

Dogs of War Online presents:

Gold and Glory

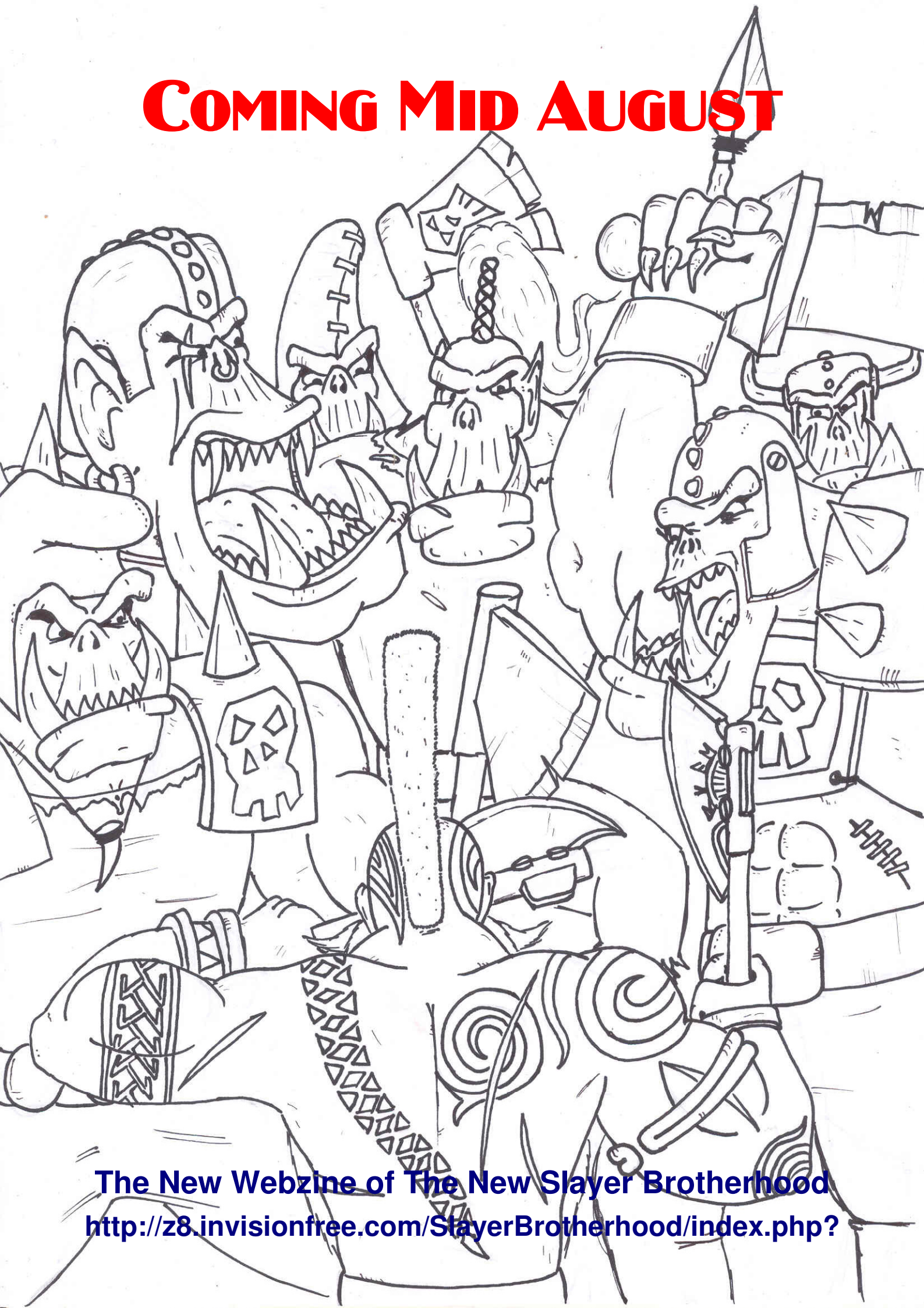
Volume I— Issue 2 — Summer 2009

Mercenary Tales
Golden Pike I Winner
Mercenary Tactics
Battle Report-
the Battle of Bloody Peak



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Submissions

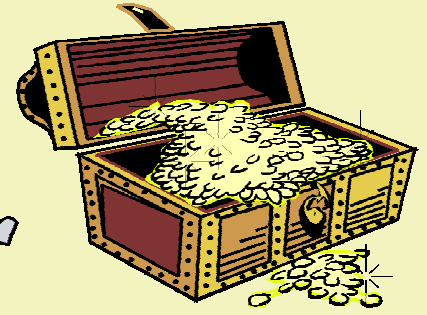
All submissions for consideration for the next issue of Gold and Glory must be received no later than 1 December 2009. Please send submissions to goldandglory@hotmail.co.uk and letters to the editor to dogsofwar@hotmail.co.uk.

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Musings of The Paymaster



Hello and welcome again all,

It is with a sense of pride that I write this article for Gold and Glory Issue #2. When I put Issue #1 together we we're still on the old site and we were in the process of getting the new site up and running, in short many irons in the fire as the old saying goes. I looked at it as more of a get it together to help promote the site kind of thing and worry about growing it at a latter point

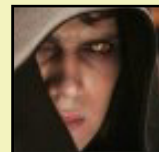
So a few weeks of cramming together an issue and great deal of help from Maul and it became reality. It was fun, but I really wanted to see if I could do it more then anything else. In many ways an inaugural issue is about doing it, the perseverance factor.

