

OGRE FLEET

The Ogres rarely go to sea except as hired mercenaries for other races. When they do spend the time building a fleet of ships, they usually raid and rampage dealing unequalled damage to other nations fleets and coastal towns. The Ogres are a primitive culture and most of their equipment is made from scavenged scrap metal, loot from their adventures, or is crafted by the Chaos Dwarfs of Zharr Nagrunnd. The ships they create are made from the hides and bones of various quasi-prehistoric creatures, such as mammoths, sabertooth cats and ice age style rhinos, known as rhinoxen. Each Ship includes a steam engine created by the Chaos Dwarfs to drive big paddle wheels. However they also have Gnoblar slaves to power the oars and large sails as well. The crew carry cannon which they use like other races use handguns

MEN O' WAR

TYRANT SHIPS

Tyrant Ships are large wide vessels that look like the decaying carcasses of some giant beast. They are moved through the water by a rear paddle wheel, driven by Chaos Dwarf steam engines. There are also large sails made from animal hides, for when the paddle wheel fails. As a final last resort there are oar decks powered by Gnoblar slaves which also allow the Tyrant ship to be more agile for its bulk. Each Ogre Crew carries cannons, to fire on enemy ships and use in boarding actions. Tyrant ships are only ever used in full Ogre fleets. No race could pay enough to add one to their own fleet

SHIPS OF THE LINE

HUNTER RAIDER

The Hunter Raiders are the mainstay of the Ogre fleet. They also are moved through the water by a rear paddle wheel, driven by Chaos Dwarf steam engines. They also have large sails made from animal hides, for when the paddle wheels fail and oar decks powered by Gnoblar slaves. The Ogre Crew carries cannons, to fire on enemy ships and use in boarding actions. Hunter raiders are often hired as mercenaries and work well with their commanding Admirals.

INDEPENDENTS

BUTCHER GALLEY

The Butcher Galley is the most popular Ogre vessel. It is often hired for duty with other fleets of the old world and is a great mix of power and reliability. It also is moved by Paddle wheel, Sail and Gnoblar Oar decks. The Ogre Crew carries cannons, to fire on enemy ships and use in boarding actions. They are often held back from the initial combat and then sent forth to break through hard knots of resistance.

OGRE SPECIAL RULES

CREW AND BOARDING

Ogres are massive, angry, hungry, nearly unstoppable monstrosities. Every Ogre crew counter adds +1 in boarding actions.

Ogres also carry cannons as hand weapons. All Ogres receive an additional +1 bonus for grapeshot if they are defending in a boarding action. If a crew is destroyed then a cannon is also destroyed.

MOVEMENT

Ogre Ships are very hard to immobilise. When using oars, they can move 4". They can ignore the wind and may use half their movement to turn 90° on the spot or use all their movement to turn 180°. They can use all their movement to reverse up to 2".

They also have steam Engines supplied by the Chaos dwarfs which enable them to move 6". They can ignore the wind but may not turn on the spot. The Ogres do not have the ability to repair the engines.

They can use all their movement to reverse up to 2".

They also have big billowing sails that allow them to move 4".

OGRE CANNON

The Ogre Cannons are a standard cannon used by most races, except they have been modified to be handled by the ogres as hand weapons. As such they can be pointed in any direction and at different targets. You have as many cannons as you have crew, so if a crew is destroyed then a cannon is also destroyed.

OGRE FLEET

An Ogre Fleet may consist of the following:

Men O' War 1+

The Fleet must have at least one Tyrant Ship to be your Admirals's Flagship.

Cost: 200 points per Tyrant Ship

An Ogre Fleet cannot have more Tyrant Ships than it has Ship of the Line squadrons. The Admirals ship does not add to this total

Ship of the Line Squadrons: 2+

The Fleet must have at least one squadron of Hunter Raiders.

Cost: 150 points per squadron

Independents: 0+

You may take one Butcher Galley for each Tyrant Ship in your fleet.

Cost: 150 points per Butcher Galley

Ogre Slaughtermaster: 1

Cost: Variable - See *Wizards and Magic*

Admiral:1

Your admiral will always start on one of your Tyrant Ships

Cost: Free

Man O' War Cards: 1+

Cost: 1st Card free with the Admiral, subsequent cards at 25 points per card.

OGRE FLEET

Ogre Fleets consist of various sized vessels, constructed from scrap metal, hides and bone. These ships are propelled by oars, steam and sail. They are armed with empire cannon that the crew carry around like handguns.

