

Ogre or Ogress ++H

Strikes in melee with D10 Can receive 1D3 wounds

In light clothing strength ++H, class 3 or 4, skin = 5
Movement 20 cm

In chainmail or breastplate
strength ++H, class 4, armour+skin = 6
Movement 16 cm

In full armour (rare)
strength ++H, class 5, armour+skin = 7
Movement 12 cm

In difficult terrains they walk as slow as humans.

They rarely learn to use ranged weapons, but some can shoot as well as humans. They have no protection from shots in a bushy area or behind a low wall or a shield wall.

Melee weapons similar to humans.

Bills and **halberds** of humans and of =H strength humanoids on foot have +1 **modifier in melee** against these tall creatures.

Against **cavalry** the usual melee modifiers apply (*foot vs cavalry, and cavalry vs foot*). But for a cavalry charge the horses must roll a test (*with 1D6 without modifier for their whole group*):

- result smaller than their class, succeeded, usual charge modifiers;
- result equal to their class, no charge modifier but the riders can decide to avoid contact (not to do anything else);
- result exceeds their class, contact compulsory without charge modifiers.

Mounted foot always strike after Ogre opponents.

Wounds of Ogres & Ogresses ++H

Each time a ++H Ogre or Ogress receives a wound, roll **1D3**.

If the result is equal or inferior to the number of wounds received (including the wound triggering the test) the Ogre or Ogress dies.

...that means if the D3 rolls 1 at the first wound, or 1 or 2 at the second wound. If still alive the character will die on the third wound.

Localisation of wounds (optional rule) with 1D12:

1 head: the creature is stunned, falls on the ground and till the end of the next game turn does not do anything and can be struck with +1.

2, 3, 4, 5, 6, 7 chest, abdomen, arm, wrist: loss of strength (strikes with 1D8 instead of 1D10, then with 1D6 after a second wound) and no advantage for using a two-handed heavy weapon (if any).

8, 9, 10, 11, 12 hips, leg or foot: movement reduced by 4 cm (cumulative if more than one wound).

All effects are cumulative if more than one wound. They can be marked under “blood stains” made of red paper, or written in the box below:

Half-Ogre *or* half-Ogress +H of orcqish ascendancy

Shoots with 1D4 (*thrown weaponss with 1D6*)

Strikes with 1D8

Can receive 1D2 wounds

In light clothing

+H, class 4, skin = 4

Movement 20 cm

Mail or breastplate

strength +H, class 4, armour+skin = 5

Movement 16 cm

Full armour

strength +H, class 5, armour+skin = 6

Movement 12 cm

When walking in bushes, woods, on earth banks, steep slopes, roll 2D6 (*"slowness dice" as for Orcqs or Goblins*) the movement is slowed by the lowest result. These creatures do not ride horses.

Shoot as Orcqs do, with **1D4**, except hand-thrown weapons: 1D6.

Half-Ogre *or* half-Ogress +H of human ascendancy

Shoots with 1D4

Strikes with D8 (*or 1D6 mounted*)

Can receive 1D2 wounds

In light clothing

strength +H, class 3 or 4, skin = 4

Movement 20 cm

Mail or breastplate

strength +H, class 4, armour+skin = 5

Movement 16 cm

Full armour

strength +H, class 5, armour+skin = 6

Movement 12 cm

Move and shoot as humans do.

Wounds of half-Ogres & half-Ogresses +H

Each time a half-Ogre or a half-Ogress receives a wound, roll **1D2**.

If the D2 rolls 1 at the first wound, the character dies. If not, he or she will die on the second wound.

Localisation of wounds (optional rule) with 1D12:

1 head: the creature is stunned, falls ont the ground and till the end of the next game turn does not do anything and can be struck with +1.

2, 3, 4, 5, 6, 7 chest, abdomen, arm, wrist: loss of strength (strikes with 1D8 instead of 1D10, or with 1D4 mounted) and no advantage for using a two-handed heavy weapon (if any).

