on me. My first two games were not encouraging me to go on in 8th edition and these were against friends who are fun to play against. After my first tournament in 8th edition my love for the game returns and I'm already planning ahead again.

WHICH OGRE UNITS DO YOU THINK PERFORM BETTER IN 8TH EDITION THAN IN 7TH EDITION?

Sandals: There are a few units that improved in obvious ways, but I'm going to look for a few hidden gems. No guessing improved the shooting of the Scra-plauncher a lot, but I really like the combat ability that comes with its charge range. The *Swiftstride* rule lets it do something that few other Ogre units can do; charge consistently at distance. It can also now move through terrain, albeit with a chance at disaster, but this chance is less than it was. The other unit I think has improved the most are Leadbelchers. The main reason for their improvement are the rules for Musicians, as this makes their flanking abilities much easier to use. If you use their shooting as a threat rather than try and get the maximum number of shots, then when they do shoot it can be at something you may otherwise be unable to deal with.

rocdocta: Horde Bulls and the Rune Maw Banner are my key performers. 8th is about VP banking. More bodies in a unit means it is harder to kill all and get the points for it - 3 units of 6 ogres cost the same as 18 ogres. But it takes 17 ogres dead to give up a single victory point in the big block. Ironguts mean less bodies and go last. Many elite infantry use GWs now. So striking before them is key. Giving the Bull block GW heros covers the high toughness encounters. Thus all bases are covered. 8 GW attacks and 54 S4 attacks is a solid unit. An 18 Bull unit may lose 5 Bulls to ASF S6 GWs, but it will still return with 39 S4 -2 attacks and then stomp. Trappers are good as well for tying war machine crews up. I count a units worth in "Bulls lost" - is a scrappie worth 4-5 bulls?

Lexy: BULLS! They now have a purpose to me, where in 7th edition they were in the army because they had to be. Now they are the cheaper rank with lots of attacks. Especially when you have a horde unit. Funny that in 7th edition nobody dared to play with ranks and now the ranks of ogres are even bigger.



WHICH OGRE UNITS DO YOU THINK ARE NOW SIGNIFICANTLY LESS USEFUL?

Sandals: Most of the least useful units in 8th are the same units that were less useful in 7th. Yhetees are as expensive as ever, the difference between M6 and M7 is less pronounced, and their terrain scaling is also less important. I would also say that Gnoblar Trappers are less useful now than they were, due to the changes to skirmishers. Yes, there have been some benefits to them, including the ability to march and shoot and to wound anything on a 6, but overall I don't think they are the Scouting threat that they used to be.

rocdocta: Yhetees and Slavegiants due to basically being poor at everything. Leadies, Gorgers and Scraplaunchers are poor as well. Gorgers as they cannot charge before 3rd turn and when they do, they don't do much. Leadies as they generally never kill their points back with a maximum of 3 shooting turns, and Scrappies will never kill a unit by firing alone. They may weaken it but a canny opponent will try and get it to charge through forest etc.

Lexy: Trappers have lost a bit of their magic as do most of the skirmishers. The rest of the units are not bad maybe even better.

HOW HAS 8TH EDITION CHANGED YOUR PLAY STYLE AND TACTICS?

Sandals: MSU is dead, and big blocks are in. I haven't tried a Horde of ogres yet, but the bigger units I have used have been able to beat most things that come before them. Ogres will always struggle when shot at, and will always struggle with numbers. But sticking together in a big unit protects the army's ability to do damage throughout the game. Units are proving harder to break, thanks to *Steadfast*, but the extra attacks from the second rank help Ogres do a lot more damage and this can help offset this.

rocdocta: I used to play MSU with Ironguts. A single unit of 3 Bulls. Dual Scrappies, Trappers, 3x2 Leadies, 4 Yhetees. Very effective. Now Gut Magic is more effective as it stacks buffs (excellent now it just needs to last a turn!) Gut Magic still only lasts your turn as it will be dispelled by good players. Feints, fleeing, march blocking were all keys. Now I point my horde battleships at the biggest enemy block and charge. Hardly very tactical.

Lexy: Up till now there hasn't been a real change in my play. I think it is because I've played too few games to adjust my style. First I'm aiming to really understand the rules and then change my style accordingly.

DO YOU BELIEVE THE OGRE KINGDOMS ARE GOING TO BE MORE COMPETITIVE WITH THE CURRENT RULE SET?

Sandals: Absolutely. It took a lot to win consistently with Ogres in 7th, and I think that there are a lot more options with the new system. The ability to take a Slaughtermaster is huge, as is the abilities centred around Gut Magic in general. The new Generic Magic Items offer a lot more options than the Ogre set, though there is still something to be said for the Tenderiser! Overall, they are tough fighters and they are quick across the board. These factors, in a game centred around combat, will always give them a chance.

rocdocta: In tournaments yes. Last weekend I came 3/36 for general with 8/36 for overall. We have the tools to deal with most other armies. Only with regards to Purple Sun etc do we struggle. We can bank VPs like no other army. In combat we need to lose 3 wounds before a single return attack is lost. Move 6 helps a lot to get into combat. We need to adapt our armies to the a) new VP banking, b) surviving the incoming attacks, and c) still having enough bodies left to mince those damn thinlings!

Lexy: I think that the gap in top armies is wider now. It's not about the 3 top armies now, but as we've seen more in the tournament results, more different armies at the top places. I don't know if ogres really got more competitive, but because of the variety of competitive armies which haven't developed cookie cutter style lists, we might get better shots as ogres don't have to get their subpar cookie cutter lists and might get an occasional swing at the top seats.



WHAT IS THE ONE THING YOU WOULD LIKE TO SEE IN THE NEXT OGRE KINGDOMS ARMY BOOK?

Sandals: I am probably one of the few people that think that Ogres don't need a lot. There are a few subtle tweaks that I would make to the current list that would take the Ogres to the top. Some of these for me are Command options for Maneaters, *Stubborn* on Slavegiants or the replacement of their *Throttle with Chain* with an initiative test, and Hunters being able to move and fire. Mostly though, if I could only have one thing, their weird and wonderful units need a points reduction across the board. Yhetees, Maneaters, Leadbelchers and Hunters are all overpriced for what you get. All are fantastic ideas for units, and I would love to use them, but I can't fit them in at their current prices.

rocdocta: A complete rewrite? Seriously though, I love our book, it is the most balanced and fluff driven book out there. But that doesn't cut it versus power books. I get frustrated with useless banners, items, and even bad magic. Our magic is very poor. Who would not swap Gut Magic for lore of life?! A 6 inch range for a Level 2 Butcher?! 12 inch range for a Level 4 Slaughtermaster?! Compare that to every other caster out there. Cheaper units or better leadership/stats/equipment, *Stubborn* for the Slavegiant, and Ladies rewritten (compare them to flamers!). Yhetees ...anything would be lovely to make them useful. *Killing Blow?* *Regen?* Sorry it was one thing to change, but the book needs so much done to be competitive. But the one thing... the absolute one thing that I would like to see in the new book... would be sticky Gut Magic. Once cast it cannot be dispelled till your next magic phase. Otherwise it just gets dispelled in your opponent's phase on a 3+ on one dice by their Level 4. Or make Ogres use life magic.

Lexy: What I'd love to see in the new book is actually not too many changes. If I had to make a choice, I'd say: more specific usable magical items and all the restrictions gone (think about the 6 inch bull charge, the "you need unit a to use unit b" restrictions and reload of leadbelchers). I don't really need any cavalry as they probably won't be better for the points.

AND A BIT FROM OGRES AROUND THE OLD WORLD...

Avian: Ogres get better in this edition, but then nearly everything gets better (for some value of 'better'), so the question is really "Do they get more better than other armies?". I was at a 40-player tournament this weekend and an Ogre player took third place (I was eight), which suggests that we aren't doing too badly. My own experience with Ogres (and Orcs, which aren't too unlike Ogres) is that the Initiative 2 is a pain, especially against the many 'pass Initiative test or DIE' spells and also if your units are very small. I have seen people compensate for the latter by taking super-units with multiple tooled-up characters, which I guess would work until someone casts Purple Sun through it. I am more inclined to take multiple, slightly smaller units. You're probably going to lose an Ogre because you no longer strike first when charging and that's going to make more of a difference in a unit of 6 than a unit of 12, but you are less vulnerable to the new super spells.

I have also found that while a big unit of wimps can hold for quite a while against superior foes due to the new *Steadfast* rule, putting these on the front line often doesn't work so well, as the new elite units chew through them with alarming speed. Instead, in my experience these units do better in countering the *Steadfastness* of enemy units. If your Ogres keep winning combats against large enemy units, but can't break them due to *Steadfast*, send in the Gnoblar (in a position where you don't get too many in combat, preferably) and suddenly the enemy has to deal with that large negative modifier to his Leadership.

Malorian: Respect the Gnoblar! In 7th Gnoblar were a topic that divided Ogre players, some loved them and some hated them. I was in the 'loved them' camp and found great use of the 120 that I had in my list. Now that we are a good way into 8th it has become clear that Gnoblar are a powerful force that all Ogre players would be wise to utilize. For starters you now need to have more ranks than your opponent or else they will be stubborn, and that's just one thing ogres don't excel in. However if you have a unit of Gnoblar set up for ranks and combine them with an Ogre unit you can have the best of both worlds (try and get the Gnoblar on the flank if you can). This also goes the other way in that you can take a large unit of Gnoblar that can tie up one flank (being *Stubborn* on the general's Ld) while your Ogres swarm the other flank. In an edition where ranks are critical the lowly Gnoblar is king!

Thanks to all the Ogres who contributed to this topic. If you would like to weigh in on this topic please check out the open thread under "The Feeding Grounds" on the Ogre Stronghold.

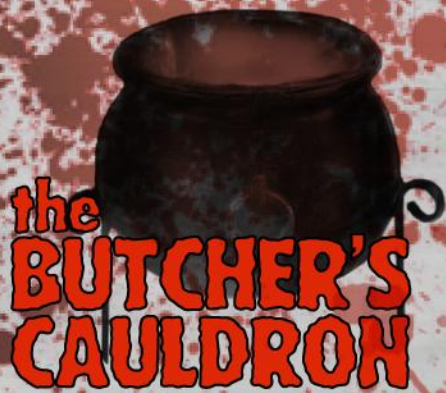
-Randroid



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HOW TO PAINT BLOOD

BY JARHEAD AT MASSIVE VOODOO

Blood can be a great addition to a miniature but often less is more (certainly when it comes to the use of blood). Here I want to show you two different ways I do blood on my miniatures - I have tried a lot of techniques (even using my own blood and red wine) but I got stuck to the second version featured here. The first explanation works well too so don't hesitate to test them both - try them each on your own and find what you like most. To get you in a bloody mood we have a short introduction...

The light in the Butcher's lair cast ominous shadows, flickering erratically as the heat from his cauldron stirred the air. The stench would have felled most mortal men; the atmosphere was thick with the stench of corruption, the damp earth slick with the juices of several unwilling donors. Sitting as if in a trance, Truhkh Death-Cheater, first Butcher of the Ironfist tribe, could perceive naught but the sound of the Great Maw reverberating in his skull, rising to a fever pitch, adding to the keen hunger he felt.

