

WARHAMMER DOGS OF WAR



WARHAMMER
ARMIES

OFFICIAL
RULES

DOGS OF WAR

Armies for hire, by Alessio Cavatore

This is a tale of the Warhammer world – of warlords and bandits, of sell-swords and freebooters, and of brave adventurers who willingly risk all upon the battlefield for the chance to win measureless riches. They are the Dogs of War! This army list is part of the Ravening Hordes project, a temporary list that allows veteran players to incorporate Dogs of War into their armies. It's a list which will prove useful to any Warhammer player, whether he wishes to incorporate new mercenary units into an existing force, or raise an entire Dogs of War army.

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!

A NOTE ON TERMINOLOGY

In the Empire army book the terms 'Dogs of War' and 'Regiments of Renown' are used to mean the same thing, because at the time of writing, we hadn't made the distinction between the two terms. Hopefully you can work out what I meant.

We've had a look at the way Dogs of War units are included in armies and have changed the system slightly to that in the Army books published so far. Now, not all Dogs of War are Rare choices, some can be included in your army as Special choices. This may also vary from army to army.

Anyway, the rules for fielding Dogs of War and Regiments of Renown in non Dogs of War armies are clearly explained in this article and in the *For Hire* paragraph of each regiment in the following Regiments of Renown section.

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 tax-gathering 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.



Tilea – Home of the Mercenary



Tilea is the home of the mercenary, where Dogs of War go to find employment and where would-be lords and rulers go to find them. It is split into many squabbling republics and principalities, which ensures that there is always work for a warrior willing to fight for gold. No mercenary worth his sword will ever get bored in Tilea!

Every year, expeditions large and small set off for the fabled lands of Lustria and Cathay, seeking new trade routes or simply off to plunder. This makes Tilea a magnet for every scoundrel with a lust for gold and an eye for adventure. It is a hero's starting point in countless tales of daring exploits, brave rescues, and impossible deeds – and some stories are true!

THE DOGS OF WAR ARMY LIST

This Dogs of War army list is part of the Ravening Hordes project. Ravening Hordes is a complete set of army lists that allows veteran Warhammer players to convert their existing armies into a suitable format for the new version of the Warhammer game. Ravening Hordes is not a permanent addition to the Warhammer range – the idea is to enable players to get by until such time as the new Warhammer Armies supplements are ready. Players should be aware that the new Warhammer Armies supplements will supersede and to some degree change the temporary information given in Ravening Hordes – we don't know quite how though as we haven't written them all yet!

As the idea behind Ravening Hordes is to enable existing players to 'get by', we call this a set of 'get you by' army lists. If you are a new player, you might find these lists interesting as an insight into the armies we will be revising in the future. However, bear in mind that not all of the troop types described are currently available and that some will change when the new Warhammer Armies books come out. We recommend that new players consider collecting one of the new armies described in the new Warhammer Armies supplements and for which all the redesigned models are available. The new Armies books have begun to be released, and a further volume will be added every few months.

We've prepared the Ravening Hordes lists because we are all Warhammer players who own large armies, some of which contain models collected over many years of gaming. Just like everyone else, we want to be able to continue to use our existing armies right now, so Ravening Hordes has been created to enable us to do just that. Of course, that won't stop us collecting new armies of new models or adding to our existing armies. Ultimately, however, we know that some old troops may have to be retired for most purposes because they don't quite 'fit in' with the new rules. As yet we don't know exactly what things are going to change – we've still got many hard hours of playing and testing to go...

CHOOSING AN ARMY FOR BATTLE

The Dogs of War army uses the same system as the other Ravening Hordes lists for selecting forces for battle. This is explained below and is different from the old rules.

How the army list is organised

The army list is divided into four sections:

- **CHARACTERS**
- **CORE UNITS**
- **SPECIAL UNITS**
- **RARE UNITS**

Characters represent the most able, ruthless and successful individuals in your army: extraordinary leaders such as Heroes and Wizards. These form a vital and potent part of your forces.

Core units represent the most common types of warriors in the army. They usually form the bulk of the army and will often bear the brunt of the fighting.

Special units are the best of your warriors and also include some of the more common engines of war. They are available to your army in limited numbers.

Rare units are so called because they are scarce compared to your ordinary troops. They represent unique units, uncommon creatures and unusual machines.

How to choose an army

Both players choose armies to the same agreed points value. Most players find that 2,000 points is about right for a battle that will last an evening. Whatever value you agree on, this is the maximum number of points you can spend on your army. You can spend less and will probably find it is impossible to use up every last point. Most 2,000 points armies will therefore be something like 1,998 points or 1,999 points, but they still count as 2,000 points armies for our purposes.

Choosing characters

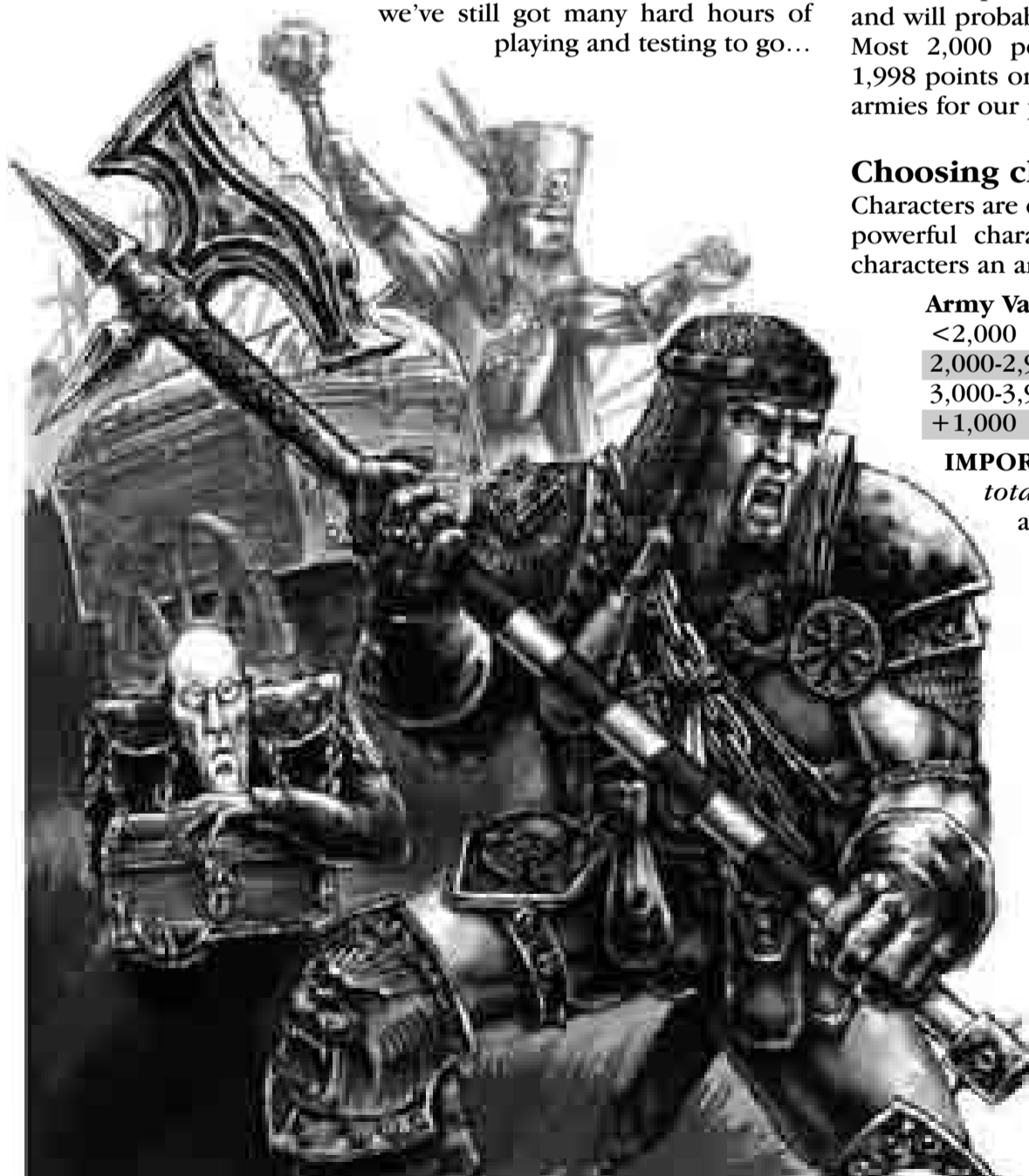
Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes. The maximum number of characters an army can include is shown on the chart below.

