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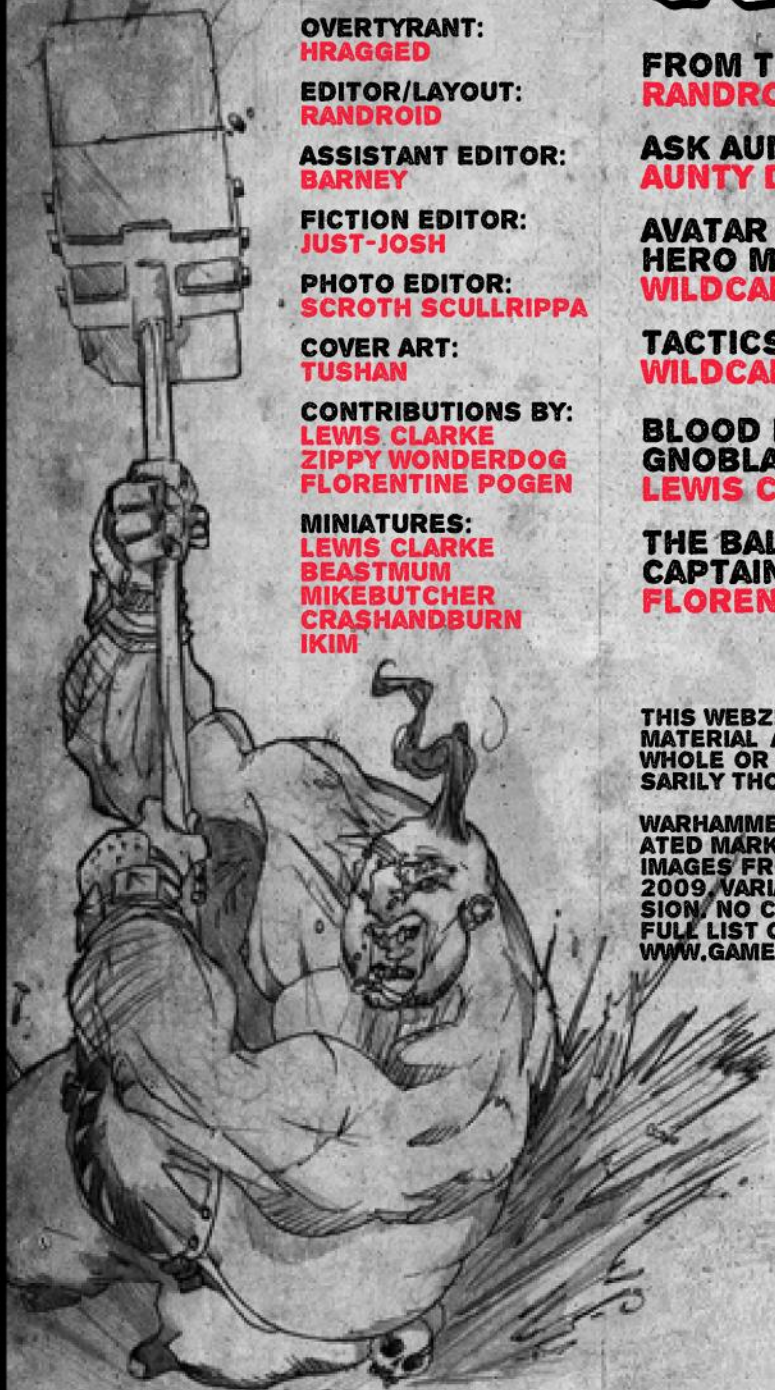
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TROUBLEMAKERS AND GUTLESS OGRES WILL BE THROWN INTO THE GORGER PIT.

the BELLER

ISSUE NO. 3 - SUMMER 2010

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FROM THE GUT

"The Great Migration"



Releasing this issue on the last day of August still qualifies as "summer" right?

Blood, sweat, tears, and beers were all spilled in the creation of this third issue of the **Bellow**. It was a real struggle to get together enough quality content to fill out the issue, and the release of 8th changed up a lot of the plans we had in place. The lack of additional submissions and the disappearance of a few key contributors made a huge dent in the final release you are reading now. Still, we made it through the mountains alive and (sort of) on time! Thanks to **Barney, Wildcard, and Hragged** for their help in getting some key last minute contributions in place. Big thanks to the members of the **Stronghold** members for their continued enthusiasm and support, and thanks to you for reading - you make all this hard work worth it!

The theme of this issue is "The Great Migration" - the transition to 8th edition and how it effects the **Ogre Kingdoms**. While there is still plenty to learn and discuss when it comes to unit tactics and overall strategy the **Stronghold** community has already come to a few conclusions (which we will discuss in further detail next issue):

- * The Horde rules offer interesting new tactics and list variants for **OK** generals.
- * Support attacks from Ogres make running ranked Ogre units a viable strategy.
- * New magic items in the BRB add a lot of variety to **OK** lists (something covered in more detail in this issue).
- * Never trust a Gnoblar (let alone a horde of 40 or more of the buggers).
- * Changes to the magic phase have boosted the strength of Gut Magic and made the Slaughtermaster great.
- * There are still some rules which need clarification (unit restrictions being the best example).

And that is just a small sampling of the topics currently being discussed at length on the **Ogre Stronghold** forums! We've still got a long way to go on our migration to 8th edition but we have already made great strides in a very short time. Hope you enjoy the issue and please consider adding your voice to the **Bellow** by becoming a contributor or staff member. We don't bite.... much!

- **Randroid**

Ask Aunty Doreen



Is smashing your problems with a club not working? Never fear - Aunty Doreen offers her decades of experience and advice as the most beloved and famous Ogre den-mother in the Mountains of Mourn. If you have a question for Aunty Doreen send an email or cave scrawl to the bellower@ogrestronghold.com and we'll pass it along. And now on to your questions!

Dear Aunty Doreen,

My trappers seem to be better at this fighting thing than they are supposed to be. Apparently they just can't die, and I've tried everything. I charged them into a unit of chaos knights, I've held them when charged by that big scary chariot thing of the vampires and still they don't die. What can I do short of going over and killing them myself?

- Anonymous

Gnoblar are stupid, they can't even die when yer asking them to. Yer always gonna be bigger and tougher than them, so send them off to get squashed, and if they don't get squashed, just keep sendin' them!

If they were mine I would just give 'em a few shiny bits, the really shiny ones. Then they'll take em back to the rest of the bunch who will get jealous and kill each other to steal 'em. Just be sure to stick around and watch cuz it's a riot.

Dear Aunty Doreen,

Some dwarfs gave me a new gutplate for smashing some rats for 'em and it is dead hard. But it stays shiny no matter how much I dribble on it or whack it with a knob. It makes it look like I don't scrap much and now the other lads think I am wimpy like a knob so I am having to spend more time fighting than eating. Not that I mind that. Wait, maybe I don't have a question.

- Gurg.

You bulls today just don't know what to do, eh? Back in my time, we had to get by with old scrapped iron and rusted steam tank lids and we liked it just fine. Now, you'z be needin' fancy Stuntie gut-plates... and then you complain about 'em! What next? Leather covered club handles? Brushing tusks? Underwear? What is happening to the world?!

Dear Aunty Doreen,

Do greenskins count as vegetables?

- Anonymous

Not only that, they are far superior to other vegetables, because they is mostly meat. Meat is the best sort of vegetable for the hungry ogre stomach, just don't plant yers in the ground... they multiply and grow up all by themselves!

Dear Aunty Doreen,

Was just wondering about the quantity of trees a groundhog would throw away, if a groundhog could throw away trees??

- Anonymous

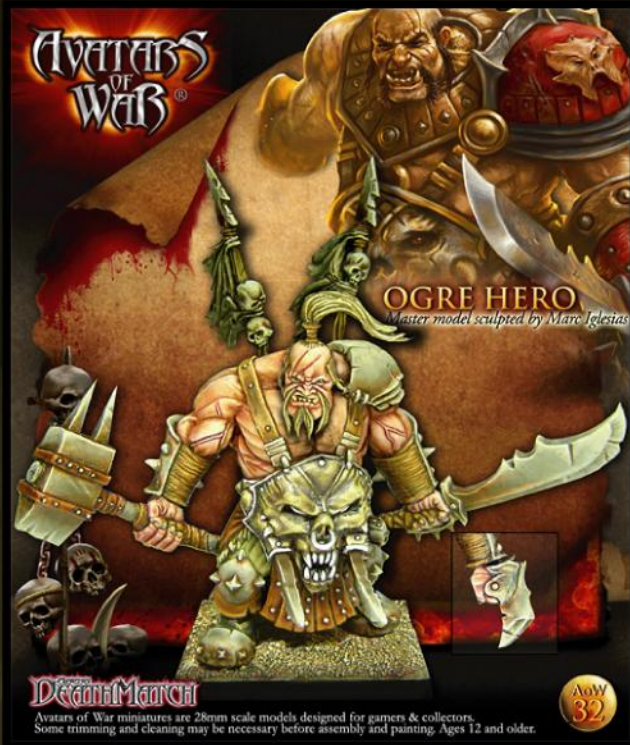
My lucky lawyer gnoblar say I don't have to answer that. Besides, what's a groundhog? Sounds tasty!

That's all Aunty has for you lot this time, so you best behave an send me any dem questions that be needin' answers. Toodle ewwww!

AVATARS OF WAR - OGRE HERO MODEL REVIEW

BY ZIPPY WONDERDOG

Ever since I began my tribe I have been waiting for Avatars of War (AoW) to produce an ogre model worthy of leading it, well now the wait is over and the Ogre Hero has finally arrived. But how well does the Ogre Hero fit in with Games Workshops (GW) Ogre Kingdoms line?



