

OGOR MAWTRIBES

WARGLUTT MARAUDERS

This Spearhead army consists of the following units:

GENERAL

◆ Tyrant

UNITS

- ◆ 2 Gluttons
- ◆ 3 Gluttons
- ◆ 3 Ironguts
- ◆ 1 Maulbeast Cavalry
- ◆ 1 Maulbeast Cavalry



Ogors, and especially Gutbusters, are raiders at heart. They have a rough understanding of war for ideology or holy purpose, but a much readier intuition when it comes to simple acquisition: taking things because they are the biggest, the strongest, and thus the most entitled to it. Conquest is measured in meat and plunder, while success is determined by the infamy they garner. At any given time, then, marauding wargluts – as the Gutbuster clans are known – will be roaming the realms looking to satisfy their greed.

Even a small warglutt will have a single leader known bluntly as a Tyrant. The Tyrant chooses who and where to raid, takes on the biggest enemies, and without fail demands the greatest share of the plunder. Surrounding them are their elite: the Ironguts and Maulbeast riders who profit from backing a successful warleader, even while looking to seize the top position for themselves. The Gluttons accept all of this, provided they reap the rewards of victory. A warglutt is often on the move and this nomadic lifestyle can mean that its mobs become strung out and separated, but it takes only the din of violence to draw the ogors back, all eager for a taste of the action.

'No tribute? NO TRIBUTE?! Right, you lot, fetch yer clubs. Time to show the whelps what happens when they get uppity.'

– Huurg, Tyrant of the Golden Guts



Clad in scraps of looted metal and hung with trophies of past conquests, a warband of Warglutt Marauders crunches its way towards civilisation's outskirts, all eager to crack skulls and take whatever they can carry.

BATTLE TRAITS

NOMADIC WARRIORS

Ogors are always on the move and can arrive at a battle with fearsome swiftness.

Your unit of **Gluttons** with 3 models and 1 of your **Maulbeast Cavalry** units are not set up during the deployment phase. Instead, from the third battle round onwards, they can use the following ability:

➤ Your Movement Phase

MORE OGORS, MY LORD!: *Just when the enemy thinks they've stemmed the tide, heavy stomps and bellowing voices mark the arrival of more Gutbusters...*

Effect: Set up this unit anywhere on the battlefield so that every model is within 1" of a battlefield edge and more than 6" from all enemy units.

⚙ End of Any Turn

SCOFF DOWN FRESH FLESH: *Gutbusters are always thinking with their stomach; battle is a feast that only increases their eagerness to fight.*

Declare: If an enemy unit was destroyed this turn, pick a friendly unit that used a **FIGHT** ability this turn to use this ability.

Effect: Pick 1 of the following effects to apply to that friendly unit for the rest of the battle:

- **Raw and Bloody Flesh:** Add 1 to hit rolls for that unit's combat attacks if it charged in the same turn.
- **Exotic Giblets:** Subtract 1 from ward rolls for damage points inflicted by that unit's combat attacks.
- **Steaming Brains:** Add 3 to that unit's control score.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

➤ Once Per Battle, End of Your Turn

BRUTISH BARGING: *Charging ogors can shove most obstacles aside without slowing.*

Declare: Pick a friendly unit that charged this turn to be the target.

Effect: The target can move up to 2D6". It can move through the combat ranges of enemy units that it was in combat with at the start of that move but cannot end that move in combat.

🛡 Passive

BLINDING DUST CLOUDS: *The advance of armoured ogor warriors kicks up clouds of dust and grit that can obscure them from even the keenest eyes.*

Effect: Subtract 1 from hit rolls for attacks that target friendly units that were set up in the same turn.

ENHANCEMENTS: Give your general 1 of the following enhancements.

➤ Passive

WALLWRECKER: *Their enemies see a defensive fortification; this bulky Tyrant sees a minor impediment.*

Effect: Your general can pass across terrain features as if they had **FLY**.

➤ Passive

LUNGBURSTER: *There's nary an ogor in the land who can't hear this Tyrant's bellowed commands.*

Effect: When making run rolls for friendly units wholly within 9" of your general, if you roll a 1-3, you can use a value of 4 instead.

🛡 Passive

DEATHCHEATER: *Despite being a loner by nature, this Tyrant seems to lead a charmed life.*

Effect: Your general has **WARD (6+)** while they are more than 3" from all other friendly units.

➤ Once Per Battle, End of Any Turn

GRISTLEGOBLER: *This Tyrant's appetite is renowned as voracious even for an ogor.*

Declare: Pick each enemy unit in combat with your general to be the targets.

