

# Gold and Glory

*"Cry Havoc and let slip the Dogs of War"*



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# Gold and Glory

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**Pikeman's Dogs of War Army, ready for hire!**





# Musings of the Paymaster

By Willmark

Mini By: AA7



## A Call to Arms!

Hello and welcome to the inaugural of the Dogs of War ezine: Gold and Glory. This ezine is for the betterment of the Dogs of War community and betterment of the army as a whole, we hope you enjoy it.

If it is possible, there actually is an army that is as underrepresented as the Chaos Dwarfs: The Dogs of War. The question then becomes, are there enough enthusiasts or even players of the Dogs of War to unite and drive the army forth towards 7<sup>th</sup> edition and beyond? There is a lot to learn from the experiences of the Chaos Dwarfs and on Chaos Dwarfs Online ([www.chaos-dwarfs.com](http://www.chaos-dwarfs.com)), where I am an administrator. Chaos Dwarfs Online members have been pumping out major amounts of content; there is no reason why it can't be done for the Dogs of War, all it takes is commitment from the members as a whole.

Dogs of War in their current form, are in a bit of a quandary. Much like Chaos Dwarfs, they have a few unusual things going against them: first they are a "mixed race" force, which is most evident when you consider the different sized bases the army uses. This becomes important when you factor in that Games Workshop has been on the move to keep each army its own individual entity. This has been confirmed each step of the way with GW removing all references to Dogs of War in the army books after Dwarfs. From the outside looking in this might be seen as bad however, it looks like it is a golden opportunity for the Dogs of War to have their own rules, or at the very least ones that can easily be updated without worrying about years worth of army books in a

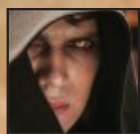
given edition having wrong information.

As I have mentioned before and in many places, the Dogs of War current state has a long historical precedent. Mercenaries have always been the odd man out in terms of Warhammer. Each edition GW has tried something different, and they have yet to get it all together in a workable form. The 6<sup>th</sup> edition rules are sound ones by all accounts. Another problem lies with the fact that the army does not have plastic Core regiment(s) which GW has identified as a requirement for a new army book.

But enough of that lets get to talking about the issue at hand. As with most first issues there is always a learning curve. There is no way to get everything right, nor would I try to. As I have learned, the most important thing about an ezine is to get the first one done, out, then improve upon it from there.

Some might wonder just why a non-Dogs of War player is taking such an interest in an army he does not play. Fair question. I want to see all armies make their way into 7<sup>th</sup> edition Warhammer and beyond. As I keep saying in multiple forums, its like a rising tide lifting all boats. The more focus there is on an army, the more focus there is on all armies, the more focus there is on Warhammer. With that additional focus on Warhammer it is more likely that GW will support the army(ies) in question.

That's it for now, so until the next ezine, good luck and good gaming.



Willmark



# *The Lands of the Mercenary*

## The City States of Tilea

By Willmark

*This is from the Dogs of War PDF and simply gives a quick overview of the Lands of the Mercenary, Tilea- Basically a summary to get you would be Dogs of War generals up to speed- Willmark.*





## The Home of the Dogs of War

South of the Empire and Bretonnia lies the warm lands of Tilea, home to mercenaries beyond count. Some of which are famed throughout the Old World: Pirazzo's Lost Legion, Ricco's Republican Guard, Golgfag's Ogres, Oglah Khan's Hobgoblin Wolfboyz and Lumpin Croop's Fighting Cocks to name but a few. If one needs a ready sword or pike for that matter, then one need go no further then here. In addition to the fighting that seems to be incessant in Tilea, there is always a need that pulls mercenaries from here to fight for whoever has the most gold.

If that were not enough there are numerous long range expeditions that set out across the globe with freebooters seeking their fortune from such areas as Lustria, the Dark Lands and Araby and even the mythical lands to further afield.

The land of Tilea is comprised of seven city-states and small principalities: The Republic of Remas, The Principality of Luccini, The Principality of Trantio, The Principality of Pavona, The Republic of Verezze, The Principality of Sartosa, and The Principality of Miragliano. Collectively these seven form the major power base within Tilea.