8, 9, 10, 11, 12 hips, leg or foot: movement reduced by 4 cm (cumulative if more than one wound).

All effects are cumulative if more than one wound. They can be marked under "blood stains" made of red paper, or written in the box on the left.

Ogres & Ogresses

Ogres and Ogresses appear in fantasy worlds, in stories and legends, and in half-historical human kingdoms. All this may give ideas to include them in almost any context. Descriptions vary, these humanoid look like large humans... but much stronger, often with large teeth. Small giants, or very strong and unfriendly humans, are sometimes called "ogres" too.

On the gaming tables this name often designs a species of humanoids of great strength, between seven and ten feet high. They are supposed to eat lots of fresh meat, some are said to devour human children and Elves... is it mere calomny?

Adult Ogres and Ogresses are **much stronger** than humans, their **strengh** is **++H**. They strike with **1D10** and are naturally able to fight, at least class 3, often class 4. Their thick skin and layers of fat naturally increases their armour by +2: their protection in light clothing already equals armour 5 in shooting and melee:

In light clothing: class 3, skin 5 or class 4, skin 5

In chain mail or breastplate: class 4, skin+armour = 6

In complete armour: class 5, skin+armour = 7

but complete armour of Ogrish size is very rare and expensive.

They can receive **1D3** wounds (*see reference cards*).

Ogres rarely bother to practice ranged weapons, those who do shoot as humans do (*but cannot be elite shooters*). They can easily wield an equivalent of a medieval longbow if this technology exists in their area.

Ogres walk as fast as humans (they are taller but heavier), **20 cm in light clothing, 16 cm in chain mail or breastplate, 12 cm in full armour**. In difficult terrains they do not have peculiar advantages, they lose 1D6 cm the same as humans.

They have no protection from shooting when in a bushy area or behind a low wall or a shield wall, but they may take cover behind a wooden palisade or higher battlements.

Their melee weapons follow the same rules as human ones. **Bills** and **halberds** of characters on foot have **+1 in melee** to hit these large creatures.

Ogres do not ride horses (no horse is strong enough for them, and it's bad manners to sit on your food). When fighting cavalry the usual melee modifiers "cavalry vs foot" and "foot vs cavalry" do apply, but the horses must test for fear (*see reference cards, or next page*). Mounted infantry with any melee weapon always strike after Ogre opponents because of the difficulty to push horses forward against such large humanoids.



*An Ogre in scale armour,
class 4, skin+armour = 6,
holding a long staff weapon.*

Suggested basing: 2.5 cm round or square bases.



*The Ogre and his wife,
19th century German artwork.*

Way of life & armed service

Some Ogres live not far from humans, others dwell near Goblins or Orcqs. Small groups of Ogres may live in isolated in remote areas but it is less frequent.

Traditional stories mention Ogre families living in their own house, sometimes in a manor as petty nobility. Ogres of this kind probably accepts to serve alongside the warriors or soldiers of a local human leader or lord, following the same training and worshipping the same religion.

A lonesome Ogre, or a small family living near humans, may reach a social rank by feats of war or by inheritance of a glorious ancestor ...but if they continue to eat human children, better do it secretly! They should not be suspected wrongly however, they rarely become truly vegan but they can live on cattle.

Other Ogres may be tolerated by clans of Orcqs or Goblins, or recruited by evil lords or warlocks; this is rare, Trolls are often preferred to them. Ogres have a near-human side which Goblins and Orcqs do not like and which evil lords mistrust, fearing they could be tempted to change sides.

Ogre families or small clans may live on their own in remote areas, but hunting is not always sufficient to provide the meat they need. Such small clans may have an Herborist, and/or perhaps a Shaman, with a magical level of 1 or 2 at most.

Ogres do not appear to be very cunning... Historical evidence suggests they can easily be cheated by crooks (*Puss in Boots*) and by young hooligans (*Hop-o'-My-Thumb*) so they probably have no more than 2 in perception and in intelligence. They have no special magic resistance (probably equal to their best protection, that would be the sum skin + armour).

