

## CRY HAVOC!

### A Dogs of War Campaign

What is "Cry Havoc"? – "Cry Havoc" is a Dogs of War Campaign, where each player controls a band of mercenaries. Rather than using traditional warbands, players will "build their own" warbands from a set template. These races can be entirely human, or be human with a mix of other races.

Do you think that Mordheim is Broken? Arrogant Pig! I do NOT think that Mordheim is broken. This is not an attempt to "fix" Mordheim. Rather, this is a just a new way to play.

I'm convinced! So, can I run a "Dogs of War" warband in a normal campaign? I'm afraid not. While I've done my best to make all Dogs of War bands to be balanced against each other, they are most likely NOT balanced with the core warbands. I would recommend you keep any games solely "Dogs vs. Dogs".

AFTER your group has had a chance of playing the Dogs of War bands, then they may decide if a Dogs band is "fair" in a normal setting.

Why is this in HTML form? To me, "pdf" just reads "finished product." This is still a work in progress—that's why I've decided to keep it in html form for a while longer.

Unlike other Warhammer armies, the Dogs of War do not come from a particular place, nor are they comprised of any particular race, although men do feature very strongly amongst their number. They are bands of warriors who live by fighting – fighting for pay, fighting for adventure and, most importantly of all, fighting for the chance to win fabulous wealth. Some are merely bandits, pirates and cut-throats of the most untrustworthy kind, but others are gallant princes and buccaneers who lead bold warriors to adventure and conquest in faraway lands.

As already explained, not all mercenaries are human, although many are. Amongst the Dogs of War, freebooters from the frozen wastes of Norsca rub shoulders with Corsairs from Araby and mysterious warrior monks from the east. Mercenaries commonly form into itinerant bands under the leadership of a charismatic or especially brutal leader. The most famous of these bands are, more often than not, known by the name of their leader, such as Hagar Whitefang's Were-Marauders, Khalag's Sure Shots, and the renowned Golgfag's Ogres. An entire army of Dogs of War is made up of many of these bands under the overall leadership of a roguish mercenary general.

**ANY TIME, ANY PLACE, ANYWHERE...** Mercenary armies of Dogs of War fight all over the world. They are drawn to places where fortunes can be won by ruthless adventurers. The treasure houses of the Lizardmen in Lustria are a major prize and have attracted many a would-be conqueror. Further east, the mysterious Dragon Isles and the shadowy lands of Cathay have tempted soldiers of fortune. The world is truly awash with ragtag armies of sell-swords who nurture wishful dreams of wealth!

Although Dogs of War ply their bloody trade to every point of the compass, the most notorious breeding ground for mercenaries is the land of Tilea in the Old World. From all the kingdoms of the Old World and many lands beyond, sell-swords come to Tilea where they can be assured of ready and profitable employment. Tilea is an anarchic and largely ungovernable country, where self-serving individuals rule precariously over proudly independent cities. The real power lies with the wealthy Merchant Princes who plot and scheme against the taxgathering authorities and each other with almost equal enthusiasm. Indeed, such is the tradition in Tilea that all armies of any size are mercenary armies – paid for and deployed by a wealthy prince, devious merchant or ambitious tyrant.

#### RULES

A note on Fair-Play:

The Dogs of War Warband selection rules are not supposed to work side by side with the existing warbands, but rather, to temporarily replace them. This is not say that the author thinks that the original warbands are broken, nor in need of a giant overhaul. Instead, the campaign is based on the idea of each warband representing a collection of rag-tag mercenaries, each from many races, and with many different backgrounds. If every player uses the following rules to pick their warband, then everyone is on the same footing.

At the same time, it's not impossible for a player to abuse the rules completely for the sole purpose of dominating his fellow players. I cannot know without thorough testing if this is more likely with the 'Dogs of War' rules or on the normal level of ease, but I, Dave 'Stryo' Joria, beg on my hands and knees to resist. A themed warband is far more enjoyable than a power-gamed one, and if you're the only player that doesn't believe so, it'll quickly bring everyone down. I'm not saying that each character needs a 30-page novel behind it, but find a reason to play them other than "crushing victories". Open up your box of minis and go "wow, this is a nice looking sculpt. Let's bring him back out." Try handicapping yourself, and see if you can beat your opponents using only Neutral themed models. Whatever it is, this is the place to let go and throw all of the charts and tactics guides away.

## HOW IT WORKS

Every Warband starts with 500gc, and a max of 15 warband members. It consists of:

### HEROES

1 Human Captain

0-2 Champions, Chosen from the 'Champions' List (Of which, one may be a spell caster)

0-2 Support Heroes, Chosen from the Support List

### HENCHMEN

0+ Human Warriors

0-X Special Troop #1 - Pick From your Champion #1's troops

0-X Special Troop #2 - Pick From your Champion #2's troops. May not be the same as Special Troop #1.

0-X Special Troop #3 - Pick from Ogre Brute or Paymaster's Bodyguard. If your Captain has a Specialty, you may pick one of his Specialty Troops instead. Must be a different unit than Specialty Troop than #1 and #2.

## ALLIANCES

Each hero has a type of Alliance: Good, Neutral, or Evil. A warband may have heroes of either Good or Evil, but not both at the same time. They may include any number of Neutral heroes. Normal limits on the number of heroes you may have (6) still applies.

## CHAMPIONS

Each warband may have two "champions" - these count as any of the following heroes except for the Captain and the Support Heroes. If your Champion dies, you may buy a replacement- however, he may only be chosen from the following races: Human, the Same Race as the Champion he's replacing, or the Same Race as another model in your warband.

## SUPPORT HEROES

Support heroes are weaker or more inexperienced heroes, doing their best to support the warband. They do not grant any Special Troops like Champions do. So long as the rules for alliances are not broken, there is no limit to which Support Heroes you may hire, so long as you do not hire more than two.

## RESTRICTIONS

There are three limited factors when choosing Heroes and Henchman: Restricted, Casters, and Large Models.

### RESTRICTED

A few, very powerful heroes are marked with the tag "Restricted". You may not have more than one Champion with the Restricted tag in a single Dogs of War band. This means you may not have two of the same champion, nor have two different warriors that are both labeled Restricted. Ex. If you have a Vampire Knight Champion (restricted), you may not also have a Mummy Prince Champion (also restricted). Although Casters are all marked 0-1, meaning you can't have more than one caster, they are technically not Restricted. (Thus, you could have a 0-1 Vampire Knight and a 0-1 Liche in the same band.)

### SPELL/PRAYER CASTERS

You may only have one Spellcaster and/or Prayercaster in your Warband at any given time. This includes Dwarf Runesmiths. Hired Swords are the exception to this rule.

#### LARGE UNITS

You may only have, at any given point, only 1 Large Model in your Warband at any given time. This includes Ogres, Trolls, Minotaurs, Rat Ogres, or any other giant creatures. Hired Swords are the exception to this rule.

#### FORGOTTEN UNITS

Some of the creatures available are from, or inspired by, much older Games Workshop figures. Chaos Dwarves & Hobgoblins are still going strong, but that's just the start of it: Sea Elves & Norse Dwarves are back, as well as Zoats, Pygmies, Boar Centaurs, Fimirs and Old Slann (renamed Kroaks). The original models are not necessary to play these older characters, but it is certainly an excuse to pull those old figures out and dust them off. Base size is supplied for the sake of ease for proxies. Also, if you have an Old unit we've forgotten to provide rules for (giant sized fimirs, troglodytes, elementals, etc), feel free to write your own rules, and see if your group will agree to their inclusion.

#### 1 HUMAN CAPTAIN – 70gc to hire

Alliance: Neutral (may change with Specialty- see below)

*The experienced mercenary who ties the entire Warband together, and offers a trust-worthy face for the investors to look at. He may not be liked, or even trusted, but in the land of Tilea, these Mercenary captains shape a group of mismatched creatures into regimental warriors.*

M	WS	BS	S	T	W	I	A	Ld	Exp
4	4	4	3	3	1	4	1	8	20

Equipment Lists: Weapon: Vanguard; Missile: Crossbow, Bow, Blackpowder, & Short Range; Armor: Greater Armor List

Skills: The Human Captain may learn Combat, Shooting, Academic, Strength, or Speed.

Leader: All models within 6" of the Captain may test using his leadership.

Replacement: If the Captain dies, you must purchase a new one as soon as you are able. A Champion may NOT step up into the position. Mistrust is so deep in Dogs of War Warbands, that the hero with the next highest Leadership takes all rout tests, but may NOT learn Leadership skills, nor may models within 6" use his Leadership.

Specialty/Paymaster: When purchasing your Human Captain, you must pick which bonus the Captain starts with: "Specialty" or "Paymaster".

Specialty: If you choose Specialty, pick a Human Champion from the list below: The Human Captain starts with all of the Special Rules, Special Troops, Special Equipment, and access to Special Skills that Human Champion- he may not be a spellcaster! If the chosen Champion costs more than 35 to hire, you must pay the difference in order to gain the bonus (*Example: A Barbarian Champion costs 45; to gain the Barbarian rules, you must pay an extra +10 gc.*) The Captain also gains the Alliance of that Champion (so, if you pick a Good Champion to base his specialty on, his Alliance changes from Neutral to Good.)

Paymaster: If you choose the Paymaster ability, the Captain may use his money to influence his warriors. Whenever a warrior in your warband fails a Leadership test, you may immediately deduct 5gc from your warband Treasury in order to reroll the test; the second result must be taken. This may be done as many times as you like, but you may never reroll a reroll, and may not spend money that you don't have. This even works on Stupidity tests (the dumb creature behaves better if well fed!). The Paymaster may only use this ability if he's still on the board, and may not use it on himself.

#### CHAMPIONS

You may choose two Champions from the following Lists:

Human Champions, Halfling Champions, Human Casters, Greenskin Champions, Dwarf Champions, Elf Champions, Lizarman Champions, Beastman Champions, Skaven Champions.

## HUMAN CHAMPIONS

	M	WS	BS	S	T	W	I	A	Ld	Cost	Exper	Alliance
Mercenary	4	4	3	3	3	1	3	1	7	35	8	Neut
Barbarian	4	4	3	4	3	1	3	1	7	45	12	Neut
Veteran	4	4	3	3	3	1	3	1	7	35	8	Neut
Sniper	4	3	4	3	3	1	3	1	7	35	8	Neut
Avenger	4	3	3	3	3	1	3	1	7	30	8	G/N/E
Crusader	4	4	3	3	3	1	3	1	7	35	8	Good
Beastmaster	4	3	3	3	3	1	3	1	7	35	8	Neut
Pirate	4	4	3	3	3	1	3	1	7	35	8	Neut
Pit Fighter	4	3	3	4	3	1	3	1	7	40	12	Neut
Rider	4	4	3	3	3	1	3	1	7	40	8	N/E
Knight	4	4	3	4	3	1	3	1	7	50	12	G
Mutant	4	3	3	3	3	1	3	1	7	25+	8	Evil
Engineer	4	3	3	3	3	1	3	1	7	35	10	Neut
Amazon	4	3	3	3	3	1	4	1	7	30	8	Neut
Outlaw	4	3	4	3	3	1	3	1	6	35	8	Neut
Assassin	4	4	3	3	3	1	4	1	6	35	12	Evil

Mercenary Special Rules: None

Mercenary Troops: 0-5 Human Marksmen, 0-5 Human Elites, 0-5 Halfling Scouts, 0-5 Human Drunks, 0-5 Human Duelists, 0-1 Ogre

Equipment Lists: Weapon: Vanguard; Missile: Crossbow, Bow & Blackpowder Lists; Armor: Greater Armor List

Skills: Combat, Plus 2 of the following: Shooting, Strength, Speed. May also learn ONE Special skill from the Ostlander Warband list.

Barbarian Special Rules: **Drunken:** Barbarians are inclined to drink vast quantities of noxious beer and looted wine and spirits before battle, working themselves up into a drunken frenzy. Roll 1D6 at the start of each turn. On a roll of 1, they must test for *stupidity* that turn. On a roll of 2-5 nothing happens and on the roll of a 6 they become subject to *frenzy* for that turn. Whilst subject to both *stupidity* and *frenzy* they are immune to all other forms of psychology.

Barbarian Troops: 0-5 Human Elites, 0-5 Human Sea Dogs, 0+ Marauders, 0-5 Human Drunks, 0-5 Heavy Animals

Equipment Lists: Weapon: Vanguard List; Missile: None; Armor: Greater Armor List

Additional Equipment: Throwing Axes, Javelins

Skills: Combat, Strength, Speed. May also learn Special skills from the Norse Warband.

Veteran Special Rules: Starts off with ONE of the following skills: Expert Swordsman, Web of Steel, Pistolier, Strongman, Unstoppable Charge, Pit Fighter,

Troops: 0-5 Human Marksmen, 0-5 Human Elites, 0-5 Halfling Scouts, 0-5 Human Drunks, 0-5 Human Duelists, 0-1 Ogre

Equipment Lists: Weapon: Vanguard List; Missile: None; Armor: Greater Armor List

Additional Equipment: Pistol, Dueling Pistol, Crossbow Pistol

Skills: Combat. Choose two additional lists on Recruitment: Shooting, Strength, Speed.