### Geography

The seven city-states are all nestled around the Tilean Sea. The lands of Tilea are surrounded on the other three sides by mountains with several passes to other areas of the Old World. To the west, past the Republic of Verezze, are the Apuccini Mountains and the Border Princes. The Irrana Mountains, to the north separate the Tilean lands here from Bretonnia and the Abasko Mountains, to the west, Nation of Estalia from that of Tilea.

The Blighted Marshes represent a great pestilence on the landscape, home to all manner of creatures, and harboring the Skaven city of Skavenblight.

**The Republic Of Remas-** Was originally founded as a trading port by the High Elves. Remas has a large and powerful navy with a well defended harbor, but was raided by the Dark Elves in 1487 IC while much of the fleet was away.

Remas has been a Republic for many years and is also famous for its large army dominated by Pikemen. The

Republic of Remas counts the Principality of Tobarro as a close ally, but has done battle with powerful trading rivals the Principality of Miragliano, The Republic of Verezze, and especially the Principality of Luccini.

**The Principality of Luccini-** is another strong naval power that is always at war with their enemy across the Pirate's Current, Saratosa. Luccini is another city founded on the ruins of a previous High Elven establishment, and has a vast army that rivals the Republic of Remas in size. Lorenzo Lupo is now prince of Luccini.

**The Principality of Trantio-** Trantio has a turbulent past of beginning as a principality and then becoming a republic. Fortunes improved for Trantio as her most prominent resident, Marco Colombo, became a famous explorer. After Marco Colombo ascended to the position of Merchant Prince, the principality began to flourish, rising from backwater to preeminence. Trantio's public works are abundant, formed by many races, especially the dwarves.

**The Republic of Verezze-** has had placid and peaceful existence, especially when compared to her neighbors. Verezze is heavily dominated by powerful merchants families, but they have developed democratic ways to make decisions and sharing power. Verezze is the breadbasket of Tilea and derives her power from the fertile croplands that surround her high vantage point over the fertile plain. This vantage point has some of the most formidable defenses in Tilea, but Verezze pays for those defenses very crowded and narrow streets with large multistory houses.

**The Principality of Sartosa-** The island of Sartosa has the highest concentrations of pirates in Tilea, and perhaps the whole Old World. As such, Sartosa is a rough and lawless place, but has a very democratic society where the title of Pirate Prince is earned by election amongst the pirate captains of the world.

**The Principality of Miragliano-** is dominated by its close proximity to the Blighted Marshes and Skavenblight there in. Miragliano has learned to cope with frequent plagues that ravage the city and has built a very large army to deal with the hated skaven. Miragliano has also been under threat from the Empire and forces of Bretonnia, because of the mountain passes to north. Princes of Miragliano have developed a keen interest in (continued on page 15).



# *Mercenary Tactics*

## Unit analysis and Tactical Use



### Analysis of Pikes in the Dogs of War Army

By Various Forum Members

Edited By Willmark

You'll notice that throughout this first issue we are focusing on Pikes. This is quite appropriate, as there is no more of an iconic weapon for the Dogs of War the pike!  
- Willmark

What is a Dogs of War player to do with Pikeman? Because of their rank bonuses, they lend themselves to being a large core block of troops that you form your battle line around, but how do you use them? What are their strengths and what are their weaknesses?

The following is an excellent summation from various threads on the old forum, compiled to give beginning

Dogs of War generals an insight to the army's most ubiquitous unit: pikemen.

#### **MerchantPrinceRubino wrote:**

First of all, the pike, is an incredible weapon, but it does have its weaknesses. The first weakness is their sheer cost. Pikemen are 10 points each and they use a weapon that is woefully inefficient if used in a formation less than 4 ranks deep. In sixth edition, this means that the minimum effective pike unit is 20 models, or a whopping 230 points! Most players prefer bigger units to maximize the pikemen's strength.

So we have a 300+ point unit in most cases, which will throw out 25 Strength 3 attacks, not too shabby, but not without major drawbacks:

Second, they have low toughness and armor saves. Let's be honest, they're both negligible. Pikes spend a lot of time trudging up field getting cut down rank after rank



by crossbows, handguns, longbows, blowpipes and war machines. All of this shooting gives these guys serious headaches! All you can really do is upgrade them to heavy armor for a 5+ save.

In my experience, players will go to great lengths to avoid pikemen, all the while shooting them. When pikemen are presented with an opportunity for combat, it's never a good one. I feel that Pikes suffer from the same "elite infantry syndrome" suffered by grave guard, white lions, black guard, so on and so forth. Pikemen require some rebalancing, but it may be that I'm simply not playing them right.