Reverently he smashed and hacked the meat and bone in front of him, grinding and pulping the rent flesh, placing it onto a thick mesh atop his cauldron to drain the flesh-wreckage of blood. Taking a heavy-lidded jar of lead from his belt, Truhkh drained it in one crude movement- the Daemon-ichor swirling and eddying through the foul brew. Grabbing fistfuls of soiled earth from beside the bubbling vessel he covered his hands with it in an effort to shield them from the malignant power of the concoction. Turning to face his Tyrant, Truhkh dipped his hands into the cauldron, the under-glow from within lending to his near-psychotic visage. Slowly he raised his arms, the thick, viscous blend of filth and gore flowing over his fingers, and he shaped it to create gruesome patterns over the Tyrant's face, neck and chest.

Rising after what seemed like an age, Truhkh's Tyrant, Ghronnd Ironfist, growled in approval. The familiar sense of bloodlust enveloped Ghronnd, this time stronger than before, merging with his vast and unquenchable hunger. Truhkh dare not stare his master in the eye; the sigils painted on his flesh with the Daemonic warpaint smoked faintly, and scars were already forming on the leathery skin of the recently self-appointed Tyrant- Ghronnd's eyes shone with a deep madness, blazing with a new and terrible ferocity. Truhkh's own hands were burned and ravaged by the hellish mixture, despite their crude protection. As an excuse to escape his Tyrant's ferocious gaze, Truhkh paid homage to the Great Maw- devouring the remnants of the ritual meat, as well as two of his fattest Gnoblar. Even as he did so, the Great Maw paid heed to his invocation, rejuvenating the skin of the Butchers ravaged hands.

Finally, Ghronnd moved from the tent. Before him lay a nightmarish scene. In the dark of the night the campfires of his tribe lit the lower mountainside all around, and the smell of cooking Rhinoxen filled the air, replacing the rank stench of the Butcher's cauldron.

As their Tyrant descended amongst them the Bulls of the Ironfist tribe let loose a mighty roar- the firelight reflecting from the fresh Rhinoxen blood many had coated themselves with in imitation of their leader. Tonight they would feast for the last time amongst the walls and canyons of the lower mountains. Tomorrow they would go to war and find a new home.

by W.M. McCrorie

WHAT YOU'LL NEED



Some things you will need for the first method:

Citadel Scab Red + Windsor & Newton Ink called Peat Brown (no 968) in this case.

Some clean painting water, don't you look at mine!

A tissue (be prepared!) in case you get too much water on the brush, and some brushes.



MAKING BLOOD WITH WINDSOR AND NEWTON INK

STEP ONE

On the left you have some water thinned Scab Red - on the right the same with the Windsor & Newton ink. The next part is easy - mix it!



You now have to wait a bit. If you are fast you can finish up a model while you wait, if not it is a good idea to check if your miniature is already finished (I mostly do blood in the end of a paintjob). Waiting, waiting, waiting... the ink makes the mixture thicker soon, in about 30 minutes or so. If you use a bit more ink than color it will thicken faster. This somehow creates a nice feeling of life juice.

STEP FOUR

Next take on a bit more of the ink in the mix to make the blood color a bit darker, to bring in some difference in the way it looks. And *Cruuuchhhhhh!!! Tscheeeddrrscchhhh!!!*

For the original English, German, French, Italian, or Spanish versions of this tutorial please visit the Massive Voodoo blog at:

massivevoodoo.blogspot.com



STEP TWO



Next take a brush and make a blurb on the miniature, like this, you could say *ddrrrbbbbttt!* or *chhooookkk!!* while doing so, that sometimes helps to really hit the right spot. Pay attention to not have too much water on the brush!

STEP THREE



Now once you have that spot placed let it dry for a few seconds. Then take an old brush to destroy this clean spot of blood and make it look more like a *splosh!* or *Chonk!* (it really helps to make the sounds)

STEP FOUR

You can also use a toothpick or something else to let the brush spatter tiny spots of blood around. To do this you need to make sure mixed blood is thinned with enough water to make it splash around. Take care to do so with care, if not you can make a big mess!

Simply stroke the brush full of blood over the toothpick. You may want to cover up areas of the miniature you do not want painted when using this method (with a tissue or other cover).



I used this technique for a long time as the Ink really makes the "blood" thick if you wait a while. Then I found something which has this thickness right out of the bottle. Next let's talk about my blood method using...

MAKING BLOOD BY USING TAMYIA CLEAR RED - X-27

You need Tamiya Clear Red, X-27, it smells horrible, and don't get it in contact with your eyes or think about licking your brush - this is dangerous for your health.

Tamiya acrylic paints are made from water-soluble acrylic resins and are also highly flammable!

STEP ONE



As I told you, this product already has the thickness of blood, but if you use it straight out of the bottle it is a bit too bright for blood. I often mix in a tiny drop of Chaos Black + Schorched Brown to get the right blood color I am searching for.

You now have a time limit to work with this mix, as it starts to become thicker and thicker and also there will be tiny pieces in it after some time. In the picture you can see the spot on where the Clear Red is fresh out of the bottle (lower left).

STEP TWO

I use mostly old brushes to bring this mess to a model. Always remember less is sometimes more!

This is the way the mix looks after it has dried out and I have finished working with it - always test your brush somewhere else before you get blood on the miniature. Always take care to use old brushes and clean them right after using Tamiya Clear Red or they will become hard as a rock!



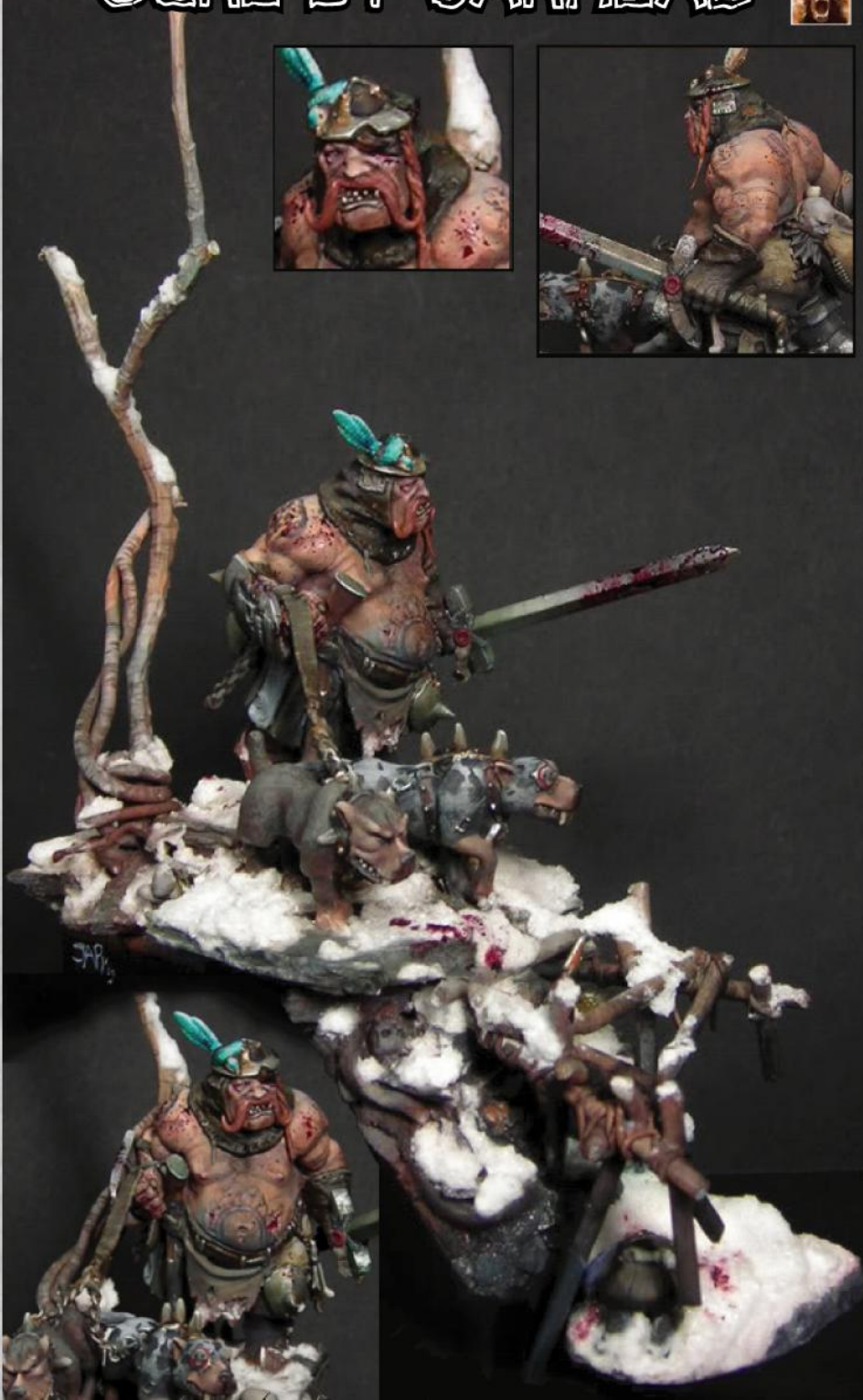
There you have two different techniques for adding realistic looking blood to your miniatures. The good thing about both techniques is that the blood effect stays the way that you put it on. It will have a nice "fresh" look and still seems to be wet and liquid. You can also consider adding gory "strings" with this blood as described in another tutorial [here](#). On the next page you will see an example of these blood techniques used on a model - remember less is more!

Keep on happy painting!

- **Roman** (aka Jarhead)



OGRE BY JARHEAD



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TACTICS FOR TYRANTS

BY ENTRERI BLOODLETTER

Does using Gut Magic in 8th edition have you feeling sick to your stomach? Take a heavy dose of quick Gut Magic tactics from Enteri and buff yourself up!

GETTING THE MOST OUT OF GUT MAGIC

Gut Magic in 8th edition has gotten better, allowing enterprising Butchers to stack buffs multiple times. The only drawback is that we can't single die spam its casting anymore - or can we? By utilizing several Butchers and a Slaughtermaster (SM) we can maximize not only our magic offense, but our magic defense as well. Here are a few tactics I employ to make Gut Magic a true force to be reckoned with.

Saturate the field: Gut magic isn't (and has never been) about casting one very powerful spell, it's all about buffing the regular guys, those poor Bulls. The only problem is that with everyone running Level 4 casters it is very easy for your opponent to shut down the buffs you have when you need them. So, what's the solution? How about casting so many spells they can't dispel them all or forcing them to risk shutting down their own magic phase to stop them?

One way to do this includes having a couple of Butchers/Slaughtermasters to single die cast each spell as you go. Grut's Sickle is crucial to this strategy, as it is almost equivalent to having another Butcher in terms of single die casting ability. The setup I use very cost efficient but also powerful:

Butcher: Grut's Sickle, Two Tooth Gnoblar
Butcher: Dispel Scroll, Two Tooth Gnoblar

The Tooth Gnoblar is crucial to this strategy, because if you cast the same spell twice successfully, the casting value jumps up to a 6, so with your innate bonus, you need to roll a 4, and with the Tooth Gnoblar you only need a 3 to cast it successfully, just like the first one.