Army Value	Maximum Characters	Lords
<2,000	3	0
2,000-2,999	4	up to 1
3,000-3,999	6	up to 2
+1,000	+2 max	+1 max

IMPORTANT: The number of characters is the *total* number of characters allowed in the army *including* Lords. For example: a 2,500 points Dwarf army may have up to four characters in total, of which one may be a Lord (ie, 1 Lord + 3 Heroes).

A Dogs of War army does not have to include the maximum number of characters allowed, and can always include fewer than indicated down to a minimum of two (the **General** and the **Paymaster**). Similarly, an army does not have to include Lords, it can include all of its characters as Heroes if you prefer.

At the beginning of the battle choose one of the characters in your army to be the General and tell your opponent which one it is. Your General will always be the character with the highest Leadership value in your army, excepting the Paymaster. However, as there can obviously only be one General in each army, you will have to choose who to nominate if two or more of your characters tie for highest Leadership.



Chariots & ridden monsters

Characters are sometimes allowed to ride on the backs of monsters or in chariots. Every character you want to field mounted in the army must be given their own chariot or mount. They will not all cram into one!

Magic items

Dogs of War characters may only choose magic items from the common ones listed in the rulebook. Note that you cannot take magic items from other army lists. Lords may have up to 100 points worth of magic items. Other characters may have up to 50 points worth of magic items. Special characters and leaders of special Regiments of Renown come with their own set of magic items and cannot be given any extra normal or magic equipment. Their items cannot be taken by other characters either.

Units that can take magic banners are listed at the beginning of the army list.

Choosing troops

Troops are divided into Core, Special and Rare units. The number of units of each type that are available to you depends upon the points value of your army. This is indicated on the chart below.

Army Value	Core	Special	Rare
<2,000	2+	0-3	0-1
2,000-2,999	3+	0-4	0-2
3,000-3,999	4+	0-5	0-3
+1,000	+1	+1	+1

For example, if you are choosing a 2,000 points army you must take a minimum of three Core units and could choose to take up to four Special and up to two Rare.

In addition, if an individual entry has a number limiting it, eg, 0-1, then you may only have that many of that unit in your army. Otherwise you may have as many as the restrictions above and points allow.

Unit entries

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

Profiles. The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

Unit Sizes. Each entry specifies the minimum size for each unit. In some cases, units also have a maximum size.

Equipment. Each entry lists the standard weapons and armour for that unit type. The value of these items is included in the points value. Additional or optional weapons and armour are listed together with their extra cost.

Special Rules. Many troops have special rules which are described in this section.

Special Characters and Regiments of Renown

In the following section of this book you will find a collection of Dogs of War Regiments of Renown. In the future, new Dogs of War special characters and Regiments will be published, to complete the selection available. The Regiments of Renown can be fielded by Dogs of War armies as well as by any other Warhammer army, following the rules and exceptions mentioned in the 'For Hire' entry of each one of the Regiments. Dogs of War special characters can be fielded only by Dogs of War armies.

Fielding 'Dogs of War' units in other Warhammer armies

Other armies from Ravening Hordes or the Warhammer Armies books can field units from the Dogs of War list. In general, they are included in the lists as a Rare choice. In addition, the following restrictions apply:

Empire, any Chaos, Dark Elves, Skaven, Vampire Counts, Khemri, Dwarfs, and Lizardmen armies can field any unit from the Dogs of War army list.

Chaos Dwarfs, Wood Elves, High Elves and Orcs & Goblins can field any unit from the Dogs of War army list except for Dwarfs.

Brettonnia cannot field Dogs of War at all.

Important points to remember

- The number of characters is the *total* number of characters allowed in the army, *including* Lords.
- The number of Core units is the *minimum* you must take. The Special and Rare numbers are *maximums*.

Champions, Musicians & Standard bearers

Any unit of foot troops in the army may upgrade a model to a Champion, Musician and/or Standard Bearer for +10 points each. Any unit of cavalry may upgrade a model to a Champion, Musician and/or Standard Bearer for +15 points each. A Champion will have +1 BS if the unit he is with is equipped with bows, crossbows or longbows, otherwise he will have +1 A. A Standard Bearer from the Paymaster's Bodyguard may carry a War Banner, chosen from the Common Magic Items list.

SPECIAL RULES

The following special rules applies to the Dogs of War army:

- **Spells:** Dogs of War Wizards may use any of the Lore of Magic in the Warhammer rulebook.

- **Pikes:** Fight in four ranks; requires two hands (see page 89 of the Warhammer rulebook).

Always strikes first in the initial round of close combat, even striking before enemies that have charged. Note that enemies who are entitled to strike first because of a special ability or magic, **will** still strike before pike-armed models.

Models armed with pikes receive a +1 Strength bonus in the Close Combat phase of the turn they are charged by cavalry units, chariots or monsters. Note that this bonus only applies to attacks directed against the above charging units, not against other units.

All these special rules **cannot** be used against enemy units fighting the pikemen's flank or rear.

- **Paymaster:** The Paymaster is the man responsible for the cash which will be used to pay the army. He always carries with him the keys of the pay chest and that makes him at least as important as the General in the eyes of the mercenaries. To represent this, his key is treated exactly like a Battle Standard (+1 combat resolution, re-roll Break tests within 12", can be captured by the enemy if he's killed, etc). In addition, if the Paymaster is killed, every unit in the army must take a Panic test at the end of that phase. From that point on, every unit in the army will *bate* the enemy unit that captured the Paymaster's key.

MAGIC ITEMS

You may choose magic items for your characters & units from the following list (see Warhammer rulebook page 154 for more details).

- Biting Blade (magic weapon)**
-1 to the opponent's saving throw. **10 pts.**
- Sword of Might (magic weapon)**
Bearer receives +1 to his Strength. **20 pts.**
- Sword of Battle (magic weapon)**
Bearer receives an extra +1 Attack. **25 pts.**
- Sword of Striking (magic weapon)**
Bearer receives +1 to his To Hit rolls. **30 pts.**
- Enchanted Shield (magic armour)**
Counts as a shield, 5+ Armour saving throw. **10 pts.**
- Talisman of Protection (talisman)**
6+ Ward save against any wound suffered. **15 pts.**
- Dispel Scroll (arcane item)**
Automatically dispels an enemy spell (one use only). **25 pts.**
- Power Stone (arcane item)**
An additional +2 dice to cast a spell (one use only). **25 pts.**
- Staff of Sorcery (arcane item)**
+1 to Dispel rolls attempted by the bearer. **50 pts.**
- War Banner (magic banner)**
Unit counts an additional +1 for combat resolution. **25 pts.**

LORDS

Grizzled veterans covered in the scars from a life of war, or mysterious Wizards from faraway lands. The General of a Dogs of War army is a powerful individual, feared and respected throughout the Old World.

MERCENARY GENERAL 90 points per model
HIRELING WIZARD LORD 175 points per model

	M	WS	BS	S	T	W	I	A	Ld
General	4	6	5	4	4	3	6	4	9
Wizard Lord	4	3	3	3	4	3	3	1	8
Warhorse	8	3	0	3	3	1	3	1	5
Pegasus	8	3	0	4	4	3	4	2	6

Equipment: Hand weapon. A Wizard Lord may not have other equipment except barding for his Warhorse. A General may have a morning star (+3 pts) or halberd (+6 pts). He may also carry a longbow (+15 pts), crossbow (+15 pts), pistol (+10 pts), or brace of pistols (+20 pts). He may wear light armour (+3 pts) or heavy armour (+6 pts), and may carry a shield (+3 pts).