#### **Garrick wrote:**

Yes, their movement is slow. No, they aren't agile. But you don't need them to be! The strength of the pikemen is (obviously) on the charge. Even if you are advancing upon the enemy ranks, you should never need to actually catch them. Force them to charge you. I like to "funnel" my opponent's units into the pikemen by having nasty hard hitting on either side (Out of his charge range of course). I think someone else already said this but, make sure the pikemen look like the best thing available to charge.

#### **To which Baumann adds...**

I play defensively- let the enemy come to me and fight on my ground.

If their shooters can hit me I can hit them- hard. This means he either has to position his missile units somewhere out of harms way and thus reducing effectiveness or let them get shot to pieces. As an example, the 2,000 pt army I will soon be fielding has no less than 4 missile units (crossbows, fully tooled dwarves and 2 kislev kossars) a cannon and hot pot. (It also helps the army I am facing will be some form of chaos)

That leaves his "fighty boys", who have the option of impaling themselves on my pikes or hitting one of my nasty surprises. I position my units so they can support each other- if he pulls off a flank charge he will suffer a flank or rear charge in the following turn; fear causing ogres also

help here.

If he charges my kossars they will always stand and shoot no matter the distance and then hack away with great weapons. The ogre leadbelchers (oops another missile unit) are the same and the dwarves are similar though they don't have the ability to always stand and shoot, there's always the paymasters bodyguard, but they look too mean.

In the end it's a case of forcing him onto your pikes- make them seem the easier choice which is easy when your opponent doesn't know your army, how many kids have cried in store when they find out you can fight in four ranks and thus inflict four times as many hits as him?

Than again there have been a plethora of lists on here that don't include a single pikeman and they seem to work ok. It all comes down to a matter of taste really. There's plenty of other core choices to take if you so desire, but if you take pikemen you must secure their flanks, a small unit of duelists another 'line' unit or even simple positioning, M4 doesn't matter if all you need to do is turn to face him while he avoids other units

*(Note some of this harkens back to some of the SoC lists- Needless to say this covers the basics, there is much more to this discussion to be had, feel free to strike the conversation up on [www.dogsofwaronline.com](http://www.dogsofwaronline.com)- Willmark).*





# Mercenary Tactics

## Use of Galloper Guns

### Galloper Guns

#### How Best to Use them

By Slick

Ok here we go for the galloper guns. I did a little digging to find the background story for these guys (which also led me to think of the perfect way to fix this often maligned unit for the army book project).

Bronzino's Galloper Guns are a unique effort to combine the firepower of artillery with the mobility of cavalry. This is an extremely specialized Regiment of Renown and will require careful deployment in order to see effective use. Most mercenary generals will pass on using Bronzino's unit in favor of regular mercenary cannons or will fill their rare choices with units such as Asarnil, Truthsayers, Dark Emissaries, and Fenbeasts which are far more straightforward in their use. A regular mercenary cannon has double the range of a Galloper Gun and has a much higher strength. The major selling point of Bronzino's unit lies in their mobility. It should be noted in the beginning, that Bronzino's Galloper Guns are not for novice players or those who are bad at estimating distances.

First, let us take a look at what the requirements for the unit are. Bronzino's Galloper guns can be hired as a rare choice in any army except Bretonnia. The minimum unit that you must hire comes with Bronzino himself and one Galloper Gun team for a total of 165 points. Additional teams may be hired at an additional 100 points per team as well as taking up an additional rare choice. Thus, in a typical 2000 point game, you can have a maximum of two Galloper Guns. Bronzino is a captain level hero, although he is only lightly armed although he does ride a warhorse (more on this below). The Galloper Gun itself is mounted in a carriage which is attended by a crew of three.

Being smaller and lighter than even a mercenary cannon, the Galloper Guns do not pack the punch of their larger cousins, nor they have the especially



long range of other, heavier cannons. A Galloper Gun has a range of 24" with a strength of 7, and causes D3 wounds. Each team may move 8 inches and can march. Bronzino himself must be deployed with a team, but is otherwise free to act on his own as a separate Hero.