Now skip forward to Issue #2. I made it clear to the guys that I was going to step back and let the group take it forward. I did this for a number of reasons, one being that as many of you know I work on another ezine that seems to eat up a lot of my spare time, you know the one. But more importantly I wanted to see what everyone was capable. The really interesting thing is to see how someone takes and idea you

create and make it their own. There is no right or wrong in it per say as everyone's ideas are different.

Also some will notice that I'm not here that often; I look at it this way, I'm not a Dogs of War player, my role here is support and to help out. I keep things running and you guys make it what it is. Also we have a number of excellent staff on board that are Dogs of War players, my job is thus made easier.

So now I pass it over to Baumann to take the lead from here as Editor in Chief. I may contribute and article in the not too distant future. So until then enjoy this issue of Gold and Glory and look forward (as I do) for additional Issues in the future.



Willmark



From the New Editor-In Chief

And so I step into some very difficult shoes to fill!

I welcome you to the second issue of this glorious e-zine, and the first of which I will be at the helm of. Before we kick off I'd like to congratulate the staff have done an excellent job, with little experience at putting a magazine together. You'll have to bear with us while we fit into our roles and bring the e-zine up to standard Willmark has set for us with Issue #1.

Why did I step up to challenge of being the Editor in Chief? I could tell you I relish the opportunity to overcome challenges, or I always wanted to wear one of those green visors and smoke cigars like the boss in Spiderman. But it's no secret if you check Dogs of War Online that I reluctantly took a position no-one seemed to want. In hindsight I'm glad I did, unlike Willmark I am a Dogs of War player when I get the time to actually play, and taking this job has me think about my army more. I recently started a new Dogs army, but with my time in short supply it ended up on the back burner like most projects I start! However being the editor of a prestigious magazine makes you want to forge ahead with it so you have something to relate to your readers... so what to drop to make time?

Those who join us regularly over on Dogs of War Online will know we recently suffered a minor setback when the site crashed. To cut a long story short, everything that could go wrong did, but we are bouncing back better than before (or so Willmark reassures me) and things will be normal before long. We'd really appreciate all the help we can get, so head over join our discussions or even start some new ones.

I hope you enjoy the issue we lay before you, and hopefully next issue I'll have something to show you from my new army.

Baumann

PS: I'd like to send out big THANKS to Bilbo, without whom this issue would have bombed. When we were hit with the site crash and various domestic issues, not to mention the lack of designer, he stepped up to the challenge and put the whole thing together, including creating the graphics.

So THANKS Bilbo ;)





Mercenary Tales



Goblin Soup

By: Uryens de Crux

Marka Brunch looked across the prairie fields west of the Blood River; his keen Halfling eyes could make out the clouds kicked up by the advancing army, and the dirty green smudge of the army that caused it. Marka even fancied that his carefully trained chef's nose could smell them too.

Goblins, bloomin' thousands of them too. Probably the vanguard from an Orc Warband somewhere deep in the badlands that stretched out south of the Border Princes and Barak Varr.

Marka Brunch turned to his young associates. Volkwin Cuppins and Adelard Muffins, both apprentice chefs and both young, wide eyed Halflings, out with him traveling the Old World to learn all manner of recipes including all the different herbs, spices and garnishes there were to use. Along the way of course they supplemented their income and travels by signing on with certain mercenary companies, Halflings have to and like eating.

This time, they found themselves here, south of Arkendorf on the Blood River, facing a multitude of goblins.

Still, there was always a chance to learn a new recipe thought Marka.

"Now then kidders gather round and pay attention, its time to learn how to make Goblin Soup."

Adelard put his hand up "Goblin Soup? That sounds a bit, you know, disgusting chef."

"Aye, well I wouldn't ask anyone to eat it either, but Goblin Soup is the lesson for today. First job is, get the fire lit under the pot, and then fasten these cords to the rim of the pot, good and tight and with two trailing ends of equal length, about 6 feet long each. C'mon, those green skins aren't gonna sit and eat entrées quietly."

The two young Halflings busied themselves with Marka's instructions, not wanting to upset their head chef no matter how odd the recipe would turn out to be. As they did Marka himself busied

about in the back of his chuck wagon, collecting tubs of spices and seasoning.

Just has he picked the last tub up, the two younger Halflings just finished lighting the cooking fire under the pot.

"Right then, first thing is that fire isn't hot enough, we are gonna fill that pot and it needs to be boiling and quickly, so don't skimp on the wood. Secondly, the facts behind the recipe."

Marka walked over to the pot as his two protégés built the fire up even higher. "First of course, you know adding salt to the water means it boils hotter than plain water" and with that he dumped in a large bag of salt, the two apprentice chefs looked on aghast, not only would that salt render almost anything unpalatable, it also represented a fortune, in many places Salt was as expensive as gold.

"For this recipe, the water needs to be as hot as it can be when it boils, and the more salt, the better the results."

"Now. We let that warm up a bit, Volkwin, keep stirring it gently, Adelard, look to the fire and keep it burning well.

