FACTION RULES: OGOR MAWTRIBES

ARTEFACTS OF POWER

You can pick an artefact from this table instead of from other Artefacts of Power tables available to this faction.

PLUNDER OF THE MAWTRIBES (HERO only)

Passive

A CHOICE CUT: *The sight of this colossal slab of meat being awkwardly hefted across the battlefield inspires nearby ogors to fight through the pain – the quicker they flatten the foe, the quicker they can get to feasting.*

Effect:
- This unit cannot use **RUN** abilities.
- Ignore the first damage point that would be allocated to each friendly **OGOR INFANTRY** unit each phase while they are wholly within 12" of and visible to this unit.

Passive

RUSTY GRATER: *By attaching this crudely perforated metal sheet to their favoured blade, this ogor is gifted a snack of shredded flesh when they wield their weapon with enough ferocity.*

Effect: Each time this unit uses the 'Eruption of Fury' ability, after that ability has been resolved, **Heal (D3)** this unit.

Deployment Phase

KEY TO THE LARDER: *This ogor has promised their favoured warriors access to one of the legendary larders in the Great Gutfort – if they are suitably impressive in battle.*

Declare: Pick a friendly **OGOR INFANTRY** unit on the battlefield to be the target.

Effect: For the rest of the battle, ignore negative modifiers to hit rolls and wound rolls for the target's combat attacks while they are wholly within 12" of and visible to this unit.

MONSTROUS TRAITS

Monstrous Traits are unique enhancements that can only be given to **MONSTERS**.
A unit can only have 1 Monstrous Trait.

WELL-FED BEASTS (OGOR MAWTRIBES MONSTER only)

Passive

EXTREMELY OBSTINATE: *Once this beast has laid claim to something, there is no shifting it.*

Effect: This unit has a Control characteristic of 15.

Any Combat Phase

HORN TOSS: *Dipping its head against an onrushing foe, with an effortless flick of its horns, this beast sends its attacker flying into the air.*

Declare: Pick an enemy unit that has no more than 1 model, that is in combat with this unit and that has charged this turn to be the target.

Effect: Remove the target from the battlefield and set it up again within 1" of this unit. Then, roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

KEYWORDS RAMPAGE

Enemy Charge Phase

GRUMPY ALPHA: *Having established its dominance, this irascible beast can bring another member of the herd to its side with a single bellow.*

Declare: If this unit is in combat, pick another visible friendly **OGOR MONSTER** wholly within 12" of this unit that is not in combat to be the target.

Effect: Spend 1 **rage dice**. If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7.

Then, roll a dice. The target can move a distance in inches up to the roll. It can end that move in combat. If it does so, the target has charged.

KEYWORDS RAMPAGE

Permission to download/print for personal use only. © Copyright Games Workshop Limited 2026

SCOURGE OF AQSHY



Said to have been chosen by the Everwinter itself, a Huskard Torr always rides a Thundertusk, possessing a natural affinity with the ice-wreathed beast. As they journey across the Great Parch, the pair channel the magical blizzard to see the realm's elemental fury quenched.

• SCOURGE OF AQSHY WARSCROLL •

HUSKARD
ON THUNDERTUSK

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Ice Blast Companion	12"	1	4+	2+	1	D3+2
Chaintrap Anti-Monster (+1 Rend)	12"	1	4+	3+	1	3
Harpoon Launcher	18"	1	4+	3+	1	D3
Blood Vulture	24"	1	2+	3+	-	1

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Punches and Kicks	3	4+	2+	-	1
Thundertusk's Colossal Tusks Anti-Infantry (+1 Rend), Companion	3	4+	2+	1	5

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

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

Passive

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

Once Per Turn (Army), Start of Any Turn

EVERWINTER'S IRE: *As the Everwinter rages, the Huskard draws power from its icy embrace.*

Effect: For the rest of the turn:

- While your opponent's **fury level** is equal to or up to 2 levels below your **fury level**, add 1 to chanting rolls for this unit.
- While your opponent's **fury level** is 3 or more levels below your **fury level**, add 2 to chanting rolls for this unit.

Once Per Turn (Army), End of Your Turn

COOL TEMPERS: *So bitterly cold is the aura that surrounds a Thundertusk that it can even extinguish the fires of rage that burn within those who fight in the Bright Realm.*

Effect: If this unit is wholly outside friendly territory and not in combat, your opponent must reduce their **fury level** by 1, to a minimum of 0.

Keywords Rampage



KEYWORDS	Hero, Monster, Priest (1)
	Destruction, Ogor Mawtribes, Ogor, Beastclaw

Permission to download/print for personal use only. © Copyright Games Workshop Limited 2026

SCOURGE OF AQSHY

• SCOURGE OF AQSHY WARSCROLL •

FROSTLORD
ON THUNDERTUSK



The frigid aura that emanates from a Thundertusk cannot be quelled even by the arid climes of the Aqshian deserts, and Frostlord warleaders who ride upon these mammoth-like mounts have a particular connection to the eldritch Everwinter.

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

Passive

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

Once Per Turn (Army), Your Charge Phase

SNOW PLOUGH: *Thundertusks are massive creatures whose broad frames and long, scooping tusks allow them to crash through snow drifts and enemy formations with equal ease.*

Effect: This unit can use **Charge** abilities this turn even if it is in combat. If the charge roll is 2 or less when it does so, it does not count as having charged.

Keywords Rampage

Reaction: You declared the 'Eruption of Fury' ability for this unit

COLD FURY: *The elemental energies of the Everwinter and the Realm of Fire combine within the Thundertusk to explosive effect.*

Effect: When resolving attacks as part of that ability:

- For each unmodified hit roll of 6, inflict an additional 3 mortal damage on each enemy unit in combat with this unit instead of D3.
- For each unmodified hit roll of 1, allocate 1 mortal damage to this unit instead of D3 (ward rolls cannot be made for that damage point).

KEYWORDS	Hero, Monster
	Destruction, Ogor Mawtribes, Ogor, Beastclaw



Permission to download/print for personal use only. © Copyright Games Workshop Limited 2026