Sniper Special Rules: None

Sniper Troops: 0-5 Human Marksmen, 0-5 Human Elites, 0-5 Halfling Scouts, 0-5 Human Drunks, 0-5 Human Duelists

Equipment Lists: Weapon: Regiment; Missile: Blackpowder, Bow & Crossbow List; Armor: Lesser Armor List

Additional Equipment: Hochland Long Rifle

Skills: Combat, Shooting, Speed.

Avenger Special Rules: Starts with Hatred of one of the Following Types (Choose 1). You may never have any of that Race of Creature in your Warband at the same time as this hero.

Good Alliance Avenger: Dark Elves; Chaos Dwarves; Orcs; Goblins & Hobgoblins; Skaven; Demons; Undead; Beastmen; Mutants (inc. Possessed); Outlaws & Pirates

Neutral Alliance Avenger: Animals; Lizardmen; Ogres; Spellcasters;

Evil Alliance Avenger: Wood Elves; High Elves; Dwarves; Halflings; Prayer Casters; Humans

Avenger Troops: 0-5 Human Zealots, 0-5 Fast Animals, 0-5 Heavy Animals, 0-5 Human Fanatics

Equipment Lists: Weapon: Vanguard; Missile: Crossbow List; Armor: Greater Armor List

Skills: Combat, Plus 2 of the following: Shooting, Academic, Strength, Speed

Crusader Spell Rules: Crusader Troops: 0-5 Human Zealots, 0-5 Fast Animals, 0-5 Heavy Animals, 0-5 Human Fanatics

Equipment Lists: Weapon: Regiment; Missile: None; Armor: Greater Armor List

Additional Equipment Lists: Slings. May purchase and use up to two Sigmarite Warhammers.

Skills: Combat, Plus 2 of the following: Academic, Strength, Speed. In addition, May also learn skills from Sisters of Sigmar warband.

Beastmaster Special Rules: All friendly animals within 6" may use the Beastmaster's Leadership.

Beastmaster Special Troops: 0+ Small Animals, 0-5 Fast Animals, 0-5 Heavy Animals, 0-1 Large Animal

Equipment Lists: Weapon: Regiment; Missile: Short Range List; Armor: Lesser Armor List

Skills: Combat, Plus 2 of the following: Academic, Strength, Speed. May also learn the Beastmaster Skill from the Border Town Burning campaign (BTB PDF 1)

Pirate Special Rules: Outlaws: Pirates Count as Outlaws

Pirate Special Troops: 0-5 Human Marksmen, 0-5 Human Sea Dogs, 0-5 Human Drunks, 0-5 Dwarf Slayer Pirates

Equipment Lists: Weapon: Regiment; Missile: Blackpowder Lists; Armor: Lesser Armor List

Additional Equipment: Rapier, Belaying Pin, Cat o' Nine Tails, Hook Hand, Peg Leg

Skills: Combat, Shooting, Speed, Special Skills from the Pirate Warband, and 1 Skill from the Sartosa Pirate Skill List

Rider Special Rules: Starts with the skill 'Ride \_\_\_\_', the exact animal based on his Alliance: Neutral: Horse or Warhorse; Evil: Nightmare or Chaos Steed.

Troops: 0-5 Human Marksmen, 0-5 Fast Animals, 0-5 Human Elites, 0-5 Human Drunks.

Equipment Lists: Weapon: Vanguard; Missile: No Missile List; Armor: Greater Armor List.

Additional Equipment Lists: Pistol & Dueling Pistol Only. May purchase the appropriate mount at set-up for the normal price.

Skills: Combat, Riding Plus 2 of the following: Shooting, Strength, Speed, Riding.

Knight Special Rules: Starts with the skill 'Ride Warhorse'.

Fair Play: Will never use Missile weapons, nor will he escape voluntarily from combat.

Virtuous Fighter: Immune to All Alone.

Mercenary Troops: 0-5 Human Marksmen, 0-5 Fast Animals, 0-5 Human Fanatics, 0-5 Human Zealots.

Equipment Lists: Weapon: Vanguard; Missile: None; Armor: Greater Armor List

Additional Equipment: May purchase a Warhorse at set-up for the normal price.

Skills: Combat, Strength, Speed, & Riding. May also learn Special Skills from ONE of the following (choose which list upon purchase): Sisters of Sigmar's Special Skills list, Virtues from the Bretonnian Special skill list, OR Holy Skills (from Relics of the Crusade).

Pit Fighter Special Rules: Starts off with the Strength Skill "Pit Fighter"

Troops: 0+ Marauders, 0-5 Human Elites, 0-5 Human Fanatics, 0-5 Dwarf Stubbles

Equipment Lists: Weapon: Vanguard. ; Missile: Short Range List; Armor: Greater Armor List

Additional Equipment: Spiked Gauntlet and Trident (see Pit Fighter warband.)

Skills: Combat, Strength, and Special Skills from the Pit Fighter Warband

Mutant Special Rules: Must start with one or more Mutations, purchased from any ONE Mutations list (Possessed, Carnival of Chaos, etc). Each mutation past the first mutation costs double.

Mutant Special Troops: 0-5 Human Zealots, 0-5 Human Fanatics, 0-1 Spawn

Equipment Lists: Weapon: Regiment; Missile: No Lists; Armor: Lesser Armor List

Additional Equipment: Bow

Skills: Combat, Plus 1 of the following: Strength or Speed.

Engineer Special Rules: Choose upon purchase; you may add +6" to the max range of all handguns and +3 to all pistols OR you may ignore all Blackpowder misfires on a successful D6 roll of 4+. The chosen bonus only applies in battles in which the Engineer takes the field. Multiple Engineers do not stack.

Troops: 0-5 Human Marksmen, 0-5 Human Elites, 0-5 Golems, 0-5 Halfling Scouts

Equipment Lists: Weapon: Vanguard; Missile: Blackpowder Lists; Armor: Greater Armor List

Additional Equipment: Double Barreled Pistols (see Ostlander Warband.)

Skills: Combat, Shooting, Speed.

Amazon Special Rules: None

Troops: 0-5 Human Elites, 0-5 Human Fanatics, 0-5 Cold One Hounds, 0-5 Halfling Scouts (Pygmies!)

Equipment Lists: Weapon: Vanguard; Missile: Short Range List; Armor: Lesser Armor List

Additional Equipment: Bow. Also, she may start with one of the following: a Sunstaff, a Claw of the Old One, a Sun Gauntlet, or an Amulet of the Moon. This item must be paid for as normal. The Amazon may not start with more than one of these special items from the Lustria Amazon warband, though she may purchase additional ones using the normal rules (rolling for rarity and paying gold.)

Skills: Combat & Speed, Plus one of the following: Shooting or Strength. Also Amazon Special Skills from the Lustria Amazon Warband List.

Outlaw Special Rules: When hired, choose if the Outlaw is from Stirland or Hochland.

Sniper Troops: 0-5 Human Marksmen, 0-5 Human Elites, 0-5 Halfling Scouts, 0-5 Human Drunks.

Equipment Lists: Weapon: Regiment; Missile: Bow List; Armor: Lesser Armor List

Additional Equipment: A Stirland Outlaw gains access to Hunting Arrows and Forest Cloak. A Hochland Outlaw gains access to the Blackpowder List and a Hochland Long Rifle.

Skills: Combat, Shooting, Speed. Either Stirland or Hochland may learn ONE of the following Hochland Bandit abilities as a skill: Concealment, Slick Operator, Looting the Dead, Trailblazers.

Assassin Special Rules: Poisoner. Once per post-game, when the Assassin is searching for poisons, you may reroll the Rarity roll. The second roll must be accepted.

Assassin Troops: 0-5 Human Marksmen, 0-5 Human Elites, 0-5 Elf Novices, 0+ Skaven Warriors,

Equipment Lists: Weapon: Vanguard List, Missile: Crossbow List, Armor: Lesser Armor List

Additional Equipment: Weeping Blades, Throwing Knives

Skills: Combat, Shooting, Speed. May also learn the "Imperial Assassin" Skills, "Backstabber" & "Hide in Shadow", from the Imperial Assassin Hired Sword.

## HALFLING CHAMPIONS

	M	WS	BS	S	T	W	I	A	Ld	Cost	Exp	Alliance
Halfling Thief	4	2	4	2	2	1	4	1	7	30	8	Neut

Halfling Thief Special Rules: **Infiltrator:** He may always be placed on the battlefield after enemy warband(s), and can be placed anywhere on the table as long as it is out of sight of the opposing warband and at least 12" away from any enemy model. If more than one model has infiltrate, roll-off to see who places first.

**Pick Locks:** When testing to open a locked door, a Halfling Thief needs only make a successful *Initiative* test.

Small hands: May never use Long bows, Elf Bows, Handguns, Long Rifles or Blunderbusses even if they gain an advance roll that would allow them to do so. Such big weapons are built for such tiny hands!

Forester: Suffers no penalty when moving through Wood terrain.

Halfling Thief Troops: 0-5 Human Marksmen, 0-5 Heavy Animals, 0-5 Halfling Scouts, 0-5 Human Drunks

Equipment Lists: Weapons: Vanguard List, Missiles: Short Range List, Armor: Lesser Armor List

Skills: Combat, Shooting, and Speed. May also learn the following skills:

Wily Thief: If the Thief takes an enemy OOA and is not taken OOA himself, add an additional Treasure to your warbands holdings. This does not affect the enemy warbands Treasure holdings; assume it is a piece of Treasure they *would have* found, and leave it at that. This bonus only applies once per game, regardless of how many the Thief took out of action.

Stealthy: The Halfling Thief can hide, even after running, and can while within 8" of an enemy model as long as he starts and ends his turn *hidden*.

## HUMAN CASTER CHAMPIONS

Reminder: You may only hire 1 Caster per Warband!

	M	WS	BS	S	T	W	I	A	Ld	Cost	Exp	Alliance
0-1 Warrior Priest	4	3	3	3	3	1	3	1	8	40	12	Good
0-1 Warlock	4	3	3	3	3	1	3	1	7	35	8	Neut
0-1 Sorceress	4	2	4	2	3	1	4	1	7	35	8	Neut/Evil
0-1 Necromancer	4	3	3	3	3	1	3	1	7	35	8	Evil
0-1 Dark Magister	4	3	3	3	3	1	3	1	7	35	8	Evil

Warrior Priest Special Rules: May wear Armor without penalty.

Warrior Priest Special Troops: 0-5 Human Zealots, 0-5 Human Fanatics, 0-5 Golems. Depending on the prayers chosen, may instead pick an 0-1 Elemental (Sigmar: Air, Water, Fire / Ulric: Air, Frost / Taal: Earth, Wood, Water / Light: Air, Earth, Fire / Mort: Air, Earth )

Equipment Lists: Weapon: Regiment; Missile: None; Armor: Lesser Armor List

Additional Equipment: Sling. Sigmar Priests may use Sigmarite Warhammers & Heavy Armor. Priests of Ulric may wear Wolf Cloak (see Wolf Priest hired sword.) Priests of Morr may use Halberds. Priests of Light and Taal may use Tattoos.

Skill List: Combat, Academic, Strength

Prayer Lists (Choose 1 Upon Purchase): Prayers of Sigmar, Prayers of Ulric, Prayers of Taal, Lore of Light (Truthsayver – counts as Prayers instead of spells) or Prayers of Mort. The Priest starts with 1 prayer chosen randomly from this list, and may learn additional spells from that list only.

Warlock Special Rules: Wizard.

Troops: 0-5 Human Zealots, 0+ Small Animals, 0-5 Fast Animals, 0+ Familiars , 0-5 Golems. Depending on the spells chosen, may instead pick an 0-1 Elemental (Lesser: Any type / Rune: Frost / Amber: Earth, Wood / Elemental: same as Spell list / Arabyan: Air, Fire, Earth, Lava).

Equipment Lists: Weapon: Regiment List; Missile: None; Armor: Lesser Armor List (Reminder: May not wear armor and cast without "Warrior Wizard" skill).

Additional Equipment: Bow

Skill List: Academic, plus choose 1: Combat or Speed.

Spell Lists (Choose 1 Upon Purchase): Lesser Magic, Rune Magic (Norse Shaman Hired Sword), Amber Magic (same as Priest of Taal, but counts as Spells rather than Prayers), Elemental Magic (from Sorcerous Society... Choose 1 of the 4), Arabyan Elemental (Tomb Raiders). The caster starts with 1 spell chosen randomly from this list, and may learn additional spells from THAT list only.

Sorceress Special Rules: Wizard.

Knack: The Sorceress has one of two abilities, "Enchantress" or "Brewer". Choose one upon purchase.

Enchantress: Whenever a male warrior wishes to declare a charge against an Enchantress, it must pass a Leadership test. If the warrior fails he is rooted to the spot. Likewise, if an Enchantress charges a male warrior, the warrior must pass a Leadership test- if he fails, he is completely unable to attack this turn. He may attack as normal during his next attack. This only affects male warriors (including non-humans), and has no effect on female models, animals, or models that are Immune to Psychology.

Brewer: A single hero in the warband may elect to drink one of the witches many potions prior to a battle. Roll a D6 to discover the draught's effect.

**1) Debilitating:** The potion is too potent for the Hero, and he will suffer at -1 Toughness until they roll a 6 on a D6 in the recovery phase to shrug off its ill-effects.