In games smaller than 2000 points, it would probably be better to use a regular mercenary cannon. In games of 2000 points or greater, there is more of a place for the Galloper Guns. In most cases, simply hiring the minimum unit size (Bronzino and one gun team) will be the most efficient use of points and rare choices, leaving one rare choice open for any of the aforementioned units.







Mini By Steve Dean

Bronzino and his gun team have dual purposes. Bronzino is unique among Regiments of Renown units in that he is the only named character who can leave his unit. In this way becomes much more versatile and Bronzino can start earning his points back by acting as a lone mage and war machine hunter. He is also capable enough to charge lightly armed flanking units such as fast cavalry. Sending Bronzino off to engage other enemy units can buy critical time for the rest of the army, especially if fast enemy units are bearing down on the Galloper Gun. A word of caution - while Bronzino is an adequate fighter, it is unwise to expect too much from him or to needlessly send him into a combat he has no hope of winning.

The key to using a Galloper Gun effectively starts in the deployment phase. It is best to deploy the Bronzino and his team on a flank. To an extent, the placement of Bronzino will depend on what type of troops the opponent has available and knowing how fast an opponent's army can move. One must also be careful not to setup Bronzino and his team in direct line of sight from enemy war artillery. Every turn that the Galloper Gun team is moving, is a turn they are not shooting, thus you will want to get them into firing position as soon as possible. The first turn will see Bronzino and the Galloper Gun team racing up the flank using available terrain to



Mini By Steve Dean

their advantage in order to setup enfilading fire. If the enemy goes first, the team will have to be moved more cautiously to avoid putting it within an enemy unit's charge range on the second turn.

Targets for the Galloper Gun team should include enemy units such as chariots, all types of cavalry, multi-wound units such as ogres, lone characters, and large monsters. Any opportunity to get a flank shot, especially on a cavalry unit should be taken. Bronzino should be used to hunt down targets of opportunity as well, such as lone characters and small, weak units. He can also be used as an effective march blocker to slow enemy forces down while the other elements of the army get into position or to bait and redirect enemy units to expose the flanks of enemy units to your main combat units. If it is necessary, then Bronzino can sacrifice himself by charging into a tough enemy in order to buy more time. If it becomes necessary (multiple enemy units getting within charge range), then it is advisable to redeploy the Galloper Gun. With their speed, it should be possible to redeploy to a more favorable location to continue shooting in subsequent turns. If an



Mini By Steve Dean

enemy unit does charge the Galloper Gun, it is advisable to flee in almost all circumstances. The gun team is less than Unit Strength 5, thus it will not panic your other troops if it has to flee through them. In some circumstances you may have to make the choice to sacrifice your Galloper Gun in order to buy some time for the rest of the

army. This should only be done when absolutely necessary, as the war machine and crew will almost certainly be slaughtered, giving up a big chunk of victory points.

Hopefully the above tactica has been helpful in demonstrating the uses of Bronzino and his Galloper guns.



Mini By Steve Dean



# The Hot Pot

## Member Fiction

### Blood on the Snow

By Willmark



Minis By Joe Rogers

The blood drenched shores of the lake lapped somewhat disconcertingly along the rocky coast against an overcast sky. In the distance crows began to gather in ever increasing numbers, carried along by the scene of death and blood. The wind stirred softly covering the moans of the dead and dying, those that would never see another sunrise and the unlucky few that might survive, although horribly maimed for life.

The battle was hours old yet the nickering of horses could still be heard and shouts carried in the distance. Steel on steel still clashed as the army was locked in brutal combat with the Skaven. The men of the mercenary army had pushed the Skaven army from their battle-lines and had them pressing ever backwards. The timely arrival of the galloper guns had turned the tide of the battle, brought up on the right flanks of the army their enfilading fire had torn through the massed ranks of the Skaven clan rats. Without support, the Stormvermin in the center were forced to fall back when the massed formations of the army's Pikemen units pressed the advantage

Diego took a moment and stepped back from the fighting to view the unfolding scene. The Skaven army had rallied somewhat and had reformed their lines in several places. The Skaven Seers and the Wizards of the Army were trading spells back and forth. The air, even from his vantage point was electric and the hair on his arms seemed to stand on end. Diego had never grown used to wizards and their unusual and often eccentric ways, but he also had a healthy respect for them after witnessing the dismemberment of an ogre by a wizard north of Talbeheim with but the flick of a finger.