A General or a Wizard Lord may ride a Pegasus (+50 pts). A General or Wizard Lord may ride a Warhorse (+15 pts) which may be barded (+6 pts). If a General is mounted, he may have a spear (+3 pts), or a lance (+6 pts).

Special Rules: A Hireling Wizard Lord is a Level 3 Wizard. This may be increased to Level 4 at a cost of +35 pts.

A Pegasus can fly.



HEROES

The Paymaster is the keeper of the army's pay chest, and that makes him a very popular fellow. Mercenary Captains are expert leaders of men, roguish and often loved by their soldiers. Hireling Wizards are outcasts or renegades from the Orders of Magic and live by selling their magic powers for the best offer.

1 PAYMASTER..... 55 points per model
MERCENARY CAPTAIN 50 points per model
HIRELING WIZARD 60 points per model

	M	WS	BS	S	T	W	I	A	Ld
Paymaster	4	4	4	4	4	2	4	2	8
Captain	4	5	5	4	4	2	5	3	8
Wizard	4	3	3	3	3	2	3	1	7
Warhorse	8	3	0	3	3	1	3	1	7

Equipment: Hand weapon. A Wizard may not have other equipment except barding for his Warhorse. A Captain or a Paymaster may have an additional hand weapon (+4 pts), great weapon (+4 pts), morning star (+2 pts) or halberd (+4 pts). He may also carry a longbow (+10 pts), crossbow (+10 pts), pistol (+7 pts), or brace of pistols (+14 pts). He may wear light armour (+2 pts), or heavy armour (+4 pts), and may carry a shield (+2 pts).

A Captain may ride a Pegasus (+50 pts). A Captain, Paymaster or Wizard may ride a Warhorse (+10 pts) which may be barded (+4 pts). If a Captain or Paymaster is mounted, he may have a spear (+2 pts), or a lance (+4 pts).

Paymaster: A Dogs of War army **must** include a Paymaster. The Paymaster may not be the army's General.

Special Rules: A Hireling Wizard is a Level 1 Wizard. This may be increased to Level 2 at a cost of +35 pts.

A Pegasus can fly.

CORE UNITS

PIKEMEN 10 points per model
Pikes are the infantry weapon of choice in Tilea. Twice as long as a normal spear and longer than a cavalryman's lance, the front of a unit of pikes is an impenetrable wall of steel.

	M	WS	BS	S	T	W	I	A	Ld
Pikeman	4	3	3	3	3	1	3	1	7

Unit Size: 10+

Equipment: Hand weapon, light armour and pikes. May have heavy armour (+1 pt).

CROSSBOWMEN 8 points per model
The bulk of the missile troops in a Dogs of War army are formed by crossbowmen from Tilea, Estalia and the Border Princes.

	M	WS	BS	S	T	W	I	A	Ld
Crossbow	4	3	3	3	3	1	3	1	7

Unit Size: 10+

Equipment: Hand weapon and crossbow.

DUELLISTS 5 points per model
Small units of lightly armed skirmishers are normally employed to protect the flanks of pike-armed units.

	M	WS	BS	S	T	W	I	A	Ld
Duellist	4	4	3	3	3	1	4	1	7

Unit Size: 8+

Equipment: Sword (hand weapon). May have one of the following: bucklers (count as shields, +1 pt), additional hand weapon (+2 pts), pistol (+4 pts). May also have throwing knives (+2 pts).

Special Rules: Duellists are *skirmishers*.





HEAVY CAVALRY 19 points per model
Cadet sons of nobles from Bretonnia, the Empire and Tilea form the shock cavalry of most mercenary armies. Kislevite Winged Lancers are sometimes employed and are much renowned for their swift manoeuvres.

	M	WS	BS	S	T	W	I	A	Ld
Knight	4	4	3	3	3	1	3	1	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+

Equipment: Hand weapon, lance, heavy armour and shield. May have barding for their steeds (+2 pts).

LIGHT CAVALRY 11 points per model
Scouting ahead of the army, harrying the enemy supply line, attacking vulnerable war machines and engaging the flanks of the enemy line are but a few of the roles performed by these precious troops. Riders from Araby or from the steppes of Kislev are the best choice available to mercenary captains.

	M	WS	BS	S	T	W	I	A	Ld
Horsemen	4	3	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+

Equipment: Hand weapon. May have spear (+1 pt), bow (+4 pts), and/or shield (+2 pts).

Special Rules: Light Cavalry are *fast cavalry*.

SPECIAL UNITS

OGRES 35 points per model
Massive, ferocious, resilient and not too bright, Ogres make perfect mercenaries. Their ability of eating practically anything means that they are also easy to maintain.

	M	WS	BS	S	T	W	I	A	Ld
Ogre	6	3	2	4	4	3	2	3	7

Unit Size: 3+

Equipment: Hand weapon. May have additional hand weapon (+6 pts), great weapon (+6 pts). May have light armour (+3 pts).

Special Rules: Ogres cause *fear*.

DWARFS 7 points per model
The Dwarf race is cursed by an irresistible lust for gold and they certainly don't dislike fighting (especially against Greenskins). It's easy to understand how some young Dwarfs decide that they'd rather earn their gold fighting than spend their life scraping the underground in search of rich ore.

	M	WS	BS	S	T	W	I	A	Ld
Dwarf	3	4	3	3	4	1	2	1	9

Unit Size: 10+

Equipment: Hand weapon, light armour. May have great weapon (+2 pts), and/or crossbow (+5 pts). May have heavy armour (+1 pt), and/or a shield (+1 pt).

Special Rules: Dwarfs flee and pursue 2D6-1" and *hate* Orcs and Goblins of all types. May march move even within 8" of enemy.

NORSE MARAUDERS 7 points per model
Raiding and pillaging is what the berserker Norse are good at, and at times the best way of neutralising the threat they represent is to offer them a job...

	M	WS	BS	S	T	W	I	A	Ld
Marauder	4	4	3	3	3	1	4	1	7

Unit Size: 10+

Equipment: Hand weapon and light armour. May have a shield (+1 pt). May have great weapons (+2 pts), additional hand weapons (+2 pts), or flails (+1 pt).

Special Rules: Norse Marauders are subject to *frenzy*.

0-1 PAYMASTER'S BODYGUARD 9 points per model
Only the oldest and most trusted veterans are selected by the Paymaster to form their own bodyguard. These sturdy fighters are handsomely paid and that gives them extra motivation to protect the Paymaster with their lives... well, most of the time.

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

Unit Size: 10+

Equipment: Hand weapon, halberd and light armour. May have heavy armour (+1 pt).

Special Rules: As long as the Paymaster is alive and with the unit, the Bodyguard are *stubborn*.

0-1 HALFLINGS 6 points per model
Halflings are not warlike people, but there are a few among them that just cannot settle in the peaceful land of the Moot. These ‘adventure-loving weirdos’, as they are referred to by other Halflings, often decide to band together and wander the world as hired bowmen.

	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	2	4	2	2	1	5	1	8

Unit Size: 10+

Equipment: Hand weapon and bow. May swap their bows for spears, light armour and shields.

Special Rules: Halflings suffer no movement penalties when moving through wooded terrain.

RARE UNITS

CANNONS..... 85 points per model
Since Dogs of War armies are always on the move, they cannot afford to carry and maintain the massive Great Cannons typical of the Empire. For this reason, lighter, easy to move, small calibre guns are a treasured element of many mercenary armies.

	M	WS	BS	S	T	W	I	A	Ld
Cannon	-	-	-	-	7	3	-	-	-
Crew	4	3	3	3	3	1	3	1	7

Unit Size: 1 cannon with 3 crew.