Obviously a Slaughtermaster instead of a Butcher brings greater return to this setup and in magic defense, so if you have the points, go for it. The Butcher example is just a minimum starting place. If you do include the Slaughtermaster, you do not need the Tooth Gnoblar as his casting bonus is already high enough.

The Best Defense is a Good Offense: This strategy will also help with your magic defense, - as you get off many good spells, (+1 Strength, +1 Toughness or regeneration) your opponent will want to dispel them, which means using up crucial dice to do this. The focus here is to have many spells in play, so that even if he does dispel the good ones, his magic phase will suffer in return. Another benefit of having many spells in play relates directly to your opponent's casters - using only one die to dispel risks losing that caster's bonus to cast other spells (possibly a +4). If your opponent is throwing two or more dice at a dispel attempt that's two dice not being used to kill Ogres, once again a win-win for you.

Optimize your Targets: With the first two tactics in mind let's take a closer look at the Gut Magic spells available to our Butchers.

The Gut Magic spells basically come in two categories, lasting effect buff spells and immediate effects. While the immediate effects are nice they are more situational and should be used primarily to distract from what we really want - more effective and resilient troops. Warhammer battles are often won or lost in the close combat phase (especially for Ogres) so winning this phase is crucial. The non buff spells are good distractors and can draw out dispel dice if you pick the right targets:

Bloodgruel: While this spell won't hurt the enemy getting wounds back is generally a good thing. Win-win situation for us here, if your opponent dispels they use dice, if they don't you probably get a wound back. Good to start the phase with if you are down a wound. A good one to end with if you only have a single wound left.

Braingobbler: While Panic tests are much reduced in power this spell can still be effective if you pick the right target. Anything inside the General/BSB bubble should be avoided along with Ld 9 or higher troops. Things like lone monsters on the flank (like Hydras) make perfect targets. Also good to start the phase with, but should be avoided if there aren't any good targets. Skullmantle, although less popular in 8th, is quite useful here.

Bonecruncher: The last of the non buff spells, it is probably the most useful of the three. It can be used early to draw out dice or later in the phase to actually kill stuff. Either way you will want to target low model count, high armor save troops like knights, or high toughness/armor with low wounds like giants or dragons. Anything with a ward or regeneration save should be avoided. This spell is also useful for targeting high strength, low toughness troops like Elves (White Lions/Executioners).

Now that we've covered the three non-buff, more situational spells, let's take a look at how we can buff up our Ogre troops!

Bullgorger: This spell is best cast on Bulls as they get a much greater benefit from the +1 Strength. Stack these as often as possible, since you don't take damage from casting it. If you have two Butchers in different units, make sure to cast it on the other one first, since the second Butcher will get the bonus strength when he casts it himself. Don't forget that our impact hits from a Bull Charge (and Stomp attacks) will benefit from this as well! Since our weapon skill is low we have to make every hit count and this is a great way to improve our killing power.

Toothcracker: +1 Toughness is always a good thing and this is another spell you will want to spam as much as possible. The more you cast early on, the more likely you will have some running when you reach combat. Once again, cast this on your other Butcher first to increase the odds of not taking damage from the spell. Being *Stubborn* is also quite handy, but treat it as a bonus rather than relying on it - it can always get dispelled by a determined opponent.

Trollguts: This is the one spell I would not recommend spamming unless your opponent has a lot of magic and/or shooting. Losing a wound with every casting hurts and as Ogres are primarily a close combat army you won't often need the *Regeneration* until you reach close combat. If you find yourself looking down the shafts and barrels of a lot of shooting (that isn't flaming), by all means use this as a way to mitigate incoming damage.

Get in the fight: Getting the most out of Gut Magic not only means casting, but using the combat abilities of our casters as well. Ogre casters are hands down the strongest and most resilient casters in the Warhammer world aside from Greater Daemons. As such, we should maximize those abilities and this is where we need to discuss how to equip your casters.

On Offense: With a base of 3 attacks at S4 (4 attacks for a Slaughtermaster), each of our casters is the equivalent of a Bull in combat. The additional advantage they have is their access to magical weapons as well. So let's go through a quick rundown of some of the most useful Ogre and Common magic weapons for our Butchers and Slaughtermasters:

Siegebreaker: A great item in 7th edition for Butchers, it remains a good choice now. Strength 7 is incredibly high for a caster and Siegebreaker will also allow you to hit large, slow monsters on 3's instead of 4's. This weapon has good synergy in a unit that doesn't need the Bullgorger buff- i.e. Ironguts.

Bloodcleaver: While this weapon doesn't give any specific combat bonuses the ability to regain lost wounds can really come in handy. In the right situation it can make your Butcher a tank with T5 and the ability to regain wounds being hard to get through for many units. Bullgorger pairs very well with this weapon and makes it easier to regain lost wounds.

Tenderiser: Equipping your Butcher or SM with this weapon could be a nasty surprise for an opponent but overall this is still better suited to a Tyrant or Bruiser.

Fencer's Blades: Having WS10 on a caster is great and the extra attack is very good. This works both offensively and defensively, since you hit more and are hit less often. Bullgorger also has great synergy with this weapon, 5 attacks (on a SM) needing 3's to hit and 3's or better to wound is fantastic. The Fencer's Blades works equally well on Butchers and Slaughtermasters, although I prefer the latter solely because 5 WS 10 attacks seems better to me than 4.

These are just a few of the more common magic weapons you might consider for your casters, but there may be others that better match your playstyle. Don't let my opinions get in the way of something unexpected and unconventional. Experiment!

On Defense: With a base Toughness of 5 and 4+ wounds, Butchers and Slaughtermasters are as resilient as they come. However, even these impressive stats can be improved by way of ward saves and Gut Magic. Some players use the new 8th edition rules which allow our casters be placed in the second rank, but I think that Ogres deserve to be in the thick of the fighting. Here are my seven reasons I like to keep them in the front rank:

1. With an improved toughness (compared to the troops) Butchers are typically less likely to receive wounds from combat. This lessens your opponent's combat result and makes it easier for you to win the combat.
2. Butchers have access to many different ward saves, further increasing their resiliency and improving their ability to protect the troops.
3. Slaughtermasters in the second rank do not benefit from their 4th attack.

Ward Saves: All 5+ and 4+ ward saves are useful on Butchers and SM because it not only protects you from ranged or close combat attacks but also protects you from Gut Magic as well.

Ward saves should be heavily considered when making your army list. They aren't a necessity but they do go a long way in keeping your caster alive. 6+ wards are less useful obviously and I prefer the other cheap common items to them but the choice is up to you.

So there you have it! Hopefully this article has given you a few new ways to use and improve your Gut Magic phase. Good luck on the battlefield and may your gut grow ever larger!

Do you have what it takes to be our next Ogre tactician? We're always looking for contributors! Email us at the bellow@ogrestronghold.com with your own tips and tricks! -Randroid

4. Being in the front rank puts Butchers closer to the enemy and in range when casting the Bonecruncher and Braingobbler Gut Magic spells.

5. Even if you do lose a couple of wounds, you can regain them with Bloodgruel (or Bloodcleaver), something Bulls and Ironguts don't have the luxury of doing.

6. Butchers are *Immune to Poison* and with careful maneuvering you can prevent some models from being able to poison your unit and merely rolling to wound instead. This is very situational though.

7. You don't need to purchase a champion to force your Butcher to the second rank, thus saving you points.



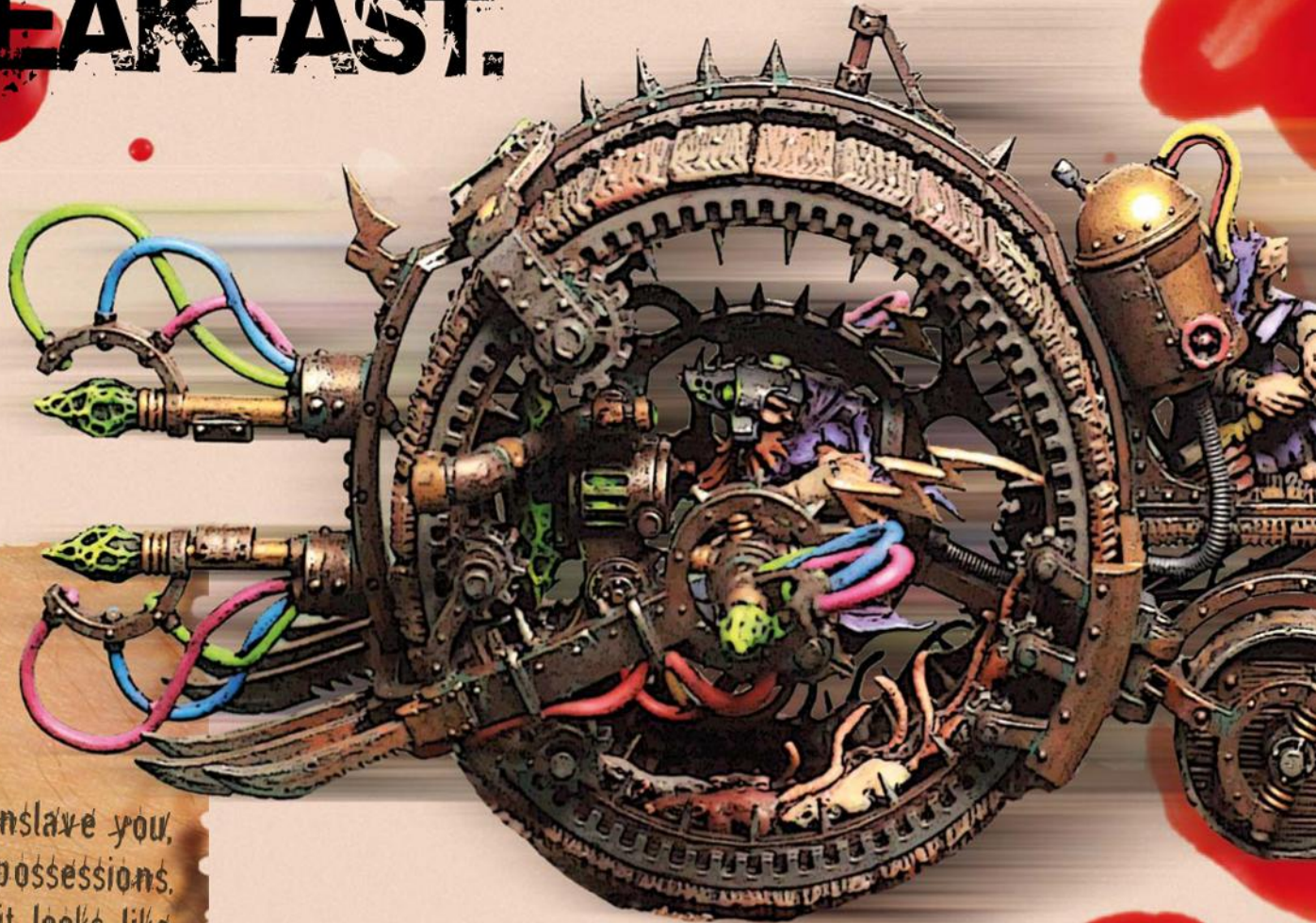
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Gastronomic Rumbblings from the Butchers Pot

by Eric J Goldstein (aka krimsonscythe)

"A Question of Why"

"Led Hed held the lifeless body of Ernst Sheinfeld gently in his impossibly large arms, a babe in his father's embrace. A strange irony for this Ogre who came to know the gentle Empire farmer growing colder with each passing moment, as his only real father figure. Led Hed was too big even from birth to ever be held in Ernst's arms. He was an Ogre, he knew the truth of who he was now but it had come at a horrible price. Ogres did not cry. They were remorseless and pitiless. But the Ogre once was known as Gurderik Sheinfeld looked to the heavens and let loose a cry of anguish so deep in despair it must have been heard in the deepest pits of the Great Maw..."