Rules reminder for melee

- In **melee** a **natural triple maximum** result of the die (or dice) always hits. So a total skin+armour of 6 or 7 is not invulnerable (*even vs Halflings or Goblins striking with D4s: if they roll three natural 4s against a same enemy creature in melee it's a hit*).
- When **cavalry charges a ++H creature** the horses must roll a test with 1D6 for their whole group (*without modifier, except if special magic is used*), *Result smaller than their class: succeeded, they have the usual modifiers for cavalry charge. Result equals their class: no charge modifier, but feeling this the riders can decide to avoid contact if they wish (not to do anything else). Result exceeds their class: contact is compulsory and without charge modifiers.*
- In the rules (*page 26*) a character whose (real) armour is higher than class must recoil in melee if the enemy die roll exceeds their armour (as usual) or also if it's equal to class, or between; this **does not apply** to the armour upgrade given to +H et ++H creatures by their thick skin.
- A very useful optional rule (*page 27*): when two opponents roll simultaneously a “hit” result (or “recoil” result) only the **higher class** one wounds or kills their enemy (or forces their enemy to recoil). If they are same class the **highest armour** wins, etc. This rules apply to the **actual class** of +H and ++H creatures; if it's equal to their opponent's class then the **highest skin+armour** wins (*then the highest natural die rolled for this fight, then the highest total of tactical modifiers*).

Half-Ogres & Half-Ogresses

The words: Half-Ogre or Half-Ogress, Ogrillon or Ogrillonne, Ogret or Ogrette, may design very young or weak Ogres or Ogresses; but most of the time they are adult characters who have for parents an Ogre and a human or an Orcq, or whose grandparents or older ancestors were themselves Half-Ogres since one or more generations.

Those who are **accepted in human society** certainly have human ancestry, live not far from or amongst humans, and have adopted a human language, culture, and religion. They move as humans do, they shoot as humans shoot (*they cannot be elite shooters, but they are able to use a Late Medieval longbow if this technology exists*) and can learn to walk in formation or to ride horses (but strike with 1D6 when mounted). With no strong intellectual or magical abilities they often seek employment as soldiers, bodyguards, or mercenaries, and can hope for social ascension if local human leaders give them something better to do than menial tasks.

Those who dwell near or with a **Goblin or Orcqish clan** probably have Orcqish and/or Goblin ascendancy and share a same way of life. They walk easily in some difficult terrains as Orcqs do, they shoot as badly (with **1D4**, except for hand-thrown weapons with 1D6). They are sometimes nicknamed Half-Trolls, by mistake or despisal or because they are believed to have a drop of Trollish blood. Large Orcqs do not like them and often treat them as rivals, but smaller Orcqs and Goblins may be happy of their presence.

These two sorts of Half-Ogres probably have too many cultural differences to feel they belong to a same species. Half-Ogre and Half-Ogress members of a remote Ogre clan with no contacts with human or Orcq neighbours may have none of the above peculiarities.



A Half-Ogre with Orcqish ancestry (sometimes called a Half-Troll) wielding a self-made goedendag.



A Half-Ogre of human ancestry wearing a powdered wig in a late 18th or early 19th C. fantasy context.

Whatever their way of life and social relations they have the same abilities in melee: adult Half-Ogres and Half-Ogresses are naturally apt to fight, **class 3** at least (often class 4 for those of Orcqish ascendancy) and **strength +H**. They have **1D2** life points (they die on their first or on the second wound), they strike in melee with **1D8** (when on foot), and their layer of fat and skin adds 1 to their armour:

In light clothing: class 3, skin 4 or class 4, skin 4 if well used to fight but lacking metal armour.
In chainmail or breastplate: class 4, skin+armour = 5
In complete armour: class 5, skin+armour = 6

They have 3 at most in perception and intelligence. Those of human ascendancy are a bit more cunning than Ogres, those of Orcqish / Goblin ascendancy have a better nose.

They have 2 at most in magical ability. Their magic resistance probably equals their total skin+armour.

Suggested basing: 2.5 cm round or square bases.

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Éditions