Glancing to his left, he saw the flanking force that

had been dispatched an hour ago. They had made their way down an unseen gully and where now in position. The Skaven, unaware of this new threat were caught when the resounding shouts of "Charge!" echoing out over the clash of steel on steel. The ground seemed to shake as the heavy cavalry emerged from the woods and slammed home into the right flank of the Skaven lines. The Skaven general shifted his reserves to match this new thread, but it was already to late. Scores of clan rats perished in the initial crush as the hooves of the horses carried the cavalry further into the fray. The cavalry slammed home with every lance seemingly finding its mark. They continued on thundering into the remaining Rat Ogres. The attack quickly bogged down with vicious fighting, but the combined pressure of the Pikemen in the front and the cavalry to the left was enough to win the day. Finally broken, the Skaven were in full retreat.

The final harvest was now theirs to reap as Diego and his compatriots thought of well-earned rest. Their force had deployed to protect the left flanks that the cavalry had vacated. Another flanking force from the Skaven charged into them and a battle ensued with a ferocity matching that of the main fight. No quarter was given and the regiment now wandered dispatching those to badly wounded on either side.

Diego sat down and rested his sword on a rock nearby, its well-notched pommel and blade still slick with gleaming gore. He reached to his rucksack and grabbed a flask of whisky. The warmth of the alcohol matched the warmth of his body. Only then did he notice his breath on the air, the lands here were so much cooler then the sun drenched lands of Tilea. Here snow was gently falling mixing with the blood on the ground. His mind began to wander, but



Diego's quick daydream was shattered by the sound of a blade and the snap of a branch nearby.

"Die manthing!" the Skaven screeched in its high-pitched sequel leapt forward blades flashing. Diego bolted away from his stony seat, turned, and hurled his flask of at the skaven. The flask caught the ratman in the jaw spilling its contents down its body. The beast howled as whisky made contact with a ragged gash on its left arm.

This one wont last long, Diego thought. Then he noticed the ichors greenish substance dripping from its blades. He had lived long enough to realize that the odds had suddenly been evened, wounded or not. The Skaven leapt forward, letting one of his blades fly. It wisd passed Diego's head echoing in his ear. The end of his long mustache fell to the ground, its stubble hissed from the poison left on it.

Too close, though Diego as he raised his sword to meet his attacker. The Skaven lunged at Diego as he remembered his lone loaded pistol in his brace. A crack rang out, as the bullet shoot clean through the beast's head. Blood spattered some Diego's compatriots who had just drawn their weapons. The Skaven staggered backwards, its remaining poison blade clattered to Diego's feet.

Diego waved his compatriots off and thought, in life and in warfare he lived by no rules other then his own and to survive to the next dawn, this time was no different. The City of Mairenburg paid hard coin, and it was an honest days work for the sell-sword. He had lived to see another day, as he always had, and as hoped he always would.

### Looking to be in Gold and Glory?

Send your submissions to Baumann at DoW Online.

## Credits

Because this is Issue #1, we had to use a number of miniatures from various places around the web. As time goes by, this should be less of an issue as the Dogs of War Online community grow and more minis, photos, and illustrations. If we have missed anything in terms of credit or proper notation, please let us know. In all cases, the images of the miniatures or illustrations remain the property of their respective owners and no challenge is intended or implied.

Page 1. Dogs of War Giant ij\_isaak from Flickr at: <http://www.flickr.com/photos/ijisaak/2122001077/> /  
Page 15. Paymaster and Wagon at same, on Flickr.  
Single minis by Sharkbelly.

Page 2. Beorg Bearstruck and the Bearmen of Urslo are the property of Games Workshop.

Page 10. Halfling Hot Pot, and army shots on the back page by Joe Rogers, his DoW army can be found at: [www.therodgelodge.com](http://www.therodgelodge.com)

Page 14. Lorenzo & Bronzino by Al-Hashut from: [www.chaos-dwarfs.com](http://www.chaos-dwarfs.com)

Page 14. Tichi-Huichi's Radiers courtesy of Nunya Biz at the [www.gamehobby.net](http://www.gamehobby.net) (Painter: Eric Radey)

Page 1, 6, 8, 9, 14. Dogs of War: Druid, Gunners, Cannon & Alcatani Fellowship by Steve Dean: [www.steve-dean.co.uk](http://www.steve-dean.co.uk)

Pages 11-13. Pirazzo's Lost Legion, Ricco's Republican Guard, Leopold's Leopard Company and the Alcatani Fellowship are the property of Games Workshop.