When Ogre Kingdoms first hit the shelves some years back I fell in love with the idea of an army of Monstrous creatures terrorizing all who dared to stand before them. There were brutal Bull Tyrants, lone Hunters chasing down mere men as if rabbits ready for the stew pot. Exotic and ferocious creatures following in their wake and finally the smallest of the small to support, annoy and provide great comic relief.

I had my vision, the story I wanted to tell and enough excitement for two Ogres at an all you can eat buffet at the Outback Steak House. So I set right to it. My army was to be led by the newly anointed Tyrant, "Led Hed".

I built my army to support my background, I'm one of those "fluff" players, you see. So I filled the table with Bulls, a Tyrant and a Bruiser, I threw in a Hunter because, well *come one* he was just too cool to pass up, Then added Yhetees, a smatter of 'guts and a unit of 'belchers. *Awesome!* Led Hed was ready to throw down...

The only problem was they just kept running away. It seemed as if every game was the same. Get into combat and run away, meet up with a Terror causing creature and run away. My gaming group and the community at large, via the interwebz kept doling out advice on how the OK's *had* to be built in order to work and be even marginally effective. Problem was it had nothing to do with how I wanted to build my army. It had nothing to do with my vision. And why would I want to build someone else's vision of my dream? I put them away and settled for a unit of Leadbelchers in with my Empire...

Fast forward to several years later; I had dropped out of the hobby for a bit and came back with a new zeal. I finished up my Warriors and started playing again. At the prodding of some gaming buddies I attended my first tournament in years. It was a good field and a nice

variety of armies. In fact I played 3 different armies, Deamons, Dwarves and Wood Elves. There was even an Ogre player.

After game three I headed over to watch the OK player's game and though he ultimately lost, my desire to build an Ogre Kingdoms army had returned. It was a Bull heavy list with a Tyrant, Slaughtermaster and a Bruiser BSB. I played vs an old friend who had been a pretty successful OK player when they first hit. He is also a TO for one of the big Indie GT's as well as a contender for top honors at any GT he attends. I don't ever ask or expect anyone to play me below their ability, I take that as an insult.

He took me apart in less than three turns. I was outclassed, outplayed, and outlisted. I was right back where I started years ago and despite sage advice on what to do to make the list more effective the disappointment was too much. It wasn't that I lost, it was that I could not find a way to make the Ogres work the way I wanted to build the list. Back in the box they went. Besides, the new Dark Eldar hit and I was jazzed to remake my 40k force.

Motivation is a funny thing. We all have different pressure points, things that get us revved up and going. A big one for me is telling me I can't do something. This time it was a little different. Motivation came in a different form and from a seemingly benign place.

I signed onto my club's forums to find a battle report posted by my GT organizer buddy, you know the one that dashed my dream of an Ogre army before they got halfway across the table. He had just come back from a mid-sized tournie attended by many of the Northeast's heavy hitters. "Toughest field I've seen since the 2008 Colonial" he said, which was saying a lot coming from him.

He went on to say, "The spread with usage of army books is completely out of wack..."

No Ogres... No Woodelves... No Tomb Kings... I also don't see this changing any time soon here in the North East. Though it existed in 7th edition to see some low attendees with a set army book, it was rare to see multiple books make a no show."

No Ogres... Out of 40 armies in attendance not a single solitary Ogre Player. 25% of the armies represented were Vampire Counts with the Grave Guard Horde Regeneration point denial blocks.

So what happened here? What is happening here? Has the attitude of Win At All Cost, (WAAC) become so pervasive that it has tempered our very imagination? Has the meta-game and math-hammer become the norm? Has the only reason to attend a tournament become to simply win? Has list breaking replaced playing toy soldiers?

What of all those heroic moments in a game, those unlikely events that go against all statistical probability that tell us a story and make us cheer for that one lone hero surviving against all percentages? And what of foolhardiness when all is just desperation and the *math* tells you it's all over but you rush in and fight to the last because it really is all about the adventure and the stories and that model you poured your heart into?

Anything less is just chess, plastic and pewter... probabilities...

That is not what pulled me headlong into this hobby. That is not what has kept me in this hobby for some thirteen years. Right after reading that I pulled Led Hed and his army back out of the box and onto the table. Yes, I made a few minor tweaks but in essence the vision, the story I want to tell is mine.

Several days later I had the opportunity to play my first game with Led Hed against a Warriors of Chaos army. It was a great game that lasted several hours as we allowed ourselves to laugh and be foolish and to tell a story on the tabletop. I won't tell you who won because it doesn't matter, really. The victory was in the experience and in the telling and retelling of the battles.

The victory is in my total enjoyment in building and fielding an army that fulfils my vision. Because the truth of it is, that's why I play this game as I suspect that's why many of you play it as well...

From across the table,

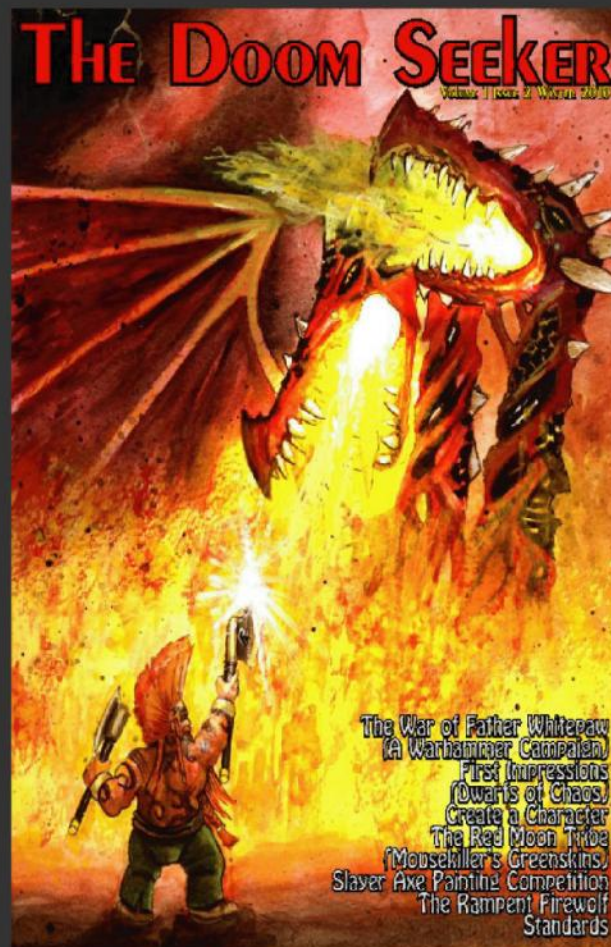
Eric J

Look for more "fact n' ficton" from Eric J in future issues of the Bellow! If you are interested in learning more about Eric or Led Hed's Gory Boys check out his gnoblog here. -Randroid



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TALES OF CONQUEST

OGRE KINGDOMS VS. EMPIRE - A BATTLE REPORT BY MERCULES

I had planned on writing up a Battle Report for you all that took place on *LWHFB* - an online place to play real-time games of Warhammer. The battle was played, the report even half written, and then something happened. Lorenz, the creator and owner of *LWHFB* released a new server. The old server had fixed graphics models so there was one model for Ogre Bulls and one for Ironguts and one for Gnoblar Fighters. This led to forces drawn from the same army book appearing as if there was a mirror dropped down and you were seeing one army twice. The new server is much more generic. It is designed to be used with numerous table top fantasy (so far) wargames and the kicker is that you create your own models. This new server is called Universal Battle. So the ugly and mostly complete report was thrown out. If I am going to introduce you to online play, we are going to do it right... right?

I recently entered an online tournament called *Ashes* run by Xtapl. The current tournament will be the 9th one. I won *Ashes VII* with an Ogre list. This is the first one on UniversalBattle.com and the second one played using 8th Edition rules.

For the first round battle I faced Shadownet, a European player who I have played with many times before online. Great guy to play. In this *Ashes* tournament the players ended up ranking each other and approving their lists. I rejected Shadownet's first list and ranked him #1 in strength. He ended up ranked 4th while I ranked 13th out of 16 players. The following are the lists we used for the tournament and our subsequent battle:

OGRE KINGDOMS MERCULES

Tyrant (General)
-Heavy Armor, Luck Gnoblar
*Thundermace, Talisman of Endurance, Mawseeker

Slaughtermaster
-Luck Gnoblar
*Bloodcleaver, Grut's Sickle, Wyrdstone Necklace

Bruiser (BSB)
-Luck Gnoblar
*Armour of Fortune, Gold Sigil Sword

5 Bulls x 2
-Iron Fist, Light Armor, Musician, Standard, Look Out Gnoblar

5 Ironguts
-Musician, Standard, Look Out Gnoblar
*Banner of Eternal Flame

21 Gnoblar Fighters x 2

Gnoblar Scraplauncher x 2

Gorger x 2

Slavegiant x 2

EMPIRE SHADOWNET

General of the Empire
-Full Plate Armour, Great Weapon
*Laurels of Victory, Talisman of Endurance,

General of the Empire (General)
-Full Plate Armour
*Charmed Shield, Sword of Justice,
Talisman of Preservation, Van Horstmann's Speculum

Warrior Priest
-Heavy Armour, Shield
*Opal Amulet, Ironcurse Icon, Hammer of Judgement

Warrior Priest
-Additional Hand Weapon
*Armour of Meteoric Iron, Potion of Strength

Captain of the Empire (BSB)
-Full Plate Armour, Shield
*Griffon Standard

Master Engineer
-Grenade Launching Blunderbuss

Battle Wizard (Lvl2) - Lore of Metal
*Sceptre of Stability, Seed of Rebirth

28 Swordsmen
-Full Command
Detachment: 5 Handgunners

29 Spearmen
-Shield, Full Command
Detachment: 12 Halberdiers

10 Huntsmen

10 Handgunners
-Musician, Champ (Brace of Pistols)

19 Flagellant Warband
-Champion

5 Outriders
-Musician

20 Greatswords
-Full Command
*Banner of Eternal Flame
Detachment: 5 handgunners

2x Helstorm Rocket Battery

My list is a bit odd but I do not tend to play Horde and I wanted to try sending two Slavegiants down a flank (yes I took an untried experimental build to a tournament). My ideas for doing this were such - I was basically playing an 8th edition equivalent of MSU without the bait and flee tactics. Fleeing is too much of a gamble on being caught so no need to flee. Send the Slavegiants in together on a flank, slam an Ogre unit into one of their units, and try for a flank with another Ogre unit to break it up. Slavegiants, Scraplaunchers, and Gorgers all make great Flank and Rear chargers so I just need to not lose my Ogres right away.