Equipment: Hand weapon.

Special Rules: See the Warhammer rulebook for details of these weapons (page 122). The cannon is the smaller of the two types.



HALFLING HOT POT 50 points per model
Mercenary Generals know very well that Halfling cooks are an important element in attracting freelance fighters to their army. Another advantage of hiring such refined chefs is the access to the Hot Pot, a weird catapult-like device that uses a cauldron full of hot soup as a projectile. This improvised form of artillery is used only in the direst circumstances (persuading a Halfling to give up his food is not an easy task to accomplish!).

	M	WS	BS	S	T	W	I	A	Ld
Hot Pot	-	-	-	-	4	2	-	-	-
Crew	4	2	4	2	2	1	5	1	8

Unit Size: 1 Hot Pot with 3 Halfling crew.

Equipment: Hand weapon.

Special Rules: Treat as a stone thrower from the rulebook (page 120) with the following changes. The Hot Pot has a maximum range of 36". Hits are resolved at S3, with no armour save allowed. The model under the hole of the template suffers a Strength 6 hit, with no Armour save allowed, which causes D3 wounds.



General Enzo's Dogs of War army prepares to fight off a ferocious Beastman warband.

REGIMENTS OF RENOWN

by Alessio Cavatore

This is the second part of Dogs of War, a get-you-by army list for veteran gamers who have existing armies from the last edition of Warhammer. Here Alessio describes the Regiments of Renown – daring sell-swords, infamous the world over, who will fight for any army in the Known World...

In this second article I've collected all the named regiments that we have published in the past. Let's call them **Regiments of Renown** (RoR), to distinguish them from the normal units you can find in the basic Dogs of War army list. Of course you can field these models as normal Dogs of War, but with the rules included in this article, you now have a chance of fielding these special versions of the basic mercenary troops. Unfortunately we did not have enough space to include the colourful background that Nigel Stillman and other authors have written for these regiments. These great stories can still be found in the Dogs of War army book of the fifth edition of Warhammer and in various White Dwarf articles. I am sure that our Mail Order Trolls will be more than happy to help you find the background you are interested in.

In what respect are they special then? Well, first of all these regiments have a name, they have one or more unique characters leading them and often have special rules or equipment that differentiate them from the norm.

All named models in a Regiments of Renown count as characters in the game. These characters cannot leave their unit (unless specified), but they do not use up any of the character slots from the army lists (unless specified).

If the characters have different equipment than the rest of the rank and file, this is clearly listed in the Equipment list. Note that, regardless of their Leadership value, these characters can never be an army's General.

In some cases, such as the Birdmen of Catrazza or the Giants of Albion, these regiments are absolutely weird and quite entertaining, and I tried to keep them only as part of the Dogs of War armies for the sake of game balance.

REGIMENTS FOR HIRE

In the next few pages, you will find all the information you need to field Regiments of Renown in your Warhammer battles.

For Hire. This paragraph states which armies the regiment can fight for and its position (Core, Special, Rare) in the relevant lists.

Points. Each regiment has a basic cost, which includes all the equipment, characters and their magic items. These cannot be modified in any way.

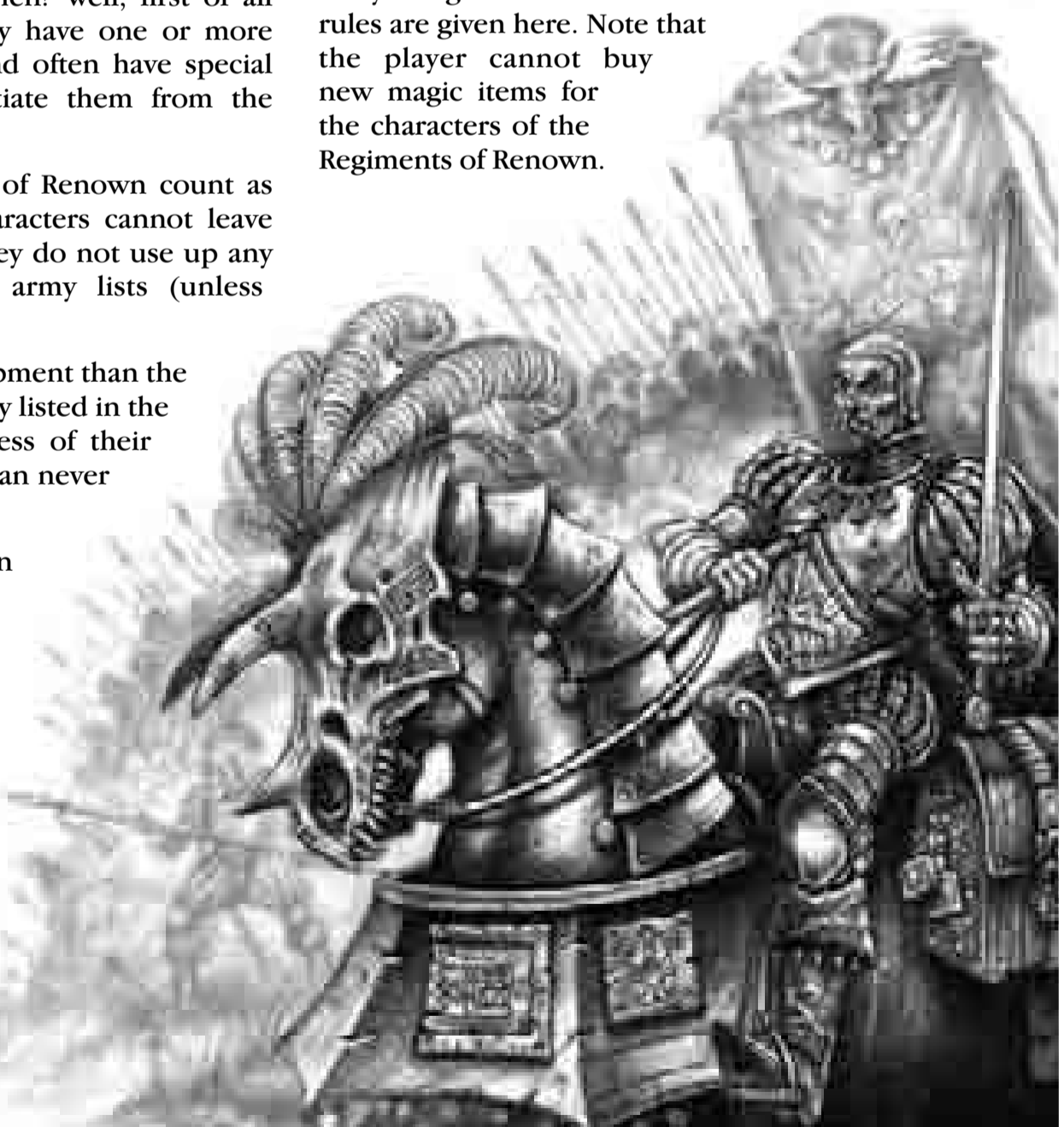
Profiles. The characteristic profiles for the troops and characters in each unit are given here.

Unit Sizes. Each entry specifies the minimum size for each unit. Normally the unit's size can be increased by buying extra models at the cost given, but in some cases units also have a maximum size.

Equipment. This entry lists the weapons and armour for that regiment. The value of these items is included in the points value.

Special rules. Many troops have special rules which are described in this section.

Magic Items. Some characters carry magic items and their rules are given here. Note that the player cannot buy new magic items for the characters of the Regiments of Renown.



PIRAZZO'S LOST LEGION



For Hire: Pirazzo's Lost Legion can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in other Warhammer armies, except Bretonnia and Vampire Counts.