Effect: Inflict D3 mortal damage on each target. Then, **Heal (3)** your general.

MOVE

6"

HEALTH

8

4+

SAVE

3

CONTROL

The ferocious war-leaders of the Gutbuster wargluts, Tyrants are living mountains of iron and blubbery flesh. Despite their girth, they move with surprising speed, hacking their prey into bloody chunks for easier consumption. Tyrants are inveterate show-offs, and maintaining their reputation is always forefront in their mind. They are inevitably extremely loud and crude, and they all want to prove their might by adopting 'Big Names' that speak to their deeds. Many Gutbusters borderline hero-worship their Tyrants and their feats, though only until a stronger rival comes along.

• SPEARHEAD WARSCROLL •

TYRANT

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Tyrant's Meatcleavers	4	4+	2+	2	3	-

Your Hero Phase

ROARING WARLORD: *An ogor who values their life knows better than to slack under the gaze of a Tyrant.*

Declare: Pick a visible friendly unit within 12" of this unit to be the target.

Effect: Roll a dice. On a 3+, for the rest of the turn, add 1 to charge rolls for the target.



KEYWORDS

HERO, INFANTRY

MOVE

6"

HEALTH

4

5+

SAVE

2

CONTROL

Ogor Gluttons are hulking, muscle-bound brutes driven entirely by an unending desire for food. They thunder into battle like a landslide of sweaty flesh, taking great bites out of their foes even as they hack and tear with crude clubs and cleavers. Gluttons are the most common ogor warriors encountered on the battlefields of the realms, forming the greater mass of almost every clan and mawtribe. They are, however, true Gutbusters at heart: selfish and short-sighted monsters who are nevertheless extremely good at doling out violence and taking whatever they want.

• SPEARHEAD WARSCROLL •

GLUTTONS

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

Passive

WALL OF MEAT: *Bulky and stubborn, Gluttons are remarkably hard to shift.*

Effect: Add 1 to save rolls for this unit if it has not charged in the same turn.



KEYWORDS

INFANTRY

MOVE

HEALTH

6"

4

4+

SAVE

2

CONTROL

Ironguts are the meanest ogors around, the elite warriors of their warglutt. Protected by thick metal armour plates and carrying immense two-handed weapons, they wade into the thick of the fighting, hacking and bashing their foes to bloody chunks.

Ironguts are hand-picked by their Tyrant, usually from their own extended families or their personal enforcers. They are granted all sorts of privileges, including first pick of the plunder (after the warlord, of course). That said, leadership challenges usually come from the Irongut mobs; loyalty is a loose concept amongst ogorkind.

• SPEARHEAD WARSCROLL •

IRONGUTS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Irongut Weapon	3	4+	2+	2	3	-

● Passive

STOMPING MARAUDERS:
Ironguts love any opportunity to remind everyone watching of just how violent they can be.

Effect: Add 2 to the this unit's control score if it charged in the same turn.



KEYWORDS	INFANTRY
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MOVE

HEALTH

10"

7

3+

SAVE

3

CONTROL

Maulbeast Cavalry are unleashed when a Gutbuster warlord wants something properly and thoroughly savaged. The brutish beasts these veterans ride upon are far from intelligent, but they are always hungry and up for the hunt. When such mountains of frenzied meat crash into the foe, the mess left behind must be seen to be believed.

It is not much of a surprise that Maulbeast riders have something of a superior attitude, sneering down at other ogors forced to trudge about on foot. This doesn't make them popular, but few dare speak their mind before these tribal elite.

• SPEARHEAD WARSCROLL •

MAULBEAST CAVALRY

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Gutbiter Weapons	3	4+	2+	2	3	-
Maulbeast's Horns and Fangs	4	4+	2+	1	2	Companion

Once Per Turn (Army),

Your Combat Phase

SHOCK AND GORE: *The impact and ferocity of a Maulbeast Cavalry charge inevitably leave any survivors staggered and shaken.*

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

Effect: Roll a dice. On a 3+, for the rest of the turn, subtract 1 from wound rolls for the target's attacks.

KEYWORDS	CAVALRY
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OGOR MAWTRIBES

MAWSEEKER MOB

This Spearhead army consists of the following units:

GENERAL

◆ Butcher

UNITS

◆ 3 Cleavers

◆ 3 Gutseers

◆ 5 Gorger Mawpack



Unlike the alfostruns and warglotts, the gollops of the Mawseekers are by and large new entities created by the upswell of religion across the ogor nation. While some have grown enough to take control of entire tribes, many remain – for now – little more than a Butcher and whatever hungry maniacs they can bind to their cause through the promise of divine favour and regular meals. Yet when one considers the strange gastromantic blessings these Mawseeker Mobs can bring to bear, it is easy to see why lesser armies and settlements can still be ground to paste by such a force.