As you can see the model looms head and shoulders above a regular ogre Bull, is a little taller than a Maneater, but far bulkier. The miniature fits together reasonably well, though you may want to put a little putty between the upper and lower torso and you may need to do a little filing to get the fit right.

There is a faint mold line running across the model's shoulders, but it is quite faint and unobtrusive. There doesn't seem to be any faults in the casting (larger minis sometimes have cracks) and there is very little flash except down by the feet of the model. Altogether a relatively simple, straight forward sculpt.

The back banner does add an unnecessary level of complication to the miniature and pinning the sword and hammer hands will be mandatory requiring a moderate amount of modelling experience.

The detail is good, as you would expect from AoW. Though the Ogre Hero is bulkier than a Maneater, the bulk looks more like slabs of muscle rather than folds of fat. As is proper for the Ogre Kingdoms the hero has his own gutplate, but it is so ornate, that I cannot imagine it belonging to anyone but a Tyrant. This level of detail is typical of AoW, which just makes the head all the more disappointing. It just doesn't have the gravitas you would expect of an ogre who has eaten and fought his way to becoming the Tyrant of his tribe.

The weapons (a sword and hammer) are suitably intimidating, but different from GWs. Where the GW weapons look like weaponized scraps of iron crudely mated with chunks of rock and wood, the Ogre Hero's weapons look more refined and purpose built. In addition to the sword and hammer the Ogre Hero comes with an optional fist spike that will replace the left hand.

The worst thing about this model is the back banners - they are weak and designed to be placed in tiny cups on the harness that do nothing to support them. This is quite inadequate and will need to be either replaced or reinforced if they are to be included.

The miniature comes with its own base, which is 42mm by 42mm with rounded corners (doesn't rank well with GW's 40mm bases). Altogether the miniature has a rather two dimensional, static pose. This is not necessarily bad, the miniature has a nice brooding presence to it, however I would have liked a version with a two handed great weapon like AoW did with their Minotuar Hero.

So what is the verdict? Overall the Ogre Hero is quite suitable to play the part of an Ogre Tyrant and he looks similar enough to GWs Ogre Kingdoms models that he won't appear out of place. But I have to say that my miniature will not reach the gaming table without some customization, how extensive that conversion will be remains to be seen.



CARPE NOCTEM

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TACTICS FOR TYRANTS

BY RANDROID & WILDCARD

8TH EDITION MAGIC ITEMS OVERVIEW

8th edition is here, but what does that mean for the Ogre Kingdoms? In this edition of Tactics For Tyrants we'll be reviewing all of the magic items in the OK army book and the basic magic items available in the new rulebook. What's changed, what's the same, and how does this effect the tactics Ogre generals can employ to win? Plenty to go over so let's get started!

BIG NAMES

Kineater – 1/10 gnoblar



There were two main reasons this big name was rarely used in 7th edition – the short 6" range was not adequate for the job and only a Tyrant could take it. With better options available for the Tyrant's magic item allowance this big name gathered dust. Now in 8th edition, with a BSB allowing re-rolls on all leadership tests in a 12" radius (for only 25pts, which don't come out of the magic item allowance) there doesn't seem to be any reason at all to take this big name. If you're thinking "but I don't plan on taking a BSB in my army" ...why not?!

Mountaineater – 3/10 gnoblar



This was another little-used bigname in 7th. It means that an attack of S7 or higher on an ogre character will wound on a 3+ rather than a 2+. Realistically, this might give you some more protection from cannonballs that are more accurate in 8th edition, but 25 points seems expensive for such dubious protection.

Longstrider – 3/10 gnoblar



A very popular big name in 7th edition where getting the charge meant striking first (with a Tenderiser!). Its unclear if running solo characters is a good idea or not (only time will tell), but there aren't too many situations where a Tyrant charging out of a unit will be winning the fight. Random charge distances are a big factor here – on average you might be able to get a little further with a longstrider, but its not something you can count on. For just 10pts you could give an entire Ogre unit this basic advantage with the Banner of Swiftness. Overall it seems the points could be spent in better ways.

Giantbreaker – 8/10 gnoblar



With the inability to ever strike first with a great weapon that 8th ed brings, getting high strength on Ogre characters while preserving what initiative they have is more of a premium. It's more expensive than a Sword of Might, but it has the distinct advantage of being combinable with other magical weapons – and combining this with the cathayn longsword can be rather nasty.

The real question here must be is taking a Slavegiant worth it? We'll save that one for another issue. Assuming you are taking a big guy there is really no reason not to invest in this too.



MIKEBUTCHER

Deathcheater – 3/10 gnoblar



This big name found favor with some in the last edition, and like the Rival-Hide Talisman for the Skaven it does have a place in some lists. One place in 8th edition where this should be considered is on the BSB – a very important model to the Ogre army. Keeping him alive is often vital to your success. Still, if you are considering this item you may wish to look at the Trickster's Helm which grants a similar bonus for the whole game and also increases your armor save by +1.

Beastkiller – 3/10 gnoblar



Being Immune to Psychology is still good, but with a BSB re-roll failing leadership tests with your characters is less likely to happen (and if you just want ItP just take Mawseeker instead). Double wounds on Large Targets... well, it depends on if these even exist in any meaningful way in 8th edition. Overall this big name is best suited for the Ogre Hunter and there aren't many Ogre generals playing those right now.

Wallcrusher – 2/10 gnoblar



Avoiding the Bull Charge by "stepping closer" to the Ogres is a time-honored tactic that has now become much riskier (given that monstrous infantry can do quite a bit more damage in CC.) But paying 15pts for +1 impact hits for one character hardly seems worthwhile, in fact you would be better off spending those points on a Bull Standard if you are looking to make your impact hits count. It remains to be seen how the terrain will interact with this big name. Skip this one for now and hope for a better version in our next army book.

Mawseeker – 8/10 gnoblar



10pts for Immune to Psychology and higher toughness? Consider this one of the new "must have" items for many Ogre lists (assuming you have a BSB... and I am sure you do). There is still the chance you will fail your Stupidity test at the worst time, and even T6 can be wounded on a roll of a 6, but with more attacks

coming at Ogre characters in general, and with Stupidity being easier to avoid with a BSB re-roll, there just aren't a lot of downsides here.

MAGIC WEAPONS

Thundermace – 5/10 gnoblar



A strange weapon in 7th edition that is just as strange now. On one hand it is a great weapon, will always strike last, and can only be used by a Tyrant. One attack, even with the special effect, is still only one attack with the same 33% chance of missing its always had. Also, stone thrower hits as generated by this weapon allow an armor save. Overall this weapon just doesn't hold up to the better options in the common magic items.

The Tenderiser – 7/10 gnoblar



You know it, you love it, this weapon has been a staple of our army since the book was released. In 7th edition this weapon was excellent and was featured in almost every list – with 8th edition things are a bit different. S7 attacks are less important and striking last can be an issue. With attacks from a second, or even third, rank able to hit the Tyrant wielding this weapon before he starts to swing it, he might find himself in a position where he can't really get stuck in. Still plenty of potential for multi-wound baddies out there but with strong competition from the common magic items this weapon has certainly fallen from grace.

Siegebreaker – 4/10 gnoblar



With initiative being an even more important factor in 8th edition a weapon that strikes against the target's initiative seems even more situational than it once was. With cheaper ways of boosting the strength of your Ogre characters this weapon is really only good for smashing Steam Tanks!

Skullplucker – 2/10 gnoblar



Still too expensive for what it does, especially when

combined with the mediocre WS and Ini of the Ogre characters. There are just better ways to spend the points.

Bloodcleaver – 3/10 gnoblar



Bring on the Slaughtermasters! The attacks are still only S4 attacks but with WS4 backing it up there may be a place for this in some lists (but not on a Butcher). Too bad you can't combine this with Grut's Sickle for maximum maw madness!

MAGIC ARMOR

Mastadon Armor – 4/10 gnoblar



Where there was nothing here before there is certainly some potential here now. The biggest change for this armor is that you've got to completely kill a model to earn its victory points. Equipping a character with this armor could potentially open up some new strategies. Roving BSB? Mobile Tyrant? It still doesn't work in CC but there could be some interesting synergy in future lists.

Greatskull – 9/10 gnoblar (or 2/10 gnoblar)



With the miscast table being nastier, and this item increasing the chances of those miscasts (quadrupling the odds), it is worthy of consideration from all Ogre generals. More dice for each spell means more chances of doubles being rolled. Some clarification on whether gut magic is affected by this item or not it is required (if it was clear this would be a 10 easy) If your opponent feels gut magic is effected then the rating lowers substantially.

Bullgut – 0/10 gnoblar



It seems almost every army book has at least one item which has been trashed by the new edition. This one is ours – with the demise of unit strength you are paying a lot of points for armor piercing impact hits. Essentially worthless.

Gut Maw – 5/10 gnoblars



The common healing potion costs more and only heals your Ogre once per game. This item has the potential of healing your Ogre every CC round assuming you have enemies to challenge. With the changes to character movement within units it becomes much easier to ensure this happens. A BSB wearing this armor could potentially keep himself going in challenges – but remember, a BSB who flees with his unit is dead no matter how many wounds he has remaining.

Greedy Fist – 5/10 gnoblars



This item became almost standard in many Ogre lists towards the end of 7th and it is poised to do well in 8th still. Hitting wizards may be harder to do with them hiding in the second rank of a unit, but draining magical items is still a massive bonus. Without the ability to stack ward and regen saves this item does lose a bit of its luster.