"It is not a well-known fact, but I have it on authority from the learned scholars of Altdorf, where I once cooked for the College of Magic, that goblins, and all the green skins, are actually fungi. Now fungi break down well in hot water, but are much better with a bit of oil or grease added too, and so we put in some lard."

Marka then dropped in several blocks of the sticky, white animal fat normally used to cook the breakfasts in.

"Another thing to note is that the mouth burning chilies of the southlands and Araby get their spicy properties as a defense against fungus pests and plant eating insects that might otherwise grow on the plants and as luck has it, from my travels just last year in Araby I have a good supply of their most potent of this rare spice."



With that he dumped a large tub of deep red powder into the slowly simmering water.

"Now that the water is coming to a boil, we can do a few more things, in this case we will add some oats to give it a bit more body and substance, besides they can stick to the nasty green skins for a little extra punch, and with that we just have to bring it back to the boil and keep it there until we are ready to serve it."

Volkwin put his hand up this time. "How will we know when it is ready to serve?"

"When we can see the pinks of their eyes my lads."

With that cryptic comment Marka took the two trailing ends of the cords the young Halflings had left, as per their instructions, he lead them out in front of the pot and began to hammer in two stakes, one each side of the pot and six feet in front of it.

When this work was done he began to tie the cords on using a complicated knot, all the while the trainee chefs watching with confusion as they tended the fire and kept the evil smelling broth stirring, bringing it to a heavy boil.

Marka walked back to the pot and gave it a stir himself. "Now then. Go get my oven gloves, and my chain mail butchers apron, and my best cleaver, and you lads do likewise. We are nearly ready to serve it up."

Looking up, the two Halflings could see clearly now the banners of the goblins, hordes of the vicious little green skins and scurried off to grab their aprons and cleavers.

Now they were not so intent on following the instructions of their chef, they could see the army they were with had now arrayed itself to face the advancing goblins, a mass of pikemen, heavy cavalry, fast moving guns, crossbowmen and pistol armed duellists, the two young Halflings stumbling along as they looked in awe at the mighty host they were part of and how many more goblins there were.

Grabbing their gear and running back to the cooking pot, the three of them donned their chain mail aprons, pushed their heavy cleavers into their belts and pulled on their heavy oven gloves.

"Ok, so we have seen the preparation and recipe for Goblin Soup, now let us see the serving of it.

Each of you grab the pot handles and follow my instructions carefully, and watch you don't spill any on yourselves or the fire, once this lot is served we need another batch as soon as possible."

Marka scanned the ever-closing line of Goblins in front of him; already the Tilean crossbowmen were sending their bolts into the lines of Goblins, leaving thick ash shafts protruding from dozens of green skin bodies.

After a moment or two he seemed to spot what he was looking for, and turning to his two charges pointed it out. "Now you two, cast your eyes along that gritty line of green, see there," he pointed "that larger, smellier one, jumping up and down trying to look important"

Well, fix your eyes on him, gauge the range, and heave back on those handles, pulling the pot back till the chords are at full tension."

Straining the two young cooks dug their bare feet into the earth and hauled the boiling pot backwards, pulling the chords tight. Marka carefully adjusted the angle of the lip of the pot, tipping it first forwards then backwards and then forwards again. "Right then, on the count of three, let go, ok.

"One...

"Two...

"THREE!"

The two cooks let go of the pot and watched dumbstruck as it flew forward, arcing its contents high into the air, leaving a steaming trail behind it, then their keen eyes followed its trajectory, right onto the gibbering goblin that Marka had pointed out to them.

A moment later the boiling, fatty, claggy liquid hit home, the goblins letting out high pitched shrieks of pain and fear as their boss and half a dozen of their fellows were immediately rendered into Goblin Soup.

Marka thought to himself, that sure was satisfying.



Halfling Hot Pot - Image by: M4cR1I13n



The Golden Pike Painting Competition

Golden Pike I Results

The first Golden Pike has past, and with 6 entries, it was a well turned out contest. Following are the top three entries.



First Place



Second Place (tie)



Second Place (Tie)

1st Place – Matthias Corvinus - Mercenary Dwarf Pikeman – (Unavailable for comments)

2nd Place – M4cR11I3n - Leopold's Leopard Company Pikeman – For the contest, I decided to just try to paint up a model as good as I could (or bothered to do), and since I think the Leopard Company has the most “mercenary feel” about them, I decided to go with that one. The paint job is pretty much my standard painting style, except that I spent more time on highlighting and shading, as well as added some washes of brown to look like dirt.

2nd Place – Tribun - Supa'eavy Pike Orc - Dogs of War are in my opinion an army of not just many different characters, but also of many species. Dwarfs fight alongside with Ogres and man. So why would not the fiercest brute, which only lives for war and fighting, be a mercenary too? So I made a Black Orc Pikeman.

I didn't want just to convert a Warhammer Black Orc, but make something completely new. So I decided to convert the 40k Nob from the White Dwarf Magazine to a Pikeman. I used the banner arm from the Black Orc sprue to have a pike and a Dark Elf blade to have the spiky end. To bring some "laughter to the slaughter" I gave him an ogre-club to his left hand, which makes him more impressive and brutish.

The paint job was done in my used "mud-and-gore"-scheme, because I think Dogs of War are very dirty and unpleasant guys who proudly show the signs of their work.