Amongst such religious gatherings, the Butcher is nothing less than the voice of the divine – or at least the echo of their rumbling belches. Whatever these crude shamans say goes, and their every commandment is enforced by their Cleaver acolytes. The Gutseers, having glimpsed the cosmic enormity of their hungry god (or so they think), are well placed to aid their master's gut magic with gory acts of haruspicy. And there is always the lurking threat of the Gorgers, too: beasts who are not officially part of the Mob but are inevitably drawn to its presence by the rich smell of blood and meat...

*'Them thinling lot camped over yonder – I needs their hearts.
Needs 'em, says I, if I'm to honour the god with this feast...'*

– Stinking Vitla, student of Redd the Maw



Mawseeker Mobs are warbands of crazed ogors who gather around their Butcher-prophets, believing that the unknowable mind of the Gulping God might be read through ruptured entrails and bubbling blood-broth.

BATTLE TRAITS

FROM OUT THE CAVERNS

Gorgers are hideous, cursed troglodytes who are invariably drawn to the rampages of the Mawseekers.

Your **Gorger Mawpack** is not set up during the deployment phase. Instead, from the second battle round onwards, they can use the following ability:

➤ Once Per Battle, Start of Battle Round

FRENZIED HUNTERS: *Desperate to sate their hunger, the Gorgers emerge from the darkness.*

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

⚙ Passive

WOT? NO MEAT!?: *The thought of an empty cooking pot is nigh heretical to a Butcher. Fortunately, battle provides them ample opportunities to fill it.*

Effect: Your general's Butcher's Cauldron starts the battle **empty**.

⚙ End of Any Turn

CHUCK 'EM IN THE POT: *To a Butcher and their followers, any meat is good meat.*

Declare: You must use this ability if an enemy unit was destroyed this turn.

Effect: Your general's Butcher's Cauldron becomes **full**.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

⚔ Any Combat Phase

DISH TESTERS: *These ogors are accompanying a Butcher who is experimenting with a new recipe. Those who provide the ingredients get to sample it.*

Declare: If your general's Butcher's Cauldron is **full**, pick a visible friendly unit wholly within 12" of them to be the target.

Effect: Add 1 to hit rolls for the target's combat attacks for the rest of the turn. Then, your general's Butcher's Cauldron becomes **empty**.

⚙ Passive

EAGER PROCURERS: *There is no sight more blasphemous to a Mawseeker than an empty cookpot; the very thought sees them stomp forwards with bloody purpose.*

Effect: While your general's Butcher's Cauldron is **empty**, add 2" to the Move characteristic of friendly units while they are wholly within 12" of your general.

ENHANCEMENTS: Give your general 1 of the following enhancements.

⚙ Start of First Battle Round

WELL-STOCKED LARDER: *This Butcher would never be caught lacking for tasty, bloody 'treats'.*

Effect: Your general's Butcher's Cauldron becomes **full**.

⚔ End of Any Turn

GENEROUS PORTIONS: *No one can accuse this Butcher of being miserly with their ritual broths.*

Effect: If your general's Butcher's Cauldron is **full**, **Heal (1)** each visible friendly unit wholly within 9" of your general.

⚔ Once Per Battle, Reaction: Opponent declared a CHARGE ability for a visible enemy unit within 12" of this unit

DISGUSTING EATER: *This Butcher encourages eating habits so vile to behold that they can bring anyone up short.*

Effect: Subtract D3 from the charge roll. If your general's Butcher's Cauldron is **full**, you can subtract 3 from the charge roll instead, but if you do so, their Butcher's Cauldron becomes **empty** after that **CHARGE** ability has been resolved.

➤ Once Per Battle, Enemy Movement Phase

HUNGER PANGS: *These ogors have not eaten well for days – and this Butcher has made it clear that they expect more devotion...*

Effect: Each friendly unit that is not in combat can move up to D3". Friendly units that are not in combat and are wholly within 9" of your general while their Butcher's Cauldron is **empty** can move up to D6" instead. They cannot end those moves in combat.

MOVE

6"

HEALTH

8

5+

SAVE

3

CONTROL

6+

The Gulping God speaks through the blood-smeared shamans known as Butchers. Channelling the gastronomic magic of their deity, these swollen brutes can cause the very earth to come alive and munch upon their foes. The name of the Butchers is well chosen, for their shamanistic sorceries require 'ingredients' to properly function. The fresher these are, and the more pain caused by their 'harvesting', the better. As a result, these laughing monsters often go to battle carrying heavy cauldrons to collect blood and hacked-off limbs, a task they undertake with grisly relish.