Tyrant Ship

Crew:4

Move

Oars: 4". May turn on the spot. May reverse up to 2".

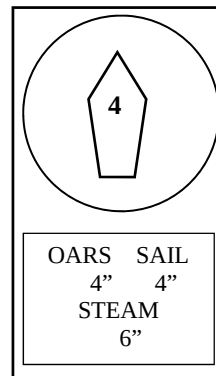
Steam: 6". May reverse up to 2"

Sail: 4" normally.

Weapons: 4 Cannons that can be fired in any direction and different targets.

Special Rules

A cannon is lost each time a crew is lost. Crew get a +1 bonus when Boarding.



Hunter Raider

Crew:2

Move

Oars: 4". May turn on the spot. May reverse up to 2".

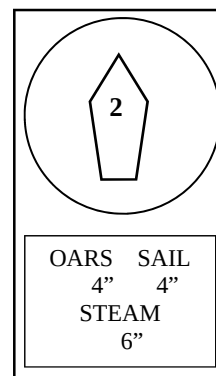
Steam: 6". May reverse up to 2"

Sail: 4" normally.

Weapons: 2 Cannons that can be fired in any direction and different targets.

Special Rules

A cannon is lost each time a crew is lost. Crew get a +1 bonus when Boarding.



Butcher Galley

Crew:3

Move

Oars: 4". May turn on the spot. May reverse up to 2".

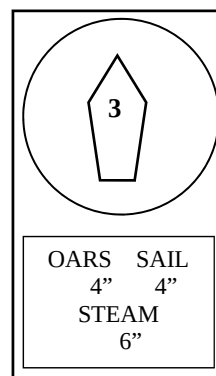
Steam: 6". May reverse up to 2"

Sail: 4" normally.

Weapons: 3 Cannons that can be fired in any direction and different targets.

Special Rules

A cannon is lost each time a crew is lost. Crew get a +1 bonus when Boarding.



OGRE

HUNTER RAIDER

SHIP OF THE LINE

CREW

2

3

MAST

SAVE 6

Cannot move under Sail.

Further hits do not cause critical damage.

4

PROW

SAVE 6

5

OAR DECK

SAVE 5 or 6

Cannot move under Oars.

6

STEAM WHEEL

SAVE 5 or 6

Cannot move under Steam.

SINKS

BELOW WATERLINE

Save 5 or 6

First hit sinks ship.

OARS: 4" STEAM: 6" SAIL: 4"

BATTLE HONOURS: 2

OGRE

HUNTER RAIDER

SHIP OF THE LINE

CREW

2

3

MAST

SAVE 6

Cannot move under Sail.

Further hits do not cause critical damage.

4

PROW

SAVE 6

5

OAR DECK

SAVE 5 or 6

Cannot move under Oars.

6

STEAM WHEEL

SAVE 5 or 6

Cannot move under Steam.

SINKS

BELOW WATERLINE

Save 5 or 6

First hit sinks ship.

OARS: 4" STEAM: 6" SAIL: 4"

BATTLE HONOURS: 2

OGRE

HUNTER RAIDER

SHIP OF THE LINE

CREW

2

3

MAST

SAVE 6

Cannot move under Sail.

Further hits do not cause critical damage.

4

PROW

SAVE 6

5

OAR DECK

SAVE 5 or 6

Cannot move under Oars.

6

STEAM WHEEL

SAVE 5 or 6

Cannot move under Steam.

SINKS

BELOW WATERLINE

Save 5 or 6

First hit sinks ship.

OARS: 4" STEAM: 6" SAIL: 4"

BATTLE HONOURS: 2

OGRE
BUTCHER GALLEY
 INDEPENDENT

CREW
3

4 MAST SAVE 6 Ships Speed reduced by 2". Further hits do not cause critical damage.		5 MAST SAVE 6 Ships Speed reduced by 2". Further hits do not cause critical damage.		6 AFT SAVE 6	HIGH
3 PROW SAVE 6	4 OAR DECK SAVE 5 or 6 Ships speed reduced	5 OAR DECK SAVE 5 or 6 Ships speed reduced by 2".	6 STEAM WHEEL SAVE 5 or 6 Cannot move under Steam	LOW	
NO EFFECT	NO EFFECT	SINKS	BELOW WATERLINE Save 4, 5 or 6 Third hit sinks ship.		