Honourable mentions to the rest of the entries:

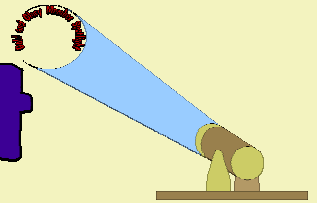
Guildenstern – Ricco's Republican Guard Pikeman

Someone2040 – Empire Pikeman

Furrie – Snotling Pikeman



Member Spotlight



This issue's Member Spotlight has been turned onto our Favourite Swede, M4cR11l3n

1 How long have you been playing Warhammer Fantasy Battles?

I started with Citadel Miniatures when I was 14, and one thing led to another. After collecting Lord of the Rings for a year I moved on to Warhammer, and have been playing since, so that would be 5 years now.

2 How did you get started collecting Dogs of War?

I decided to start with them after a 20,000 point battle last summer actually. I kind of acted on impulse really, I just thought: Man, I really could go for a mercenary army! And so I did.

3 How many points do you currently have for Dogs of War?

Currently over 7000 points, and still growing as I add more and more units.

4 How did you go about collecting your Dogs of War?

Well, after I decided to start a Dogs of War army, I sent away an order to GW and bought a starting force of three RoR's and some Mordheim characters. Then, as the months went by, I just added more and more units.

5 How did you decide on a theme and color scheme for your army?

I was really inspired by the computer game Medieval II – Total War, and from there I decided to go with a Venetian Theme with crimson, white and yellow, as I really like painting red. The heraldry came from the Milanese flag though.

6 What conversions if any are there in your army?

There are quite a few. The Light Cavalry is converted, and so are the duellists, Norse, Paymaster's Bodyguard and Cannon. There are few converted units that currently don't have any rules yet, but I will probably make them some day.

7 Tell us about the background or fluff of your army!

It is simply a free-lancing Mercenary General from Tilea with his greedy band of mercenaries, hired by a rich Marienburger looking for overthrowing some political opponents. Some of the RoR's acts as the General's elite units and commands the rest of the army as second commanders. Then there are all kinds of troops from all over the Warhammer World, which have their own fluff for being in the army.

8 Tell us about some of your units and characters!

Aside from the General and the Paymaster, there is the Captain who acts as a second-in-command for the entire army, the Elven outcast Mage, the Dwarf Captain and the renegade Empire Wizard. My favourite units are the Republican Guard, the Besiegers and the Venators, who are the army's elite troops.

9 How have your Dogs of War faired in battle and what type of army list do you build?

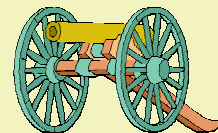
Since I am a fairly new Dogs of War player, it took a couple of losses before I got the hang of it with its very outdated rules. Nowadays I usually win about half the games I play with them in our gaming group. The list I run consist of a bit of everything, I try to not go heavy on anything, but be as balanced as I possibly can. The basis of the army though is the same: 1 Mercenary General, 20 Republican Guards, 10-12 Besiegers and 5 Venators as the Generals bodyguard.

10 What are you planning for the future of your Dogs of War, and do you have any advice for your fellow mercenaries?

Oh, I don't really know. I probably will continue to add units as I go. I am looking to complete my collection with the RoR's that I like, preferably the Tilean ones, but also classic Empire. As for advice, I just have to say: Base your army on fluff and great models, not winning. If you like it, go for it! And don't be quite as impulsive as me, you'll get poor very quickly! :p



Mercenary Tactica



Mercenary Tactica - Crossbows

By: Slick

If Pikes are the iconic combat weapon of the Dogs of War, then the Crossbow is certainly the iconic missile weapon for mercenary armies. The crossbow is essentially the only long range missile troop that Dogs of War players have access to. duellists may have pistols and throwing knives, but these both lack range. The mercenary general does have access to core troops armed with bows in the form of light cavalry but it is obviously impractical to field enough sizeable units of such light cavalry to make an impact with their shooting. The major benefit of light cavalry lies in its mobility and thus using them as static shooting platforms is practically pointless. The only other troops with access to bows are Halflings, who are quite able archers, but that is best left for a future discussion. Crossbows provide a relatively cheap and powerful long range missile unit that should find a place in nearly all Dogs of War armies, aside from specific themed armies such as an all cavalry force. Like Pikemen units, the Dogs of War player can choose between regular mercenary crossbowmen and various Regiment of Renown crossbow units. The player also has the choice between Human crossbowmen or Dwarf crossbowmen. The Crossbow Regiments of Renown will be discussed later in this issue on page 10.

As with most of the units available to the Dogs of War player, the stats for crossbowmen are not impressive, in short they are your average human trooper. They are fairly cheap and being a Core Choice means you can field several sizeable units of them. The minimum unit size for crossbowmen is ten. Typical unit sizes will range anywhere from ten to twenty. Most generals who take as many as twenty in a unit will just have two units of ten instead. While crossbow units can have a full command it is best avoided as the full command will cost you an additional thirty points, which would be better used adding more regular crossbowmen to the unit. As with all missile units you really do not want to add a standard bearer to a crossbow unit as you will be essentially giving the enemy a big chunk of

victory points should the unit break from combat. If the enemy is engaging your crossbow units in combat then you are likely facing enough problems as it is and there is no need to give the opponent extra points. The only member of the command group that might be worth adding is the musician to help with rallying.