Ashes IX uses three scenarios - Battle Line, Dawn Attack, and Blood and Glory. Yet another reason to have multiple standards. In this round we rolled Dawn Attack.

The first round map has the following features on it: two mysterious woods, an arcane building in the center that grants *Hatred* to all units in 6" of it, and a circle of stones that are dangerous terrain for all units but give any unit within 6" MR(2).

Despite the Dawn Attack's randomness I ended up being able to deploy in a denied flank to Shadownet's weakside when I deployed second. I then rolled a 6 and was able to decide whom went first and forced Shadownet to take first turn. At the end of deployment the board looked like this:

DEPLOYMENT



TURN 1

His *Vanguard* move allows him to fire upon my Slavegiant right away. His scouting Huntsmen are the stars though and they do two wounds to the Slavegiant who charges the Outriders when he gets a chance. Their *Stand and Shoot* deals two more wounds and I roll *Yell and Bawl*. Because both have the same Initiative the Outriders get their attacks in and kill him. He falls on them after he dies and crushes one beneath his bulk.

On both sides the warmachines fail to do much although rusty scrap and corkscrewing rockets fly across the field. Magic basically sees both of us augmenting our troops, he with ward saves on the BSB and a Priest plus the Glittering Robe granting all his units in 12" a *Scaly Skin* save. I manage *Bullgorger* on the Slaughtermaster's Bulls and *Toothcracker* on the Tyrant's unit.

My one Scraplauncher fails to restrain itself and goes bounding off to slam into the Handgunners. While the desperate little Scrappers try to hold on, the Rhinox decides it isn't done yet and overruns into the Swordsmen, which contain his Generals. I decide that since it would be vulnerable to charge, I might as well get the Impact Hits and try and kill off one of his characters, specifically the one with the Van Horstmann's Speculum.

END OF TURN 1



TURN 2

This is where I think Shadownet possibly made a mistake. He moved some troops to deal with the Gorger should it show up. I can understand wanting to do so, but it kept them from being helpful otherwise.

As for my Scraplauncher, the Rhinox slams into the Swordsmen and does a single Impact Hit which wounds, but is saved by armor. I aim my attacks at the General and while the Gnoblar fails to wound the Rhinox smashes him some. Still, the Gnoblar loses the combat and ends up fleeing away.

He had considered charging in his Spearmen to help but didn't want to offer my Slaughtermaster a flank. Now he also restrains his Swordsmen to prevent a double charge from both the Tyrant and Slaughtermaster.

His shooting is a bit more successful, placing three wounds on the horned Slavegiant and eliminating two Bulls, including one I had wounded with Grut's Sickle in the last turn with one of his Helstorms. Shadownet commented on the effectiveness of the Helstorms, saying they would not be all that useful against my army. Once he realized that they were still S5 and could easily wound Ogres who have almost no protection against them, he changed his tune.



END OF EMPIRE TURN 2

I decide it is now time to gamble. My Slavegiant could very easily be taken down by a *Stand and Shoot*, but the Huntsmen are not very steady. I declare a charge

on them and they want to fire arrows at him, but are terrified and run away instead leaving the field of battle. The Slavegiant turns mid-stride and redirects into the Outriders. While willing to face down the first Slavegiant, maybe watching one of their number be turned into jelly caused them to doubt themselves as they take spurs to their horses and run away. The Slaughtermaster's unit bellows in anger once their ears stop ringing from the exploding rocket and charge into the Swordsmen knowing full well they will likely be flanked by Spearmen. Mez Maweyes trusts the spark of the Maw in his mind to keep him safe and the Maw comes through as they gain *Trollguts* (although their *Bullgorger* gets dispelled).

Bexi, carrying the tribal totem for the Stormeater tribe, also ordered his mob of Bulls into the Greatswords. Both units make it in, the BSB Bulls not having enough momentum for a Bull Charge. The BSB Bulls suffer a wound charging in from the shooting of a nearby detachment of Handguns. They kill several Greatswords who in turn kill off one of their number. Priest and Bexi face off in a duel, Bexi's enchanted Cathyan blade (Gold Sigil Sword) bouncing off the Priest's thick armor and combat leads to a draw with both forces struggling. Mez is challenged by the Empire General (who steals his toughness) but neither come out ahead in the struggle. The Bulls quickly kill off the other General and several Swordsmen, leaving Shadownet losing the combat by one, and holding with *Steadfast*.



END OF OGRE TURN 2

TURN 3

In turn three we see a lot of blood. His rockets wounded more Ogres while his Priest chugged a Potion of Strength to match Bexi. When the Spears go into the side of the Slaughtermaster's Bulls, the combat is basically over. The only model left is the BSB and when the unit breaks he dies leaving Mez to run away alone. Shadownet doesn't dare pursue Mez as the Tyrant is threatening flank charges on both nearby units. He also knows Rhaz Spinebite has the Thundermace.

The Flagellants try and charge the Skavegiant but fail to get enough movement to do so. Bexi's Bulls continue to hold up the Greatswords. Their Ironfists earn some new dents as they make parry saves against the huge weapons. Even though they are beaten in combat by two the unit stands.



END OF EMPIRE TURN 3

Now the elite of the Ogres get to fight. The Ironguts charge the spears since it is likely I can smash them, and reform to face the Swordsmen. This is where 8th gets interesting. With the Slaughtermaster in the way I can't swing in against the spears. It is a front charge so they close the door and that offers my flank to the Swordsmen. I knew this would be the case, but I hope I can smash those spears.

This doesn't work as well as I plan. The challenge gives me a good deal of overkill on a Champion, adding four wounds to the Ironguts seven and I win by a

majority. The issue is I am still a model or two away from removing *Steadfast* from the spears and the unit sticks.

Bexi finally kills off the Priest in the other unit and his remaining Bulls do a bit as well - only losing the combat by one but holding just fine. Both units are being ground away.

I announce the Slavegiant will die and fall on the Flagellants. Shadownet laughs and agrees with me and sure enough... he does. The Slavegiant inflicts minimal wounds (even with a *Jump up and Down*) and in total only removes a rank from the Flagellant unit. Overall my tactic works, with both giants delaying the flank while my army smashes his main forces. A Gorger finally shows up near his misfired rockets, who are clearing a dud rocket, and immediately moves closer to them.

TURN 4

Shadownet charges his Swordsmen into my flank. Now the Tyrant doesn't want to accept the inevitable challenge from the General. I would normally have my BSB and Tyrant run in the same unit - allowing the BSB to challenge to free up Rhaz to use his Thundermace. In this case Shadownet challenges. I refuse and end up moving the Tyrant to the back rank. Now I get clever and fire up the Thundermace. It doesn't harm friendly models and even from the back rank it hits more than three Spearmen. The combat ends up a draw with both of us holding our breaths. A swing the wrong way will see very important units leaving the table.

Time for the Ogres to get tricky... Mez Maweyes charges back into the combat while blessing himself with the power of the Maw. Shadownet allows me to put both *Bullgorger* and *Toothcracker* on the unit while saving his dice to remove *Trollguts* from both units. The Gnoblar tagging along behind the Ogres now have a perfect flank charge on the Swordsmen and make it in. This leads to the unit being disrupted and hopefully having less ranks at the end of combat.

In combat Mez challenges and the General accepts thinking it will go much the same as the last time. Instead Mez (now +1 Str and +1T) smashes him. This frees Rhaz up to take his Thundermace to the Swordsmen. When it is all over the unit has less ranks than the Gnoblar and needs snake eyes for both units to hold.

At this point Shadownet concedes. I've gutted his army, killed most of his characters, and while he could still conceivably grab more points (maybe even pull off a win if he gets lucky) he decides to admit defeat. A very well fought game that could have swung either way which is one of my favorite types to play.

Thanks for reading this (our first) Bellowar battle report! If you are interested in playing me or learning more about Universal Battle please check out:

<http://universalbattle.com>

The Word of Hashut



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"It's a Trap!: A one Tyrant tale on the fringes of the Empire"

by W.M. McCrorie (aka The Ultra-Mega Bob)

Friedrich Kurtz was not ambitious man, which was perhaps the reason he found himself part of an escort detail on such a cold evening, instead of being fast asleep in his local tavern after having drunk his fill and being asked a final time not to keep touching the bar maidens. He cursed his luck that the local councilmen felt themselves obliged to the freshly retired Dwarf Ambassador; after all, it wasn't like the Dwarf didn't have soldiers of his own here to protect him; Kurtz had seen the captain talking to a handful of Dwarven Rangers just after they left the city, and he'd heard that there were many more that remained out of sight. There were also the silent bodyguards of the Ambassador himself, a small regiment of white bearded Dwarves, wielding two handed war hammers; they seemed to glare, sullenly at anyone and everything except their comrades and their master.

Friedrich made the sign of the twin-tailed comet - they even had one of those bizarre flying gun platforms with them, zipping around the edges of the convoy, keeping an eye out for trouble, making a terrible racket as it went. He gritted his teeth and prayed that nothing out there in the night was close enough to hear the blasted thing; they might as well just go around blowing trumpets and lighting torches to announce their presence!

It was not usual for Captain Johansson to feel afraid- less a sign of courage than it was a matter of distance. He was a man used to comfort and luxury, and had been content drawing a salary as far from a battlefield as he could manage for the past few years. He wasn't exactly happy about the babysitting assignment he'd been given; the conditions they were forced to travel in were far from ideal, and to compound the bitter weather and the sluggish rain he had to put up with the sullen arrogance of the Dwarves he was supposed to be helping. On top of that he had been given the most unruly and stubborn horse in the breadth of the Empire. The gall of it!

Despite the fact that the Dwarven Strongholds further afield had recently had a series of engagements with a tribe of Goblins, there hadn't been any confirmed hostile activity in this area for years, and Johansson was already looking forward to the thought of a good bath and a soft bed upon his return. It made him feel better that it was only a matter of moments until they came to the mountain pass they sought; after that it was a matter of a mere few hours before they reached the end of their jurisdiction, passed over their guest and cargo to his own kind, and began the return journey without those insufferable bearded misers. He had let the leading men know to keep an eye out for the Dwarven torches at the head of the path; the light was swiftly fading and before long they would need such a trail to guide them.

Suddenly the convoy came to an unexpected halt. "What manner of foolishness is this?" the Captain shouted, riding to the front. A small crowd had gathered at the front of the procession, murmuring, and Johansson saw many making the signs of Sigmar as he pushed his way to the front. The sight that met his eyes almost made him fall off his horse- the pass was blocked.