OARS: 4" STEAM: 6" SAIL: 4"

BATTLE HONOURS: 6

OGRE
TYRANT SHIP
 MAN O' WAR

CREW
4

3 MAST SAVE 6 Ships Speed reduced by 1". Further hits do not cause critical damage.		4 MAST SAVE 6 Ships Speed reduced by 1". Further hits do not cause critical damage.		5 MAST SAVE 6 Ships Speed reduced by 1". Further hits do not cause critical damage.		6 MAST SAVE 6 Ships Speed reduced by 1". Further hits do not cause critical damage.	HIGH
2 PROW SAVE 6	3 OAR DECK SAVE 4, 5 or 6 Ships speed reduced by 2".	4 OAR DECK SAVE 4, 5 or 6 Ships speed reduced by 2".	5 STEAM BOILER SAVE 4, 5 or 6 Cannot move under Steam	6 PADDLE WHEEL SAVE 4, 5 or 6 Cannot move under Steam	LOW		
NO EFFECT	NO EFFECT	NO EFFECT	NO EFFECT	SINKS		BELOW WATERLINE Save 3, 4, 5 or 6	

OARS: 4" STEAM: 6" SAIL: 4"

BATTLE HONOURS: 8

NAME:

VERSION 4.0

Designer Notes:

This Fleet was designed by game mechanics first and then fitted into a fleet theme, which may be why some ideas may not seem to fit exactly.

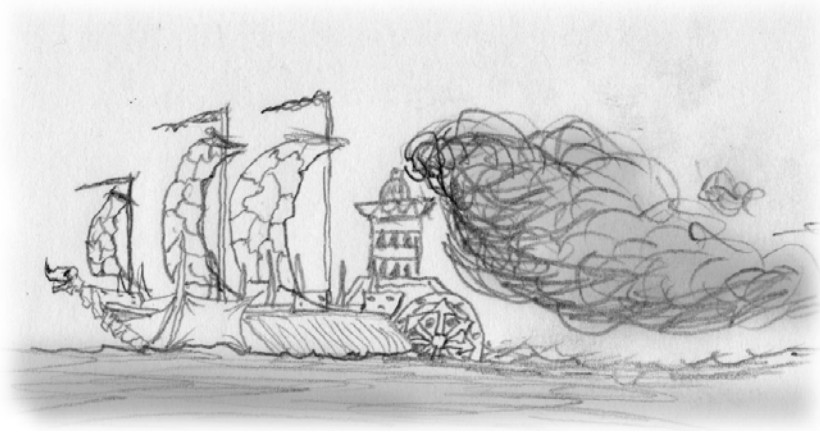
The first mechanic I wanted to try was a fleet that had three types of movement. All the previous fleets have only had a maximum of 2 movement types and usually with a reasonable chance for being immobilized. I wanted to make these ships take a lot of damage before they are dead in the water and see just how powerful a mobile fleet could be.

I have left a bit of bulk in the Saves for most of these locations, so that if it is too powerful, changes can be made.

Initial testing suggests the ships are sunk by Criticals before they are totally immobilized which is the effect I was hoping for.

The Ogres seem to fit this mechanic somewhat. Sails are the normal low tech solution followed by Oars which suit the Gnoblar slaves. They trade with the Chaos Dwarfs to get Steam power and are unable to repair the engines if they are damaged. Although it is not an exact fit, I think it works.

I imagine the Ogre vessels to be like the torso of some big beast, with the rib cage acting as the basic frame. This is then strengthened with scrap metal, wood and skins to make it water proof and able to float. The sails would be patchwork skins. The oars standard wood and the Steam Engines very much like the Chaos Dwarf ships.



The second mechanic I wanted to try is that cannon numbers are related to crew size. In this regard, I think the Ogres are very suitable with their Leadbelcher troops. They behave as turrets, because the Ogres can just point them where they want to. I didn't want them too overpowered, so a couple of ideas were tried. The final solution was to give the Ogres a +1 bonus for boarding actions with an additional +1 for grapeshot when defending. This does increase the effectiveness of the Ogre crew, but makes it more compatible with other ship designs.

The Ship Calculator was used to determine the costs of the ship.

Because there are a lot of ways to lose crew in Man O' War I decided to make the "lose a crew – lose a cannon" effect a disadvantage of -10 points. However most of the ships have a good save here or there which could be sacrificed to make the ships a bit less powerful.

These rules are now onto their fourth version and there have been a few changes.

The most significant being that the location on the Ship templates that can destroy Crew has been removed.

Criticisms and comments welcome!