The decision on how many crossbowmen to take in a unit depends on where and how you intend to use them in your overall battle plan. Small



Mounted Crossbowmen - Image by M4cR11I3n

units of ten crossbowmen work well to cover the flanks and the combination of their range and hitting power should be able to deal with most of the fast, lightly armoured units typically found there. Larger units of around twenty crossbowmen deployed ten wide and two ranks deep can work closer to the center of your lines and can pump out a large volume of shots if you're lucky enough to get them on a hill. The volume of shots will make up for their rather average shooting skill. The large size of the unit means you can also take a few casualties before having to worry about panic tests. Deploying such large blocks of crossbowmen may also cause your opponent to change his deployment and battle plans as they will have to carefully consider placing any valuable units in line of sight of the crossbows. If an enemy unit does manage to close on your crossbow unit it may be



advisable to reform the unit to gain more ranks, especially with a unit of twenty. Reforming into five wide with four ranks provides some useful static combat resolution and you will hopefully still have outnumbering on your side. This will maneuver is situational though as sometimes it may be better to keep the wider formation to gain more shots for a stand and shoot charge reaction.



Rudlug's Armoured Orcs - Image by M4cR11I3n

The same rules for Human mercenary crossbowmen apply to dwarf warriors equipped with crossbows with a few minor differences. While units ballistic skill is the same, the Dwarfs have much better stats overall, but you will be using up valuable Special Choices to hire Dwarf crossbowmen. Unlike the Human crossbowmen, the Dwarfs are rather resilient with their higher toughness, are less likely to run due to their superior leadership, and can hold their own in combat due to their higher weapons skill. The Dwarfs also come with light armor and can be equipped in any number of ways to further augment their combat abilities. A typical combination is to equip Dwarfs with crossbows and shields making them both a solid missile unit and competent in combat as they will gain the hand weapon and shield bonus. All of these upgrades do drastically increase the cost for even a small unit of these warriors, so you will need to weigh their use against the Human crossbowmen.

Deploying your crossbow units can be tricky when used as a long thin line of missile troops. Not only will this unit have a large footprint, but it will limit the places you will have to deploy other units. Terrain can be the largest variable, ideally a hill or tower will provide the ideal place for you

unit to set-up. You will want to maximize the number of shots you can get with the crossbowmen without cutting off valuable maneuvering space for your mobile units. It may happen that you will have to deploy your crossbows in a smaller frontage or even behind other units. In general you will want to avoid moving with crossbows as much as possible - they need to be shooting virtually every turn to gain the maximum use from them. If necessary you may need to have your crossbowmen sacrifice themselves to ensure other units in your army aren't exposed to flank charges or to simply buy some time while your other units get into better positions. In my army every unit has a definite role and every unit is also expendable. If you are in a position where sacrificing a small unit of crossbowmen will prevent an enemy from rolling up your battle line or just simply breaking through to vulnerable war machines or lone characters, then the crossbowmen will make a sacrifice for the greater good. Try to angle enemy chargers so that it will take them several turns to get into a position for further charges. After all it is better to lose an eighty point unit of crossbowmen than having a big unit of pikes or your Paymaster's Guard unit flank charged. In a typical 2000 point army I would suggest taking no fewer than two units of ten crossbowmen. As an example, my typical 2250 point army uses two units of twenty crossbowmen deployed ten wide and two ranks deep. I found that these large units just had a far greater and noticeable impact on the game, or at the very least give my opponents something to worry about - 40 potential crossbow shots is nothing to sneeze at, but at 160 points is harder to sacrifice. When I first started playing Dogs of War, I used two units of ten, and while they generally performed well, they never quite managed to kill enough enemies and were easily panicked which opened up big gaps in my battle line. I may be switching things around after a year or so of going with this setup and will try to give my unit of Marksmen some more time in the spotlight.

Hopefully the above tactica has been useful to you. Now get out there and hire some crossbowmen!



Regimental Review: Crossbow Regiments of Renown

By: Slick

When it comes to crossbows the Dogs of War player has two primary choices among the Regiments of Renown, namely the Marksmen of Miragliano and Braganza's Besiegers. A third option would be Pirazzo's Lost Legion, as they are a mixed unit of pikes and crossbows. As with all Regiments of Renown, their generally superior abilities also come at a high price as you could easily hire twice the number of normal mercenaries, and in many cases this would also



Marksmen of Miragliano - Image by M4cR11I3n

be better. Enough about the normal mercenaries for now, let's dive right into these regiments!

First up are the Marksmen of Miragliano. They are the best crossbowmen and best overall long range missile unit available to a Dogs of War player. The major difference between the Marksmen and other crossbowmen is that they are all BS4 and are led by a captain level hero, Maximilian Damark who has a BS of 5! What does this translate into? As those who dabble in Math-hammer will tell you, this means you will hit far more often, and with the solid strength of 4 for crossbows you will also wound quite a bit. The Marksmen can open up holes in enemy lines with a few turns of concentrated shooting. Place them on the flanks and watch them pulverize enemy fast cavalry and other light armoured units. With the crossbow's superior range, you can also safely engage enemy missile troops such as handgunners, longbowmen, and even other crossbows. While longbows and crossbows all have a 30 inch range, the Marksmen's superior skill should mop up most enemy units in short order and cause panic

tests. Be wary of other high BS shooters that the enemy player might bring to bear, especially if playing against any of the Elf armies. A nice tactic to increase the impact of the Marksmen is to have one of your Hireling Wizards cast the spell Portent of Far on them. The re-rolls to hit and to wound granted by this spell will lead to many more enemy casualties and will hopefully open up a hole in the enemy's battle line.