**2-3) Strength:** +1 Strength until he rolls a 1 on a D6 during the recovery phase.

**4-5) Resilience:** +1 Toughness until he rolls a 1 on a D6 during the recovery phase.

**6) Fortitude:** He gains an extra wound for the entire battle. However, once that wound is lost, it cannot be recovered.

Troops: 0-5 Human Fanatics, 0+ Small Animals, 0-5 Fast Animals, 0-5 Heavy Animals, 0+ Familiars , 0-5 Golems. Depending on the spell list chosen, may instead pick an 0-1 Elemental: (Amazon: Wood, Air, Fen / Hexes: Water, Air, Fen / Shoornal: Fire, Fen)

Equipment Lists: Weapon: Regiment List; Missile: None; Armor: Lesser Armor List (Reminder: May not wear armor and cast without "Warrior Wizard" skill).

Additional Equipment: Bow

Skill List: Academic, plus choose 1: Combat or Speed.

Spell Lists: Brewers may start with 1 Spell from the Hexes & Charms (Witch) list or from the Amazon Rituals. Enchantresses can learn Amazon Rituals or Shoornal Rituals (Chaos Maruaders). A Sorceress with Shoornal Rituals is considered "Evil," otherwise the Sorceress is considered Neutral. The caster starts with 1 spell chosen randomly from this list, and may learn additional spells from THAT list only.

Necromancer Special Rules: Wizard.

Troops: 0+ Zombies, 0+ Skeletons, 0-5 Dire Wolves, 0-5 Golems, 0-5 Ghouls, 0-1 Abomination. .

Depending on the spell list chosen, may instead pick an 0-1 Elemental. Necromancy [Normal or Restless Dead] or Scrolls of Nagash: Air, Earth, Fen / Mortuary Cult: Air, Earth, Fire / Songs of Sorrow: Air, Water, Fen.)

Equipment Lists: Weapon: Regiment List; Missile: None; Armor: Lesser Armor List (Reminder: May not wear armor and cast without "Warrior Wizard" skill).

Additional Equipment: Bow

Skill List: Academic, plus choose 1: Combat or Speed.

Spell Lists (Choose 1 Upon Purchase): Necromancy, Mortuary Cult Scroll (Tomb Guardian), Scrolls of Nagash (Necrach warband), Songs of Sorrow (Ghost Pirates), Necromancy (Restless Dead Warband.) The caster starts with 1 spell chosen randomly from this list, and may learn additional spells from THAT list only.



Dark Magister Special Troops: 0-5 Human Zealots, 0-5 Human Fanatics, 0+ Familiars, 0-5 Golems, 0-1 Spawn (Chaos mages only). . Depending on the spell list chosen, may instead pick an 0-1 Elemental. (Chaos Rituals: Fire, Earth, Fen, Lava, Frost / Dark: Air, Fire, Water, Fen, Frost / Lore of Darkness: Air, Fen, Frost / Onogal: Fen, Earth / Shoornal: Air, Water / Tchar: Fire, Lava.

Equipment Lists: Weapon: Regiment List; Missile: None; Armor: Lesser Armor List (Reminder: May not wear armor and cast without "Warrior Wizard" skill).

Additional Equipment: Bow

Skill List: Academic, plus choose 1: Combat or Speed.

Spell Lists (Choose 1 Upon Purchase): Chaos Rituals, Dark Magic (Lustrian Dark Elf Warband), Lore of Darkness (Dark Emissary Hired Sword), Onogal Rituals (Chaos Maruaders), Shoornal Rituals (Chaos Maruaders), Tchar Rituals (Chaos Maruaders). The caster starts with 1 spell chosen randomly from this list, and may learn additional spells from THAT list only.

#### GREENSKIN CHAMPIONS

	M	WS	BS	S	T	W	I	A	Ld	Cost	Exp	Alliance
Orc Big'Un	4	4	3	3	4	1	3	1	7	40	8	Evil
Orc Boar Boy	4	4	3	3	4	1	3	1	7	45	12	Evil
0-1 Black Orc Big'Un#	4	4	3	4	4	1	3	1	7	60	12	Evil
Savage Orc	4	4	3	3	4	1	3	1	7	40	8	Evil
0-1* Orc Shaman	4	3	3	3	4	1	3	1	7	40	8	Evil
0-1* Goblin Shaman	4	2	3	3	3	1	3	1	6	30	8	Evil
Forest Goblin Gigantic S. Rider	4	3	3	3	3	1	3	1	6	25	8	Evil
Hobgoblin Great Git	4	4	3	3	3	1	2	1	7	30	8	Evil
Hobgoblin Rider	4	3	4	3	3	1	2	1	6	30	8	Evil

\*Reminder: May only hire 1 Caster per warband!

# The Black Orc Big 'Un is Restricted. You may not have more than one Champion with the Restricted tag in a single Dogs of War band. (This means you may not have two of the same champion, nor have two different warriors that are restricted.)

Orc Big'Un Special Troops: 0-5 Orc Boyz (Normal or Savage), 0+ Hobgoblin Gits, 0+ Goblin Warriors (Normal or Forest), 0-1 Troll, 0-3 Snotling Mobs, 0-5 Cave Squigs

Equipment Lists: Weapon: Regiment & Brute Lists; Missile: None; Armor: Lesser Armor List

Additional Equipment: Bows and Crossbows.

Skills: Combat, Shooting, Strength, plus Special Skills from the Orc Skill list (see Mark Havener's Orc Warband).

Orc Boar Boy Special Rules: Starts with the skill 'Ride Giant Boar'.

Special Troops: 0-5 Orc Boyz (Normal or Savage), 0-5 Heavy Animals, 0+ Goblin Warriors (Normal or Forest), 0-1 Troll, 0-3 Snotling Mobs, 0-5 Cave Squigs

Equipment Lists: Weapon: Regiment & Brute Lists; Missile: None; Armor: Lesser Armor List

Additional Equipment: Bow. May purchase Giant Boar at set-up.

Skills: Combat, Shooting, Strength, Riding, Orc Special Skills.

Black Orc Big'Un Special Rules: **Oi Behave!** If any Henchman fails his Animosity test within 3" of the Big'Un, the player may opt to have the big'un stamp his authority (and clenched fist) on the situation. The misbehaving Henchman will receive an automatic hit at the strength of the Orc player's choosing. If the Henchman is still on his feet after his slap, he may add a number equal to the strength of the slap to his subsequent roll to determine the effects of Animosity. *e.g. The player decides that the Boss will hit a misbehaving Henchman with a S2 slap. If the slap fails to Knock Down, Stun or Out of Action the Henchman, then he adds +2 to the Animosity Effect roll.*

Black Orc Big'Un Special Troops: 0-5 Orc Boyz (Normal), 0+ Hobgoblin Gits, 0+ Goblin Warriors (Normal), 0-1 Troll, 0-3 Snotling Mobs, 0-5 Cave Squigs

Equipment Lists: Weapon: Regiment & Brute Lists; Missile: None; Armor: Greater Armor List

Additional Equipment: Bows and Crossbows.

Skills: Combat, Shooting, Strength, plus Special Skills from the Orc Skill list (see Mark Havener's Orc Warband).

Savage Orc Special Rules: Wild Animosity: At the start of each of your turns, if the Savage Orc isn't in combat, roll 1D6; **1 Squabble:** The squabbling model may not move or shoot this turn. **2-5 Uggg:** The model behaves 'normally'. **6 Waaaagh!** The model immediately makes a full move towards the nearest enemy model, charging it if possible. In its subsequent movement phase, if it is in charge range of an enemy model, it must charge. These charges ignore fear and any other psychology that would prevent the savage orc from charging.

**Fear fire** – Savage Orcs fear any model with flaming attacks, carrying a lit item (lantern, torch, brazier), or any flame item. Likewise, any caster that performs a fiery spell within line of sight of a member of a Savage orc, or is maintaining a fire based spell (ex. Flaming Sword spell) causes fear for the entire game.

**Primitive** – Savage Orcs shun any type of advanced weapons, and may never use them at any time. They may never take Weapons Master and Weapons Expert skills. Likewise, the Savage Orc cannot use the following miscellaneous items: Halfling cookbook (they can't read, nor cook), Mordheim Map (they can't read), Tome of magic (ditto), Lantern (they don't know the secret of fire).

Troops: 0-5 Orc Boyz (Savage), 0+ Goblin Warriors (Forest), 0-1 Troll, 0-5 Heavy Animals, 0-3 Snotling Mobs, 0-5 Cave Squigs.

Equipment Lists: Weapon: Regiment & Brute Lists; Missile: Bows and Short Range Lists; Armor: None

Additional Equipment: Tattoos and Shields

Skills: Combat, Shooting, Strength, plus Special Skills from the Orc Skill list (see Mark Havener's Orc Warband).

Orc Shaman Special Rules: Wizard. Starts with 1 Spell from the Waagh Magic list. You may only have One Spellcaster in a Dog of War warband.

Special Troops: 0-5 Orc Boyz (Normal or Savage), 0+ Goblin Warriors (Normal or Forest), 0-1 Troll, 0+ Familiars, 0-3 Snotling Mobs, 0-1 Elemental (Fen).

Equipment Lists: Weapon: Regiment; Missile: None; Armor: Lesser List (Reminder: Can't wear armor and cast spells without "Warrior Wizard" skill)

Skills: Strength, plus Special Skills from the Orc Skill list (see Mark Havener's Orc Warband). May learn additional Orc Spells as skill choice.

Goblin Shaman Special Rules: Wizard. Starts with 1 Spell from the Waagh Magic list, or the Forest Goblin Spell list (choose upon hiring). You may only have One Spellcaster in a Dog of War warband.

Small hands: May never use Long bows, Elf Bows, Handguns, Long Rifles or Blunderbusses.

Troops: 0-5 Orc Boyz (Normal or Savage), 0+ Goblin Warriors (Normal or Forest), 0-1 Troll, 0+ Familiars, 0-3 Snotling Mobs, 0-5 Cave Squigs, 0-1 Elemental (Fen).

Equipment Lists: Weapon: Regiment List; Missile: Short Range List; Armor: Lesser List

Special Skills: Combat and Speed.

**Forest Goblin Gigantic Spider Rider Special Rules:** Starts with the Skill 'Ride Gigantic Spider' at Set-up.  
**Small hands:** May never use Long bows, Elf Bows, Handguns, Long Rifles or Blunderbusses even if they gain an advance roll that would allow them to do so. Such big weapons aren't built for such tiny hands!  
**Spider Mount:** If your warband includes a gargantuan spider, your Forest Goblin Spider Rider may ride it. It still counts as a Special Choice AND a Big Guy.

**Fear fire** – All warband members fear any model with flaming attacks, carrying a lit item (lantern, torch, brazier), or any flame item. Likewise, any caster that performs a fiery spell within line of sight of a member of a Forest Goblin, or is maintaining a fire based spell (ex. Flaming Sword spell) causes fear for the entire game.

**Primitive** – Forest Goblins shun any type of advanced weapons, and may never use them at any time. They may never take Weapons Master and Weapons Expert skills. Likewise, the warband members cannot use the following miscellaneous items: Halfling cookbook (they can't read, nor cook), Mordheim Map (they can't read), Tome of magic (ditto), Lantern (they don't know the secret of fire).

**Special Troops:** 0-5 Orc Boyz, 0+ Goblin Warriors, 0-1 Troll, 0-5 Heavy Animals, 0-3 Snotling Mobs, 0-5 Cave Squigs, 0-1 Gigantic Spider

**Equipment Lists:** Weapon: Regiment; Missile: Short Range; Armor: Lesser Armor

**Skills:** Speed, Riding plus choose 1: Shooting or Combat.

**Special Troops:** 0-5 Orc Boyz (Normal or Savage), 0+ Goblin Warriors (Normal or Forest), 0-1 Troll, 0+ Familiars, 0-3 Snotling Mobs

**Equipment Lists:** Weapon: Regiment; Missile: None; Armor: Lesser List (Reminder: Can't wear armor and cast spells without "Warrior Wizard" skill)

**Skills:** Strength, plus Special Skills from the Orc Skill list (see Mark Havener's Orc Warband). May learn additional Orc Spells as skill choice.

**Hobgoblin Great Gits Special Rules:** Slaver: all Slaves and Goblin henchmen within 6" may test off of the Hobgoblin's Leadership. Cowardly: Hobgoblins are not renowned for their courage, and are used to running away from danger. Whenever a Hobgoblin makes a Leadership test for Voluntarily Escaping from Combat, he 3D6 dice and chooses the two lowest dice. However, whenever a Hobgoblin is forced to take an All Alone test (or any other Involuntary test to leave combat), he rolls 3D6 and must pick the two HIGHEST dice.

**Hobgoblin Great Gits Special Troops:** 0-5 Orc Boyz (Normal), 0+ Hobgoblin Gits, 0+ Goblin Warriors (Normal), 0-5 Heavy Animals, 0-3 Snotling Mobs, 0-5 Human Slaves

**Equipment Lists:** Weapon: Regiment List; Missile: None; Armor: Lesser Armor List

**Additional Equipment:** Steel Whip, Weeping Blades, Bow

**Skills:** Combat, Shooting, and Speed. May also learn the "Imperial Assassin" Skills, "Backstabber" & "Hide in Shadow", from the Imperial Assassin Hired Sword.

