

SEAFARER SUPPLEMENTS

OGRES AT SEA

Arsenal:

Ogre ships aren't sophisticated enough in their design to consider mounting any form of artillery, and the Ogres themselves aren't impressed enough by simple ballistae or catapults to bother bringing them aboard their ships. The closest an Ogre crew might have to artillery comes in the form of leadbelchers who are supplied with cannonballs if available but in a pinch will be given any sort of loose scrap or splinters and fire them from the top deck in what is at the best of times ineffective posturing; On the other hand however the Ogres gutships are unrivalled in their brutal closequarters savagery and speed – a single gutship carries a small but mighty crew; A ship as fat and stout as the crew that drives it, the natural strength and singleminded determination that is so strongly embodied by Ogres allows for just four stout oarsmen to churn knots at an alarming rate.

Ships:

Ogre ships are a primitive yet brutal fashion of ramship known as a gut-ship. Framed using the upturned rib cage of a mammoth, they mount its skull at the prow to serve as both a ram and a figurehead in equal measure. The ship is also decked using the tanned and treated hide from the same beast while the decking structure is formed by its smaller bones as little else would support the weight of its Ogre crew.

The gutship is often independent of other ships as once an ogre is out of beating distance of a tyrant he will simply get distracted by his own fancies and ambitions and wander off to pursue their own agenda, although this isn't to say that two gutships won't converge on the same target out of rivalry or a meanstreak.

Crew:

Gutships are the pride of various bruisers and tyrants that manage to commission one; Like anything else in Ogre society it is a symbol of the wealth or might of an Ogre and represents that they managed to intimidate other less fearsome Ogres into doing the hard work of putting one together, or that the Ogre in question who commissioned the ship had enough gold and wealth to purchase one outright. In either case, an Ogre only acquires wealth through violence – thus only the wealthiest and most established Ogres could threaten an entire work crew into action.

Because of the opulence of a gutship and their bulky profile stirring awe and terribly greed in all those who set eyes on one, an Ogre is loathe to let a creature as lowly as a Gnoblar to step foot on the ship. If anything the best a Gnoblar can expect to gain from it is getting a job as a lookout, a source of entertainment, an ammo runner, or a meal in desperate times. Due to the Gnoblars getting just the scraps from any sort of food going around on the ship they are often starved and half mad with hunger, making them a nasty and vicious surprise to would-be boarders.

A ship is captained by a Bruiser-Captain, who typically has his favourite Gnoblar for company and entertainment. In addition to this four Ogre Salties work at the oars, their thick arms and greedy intentions more than enough to haul the unseemly ship across the waves at a great pace – If left idle they lose pace however, so the toughest second to the captain serves as a keen motivator, belting any Ogre who he feels is lacking pace or in general deserves a smack.

Action Stations:

When it comes to combat, Ogres lack almost any ranged attack outside of Ogre Salty's wielding enormous pistols or their leadbelcher companions firing shrapnel and cannonballs from the main deck; However they more than make up for it in the savagery of their boarding actions – A unique design to the Ogres gut-ships is that the ram also doubles as a boarding ramp – there has been many a time when almost as soon as impact has been made the Ogre boarders were already upon the enemy crew before the smoke cleared. Even if the ram does in some cases fail to make purchase on the enemy hull (which is uncommon in itself) many an Ogre won't let that keep them from attempting to leap across and scramble up the hull.

Crew Profiles:

Ogre Salty:

A Salty functions as the basic deck-hand of the Ogre crews, serving as both a marine and a sailor, these are thuggish and surly enough that even the dregs of other navies think lowly of them.

Ogre Salty

WS	BS	S	T	AG	INT	WP	FEL
35	33	46	45	24	22	35	20
A	W	SB	TB	M	MAG	IP	FP
3	24	4	4	6	0	0	0

Ogre Crack-shot

Use the same profile as you would for an -Ogre Salty however instead give them an Ogre cannon for a weapon.

Skills: Common Knowledge (Ogres), Consume Alcohol, Gamble, Perception, Search, Speak Language (Grumbarth)

Talents: Special Weapon Group (Ogres), Disarm, Fearless, Frightening, Street Fighting, Strike Mighty Blow, Thick Skin (1 AP in all locations), Bully Of The First Degree

Armour: Gutplate (medium armour),, Helmet (if applicable)

Armour Points: Head – 1 (2 if helmeted), Body – 3, Arms – 1, Legs - 1

Weapons: Ogre Pistol *or* Brace of Pistols, Iron Fist *or* Ogre cutlass

Ogre Seadog

WS	BS	S	T	AG	INT	WP	FEL
40	35	46	45	24	22	35	20
A	W	SB	TB	M	MAG	IP	FP
3	26	4	4	6	0	0	0

Ogre seadogs and all other Ogres follow the same skills, talents armour and weapons as Ogre Salty's. The difference is represented in their ability to lead others in combat – they are slightly more capable as fighters and simply mean enough that most Ogres won't talk back when given their commands.

Bruiser-captain

WS	BS	S	T	AG	INT	WP	FEL
45	35	46	50	24	22	35	20
A	W	SB	TB	M	MAG	IP	FP
3	26	4	5	6	0	0	0

Bruiser-captains are the most fearsome ogres one can find at sea, so brutal and violent that even whole crews of ogres will cow from their ire. Occasionally they manage to force other gut-ships into obedience, obtaining the tital of sea-tyrant; but such things never last long.