A series of boulders and rubble made any thought of crossing impossible, and it would take days, even weeks to wait for engineers to arrive and make the blockage traversable. He would have chalked it up to a freak mountain slide, not unknown occurrences in areas of heavy Dwarf underground activity, were it not for the sizeable boulder perched on the edge of the slide. On its face was the unmistakeable image of an enormous and crudely painted circle of teeth.

Panic gripped Johansson and he began sweating profusely. Swiftly he began barking orders. They would have to march hard and fast to find the next accessible route. He was not in any mood to put up with the objections of the Dwarven Ambassador about the need to follow protocol; he could practically see the Dwarf's eyes pop out of his face when Johansson told him they were to push on, and that as ranking officer he would not suffer insubordination. He thought for a moment that one of the attendant Hammerers would strike him, so without a backward glance he whirled and strode from the tent, lest they see the glimmer of fear in his eyes, or notice his shaking hands.

In a flurry of activity the procession began preparing for a hard march. Torches were lit, weapons were readied, the wind lashed the group, and the rain continued.

It was with a mounting sense of dread that the captain was called to the front of the procession, amid reports that the leading men could see a figure on the periphery of the forest up ahead. An uneventful hour had passed, though the men remained on edge. Thankfully, with the sides pressed to the mountain side for shelter, the wind had abated somewhat, but there was no escape from the persistent drizzle, which caused the torches to sputter and damped the spirit of the men as much as it soaked their clothes. Even over the rain, the captain could make out the thumping noise of the Gyrocopter as it circled and slowed over head, its advantage as a scout was neutered, but it could still provide fire-support at the first sign of danger.

As he drew closer to the front of the procession, Johansson could just make out the stout figure of one of the Rangers, slumped, with its back to a tree, as if sleeping under the haven of the canopy in the immediate distance. He'd heard tales of Dwarven excess, and seen it first hand amongst the taverns on the edge of the city, where envoys from the Dwarven realms were wont to frequent after a long day dealing with foolish human bureaucrats. The figure looked peaceful, and without any sign of a struggle evident this thought was at the forefront of his mind when he gathered a party to ride over with him, that he might remonstrate the drunken lout.

In the fading light, Friedrich Kurtz was not happy to be asked to leave the main body of men around the caravan. He felt uneasy and the weather only served to heighten his foul mood. Besides, the captain was acting nervously and the atmosphere of anxiety had infected a lot of the men. He shifted his grip on his halberd, cursed softly, and wiped the rain from his eyes. He sighed. As the captain rode toward the solitary figure Henkel, Manfred and Otto peeled away from the procession to accompany their officer; Kurtz reluctantly followed, trudging after them, halting, tired and miserable under the cover of a tree, metres from their destination.

He saw the captain approach the figure, yelling robustly, though the rain stole all the power from his voice and Kurtz could not make out more than the odd profanity- what else there was to hear could not be made out above the noise of the rain on the canopy, although he remained aware of the odd peel of thunder over the mountain. The captain had dismounted and Henkel and Otto were both attempting to prop up the prostrate figure.

Bored now, Kurtz's eyes drifted over the undergrowth and he lent his halberd against his tree; slick with rain, the halberd gained purchase for a moment, held momentarily by the rough bark of the tree before collapsing to the ground. Cursing once more, Kurtz bent to retrieve his weapon but his hand disturbed something else, and his hand recoiled, slick with blood. His heart hammering wildly and eyes wide, he kicked out rashly. Under his frantic assault hastily positioned branches fell away to reveal bloodied and mutilated corpses.

They were Dwarves by their size, though all identifiable features had been shorn away under what looked like a barrage of small blows, though some looked to have been mauled by a mountain lion- great rents had opened their chests like a sack of grain. Closest to Kurtz, the body had a number of small talon marks, and the odd bite mark on its upper arms no bigger than the size of a mans fist. Turning and sliding on the sodden earth, Kurtz propelled himself toward the Captain, all thoughts of his fallen weapon forgotten in his state of fear.

The Ranger was dead. This could only mean that all of the Rangers were dead.

Captain Johansson's mind reeled. He turned, feeling his mouth go dry, and he fumbled for words. He stopped as he saw Halberdier Kurtz running toward him in a blind panic, the man's hand outstretched- covered in blood. He saw Kurtz open his mouth to speak but he was stammering, panicked, but before he could form a coherent warning, or an explanation, his head bent forward, his eyes rolling back as an object crashed into the side of his skull, spraying Johansson's face with a spatter of blood; Kurtz falling dead at the captain's feet. Eyes wide, breathing rapidly, Johansson brought his gaze down to see the broken bottle protruding from Kurtz's skull.

The captain whirled round whilst his bodyguards stood routed to the spot. He almost couldn't believe his eyes. A bush, no more than twenty feet from the group was edging closer, swaying slightly under the renewed wind. Martial instinct and years of training came to the fore, and without hesitating, Johansson pulled his pistol and fired at the bush. His aim was not what he would have wished, however, and the shot missed. The next moments took the breath from his lungs. His comrades at the wagons has seen Kurtz fall, and the captain levelling his weapon at some unseen assailant. Ready themselves, the Handgunners discharged their weapons in the direction of the captain's shot. At this, from the undergrowth around the captain and the three men, there came a series of frantic screams and squeals- all around them the flora disgorged, as if from nowhere, a relative horde of long eared goblins, who at once fled in all directions, screeching incoherently, scattering to the four winds. At this the Gyrocopter turned, noticing for the first time the bizarre

events below; planning to hound the largest group of goblinoids with its firepower. From the edge of the canopy however came a flash of metal, and a great harpoon pierced the body of the flying machine, followed by a great, earth shaking roar and the night exploded.

Tyrant Ghrond Ironfist watched Bragagh, his brother and the tribe's Hunter, leveraging the length of rope attached to the harpoon. Utilising his terrible strength Bragagh twisted the rope and brought the Gyrocopter crashing down onto the roof of the lead caravan, the resulting explosion ripping the wagon, and Gyrocopter both, into scrap. Ghrond let out a hearty laugh as he watched the humans mill around in confusion and alarm. The plan had worked perfectly; with their backs to the mountain wall the humans and their bearded children would be easily crushed, and the wealth of both nations would decorate his vast bulk. Turning, he thumped the nearest Bellower to signal the advance. With a roar his Bulls descended on the caravan to feast.

Johansson thought only of blindly returning to the apparent safety of the convoy. He could see now the Dwarven Hammerers ranking up, and hear the crackling of the desperate and un-co-ordinated muskets. Turning around he yelled at Henkel, Manfred and Otto to keep up, only to see one being dragged to the ground by a mountain lion the size of a horse- it's elongated fangs crushing the mans skull and rending him in short time. The other two were fighting for their lives against another of the beasts, one breaking and running when the other was felled. Neither made it back alive. His horse too skittish to stop, Captain Johansson leapt to the ground as it neared the convoy. Running, panicking, tears obscuring his vision he fell at the feet of the Dwarven contingent, so long the butt of his arrogant disdain.

"What can we do?" The words fell from his lips between each gasp of breath, "What can we do human? What we do is we fight, aye and die as well, and we take as many of these cursed beasts with us as we possibly can" the Dwarf replied, grinning grimly and gripping his weapon tightly.

The plan had been a tremendous success and Ghrond patted his lucky "Thinking Gnoblar" distractedly. He waded through the pitiful small folk, smashing left and right, leaving a trail of broken bodies behind him. He moved inexorably toward the island of tiny bearded humans at the centre of the enemy line, and with his hand picked champions annihilated anyone foolish enough to get in his way. He revelled in the destruction and could sense the growing blood-lust and hunger in the Ogres around him. The Maw drove him to feed, to destroy, to kill, to gorge his vast and insatiable appetite.

Coming face to face with the Dwarven hammer bearers he laughed- they looked so insignificant next to the might of his best warriors. The Ogre line stopped as it approached the remaining circle of Dwarven warriors; the battle was nearly over; only this last island of food remained moving. It was a good thing he had his special set of teeth with him, Ghrond decided, as he appraised the Dwarven armour between each bone shattering swing of his great-weapon. Tonight the eating would be good.

BLOOD BOWL

BY THREE
DIE BLOCK

OGRES

THE BIGGEST, DUMBEST
(IN A GOOD WAY!) BLOOD
BOWL TEAM IN ALL THE
OLD WORLD...
(A TEAM OVERVIEW)

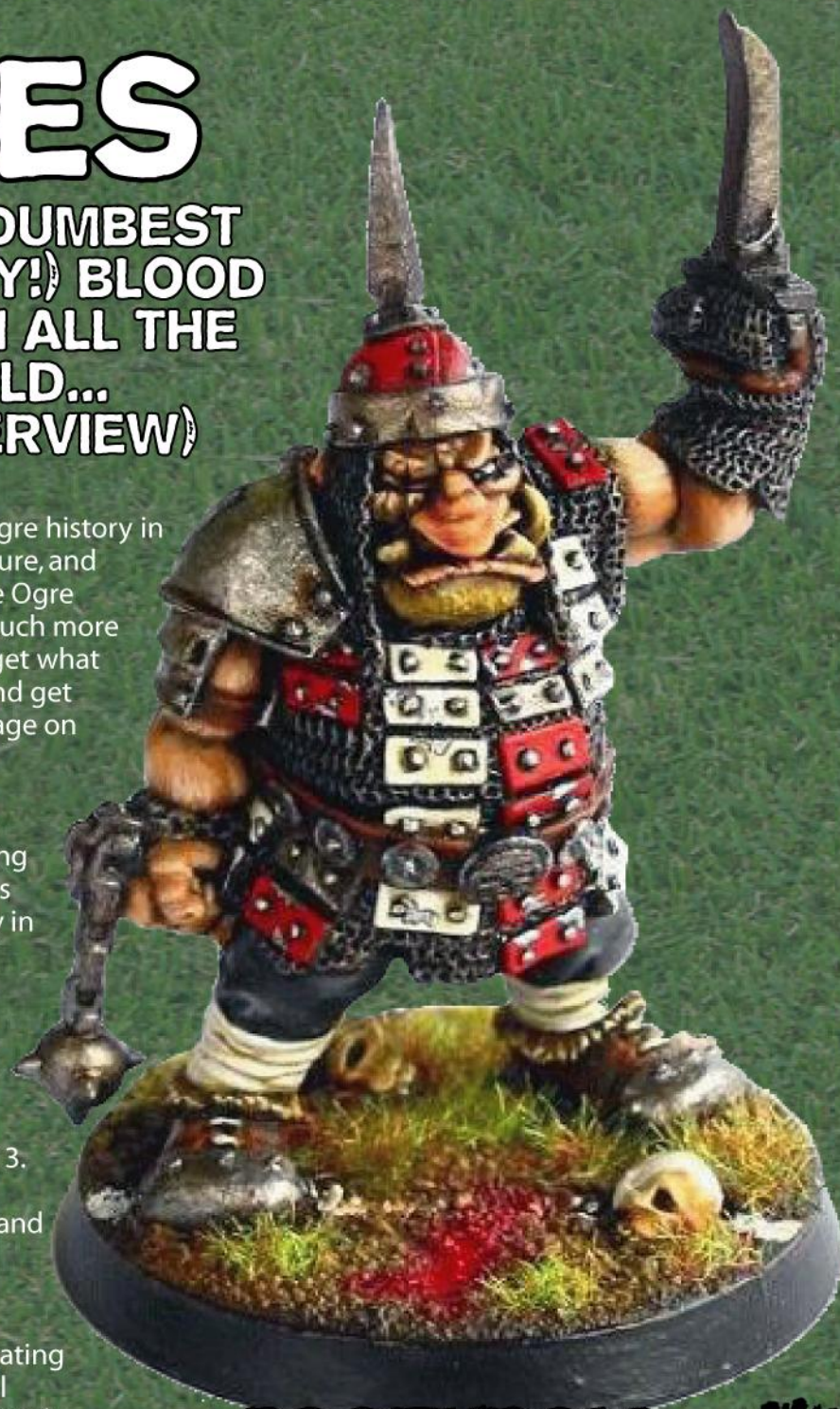
"Ogres have been playing Blood Bowl since the game was rediscovered", begins the Ogre history in the Blood Bowl rulebook. "After all, possessing a childish intelligence, a destructive nature, and great strength and size, they are the perfect Blood Bowl players." However, while single Ogre players are found on several rosters (Humans, Chaos Pact), an entire team of Ogres is much more rare. There are several reasons for this, including "the tendency of Ogres to flat out forget what they are doing, to get involved in a brawl in the dugout or just go to the nearest pub and get utterly hammered." But if you can manage these monsters, you can do some real damage on the Blood Bowl pitch!

