

OGOR MAWTRIBES

TYRANT'S BELLOW

This Spearhead army consists of the following units:

GENERAL

- ◆ Tyrant

UNITS

- ◆ 2 Mournfang Pack
- ◆ 3 Ogor Gluttons
- ◆ 3 Ogor Gluttons
- ◆ 4 Leadbelchers
- ◆ 1 Ironblaster



When an ogor Tyrant wishes to make himself heard, he speaks through his tribe's most devastating weapon: an ancient great-cannon known as an Ironblaster. Ogors have a special love for blackpowder artillery pieces, for not only do they make a most satisfying roar when fired, but each volley blasts enemies into smoking gobbets of flesh – half-cooked and ready for eating. To own even a single Ironblaster is a mark of great prestige amongst the mawtribes, and Tyrants protect their assets on the battlefield by surrounding them with a retinue of their toughest fighters, known as a Tyrant's Bellow.

When prey is sighted, Mournfang Riders charge off to engage. They harry their targets with gunshot and hacking blows, driving them out into the open. It is then that the guns of the Tyrant's Bellow open up en masse – not just the Ironblaster itself but also the cannons wielded by the Leadbelchers, lit tapers dangling from their slaver lips. This storm of metal and fire reduces almost everything in its path to charred carrion, much to the amused delight of the Tyrant. Belly rumbling eagerly, the oversized warlord then advances at the head of his favoured Gluttons, hacking into pieces those foes that still stand and selecting the choicest cuts of scorched meat for himself.

'Hear that roar? That's the sound of me Ironblasters, callin' us to the feast tables.'

– Tyrant Badgrulp Bearmuncher of the Meatfist



Liberally smeared with dried gore from their last meal, lead photographer Erik's ogors hail from the feared Bloodgullet mawtribe of Butcher's Gorge. They prefer their meat raw and their enemies tenderised by clubbing blows.

BATTLE TRAITS

ON THE MAWPATH

The ogor tribes are always roaming the wilds beyond their gluttholds leaving great trails of destruction.

Your **Ironblaster**, **Mournfang Pack** and 1 unit of **Ogor Gluttons** are not set up during the deployment phase. Instead, from the third battle round onwards, they can use the following ability:

⚙️ Your Movement Phase

BELLOWING ARRIVAL: *A mighty roar echoes across the battlefield as more hungry ogors join the fray.*

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

KEYWORDS **CORE**



Mournfang Pack Champion

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

⚔️ Once Per Phase, Any Charge Phase

PULVERISING GIRTH: *There are few armies in the Mortal Realms that can withstand the charge of ravenous ogors.*

Declare: Pick any number of friendly units that charged this phase.

Effect: For each of those units, pick an enemy unit in combat with it and roll a dice. On a 4+, inflict 1 mortal damage on that enemy unit.

🛡️ Passive

BRED FOR TOUGHNESS: *Ogors choose only the toughest and most thick-skinned beasts to carry them into battle.*

Effect: Add 1 to the Health characteristic of your **Ironblaster** and your **Mournfang Pack** unit.

ENHANCEMENTS: Give your general 1 of the following enhancements.

🏹 Passive

LONGSTRIDER: *This warrior is said to be capable of running down a sprinting rhinox.*

Effect: Your general has a Move characteristic of 8" instead of 6".

🛡️ Once Per Battle, Reaction: Opponent declared an ATTACK ability and targeted your general

FLASK OF STONEHORN BLOOD: *This icy-blue liquid imbues the one who drinks it with the toughness of a Stonehorn.*

Effect: Your general has **WARD** (3+) this phase.

🛡️ Any Combat Phase

BOOMING ROAR: *Relishing the fight, your general roars a challenge to the enemy that makes the very earth beneath their feet tremble.*

Effect: Roll a dice. On a 4+, subtract 1 from hit rolls for attacks made by enemy units this phase while they are within 9" of your general.

🛡️ Once Per Battle, Any Movement Phase

BLUBBERGRUB: *These filthy and disturbingly large maggots are a favourite of the big beasties of the mawtribes.*

Declare: Pick either your **Ironblaster** or your **Mournfang Pack** unit if it is within your general's combat range.

Effect: Heal (D6) that unit.