**Hobgoblin Rider Special Rules:** Starts with the skill 'Ride Giant Wolf'. Cowardly: Hobgoblins are not renowned for their courage, and are used to running away from danger. Whenever a Hobgoblin makes a Leadership test for Voluntarily Escaping from Combat, he 3D6 dice and chooses the two lowest dice. However, whenever a Hobgoblin is forced to take an All Alone test (or any other Involuntary test to leave combat), he rolls 3D6 and must pick the two HIGHEST dice.

**Hobgoblin Rider Special Troops:** 0-5 Orc Boyz (Normal), 0+ Hobgoblin Gits, 0+ Goblin Warriors (Normal), 0-5 Heavy Animals, 0-3 Snotling Mobs, 0-5 Human Slaves

**Equipment Lists:** Weapon: Regiment List; Missile: None; Armor: Lesser Armor List

**Additional Equipment:** Bow

**Skills:** Combat, Shooting, Speed, and Riding.

#### DWARF CHAMPIONS

	M	WS	BS	S	T	W	I	A	Ld	Cost	Exp	Alliance
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Dwarf Thane	3	5	3	3	4	1	2	1	9	50	8	Good
Dwarf Troll Slayer	3	4	3	3	4	1	2	1	9	50	8	Good
Slayer Pirate	3	4	3	3	4	1	2	1	9	50	8	Neut
Dwarf Engineer	3	4	3	3	4	1	2	1	9	50	10	Good
0-1 Dwarf Runesmith*	3	4	3	3	4	1	2	1	9	60	12	Good
Chaos Dwarf	3	5	3	3	4	1	2	1	9	50	8	Evil
0-1 Chaos Dwarf Sorceror*	3	4	3	3	4	1	2	1	9	60	12	Evil
0-1 Chaos Dwarf Bull/Boar Centaur#	8	4	3	4	4	1	3	2	9	100	10	Evil
Norse Dwarf	3	4	3	3	4	1	2	1	8	45	8	Neut

\*Reminder: May only hire 1 Caster per warband.

# The Chaos Dwarf Centaur is Restricted. You may not have more than one Champion with the Restricted tag in a single Dogs of War band. (This means you may not have two of the same champion, nor have two different warriors that are restricted.)

All Dwarfs have the following rules: Hard to Kill, Hard Head, No Move Penalty for Armor.

Dwarf Ranger Special Rules: Hates Orcs & Goblins

Special Troops; 0-5 Dwarf Warriors, 0-5 Dwarf Beardlings, 0-5 Slayer Pirates, 0-5 Stubbles, 0-5 Dwarf Drunks

Equipment Lists: Weapon: Vanguard; Missile: Crossbow and Blackpowder List; Armor: Greater Armor List

Skills: Combat, Shooting, Strength, and Special Dwarf skills (see Dwarf Treasure Hunter warband).

Troll Slayer Special Rules: Immune to Psychology, Never wear armor, may never use non-thrown missiles.

Special Troops; 0-5 Dwarf Warriors, 0-5 Dwarf Beardlings, 0-5 Stubbles, 0-5 Slayer Pirates, 0-5 Dwarf Drunks

Equipment Lists: Weapon: Regiment & Brute ; Missile: None; Armor: None

Additional Equipment: Dwarf Axes and Gromril Weapons (only x3 at start-up only). Tattoos (see equipment list.)

Skills: Combat and Strength. It may also learn Slayer Skills from the Styrofoam King Slayer Warband (posted in the Equipment page for convenience), OR Special Dwarf skills from the Dwarf Treasure Hunter warband; choose which upon purchase.

Slayer Pirate Special Rules: Immune to Psychology, Never wear armor. May never use missile weapons that aren't thrown or blackpowder weapons.

Special Troops; 0-5 Dwarf Beardlings, 0-5 Stubbles, 0-5 Slayer Pirates, 0-5 Human Sea dogs, 0-5 Dwarf Drunks

Equipment Lists: Weapon: Regiment; Missile: None; Armor: None

Additional Equipment: Belaying Pin, Pistol, Cat o' Nine Tails, Hook Hand, Peg Leg, Tattoos.

Skills: Combat and Strength, and 1 Sartosa Pirate Skill. It may also learn Slayer Pirate Skills from the Styrofoam King Slayer Pirate Warband (reposted in the Equipment Document for convenience).

Dwarf Engineer Special Rules: Hates Orcs & Goblins, Choose upon purchase; you may add +6" to the max range of all handguns and +3 to all pistols OR you may ignore all Blackpowder misfires on a successful D6 roll of 4+. The chosen bonus only applies in battles in which the Engineer takes the field.

Special Troops; 0-5 Dwarf Warriors, 0-5 Dwarf Beardlings, 0-5 Slayer Pirates, 0-5 Golems  
Equipment Lists: Weapon: Vanguard; Missile: Blackpowder List. Armor: Greater Armor List  
Skills: Combat, Shooting, and Special Dwarf skills (see Dwarf Treasure Hunter warband).

Dwarf Runesmith Special Rules: Hates Orcs & Goblins, Runecaster: may not have a Runecaster and a prayer/spellcaster in the same warband, or two Runesmiths. **Inscribe Runes:** A Runesmith knows one minor rune (see Nemesis Crown Dwarf Ranger warband; reprinted at bottom of page for convience.) determined randomly when the warband is first created. He may inscribe the rune on an item carried by one of the warriors of his warband, and (if successful, see below) the item will gain a bonus from the rune for that game.

Special Troops; 0-5 Dwarf Warriors, 0-5 Dwarf Beardlings, 0-5 Stubbles, 0-5 Golems, 0-1 Elemental (Earth).

Equipment Lists: Weapon: Vanguard List; Missile: None; Armor: Greater Armor List

Skills: Combat, Academic, Strength, and Special Dwarf skills (see Dwarf Treasure Hunter warband). Also, When a Runesmith advances and rolls a skill on the Hero Advance table, he may choose to learn a new rune instead of learning a skill (exactly like a spellcaster advancing and learning a new spell).

Chaos Dwarf Special Rules: None

Troops; 0-5 Dwarf Warriors, 0-5 Orc Boyz, 0+ Hobgoblin Gits, 0+ Goblin Warriors, 0-5 Human Slaves

Equipment Lists: Weapon: Vanguard List; Missile: None; Armor: Greater Armor List.

Additional Equipment: Steel Whip, Pistol, Blunderbuss

Skills: Combat, Shooting, Strength, and Special Dwarf skills (see Dwarf Treasure Hunter warband).

Special Skill: Demon Soul. Gains the Possessed mutation of the same name. May not learn any other mutations.

Chaos Dwarf Sorceror Special Rules: Wizard, from the Chaos Rituals spell list. You may only have 1 Spell/prayercaster per warband.

Chaos Dwarf Sorceror Special Troops; 0-5 Dwarf Warriors, 0-5 Orc Boyz, 0+ Hobgoblin Gits, 0+ Goblin Warriors, 0+ Familiars, 0-5 Golems, 0-1 Elemental (Fire, Lava).

Equipment Lists: Weapon: Vanguard List; Missile: None; Armor: Greater Armor List (Reminder: can't wear armor and cast without "Warrior Wizard" skill.)

Additional Equipment: Steel Whip, Pistol.

Skills: Combat, Academic, Strength, and Special Dwarf skills (see Dwarf Treasure Hunter warband).

Special Skill: Demon Soul.

Chaos Dwarf Bull/Boar Centaur Special Rules: Chaos Dwarf.

Chaos Dwarf Special Troops; 0-5 Dwarf Warriors, 0-5 Orc Boyz, 0+ Hobgoblin Gits, 0+ Goblin Warriors, 0-5 Human Slaves

Equipment Lists: Weapon: Vanguard List; Missile: None; Armor: Greater Armor List.

Additional Equipment: Pistol

Skills: Combat, Strength, and Special Dwarf skills (see Dwarf Treasure Hunter warband).

Special Skill: Demon Soul.

Norse Dwarf Special Rules: **Drunken:** Norse Dwarves are inclined to drink vast quantities of noxious beer and looted wine and spirits before battle, working themselves up into a drunken frenzy. Roll 1D6 at the start of each turn. On a roll of 1, they must test for *stupidity* that turn. On a roll of 2-5 nothing happens and on the roll of a 6 they become subject to *frenzy* for that turn. Whilst subject to both *stupidity* and *frenzy* they are immune to all other forms of psychology.

Norse Dwarf Special Troops; 0-5 Dwarf Warriors, 0-5 Dwarf Beardlings, 0-5 Human Fanatics, 0+ Human Marauders, 0-5 Dwarf Drunks.

Equipment Lists: Weapon: Regiment and Brute Lists; Missile: None; Armor: Lesser Armor List

Additional Equipment: Crossbow, Throwing Axe.

Skills: Combat, Shooting, Strength, and Special Dwarf skills (see Dwarf Treasure Hunter warband). May also learn ONE Special Skill from the Norse Warband.

#### ELF CHAMPIONS

	M	WS	BS	S	T	W	I	A	Ld	Cost	Exp	Alliance
High Elf Ranger	5	4	4	3	3	1	6	1	8	40	8	Good
Wood Elf Ranger	5	4	4	3	3	1	6	1	8	40	8	Good
Dark Elf Champion	5	4	4	3	3	1	6	1	8	40	8	Evil
High/ Wood Elf Rider	5	4	4	3	3	1	6	1	8	45	10	Good
Dark Elf Rider	5	4	4	3	3	1	6	1	8	45	10	Evil
High Elf Swordmaster	5	5	4	3	3	1	6	1	8	50	10	Good
High Elf White Lion	5	4	4	4	3	1	6	1	8	50	10	Good
Wood Elf Wardancer	5	5	4	3	3	1	6	1	8	45	8	Good
Witch Elf	5	5	4	3	3	1	6	1	8	60	10	Evil
Wood Elf Beastmaster	5	4	4	3	3	1	6	1	8	45	8	Good
Dark Elf Beastmaster	5	4	4	3	3	1	6	1	8	45	8	Evil
0-1* High Elf Mage	5	4	4	3	3	1	6	1	8	55	12	Good
0-1* Wood Elf Mage	5	4	4	3	3	1	6	1	8	55	12	Good
0-1* Dark Elf Sorceress	5	4	4	3	3	1	6	1	8	55	12	Evil
DE Assassin	5	5	4	3	3	1	6	1	8	50	10	Evil
Sea Elf Fighter	5	4	4	3	3	1	6	1	7	40	8	Neutral

\*Reminder: Cannot hire more than 1 Caster in any warband.

All Elves have the following bonus: **Excellent Sight:** Elves can spot *Hidden* enemies from twice as far away than normal warriors. (ie twice their Initiative value in inches).

High Elf Ranger Special Rules: None

Troops: 0-5 Elf Warriors, 0-5 Elf Rangers, 0-5 Elf Novices, 0-5 Elf Guards

Equipment Lists: Weapon: Vanguard; Missile: Bow; Armor: Greater Armor

Skills: Combat, Shooting, Speed. He may also learn any Special skills from the Shadow Warband.

Wood Elf Ranger Special Rules: No penalty for moving through wooded terrain.

Troops: 0-5 Elf Warriors, 0-5 Elf Rangers, 0-5 Elf Novices, 0-5 Crazy Elves, 0-5 Fast Animals, 0-1 Treekin

Equipment Lists: Weapon: Vanguard; Missile: Bow; Armor: Lesser Armor

Skills: Combat, Shooting, Speed. He may also learn any Special skills from the Shadow Warband.

Dark Elf Champion Special Rules: Hates High Elves.

Dark Elf Champion Special Troops: 0-5 Elf Warriors, 0-5 Elf Rangers, 0-5 Elf Novices, 0-5 Elf Guards, 0-5 Crazy Elves, 0-5 Human Slaves

Equipment Lists: Weapon: Vanguard; Missile: Crossbow; Armor: Greater Armor

Additional Equipment: Steel Whips

Skills: Combat, Shooting, Speed. He may also learn any Special skills from the Lustria Dark Elf Warband.

High/Wood Elf Rider Special Rules: Starts with the skill 'Ride Elven Steed'. Origin: when hired, choose which region the Elf belongs to: High Elf or Wood Elf.

Wood Elf Special Rules: No penalty for moving through wooded terrain.

High/Wood Elf Rider Special Troops: 0-5 Elf Warriors, 0-5 Elf Rangers, 0-5 Elf Novices, 0-5 Fast Animals

High Elf Rider Equipment Lists: Weapon: Vanguard; Missile: Bow; Armor: Greater Armor

Wood Elf Equipment Lists: Weapon: Vanguard; Missile: Bow; Armor: Lesser Armor

Skills: Combat, Shooting, Speed, Riding. He may also learn any Special skills from the Shadow Warband

Dark Elf Rider Special Rules: Starts with the skill 'Ride Elven Steed' or 'Ride Cold One Steed'. Hates High Elves. The mount is purchasable at start-up for this hero.

