

OGRES & TROLLS

OGRES.

General rules

Ogres, like Trolls, are used by armies to add weight and cause terror. They are tougher than trolls and not as volatile. They make good warriors, with their huge size, strength, and ability to cause terror. Ogre linebreakers are specialist troops used by warchiefs to disrupt the enemy prior to an attack. Ogre berserkers, if they get the chance, can be very destructive during combat — it's not unknown for a handful to go through several enemy units during the course of a battle.

- ❑ Ogres cannot be warchiefs, battle leaders or individuals.
- ❑ Ogres cannot be used as messengers.
- ❑ **They can be enlisted as normal troops from the Orcs and from the Goblins and as allied or mercenary by the armies that can have an allied command of these two races.**

Ogres (*base size 4 x4 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Ogres	Ave	Trib.	.+3	-2	4	H/Sh	Hd	12cm	6	yes	day	53	-	2	10

Ogre berserkers (*base size 4 x4 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Berserker	Ave	Fan.	.+3	-2	4	Lt	2-Hd	20cm	6	yes	day	57	-	2	5

Notes:

- The Ogres Berserkers are fanatical, therefore they will go more easily in bloodlust.

Ogres linebreakers (*base size 4 x4 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Linebreaker	Ave	Trib.	.+3	-2	4	H	2-Hd	12cm	6	yes	day	60	-	2	5

Notes:

- See the special rules: "Linebreakers".

TROLLS.

General rules

Trolls are large powerful creatures used by many armies to add weight to their ranks, and instil terror into the enemy. Trolls can be unpredictable and they require skilful handling in battle; a troll is equally likely to rout or storm into blood lust at the first hint of danger. Elite war trolls are not a match for most opponents. They are worth having if an army can tolerate them.

- Trolls cannot be warchiefs, battle leaders or individuals.
- Trolls cannot be used as messengers.
- **They can be enlisted as normal troops from the Orcs and from the Goblins and as allied or mercenary by the armies that can have an allied command of this two races.**

Trolls (base size 4 x 4 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Troll	Unpred	Fan.	.+3	-1	3	Lt	2-Hd	20cm	6	yes	day	34	-	2	10

Elite war trolls (base size 4 x 4 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
War troll	Elite	Fan.	.+3	-1	8	Lt	2-Hd	20cm	6	yes	day	144	-	2	10

Troll half giant (base size 5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Half giant	Unpred	Fan.	.+5	-4	5	Lt	2-Hd	20cm	5	yes	day	83	-	1	3

Notes:

- See the special rules: “Giants Creatures” and “Linebraker”

POLAR WYRMS.

General rules

They can be lined up by the armies that are able to enlist the Trolls, in the measure of one unit of wyrms for every two units of Trolls and/or Elite war trolls, or for every one unit of Troll half giants.

Polar Wyrms (base size 5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Wurm	Unpred	Stup.	.+4	-3	4	Lt	T&C	20cm	5	yes	day	65	-	1	3

Notes:

The rules established for the employment of the polar worm are the followings:

- Follow the rule “Giants Creatures” .
- **The polar wyrms are stupid creatures that doesn't obey to the orders; they will always operate as if they had received the order Attack, independently from the order under which their command is operating.**
- **They cannot made part of a scouting command.**
- **In combat, for every results of “6” obtained in the To Hit test, it is supposed that it has injected the poison to the enemy, therefore the adversary will effect the Save Throw with a penalty of -1.**