

Ogrons/ Ape Men

RULES FOR VICIOUS APE-LIKE MINIONS



Ogrons (Or Ape men)

Ogrons are physically strong if slightly limited in intelligence, they are used to bulk out the armies of any by many races in the universe, including the Master and the Daleks. They are hired mercenaries, with no allegiance to any particular race or cause, they fight for the wages and the honour of their name, to run or give in brings their reputation down, the only thing worse than that is not being paid.

Composition:

1 Section leader and 3 - 9 grunts.

Weapons:

Ray Gun

Range = 24" Shots = 1 Pen = +2

Morale 9, Veterans

Section leader:

+ 1 Moral

Options:

- Add 1 Electric Rod
Range = 12" Shots = 4 Pen = +2
- Add 1 in team sniper. This allows one of the team members to behave as a sniper. If the team hit their targets the Ogron player can choose one of the specific targets that has been killed by the sniper.

Special Rules:

Tough fighters.

Sniper.

Hired help. These guys are hired mercenaries. They are tough guys and will fight to the last, however if their leader is killed discipline can be lost. If the section leader is killed they must take a immediate moral test with a -1 modifier.