ENCHANTED ITEMS

Cathayan Jet – 3/10 gnoblars



While certainly not bad, this item still only helps the Ogre character that carries it. Magic resistance which also covers the unit, and covers all types of magic, is probably still a better choice. Though with magic being more destructive this may need to be re-considered – depending on which of the new basic lores become the most prevalent or popular.

Spangleshard – 0/10 gnoblars



Still. Not. Good. There are much better ways to spend your points, and with 6's always wounding this item has become even worse (if that was possible).

Wyrystone Necklace – 8/10 gnoblars



This item is still good! The common magic item list has

a comparable item that doesn't inflict wounds on the bearer for 10pts more. Getting a ward save on a character is still a great idea though and I'm sure we'll keep seeing it in lists (especially when you want multiple ward saves in your army).

Gnoblar Thiefstone – 4/10 gnoblars (or 6/10 or 8/10)



With the new edition the nature of magic resistance has changed but so has the effectiveness of magic overall. Getting a ward save against magic is good, but these need to be taken in multiples to be really effective. Take these over the common magic item version.

ARCANE ITEMS

Hellheart – 2/10 gnoblars



Overall there are better and less risky ways of mitigating enemy magic. If this item forced your opponent to use the new miscast table it would be great! There is a similar item in the common magic items for 35 points, and it doesn't put your Slaughtermaster and Butchers at risk. For the cost of this item you would be better off with a Feedback Scroll.

Grut's Sickle – 5/10 gnoblars



Could be useful on a Slaughtermaster to avoid ending the magic phase after throwing one dice at a spell and getting a result of 1 or 2. Each dice is costly though, running at about 12pts each this item could end up doing more harm than good if you aren't careful. Still seems fairly useless when taken by a Butcher.

Halfling Cookbook – 6/10 gnoblars



Great effect, especially now that you can stack Gut Magic effects. Well priced and works well when equipped on your Slaughtermaster.

Bangstick – 4/10 gnoblars



This item has really lost its luster in the switch to the new edition. Now that it requires dice to power it, the Ruby Ring seems like a better choice (in almost every situation) for the same points. Could be useful if you are taking multiple casters and would like extra magic missiles.

Skullmantle – 7/10 gnoblars



Fear tests being taken every turn can be really good for Ogres, but with the (almost mandatory) enemy BSB around supplying re-rolls it might not be as effective. Every little bit helps and even a BSB can't be everywhere at once, which makes the -1 a good investment.

ENCHANTED ITEMS

Brahmir Statue – 1/10 gnoblars



Too situational, and in need of a re-write or some FAQ clarification. Overall there are much better ways to spend these points, don't bother with this item.

Daemon-Killer Scars – 2/10 gnoblars



Terror isn't as big a deal (and BSB re-rolls contribute here too) and this is a very expensive item for what it does. There are better things to be giving your Tyrant.

Greyback Pelt – 8/10 gnoblars



Excellent item for long draw out combats, and combinable with Glittering Scales for a better (if slightly more expensive) version of Annoyance of Netlings. You're not taking Yhetees anyway so really there is no downside to this item with the exception of the cost.

Jade Lion – 0/10 gnoblars



If you are considering this item you must ask yourself one question – why am I not taking a BSB? This item is less useful and should only be considered you can't take a BSB.



Rock Eye – ???/10 gnoblars

??????

Only useful in closed list environments. If you are playing in one of those this could be a lifesaver with the influx of new magic items and possible combinations. Once folks settle into common builds this item will once again lose it's effectiveness. Apply as needed.

Fistful Of Laurels – 2/10 gnoblars



Please.... get yourself a BSB!

MAGIC BANNERS

Dragonhide – 1/10 gnoblars



Far too expensive and situational for every day use, but could be fun with an Ogre horde or a Tyrant wielding the Thundermace. Hard to live without our Ice Magic defense but I supposed we will manage...

Ragbanner – 2/10 gnoblars (or 9/10)



Good for a unit that needs to work far from the Tyrant and BSB, which describes Rhinox Riders pretty well. On Ironguts there are just better options all around, especially if you are bringing a BSB to the table.

Cannibal Totem – 6/10 gnoblars



This item got a bit of a boost along with monstrous infantry. Nice to have a little bit of advantage against the other big guys and could be useful if we start seeing a lot of them around. Not a bad little effect for the cost.

Bull Standard – 2/10 gnoblars



If only Bulls could actually carry it... not terrible but overpriced for what it does and there are far better options around. Maybe in our next army book there will be a standard named after Bulls they can use!

Rune Maw – 10/10 gnoblars



Hands down the best item we have in our current army book – this banner is going to be a huge boost for Ogres. With magic being massively destructive, being able to shunt even IF casts to insignificant Gnoblar units is excellent. At 20 points this is a steal and should find a home in almost every army list.

That covers the Ogre Kingdoms army book magic items but what about all the new toys available to our favorite fatties in the BRB common magic items? No time like the present to dig in and see what we find...

BRB MAGIC WEAPONS

Giant Blade – 2/10 gnoblars



At 60 points this item is too expensive for what you get. Since our mighty characters have a base S5, getting to S8 is overkill in most situations. Taking this leaves your Tyrant without a lot of points for other interesting stuff, and Ogres get S8 for half the cost with Seige-breaker or even a mundane GW with the Giantbreaker big name. Not worth the investment.

Sword of Bloodshed – 5/10 gnoblars



Now this is more like it! While the lower WS of our Ogre Tyrant and Slaughtermaster make this weapon less enticing, having more attacks is generally a good thing. Its still very expensive though, and your attacks are S5 without other boosts, making this weapon great in itself, but it doesn't combo well with other items.

Obsidian Blade – 2/10 gnoblars



Don't bother. With the changes to armor saves (the 1+ cap and the removal of the HW+Shield armor bonus) not much stands up to a Tyrant swinging even a basic Ogre Club, Cathayan Longsword, or mundane GW let alone this weapon. Use the points somewhere else.

Ogre Blade – 5/10 gnoblars



If nothing else this weapon has a great name! This is essentially a magical GW without the ASL rule, and that is something that can be good for Ogres. Cheap enough to hand to a BSB without sacrificing other equipment but may not be as useful on a Slaughtermaster. Will surely find a home in a few lists if just for the name alone.

Sword of Strife – 7/10 gnoblars



A pretty good weapon for an Ogre character, but you still have to deal with the overall lower WS of Ogres. The additional two attacks can make a big difference in combat during a challenge or when hacking down rank and file troops. Unlike its big brother it fits nicely on a Hero choice and is combo-able equipment for a Tyrant.

Fencer's Blades – 9/10 gnoblars



An extra attack is never a bad thing, but the real bonus here is the huge boost to WS, negating one of the Ogre character's biggest weaknesses. This weapon is well costed and effective for all Ogres but probably best on anything but a Tyrant who benefits from it the least. It can make another character almost Tyrant-level in CC – hack and slash Slaughtermaster go!

Sword of Anti-Heroes – 4/10 gnoblars



Great bonus on this weapon but it is unlikely to come into play much outside of a challenge. Could be very useful if your opponent is playing a with a large unit to bunker their characters, but ultimately the unpredictable bonus and high cost keep this item from really shining.

Spellthieving Sword – 2/10 gnoblars



Ogres don't generally have much of a problem with enemy Wizards once they are engaged in CC. Pounding a Wizard



into a thin paste generally takes away their spells pretty quickly so why bother with this sword? It gets two gnoblar because of characters like Vampire Lords and Greater Daemons where this item might actually come in handy.

Sword of Swift Slaying – 8/10 gnoblar



ASF on an Ogre character at a reasonable price? Sounds great! The importance of striking first in 8th edition can not be overlooked and this item can tip the scales – it might even get a Tyrant some re-rolls from time to time! Great weapon, great price, and if there is one negative its that the overall theme of this weapon is not really in the style of the Ogre Kingdoms.

Sword of Battle – 2/10 gnoblar



With the rest of the choices available there just isn't much reason to take this item. Its not bad, but if you want the extra attack just take the Fencer's Blades. This is one weapon that has gotten more expensive for Ogres as well.

Berserker Sword – 2/10 gnoblar



Even with Frenzy being easier to control, it is never a good idea to have Ogre characters charging out of units when you don't want them to. The extra attack comes in handy but the Fencer's Blades still seem like the better option if you are looking for that.

Sword of Might – 6/10 gnoblar



Overall this is still a good option worthy of consideration. The magic number for strength seems to be S6 which our Ogres can get to with this weapon. The biggest drawback here for Ogres is the cost – if you are running a Slavegiant you could get the same effect for less points and combo it with another weapon.

Gold Sigil Sword – 5/10 gnoblar



Initiative boost to the max in an army that is generally

very slow is a good thing, but when compared to the Cathayan Longsword (which also has an Ini boost) this starts looking a little weaker. If you have something that'll boost basic strength or number of attacks this weapon starts looking a little better. Cheap and effective but may not be the best choice for Ogres.

Sword of Striking – 1/10 gnoblar



The Ogre version of this sword costs double the points of the one listed in the new rulebook! Not worth the points, especially when you can get your Ogres up to WS10 pretty easily with the Fencer's Blades for almost the same cost.

Biting Blade – 0/10 gnoblar



The basic Ogre Club grants the same bonus and doesn't cost anything extra. This is not a weapon any self-respecting Ogre should be carrying.