All others unless noted can be found at [www.dogsofwaronline.com](http://www.dogsofwaronline.com) or by various members of the site.

## Looking to be featured in



If you're looking to make your mark on the Dogs of War, here is the place to do it! Get your submissions in to Willmark @ the place for Dogs of War: [www.dogsofwaronline](http://www.dogsofwaronline)



# Regimental Review

## Analyzing the Regiments of Renown

### Pikemen Regiment of Renown:

#### An Overview

By Slick

Aside from regular core choice pikemen, a mercenary general has four Regiment of Renown pike choices to choose from: Pirazzo's Lost Legion, Ricco's Republican Guard, Leopold's Leopard Company, and The Alcatani Fellowship. On the surface they may appear to be just another pikemen unit, but each of these Regiments of Renown differ significantly and will require careful use on the battlefield. The same strengths and weaknesses of regular mercenary pikemen units apply to their Regiment of Renown counterparts as well. Pikemen units are strong against a frontal charge but are virtually helpless against flank and rear chargers, thus it is imperative to protect their flanks working in concert with other units.

**Pirazzo's Lost Legion** has the second-cheapest base points cost among the four units, being only more expensive than the Alcatani Fellowship in initial cost. Like the Leopard Company and Alcatani Fellowship, they are equipped with light armor, so it is wise

### CORE

- ☒ PIRAZZO'S LOST LEGION
- ☒ RICCO'S REPUBLICAN GUARD
- ☒ LEOPOLD'S LEOPARD COMPANY
- ☒ THE ALCATANI FELLOWSHIP
- ☐ VESPERO'S VENDETTA
- ☐ MARKSMEN OF MIRAGLIANO
- ☐ AL MUKTAR'S DESERT DOGS
- ☐ BRAGANZA'S BESIEGERS
- ☐ VOLAND'S VENATORS

to protect them from shooting. The Lost Legion is a unique unit in that it is the only 'mixed formation' unit available. The front rank of Pirazzo's Lost Legion is always armed with crossbows. Pirazzo himself is similarly equipped and carries two hand weapons for close combat. The Lost Legion makes an excellent unit to cover the flanks of an army as their crossbows will be able to engage the more lightly armored enemy flanking units at range before engaging any survivors with a wall of deadly pikes. Thus it is often best to deploy the Lost Legion in a slightly wider formation than normal to provide a few more shots each turn while still having enough pikes to provide several close combat attacks.

**Ricco's Republican Guard** is the 'heavy' unit among the four Regiment of Renown pike units. They are slightly more expensive than the Lost Legion, but are also more durable as the entire unit wears heavy armor. They are also the only pikemen unit with a Weapon Skill of 4, which will allow them to score several more hits against more poorly trained units. 'Ragged Ricco' himself also wears heavy armor like the rest of his unit and carries two hand weapons for close combat.

**Leopold's Leopard Company** is the most expensive pikemen unit among the four Regiment of Renown

Mini by JMRogers



PIRAZZO'S LOST LEGION- Core



Mini by Slick



RICCO'S REPUBLICAN GUARD- Core

pike choices. They are neither the most skilled or most heavily armored unit. They are however Immune to Psychology. The unit carries light armor, while Leopold carries heavy armor as well as a hand weapon and pistol. The pistol does allow for some limited shooting, and with his high ballistic skill, Leopold does have a good chance of hitting, especially if deciding to stand and shoot against a charge. As they are Immune to Psychology, the Leopard Company is able absorb shooting and damaging magic spells without fear of panicking as a result of losses. They also provide a mercenary general with a unit that can be counted on to face the myriad fear and terror causing units out there where less stalwart (or religiously fervent) troops might turn tail and flee. Nevertheless, it is only an unwise general who would needlessly waste such valuable and expensive troops.

