

Rat Ogres

Physique: Bred into existence by Clan Moulder, Rat Ogres are massive creatures standing twelve feet in height. Some are covered with fur just as normal Skaven, while others lack any hair whatsoever. Few Rat Ogres (5%) have other mutations which betray the manner in which they were bred. Generally, these manifest as an extra arm or prehensile tail (both offering +1A). Other types of mutations are left to GM discretion.

Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	17	4	5	17	40	2	18	18	14	18	29	10

Psychological Traits: Rat Ogres cause *Fear* in all living creatures under ten feet tall. They are also subject to *Frenzy* when heavily wounded (2 W or less).

Special Rules: Rat Ogres generally use *claw* attacks, but some are able to use clubs and chains as weapons.