Points: Pirazzo and four troopers including Standard Bearer and Musician (these five models are armed with crossbows), plus five troopers armed with pikes, cost a total of 160 points. This is the minimum size of unit you can hire. The regiment may be increased by adding extra Crossbowmen to the first rank at a cost of 9 points each and extra Pikemen to the rear ranks at a cost of 10 points each.

	M	WS	BS	S	T	W	I	A	Ld
Pirazzo	4	5	5	4	4	2	5	3	8
Crossbow	4	3	3	3	3	1	3	1	7
Pike	4	3	3	3	3	1	3	1	7

Unit size: 10+

Equipment: Pike or crossbow (see special rules below) and light armour. Pirazzo is equipped with two hand weapons, a crossbow and light armour.

SPECIAL RULES

Mixed formation: The first rank of Pirazzo's unit is always made up of crossbow-armed figures, and all Crossbowmen must be placed in the first rank. The second and following ranks are made up entirely of Pikemen. During the game, remove casualties from the back as normal, it is assumed that pike-armed models step forward and discard their pikes to pick up the crossbows of the fallen first rankers. Only when all the Pikemen have been killed, can casualties can be taken from the Crossbowmen in the first rank.



No, no they didn't look dangerous, more like a bunch of rich kids out to show off in their new armour. Very flashy they were, all gems and silk. We'll have a bit of fun, we thought. Easy pickings. we thought. Well anyone can make a mistake. Poor old Captain Malvino, last mistake he ever made...

Overheard in the Pig and Whistle, Marienburg

RICCO'S REPUBLICAN GUARD

For Hire: Ricco's Republican Guard can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in other Warhammer armies, except Bretonnia.

Points: 'Ragged' Ricco plus nine Pikemen, including a Standard Bearer and Musician, cost a total of 180 points. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra Pikemen at a cost of 12 points each.

	M	WS	BS	S	T	W	I	A	Ld
Ricco	4	5	5	4	4	2	5	3	8
Pikemen	4	4	3	3	3	1	3	1	7

Unit size: 10+

Equipment: Pike and heavy armour. Ricco is equipped with two hand weapons and heavy armour.

LEOPOLD'S LEOPARD COMPANY

For Hire: Leopold's Leopards can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in other Warhammer armies, except Bretonnia.

Points: Leopold and nine Pikemen cost a total of 210 points including Standard Bearer and Musician. This is the minimum unit you can hire. The regiment may be increased by adding extra models at a cost of 12 points each.

	M	WS	BS	S	T	W	I	A	Ld
Leopold	4	5	5	4	4	2	5	3	8
Pikemen	4	3	3	3	3	1	3	1	7

Unit size: 10+

Equipment: Pike and light armour. Leopold is equipped with hand weapon, pistol and heavy armour.

SPECIAL RULES

Immune to Psychology: The troopers of Leopold's Leopard Company believe they have to earn salvation in the eyes of the Leopard God of Luccini. To simulate this faith, Leopold and his men are Immune to Psychology.

THE ALCATANI FELLOWSHIP

For Hire: The Alcatani Fellowship can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in other Warhammer armies, except Bretonnia.

Points: Roderigo Delmonte plus nine Pikemen, including a Standard Bearer and Musician, cost a total of 125 points. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra Pikemen at a cost of 9 points each.

	M	WS	BS	S	T	W	I	A	Ld
Roderigo	4	4	4	4	3	2	4	2	8
Pikemen	4	2	2	3	3	1	3	1	7

Unit size: 10+

Equipment: Pike and light armour. Roderigo is equipped with two hand weapons and heavy armour.

VESPERO'S VENDETTA



For Hire: Vespero's Vendetta can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in other Warhammer armies, except Bretonnia.

Points: Vespero and four Duellists cost a total of 125 points. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra models at a cost of +10 points each.

	M	WS	BS	S	T	W	I	A	Ld
Vespero	4	6	5	4	4	2	6	3	8
Duellists	4	4	3	3	3	1	4	1	7

Unit size: 5+

Equipment: Two hand weapons, throwing knives and cloaks.

SPECIAL RULES

Skirmish: Duellists are expert street fighters, used to dashing through the narrow alleys of Tilean cities and fighting as individuals. Vespero's Vendetta therefore skirmish as described in the Warhammer rulebook.

Cloak & Dagger: The Duellists are armed with two hand weapons – a sword and a dagger. Duellists also carry a cloak which is draped over the dagger arm and used to parry opponent's weapon thrusts in hand-to-hand combat. The Duellists therefore have a 6+ Armour save in hand-to-hand combat.

MAGIC ITEMS

Grimacing Death Mask (Enchanted item)

The mask, which represents the grimacing face of death, is the last thing Vespero's duelling opponents see before they meet their sudden end. To represent the scarifying effect of the mask, Vespero causes *fear* in the enemy.

MARKSMEN OF MIRAGLIANO

For Hire: The Marksmen of Miragliano can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia and Skaven.

Points: Maximilian and nine Marksmen cost a total of 180 points including a Standard Bearer and Musician. This is the minimum size of regiment you can hire. The regiment may be enlarged by adding extra models at a cost of 11 points each.

	M	WS	BS	S	T	W	I	A	Ld
Maximilian	4	5	5	4	4	2	5	3	8
Marksmen	4	3	4	3	3	1	3	1	7

Unit size: 10+

Equipment: Hand weapon, light armour and crossbow.

FOR HIRE!

The MARKSMEN of MIRAGLIANO, famed victors at Schipdorf and Vlent, seek new employ. No task too arduous, no foe too dire. Every man able to pierce a coin at 300 paces!

Ask for Captain Damark at the sign of the Crooked Crossbow.



AL MUKTAR'S DESERT DOGS

For Hire: Al Muktar's Desert Dogs can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia and Khemri.

Points: Al Muktar, Sheikh Ahmed Shufti, Ibn the Standard Bearer, a Horn Blower and two Riders cost a total of 245 points. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra Riders at a cost of 13 points each.

	M	WS	BS	S	T	W	I	A	Ld
Al Muktar	4	5	5	4	4	2	5	3	8
Sheikh Shufti	4	4	4	4	3	2	4	2	8
Ibn	4	3	3	3	3	1	3	0	7
Rider	4	3	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Unit size: 6+

Equipment: Hand weapon, shield and warhorse.

SPECIAL RULES

Fast Cavalry: See page 117 of the Warhammer rulebook.

MAGIC ITEMS

The Sheikh carries the Scimitar of Dakisir – heirloom of his tribe. The Black Banner is carried aloft by Blind Ibn the beggar boy, who cannot see the peril he is in and so is always at the forefront of battle.

Scimitar of Dakisir (Magic Weapon)

This scimitar is an heirloom of the tribal sheikhs of the Desert Dogs. It was forged centuries ago in the Kasbah of Dakisir, long ago sacked and ruined by the Undead. The blade is decorated with magical texts inlaid in gold. Thanks to his impressive weapon Sheikh Ahmed Shufti adds +1 Strength to blows he strikes and +2 Strength for blows struck in the turn in which he charges.

Black Banner of the Muktarhin (Magic Standard)

When calculating which side wins the combat, the banner adds +D3 to the Desert Dogs' score.

BRAGANZA'S BESIEGERS

For Hire: Braganza's Besiegers can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in other Warhammer armies, except Bretonnia and Skaven.

Points: Braganza and nine Besiegers cost a total of 185 points including Standard Bearer and Musician. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra models at a cost of +11 points each.

	M	WS	BS	S	T	W	I	A	Ld
Braganza	4	5	5	4	4	2	5	3	8
Besiegers	4	3	3	3	3	1	3	1	7

Unit size: 10+

Equipment: Hand weapon, crossbow, heavy armour and pavise. Luca Braganza is equipped with a hand weapon, pistol, crossbow and heavy armour.

SPECIAL RULES

Pavise: A pavise is a large shield which each Crossbowman can prop up in front of him. To represent this, Crossbowmen equipped with pavises have an additional +2 Armour save versus normal and magical missile attacks. They do not get this bonus in close combat. So a Crossbowman in heavy armour with a pavise gets an Armour save of 3+ versus missile attacks, but only an Armour save of 5+ in close combat.