**The Alcatani Fellowship** is a bit of an oddity among these Regiments of Renown as they do not fight in a mixed formation, carry heavy armor, or ignore psychology. What the Alcatani Fellowship is however is cheap. It is possible to build a sizeable unit for far fewer points than any of the aforementioned pikemen units. There are however some drawbacks to the Alcatani Fellowship which a wise general must consider when deciding to employ them. The members of the Alcatani Fellowship are a poorly trained unit at weapon skill 2, being mostly farmers who decided to follow the path of a mercenary after losing their land. Similarly, the leader of the Fellowship, Roderigo Delmonte does not quite match up to the other pikemen

captains in ability, having a slightly lower weapon skill, toughness, and initiative, as well as one fewer attack.

To aid potential generals who may consider employing these pike Regiments of Renown, the follow table provides a list of which armies may hire them.

#### May Hire/May Not Hire

Pirazzo's Lost Legion All except Vampire Counts & Bretonnia

Ricco's Republican Guard All except Bretonnia

Leopold's Leopard Company All except Bretonnia

The Alcatani Fellowship All except Bretonnia

The Dogs of War are still an army of the 6th edition of Warhammer Fantasy and most would place them on the extreme low end (if not the bottom) of the power level of the various armies available, especially those that have been updated with an army book for 7th edition. What uses can Dogs of War, specifically pikemen offer in the current environment of the game? Which armies could benefit from employing a unit or two of pikemen? First, it is worth observing that these particular Regiments of Renown will occupy a special slot in those armies that are able to hire them. Special, just like Rare slots, are

Mini by Jimmytrout



LEOPOLD'S LEOPARD COMPANY- Core

always at a premium when it comes to choosing your forces for a battle and most armies will already have several excellent special units to choose from. As in a purely Dogs of War army, pikemen are a very specialized unit, that must be used carefully to maximize their effect.

I will provide a brief overview of which armies could benefit from the use of these Regiments of Renown. Armies, which typically lack shooting such as Warriors



of Chaos, Beasts of Chaos, or Ogre Kingdoms could, use Pirazzo's Lost Legion to provide some long range shooting while being able to handle any survivors able to charge them. The Lost Legion would work very well at anchoring a flank, where they can deal with enemy troops such as light cavalry. Alternately the long range of their crossbows can be used as effective counter fire to the enemy's missile troops. Ogre Kingdoms and Beastmen armies in particular can benefit from the hiring of any of these pikemen units as they provide these armies with sorely lacking static combat resolution in the form of ranks and numbers. A pike unit working in concert with fast moving ogres on the flanks can maneuver to setup combined charges on enemy units where the sheer number of attacks from both units combined with the static combat resolution provided by the pikes can be effective against all but the most elite of units.

Empire armies could effectively add any of these units, although they will be competing for special slots with various Empire staples such as Great Cannons, Pistoliers/Outriders, Inner Circle Knights, and Greatswords. Nevertheless, a pikemen unit can be an excellent defensive unit for an Empire general. Pikes can also fulfill a similar role in Dwarf armies, helping to secure vulnerable flanks.

Pikemen can also be of use in a Wood Elf army. At first glance they might appear completely out of place, but they can provide some defensive staying power and static combat resolution in an army that heavily features skirmishing units. Leopold's Leopard Company could be of use in a Forest Spirit themed Wood Elf army as they are also Immune to Psychology. Working in combination with Dryads, Treekin, and Treemen, the Leopard Company can work to setup combined attacks on enemy units.

Lastly, Orcs & Goblins could also benefit from hiring these pikemen. Again, Pirazzo's Lost Legion can provide some relatively reliable long range shooting for O&G without having to worry about Animosity. Similarly the Leopard Company is well equipped to engage fear-causing units (Orcs & Goblins are not known for their high leadership). Given the typical size of Orc & Goblin armies, the pikemen are less likely to have to worry about their flanks being exposed.

Currently there is little reason to use pikemen in the follow armies due either to that particular army's special rules, the availability of units which perform similar roles, or a combination of the two: High Elves, Dark Elves, Skaven, Vampire Counts, and Tomb Kings.

*Excellent work there Slick- Stay tuned to this space for more analysis of the various Regiments of Renown and their various strengths and weaknesses, which is if Slick is up for it! - Willmark*

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(Home of the Dogs of War- continued from page 5)  
warfare out of necessity, but also harbor great interests in science and the arts, especially architecture. Unlike many of the Tilean City-States, Miragliano was not founded on an ancient High Eleven trading site, but evolved it did so in a more chaotic and haphazard fashion, which may account for the famed leaning tower.