Relic Sword – 1/10 gnoblar



Since Ogres generally wound everything on better than a 5+ the point of this weapon is really only Steam Tank slaying, something our own magic items do quite nicely.

Shrieking Blade – 0/10 gnoblar



Nothing to see here, move along please (but imagine if you could give this to a Gnoblar champion!).

Tormentor's Sword – 0/10 gnoblar



Any character or monster an Ogre hits with this weapon is either still going to be in combat or will be dead. Throw in high leadership and a BSB reroll and there just isn't much left but a gimmicky weapon that doesn't work well for Ogre characters.

Warrior Bane – 3/10 gnoblar



Now this isn't that bad – could be useful if you load up

your Bruiser or Hunter with other magic items and have 5pts to spare. The effect is quite good for the low cost.

BRB MAGIC ARMOR

Armor of Destiny – 7/10 gnoblar



Expensive but effective – not quite as good on an Ogre character who can't improve their armor save by jumping on a barded steed or breaking out a regular shield. Not a bad choice but not an auto-pick either (although a 4+ save against almost any attack in the game on a tough multi-wound character is nothing to sneeze at).

Trickster's Helm – 8/10 gnoblar



Like Deathcheater only better, if this was any cheaper it would be in almost every Ogre list. If you do take this item you really should consider the Mawseeker big name to help back it up. Very good item, great against shooting and warmachines, but the expensive cost may be prohibitive for some generals.

Armour of Silvered Steel – 8/10 gnoblar



Low armor saves are not something you generally associate with Ogres but don't let that stop you! Combine this item with the Luckstone (and a Luck Gnoblar as well) and you should be able to keep your Ogre character in the fight for quite some time.

Armour of Fortune – 6/10 gnoblar



This armor is comparable or cheaper to regular heavy armor and a Talisman of Endurance (or a Wyrystone Necklace) but taking this allows you to have two characters with similar protection. When it comes to multiple saves this is basically the best any Ogre has had in the previous editions.

Helm of Discord – 3/10 gnoblars



Great idea and this could be really good against low leadership armies who love CC, but the omnipresence of the BSB is the downfall of this item.

Glittering Scales – 8/10 gnoblars



This item is great on its own, and is even better in combination with a Cathayan Longsword and the Greyback Pelt. This combo doesn't offer protection against attacks that don't have to roll to hit (and it is only Light Armor not Heavy) but it seems like a small price to pay for the benefits.

Shield of Ptolos – 3/10 gnoblars



Could be something to use on a lone Hunter or other solo Ogre character, but are you really planning on playing your armies this way? Not great in Ogre lists but it certainly has its uses in other armies.

Spellshield – 3/10 gnoblars



Generally speaking the Gnomblar Thiefstones are cheaper and Trollguts is almost free – this is expensive in comparison. If you are planning on taking an Ironfist and a Thiefstone this might be a better option as you get most of the effect of both for less points.

Gambler's Armor – 2/10 gnoblars



The point cost for this Heavy Armor and a 6+ ward save isn't bad, especially when you look at the cost of the Heavy Armor alone – but that is still almost 15 points for a 6+ ward save for a Tyrant. Perhaps if you are the gambling type?

Dragonhelm – 6/10 gnoblars



A nice way to negate the flaming attacks which will render your Trollguts regen worthless on a character. For the points it is a pretty good deal.

Enchanted Shield – 9/10 gnoblars



We are currently the only army which has access to this at the default BRB price! Just 5pts for a 3+ armor save? Heck yeah, I'll take two!

Charmed Shield – 1/10 gnoblars



If this said wound it'd be great – but it doesn't so it isn't. Not worth the points unless you have a very specific hit you want to avoid. While this may prove useful for some armies it just doesn't work well with Ogres.

BRB TALISMANS

Talisman of Preservation – 7/10 gnoblars



Great item for an Ogre character but is it too expensive? It seems a bit costly for a 4+ ward save but for some armies it might be worth it. Perhaps we are one of those armies?

Obsidian Lodestone/Amulet/Trinket – 3/10 gnoblars



We have what is essentially the same thing with Gnomblar Thiefstones, and there is very little reason to stack MR on multiple characters with the changes to the rules. We can also get an effect that is almost as good (or better) with just one cast of Trollguts.

Talisman of Endurance – 6/10 gnoblars



Pay 10 more points to not take a wound from the Wyrdstone? Probably not worth it. Having multiple Ogres with ward saves? Could be worth it.

Dawnstone – 5/10 gnoblars



Combine with an Ogre equipped with the Silvered Steel Armor or the Enchanted Shield and this is rather useful – but that puts a lot of points into an armor save that, as we all know, may never be rolled..

Opal Amulet – 2/10 gnoblars



Could be the difference between life or death against multi-wound weapons or spells but it seems too expensive for something that'll save a wound once every other game on average.

Talisman of Protection – 3/10 gnoblars



If you had points left over this was always a good place to stop in 7th edition but never somewhere you went first. Nothing has changed in 8th edition. Overall you would probably be better off spending 5 more points to get Heavy Armor with the Gambler's Armor.

Seed of Rebirth – 1/10 gnoblars



We have Trollguts, and since when do Ogres eat seeds?!

Dragonbane Gem – 8/10 gnoblars



Now this item has a lot of potential – cheaper than the helm, and combinable with armor, its another cheap way of ensuring your character keeps the effects of Trollguts when they are hit by flaming attacks. Even if it doesn't come into play in each game its pet gnomblar cheap.

Pidgeon Plucker Pendant – 4/10 gnoblars



A name name that screams for a gnomblar character to give it to! Not the best option but could be good for characters you are sending off to kill flying monsters.

Luckstone – 3/10 gnoblars



Have you ever wanted two luck gnomblars on a character? This isn't quite that good as it takes away from your character's magic item allowance but on some characters it could be great.

BRB MAGIC STANDARDS

Rampager's Standard – 7/10 gnoblars



A BSB only flag but its a good one for an army that wants to charge at long range (like us). Could be useful when playing with large Ogre units or hordes to ensure you get the charge and impact hits. It is unclear if the cost is appropriate as you will only get 2-3 uses of this each game. Now that a BSB can have a big name and normal kit with a magic flag this item may be worthwhile.

Wailing Banter – 1/10 gnoblars



With enemy BSBs everywhere, and the overall reduction in the effectiveness of Terror, this banner just seems too expensive for an army that already causes Fear. Stick with something more useful overall.

Ranger's Standard – 3/10 gnoblars



This item has potential but is not really meant for an infantry-based army like the Ogres. It might be useful on a larger unit of Ogres, perhaps Ironguts, just to ensure they don't get bogged down in terrain with a large frontage. Really the best unit for this would be Rhinox Riders – no nasty terrain tests to take. Until we get them officially though...

Razor Standard – 0/10 gnoblars



Too expensive for what it does and the only troops that can take it in our army don't even need it. Even a BSB with Bulls would be pointless as Ogre Clubs are AP and the abilities don't stack. Great banner for some armies but it doesn't add anything new for Ogres.

Warbanner – 5/10 gnoblars



Now that Ogres can play a bit of the static CR game our cheaper version of this banner is something worth looking at – especially with a unit of Ironguts.

While still good, Steadfast makes this banner less impressive overall.

Banner of Swiftess – 4/10 gnoblars



Only being able to take a maximum of two magic banners really kills cool combos like this. Great cost, great effect, could be a fun surprise against some opponent and would be great on a unit of Rhinox Riders. Good luck finding room for it in your list.

Lichbone Pendant – 1/10 gnoblars

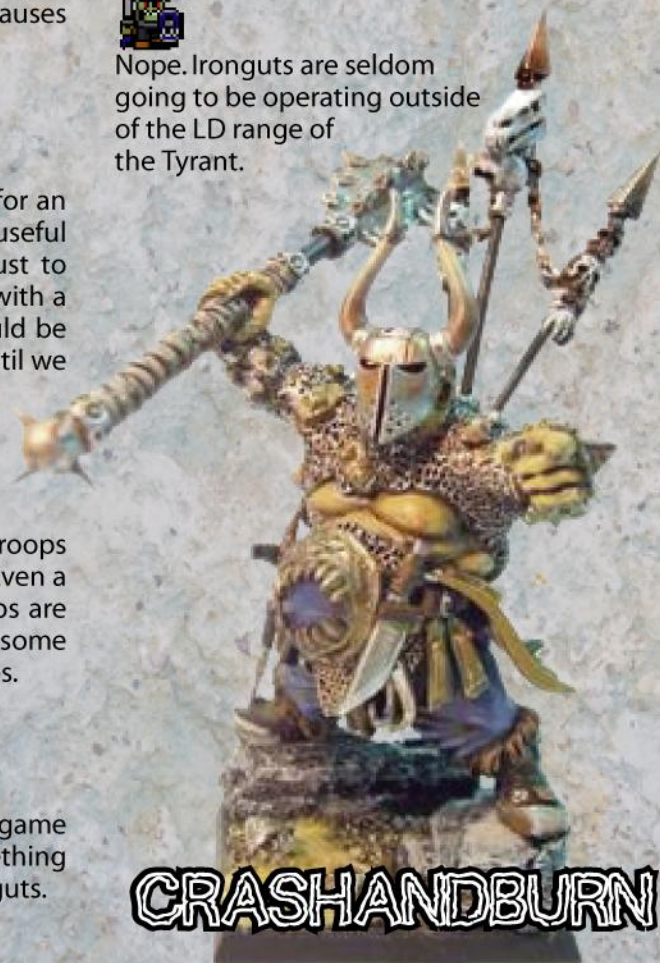


We don't have enough standards in our army to make use of this, and we have Gnoblar Thiefstones as well. Not much point here.