VOLAND'S VENATORS

For Hire: Voland's Venators can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia.

Points: Voland and four Venators cost a total of 195 points including a Standard Bearer and Musician. This is the smallest unit you can hire. The regiment may be enlarged by adding extra models at a cost of 24 points each.

	M	WS	BS	S	T	W	I	A	Ld
Voland	4	5	5	4	4	2	5	3	8
Venators	4	4	3	4	3	1	3	1	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit size: 5+

Equipment: Hand weapon, lance, heavy armour, shield, barded warhorse.

BEORG BEARSTRUCK AND THE BEARMEN OF URSLO

For Hire: Beorg and his Bearmen can be hired as a Special Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in other Warhammer armies, except Bretonnia, High Elves, Wood Elves and Lizardmen.

Points: Beorg and nine Bearmen, including Oerl the Young (the Banner Bearer) and a Horn Blower, cost a total of 255 points. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra models at a cost of 8 points each.

	M	WS	BS	S	T	W	I	A	Ld
Beorg	4	5	0	5	5	3	3	4	8
Oerl	4	4	3	3	3	1	4	2	7
Bearmen	4	4	3	3	3	1	4	1	7

Unit size: 10+

Equipment: Hand weapon, light armour and shield. Beorg is a were-bear – he wears no armour and fights with his claws and teeth!

SPECIAL RULES

Frenzy: Like all Norse Marauders, Beorg and his men are subject to the rules for *frenzy*.

MAGIC ITEMS

Bear Fang (Talisman)

This gigantic and ancient yellowed canine tooth is the sacred talisman of lordship amongst Beorg's tribe. Beorg wears it about his neck. The talisman wards off blows that would otherwise harm its wearer, giving him a Ward save of 4+.

Bear Banner (Magic Standard)

Oerl carries the tribe's totem into battle – an entire bear skin whose grizzly head leers out from the top. The skin's power is immense, driving the warriors into a fury that is almost impossible to stop. To represent this, the entire unit receives a +1 to hit bonus in the initial round of each hand-to-hand combat.

OGLAH KHAN'S WOLFBOYZ

For Hire: Oglah Khan's Wolfboyz can be hired as a Special Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia, Empire, Dwarfs, High Elves and Wood Elves.

Points: Oglah Khan and five Hobgoblin Wolfboyz including the Standard Bearer and a Horn Blower cost a total of 190 points. This is the minimum size regiment you can hire. The size of the regiment may be increased at a cost of +15 points per additional Hobgoblin.

	M	WS	BS	S	T	W	I	A	Ld
Oglah Khan	4	5	4	4	4	2	3	3	7
Hobgoblin	4	3	3	3	3	1	2	1	6
Giant Wolf	9	3	0	3	3	1	3	1	3

Unit size: 6-20

Equipment: Hand weapon, spear, bow, light armour and shield. They ride Giant Wolves.

SPECIAL RULES

Fast Cavalry: See page 117 of the Warhammer rulebook.

MAGIC ITEMS

Pelt of Wulfag (enchanted item)

When able to pursue a broken enemy, the Wolfboyz must always do so, and they can add +D6 to their pursuit move.

LUMPIN CROOP'S FIGHTING COCKS

For Hire: Lumpin Croop's Fighting Cocks can be hired as a Special Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia.

Points: Lumpin Croop and five Halflings including Ned (properly Neddly) Hamfist the Standard Bearer and a Horn Blower cost a total of 90 points. This is the minimum size regiment you can hire. The size of the regiment may be increased at a cost of +7 points per additional Halfling.

	M	WS	BS	S	T	W	I	A	Ld
Lumpin Croop	4	3	5	3	3	2	6	2	9
Ned Hamfist	4	2	5	2	2	1	5	1	8
Halfling	4	2	4	2	2	1	5	1	8

Unit size: 6-20

Equipment: Hand weapon and bow. Lumpin Croop is equipped with hand weapon, bow, shield and light armour.

SPECIAL RULES

Skirmishers: See page 115 of the Warhammer rulebook.

Ye World Renown
HALFLING
FIGHTING COCKS

Expert Marksmen,
Trackers & Woodsmen.

Baggage Train guarding a speciality.

Ask for Lumpin at the
sign of the Fat Pig.



GOLGFAG'S OGRES

For Hire: Golgfag's Ogres can be hired as a Special Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia.

Points: Golgfag and three Ogres, including Skaff the Standard Bearer and a Horn Blower, cost a total of 285 points. This is the minimum unit you can hire. The size of the regiment may be increased at a cost of 45 points per additional Ogre.

	M	WS	BS	S	T	W	I	A	Ld
Golfag	6	5	2	5	5	4	3	5	8
Skaff	6	3	2	4	4	3	2	4	7
Ogre	6	3	2	4	4	3	2	3	7

Unit size: 4+

Equipment: Two hand weapons and heavy armour.

SPECIAL RULES

Fear: Golgfag's Ogres instill *fear* in their enemies.

LONG DRONG'S SLAYER PIRATES

For Hire: Long Drong's Slayer Pirates can be hired as a Special Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia, Chaos Dwarfs, Wood Elves, High Elves and Orcs & Goblins.

Points: Long Drong Slayer plus nine Dwarf pirates including a Standard Bearer and Drummer cost a total of 195 points. This is the minimum unit you can hire. The regiment may be increased up to a maximum of 30 models at a cost of 12 points for each additional model.

	M	WS	BS	S	T	W	I	A	Ld
Drong	3	6	4	4	4	2	4	3	10
Pirates	3	4	3	3	4	1	3	1	9

Unit size: 10-30

Equipment: Loads of pistols!

SPECIAL RULES

Resolute & Relentless: Flee and pursue 2D6-1". May march move even within 8" of enemy.

Unbreakable: Like all Slayers, Long Drong's Pirates are Unbreakable (see page 112 of the Warhammer rulebook). Note that, being Dwarfs before Slayers, they still *bate* all Greenskins.

Festooned with Pistols: All the pirates, including Long Drong, gain an additional Attack because they are fighting with a pistol in each hand. Since they are festooned with pistols which they shoot off in a hurricane of destruction, all of their attacks are considered to be Strength 4 Armour Piercing pistol shots. The Pirates carry so many pistols that they never need to reload, therefore their pistol bonus is always in action, not only in the first round of combat.



ASARNIL THE DRAGONLORD

For Hire: Asarnil the Dragonlord can be hired as a Rare Unit in Dogs of War armies. Note that he will take up one of your Hero slots as well as the Rare Unit slot. Alternatively, he can be hired as a Rare Unit (and he will in this case take **two** Hero slots as well!) in one of the following Warhammer armies: High Elves, Wood Elves, Empire, Lizardmen.

Points: Asarnil and his mighty Dragon Deathfang cost a total of 460 points.

	M	WS	BS	S	T	W	I	A	Ld
Asarnil	5	7	4	4	3	2	7	4	9
Deathfang	6	6	0	6	6	6	3	5	8

Unit size: Massive!

Equipment: Hand weapon, lance, heavy armour and shield. He rides Deathfang, the Dragon.

SPECIAL RULES

Deathfang. Asarnil's loyal Dragon is a large target, can fly, causes *terror* and has a S4 Breath Weapon. Note that Deathfang does NOT count as a character.

In addition, if rolling on the Monster Reaction chart for Deathfang add +1 to the dice score. If you roll a 6 then you may choose any result you wish.

MAGIC ITEMS

Amulet of Dragonheart (enchanted item)

This amulet was one of the potent artefacts made by Caledor the Dragontamer for the Elven Dragon Princes. It is said that the gleaming gem hanging around Asarnil's neck is a stone found at the heart of a mountain, blessed by Caledor the Dragontamer himself.