MOVE 6"
HEALTH 8 SAVE 4+
CONTROL 5

The ferocious warleaders of the Gutbuster wargluts, Tyrants are living mountains of iron and blubbery flesh. Each has risen to the heights of power by eating their rivals and bullying their tribe-mates into doing as they're told, and their bottomless appetite can only be satisfied by a lifestyle of constant plunder and war. Despite their girth, they move with surprising speed, hacking their prey into bloody chunks for easier consumption and relying upon a heavy gutplate – and several thick layers of fat – to keep them from harm.

• SPEARHEAD WARSCROLL •

TYRANT

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Ogor Pistols	10"	2	4+	3+	1	D3	Shoot in Combat
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Thundermace	3	4+	2+	2	3	-	
Beastskewer Glaive	2	4+	2+	1	2	Anti-MONSTER (+1 Rend)	

● Your Hero Phase

BULLY OF THE FIRST DEGREE: Tyrants use abrupt violence to help them maintain an iron rule over their warglutt.

Declare: Pick a friendly unit wholly within 12" of this unit to be the target. You cannot pick this unit.

Effect: Add 3 to the control score of the target until the start of your next turn.



KEYWORDS

HERO, INFANTRY

MOVE 9"
HEALTH 9 SAVE 4+
CONTROL 2

The most destructive blackpowder weapon deployed by the Gutbuster wargluts, the Ironblaster is an immense cannon that hurls solid shot into the heart of the enemy's ranks, blasting foes into scraps of charred meat. Said to be relics of the long-dead Sky-Titans, these weapons are seen as status symbols amongst the mawtribes, and their deafening roar has announced the commencement of countless gory feasts. Each is mounted on a crude carriage and pulled into battle by a rhinoceros, a bad-tempered beast of the frozen plains that has all the aggression of its ogor master and a battering charge to back it up.

• SPEARHEAD WARSCROLL •

IRONBLASTER

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Ironblaster Cannon	18"	2	4+	2+	2	D3+3	-
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Clubber	2	4+	2+	-	2	-	
Rhinox's Sharp Horns	2	4+	2+	1	D3	Companion	

✗ Passive

RHINOX CHARGE: A rhinox's double-horned skull can inflict considerable damage when the beast charges into the foe.

Effect: The Damage characteristic of this unit's Rhinox's Sharp Horns is 3 if it charged in the same turn.



KEYWORDS

WAR MACHINE

MOVE
6"
HEALTH 4 SAVE 5+
CONTROL 2

The blackpowder-obsessed gunners known as Leadbelchers lumber into battle, blasting away with their massive guns and utilising them as makeshift bludgeons should the foe be foolish enough to engage them in hand-to-hand combat.

• SPEARHEAD WARSCROLL •

LEADBELCHERS

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Leadbelcher Gun	15"	D3	4+	3+	1	1	-
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Bludgeoning Blow	2	4+	2+	-	2	-	

Passive

FIRING FROM THE BELLY: An ogor's sturdy frame easily absorbs the recoil of even cannon-sized weapons.

Effect: Add 1 to hit rolls for this unit's shooting attacks if it has not used a MOVE ability this turn.



KEYWORDS

INFANTRY

MOVE
6"
HEALTH 4 SAVE 5+
CONTROL 2

Ogor Gluttons are hulking, muscle-bound brutes driven entirely by an unending desire for food. They thunder into battle like an avalanche of sweaty flesh, taking great bites out of their foes even as they attack with crude clubs and cleavers.

• SPEARHEAD WARSCROLL •

OGOR GLUTTONS

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

Passive

DRIVEN BY HUNGER: Gutbusters cannot wait to meet and eat the enemy.

Effect: Add 1 to charge rolls for this unit.



KEYWORDS

INFANTRY

MOVE
9"
HEALTH 6 SAVE 4+
CONTROL 2

One might as well try to stop a boulder rolling down a mountain as halt the charge of an ogor mounted atop a Mournfang. These beasts make perfect linebreakers – they are ornery in the extreme, feel little in the way of pain, and possess an appetite to rival that of their riders.

• SPEARHEAD WARSCROLL •

MOURNFANG PACK

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Culling Clubs and Hackers	3	4+	2+	1	2	-
Mournfang's Tusks	4	4+	2+	1	2	Companion

Passive

LINEBREAKERS: The thick hides of Mournfangs protect them from incoming missile fire as they charge headlong into the enemy's battleline.

Effect: Subtract 1 from wound rolls for shooting attacks that target this unit.



KEYWORDS

CAVALRY