Standard of Discipline – 1/10 gnoblars



Nope. Ironguts are seldom going to be operating outside of the LD range of the Tyrant.



Banner of Eternal Flame – 8/10 gnoblars



Great banner and something we desperately needed – a way of dealing with regen (too bad the attacks are also magical). Still a great thing to have but does this banner beat out the Rune Maw banner? Perhaps once we get a new book and can take more banners this will come into play more often.

Gleaming Pennant – 0/10 gnoblars



No Ogre general worth their weight in Gnoblars would consider taking this. BSB. Nuff said.

Scarecrow Banner – 0/10 gnoblars



Another one for the gnoblars! For Ogres this is totally useless as we already cause Fear.

BRB ARCANE ITEMS

Book of Asher – 3/10 gnoblars



Very expensive for what it does, this just doesn't seem worth the points for Ogres. Your Slaughtermaster needs to spend those points elsewhere.

Feedback Scroll – 8/10 gnoblars



One of the few reliable defenses Ogres have against the big nasty spells it to kill the Wizard that cast it. This has the potential to do that but won't work if they cast with IF which limits its use. Still, being able to destroy a Wizard from across a table is rather useful and worth the investment.

Scroll of Leeching – 4/10 gnoblars



Very situational, and only really useful at the beginning of the magic phase. At most you can expect to get 6 additional dice and that is assuming you haven't already maxed



out at 12 somehow. This item does have some nice synergy with the Rune Maw banner – ditch the spell on some Gnoblar and get some extra DD. Overall it still seems too expensive and risky to really make use of in an Ogre Kingdoms list.

Sivejir's Hex Scroll – 3/10 gnoblars



While it is always fun to turn an enemy Wizard into a toad, this doesn't really change much in a game and there is still the chance it won't work – leaving you out 50pts with nothing to show for it. It will still be great to see the first "Vampire Toad Lord" though.

Power Scroll – 1/10 gnoblars



There aren't any Gut Magic spells you could need badly enough to risk our miscast table. No thanks.

Staff of Sorcery – 7/10 gnoblars



The FAQ brought it back! This is a rather useful and reasonably costed item for a Slaughtermaster – something to consider adding to your list!

Wand of Jet – 2/10 gnoblars



Again, are there any Gut Magic spells you need to cast this badly? Why not just roll more dice? These points are better spent elsewhere – Grut's Sickle for example.

Forbidden Rod – 7/10 gnoblars



If you want extra dice this may be the best way to go, especially since we can heal our Ogre casters. This item would be most useful in a list featuring at least two casters to really make it shine.

Trickster's Shard – 6/10 gnoblars

This might be enough to make someone think twice about dispelling your spells if they have Wizards who are already wounded. Great for turns where you really want to get some gut magic buffs up, especially with

our lower casting cost spells. If you can afford the points and the arcane slot it might be worth a go.

Earthing Rod – 6/10 gnoblars



We don't miscast that often, but when we do it can be a big problem. This might be worth a look, especially on our expensive Slaughtermaster.

Dispel Scroll – 10/10 gnoblars



Still a great and powerful tool for dealing with those big scary spells. Don't leave the cave without one!

Power Stone – 3/10 gnoblars



Another good item but not really meant for Ogres who aren't trying to hit any huge casting targets. Overall the Forbidden Rod seems like a better choice if you want to ensure a spell goes off.

Scepter of Stability – 6/10 gnoblars



Nice little item with a decent cost and effect. Good if you have some points leftover but there is always the Dispel Scroll for when you want to be sure.

Channelling Staff – 7/10 gnoblars



The chance to get more dice more often is probably worth the investment, even if it only comes up once a game. The hard part is giving up the arcane item slot for the chance at this!

Scroll of Shielding – 7/10 gnoblars



Good for spells that don't target a unit specifically but won't save you against spells which require characteristic tests. Useful in mitigating some damage and rather cheap – worthy of consideration.

Wizarding Hat – 6/10 gnoblars



Giving a Tyrant access to the new rulebook magic lores could be fun if you're willing to give up his fighting ability and any protective items. Good for a laugh but probably won't see much competitive play.

Fozzrik's Folding Fortress – 2/10 gnoblars



Sitting in a house isn't really a good plan for an Ogre army – and who wants to spend 100pts on protecting Gnoblars?

Arabian Carpet – 5/10 gnoblars



Worth looking into with future playtesting and investigation but right now there seem to be better ways of spending the points (even though nothing in our army has flying). Could be useful in the right build. We'll see...

Crown of Command – 7/10 gnoblars



Excellent item for Ogres as we won't often have Steadfast, but overall it seems the points would be better spent ensuring our casters get Toothcracker off an a unit. Great if you are going without any magic at all.

Healing Potion – 5/10 gnoblars



Would be great on a Slaughtermaster (especially in conjunction with the Forbidden Rod) but it is still very risky and may only heal one wound. Could be good on other Ogre characters too but its other downside is only being useable at the start of your turn – something to consider.

Featherfoe Torc – 5/10 gnoblars



If flying monsters are still running around this will really, really annoy a dragon – especially one in a challenge with a Tyrant. The fact that the protection extends to the unit is useful but overall this seems quite situational.

BRB ENCHANTED ITEMS

Ruby Ring of Ruin – 10/10 gnoblars



A Bangstick that fires flaming missiles and can be used by any Ogre character? Sign me up straight away!

The Terrifying Mask of Eee! – 1/10 gnoblars



Terror just isn't that great for Ogres to have. Again this is another item that would be perfect on a gnoblar character. Gnoblar Horde anyone?

Potion of Strength – 6/10 gnoblars



Overkill for an Ogre, but cheap enough to combine with the Bloodbath Sword on a Tyrant for a round of bloody mayhem. When you really want something or somebody dead ...accept no substitutes!

Potion of Toughness – 3/10 gnoblars



With T5 being standard for an Ogre character, and because we can boost it further through spells, this just isn't a great investment for us.

The Other Trickster's Shard – 8/10 gnoblars



Now this has some potential! On an aggressive and strong Tyrant who can already put a lot of attacks past a good armor save getting past a ward save sounds almost too good to be true. Great for all out offense, and against certain armies like Daemons it should be considered a must have.

Ironcurse Icon – 9/10 gnoblars



A 6+ ward isn't great, but for a very small point investment this could pay huge dividends. Ogres are vulnerable to war machine weapons and anything that can help, especially when it comes this cheaply, is worth a look.

Potion of Foolhardiness – 1/10 gnoblars



These 5 points could be much better spent elsewhere – Mawseeker perhaps?

Potion of Speed – 6/10 gnoblars



Now this has some more potential for Ogres, mitigating one of our main weaknesses. Could be essential for dealing with elite combat characters and units but may also be very situational. Still, for the point cost it hardly seems an issue.

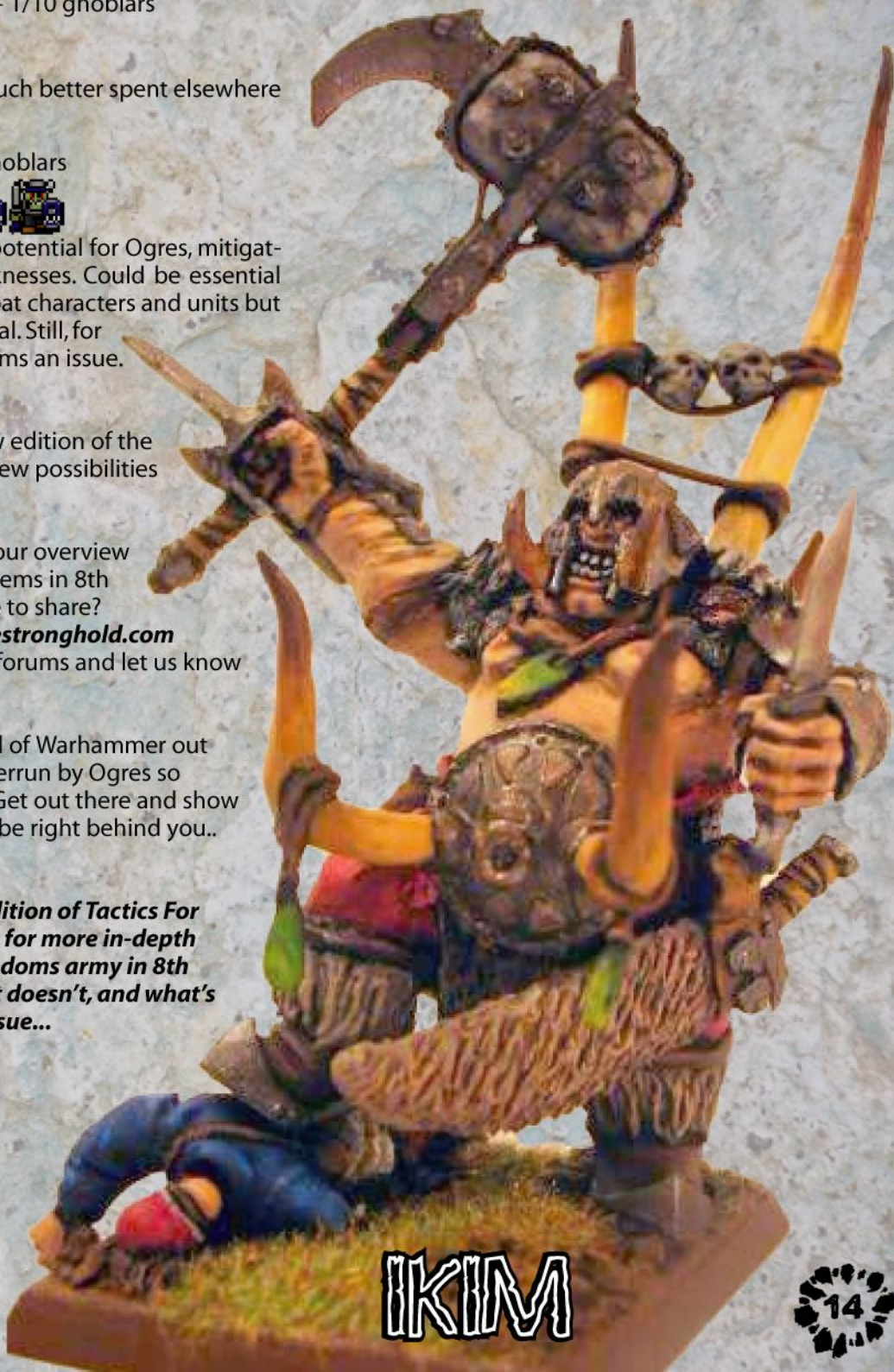
So there you have it! A new edition of the game rules and a slew of new possibilities for the Ogre Kingdoms.