The 24 teams of Blood Bowl are often broken into "tiers". This allows for Tier 1 teams to be pretty good overall and a good choice for starting coaches. Tier 2 is more challenging but those teams still have a lot going for them. Tier 3 is for the real masochistic coaches out there – there teams are tough to play but more rewarding for it. Ogres fall squarely in the Tier 3 category for several reasons so let's look at their Strengths and Weaknesses to find out why!

STRENGTHS

The first and most obvious Ogre strength is exactly that... their strength! Most standard players (Dwarves, Elves, Zombies, etc.) in Blood Bowl have a strength rating of 3. That's the average. So it should surprise no one to find out that Ogres are Strength 5! That's right; nearly double the strength of the average player make Ogres hard-hitting and very hard to knock down. Your team will eventually (or maybe immediately) have a maximum of six Strength 5 Ogre bulldozers to maul your opponent with!

While crushing your foes, the Ogres themselves are hard to injure in return! An armor rating of 9 (meaning opponents have to roll a 10 with 2d6 to break) as well as the starting skill **Thick Skull** (most players are Knocked Out on an injury roll of 8 but you need a 9 for Ogres) will keep your Ogres on the pitch hurting players where they belong!



BOOTHDOM

To help with all this destruction, each rookie Ogre begins his career with a skill called **Mighty Blow**. This allows them to add +1 to any armor or injury roll when trying to hurt an opponent they've knocked over!

Most bigs (Trolls, Minotaurs, etc.) have a skill called **Loner**, which makes it hard to use rerolls for their bad dice. This often causes a turnover for your team and ends your turn. However, Ogres, while certainly 'bigs', do not have **Loner**! While not the brightest crayon in the box, Ogres do play as a team! They will still fail a lot of rolls, but at least their coach (meaning you!) has the option to reroll the worst of them!

Ogres begin with an agility rating of 2, which is better than most other 'bigs'. This means they can not only smash opponents but actually pick-up and move the ball as well! Picking-up or handing-off the ball (to another Ogre) requires a roll of 4+ on 1d6 and, since you can reroll failures, succeeds 75% of the time! Certainly nowhere near Elf level, but pretty good for a crew of Ogres!

WEAKNESSES

While the Ogres themselves are the main strength of an Ogre team (which seems obvious), their teammates are the main weakness. They are called Snotlings and were added to the team when the Ogres previous teammates, Goblins, kept stealing all the team's gold. Snotlings are much more trustworthy – you can trust them not to steal, to get in the opponents way and to get killed early and often.

They are the only 1-ST player in the game (remember, the average is 3!) so they get blocked all the time. They only have an armor rating of 5 (again, only players in the game with a rating that low!), which can be broken with 1 die even though the opponent gets 2! Bad things come in threes so they also have **Stunty**, a starting skill that makes them easier to hurt.

However, they have positives as well! They are dirt cheap (costing only 20K to replace while Ogres are 140K) and their starting skill combo of **Dodge** and **Side Step** makes them very hard to knock down for any starting team that isn't Dwarves. Your opponent can't hurt them if they can't knock the Snotlings over!

They are also the only player in Blood Bowl with the skill **Titchy**. This helps them dodge away from opposing players. They usually always need 3+ but, with **Titchy**, they only need 2+ no matter how many foes are trying to stop them! Since **Dodge** lets them reroll a failed dodge roll, they only fall down on a 1, reroll, 1. Rare but it happens!

STARTING ROSTERS

Here's what you have to work with – one million gold pieces to start and two player types to choose from, as well as rerolls and possibly an apothecary - for the Ogres, never the Snots!

OGRES: 140,000 – 5 Move, 5 Strength, 2 Agility, 9 Armor
Starting Skills: *Bonehead, Mighty Blow, Thick Skull, Throw Teammate*

SNOTLINGS: 20,000 – 5 Move, 1 Strength, 3 Agility, 5 Armor
Starting Skills: *Dodge, Right Stuff, Side Step, Stunty, Titchy*

Ogre team rerolls cost 70K when you start your team but 140K after the season begins. An apothecary (who stays with your team permanently) costs 50K.

THE SLOW AND STEADY BUILD

Ogres (x4) – 560K	Pros: Plenty of players (15 of the max 16) and rerolls.
Snotlings (x11) – 220K	
Reroll (x3) – 210K	
10K in the bank 990K total	
Cons: Only 4 Ogres means more Snotlings get smeared. No Apoth.	

THE FIVE DOWN ONE TO GO BUILD

Ogres (x5) – 700K	Pros: 5 Ogres to start plus 13 players total.
Snotlings (x8) – 160K	
Reroll (x2) – 140K	
Nothing in the bank 1000K total	
Cons: No Apoth, few rerolls.	

THE ALL OR NOTHING BUILD

Ogres (x6) – 840K	Pros: All 6 Ogres to begin developing sooner and an Apothecary to protect them (never a Snotling).
Snotlings (x5) – 100K	
Reroll (x0) – 0K	
Apothecary – 50K	
10K in the bank 990K total	Cons: No rerolls! Having only 11 players means breing at a player disadvantage almost always.

Basically, starting Ogre teams must deal with the Rerolls vs. Ogres debate. The first build is the slowest to gain Ogres and the third is most maddeningly/challenging. The second build is probably the soundest but your mileage may vary.

SKILL SELECTION AND PLAYER DEVELOPMENT

With only 6 Ogres (eventually) they will each need to have a roll and play it well. Many great Ogre coaches have used this system of role assignment – the Anchor, 2 Wingers, 2 Blitzers and a Handler. When an Ogre (or any Blood Bowl player) acquires enough Star Player Points through scoring touchdowns (which Ogres can actually do!), injuring opponents (which Ogres do exceptionally well!) or completing passes, that player gets to roll 2d6 and gain a new skill or stat boost.

This roleplaying aspect is one of the very best parts of Blood Bowl – you can grow attached to that all-star Blitzer who has 5 skills over 2 seasons and even develop stories for them. When the skill role (again, 2d6) is doubles, the player can choose from a larger list of skills so we've listed some doubles skill choices for each Ogre 'position'.

THE ANCHOR

This guy is your centerpiece on the line, whether beginning a drive or trying to stop your opponent. He is usually placed front and center in the thick of battle. **Stand Firm** means he cannot be pushed around by opponents, **Multiple Block** lets him potentially throw two blocks per turn instead of one and **Guard** lets him easily help out his fellow Ogres when they throw blocks. The Block skill makes it harder to knock the Ogre down, which is great considering how often they knock themselves down!

Skills: *Stand Firm, Multiple Block, Guard* (Block on doubles)

THE WINGERS X TWO

These twin terrors patrol the widezones to either funnel your foes back to midfield or drive them right into the crowd and off the pitch entirely! **Grab** lets the Ogre move opponents around more freely after pushing them back and **Side Step** lets the Ogre decide where to go when he gets pushed back by opponents (which is usually decided by the opponent).

Skills: *Stand Firm, Grab, Guard* (Block or Side Step on doubles)

THE BLITZERS X TWO

Even on a team of heavy hitters, some need to do it just a bit better than the others. All Ogres can hit but these guys really want to hurt opponents and remove enemies from the pitch almost every turn!

Break Tackle allows the Ogre to use their Strength rating of 5 when Dodging away from opponents once per turn instead of the usual agility requirement, which is 2 for an Ogre! **Juggernaut** helps when the Ogre has Blitzed, meaning they moved and then through a block. **Pile On** lets Ogres fall on prone opponents to reroll an armor or injury roll – basically two shots to hurt someone with the only cost meaning the Ogre goes prone. **Frenzy** means the Ogre is crazier than usual and throws two blocks against the same player provided the first one failed to knock the opponent over. Ogres that **Jump Up** do not suffer the usually movement penalty for standing up.

Skills: *Break Tackle, Juggernaut, Pile On* (Frenzy, Jump Up on doubles)

THE HANDLER

Strangely, the dice will pick which Ogre is assigned this roll because it goes to the first Ogre who rolls doubles (or an Agility increase, see below) for the skill **Sure Hands**, which allows them to reroll a failed ball pick-up without using one of your precious team rerolls! Once that happens, the rest of his development needs to compliment this role.

Skills: *Break Tackle, Stand Firm* (Sure Hands, Block on doubles)

When rolling 2d6 for a new skill, some players might get lucky and gain an increased stat! Movement or Armor can increase by one with rolls of (6/4), (4/6) or (5/5) and Agility with a (6/5) or (5/6). Strength is often the Holy Grail of these rolls and can only be increased with a roll of (6/6). While normal skills add 20K to that player's salary (or cost), doubles skills, MV boosts, and AR boosts add 30K. AG adds 40K and ST is 50K. These boosts can often separate a good player from a legend.

However, not every stat boost should be taken every time. For example, +AG on the ball carrier is amazing (so if that is an Ogre's first skill, he immediately becomes the Handler) but +ST is situational, with **Block** often being a better doubles choice. So take stat increases very carefully. Ogres cannot afford the team value bloat which come with them unless they are getting a good return on their investment so be sure you are using that stat increase enough to make it worth the cost.

OFFENSIVE STRATEGIES

Ogres are somewhat limited here. They do not throw the ball well (although the **Throw Teammate/Right Stuff** combo allows them to throw Snotlings!) and are not very fast. However, they do run one offensive formation extremely well and that is the classic Cage. Simply surround the ball carrying Ogre with as many of his Ogre brethren as possible,



preferably on the Handler's corners. It should look like an 'X' on the pitch. Use Snotlings to assist in a loose, nearby cloud, annoying opponents trying to crack open the Ogre cage. The Snotlings can provide assists and distraction – every block thrown against them is one block not used to get the ball from you!