Everything sounds pretty good so far, right? So what disadvantages do the Marksmen have? The minimum unit you must hire gives you 9 Marksmen plus their captain Maximilian. Also included in this minimum size unit are a standard bearer and musician. All of this will cost you a whopping 180 points. For this price you could purchase a unit of 22 regular crossbowmen. While having a standard bearer can help tip a combat in the Marksmen's favour against any lightly armed and armoured units that might be rushing the flanks, it becomes an almost free 100 victory points against any of the high powered heavy cavalry or elite infantry units which can dominate the game in today's Warhammer environment. The Marksmen can handle virtually all depleted light units in combat that survive their missile barrage on the way in. In this situation having a captain level hero is a definite plus. As mentioned above though, don't expect them to survive against any serious combat unit.

In order to really have an impact with the Marksmen you will have to hire some additional troopers beyond the minimum required size and this is where the points cost of the unit quickly adds up. A unit of 15 or so Marksmen is generally the optimum size and will cost 235 points. When choosing the Marksmen you will have to weigh the potential damage they could cause along with the points compared to what the same amount of points in regular mercenary troops could accomplish. One thing you can be sure of is that the Marksmen will attract a lot of the opponent's attention. You will need to adequately support them with units such as duellists or light cavalry that can either intercept or redirect serious threats heading for the Marksmen. However, an opponent may focus too much attention on the Marksmen which may open up some opportunities for the rest of your army to get into position for favourable



engagements. As with virtually all missile troops, the Marksmen are fragile and will still die in droves should the enemy start dropping template weapons and magic on them. They have some limited protection in the form of light armor but it would be foolish to rely on that, thus it's highly inadvisable to use these troops recklessly.

While the Marksmen can be devastating missile troops, let's not forget about the other crossbow equipped Regiment of Renown, Braganza's Besiegers. As you can probably infer from their name, this is a more defense oriented crossbow regiment. The Besiegers are slightly more expensive than the Marksmen, coming in at 185 points for the minimum size unit that you must hire. As with the Marksmen both a standard bearer and musician are included in this price. The drawbacks of having a standard bearer in a missile unit were already discussed above. Like all Regiments of Renown, you also have a captain level hero, Braganza, who does provide a BS5 shooter along with some solid combat support should the unit get charged by an enemy. There is no difference between a Besieger and a regular crossbowman as far as their stats are concerned. What separates the Besiegers from other missile troops is that they pack on the armor. All of the Besiegers, including Braganza, wear heavy armor and also carry a pavise which provides them even more

missile troops as they will be able to shrug off S3 bows and even crossbows fairly well. Black powder equipped troops will be more effective against the Besiegers heavy defenses but with their shorter range, they will expose themselves to fire from the Besiegers before they can even get their first shots off. One notable exception are Skaven Jezzail teams which can comfortably sit outside the Besieger's range and pick them off with their powerful guns. Interestingly, the Jezzails also use a pavise although they lack the heavy armor of the Besiegers. The Jezzails may even blow themselves up while shooting. The Besiegers make an excellent anchor for one of your flanks as they can weaken most flanking units and have the ability to hold up against these typically lightly armed units. As with the Marksmen, any of the elite units in that can get into combat with the Besiegers will almost certainly break through them and keep their banner.

The final crossbow equipped Regiment of Renown is the hybrid unit of Pirazzo's Lost Legion. As far as stats are concerned, both the pike and crossbow equipped troops of the Lost Legion are the same as their regular mercenary counterparts. Their uniqueness lies in their mixed formation. You have the ability to shoot up incoming units while also being able to engage the survivors with numerous pike attacks. While the initial investment in the Lost Legion is relatively inexpensive at 160 points, you will want to greatly expand the unit to maximize its effectiveness. A unit of 21 deployed in a 7x3 formation provides you with a decent number of shots while also ensuring that you have ranks and numerous pike attacks to engage enemies with. As with the other two crossbow Regiments of Renown, the Lost Legion lend themselves to holding down flanks and obviously offer the best combat potential of the three units. The Lost Legion doesn't carry much armor so be wary of needlessly exposing them to enemy missile fire.

So how do these units stack up against their regular mercenary counterparts? As mentioned above, using Regiments of Renown is always a gamble as their cost is simply so much more than regular mercenaries. That said, they can perform well in the right situations if you use them with caution and support them as part of the battle line instead of leaving them to deal with enemies on their own. Compared to Regiments of Renown, you can generally get double the amount of basic troops for the same



Braganza's Besiegers - Image by M4cR11l3n

protection from missile fire. Unfortunately, the pavise does not work in close combat so the Besiegers must rely on their heavy armor to see them through.

The Besiegers may lack the skill of the Marksmen but they can act as reliable counter



Ogre Tactics

By: Slick.

Greetings fellow Mercenary Generals,

The following will be a detailed account on how to deal with the Ogres and have success when facing them with Dogs of War.