Do you have thoughts on our overview of the OK and BRB magic items in 8th edition that you would like to share?

Email us at bellow@ogrestronghold.com or stop by the Stronghold forums and let us know what you think!

There is a brand new world of Warhammer out there just waiting to be overrun by Ogres so what are you waiting for? Get out there and show 'em what you've got! We'll be right behind you..

Thanks for reading this edition of Tactics For Tyrants! Join us next issue for more in-depth coverage of the Ogre Kingdoms army in 8th edition. What works, what doesn't, and what's different? Find out next issue...



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BLOOD BOWL

GNOBLAR TEAM

BY LEWIS CLARKE

"So what team do you play?"

That's the first question you're likely to hear when starting a game of Blood Bowl. Pretty easy, right? I often struggle to come up with a decent answer.

My story begins a few years ago. I was just getting back into Blood Bowl after several years hiatus. I've dabbled in several teams in my lifetime. I've used Wood Elves, Humans, Orcs, I even played Skaven for a (very) brief period. The one team I kept coming back to though were the Goblins, and this time was no different.

For those of you inexperienced on the Blood Bowl pitch, yes Goblins are exactly as ineffectual as they sound. In Warhammer Fantasy, Goblin armies are often offset by being able to field around three times as many models as any other army. In Blood Bowl, you're always limited to your eleven players on the pitch at one time. To compensate for this, Goblins have a few sneaky plays up their tatty sleeves. You can employ Trolls, bribes, Pogoers, Bombardiers, Fanatics, and even chainsaw wielding Loonies to your aid!

Does it help? No, not really. Most games end up with the majority of your Goblins in the Dead and Injured box, your Trolls standing around in stupidity, and your Bombardier having been sent off the pitch in disgrace. That is of course in the unlikely event that he hasn't dropped a bomb on his foot first. Still, before all that happens, you may even last long enough for your Troll to pick up a Goblin and throw him as hard as possible at the end zone. If the Goblin is holding the ball, well that's a bonus.

Make no mistake; if you're picking Goblins, you're after a fun game. So upon returning to the game of Blood Bowl, there was only one choice for me! Unfortunately at the time there weren't many decent Goblin models to use. The re-worked Night Goblins weren't out yet, and all the other models were either metal, or had hands bigger than their heads. This meant I had to think outside of the box. The Ogre Kingdoms book had recently been released, and ever since I picked it up, I was enamoured with them. By "them" I of course mean everyone's favourite sneaky little gits: the Gnoblar! It wasn't a far stretch to make the rules fit for Gnoblars rather than Goblins, they're basically the same. If anything, Gnoblars are even sneakier!

I first had to decide on a little background for my team. I like to think that these Gnoblars escaped their Ogre masters and ran as far as they could. Before long they happened upon a Blood Bowl game with a Goblin team playing. Lots of noise, beating folk up, and best of all, a referee to send off anyone that got too violent! Surely here was a place that they could be safe! Well, safer than outside anyway. I posted up the idea on the Golden Throne forum for them to see, and it was a hit. The Golden Throne Interweb Forum First Blood Bowl Inter League Armoured Gnoblar Football Team (Team A) was formed. Next up was finding some models.





Most players don't look very carefully at the Gnoblar models, but if they did, they'd see such a wealth of conversion opportunities. Another member of the forum had recently bought an Ogre Battalion boxed set with the idea of converting the Ogres into Ogryns for his Imperial Guard army. He very kindly donated all the plastic Gnoblars to a good cause. My next stop was GW mail order. I ordered every single individual metal Gnoblar I could find. From Scraplauncher to Trappers, even Skrag the Slaughterer wasn't safe! I collected up as many as I could lay my hands on, and spread them over my desk.

It was a rather easy task to convert them into fitting Blood Bowl players. First off, I needed to remove most of their weapons. I then added a shoulder pad on each so they could easily be identified by their player number. Some had a little more work than that (the secret weapons particularly), but I was keen on keeping the patchy style of the Gnoblar, so most were kept pretty much the same.

The painting was a slightly different matter. I am fully in the mind that all creatures have different skin tones, and that applies to fantasy creatures too. Every single Gnoblar was painted individually and given each was given their own unique skin tone. These range from bright to dark green, from dark red to skin pink. Their clothes were painted in an equally disparate style, using whatever colours I wanted. The rule I went by was that except from the shoulder pad, every single Gnoblar was to have one piece of black clothing and one piece of orange clothing, to show the team's colours. This meant that they could have a cohesive look on the pitch while still retaining their scrappy looks.

The majority of the team was done, but I'd hit a bit of a wall. A key part to any Goblin Blood Bowl team is the Trolls. While they are stupid (Really Stupid in fact), have pitiful Agility and very low movement, they also hit things hard and have the ability to pick up and throw your other team members! Now, according to the background I'd made, I couldn't see the Gnoblars trusting anything bigger than them, not to mention the fact that they wouldn't even know any Trolls. I had to again think a little outside the box. If Gnoblars didn't like big guys, what did they like? Shiny things, scrap, and junk. The idea was there. The Gnoblars had seen a Goblin team using Trolls and decided that they liked the idea so much, they'd make their own. I used chariot bodies, shields, totems, cannons, spears, crows' nests, and basically anything I could lay my hands on. A handful of Gnoblars scattered all over them and they were ready!





Now, it's worth noting here some of the rules that apply to Trolls normally, and the alternative treatments they get for my Trolls:

- **Loner** (must test to see if it can use a re-roll) = no sane Gnoblars would want to crew one of these contraptions!
- **Throw Team-Mate** (can lob a Goblin down the pitch) = one "Troll" has a catapult, the other a slingshot!
- **Always Hungry** (when picking up a Goblin, Trolls can actually eat the poor fella) = SNAP! Something's gone wrong with the catapult/slingshot and there's Gnoblars paste against the wall.
- **Mighty Blow** (+1 on armour or injury rolls) = these things have a lot of angry Gnoblars poking sticks at people!
- **Really Stupid** (4+ to do anything, or 2+ when next to a Goblin) = scrap Trolls are very unreliable, even when pushed!
- **Regeneration** (avoid serious injuries) = nail it back together!

Sorted!

A couple of spare models were converted into additional coaching staff, re-roll counters and bribes, and with that, the team was all ready.



I plunged right into the game, and started getting used to the rules again. I'll give those of you who haven't played a quick rundown on how the game works.

First off, you roll to see whether you're kicking the ball or receiving it. Both players set up their teams accordingly, and after the kick off table is rolled on (random events spanning from bad weather to a full on pitch invasion), you start playing.

There are eight turns in each half, and you set up again if anyone gets the ball to their opponent's end zone scoring a touchdown.

During play you can move your players, dodge around enemy players, sprint, jump, pick up and throw the ball, and even tackle the other team to the ground. If that happens the player on the receiving end gets an injury between being pushed to the floor, knocked out or even dead! At the end of the game the player with the most touchdowns wins.

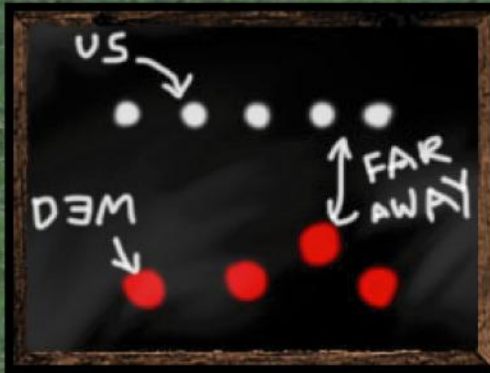
In those early days of playing, I learned a lot of tactics; some more useful than others!



COMMON GOBLIN TACTICS

#1: Can't hit what you can't see.

Goblins cannot take punishment. At all. They can fairly successfully dodge around their opponents, and will take down anyone so long as there are enough of them, but it's best to stay out of harm's way. In each turn, the player may make one Blocking action for each model on their team. That is to say they can hit the person directly in front of them. However, in each turn the player may only make a single Blitz action. That is when a model moves spaces and then hits its enemy. Because Goblins are better at dodging away from their opponents, they can use this to their advantage. Very rarely should a Goblin ever end their turn next to an enemy model. If you follow this rule, your opponent can only damage one Goblin per turn!



#2: The Cage.