Gut-ship

Hit locations:

Result	Hit Location
1 – 20	Bowsprit/ram
21 – 60	Midship
61 – 80	Fore/aftcastle
81 – 100	Stern

Ship:

Hull	Cladding	Speed	Map speed
25	5	32	8

Crew:

Crew type	Amount
Ogre Salty	4
Ogre Seadog	1 for every 4 Salts
Ogre Leadbelcher	d3
Bruiser-captain	1
Gnoblar	1d3

Gutship Ram:

Damage	1d3 per 5 yards
Impact	40

Special Orders :

Ramming Speed: extend the range of your ramming attack by 15 yards, gain a 20% bonus to your Devastation rolls.

Ship Profiles:

Length: 16yds (8 tiles)

Width: 12yds (6 tiles)

Height (from deck to waterline): 9yds

Ogre Gutships:

A Gut-ship is a testament to the lengths that ogres are determined to go to in order to achieve their next meal. A stout barge, fashioned from the upturned rib cage of a great mammoth and decked with its hide and bones, their thick blubber used to seal it against flooding.

Gut-ships are, thankfully for other sea-going individuals, a rare sight; for it is rare that an ogre will have the might to take down such a beast, even among their own brutal kind.

Ogre Gut-ships are crewed and commanded by those ogres who hunger for more than food – those who have an appetite for adventure and yearn to make a name for themselves on the seas of the old world, to forge a legend so famous that their achievements will be lauded from coast to coast. Of course, many of these tales end up being spoken of in the hushed and fearful voices of shaken survivors, but to the Ogres there is no publicity like bad publicity.

Ogre Gut-Ships lack artillery entirely, the only cannons aboard being those which Crack-Shots bring to bear, Unlike their landlocked counterparts these Ogre gunners load their cannons with proper cannonballs. Despite having atrocious aim they are known as crack-shots due to the sound it makes when they fire their large cannons into the guts of an enemy ship, splintering timbers and splitting beams.

Ogre Armaments in the Old World:

Ogre Pistol:

Encumbrance: 60
Group: Pistol
Damage: 5
Range: 6/12
Reload: 2 full
Qualities: Ogre-Sized, Armour-Pen, Impact, Unreliable

Brace Of Ogre Pistols:

Encumbrance: 120
Group: Pistol
Damage: 5
Range: 6/12
Reload: Free
Qualities: Ogre-Sized, Armour-pen, Impact, Unreliable, Special
special rule, quick-draw: when both shots are depleted, reloading takes 4 full actions

Ogre Cannon:

Encumbrance: 200
Group: Gunpowder,
Damage: 7
Range: (grapeshot) 32/60 (crack-shot)
Reload: 2 full
Qualities: Special, Ogre-Sized, Armour-pen, Two handed, unreliable
special rule, Crushing Cannon: This weapon instead uses a Hand-Weapon profile instead of the Improvised profile when used in melee.

Special rule, shot-selection: an Ogre can load this weapon with Big Bore pistol shot and use the grapeshot profile, or with cannon-shot and use the Crack-shot profile.

Ogre Hand-Weapon:

Encumbrance: 75
Group: Ordinary
Damage: SB+1
Qualities: Ogre-Sized
Ogre-sized: this weapon is only able to be used by an Ogre

Ogre Cleaver:

Encumbrance: 250
Group: Twohanded
Damage: SB+1
Qualities: Ogre-Sized, Armour-Penetration

Ogre Crusher:

Encumbrance: 300
Group: Twohanded
Damage: SB+2
Qualities: Ogre-Sized, Impact, Slow, Armour-Penetration, Tiring

Iron Fist:

Encumbrance: 60
Group: Ordinary
Damage: SB
Qualities: Defensive, Armour Piercing, slow, ogre sized

Harpoon Crossbow:

Encumbrance: 160

Group: Crossbow

Damage: SB-1

Range: 15/30

Reload: full

Qualities: Special, Impact, Armour

Piercing, Unreliable

Special = Ogre Bolts: the ammunition used in these crossbows is heavy & inaccurate – enemies can take an agility test to attempt to dodge ogre bolts fired at long range.

Ogre Trappings and Ammunition:

Ogre Bolts:

Ogres use heavy, hard hitting bolts, almost akin to small stakes.

Each bolt weighs 20 units of encumbrance each, and is sold in bundles of 5 for a price of 3 silvers.

Crack-shot:

Ogres can use full sized cannon-shot for their Ogre Cannons, each shot weighing 40 encumbrance units and costing 5 silvers to commission. They come in piles of 3. They call this crack-shot for the sound it makes when it splits timbers and rents beams when fired into the guts of a ship

Of course, those with small armies, wealth or guild connections may be willing to provide the ammo for a discount or even free if you're willing to dirty your hands for them.

Ogre Big-Bore Pistol Shot:

Ogre pistols use big-bore roundshot, easily being three times as large as a normal pistol shot. Each shot weighs 15 encumbrance units and comes in bundles of 3 at a price of 2 silvers.

An Ogre using an Ogre cannon can choose to load these instead of crack-shot and fire the weapon using its **grape-shot**.

Ogre Shot-Bag and Powder Horn:

An Ogre using firearms often carries a Shot-Bag, able to carry up to 240 encumbrance units of shot, regardless of type. This does not carry Bolts, Arrows, or Shrapnel.

Ogres Aye-Patch:

Some Ogres of distinction wear what is known as an Aye-Patch; not so much for any visual aid (although some believe it does help them shoot better), but because it looks fierce enough that an Ogre making demands while glaring through such a device is rarely denied.

When making an intimidation test or fellowship test with another Ogre to issue an order gain a 10% advantage to your roll.

Ogre Quiver:

Despite the name these are rather rudimentary devices, a simple container slung around the back that holds 15 Ogre Bolts.