Dark Elf Rider Special Troops: 0-5 Elf Warriors, 0-5 Elf Rangers, 0-5 Elf Novices, 0-5 Cold One Hounds, 0-5 Human Slaves

Equipment Lists: Weapon: Vanguard; Missile: Crossbow List; Armor: Greater Armor

Additional Equipment: Bow

Skills: Combat, Shooting, Speed, Riding. He may also learn any Special skills from the Dark Elf Warband.

White Lion Special Rules: None

Troops: 0-5 Elf Warriors, 0-5 Elf Rangers, 0-5 Elf Novices, 0-5 Elf Guards, 0-5 Heavy Animals

Equipment Lists: Weapon: Vanguard; Missile: Bow; Armor: Greater Armor

Skills: Combat, Strength, Speed. He may also learn any Special skills from the Shadow Warband.

Swordmaster Special Rules: May never use missile weapons. Starts with skill 'Strongman'.

Swordmaster Special Troops: 0-5 Elf Warriors, 0-5 Elf Rangers, 0-5 Elf Novices, 0-5 Elf Guards

Equipment Lists: Weapon: Vanguard; Missile: None; Armor: Greater Armor

Additional Equipment: Swordmaster Blade (see Equipment section for rules).

Skills: Combat, Strength, Speed. He may also learn any Special skills from the Shadow Warband. May not learn 'Resilient'.

Wardancer Special Rules: May never use missile weapons or wear armor. Immune to Psychology. Starts with 'Fey Quickness' Ability. No penalty for moving through wooded terrain.

Swordmaster Special Troops: 0-5 Elf Warriors, 0-5 Elf Rangers, 0-5 Elf Novices, 0-5 Crazy Elves, 0-5 Fast Animals, 0-1 Treekin

Equipment Lists: Weapon: Regiment; Missile: None; Armor: None

Additional Equipment: Swordmaster Blade & Tattoos (see Equipment section for rules on both).

Skills: Combat, Strength, Speed. He may also learn the Special skills "Fey Quickness" and 'Fury of Khaine' from the Dark Elf Warband list. May not learn 'Resilient'.

Witch Elf Champion Special Rules: Hates High Elves. May never use missile weapons. The Witch Elf starts each game Frenzied.

Dark Elf Champion Special Troops: 0-5 Elf Warriors, 0-5 Elf Rangers, 0-5 Elf Novices, 0-5 Crazy Elves, 0-5 Human Slaves

Equipment Lists: Weapon: Regiment & Brute; Missile: None; Armor: Lesser Armor List

Additional Equipment: Weeping Blades, Dark Elf Blades.

Skills: Combat & Speed. She may also learn any Special skills from the Lustria Dark Elf Warband.

Wood Elf Beastmaster Special Rules: Tamer: All friendly animals within 6" may use the Beastmaster's Leadership. No penalty for moving through wooded terrain.

Beastmaster Special Troops: 0-5 Elf Rangers, 0-5 Elf Novices, 0+ Small Animals, 0-5 Fast Animals, 0-5 Heavy Animals, 0-1 Large Animal, 0-1 Treekin.

Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: Lesser Armor

Skills: Combat and Speed. He may also learn any Special skills from the Shadow Warband. May also learn the Beastmaster Skill from the Border Town Burning campaign (BTB PDF 1)

Dark Elf Beastmaster Special Rules: Hates High Elves. Tamer: All friendly animals (and slaves) within 6" may use the Beastmaster's Leadership.

Dark Elf Beastmaster Special Troops: 0-5 Elf Novices, 0-5 Human Slaves, 0+ Small Animals, 0-5 Fast Animals, 0-5 Heavy Animals, 0-1 Large Animal, 0-5 Cold One Hounds

Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: Lesser Armor

Additional Equipment: Steel Whip

Skills: Combat and Speed. He may also learn any Special skills from the Lustria Dark Elf Warband. May also learn the Beastmaster Skill from the Border Town Burning campaign (BTB PDF 1)

High Elf Mage Special Rules: Wizard. Upon purchase, choose ONE of the following spell lists; Shadow Warrior Magic (Shadow Warrior Warband), Spells of the Lothorn Sea (Lothorn Sea Patrol) or the Spells of the Djed'hi (Elf Mage HS). You may only have 1 Spell/prayercaster per warband.

Special Troops: 0-5 Elf Warriors, 0-5 Elf Rangers, 0-5 Elf Novices, 0-5 Elf Guards, 0+ Familiars, 0-5 Golems  
Equipment Lists: Weapon: Regiment; Missile: Bow; Armor: Greater Armor (Reminder: Can't wear armor and cast spells without "Warrior Wizard" skill)

Skills: Academic and Speed. He may also learn any Special skills from the Shadow Warband.

Wood Elf Mage Special Rules: Wizard. Upon purchase, choose ONE of the following spell lists; Shadow Warrior Magic (Shadow Warrior Warband), Prayers of Taal (Ostlanders Warband... treat as Spells, not Prayers), or the Spells of the Djed'hi (Elf Mage HS). You may only have 1 Spell/prayercaster per warband. No penalty for moving through wooded terrain.

Special Troops: 0-5 Elf Warriors, 0-5 Elf Rangers, 0-5 Elf Novices, 0-5 Crazy Elves, 0-5 Fast Animals, 0+ Familiars, 0-1 Treekin

Equipment Lists: Weapon: Regiment; Missile: Bow; Armor: Lesser Armor

Skills: Academic and Speed. He may also learn any Special skills from the Shadow Warband.

Dark Elf Sorceress Special Rules: Wizard. Learns 1 Spell from the Dark Elf Magics (Lustrian Dark Elf warband) OR Shoornal Spell (from the Chaos Marauder warband list). She will continue to learn spells from that chosen list. You may only have 1 Spell/prayercaster per warband.

Special Troops: 0-5 Elf Warriors, 0-5 Elf Rangers, 0-5 Elf Novices, 0-5 Crazy Elves, 0-5 Human Slaves, 0+ Familiars, 0-1 Elemental (Air, Water, Fire, Fen, Frost)

Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: Greater Armor (Reminder: Can't wear armor and cast spells without "Warrior Wizard" skill)

Additional Equipment: Dark Elf Blades & Steel Whip.

Skills: Academic and Speed. He may also learn any Special skills from the Dark Elf Warband.

Dark Elf Assassin Special Rules: Infiltrate, Hates High Elves.

Dark Elf Champion Special Troops: 0-5 Elf Warriors, 0-5 Elf Rangers, 0-5 Elf Novices, 0-5 Crazy Elves, 0-5 Human Slaves

Equipment Lists: Weapon: Vanguard List, Missile: Crossbow & Short Range List, Armor: Lesser Armor List

Additional Equipment: Weeping Blades

Skills: Combat, Shooting, Speed. He may also learn any Special skills from the Lustria Dark Elf Warband, or the skill, "Perfect Killer": "All attacks made by the assassin, whether in shooting or close combat, have an extra -1save modifier to represent his skill in striking at unarmored spots."

Sea Elf Fighter Special Rules: Outlaw – The Sea Elf counts as an Outlaw / Pirate.

Troops: 0-5 Elf Warriors, 0-5 Elf Rangers, 0-5 Elf Novices, 0-5 Human Sea Dogs, 0-5 Human Drunks

Equipment Lists: Weapon: Vanguard; Missile: Bow & Blackpowder Lists; Armor: Lesser Armor List



Additional Equipment: Belaying Pin, Cat o' Nine Tails, Hook Hand, Peg Leg  
 Skills: Combat, Shooting, Speed. He may also learn any Special skills from the Pirate Warband, and 1 Skill from the Sartosa Pirate Skill List.

#### LIZARDMEN CHAMPIONS

	M	WS	BS	S	T	W	I	A	Ld	Cost	Exp	Alliance
0-1 Skink Priest*	6	2	3	3	2	1	4	1	7	30	8	Good
Skink Beastmaster	6	3	3	3	2	1	4	1	6	30	8	Good
Skink Chameleon	6	2	4	3	2	1	4	1	6	40	8	Good
Skink Great Crest	6	3	3	4	2	1	4	1	6	35	8	Good
0-1 Saurus Temple Guard#	4	4	0	4	4	1	2	1+1	8	60	11	Good
0-1 Zoat#	7	4	0	3	4	1	2	1+1	8	80	15	Neutral
Troglodyte Beastmaster	4	2	2	4	4	1	1	1	6	35	8	Neutral
Troglodyte Rider	4	3	2	4	4	1	1	1	7	40	8	Neutral

\*Reminder: You may not have more than one caster in the warband at a time.

# Zoats and Temple Guards are Restricted. You may not have more than one Champion with the Restricted tag in a single Dogs of War band. (This means you may not have two of the same champion, nor have two different warriors that are both labeled Restricted.)

Skink Priest Special Rules: Aquatic, Coldblooded, Scaly Skin 6+. Wizard; you may only have 1 Spell/prayer caster each warband. May learn from the Lizardman Magic spell list (see Lustria Lizardman Warband.)

Skink Priest Special Troops: 0+ Skinks, 0-4 Saurus Braves, 0-1 Kroxigor, 0+ Small Animals, 0-1 Elemental (Water, Fen)

Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: None

Additional Equipment: Shields

Skills: Academic & Speed. It may also learn Special skills from the Lustrian Lizardman Warband.

Skink Beastmaster Special Rules: Aquatic, Coldblooded, Scaly Skin 6+. Tamer: All friendly animals within 6" may use the Beastmaster's Leadership.

Skink Beastmaster Special Troops: 0+ Skinks, 0-4 Saurus Braves, 0-1 Kroxigor, 0+ Small Animals, 0-5 Cold One Hounds, 0-1 Large Animal

Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: None

Additional Equipment: Shield, Leather Whip

Skills: Shooting & Speed, and Special skills from the Lustrian Lizardman Warband. May also learn the Beastmaster Skill from the Border Town Burning campaign (BTB PDF 1).

Skink Great Crest Special Rules: Aquatic, Coldblooded, Scaly Skin 6+. Starts with 'Ride Cold One Steed'.

Skink Great Crest Special Troops: 0+ Skinks, 0-4 Saurus Braves, 0-1 Kroxigor, 0+ Small Animals, 0-5 Cold One Hounds.

Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: None

Additional Equipment: Halberd, Shields, Helmet. May also wear Light Armor (and only Light Armor), but costs double to purchase. He may not wear Light Armor that has been worn by anyone but a Lizardman.

Skills: Combat, Shooting, Speed, and Riding. It may also learn Special skills from the Lustrian Lizardman Warband.

Skink Chameleon Special Rules: Aquatic, Coldblooded, Scaly Skin 6+. The Chameleon starts with the Skink skills 'Infiltration' and 'Great Hunter.'

Skink Chameleon Special Troops: 0+ Skinks, 0-4 Saurus Braves, 0-1 Kroxigor, 0+ Small Animals.

Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: None

Additional Equipment: Shields.

Skills: Shooting & Speed. It may also learn Special skills from the Lustrian Lizardman Warband

Saurus Totem Warrior Special Rules: Coldblooded, Scaly Skin 5+. Bite attack: Saurus have a powerful bite attack, this bite attack uses the Saurus' own Strength to wound and receive no penalty for not using a weapon. The Bite attack always strikes last, regardless of who charged or which weapon is used. The Bite even attacks after Double-Handed Weapons.

Saurus Special Troops: 0+ Skinks, 0-4 Saurus Braves, 0+ Small Animals, 0-5 Cold One Hounds.

Equipment Lists: Weapon: Regiment & Brute; Missile: None; Armor: None

Additional Equipment: Halberd, Shields, Helmet. May also wear Light Armor (and only Light Armor), but costs double to purchase. He may not wear Light Armor that has been worn by anyone but a Lizardman.

Skills: Combat & Strength. It may also learn Special skills from the Lustrian Lizardman Warband.

### **Zoats & Troglodytes – Editor's Note:**

There's a good chance that you've never heard of Zoats or Troglodytes – I would not blame you, as they have not been a part of Warhammer for a long time. If your group chooses not to use them in their campaign, that's fine. If you are curious, here's some more info of how they might fit in:

**Zoats:** From the waist up, they resemble Saurus, but from the waist down, they are four-footed lizards with extra thick scales. They are telepathic creatures- which is possibly the reason that the jealous Slann ordered them hunted down and killed thousands of years ago. The handful of zoats that survive today are the last of their breed, and must choose whether to remain in isolation, or to join the ranks against those that would disturb their jungle homes. Zoot miniatures: If you cannot find a Zoot miniatures, here's a few suggestions for proxies/conversions:

**Proxy:** The Reaper "Gor-Gor" (a rhino-centaur) is great. Also a great basis for a conversion (all it needs is a head & tail swap!)

**Conversion:** Use above "Gor-Gor". OR use a Saurus converted onto a Cold One.

**Base Size:** Cavalry Base.

Max Stats	M	WS	BS	S	T	W	I	A	LD
Zoot	7	7	0	4	5	3	5	4+1	10

**Troglodytes:** Extremely slow lizardman creatures that occasionally surface at various points of the globe. It is hard to determine if they were the evolutionary template upon which the Old Ones built the Saurus, or whether they are degenerated Saurus, spawned from corrupted and neglected spawning pools.