My examples will be at the 2000-2250 pt level, as that's what I typically play.

First up lets take a look at the enemy in detail:

Special rules to note: Ogre Kingdoms Ogres cause impact hits when in groups of three or more. All Ogres cause fear, which can be a problem if you're not prepared.

The good news - Ogres will rarely outnumber your rank and file troops - unless of course you take some serious casualties to their magic (Butchers) and shooting (Lead Belchers).

Lords - not a whole lot of options here, Ogres can use a Tyrant or Slaughtermaster. However, you will only see the Slaughtermaster at the 3k point level or above, so really, you should see a Tyrant in virtually every Ogres army that you face.

The tyrant is a close combat powerhouse, with a high toughness, high strength, solid number of attacks and good leadership. We cannot really field anything to deal with him in close combat on even terms. Perhaps some of our special characters, but its always more rewarding not having to resort to those to win a game, and our special characters just aren't on the same level as many of those from other races. Perhaps one of the best weapons to equip a Tyrant with is the Tenderiser. With its ability to cause D3 wounds combined with the already powerful stats of a Tyrant, this weapon will quickly break down just about anything the Tyrant has to face.

Where you will see the Tyrant: In my experience I typically encounter him in one of three places: one in a unit of iron guts; two alone (but not unsupported); three attached to rhinox riders.

1. probably the most common place for him - here he boosts the abilities of the ironguts with his Ld and adds several more high Strength attacks. One also needs to be wary of the Tyrant charging out of a unit while the unit either stays put or charges another unit - depending on his equipment the tyrant is capable of dealing with certain units on his own.

2. The lone Tyrant is no less dangerous, although a bit more vulnerable to shooting/magic. This provides the ogres with flexibility as he can go where needed to support their units and spread his Ld range around. The Tyrant (again depending on equipment) can thus act as a flanking unit on his own while Ironguts or other units do a frontal charge.

3. This may not be that common, although my regular Ogres opponent started doing this. The Tyrant will either deploy according to 1 or 2 above, and will at

some point join a unit of rhinox riders or do a flanking charge to support the Rhinox Riders. A Tyrant with the 'longstrider' kin name is something to watch out for as he can cover a considerable charge distance with this option, and when attached to a unit of rhinox riders will not slow them down. This can be especially effective against opponents unfamiliar with the Ogres and who may view the move of attaching the seemingly slower Tyrant to a Rhinox unit as stupid.

Butcher - The magic user for the Ogres

Ogre magic is very easy to cast and contains a good mix of destructive spells along with spells that buff your own units.

The butcher himself is a fairly capable fighter unlike virtually all other human-sized wizards in the game. I'm going to exclude vampires, as we all know, their new rules permit some very scary fighter-wizard combinations.

Butchers can be carrying a variety of items. I often face an Ogre army with a Tyrant & 3 Butchers, which could put out quite a few low-casting-cost spells & bound items. The bound item I most typically



Ogre Ironguts - Image by M4cR11I3n

encounter is the Bangstick, a nasty little item that contains a magic missile. It is only power level 3, but if you're facing several butchers, chances are a few spells will get through. I'll go into detail about the ogre spells below.

Gut Magic - has 6 spells like everyone else and all easy to cast, although many are damaging to the caster. Look for ogre players to lure out your dispel dice by casting a few spells successfully with 1 power die and then saving up 2-3 dice for something they want to get through. It can be difficult to choose which ones to get through. It certainly makes things difficult if you have a T5 ogre unit getting the charge off on you, or S7 ironguts. If left unchecked you can have several buffed out ogre units hitting your lines at once and causing massive damage.



Ogre remains in play spells can be dispelled on a 7 in the follow turns despite their low initial casting value. Once a spell is cast, the casting value for that same spell becomes progressively more difficult should other Butchers attempt to cast it.

1. Bloodgruel - allows a Butcher to regain a wound up to his starting total, although if a 1 is rolled he takes a S6 hit which can be humorous of the Ogres player keeps failing these.

2. Braingobbler - Forces a unit within 18" to take a panic check. This can be deceptively effective especially if several butchers start casting this. Needless to say, its useless on immune to 3. psychology units.

3. Bullgorger - butcher must pass a strength test first. If passed, a unit within 6 gets +1 to its S; remains in play.

4. Bonecrusher - short range magic missile that does 2d2 S2 no AS hits - absolutely deadly vs cavalry units.

5. Toothcracker - A unit within 6 gets +1T and Stubborn, Butcher takes a S6 hit.

6. Trollguts - A unit within 6 gets MR2 and Regeneration while the caster takes an unsaveable wound.

Bruisers - a hero level version of the tyrant. These guys can still put the hurt on you.

Hunter - an interesting hero choice with a wide variety of applications. One could say that the hunter is a jack of all trades - fighter, flanker, missile threat, march blocker, warmachine and/or wizard hunter - pun intended.

Stats wise he is what you would expect from an Ogre level hero and he does get the Sabretusks which he can send off to hunt targets of opportunity.

The Hunter also comes with a harpoon that he can launch and it acts just like a bolt thrower, albeit with a shorter range.

The other key feature of the Hunter is that he allows you to take an additional unit of Gnoblar Trappers.