An infamous Blood Bowl tactic that works wonders. It's not particularly imaginative, but can actually sometimes win you games! A Goblin picks up the ball and every other Goblin takes an adjacent square to him. Preferably your Trolls, Fanatic or other hard hitters sit in the front of the cage to hit anyone foolish enough to get in their way. You then gradually move the cage towards your enemy's touchline.



Now, as with most Goblin plans, this doesn't always work. There're plenty of veteran Blood Bowl players that will give you advice on how to "break the cage", but when playing against Goblins, they usually do it for you. Some Goblins get hurt, the Trolls fail their Stupidity tests, or a Fanatic whirls the wrong way through your own cage. Still, it's nice for the Goblin in the middle while it lasts.

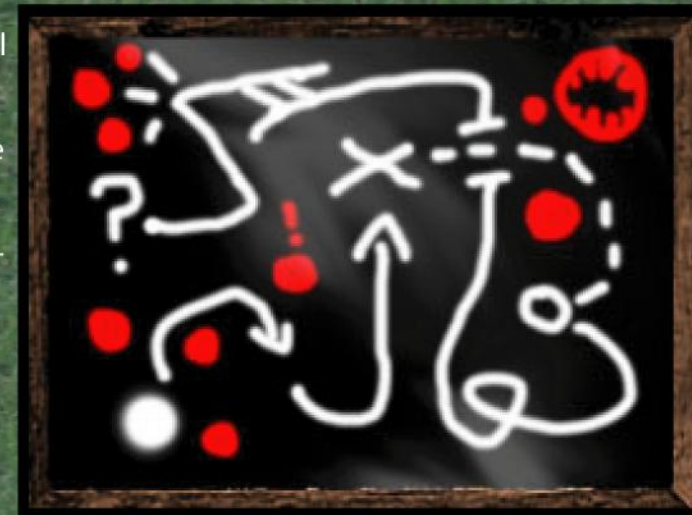
#3: Goblins are a dime a dozen.

An alternative tactic to #1, this one teaches that as Goblins are the cheapest players to buy in Blood Bowl, one should not be particularly concerned about their welfare. Throwing Goblins is risky business but the payoff is huge. It is possible to score a touchdown in a single turn if Lady Luck is on your side. And if she's not, hey, it's only a single Goblin, right? Equally, sometimes that Block against a Kroxigor may not be the best idea, but just sometimes it pays off, and when it does, it's worth it to see the look on your opponent's face! The last part of this is that Goblins should never be afraid to put the boot in. You've finally knocked over that Treeman – great! Next turn he'll just get back up though. The trick here is to get as many Goblins around your fallen opponent as possible, and foul him. Sure there's a chance (quite a high one) that your Goblin will be sent off for it, but if you finally take the Treeman out of the game, it's definitely worth it. Besides, a sent off Goblin isn't dead, so that's a net gain!



#4: Don't be afraid to try out risky tactics.

Your opponent has an Orc Blitzer with the ball almost at your touchline, what do you do? You dodge out the one Goblin that can reach him, try a Blitz heavily in your opponent's favour, pick the ball up, dodge through five tackle zones, Go For It three times in a row to handoff the ball to another Goblin who then has to get your Troll thinking, not get eaten, get thrown down the pitch, land successfully, dodge through six more tackle zones, then Go For It twice and score! Easy peasy. First dice roll "1". Re-roll it? "1" again. Your Goblin falls and knocks himself out. Turnover.



Oh well, it was worth a try.

#5: Things will go wrong.

If you're playing Goblins, things go wrong. The aforementioned Troll Stupidity is a big one, as is attempting to Go For It one last time and falling down on the touch line. I had one game where a "Troll" picked up one of my Gnoblar, threw him down the pitch badly, and he scattered onto a chainsaw wielding Gnoblar, killing both of them. It happens, and quite a lot of the time, it's pretty darn funny. The best thing you can do with a Goblin team is learn to laugh.



And if none of that works for you, try the last one.

#6: Cheat.

Goblins can bribe the referee to look the other way while they foul the opponent. They can sneak secret weapons onto the pitch. Goblin teams have the largest selection of outlawed weapons any Blood Bowl team can take! Fanatics boast the highest strength found in the entire game, even if they are a little unpredictable.



Chainsaws make light work of any model with a high strength value, although sometimes they kick back against your own player. Pogoers can move extremely fast, and jump over enemy players. They'll take a beating, but sometimes it's worth it! Lastly if anyone tries pulling the cage tactic on you, just chuck a bomb in the middle of it! Just make sure they don't catch it and throw it back at you. Seriously underhanded tactics are the main course in the Goblin's playbook, so don't be afraid to exploit them!

With all that I learned, I thought it was probably time to take my game up a notch. I'd killed a bunch of my friends' favourite players, and even wandered away with our local store Stunty Cup by beating another Goblin player and two Halfling players at once in a giant game of Dungeonbowl (like Blood Bowl, but in a dungeon – the clue's in the name).

So a friend and I decided to attend the Blood Bowl – the GW Grand Tournament. The winner gets their team immortalized in the Blood Bowl Rulebook, plus a pretty cool trophy!

On a dreary morning in May we made the long trip up to Nottingham. There were over 150 players ready to walk away with that trophy all congregating in the hall of Warhammer World. I'd never seen so many Blood Bowl players. A word of warning for anyone thinking about entering: some of these guys are serious players. Even so, it's one of the most fun tournament settings I'd ever been in. Everyone was there primarily to have a good time.

The whole weekend was kind of a blur, but I managed to draw my first game, win my second, then lose my third, fourth and fifth, before playing to a very close win in my third. All in all, a very good score, especially for a team of Gnoblar in my first Grand Tournament! As an added bonus, I managed to snag the Best Painted Team trophy for my little guys. It was a tough group too, all the other teams were fantastically painted, and I think I had the only team that wasn't presented on a nice little display base. The Trolls definitely nailed it for me, as I had lots of compliments throughout the weekend about them.

All in all, it was a fantastic weekend that I'd highly recommend for anyone that plays Blood Bowl on a regular or semi-regular basis. The opportunity to meet new players, see cool teams, and get the snot beaten out of you cannot be passed up!

That's my story. When I get asked "so what team do you play?" I really don't know how to answer. I either answer "Goblins" and get laughed out of the room, or I answer "Gnoblar", and merely get raised eyebrows.



The Word of Hashut

The ezine for Chaos Dwarf Generals - www.chaos-dwarfs.com

“The Ballad of Captain Margaret, Farter in four part harmony, Defiler of Witch Elves and Owner of a portly maroon sofa, and what he found out about Black Orcs”

by Florentine Pogen

Three Moons ago, by my best guess
Did we return from Ind
And came back to the mountains
On boats that tamed the wind

What we found out about our Tribe
Turned my blood cold as ice
That’s fused onto a yhettee’s balls:
A horrible surprise!

Our Calves and all their mothers fair
Without their Bulls to guard them
Suffered at some dark green hands
We pray it won’t retard them

Boss Susan came with wagons broad
And took our young away
And spat upon their innocence
For their green blood we bay

Of what happened in those Chariots
Is not the stuff of songs
Suffice to say, the orcs will pay
And not before too long

So know this now, we bellow loud
We hate this kind of Orc
It’s killing time with Mickey Nine
And his Bowling League of Mawk

GOT GUTS??

***We’re looking for a few
great Ogres to join the
Bellow team!***

***Think you
have what
it takes!?***

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MAKE A GREENSTUFF BANNER

BY BEASTMUM

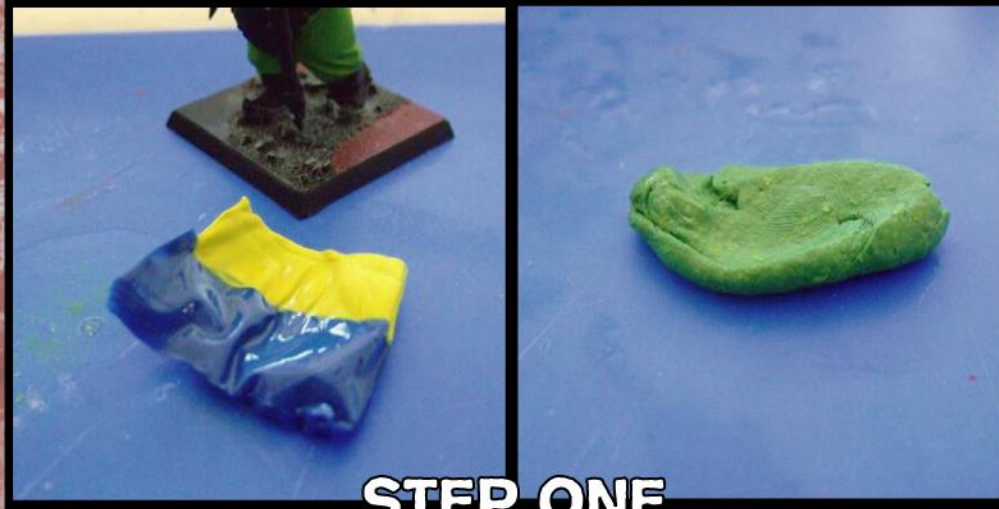
I built some of the banners for BeastKid's Ogre Kingdoms army using this method, and I have wanted to make this into a tutorial for ages. Hopefully this information will be useful to someone!

the
**BUTCHER'S
CAULDRON**

STEP THREE

Then moosh your Greenstuff blob in between the halves of the paper (and yes "moosh" is the technical terminology).

Using a trusty rolling pin (or an empty glass bottle will do if you don't cook much) roll your Greenstuff out to the desired diameter.



