

WARHAMMER ARMIES BOOK:

Ogre Kingdoms FAQ

BRUISER

Q. What is the correct BS for a Bruiser? The Bestiary on page 23 indicates that he has a BS of 4, while his entry in the army list on page 69 and in the summary on page 80 indicate that he has a BS of 3.

A. The Bruiser has a BS of 3.

HUNTER

Q. Does the phrase "fired exactly like a bolt thrower" mean that armour saves are not allowed for hits from a Harpoon Launcher and each model wounded by it sustains D3 wounds? Does it mean that a Harpoon Launcher is move-or-fire, and the Hunter is allowed to pivot on the spot, without penalty, prior to firing a Harpoon Launcher?

A. Yes in all cases. The Harpoon Launcher allows no armour saves, inflicts D3 wounds, is move-or-fire, and the Hunter may pivot before firing (provided he is not accompanied by Sabretusks).

Q. Why does the Hunter have "Bull Charge" listed as a special rule in his profile on page 69 of the army list and in the summary on page 80?

A. This is simply for completeness, the Hunter is an Ogre and therefore could Bull Charge if he weren't such a loner!

Q. May Sabretusks be released by a Hunter during the Remaining Moves phase? Or must they accompany the Hunter until he releases them for a charge?

A. They must accompany him until he releases them for a charge or when they are released to pursue a fleeing unit.

OGRE BULLS

Q. When a unit of Ogre Bulls is equipped with hand weapons and Ironfists, do they lose, or retain their Ogre Clubs?

A. They retain them, though their abilities do not 'stack' - these Ogres can choose to either fight with their normal number of Attacks and an extra -1 armour modifier, or +1 extra attack and no extra armour modifier.

Q. May Ironfists also be used as a shield against ranged attacks?

A. No, they may not.

YHETEES

Q. As Yhetees carry an Ice Weapon in each hand, do they receive +1 attack for being equipped with an additional hand weapon?

A. No, they do not (not all Yhetees models have two weapons).

Q. Does the Aura of Frost affect friendly models that the Yhetees may be in base to base contact with (e.g. during a combat involving multiple units)?

A. Yes, the Aura of Frost affects friendly models, but not other Yhetees.

MANEATERS

Q. In cases where a Maneater unit includes models with a mix of weapons, is each Maneater allowed to utilize a different weapon from that of other Maneaters in the unit in close combat?

A. Yes.

Q. Assuming yes, this may result in Maneaters with different Weapon Skill and Initiative values in the unit. Are we to treat all Maneaters as champions in the respect that attacks must be specifically allocated at them in close combat and wounds suffered in close combat do not carry over onto other models in the unit (i.e. wounds are tracked separately for each Maneater)? Are we to track wounds from shooting and magic separately for each model or does the owning player still have to remove whole models when possible?

A. No, wounds are transferred as if they were a normal unit of models with multiple wounds and it is up to the owning player which Maneater is removed first. Wounds cannot be spread amongst the unit.

SCRAPLAUNCHER

Q. The timing of the measurement to ascertain if a Bad Tempered test is required is not specified. Is this measurement made before, or after normal charges are declared?

A. After normal charges, much in the same way as Frenzy.

GUT MAGIC

Q. When a Butcher attempts to cast the Bonecruncher, Toothcracker, or Trollguts spell, does he still suffer the negative effects (hits/wounds) if the spell is successfully dispelled by the enemy?

A. No.

Q. The Gut Magic rules state that if a Gut Magic spell has already been successfully cast that phase and a second Butcher wishes to cast the same spell, the casting level is doubled. What exactly does "successfully cast" mean in this context? Does it count as "successfully cast" if the casting value is simply met? Or does it only count as "successfully cast" if the spell was not dispelled?

A. It only counts as "successfully cast" if the casting value was met and the spell was not dispelled.

Q. The Gut Magic rules state that each Ogre unit may only have one Gut Magic spell in play upon it at one time. May a Butcher voluntarily end a Gut Magic spell in play? Or may a Butcher cast a new spell upon an Ogre unit with an existing Gut Magic spell in play, as a replacement?

A. The latter - a Butcher must cast a new spell upon an Ogre unit with an existing Gut Magic spell in play to replace it.

Q. What happens if a lone character with a Gut Magic spell in play upon him joins a unit of Ogres without any Gut Magic spell in play upon them? Does the character continue to benefit from the spell? Does the entire unit now benefit from the Gut Magic spell as well?

A. The character alone will benefit - if another Gut Magic spell is subsequently cast upon that unit it will replace the current spell effect that the character is under.