• SPEARHEAD WARSCROLL •

BUTCHER

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Butcher's Tools	4	4+	2+	2	3	-

Your Hero Phase

RUST-MAW: *Crunching down on a severed head that has been carefully sealed and cured in its own rusty helmet, the Butcher curses enemy weapons to rapidly corrode and snap.*

Declare: Pick a visible enemy unit within 12" of this unit to be the target. Then, make a casting roll of 2D6.

Effect: On a 6+, until the start of your next turn, subtract 1 from the Rend characteristic of the target's melee weapons.

Reaction: You declared the 'Rust-maw' ability

BUTCHER'S CAULDRON: *The remains of enemies bubbling away in a pot is a powerful focus for gut-magic.*

Effect: If this unit's Butcher's Cauldron is **full**, roll a D3. On a 1, this unit's Butcher's Cauldron becomes **empty**. On a 2+, you can add 2 to the casting roll.



KEYWORDS	HERO, WIZARD, INFANTRY, WARD (6+)
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MOVE

6"

HEALTH

4

5+

SAVE

2

CONTROL

6+

The most numerous of the Mawseekers, Cleavers are ogor zealots who have entirely given themselves to the Gulping God and his demand for mindless, cosmic consumption. They serve the Butchers by collecting bloody 'ingredients' for the meat-masters' pots, empowering their primitive magics while seeking enemy mages and invokers to feast on. The Cleavers believe that by consuming this arcane meat, they will receive a divine blessing. Some sort of 'blessing' does indeed seem to touch them, though it serves to make them more hideously ferocious.

• SPEARHEAD WARSCROLL •

CLEAVERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Cleaver's Tools	4	4+	2+	2	3	-

Passive

A TASTE FOR THE ARCANE: *The flesh of shamans and other cunning folk is a prized delicacy to the Cleavers, and so they will lay into mystically attuned enemies with terrifying vigour.*

Effect: This unit's melee weapons have **Crit (2 Hits)** while it is in combat with an enemy **WIZARD** or **PRIEST**.



KEYWORDS	INFANTRY, WARD (6+)
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MOVE

6+

HEALTH

5

6+

SAVE

2

CONTROL

The Gorgor Mawpacks are strange gatherings of ogors afflicted with the Empty Belly curse. Wild-eyed and starving, they launch themselves at their prey, using huge clubs or their bare hands to pulverise those unfortunate enough to be their next unsatisfying meal. Though they often appear to be little more than animals, Gorgers have been observed to practise a strange and primitive culture, a form of worship more innate and savage than even other ogors indulge. Part of this is slavish devotion to the Butchers, who use the Gorgers like loyal hounds to run down their enemies.

• SPEARHEAD WARSCROLL •

GORGER MAWPACK

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Clubs, Claws and Jaws	5	4+	2+	1	2	-

Passive

BESTIAL HUNGER: *Gorgers are so crazed that they will often charge without orders.*

Effect: In your charge phase, if this unit is not in combat and there are any enemy units within 12" of it, this unit must use the 'Charge' ability, and if the charge roll would allow it to end the move within ½" of a visible enemy unit, it must do so.



KEYWORDS

INFANTRY, WARD (6+)

MOVE

6+

HEALTH

4

5+

SAVE

2

CONTROL

Gutseers are amongst the most unnerving acolytes of the Mawseeker cult. The ritualistic diets and gory haruspices of these fanatics have opened a spiritual door best left closed – or maybe a cosmic shadow always touched them, simply waiting to writhe into life. In their fractured and wandering mind's eye, Gutseers think they have perceived the infinite ravenous truth of the great god of ogorkind. They are conduits for grisly magics; their belching chants disrupt the aether, while their bodies – bloated by the strange and vile ingredients they digest – can channel the gastromantic power of ogor shamans.

• SPEARHEAD WARSCROLL •

GUTSEERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Gutseers' Tools	3	4+	2+	2	3	-

Once Per Turn (Army), Any Hero Phase

CONDUITS OF GUT MAGIC: *The Gutseers' faith and grisly acts of divination make them conduits of the gastromantic magic of the Butchers, who can channel their power through these disciples of the Maw.*

Effect: The next time the 'Rust-maw' ability is used by your general, measure the range and visibility of that ability from this unit instead of your general.



KEYWORDS

INFANTRY, WARD (6+)