STEP ONE

First, cut a nice chunk of Greenstuff and then blend it up well. (Don't worry about the thumbprint at this stage!)

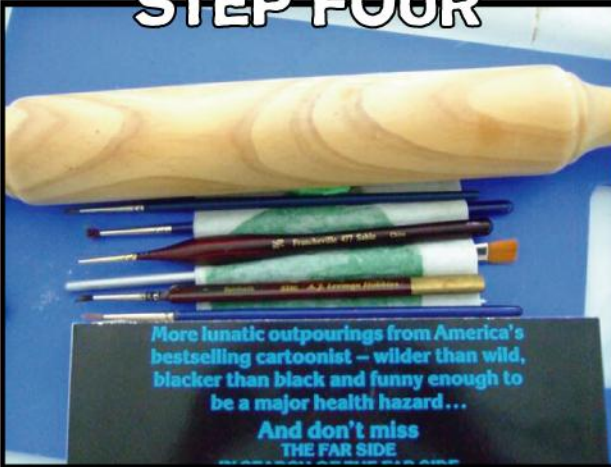
STEP TWO



Next, take a piece of baking paper (greaseproof) and fold it in half before smearing a very small amount of cooking oil on both sides of the paper.



STEP FOUR



More lunatic outpourings from America's bestselling cartoonist - wilder than wild, blacker than black and funny enough to be a major health hazard...
And don't miss
THE FAR SIDE

Next, using various sized paintbrush handles (or whatever you have to hand of a similar nature) drape your Greenstuff over a large brush, and put a brush on top of the Greenstuff on either side of that. Do this a few times.

You will have to put something weighty on either end to keep the brushes from separating and keep the shape in the Greenstuff.



STEP FIVE



Leave it to cure! Overnight should do the trick. Cut your banner to fit on whatever standard you are using.

I added some mustard seeds to the strip as fixings.



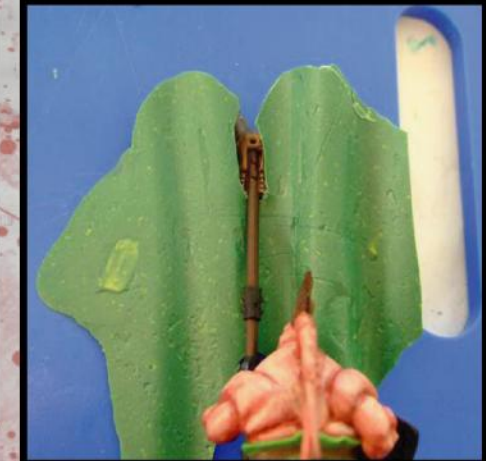
STEP SIX

Then just undercoat and paint as required! Congratulations! Now you have an Ogre standard bearer!



Glue it to your standard, and add a flat strip of Greenstuff as a border around the top edge.

Left over banner trimmings work well!



Cut your banner to the desired size and raggedness.

STEP SEVEN



BeastMum's assembled and painted Chaos Ogre standard bearer with Greenstuff banner.

Interested in making a lava base to match? Be sure to take a look at BeastMum's lava base tutorial on the Ogre Stronghold!

-Randroid



The Doom Seeker



New Slayer Brotherhood
<http://z8.invisionfree.com/SlayerBrotherhood/>
Warhammer Fantasy Battle Reporter
<http://battlereporter.freeforums.org/portal.php>

Current and back issues available at:
<http://issuu.com/thedoomseeker/docs>
<http://www.4shared.com/dir/29941410/23ea5bcf/sharing.html>

The webzine for players who believe in
playing the game for fun.

ARMIES OF THE OGRE STRONGHOLD

*The Ogre Stronghold brings Ogre Kingdoms armies from across the world together in one place. In this issue we'll be taking a look at the colorful work of **BeastMum** and her son's painted **Ogre Kingdoms** army.*

Your army certainly looks very outlandish. Where did you get the idea of blending Chaos with Ogres?

Firstly, let me explain that my son (the BeastKid :)) is the actual owner/player of the army.

He roped me in to paint for him a couple of years ago - I was hooked after my first model!



This Ogre Army all started when a few Ogres were needed for the BeastKid's Beasts of Chaos army, and he preferred the Ogre Kingdoms models to the Beast models. These guys needed to fit in with the Chaos theme.

In the usual Warhammer gamer way, the Ogre army somehow just grew from there!



Is there any particular Chaos God you are more inclined towards?

For the BeastKid, it's definitely Nurgle – once you've been to the dark side with Papa Nurgle, there's no coming back!

Do you play games with this army, or is it intended for exhibition purposes?

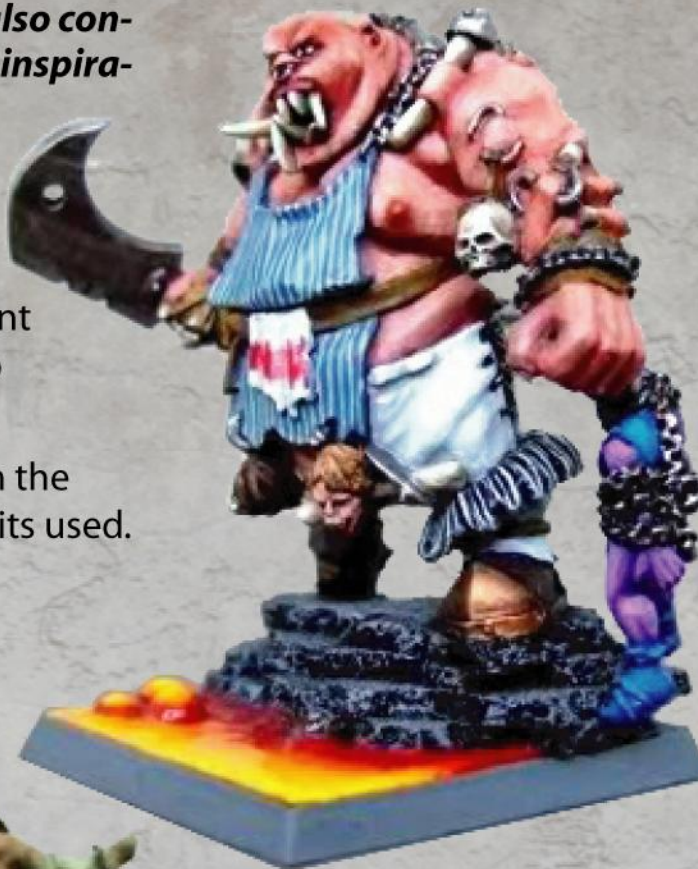
It's definitely an 'active duty' army – for me, it would detract from the joy of and motivation for painting if the models were not going to be played with!

Not only are the models well painted, they are also converted to a great degree. What is the source of inspiration for these, seemingly endless, mutations?

The BeastKid took those first four Ogres to our local GW, and he and GW team member Tommy converted them. Once I had seen these first converted models, my brain went into overdrive – but all kudos must go to Tommy for the initial idea!

The Chaos Spawn box has been the source of most of the bits used.

**MODELS BY
BEASTMUM**



How long does it take you to paint one model to such a standard?

I've never really timed how long it takes me to paint something – at a guess, it probably takes around five hours from start to finish to complete one Ogre Bull.

It depends on how intricate the model, how many of them I've painted before, and how long it's been since I painted something – and of course the worse the quality of the end product, usually the less time has been spent on it!



Have you ever attended a painting contest with this army of yours? If yes, did it win something?

The first three units of Ogre Bulls were entered in the 2009 Queensland Model Hobbies Expo, and scored a silver medal there. Also, when I was entering something else in the 2009 Golden Demon Awards, the guys at the local GW decided a unit of the Gnoblar's should also be entered and sent them off for me. They made it through the local and state judging, but didn't place in the national judging. I was very surprised they even made it out of the shop, as with so many Gnoblar's to paint, and so little patience, I didn't consider them among my best efforts!

What would be your advice if someone less skilled asked how to become a great painter like you are?

You're very kind, but I don't really think of myself as a great painter – when you look around, and marvel over some of the amazing artists out there, my standard is quite mediocre to say the least! Some pieces of advice I would give to anyone just starting out would be... Get a small brush – at least 5/0. The amount of control it will give you makes a big difference. Always water down every brush-load of paint. Seems tedious, but this will truly help a lot! Read as many articles about miniature painting as you can lay eyes on – the internet is a great place! Practise, practise, practise... with every model you paint, try your hardest, and you'll learn and improve.



Thanks to **BeastMum** for taking the time to share with us, especially with another little *BeastKid* on the way! If you would like to see more of *BeastMum's* painted minis please visit her on the web at: <http://www.coolminiornot.com/artist/BeastMum>

We hope you've enjoyed this edition of **Armies of the Stronghold**. Be sure to join us next issue when we take a closer look into another Ogre tribe and keep painting!

-Randroid

TUSHAN

Bernd Bamstorf - <http://tushan.de//>



COMING NEXT ISSUE

* **MORE 8TH EDITION TACTICS**

* **BLOOD GUTS AND GORE**

* **COMICS, AUNTY DOREEN,
FICTION, AND MORE**

Thanks to everyone who has contributed to the Beller! Without your help this webzine wouldn't exist!

If you have something you think would be great for a future issue, or are interested in joining the team, please contact us at:

beller@ogrestronghold.com

We are always looking for:

- Artwork
- Battle Reports (w/ pics)
- Painted miniatures
- How to articles
- Fiction
- Comics
- and anything else!

Until next time... stay hungry!

**NEXT
ISSUE
FALL
2010**