



A true warrior race, all Ogron males are versed in the basics of both armed and hand-to-hand combat. Ogron warriors have more than a passing resemblance to Neanderthal man, with a high-ridged forehead, prominent jaw and straggly unkempt hair. Ogron warriors carry a large hand blaster, with fires a powerful laser blast. They wear a tough leather jerkin over a hardwearing brown leather shirt, crude cloth trousers and heavy boots.

ORGANISATION AND COMMAND

The Ogrons commanders in the field of battle are their paymasters, Ogrons themselves have no leaders or betters in their society, other than...The Ogron Eater, their living and worshipful god. The Ogron Eater installs an unshakable respect and devotion in its subjects but offers no direct leadership or organisation on the battlefield. Groups of Ogron Warriors (detachments) must be lead by a leader member of their allied paymaster force, or be under instruction to carry out pre-arranged mission objectives. (See **Ogron Detachments** and **Special Rules** below).

OGRON DETACHMENT: 20 PTS Maximum

- Half the points value of any detachment must be made up of Ogron Warriors (NOTE: Not including Ogron Warriors with Grenade).
- A Ogron detachment may contain a leader model of the Ogron paymaster force (this includes warrior Daleks acting as leaders)
- If no paymaster leader model is present, Ogron detachments must have a pre-arranged mission objective. This objective should be along the line of – “Detachment moves to building, destroys all resistance on the way, takes building and holds”. Or – “Detachment moves forward killing all enemy models between here and enemy table edge”.
- If a paymaster leader model is present all Ogrons in the same detachment must remain within 20” of him/it. If the paymaster leader is killed all Ogrons must make a stupidity test every turn (see special rules).

ALLIES

As Ogrons are a mercenary race and can only be present on the battlefield when allied to another force. Ogrons will mercenary themselves to any paying force, but not any force will have the Ogrons. Check the army lists of relevant forces to see whom the Ogrons may be allied with.

SPECIAL RULES:

Stupidity “The Ogrons have the best defence mechanise of them all stupidity” – 3rd Doctor



OGRON: Blaster

1.5 PTS.

ACTIONS AVAILABLE

MOVE // MOVE FAST // FIRE // MOVE & FIRE //
ASSAULT // HIDE // SNEAK

| HITS | SAVE | ASSAULT | FIRE ARC | MOVE | MOVE FAST | SNEAK |
|------|------|---------|----------|-------|-----------|-------|
| 2 | - | +2 | 180 | (U) 4 | 6 | 1 |

| WEAPON | D | EFF | PB (0-2) | S (2-5) | M (5-10) | L (10-15) | E (15-25) |
|---------|---|-----|----------|---------|----------|-----------|-----------|
| Blaster | 2 | - | 3-6 | 4-6 | 5-6 | 5-6 | 6 |

DESCRIPTION

The most notorious mercenaries in the known universe. When brute force and ignorance are required on the battlefield Ogrons are the most useful of allies. From the barren planet of Ogros on the very fringes of the Galaxy, these ape-like cave dwellers are both tough warriors and obedient servants to their paymasters.



OGRON: Grenade

4 PTS.

ACTIONS AVAILABLE

MOVE // MOVE FAST // FIRE // MOVE & FIRE //
ASSAULT // HIDE // SNEAK

| HITS | SAVE | ASSAULT | FIRE ARC | MOVE | MOVE FAST | SNEAK |
|------|------|---------|----------|-------|-----------|-------|
| 2 | - | +2 | 180 | (U) 4 | 6 | 1 |

| WEAPON | D | EFF | PB (0-2) | S (2-5) | M (5-10) | L (10-15) | E (15-25) |
|---------|---|-----|----------|---------|----------|-----------|-----------|
| Blaster | 2 | - | 3-6 | 4-6 | 5-6 | 5-6 | 6 |
| Grenade | 3 | 2 | 4 | - | 4-6 | 5-6 | 6 |

DESCRIPTION

The most notorious mercenaries in the known universe. When brute force and ignorance are required on the battlefield Ogrons are the most useful of allies. From the barren planet of Ogros on the very fringes of the Galaxy, these ape-like cave dwellers are both tough warriors and obedient servants to their paymasters.