The Principality of Tobaró, has had a dark history full of strike. Tobaró was an ancient High Elf fortress abandoned after the War of the Beard to become a quite fishing port. The city was used as a military port by the Bretonnians during the Arabian Crusades, and survived a siege by Sultan Jaffar who sought to punish the city for aiding the Bretonnians. In 1563, Skaven overran the city through the ancient High Elf catacombs beneath the city. Prince Meldor Marcelli took to the water, with half of his army and regrouped in the Republic of Remes where mounted an army with all his wealth. Tobaró was saved from ruin by hastily gathered army and the catacombs were sealed. Since then, Tobaró has seen considerable political strife and fractionalization.



# *The Gallery of Tilea*

## Dogs of War Minis from around the Globe



By Steve Dean



By Al-Hashut



By Al-Hashut



By Steve Dean



By Kera Fochunter



By Eric Radley



# The Gallery of Tilea

Dogs of War Minis from around the Globe



By Sharkbelly



By Slick



By Sharkbelly



By Slick



## Coming Soon!

Golden Pike I  
Painting Contest



By ij\_isaak



By ij\_isaak



# The Mustering Ground

## Hobby and Modeling

### How to make DoW Pikemen from Empire Spearmen By Nifty

The following is how I built my Pike-men for my Dogs of War army. It is a somewhat lengthy process, but I think the results are great and worth the time.

Just one thing before you begin: READ THE WHOLE article before you start to even collect supplies.

The supplies required and recommended.

- Standard Empire spearmen (see pictures below). Games Workshop Store Link.
- Brass rod (you decide on the size but get several lengths, see pictures)
- Pliers to cut the rod
- Rare earth magnets (have to fit under the bases)
- X-acto knife, files, pin vise with bits, cutting board and green stuff
- Piece of thin magnetic metal (for movement tray)

The first step is to prep the standard pike-men.

- 1) Cut the pike-men from the spree along with the matching arms. Then trim the mold lines off the pike-men and arms and glue him to a base.
- 2) Next remove the spear from his hands using the X-acto and pin vise, see below.



SAVE THE SPEAR YOU WILL NEED THE TIP LATER ON!

I first cut the spear shaft down and then used the pin vise to drill out the shaft from his hand, if the hand gets to badly damaged you have the option of re-



sculpting his hand after the new pike is in place, or just ignoring it as there will be many of his fellow pike-men all around him!

Since there are several types of 'standard' pike-men, here is the second type of pike-men I made.

I first cut the spear shaft down and then drilled out the hands

the same way as above. I kept the top hand separate and pinned it in after the new pike was in place, see pictures below.

\*\*\*DO NOT GLUE his hand in yet this will create a problem when you arm him with his new pike!\*\*\*

The next spearman is marching with the pike over his shoulder.

This is by far the easiest one to make.



First cut the pike down as far as you can with the clippers and then drill out the rest, see picture below.

Now you have to make the new pikes. I choose my length for





realism; it is fairly long and requires that the models be magnetically secured to their movement trays to prevent tipping over.

In order to pick the diameter of the pike I took one of the spears I cut off to my hobby center and simply matched up the brass rod with the spear I had in hand. I apologize for not making a note of what diameter I used.

Next, cut off the tip of one of your saved spears right below the fur, and drill out the fur using the pin vise and a drill bit that is the diameter (or as close as you can get) of the brass rod you choose for the pike shaft and TEST fit, see pictures below.



Next cut the brass rod to your desired length for your pikes, I made mine 5.5 to 6 inches long! Then glue the spear tip onto the pike to complete the new weapon.



Finally, TEST fit a new pike in one of the spear-men's hands and adjust the fit by using



the Xacto knife to shave some material from the spear-men's hands, chest or where ever. When you are satisfied with the fit glue the pike into place.

Take note of the way the fur is going in order to give the model the proper sense of motion'

Now build away and Good Luck!!



*Additional articles for modeling pikes can be found in White Dwarf Issue #311- Willmark*





# Coming Next Time...

Assembling a Dogs of War force...



Hey, if Joe can create an awesome army like this why can't you?

(Further details of this army can be found at: [www.therodgelodge.com](http://www.therodgelodge.com), who knows perhaps we can persuade him to join the new site!)

## Gold and Glory

The ezine of [dogsofwaronline.com](http://dogsofwaronline.com)