OGRE MERCENARY

Wounds:	1D6+9
Move:	6
Weapon Skill:	3
Ballistic Skill:	6+
Strength:	4
Toughness:	5
Initiative:	3
Attacks:	2

Equipment: None.
Weapon: Club, causing 1D6+5 Wounds. On a natural to hit roll of 5 or 6, the Ogre causes an additional 1D6 Wounds.
Armour: None.
Pinning: Breaks from pinning on a roll of 6+.
Special Rules
The Ogre has a Fear rating of 4 + his Battle-Level. He need not take Fear tests for creatures with Fear ratings lower than or equal to his, though he is still subject to Terror. Any Monster groups encountered must make Fear tests or be at -1 to hit the Ogre for the battle. When he must take a Fear or Terror test, he may add +4 to his roll.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	4	4	4	4	5	5	5	6

• THE OGRE MERCENARY •

Ogres are huge, brutish creatures, standing twice as tall as a man, with features that exaggerate and expound upon the most grotesque that any of mankind's number might have. In the wars between the civilizations of the Old World and the forces of Chaos, most Ogres act as mercenaries, following gold and ale rather than principle.

Those that happen to side with the Empire may be able to deal with human Settlements, but they are still always regarded with some degree of suspicion and even contempt, for even while their loyalties may be strong for their current employer, might they become foes some time in the future if the enemy offers better pay?

The Ogre Mercenary has taken leave of the battlefield to explore the depths of the dungeons in search of gold and glory. He provides sheer brute strength, always a useful commodity in any party of adventurers.

OGRE MERCENARY ADVANCED PROFILES

Battle Level 2

Wounds:	2D6+9	**Wpn./Bal. Skill:**	3/5+
Strength/Dice:	4/1	**Toughness:**	5
Initiative:	3	**Attacks:**	2

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	4	4	4	4	5	5	5	6

SKILLS: none

Luck:	1
Willpower:	1
Pinning:	6+

Battle Level 3

Wounds:	3D6+9	**Wpn./Bal. Skill:**	4/4+
Strength/Dice:	4/1	**Toughness:**	5
Initiative:	3	**Attacks:**	2

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

SKILLS: none

Luck:	1
Willpower:	2
Pinning:	6+

Battle Level 4

Wounds:	4D6+9	**Wpn./Bal. Skill:**	4/4+
Strength/Dice:	4/1	**Toughness:**	6
Initiative:	4	**Attacks:**	2

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

SKILLS: none

Luck:	1
Willpower:	2
Pinning:	6+

Battle Level 5

Wounds:	5D6+9	**Wpn.Bal. Skill:**	5/4+
Strength/Dice:	4/2	**Toughness:**	6
Initiative:	4	**Attacks:**	3

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	3	4	4	4	4	4	4

SKILLS: none

Luck:	1
Willpower:	3
Pinning:	5+

OGRE MERCENARY ADVANCED PROFILES

Battle Level 6

Wounds:	6D6+9	**Wpn./Bal. Skill:**	5/3+
Strength/Dice:	4/2	**Toughness:**	5
Initiative:	5	**Attacks:**	3

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	3	4	4	4	4	4	4

SKILLS: none

Luck:	2
Willpower:	3
Pinning:	5+

Battle Level 7

Wounds:	7D6+9	**Wpn./Bal. Skill:**	5/3+
Strength/Dice:	4/2	**Toughness:**	6
Initiative:	5	**Attacks:**	4

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	3	4	4	4	4	4	4

SKILLS: none

Luck:	2
Willpower:	3
Pinning:	5+

Battle Level 8

Wounds:	8D6+9	**Wpn./Bal. Skill:**	6/3+
Strength/Dice:	4/2	**Toughness:**	6
Initiative:	5	**Attacks:**	4

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	3	3	4	4	4	4	4

SKILLS: none

Luck:	2
Willpower:	3
Pinning:	5+

Battle Level 9

Wounds:	9D6+9	**Wpn./Bal. Skill:**	6/2+
Strength/Dice:	4/3	**Toughness:**	6
Initiative:	6	**Attacks:**	5

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	3	3	4	4	4	4	4

SKILLS: none

Luck:	2
Willpower:	3
Pinning:	5+

Battle Level 10

Wounds:	10D6+9	**Wpn./Bal. Skill:**	6/2+
Strength/Dice:	4/3	**Toughness:**	6
Initiative:	6	**Attacks:**	5

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	3	3	4	4	4	4	4

SKILLS: none

Luck:	3
Willpower:	3
Pinning:	5+