Q. If a lone character has a Gut Magic spell in play upon him (e.g. Toothcracker) is he allowed to join a unit of Ogres with a different Gut Magic spell in play upon them (e.g. Trollguts)? If yes, what happens?

A. In the case mentioned above the character would lose the effects of his spell and gain the effects of the spell affecting the unit he has joined.

Q. What happens if a character attached to a unit with a Gut Magic spell in play upon it leaves the unit? Does the character continue to benefit from the spell? If yes, does the unit continue to benefit from the spell as well?

A. The casting Butcher may decide if the spell still affects the character or the unit.

Q. The Gut Magic rules state that an opponent may dispel any Gut Magic spell in his "own" magic phase as though it was a Remains in Play spell cast with a Power level of 7. Can an opponent also use excess dispel dice to attempt to dispel Gut Magic spells in play at the end of the Ogre Kingdoms player's subsequent magic phases? If yes, do we also treat the Gut Magic spells in play as Remains in Play spells cast with a Power level of 7?

A. Yes and yes, though the spells may only be dispelled in this way if they were cast in an earlier magic phase.

Q. It is stated in the rules for Tooth-Gnoblers that sacrificing one adds +1 to the "casting value" of a spell. Should this actually say that you add +1 to the casting result (i.e. the total of the power dice rolled)?

A. Quite correct, it adds one to the casting result.

Q. Do magic items (or abilities) that destroy spells affect Gut Magic spells? If yes, is the spell considered destroyed for all the Butchers on the table, or just forgotten by the Butcher who attempted to cast the spell?

A. Yes, they affect Gut Magic spells - though they would only affect the Butcher targeted by that effect. So, for instance, a Rune of Spelleating could destroy a Butcher's ability to cast a Trollguts spell, but other Butchers would still know that spell.

Q. If a Butcher is killed, are all the Gut Magic spells he has in play removed?

A. Yes.

MAGIC ITEMS

Q. Is the Thundermace a "Tyrant Only" magic weapon?

A. No; a Slaughtermaster can buy it, but he would not be able to use its special ability (this sadly means that it would simply count as a magical great weapon for him, not really worth the points...).

Q. Does the Greedy Fist eat the magical properties of magic close combat weapons used against the bearer on a successful ward save or just armour saves?

A. Any Saving throw, so this includes Ward Saves. The Greedy Fist's effects only work in close combat.

Q. If an enemy Wizard suffers a miscast from the Hellheart and subsequently rolls a "1" on the Gut Magic Miscast Table, what happens? Does the enemy Wizard suffer the fate of the unlucky Butcher described in the table in this case? Also, do all the other friendly Butchers on the table still take D3 wounds? Or do other enemy Wizards take the D3 wounds instead?

A. The enemy wizard is destroyed, and all Butchers take D3 wounds. Such are the rewards of those who truck with Chaos.

Q. Are wizards that are not required to roll on Miscast tables if they miscast (e.g. a Fourth Generation Slann) required to roll on the Gut Magic Miscast table if they miscast while the Hellheart is in play?

A. No, they are immune to its effects.

MISCELLANEOUS

Q. The Brutish Hordes special rules state under "reminders and clarifications" that wounds on rank and file Ogres and Ogre champions need to be kept track of separately, as wounds are not carried over to one another. Does the phrase "as wounds are not carried over to one another" also apply to the situation where excess wounds are caused on the rank and file Ogres and the excess would normally be applied to the champion (as he is also still considered a rank and file model for this purpose)?

A. No, it does not - wounds are carried over in this case.

Q. May Chaos Ogres utilize the Bull Charge rule?

A. No.

Q. The rules for Skrag the Slaughterer, state that Skrag MUST be accompanied by at least 2 Gorgers. Does Skrag form a unit with these two Gorgers (similar to how a Hunter forms a unit with the Sabretusks)? Do these two Gorgers deploy as normal troops and start the game on the tabletop?

A. No, they do not form a unit. They deploy as normal for Gorgers.

Q. If a unit of Ironguts is selected as a Dogs of War unit, may they choose a magic standard? If yes, may they select it from the army they are being included with? For example, if selected in an Orcs & Goblins army, may they select the Banner of Butchery? Or, may a unit of Ironguts selected as a Dogs of War unit select a banner from the Ogre Kingdoms book?

A. A single Irongut Dogs of War unit per army may select a magic banner from the Ogre Kingdoms or Common magic item lists as described in their entry.

Q. Does the Ogre Bulls entry in the Ogre Kingdoms book replace the Ogres entry in the Dogs of War list? If not, may Dogs of War Ogres utilize the Bull Charge rule?

A. No and No. Dogs of War players may use either their normal entry or those noted as Dogs of War in the Ogres army list.