The dazzling light of the Amulet of Dragonheart makes the shape of Asarnil and his Dragon appear blurry and vague, as if glanced through a haze. All missile attacks against Asarnil and his Dragon suffer a -1 to hit penalty.

BRONZINO'S GALLOPER GUNS

For Hire: Bronzino's Galloper Guns can be hired as a Rare Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia.

Points: Master Gunner Bronzino and one Galloper Gun team cost a total of 165 points. This is the minimum size of unit you can hire. You may buy extra Galloper Gun teams at a cost of +100 pts per gun team. Each extra team counts as an extra Rare choice.

	M	WS	BS	S	T	W	I	A	Ld
Bronzino	4	5	5	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5
Crew	4	3	3	3	3	1	3	1	7
Gun	8	–	–	–	6	2	–	–	–

Unit size: Each Gun has a crew of three, and one crewman rides a warhorse.

Equipment: Hand weapon. Bronzino is equipped with a hand weapon and heavy armour. He rides a warhorse.

SPECIAL RULES

Cannon Rules

Bronzino's Galloper Guns follow the rules for cannons (the smaller kind) found on page 122-123 of the Warhammer rulebook. The following exceptions apply:

Small Calibre: The maximum range you can guess is 24". The shots are Strength 7, D3 wounds, no Armour save.

Rapid Movement: The Galloper Gun is harnessed to a warhorse ridden by one of the gunners. This enables the Gun and its entire crew to move 8" (the remaining crew are assumed to jump on the harness and hitch a lift).

The Galloper Guns may march move.

If the Galloper Gun is charged, the crew may hold or flee. If they flee, the Gun is assumed to be limbered up immediately without any movement penalty. If the Gun and crew are caught, they are destroyed.

Close combat: The crew fight in hand-to-hand combat as normal. The mounted gunner fights as normal from horseback.

Deployment: The Guns are deployed as separate teams, each Gun and its crew operating as an independent unit. Bronzino must be deployed together with one team, but he can then ride from one team to another or operate on his own as a separate character. When he joins a team, he follows the normal rules for characters joining war machines (see page 118 of the Warhammer rulebook).

BIRDMEN OF CATRAZZA

For Hire: Daddallo's Birdmen of Catrazza can be hired as a Rare Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in an Empire army.

Points: Daddallo and four Birdmen cost a total of 150 points. This is the minimum size of unit you can hire. The regiment may be increased by adding extra Birdman models at a cost of +25 points each.

	M	WS	BS	S	T	W	I	A	Ld
Daddallo	4	4	4	3	3	2	3	1	8
Birdmen	4	3	3	3	3	1	3	1	7

Unit size: 5-10

Equipment: Hand weapon and light crossbow (count as bows).

SPECIAL RULES

Flying unit: Like all units of flyers, the Birdmen can *fly* and always *skirmish* (see page 106 of the Warhammer rulebook).

Shoot on the Wing: The wings of the Birdmen are flapped by means of stirrups on their feet. This means that they have both hands free to load and shoot their crossbows while flying. This in turn means that the Birdmen suffer no penalty for shooting on the move unless they move on foot

WANTED

For expedition to the
mysterious east.

Willing freebooters of good reputation and proven ability. Tropical experience an advantage. Be prepared to set sail by the first week of the harvest tide, on a sea voyage of no less than six months duration.

Interested Captains to present
themselves to General Blackheart at
the Reaver's Return Inn, Dockside.

GIANTS OF ALBION

For Hire: Hengus the Druid and the Giants of Albion can be hired in Dogs of War armies and they count as **two** Rare Units. No other Warhammer army can hire them, sorry!

Points: Hengus, Cachtorr and Bologs cost a total of 450 points.

	M	WS	BS	S	T	W	I	A	Ld
Hengus	4	3	3	3	3	2	3	1	7
Bologs	6	3	3	6	5	5	3	S	6
Cachtorr	6	3	3	6	5	5	3	S	6

Unit size: Huge!

Equipment: Both Giants and Hengus are armed with a hand weapon.

Magic: Hengus is a Level 1 Wizard and uses the Lore of Beasts.

SPECIAL RULES

Oggum Staff: Hengus has an Oggum Staff, which is a special kind of magic item made by the Druids of Albion. Not only do the Oggum marks on the staff endow the bearer with power over Giants to make them serve him, but they also protect the owner from harm. To represent this, as long as the Giants are within 6" of Hengus, they may use his Leadership value. In addition, Hengus has a Ward save of 4+.

Independent Models: Hengus, Cachtorr and Bologs are individual models and move independently, though they may not join regiments. The enemy is awarded Victory points separately for each model slain. Hengus is worth 100 points and each Giant is worth 175 points.

Giants of Albion: Cachtorr and Bologs are large targets and cause *terror*. Note that, although named, Cachtorr and Bologs do NOT count as being characters. Giants treat obstacles like open ground, but are prone to falling. Roll a D6 if they cross an obstacle or lose a round of combat. If you roll a 1 the Giant has fallen and can squash those underneath. Use the Scatter dice to see which direction he falls in, and the model itself as a template. Those underneath take a single S5 hit which causes D3 wounds. Giants may not attack and are hit automatically in hand-to-hand combat whilst on the ground. They are automatically killed if they break from combat while on the ground. It takes a Giant one turn to stand up. Giants also fall over when they die.

In close combat you must roll a dice each round to determine what the Giant will do that turn. Against other large targets: on a roll of 1-3 Giants will *Yell and Bawl* (Giant does not attack, but enemy side automatically loses the fight by 2); on the roll of a 4-6 they will *Eadbutt* (D6 S6 hits, randomised like missile fire for ridden monsters). Against smaller opponents: Giants will *Yell and Bawl* on the roll of a 1-2, on the roll of a 3-4 they will *Jump Up and Down* (2D6 S6 hits on unit, randomised like missile fire, but first test to fall over – see above) and on the roll of a 5-6 they will *Swing With Club* (D6 S6 hits on unit, randomised like missile fire).

TICHI-HUICHI'S RAIDERS

For Hire: Tichi-Huichi's Raiders can be hired as a Rare Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in Lizardmen armies, or as a Rare Unit in other Warhammer armies, except Bretonnia, any Chaos, Chaos Dwarfs, Skaven, Vampire Counts and Khemri.

Points: Tichi-Huichi and five Skink Cold One Riders including a Standard Bearer and Musician cost 250 points. This is the minimum unit you can hire. The regiment may be increased by adding more Skink Cold One Riders at +22 points each.

	M	WS	BS	S	T	W	I	A	Ld
Tichi-Huichi	6	4	4	4	3	2	5	3	7
Gt.Gr. Skink	6	2	3	3	2	1	4	1	6
Cold One	8	3	0	4	4	1	1	2	3

Unit size: 6-20

Equipment: Hand weapons, spears, scaly skin (6+) and shields.

SPECIAL RULES

Cold-blooded: Skinks are cold-blooded and slow to react to psychology. Roll three dice when testing against Leadership and choose the two lowest scores.

Cold Ones: Cold Ones cause *fear*, are subject to *stupidity*, and give their riders +2 to their Armour saves in place of the usual +1 for mounted troops.

Note that Tichi-Huichi's Raiders use different rules and profiles from those in the Lizardmen army list printed later in this book. This is because they are Great Crested Skinks, and ride a species of Cold One known sometimes as a Horned One.

Blessed by the Old Ones: Tichi-Huichi and his Skink Cold One Riders enjoy the special favour of the Old Ones. They belong to a portentous spawning, brought forth for a mission devised untold millennia ago, and consequently a mysterious aura of protection pervades the regiment. To represent this, hand-to-hand opponents will never pursue Tichi-Huichi's Raiders if they beat them in combat. A strange, tropical fatigue descends on the foe, securing Tichi-Huichi's chance to get away.





RUGLUD'S ARMoured ORCS

Captain: Ruglud Bonechewer.