**Proxy:** Use Saurus. The old 5<sup>th</sup> Edition Saurus are even better.

**Conversions:** Clip off the fins, and decorate them with small patches of chain mail & metal armor.

**Base:** 25 mm.

Max Stats	M	WS	BS	S	T	W	I	A	LD
Troglodyte	4	5	5	5	5	3	4	4	8

**Incorporating Older Lizardmen Models:** We decided against creating new models based on the old Slann warrior models. However, they work great as proxy for Skinks. This makes them swift and aquatic jungle warriors – definitely fitting!

**Zoat Warrior Special Rules:** Coldblooded, Scaly Skin 4+.

**Stomp attack:** Zoats have a powerful stomp attack, that uses the Zoat's own Strength to wound and receive no penalty for not using a weapon.

Same max stats as Saurus, except Movement 7. 40mm base.

Zoat Special Troops: 0+ Skinks, 0-5 Troglodyte Warriors, 0-4 Saurus Braves, 0+ Small Animals, 0-5 Cold One Hounds

Equipment Lists: Weapon: Regiment & Brute; Missile: None; Armor: None

Additional Equipment: Halberd

Skills: Combat & Strength. It may also learn Special Saurus skills from the Lustrian Lizardman Warband.

**Troglodyte Beastmaster Special Rules: Tamer:** All friendly animals within 6" may use the Beastmaster's Leadership. **Cold Blooded:** Troglodytes are Cold-blooded, and roll 3D6 for each Psychology test, using the lowest 2D6. **Stupidity:** Troglodytes are even simpler than Saurus, and they suffer stupidity. They are Cold-Blooded, and use 3D6 for Stupidity tests, using the lowest 2D6 rolled. **Scaly Skin:** Troglodytes have tough scaly skin, and are considered to have a 6+ armour save. This save cannot be modified beyond 6 due to strength modifiers but any result of 'no save' on the injury chart will negate the unmodified 6+ save. **Warm-Blood Mistrust:** A troglodyte may NOT use the Leadership of any Warm-Blooded model, including your Leader. However, if a Troglodyte is within 6" of a friendly Coldblooded hero, he may use that hero's Leadership instead of his own.

**Beastmaster Special Troops:** 0-5 Troglodyte Warriors, 0-1 Kroxigor, 0+ Small Animals, 0-5 Fast Animals, 0-5 Cold One Hounds, 0-1 Large Animal

**Equipment Lists:** Weapon: Regiment; Missile: Short Range; Armor: None

**Additional Equipment:** Bow, Helmet, Shield, Leather Whip, Shields, Helmet. May also wear Light Armor (and only Light Armor), but costs double to purchase. He may not wear Light Armor that has been worn by anyone but a Lizardman.

**Skills:** Combat, Strength, and Saurus Special skills from the Lustrian Lizardman Warband. May also learn the Beastmaster Skill from the Border Town Burning campaign (BTB PDF 1).

**Troglodyte Rider Special Rules: Rider:** Starts with the skill "Ride Cold One" (see Blazing Saddles for rules). **Cold Blooded:** Troglodytes are Cold-blooded, and roll 3D6 for each Psychology test, using the lowest 2D6. **Stupidity:** Troglodytes are even simpler than Saurus, and they suffer stupidity. They are Cold-Blooded, and use 3D6 for Stupidity tests, using the lowest 2D6 rolled. If a Troglodyte is mounted on a Cold One, they only have to take one leadership test each turn, not one each. **Scaly Skin:** Troglodytes have tough scaly skin, and are considered to have a 6+ armour save. This save cannot be modified beyond 6 due to strength modifiers but any result of 'no save' on the injury chart will negate the unmodified 6+ save. **Warm-Blood Mistrust:** A troglodyte may NOT use the Leadership of any Warm-Blooded model, including your Leader. However, if a Troglodyte is within 6" of a friendly Coldblooded hero, he may use that hero's Leadership instead of his own.

**Beastmaster Special Troops:** 0-5 Troglodyte Warriors, 0-1 Kroxigor, 0-5 Cold One Hounds, 0+ Skink Braves

**Equipment Lists:** Weapon: Regiment; Missile: Short Range; Armor: None

**Additional Equipment:** Cold One Mount, Bow, Helmet, Shield, Leather Whip, Shields, Helmet. May also wear Light Armor (and only Light Armor), but costs double to purchase. He may not wear Light Armor that has been worn by anyone but a Lizardman.

**Skills:** Combat, Strength, and Saurus Special skills from the Lustrian Lizardman Warband. May also learn the Beastmaster Skill from the Border Town Burning campaign (BTB PDF 1).

#### BEASTMEN CHAMPIONS

	M	WS	BS	S	T	W	I	A	Ld	Cost	Exp	Alliance
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Bestigor	5	4	3	4	4	1	3	1	7	45	8	Evil
Beastman Beastmaster	5	4	3	3	4	1	3	1	7	45	8	Evil
0-1 Beastman Shaman*	5	4	3	3	4	1	3	1	6	45	11	Evil
0-1 Centigor#	8	4	3	4	4	1	3	1(2)	7	80	11	Evil
Beastman Mutant	5	4	3	3	4	1	3	1	7	40+	8	Evil

\*Reminder: You may not have more than one caster in the warband at a time.

# Centigors are Restricted. You may not have more than one Champion with the Restricted tag in a single Dogs of War band. (This means you may not have two of the same champion, nor have two different warriors that are both labeled Restricted.)

Bestigor Special Troops: 0+ Beastmen Ungors, 0-5 Beastmen Gors, 0-5 Heavy Animals, 0-1 Minotaur  
Equipment Lists: Weapon: Regiment; Missile: None; Armor: Greater Armor  
Additional Equipment: Halberd, Throwing Knives  
Skills: Combat & Strength. Also may learn Special skills from the EiF Beastmen Warband.

Beastman Beastmaster Special Rules: Tamer: All friendly animals (and slaves) within 6" may use the Beastmaster's Leadership.

Beastmaster Special Troops: 0+ Beastmen Ungors, 0-5 Beastmen Gors, 0-5 Human Slaves, 0+ Small Animals, 0-5 Fast Animals, 0-5 Heavy Animals, 0-1 Minotaur, 0-1 Large Animal.

Equipment Lists: Weapon: Regiment; Missile: None; Armor: Greater Armor

Additional Equipment: Halberd, Throwing Knives, Steel Whip

Skills: Combat & Strength. Also may learn Special skills from the EiF Beastmen Warband. May also learn the Beastmaster Skill from the Border Town Burning campaign (BTB PDF 1)

Beastman Shaman Special Rules: Wizard, may have only 1 Spellcaster per warband. Spell Lists (Choose 1 Upon Purchase): Chaos Rituals, Onogal Rituals (Chaos Maruaders), Shoornal Rituals (Chaos Maruaders), Tchar Rituals (Chaos Maruaders).

Beastman Shaman Special Troops: 0+ Beastmen Ungors, 0-5 Beastmen Gors, 0-5 Heavy Animals, 0-1 Minotaur, 0-1 Spawn, 0-1 Elemental (Wood, Fen).

Equipment Lists: Weapon: Regiment; Missile: None; Armor: Lesser Armor (Reminder: Can't Cast & Wear Armor)

Additional Equipment: Halberd

Skills: Combat & Speed. Also may learn Special skills from the EiF Beastmen Warband.

Centigor Special Rules: Roll 1D6 each turn. On a 1, treat him as Stupid. On a 6, treat him as Frenzied.

Centigor Special Troops: 0+ Beastmen Ungors, 0-5 Beastmen Gors, 0-5 Heavy Animals.

Equipment Lists: Weapon: Regiment; Missile: None; Armor: Greater Armor

Additional Equipment: Halberd

Skills: Combat & Strength. Also may learn Special skills from the EiF Beastmen Warband.

Beastman Mutant Special Rules: Must start with one or more Mutations, purchased from any ONE Mutations list (Possessed, Carnival of Chaos, etc). Each mutation past the first mutation costs double.

Beastman Mutant Special Troops: 0+ Beastmen Ungors, 0-5 Beastmen Gors, 0-5 Heavy Animals, 0-1 Minotaur, 0-1 Spawn

Equipment Lists: Weapon: Regiment; Missile: None; Armor: Greater Armor

Additional Equipment: Halberd

Skills: Combat & Speed. Also may learn Special skills from the EiF Beastmen Warband.

## SKAVEN CHAMPIONS

	M	WS	BS	S	T	W	I	A	Ld	Cost	Exp	Alliance
Fangleader	5	4	3	4	3	1	5	1	6	35	8	Evil
Gutter Runner	6	4	3	3	3	1	5	1	6	35	8	Evil
0-1 Assassin#	6	4	3	4	3	1	5	1	6	45	12	Evil
Plague Monk	5	4	3	3	4	1	5	1	6	45	8	Evil
Skyre Warp Engineer	5	3	3	3	3	1	4	1	6	45	10	Evil
0-1 Skaven Sorceror*	5	3	3	3	3	1	4	1	6	45	8	Evil
Skaven Packmaster	5	3	3	3	3	1	4	1	7	35	8	Evil
Skaven Mutant	5	3	3	3	3	1	4	1	6	25+	8	Evil

\*Reminder: You may not have more than one caster in the warband at a time.

# Skaven Assassins are Restricted. You may not have more than one Champion with the Restricted tag in a single Dogs of War band. (This means you may not have two of the same champion, nor have two different warriors that are both labeled Restricted.)

Storm Vermin Special Troops: 0+ Skaven Warriors, 0-5 Stormvermin, 0+ Small Animals, 0-1 Rat Ogre, 0+ Skaven Slaves, 0-5 Skaven Monks.

Equipment Lists: Weapon: Vanguard; Missile: Short Range; Armor: Greater Armor

Skills: Combat, Strength, Speed. May also choose skills from the Skaven Eshin warband.

Gutter Runner Special Troops: 0+ Skaven Warriors, 0-5 Stormvermin, 0+ Small Animals, 0-1 Rat Ogre, 0+ Skaven Slaves.

Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: Lesser Armor

Additional Equipment: Fighting Claws, Weeping Blades

Skills: Combat, Shooting, Speed. May also choose skills from the Skaven Eshin warband.

Assassin Special Rules: Perfect Killer; -1 Armor Save in combat and shooting.

Assassin Special Troops: 0+ Skaven Warrior, 0+ Small Animals, 0-5 Stormvermin, 0-1 Rat Ogre.

Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: Lesser Armor

Additional Equipment: Fighting Claws, Weeping Blades

Skills: Combat, plus choose three: Academic, Shoot, Strength, or Speed. May also choose skills from the Skaven Eshin warband.

Plague Monk Special Troops: 0+ Skaven Warriors, 0+ Small Animals, 0-1 Rat Ogre, 0+ Skaven Slaves, 0-5 Skaven Monks.

Equipment Lists: Weapon: Regiment & Brute; Missile: None; Armor: Lesser Armor

Additional Equipment: Sling, Disease Dagger, Censer (see Pestilans Warband).

Skills: Combat, plus choose three: Academic, Shoot, Strength, or Speed. May also choose skills from the Skaven Pestilan warband.

Skyre Warp Engineer Special Rules: All pistols (including Warplock) have +3" range added to their maximum ranger, while handguns have +6".

Equipment Lists: Weapon: Regiment; Missile: Blackpowder; Armor: Greater Armor

Additional Equipment: Warp Blades, Poison Globes, Gas Masks, Insulation Robes, and use Warpstone Counters, based on the Relics of the Crusade Clan Skyre items.

Engineer Special Troops: 0+ Skaven Warriors, 0+ Small Animals, 0-1 Rat Ogre, 0+ Familiars, 0-5 Golems, 0+ Skaven Slaves.

Skills: Shooting, Academic & Speed.

Skaven Sorcerer Special Rules: Wizard; Starts knowing one spell (see Clan List for details). May only have 1 spellcaster per warband.

Clan: Upon hiring, you must choose a Clan for the Sorcerer; Eshin, Skyre, or Pestilans.

Eshin: Learns spells from the Horned Rat List. May use Weeping Blades & Fighting Claws, and may learn skills from the Clan Eshin (Default Skaven) Warband. May hire 0-5 Stormvermin as Special Troops.

Skyre: Learns spells from the Horned Rat List, or the Chain Lightning Spell. May use and purchase Warp Blades, Poison Globes, Gas Masks, Insulation Robes, and use Warpstone Counters (Relics of the Crusade). May hire 0+ Skaven Slaves as special troops.

Pestilans: Learns spells from the Horned Rat List OR the Touch of Onogal List (Chaos Marauders)- Choose which list upon purchase. May also use Disease Daggers and may learn Special Skills from the Pestilan Warband (See Pestilan Warband for details). May hire 0-5 Skaven Monks as Special Troops.

Sorcerer Special Troops: 0+ Skaven Warriors, 0+ Small Animals, 0-1 Rat Ogre, 0+ Familiars, 0-5 Golems, 0-1 Spawn, 0-1 Elemental (Fen).

Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: Lesser Armor (Reminder: May not wear armor and cast spells).

Skills: Shooting, Academic & Speed.

Skaven Packmaster Special Rules: Tamer; All friendly animals, slaves, and Rat Ogres within 6" may use the Packmaster's Leadership.

