



# Ogre Slave Master

*Winner of the Mordheim Dramatis Personae/Hired Sword Competition*  
By Ross Franks

As of men, Ogre's too have fallen to the dark and corrupt ways of evil. Certain ruthless Ogre's have been recruited by the darker, sinister warbands lurking around Mordheim. They have one purpose, to capture others and force them to fight in their warbands. It's a cheaper alternative to forking out the hard earned gold coins for a low life hireling, and with scarce volunteers joining up with the evil warbands, who wouldn't hire a Ogre Slave Master?

**Hire Fee:** 90gcs + 35gc upkeep

**May be Hired:** by Possessed, Carnival of Chaos and the Beastmen.

**Rating:** The Slave Master increases your warband rating by +40 points, plus 1 point for each experience point he has.

### Ogre Slavemaster

Profile	M	WS	BS	S	T	W	I	A	Ld	Save
	6	3	2	4	4	3	4	2	7	6+

**Equipment:** Axe, Club, Light Armour.

**Skills:** Can be taken from Combat and Strength Skills.

**Slave Master:** Slave Master works much the same as the Bounty Hunter, except that the "mark" becomes owned by the Slave Master at the end of a battle. (No reward money is earned, as you would from the Bounty Hunter Skill, you just now own the "mark"), but gets the D3 experience if he survives and the warband has won as normal.

Thus the "mark" now works for the Slave Master's warband and will always be within 8" of him (thanks to a mighty big chain shackled to the "mark" and held by the Slave Master). If the Slave Master is holding the shackles he can only use one weapon. The "mark's" weapons can be kept or sold depending on what the Slave Master warband player wants to do.

If the Slave Master is taken OOA in a battle and none of the Slave Master's warband members are within 8" of the "mark", then the "mark" will automatically run for the nearest safe area (whether that's off the board, in which case it disappears forever, or towards it's original warband). If the mark ever comes within 8" of it's original warband, then it automatically is controlled by the original owner of the "mark".

If the Slave Master is taken OOA in a battle and the mark is within 8" of another figure from the Slave Master's warband, the "mark" will charge this closest model of that warband automatically in rage (treat as having hatred).

**Special:** Causes Fear, Large

### ABOUT THE AUTHOR

Ross Franks is a fanatical Mordheim player, he sent 8 entries into this very competition! he is known as Pancreas Boy on the forums.