Battle-cry: “Gobbos fer dinner! Gobbos fer tea! Gobbos when u want ’em! Gobbos for me!” (Note: the Orcs will substitute the word ‘Gobbos’ with something appropriate to the occasion, eg, ‘Stunties’, ‘Umies’ or ‘Ratsies’.)

For Hire: Any Warhammer army other than Bretonnians, Dwarfs, High Elves and Wood Elves may hire Ruglud’s Armoured Orcs, and they count as a Rare choice. Dogs of War and Orc & Goblin armies may choose Ruglud’s Armoured Orcs as a Special choice.

Points: Ruglud, Maggot, a Musician and seven Armoured Orcs costs a total of 190 points. This is the minimum size regiment you can hire. The size of the regiment may be increased at the cost of 12 points per model.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ruglud	4	5	3	4	5	2	3	3	8
Maggot	4	2	3	3	3	1	2	1	6
Armoured Orc	4	3	3	3	4	1	2	1	7

Weapons: Choppa, crossbow.

Armour: Heavy armour.

SPECIAL RULES

Ignore Greenskin Panic: Ruglud and his Armoured Orcs have great disdain for their own kind. When a friendly Greenskin unit is destroyed, breaks or flees past their unit, Ruglud and his Orcs (including Maggot) do not need to test for Panic.

Choppa: Ruglud’s Armoured Orcs carry brutal cleavers and clubs, and add +1 to their Strength in the first round of combat if they charge (note that Maggot does NOT carry a choppa, just a normal hand weapon).

Maggot: Maggot the Goblin accompanies Ruglud wherever he goes, acting as his standard bearer. He has survived countless battles and is regarded as a lucky mascot. His presence encourages the Orcs to fight all the more fiercely. The banner that Maggot enthusiastically waves adds +2 to combat resolution rather than +1.

In addition to this, Maggot seems to lead a charmed life, and as a result has a 3+ Ward save. He may not accept challenges, for he is not in effect a character, just a particularly lucky Goblin. If

Maggot dies, the banner is lost with him, and no other Orc can pick it up.

Although Maggot doesn’t carry a crossbow, an Orc standing behind him may shoot over his head, as if the Orc were standing in the front rank. The range is measured as normal, from Maggot’s base (the Orc behind leans the crossbow on his head.)

Animosity: Ruglud’s Orcs suffer from Animosity like any other Greenskin unit, and must test each turn so long as the unit is not engaged in hand-to-hand combat, is not fleeing, and numbers at least five models. In the start of the Turn phase roll a D6 for Ruglud’s Armoured Orcs – on a 2+ the unit passes the test and moves/fights normally this turn. On a roll of 1 the unit fails the test. To determine what happens, roll a D6 and consult the table below (note that this table is different from the table of other Greenskin units).

Ruglud’s Animosity Table

1-2 Let’s show ’em what these crossbows can do!
Ruglud’s Armoured Orcs shoot at the closest unit, friend or foe. All models in the unit can fire without movement penalty at the nearest target in any direction, ignoring the usual restrictions for line of sight and fire arcs – this is an exception to the normal rules for shooting. The shots are worked out immediately, not in the Shooting phase, and the models themselves are not moved. The unit cannot do anything else that turn. If there are no units within range, the unit Squabbles instead (see the next entry).

3-6 Squabble
An internal squabble amongst the ranks soon grows into a minor riot with fists and curses flying. This throws the unit into disorder and prevents all moving and shooting this turn. The unit can do nothing this turn while Ruglud cracks heads together to restore order.

THE CURSED COMPANY

Captain: Richter Kreugar the Damned.

Battle-cry: The battle-cry of Richter Kreugar has long been forgotten by the people of the Old World. The silence of the grave hangs over the Cursed Company as it traverses the land, marching to war accompanied only by the sound of creaking ancient leather and the scrape of rusted metal.

For Hire: Any Warhammer army other than Bretonnians, Vampire Counts and Tomb Kings of Khemri may hire the Cursed Company, and the regiment counts as a Rare Troops choice. (Richter has an eternal hatred for those who subjected him to his fate, and so will not fight for the Undead.) Dogs of War armies may choose the Cursed Company, in which case it counts as a Special choice.

Points: Richter Kreugar and nine of the Cursed Company including a Standard Bearer and Musician cost a total of 305 points. This is the minimum size regiment you can hire. The size of the regiment may be increased at the cost of 10 points per model, up to a maximum unit size of 30.

Profile	M	WS	BS	S	T	W	I	A	Ld
Richter Kreugar	4	5	3	4	4	2	4	3	9
Cursed Company Skeletons	4	2	2	3	3	1	2	1	3

Weapons/Armour: Richter Kreugar is armed with a shield, heavy armour, the Dark Gem of the Cursed and his unholy sword, Blight. The Skeletons of the Cursed Company are equipped with shields, light armour and hand weapons, and the Standard Bearer carries the Banner of Malediction. (Note: Despite the armour that appears on the individual models within the Cursed

Company, it is assumed for the sake of simplicity that all the models are equipped with light armour.)

Armour Save: 5+ for the Cursed Company Skeletons, 4+ for Richter Kreugar.

MAGIC ITEMS

Blight

Magic Weapon

Blight is a darkly powerful blade, centuries old and suffused with unholy magic.

Blight confers +1 Strength to all close combat attacks made by Richter. In addition, the weapon has the Killing Blow special rule (see page 112 of the Warhammer rulebook).

Dark Gem of the Cursed

Talisman

The Dark Gem of the Cursed glows a blood-red shade that intensifies when a blow is directed towards Richter, protecting him from harm.

4+ Ward save.

The Banner of Malediction

Magic Standard

The sinister banner of the Cursed Company has been carried for centuries by various enslaved warriors of Richter. It is a dark parody of his original, disgraced mercenary company banner.

The Cursed Company suffers one less wound than they normally would when defeated in combat. As an example, if the Cursed Company loses a combat by 3, they should lose three extra models, but because of the Banner of Malediction, they lose only two models.

SPECIAL RULES

“Join us in damnation...”

As part of Kreugar’s curse, any foe slain by him or one of his company are withered by dark magic, their flesh ageing as if decades had passed in the blink of an eye. The lifeless victim is instantly enslaved to the will of Richter, rising to accompany him in his eternal curse.

If any model within the Cursed Company (including Kreugar himself) slays a model with only 1 wound on its starting profile, then one Skeleton is created in its place. Models created in this way are added to the Cursed Company, and are armed in the same manner as the Company. The Victory points value of the

unit is unaffected. This rule counts only for models that are killed in close combat, and not for models killed in any other way (for example, running down fleeing troops).

Independent

The Cursed Company is a completely independently acting unit. Richter and the Cursed Company will never use the Leadership of the General, even if it is better than his own. Additionally, the Cursed Company cannot be joined by any characters.

Hatred

Richter Kreugar *bates* all other Undead. This applies to Richter only.

Undead

The Cursed Company is Undead, and as such the following rules apply to them:

Leader

If Richter is killed, the Cursed Company will quickly begin to crumble to dust. At the end of the phase when Richter is killed, and at the beginning of each of their turns thereafter, the Cursed Company must take a Leadership test. If the test is failed, the unit suffers a number of wounds equal to the number they failed the Leadership test by. No saves of any kind are allowed against these wounds.

Break Tests

The Cursed Company cannot be broken. If the Cursed Company is beaten in combat, it suffers one extra wound for every point they lost the combat by, with no saves of any kind allowed (remember that with the Banner of Malediction, this number is reduced by one).

Immune to Psychology

The Cursed Company is Immune to Psychology. The only exception to this is that Richter Kreugar *bates* Undead.

Charge Reactions

The Cursed Company can only react by holding their ground.

Marching

The Cursed Company can march as long as Richter is still alive. If Richter dies, the Cursed Company cannot make march moves.

Cause Fear

The Cursed Company and Richter cause *fear*.