Skaven Packmaster Special Troops: 0+ Skaven Warriors, 0-5 Human Slaves, 0+ Skaven Slaves, 0+ Small Animals, 0-5 Fast Animals, 0-5 Heavy Animals, 0-1 Rat Ogre, 0-1 Large Animal

Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: Lesser Armor

Additional Equipment: Steel Whip

Skills: Combat, Strength, Speed. May also choose skills from the Skaven Eshin warband. May also learn the Beastmaster Skill from the Border Town Burning campaign (BTB PDF 1)

Skaven Mutant Special Rules: Must start with one or more Mutations, purchased from any ONE Mutations list (Possessed, Carnival of Chaos, etc). Each mutation past the first mutation costs double.

Skaven Mutant Special Troops: 0+ Skaven Warriors, 0+ Small Animals, 0-1 Rat Ogre, 0-1 Spawn, 0-5 Stormvermin, 0-5 Skaven Monks.

Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: Lesser Armor

Skills: Combat & Speed. May also choose skills from the Skaven Eshin warband. If the mutations are bought from the Carnival of Chaos warband, he instead learns skills from the Skaven Pestilan warband.

#### UNDEAD CHAMPIONS

	M	WS	BS	S	T	W	I	A	Ld	Cost	Exp	Alliance
0-1 Vampire Thrall#	5	4	3	4	4	1	5	1	7	65	15	Evil
0-1 Vampire Knight#	5	3	3	4	4	1	5	1	7	65	15	Evil
0-1 Dhampir#	5	3	3	4	4	1	5	1	8	65	12	Good
Tomb Guardian	4	3	2	4	3	1	3	1	7	40	8	Evil
0-1 Mummy Prince#	4	4	3	4	5	1	3	1	8	80	15	Evil
0-1 Liche*	4	2	2	3	3	1	3	1	7	55	12	Evil
Ghost Pirate	4	3	3	3	3	1	3	1	7	40	8	Evil

Note: For Human Necromancers, see 'Human Spellcasters.'

\*Reminder: You may not have more than one caster in the warband at a time.

# Vampires, Dhampirs and Mummies are Restricted. You may not have more than one Champion with the Restricted tag in a single Dogs of War band. (This means you may not have two of the same champion, nor have two different warriors that are both labeled Restricted.)

Undead Special Rules: "Undead" means Causes Fear, No Pain, Immune to Poison, and Immune to Psychology. They are also susceptible to blessed items, like Sigmarite Hammers.

Vampire Thrall Special Rules: Undead. Uses Vampire Max stats.

Vampire Thrall Special Troops: 0+ Zombies, 0+ Skeletons, 0-5 Dire Wolves, 0+ Small Animals, 0-5 Ghouls  
Equipment Lists: Weapon: Vanguard; Missile: Crossbow; Armor: Greater Armor List  
Skills: Combat, Strength, Speed.

Vampire Knight Special Rules: Undead. Uses Vampire Max stats. Starts with the skill 'Ride Nightmare'.

Vampire Thrall Special Troops: 0+ Zombies, 0+ Skeletons, 0-5 Dire Wolves, 0+ Small Animals, 0-5 Ghouls  
Equipment Lists: Weapon: Vanguard; Missile: None; Armor: Greater Armor List  
Skills: Combat, Strength, Speed, & Riding.

Dhampir Special Rules: Immune to being Stunned. Does not suffer Fear caused by Vampires, and does not count as Undead for spells and items. Uses Vampire Max stats.

Dhampir Special Troops: 0-5 Human Zealots, 0-5 Fast Animals, 0-5 Heavy Animals, 0-5 Human Fanatics  
Equipment Lists: Weapon: Vanguard; Missile: Crossbow; Armor: Greater Armor List  
Skills: Combat, plus choose 2: Academic, Strength, or Speed.

Tomb Guardian Special Rules: Undead, Cannot Run.

Tomb Guardian Special Troops: 0+ Zombies, 0+ Skeletons, 0-5 Dire Wolves, 0-5 Ghouls, 0-1 Abomination.  
Equipment Lists: Weapon: Vanguard; Missile: Bow; Armor: Greater Armor List  
Skills: Combat, Shooting, Strength.

Mummy Prince Special Rules: Undead, Cannot Run. All fire injuries deal double wounds.

Mummy Prince Special Troops: 0+ Zombies, 0+ Skeletons, 0+ Small Animals, 0-5 Dire Wolves, 0-5 Golems, 0-5 Ghouls.  
Equipment Lists: Weapon: Vanguard; Missile: Bow; Armor: Greater Armor List  
Skills: Combat and Strength.

Liche Special Rules: Undead. May not Run. Wizard. May only have one caster per warband. Spell Lists (Choose 1 Upon Purchase): Necromancy, Mortuary Cult Scroll (Tomb Guardian), Scrolls of Nagash (Necrach warband), Songs of Sorrow (Ghost Pirates).

Liche Special Troops: 0+ Zombies, 0+ Skeletons, 0-5 Dire Wolves, 0-5 Golems, 0-5 Ghouls, 0-1 Abomination, 0-1 Elemental (Air, Fire, Earth, Fen, Frost).

Equipment Lists: Weapon: Regiment; Missile: Bow; Armor: Greater Armor List (Reminder: Can't cast spells and wear armor.)  
Skills: Combat, Academic.

**Ghost Pirate Special Rules:** Undead (but does NOT have No Pain.) Ethereal: Ghost have the ability 'Ethereal', which gives a 4+ unmodifiable save against all attacks. It may not be used with Dodge or Step Aside, and has no affect against magical attacks (Spells, Prayers, Artifacts, Gromril, Ithilmar, & Silver Bullets.) Also, the model may take a leadership test in the movement phase: If successful, they may through any terrain piece and/or on top of water. If the model starts his next turn in the middle of a terrain piece or on top of water, they must take another Leadership test in the movement phase: if the test fails, the model is instantly taken out of action. However, after warband formation, all items cost double to purchase for Ethereal models. If the crew finds any items, roll a D6: on 5+ they can be used by both Ethereal and Non- Ethereal models. On 1-4, it can only be used by Non-Ethereal models.

Ghost Pirate Special Troops: 0+ Zombies, 0+ Skeletons, 0-5 Ghouls, 0-5 Human Sea Dogs  
 Equipment Lists: Weapon: Regiment; Missile: Blackpowder Lists; Armor: Lesser Armor List  
 Additional Equipment: Belaying Pin, Cat o' Nine Tails, Hook Hand, Peg Leg  
 Skills: Combat, plus choose 2: Shooting, Strength, or Speed. May also learn Pirate Skills from the Pirate Warband, and may learn 1 Sartosa Pirate Skill from the Sartosa Campaign Pirate Skill Chart.

#### FIMIR & GNOBLAR

	M	WS	BS	S	T	W	I	A	Ld	Cost	Exp	Alliance
0-1 Fianna Fimm#	4	4	2	4	4	1	2	1*	7	55	12	Evil
0-1 Fimir Dirach*#	4	3	2	4	4	1	2	1*	6	55	12	Evil
0-1 Fimm Herder#	4	3	2	4	4	1	2	1*	7	55	8	Evil
Toad Gnoblar	4	3	3	2	3	1	2	1	6	25	4	Evil
Boglar Shaman*	4	2	3	2	3	1	2	1	6	30	8	Evil
Gnoblar Manbiter	4	3	3	3	3	1	2	1	6	25	8	Evil

Heroes marked with a \* by their names are Casters. You may only have one caster hero per warband.

Heroes with a # marking are Restricted. You may not have more than one Champion with the Restricted tag in a single Dogs of War band. (This means you may not have two of the same champion, nor have two different warriors that are both labeled Restricted.)

#### FIMIR SPECIAL RULES:

##### Causes Fear.

**No Depth Perception:** Whenever a Fimir charges, it may only move 2D6", to a maximum of 8". A Fimir with the skill "Sprint" will charge 2D6", to a maximum of 12".

**Fog Born:** Fimir are born in mist and fog. They do not suffer any penalties for Mist or Fog (ex. The Lustria scenario "Fog of War," Dark Emissary spell "Fog of Death," etc.) They actually use the fog to gage the distance of their opponent better- in any scenario that involves fog, they temporarily lose the rule "No Depth Perception." They suffer rules for Darkness as normal.

**Bog Dweller:** Fimirs do not suffer penalty for moving through rivers, bogs, and swamp terrain. For bogs, they count as Aquatic. This does NOT apply to Salt Terrain (ex. Such as Ocean terrain in a Sartosa campaign).

**Tail Attack:** Most Fimirs have a tail that ends in a club or barb, making it an effective weapon. It is difficult to use to use when attacking a warrior from the front, but is deadly against multiple foes. If a Fimir is in combat with two or more standing opponents, he gains an extra Tail Attack - this tail rolls to hit as normal using the Fimir's strength, and does not gain bonuses or penalties for lack of weapons. When gaining this attack, the Fimir must attack at least 2 or models this attack phase. (Ex. A Fimir with two weapons is in combat with 2 orcs. He gains +1 attack from the Tail Attack, but cannot deliver all 3 attacks to one opponent. He must delegate two attacks to one model, and one to a different model- it does not matter which attacks are tail and which are hand weapon.)

**Proxy:** The Blood Moon miniatures "Bog Raiders" look almost exactly like Fimirs.

**Conversions:** Use a Saurus or Orc body. Use a Saurus head as a base, using greenstuff to mold a single



eye.

**Base:** 25 mm.

Max Stats	M	WS	BS	S	T	W	I	A	Ld
Fimir	4	7	4	5	5	3	5	4*	8

**Note:** We have based these Fimirs on the smaller, “correct” size from HeroQuest. If you own a Larger, 40mm based Fimir, you can still use it- instead, we recommend you use it as a proxy model for a Large model, such as an Ogre, Minotaur, or Kroxigor.

Fianna Fimm Special Rules: Fimir (see rules above)

Special Troops: 0-5 Fimir Shearl Slaves, 0-2 Fimm Warriors, 0+ Boglars, 0+ Gnoblar Flingers

Equipment Lists: Weapon: Regiment & Brute Lists; Missile: None; Armor: Lesser Armor List

Additional Equipment: Javelins & Bows

Skills: Combat, Strength, Speed.

Fimir Dirach Special Rules: Wizard- starts with one spell from the Chaos Rituals OR the Lore of Darkness [Dark Emissary] spell list (choose upon hiring. Uses the rules for Fimir (see Rules above).

Special Troops: 0-5 Fimir Shearl Slaves, 0-2 Fimm Warriors, 0+ Boglars, 0+ Familiars, 0-1 Elemental (Fen).

Equipment Lists: Weapon: Regiment; Missile: None; Armor: Lesser List (Reminder: Can’t wear armor and cast spells without “Warrior Wizard” skill)

Skills: Combat & Academic. May learn additional Chaos Rituals as skill choice.

Fimm Herder Special Rules: Herder: All friendly Slaves and animals within 6” may test off of the Herder’s Leadership. Fimir (see rules above.)

Fimm Herder Special Troops: 0-5 Fimir Shearl Slaves, 0-2 Fimm Warriors, 0+ Boglars, 0+ Gnoblar Flingers 0+ Goblin Warriors (Normal), 0-5 Heavy Animals, 0-5 Human Slaves

Equipment Lists: Weapon: Regiment List; Missile: Short Range; Armor: Lesser Armor List

Additional Equipment: Bola, Bow, Steel Whip

Skills: Combat, Plus 2 of the following: Strength, Shooting, Speed. May also learn the Beastmaster Skill from the Border Town Burning campaign (BTB PDF 1)

#### GNOBLAR SPECIAL RULES:

Gnoblar Special Rules: Count as Greenskins

Small hands: May never use Long bows, Elf Bows, Handguns, Long Rifles or Blunderbusses.

Sharp Stuff: Come armed with Sharp Stuff for free. This may never be sold (much like the free dagger.)

See the Equipment section for rules).

*Models: Gnoblars, Boglars, and even Toad-Gnoblars can be represented by Gnoblar models. Of course, if you have an Old Slann model, feel free to use that instead! (I knew that I’d work them in somewhere!)*

Max Stats	M	WS	BS	S	T	W	I	A	Ld
Gnoblar	4	5	6	3	4	3	5	4	7

Toad Gnoblar Special Rules: Gnoblars (see above). Aquatic. Suffers no penalties for moving through water or swamp terrain. Water ‘Respawn’: While in water, Toad Gnoblars count as having the skill “Jump Up”. Also, if taken out of action in water, roll 1D6 in the Post Game: on a 4+, the Toad-Gnoblar does not roll for Serious Injury in the post game.

Boglar Sludgesucker Special Troops: 0+ Goblin Warriors (Normal or Forest), 0+ Boglars, 0+ Goblin Flingers, 0-1 Troll, 0-5 Fimir Shearl Slaves

Equipment Lists: Weapon: Regiment List; Missile: Short Range List; Armor: Lesser List

Additional Equipment: Sharp Stuff (see Equipment PDF).

Special Skills: Combat, Shooting and Speed. May also learn the Skink Skills "Infiltrate" and "Great Hunter" from the Lizardman warband list.

Boglar Shaman Special Rules: Wizard. Starts with 1 Spell from the Forest Goblin Spell list OR the Lore of Darkness [from the Dark Emissary Hired Sword] (choose upon hiring.) You may only have One Spellcaster in a Dog of War warband.