Try to move your cage 2 or 3 squares downfield every turn, though this may not always be possible. Don't get in a hurry for the first 5 turns of the half – if you lose containment, the Ogres will not recover quickly. When the last 3 or so turns of the half show up, be sure you are in scoring range. On the last turn (or as close as you can get) be sure the Handler can reach the endzone, crush everyone on front of him and rumble in for the touchdown!

DEFENSIVE STRATEGIES

Ogres are pretty limited here as well, in that they really only have 1 defensive strategy. However, they do it really well! The Ogres want to hurt everybody, plain and simple. Knock so many opposing players off the pitch that there is no one left to score!

Opponents will often try to mark an Ogre out of a game with a Lineman, meaning that Ogre can only block that cheap Lineman and not get over to where the action is. **Break Tackle** is very good for addressing this. Remember, it allows you to get away much more easily to reposition because it lets you use the Ogre's 5-ST instead of their 2-AG when making a Dodge attempt. You can only use it once per Ogre per turn but that should be enough to not let that Ogre get marked out of the game. However, Ogres do not start with Break Tackle, so, for a while at least, Ogres will simply have to take what the offense gives them...to hit! Use some blocks to free up Ogres so that someone is always threatening the opponent's ballcarrier as best they can.

Fast, agile teams that spread the field will be a tougher defensive assignment, though they are easier to hurt! Target the players furthest downfield who can actually score if they catch a pass or hand-off, even ignoring the ball. Forget where it is now - where will it be next turn? Figure that out and kill those players!

There is much more to coaching Ogres but hopefully this will give curious coaches a good idea of what Ogres have to offer. They hit hard and lose their Snotling teammates to injury and death with reckless abandon! If you're looking for a challenging team that will also have your opponents dreading games with you, try Ogres!

So there you have it - a quick look at the Ogre team from the Blood Bowl fanatics of Three Die Block. Check out their podcast at <http://threedieblock.libsyn.com/> or email them - threedieblock@gmail.com

If you have Ogre team tactics of your own please share them with us by sending email to us - bellow@ogrestronghold.com

-Randroid



SQUIGGOTH

ARMIES OF THE OGRE STRONGHOLD

*The Ogre Stronghold brings Ogre Kingdoms armies from across the world together in one place. In this issue we'll be taking a look at the always hungry **Feastmaster Tribe** by forum member **DonTheDime**.*

When did you first start playing Warhammer Fantasy Battles?

My start with Warhammer began in November 2005 when my brother convinced me to join him in playing Warhammer Fantasy. He had a Dwarf army that he was building and had several friends that also played. Before that time I knew of Warhammer and even helped out my brother at one point painting a unit of Dwarf Miners for him, but I did not have any interest in jumping into the hobby at that time. In November 2005 I bought the Ogre Kingdoms army box and the rest is history.

However, I had my start in the hobby side of things much earlier, back in 1991 or 1992 when I received the board game "Dungeon!" for Christmas, along with the companion box of metal miniatures for all of the hero game pieces. I wanted to paint the miniatures so I looked up the closest hobby store and picked up some paints, primer, brushes, and some basic instructions for painting and began teaching myself to paint through simple trial and error. I painted the entire set, and later picked up more miniatures to add to the collection. I would paint off and on through the years until I started my Ogre army back in 2005.

Why Ogres?

The two main reasons I chose Ogres are that I really enjoyed the fluff and background of the Ogre Kingdoms and that I also really liked the models. My brother had a copy of White Dwarf #300 which is the issue when the Ogre Kingdoms was released, and I remember reading it with him and enjoying the fluff and stories about the Ogres and Gnoblar.

I liked the concept of Ogres being mercenaries and more neutral in disposition as opposed to being purely 'good' or 'evil'. I was drawn by the part of the fluff that connected the Ogres to Halflings, as I liked Halflings in fantasy whether they were "hobbits", "kender", or just plain old "halflings", and the idea of being able to include halflings in an ogre army was also appealing.



**OGRE
TYRANT**



**FEMALE
IRONGUTS**

Where did the idea of the Cooksnatcher Tribe come from?

It took a while before the idea came together. Part of the inspiration was the *Feastmaster Tribe* described in the Army Book, as I really liked the idea of Halflings in the army and halfling cooks in particular (with the Hot Pot being an obvious unit to include and source for the idea). I didn't want to do the Feastmaster tribe, though, because I wanted more freedom in creating my army, so instead I decided it would be an offshoot of that tribe.

The other part of the inspiration was actually Cookie Monster (from "Sesame Street"). The Ogres reminded me of this character from Sesame Street and at first I considered a "Cookie Monster" theme for my army, complete with gut plates that look like giant cookies. Of course, part of the color scheme (blue and brown) still made it into my army, as my ogres wear blue pants. That idea is what morphed first to a "Cookie Eater" tribe then to a "Cook Eater" tribe. But since the concept of the ogres eating the cooks did not seem to fit well (as it would imply that all cooks were eaten and wouldn't leave room for cooks, even halflings, in the tribe), it finally morphed to the "Cooksnatcher" tribe, with the idea being that the tribe would "snatch" cooks from other armies, kingdoms, cultures, etc. for their own use.

This is what inspired the background I have written in the first couple of posts of my Gnoblog for the Cooksnatcher Tribe, with both the Tyrant and Slaughtermistress having their roots in the Feastmaster tribe but forming their own Tribe in a search to find the perfect food and/or way to prepare food to sate the gnawing hunger in every ogre's belly as a result of the Maw.



BUTCHER

The most distinctive feature of the Cooksnatcher Tribe are the female Ogres. With the great amount of time spent on their conversions, do they hit harder or cast gut magic spells better than their male counterparts?

Being primarily a hobbyist, with little time or opportunity for gaming, I don't have much experience playing, although I have found that I often favor the female Ogres during play, particularly when it comes down to removing casualties in mixed units. As far as casting gut magic, since only the female ogres in my army use gut magic, it is hard to say whether they cast better than their male counterparts. Of course, it could also be said that the reason they are the only ones in the army that use it is because they are better.

How big is your army?

I have over 4300 points finished and another 700 points built but not yet painted. That consists of about 100 gnoblar, 60 ogres, 3 yhetees, 2 scraplaunchers, 1 slavegiant, and 20 halflings.



SLAUGHTERMISTRESS

Which are your favorite models?

My favorite models would be my Tyrant, Thazreg Cooksnatcher the Hazardous; my Slavegiant, George Escoffier the Unsteady; my Scraplaunchers, especially my ogre pulled launcher; and my Ironguts.

An army with so much character has surely had to see some tournaments or painting contests. Any medals?

Actually, the closest my army has come to any sort of contest were the 2008 Hobby Hero Awards here at the Ogre Stronghold. The Cooksnatcher Tribe was nominated for the "Best Ogre army posted or updated in 2008" category and my Ogre pulled Scraplauncher was nominated for the "Best Ogre model" category. Now that my army has reached a state of "completion", I will be on the lookout for opportunities.



GEORGE
ESCOFFIER
THE
UNSTEADY

BULLS





SCRAPLAUNCHER

What would you recommend to fellow hobbyists, who want to achieve the same level of conversion/ painting skills you have displayed with this army?

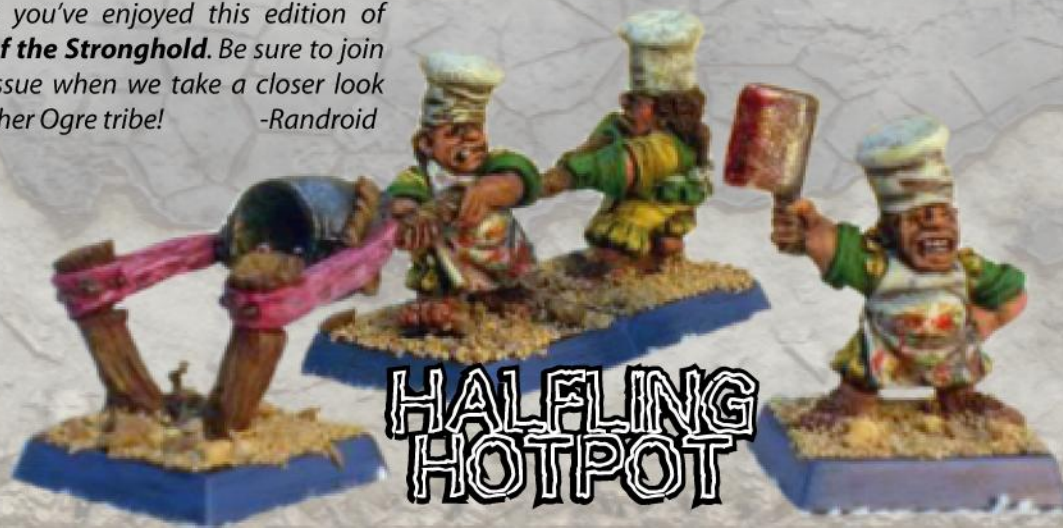
In terms of conversions, I learned a lot simply by starting out with simple conversions and first testing my ideas using "HandiTAK" putty, a reusable adhesive putty that is often used to hang posters on the wall. I would also try to utilise as much "existing" miniature as possible, such as modifying the ogre heads to remove the facial hair and then using them for my female ogres. Doing so meant that I just needed to sculpt hair and not the head/face as well. As my army progressed I tried out additional conversion ideas and have learned a lot just by trying things out and gaining more experience in what works and what doesn't. My advice would be to not be afraid to just try out your ideas and learn from your mistakes and successes.

In terms of painting, I have been painting for a lot longer period of time than anything else either hobby or gaming wise, and again it takes a lot of patience and practice, and a willingness to learn from your mistakes and do better on the next miniature. Also, it helps to not be afraid to learn new techniques and methods and try them out on your next model. I have learned so much by just trying out some of the painting techniques such as layering, washes, highlights, etc. that I learned either online, at a hobby store, or from books and magazines.

Has 8th edition changed your playstyle? Do you have some additions planned, or is the Tribe big enough to cover all the requirements of the new rules?

I have some additions planned, and already I have more Ogre Bulls built (male and female to bring the total up to 30 with 15 each) and in line to be painted. This will allow me to try out additional rank(s) of bulls and even try a horde to see how they fare.

*We hope you've enjoyed this edition of **Armies of the Stronghold**. Be sure to join us next issue when we take a closer look into another Ogre tribe!* -Randroid



**HALFLING
HOTPOT**



ANIMOSITY 5
ESTALIAN SUN COMING JAN 2011



COMING NEXT ISSUE

* **THE FEEDING GROUNDS**

* **TUTORIALS AND HOW-TOS**

* **AUNTY DOREEN, TACTICS,
FICTION, AND MORE**

Thanks to everyone who has helped with contributions to the Beller! Without your content this webzine simply wouldn't exist.

If you have something you think would be great for a future issue, or are interested in joining the team, please contact us at:

beller@ogrestronghold.com

We would love to see your:

- Artwork
- Battle Reports (w/ pics)
- Painted miniatures
- How to articles
- Fiction
- Comics
- and anything else!

**NEXT
ISSUE
MARCH
2011**

Until next time... stay hungry!