

## Ogres & Ogresses

Ogres and Ogresses appear in fantasy worlds, in stories and legends, and in half-historical human kingdoms. Descriptions vary, these humanoids look like large humans... but much stronger, often with larger teeth. Small giants, or very strong and unfriendly humans, are sometimes called "ogres" too.

On gaming tables this name often designs a species of humanoids of great strength, who can be 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?

### Strength, class, skin + armour

Adult Ogres and Ogresses are **much stronger** than humans, **strenght ++H** in the game.

They strike with **1D10** and are naturally able to fight, they are at least class 3.

Their thick skin and layers of fat naturally increases their armour of +2. So 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, if well used to fight but lacking metal protections.*

**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 next page).

Ogres rarely bother to practice ranged weapons, those who do shoot as humans. 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. The **bills** and **halberds** of smaller humanoids 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 food). When fighting cavalry the usual melee modifiers "cavalry vs foot" and "foot vs cavalry" do not apply, but the modifiers related to **cavalry charges** may apply on both sides. Mounted infantry with any melee weapon always strike after their Ogre opponents because of the difficulty to push horses forward to challenge such large humanoids.

*Suggested basing: 2.5 cm round or square bases.*

*Rules reminder: in melee a natural double maximum result of the die (or dice) always hits, so a skin+armour of 7 is not invulnerable even vs Halflings or Goblins striking with D4s.*



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

## Wounds

Every time an Ogre or an Ogress receives a wound, roll **1D3**.

*For a D3 or "three-sided die" use a six-sided die marked 1-1-2-2-3-3; or a real (special shaped) D3.*

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

*This happens 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. Wounds can be counted by small bits of red paper, cut in the shape of blood stains, stuck under the base.*

### Localisation of wounds (optional rule)

A localisation **D12** may be rolled for each wound:

- 1 head:** stunned till end of next game turn, stays without doing anything, 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 1D6) 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.*



*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, although this is less frequent.

Traditional tales mention Ogre families in their own house, sometimes in a manor as petty nobility. This kind of Ogre 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 any continues 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.

## Perception, intelligence, magic...

Ogres do not appear to be very cunning... Historical evidence suggests that 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).

# 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 whose parents were 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 ancestors, 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 Orcq clan** probably have Orcqish 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 despalis 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 also called a Half-Troll) wielding a self-made goedendag.

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), 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.*

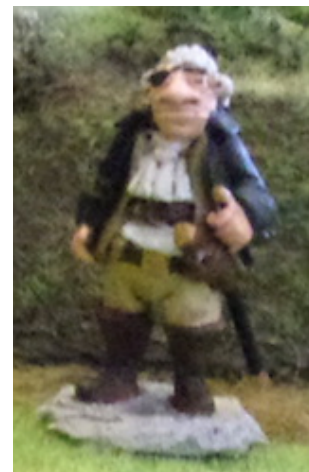
**In chainmail or breastplate:** **class 4, skin+armour = 5**

**In complete armour:** **class 5, skin+armour = 6**

They have 3 at most in perception and in 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.*



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

## Wounds

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

*For a D2 or "two-sided die" use any die, an odd number = 1, an even number = 2; or toss a coin.*

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

*Wounds can be counted by small bits of red paper, cut in the shape of blood stains, stuck under the base. See previous page for (optional) wound location result.*

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« Argad ! »

Éditions



## « Argad ! »

## Ogres &amp; Ogresses

**Strength ++H**, strike in melee with **1D10** and at least class 3. They can receive **1D3** cumulative wounds.

Their layer of skin and fat adds 2 to their armour: in light clothing their protection equals armour 5.

**In light clothing: class 3, skin 5** or **class 4, skin 5**, if well used to fight but lacking metal armour.

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

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

Movement abilities as humans: **20 cm in light clothing**, **16 cm in chain mail or breastplate**, **12 cm in full armour**. In difficult terrains they walk as slow as humans do too.

They rarely learn to use ranged weapons, but those who did learn can shoot as well as humans. No protection from shots in bushy area or behind a low wall or a shield wall.

Melee weapons similar to humans.

**Bills** and **halberds** of weaker creatures on foot have **+1 modifier in melee** against these tall creatures.

"Cavalry vs foot" and "foot vs cavalry" melee modifiers do not apply (horses are uneasy to fight such large humanoids) but modifiers related to **cavalry charges** apply on both sides.

**Mounted foot** with melee weapons always strike after Ogre opponents.

## Half-Ogres &amp; Half-Ogresses of human ascendancy

**Strength +H**, strike in melee with **1D8** (when on foot) and at least class 3. They can receive **1D2** wounds.

Their layer of skin and fat adds 2 to their armour: in light clothing their protection equals armour 4.

**In light clothing: class 3, skin 4** or **class 4, skin 4**, if well trained to fight but lacking metal armour.

**In mail or breastplate: class 4, skin+armour = 5.**

**In complete armour: class 5, skin+armour = 6.**

Move and shoot as humans do.

## Half-Ogres &amp; Half-Ogresses of Orcish ascendancy

**Strength +H**, strike in melee with **1D8** and are often class 4. They can receive **1D2** wounds.

Their layer of skin and fat adds 2 to their armour: in light clothing their protection equals armour 4.

**In light clothing: class 4, skin 4.**

**In mail or breastplate: class 4, skin+armour = 5.**

**In complete armour: class 5, skin+armour = 6.**

In bushes, forest, on earth banks or steep slopes, roll 2D6 ("*slowness dice*" as for Orcqs or Goblins) they are slowed by the lowest result.

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

*Adaptation of the melee rules: when two opponents roll simultaneously a "hit" result (or a "recoil" result) only the higher class one wounds or kills his/her enemy (or forces the enemy to recoil). If they are same class, the highest skin+armour wins. If same class and armour, it's who rolled the highest natural die (before adding or subtracting any modifier).*