Counts as a Greenskin. Aquatic. Suffers no penalties for moving through water or swamp terrain.

Troops: 0+ Goblin Warriors (Forest), 0+ Boglars, 0+ Goblin Flingers, 0-1 Troll, 0-5 Fimir Shearl Slaves, 0+ Familiars, 0-1 Elemental (Fen), 0+ Small Animals.

Equipment Lists: Weapon: Regiment List; Missile: None; Armor: Lesser List

Additional Equipment: Sharp Stuff (see Equipment PDF).

Special Skills: Combat and Speed. May also learn the Skink Skills "Infiltrate" and "Great Hunter" from the Lizardman warband list.

Gnoblar Manbiter Special Rules: Gnoblars (see above).

Special Troops: 0-1 Ogre Brute, 0+ Goblin Warriors (Normal), 0+ Boglars, 0+ Goblin Flingers, 0-1 Troll, 0-3 Snotling Mobs

Equipment Lists: Weapon: Regiment & Brute List; Missile: None Armor: Lesser List

Additional Equipment: Sharp Stuff (see Equipment PDF).

Special Skills: Combat and Speed. Manbiters may learn a single Strength skill from the Strength list.

SUPPORT HEROES – May choose 0-2 Support Heroes. Unlike Champions, they do not change your troop selection.

	M	WS	BS	S	T	W	I	A	Ld	Cost	Exp	Alliance
Human Youngblood	4	2	2	3	3	1	3	1	6	15	0	Neut
Human Cabin Boy	4	2	2	3	3	1	3	1	6	15	0	Neut
Human Acolyte	4	2	2	3	3	1	3	1	6	15	0	Neut
Human Scholar	4	2	2	3	3	1	3	1	6	25	0	Neut
Dwarf Youngblood	3	3	2	3	4	1	2	1	8	25	0	G/N/E
Dwarf Slayer Stubble	3	3	2	3	4	1	2	1	8	25	0	Good
Elf Novice	5	3	3	3	3	1	3	1	7	25	0	G/N/E
Orc Young'Un	4	2	2	3	4	1	2	1	6	20	0	Evil
Skaven Night Runners	6	2	3	3	3	1	4	1	4	20	0	Evil
Skaven Initiate	5	2	3	3	3	1	4	1	4	15	0	Evil
Halfling Scout	4	2	4	2	2	1	5	1	8	20	0	Good
Pygmy Hunter	4	3	3	2*	2	1	4	1	7	20	0	Neut
Skink Scout	6	2	3	3	2	1	4	1	6	25	0	Good
Gnoblar Scout	4	2	3	2	3	1	3	1	5	10	0	Neut
Goblin Scout	4	2	3	3	3	1	3	1	5	15	0	Evil
Goblin Tinker	4	2	3	3	3	1	3	1	5	15	0	Evil

Goblin Rider	4	2	3	3	3	1	3	1	5	20	0	Evil
Beastman Ungor Scout	5	3	3	3	3	1	3	1	6	25	0	Evil
Hobgoblin Scout	4	3	3	3	3	1	2	1	6	20	0	Evil
Kroak Scout	6	2	3	3	3	1	3	1	5	25	0	Evil
Undead Acolyte	4	2	2	3	3	1	3	1	6	15	0	Evil

#### Human Youngblood

Equipment Lists: Weapon: Vanguard; Missile: Crossbow, Bow & Blackpowder List; Armor: Greater Armor List

Skills: Combat, plus choose 1: Shooting, Strength or Speed.

#### Human Cabin Boy

Equipment Lists: Weapon: Regiment; Missile: Blackpowder Lists; Armor: Lesser Armor List

Additional Equipment: Rapier, Belaying Pin, Cat o' Nine Tails, Hook Hand, Peg Leg

Skills: Combat, plus choose 1: Shooting, Strength or Speed. May also learn Pirate Skills from the Pirate Warband, and one Sartosa Pirate Skill (see list at bottom for convenience).

#### Human Acolyte

Equipment Lists: Weapon: Regiment; Missile: Bow; Armor: Lesser Armor List

Skills: Academic, plus choose 1: Combat or Speed.

Human Scholar Special Rules: May start with one of the following special abilities

**Cartography:** The Scholar keeps a detailed map of where you have been. You may add or deduct 1 from a D6 when exploring.

**Physiology:** After all serious injuries have been resolved you may select a hero to re-roll his result

**Poetry:** The Scholar writes grand poems that increase the reputation of the warband throughout the land and inspires them to great deeds Your leader adds +1 to his Leadership for his first leadership test in a scenario if your warband won the last battle they fought Also, for one turn during a scenario the poet grants any friendly model within 6" +1 WS and +1 A.

Equipment Lists: Weapon: Regiment; Missile: Bow; Armor: Lesser Armor List

Skills: Academic, plus choose 1: Combat, or Speed

Dwarf Youngblood: Special Rules: Dwarf (Ignores Armor Penalty, Hard Head, Hard to Kill).

When purchased, Choose a Clan: Normal Dwarf is of Good Alliance and Hate Orcs and Goblins. Norse are Neutral. Chaos Dwarves are Evil.

Dwarf (Good) Special Rules: Hates Orcs and Goblins

Dwarf (Good) Equipment Lists: Weapon: Vanguard; Missile: Crossbow & Blackpowder; Armor: Greater Armor List

Norse Dwarf Equipment Lists: Weapon: Vanguard; Missile: None; Armor: Greater Armor List

Norse Dwarf Equipment: Throwing Axes

Chaos Dwarf Equipment Lists: Weapon: Vanguard; Missile: None; Armor: Greater Armor List

Chaos Dwarf Equipment: Blunderbuss

Skills: Combat plus choose 1: Shooting or Strength.

Dwarf Stubble Special Rules: Dwarf (Ignores Armor Penalty, Hard Head, Hard to Kill). May never wear armor or use non-thrown, non-blackpowder missiles.

Dwarf Equipment Lists: Weapon: Vanguard; Missile: None; Armor: None

Additional Equipment: Tattoos (see Armor list).

Skills: Combat & Strength. May also learn Slayer skills (see list at bottom). The first Slayer skill taken must be 'Death Wish'.

Elf Youngblood Special Rules: Excellent Sight: Elves can spot *Hidden* enemies from twice as far away than normal warriors. (ie twice their Initiative value in inches).

Choose Race: High Elf (Good); Wood Elf (Good); Sea Elf (Neutral); Dark Elf (Evil);

Wood Elf Special Rules: No penalty for moving through wooded terrain.

Sea Elf Special Rules: Counts as an Outlaw/Pirate.

Dark Elf Youngblood Special Rules: Hates High Elves.

High Elf Equipment Lists: Weapon: Vanguard; Missile: Bow; Armor: Greater Armor

Wood Elf Equipment Lists: Weapon: Vanguard; Missile: Bow; Armor: Lesser Armor

Sea Elf Equipment Lists: Weapon: Vanguard; Missile: Bow & Blackpowder Lists; Armor: Lesser Armor List

Sea Elf Additional Equipment: Belaying Pin, Cat o' Nine Tails, Hook Hand, Peg Leg

Equipment Lists: Weapon: Vanguard; Missile: Crossbow; Armor: Greater Armor

Additional Equipment: Steel Whips

Skills: Combat, plus choose 1: Shooting, Academic, or Speed. High & Wood Elves may also learn Special Skills from the Shadow Elf warband. Sea Elf Youngbloods may also learn any Special skills from the Pirate Warband, and 1 Skill from the Sartosa Pirate Skill List. Dark Elf Youngbloods may learn skills from the Lustrian Dark Elf warband.

#### Orc Young'Un

Equipment Lists: Weapon: Regiment & Brute Lists; Missile: None; Armor: Lesser Armor List

Additional Equipment: Bows and Crossbows.

Skills: Combat, plus choose 1: Shooting, Strength or Speed.

#### Skaven Night Runner

Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: Lesser Armor

Additional Equipment: Fighting Claws, Weeping Blades

Skills: Combat, plus choose 1: Shooting or Speed. May also learn Special skills from the Skaven Eshin warband.

Skaven Initiate Special Rules: Clan: Upon hiring, you must choose a Clan for the Sorcerer; Eshin, Skyre, or Pestilans.

Eshin: May use Weeping Blades & Fighting Claws, and may learn skills from the Clan Eshin (Default Skaven) Warband.

Skyre: May use and purchase Warp Blades, Poison Globes, Gas Masks, Insulation Robes, and use Warpstone Counters (Relics of the Crusade).

Pestilans: May also use Disease Daggers and may learn Special Skills from the Pestilan Warband (See Pestilan Warband for details).

Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: Lesser Armor

Skills: Choose two of the following: Combat, Academic, Speed.

#### Halfling Scout Special Rules:

Small hands: May never use Long bows, Elf Bows, Handguns, Long Rifles or Blunderbusses even if they gain an advance roll that would allow them to do so. Such big weapons are built for such tiny hands!

Forester: Suffers no penalty when moving through Wood terrain.

Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: Lesser Armor

Additional Equipment: Bow

Skills: Speed, plus choose 1: Shooting or Combat. May also learn the skill "Infiltrate".

Pygmy Hunter Special Rules: Small hands: May never use Long bows, Elf Bows, Handguns, Long Rifles or Blunderbusses even if they gain an advance roll that would allow them to do so. Such big weapons are built for such tiny hands!

Poisoned weapons: All Hand to Hand & shooting weapons from a Pygmy count as +1 Strength against models that are not immune to poison. Blowpipes gain +2 Strength. These do not modify armor save.  
Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: Lesser Armor  
Skills: Speed, plus choose 1: Shooting or Combat. It may also learn the Skaven Skill 'Infiltrate'.  
Max Stats: Same as a Halfling, except with Max WS 6 and Max BS 6.  
Base: 20mm

Skink Scout Special Rules: Aquatic, Coldblooded, Scaly Skin 6+.  
Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: None  
Additional Equipment: Shield  
Skills: Shooting & Speed. It may also learn Special skills from the Lustrian Lizardman Warband

Gnoblar Scout Special Rules: Small hands: May never use Long bows, Elf Bows, Handguns, Long Rifles or Blunderbusses even if they gain an advance roll that would allow them to do so. Such big weapons aren't built for such tiny hands! Counts as a Greenskin.  
Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: Lesser Armor  
Additional Equipment: Starts with a free Sharp Stuff (counts as a Belaying Pin.)  
Skills: Speed, plus choose 1: Shooting or Combat.

Goblin Scout Special Rules Small hands: May never use Long bows, Elf Bows, Handguns, Long Rifles or Blunderbusses even if they gain an advance roll that would allow them to do so. Such big weapons aren't built for such tiny hands!  
Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: Lesser Armor  
Additional Equipment: Squig Prodder. (See Da Mob warband).  
Skills: Speed, plus choose 1: Shooting or Combat.

Goblin Tinker Special Rules: Boom-Stuff: While a Goblin Tinker is in your Warband, you may purchase Fire Bombs for 35gc at Rare 6, and Flashpowder for 25gc at Rare 5.  
Small hands: May never use Long bows, Elf Bows, Handguns, Long Rifles or Blunderbusses even if they gain an advance roll that would allow them to do so. Such big weapons are t built for such tiny hands!  
Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: Lesser Armor  
Additional Equipment: Pistol  
Skills: Academic and Speed.

Goblin Rider Special Rules: Clan: When Purchased, choose: Wolf Rider or Spider Rider.  
Small hands: May never use Long bows, Elf Bows, Handguns, Long Rifles or Blunderbusses even if they gain an advance roll that would allow them to do so. Such big weapons aren't built for such tiny hands!  
Wolf Rider Special Rules: Starts with the Skill 'Ride Giant Wolf'.  
Wolf Rider Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: Lesser Armor  
Wolf Rider Additional Equipment: Giant Wolf  
Spider Rider Special Rules: Starts with the Skill "Ride Giant Spider". **Fear fire** – Forest Goblins fear any model with flaming attacks, carrying a lit item (lantern, torch, brazier), or any flame item. Likewise, any caster that performs a fiery spell within line of sight of a member of a Forest Goblin, or is maintaining a fire based spell (ex. Flaming Sword spell) causes fear for the entire game.  
Spider Rider Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: None  
Spider Rider Additional Equipment: Giant Spider, Tattoos, Shields  
Skills: Speed, Riding plus choose 1: Shooting or Combat.

Beastman Ungor Scout  
Equipment Lists: Weapon: Regiment; Missile: None; Armor: Greater Armor  
Additional Equipment: Javelins  
Skills: Combat and Speed.

Hobgoblin Scout Equipment Lists: Weapon: Regiment; Missile: None; Armor: Lesser Armor  
Additional Equipment: Bow, Short Bow, Cat o' Nine Tails  
Skills: Combat, plus choose 1: Shooting or Speed.

Kroak Scout Special Rules: Aquatic, Coldblooded. Same Max Stats as Skinks, except T4 and Ld 7.  
Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: Lesser Armor  
Skills: Shooting & Speed. It may also learn Special Skink skills from the Lustrian Lizardman Warband  
Base: 20mm.

Undead Acolyte Special Rules: Undead (Immune to Psych & Poison, No Pain, Causes Fear.) Can't Run.  
Equipment Lists: Weapon: Regiment; Missile: Bow; Armor: Greater Armor List  
Skills: Academic.