Trappers used in conjunction with the hunter present several key opportunities. If the Hunter is charged the trappers can stand at shoot at the charger(s) if they are close enough to the Hunter (6 inches) - Yes, its only sharp stuff, but then again, it can and will kill your troops in one of those critical situations. Case in point, Empire knights charged a unit of trappers at one of our local tourneys. The trappers managed to down an Empire knight (1+ armor save) - not bad for a Gnoblar.

The Trappers can also use the Hunter's leadership if they are close enough. Lastly, the Trappers can scout.

An army with 1 Hunter can run 2 units of Trappers, 2 Hunters can run 3 units of Trappers etc. This can create quite a flanking force as the trappers can march block, shoot (sharp stuff can be deadly vs T3 troops with little to no armor), setup enemy units for charges which will bring them out of position,

possibly presenting a flank or rear charge to Ogre units. Used in conjunction with the Hunter, you have a powerful hero who can handle small flanking units on his own. Do not leave your flanking units unsupported - a strong flanking force which is also rather mobile (Hunter is an independent character and will have to worry less about terrain than a unit of Ogres 3-4 wide) can wrap up a weak flank by mid-game.

The Hunter can also be a missile threat. Lets be clear - an elf archer he is not. Nevertheless, I have seen a Hunter get off a lucky flank shot on a cavalry unit, killing 3 of 5 and causing a panic which the unit promptly failed.

Another interesting tactic with Hunters, which takes some skill to pull off, involves getting a unit of Trappers behind an enemy unit, charging the enemy unit with the Hunter and preferably another Ogre unit. With all of the high strength attacks coming against the unit, they should auto-break (outnumbered + fear-causing). Yes, there is always insane courage... The unit will break and if the Ogres do not catch the fleeing enemy unit, the strategically placed Trappers (who will hopefully still be at US5 or more) will destroy the enemy unit as it flees into them.

There are some variations and additions to this tactic that I'll elaborate on during the discussion of Ogre troops.

Core Troops

Bulls --- The average Ogres - average WS, S & T of 4, 3 Wounds, 3 Attacks, and a Ld 7. Can be equipped with either an additional hand weapon or an ironfist. Ogre clubs count as armor-piercing.

Ironguts --- A slight upgrade from Bulls and probably the unit which you will see the most. Points to note: Ironguts use great weapons which brings them to S6, and their leadership is slightly better than the average ogre - Ld8

Leadbelchers --- the main missile unit of the Ogres. These guys can be a gamble, as they often do as much damage to themselves as to the enemy, but their shooting attack can be absolutely devastating. Think of Flamers, but not as cheesy. A major weakness of the Leadbelchers is their short range. It is worth noting that they can stand and shoot as well, so consider the risk before charging them. Unlike most missile units, these guys are good in combat and still benefit from all the ogre rules, such as bull charge and fear. Once they fire, they must spend a turn reloading. A typical tactic is to move up to a unit, shoot, and either take the charge from any survivors or charge something on their following turn. They can make excellent flank chargers while bulls or ironguts charge head on. Another tactic for Leadbelchers, is to move up, unload their guns and then flee when charged. A flee and rally move also counts as a reload turn which is a very efficient use for them. Their flee move can bring enemy chargers out of position for a flank charge by other nearby units.



Gnoblars --- Suffer from animosity, mediocre stats, can throw sharp stuff (not a major threat, but they can do multi-shot), and they have terrible leadership. They do work well to bait enemy troops, and if the ogre players loses a unit of them, you're not exactly gaining major victory points for them. Ogres are not panicked by little Gnoblars.

A special note regarding Ogre troop selection which will influence the design of armies. Ogre players may have one unit of Gnoblars for every unit of Bulls and one Scraplauncher for every unit of Gnoblars.

Special Troops

Yhetees --- These guys can be deadly and can present a serious threat to your line if left alone for too long. You don't want these guys charging you at full strength. They are M7 - so they're fast. Treat them as cavalry for all intents and purposes. They pursue & flee 3d6. They are also -1 to hit in combat. They also have a better initiative than the core ogres. Perhaps most importantly - these guys ignore terrain (an ogre version of spider riders). One weakness to note, they have no armor.

Scraplauncher - A mobile catapult/chariot combination. Some people swear by them, others see them as a waste of points (it is not cheap). The charge from the rhinox can be dangerous and sometimes the sharp stuff hurts too.

Gnoblar Trappers - Skirmishing Gnoblars that can scout. Effective march blockers that really come into their own when used in conjunction with a Hunter.

Rare Troops

Gorgers - a really interesting unit that gives the Ogres a bit of a surprise unit similar to Miners/Tunneling Teams/Tomb Scorpions/Tomb Swarms. As far as stats go, the Gorger is pretty solid and he can dish out serious pain although his average WS prevents him from being overly reliable. Good for sneaking up on warmachine crews, lone characters and wizards or getting off a combined rear-flank-front charge. They are immune to psych which is nice. They cannot pursue as they have to stop and feed on whatever they kill so you do have a bit of time to react should you lose a warmachine to one of these baddies. 1 Gorger can be effective, I've seen lists that use two which can be really painful if you're not prepared for it.

Slave Giant - I haven't seen too many people use them. They aren't as good as the O&G giant. Still, its a giant terror causing monster that can and will put the hurt on your units if he is allowed to make it to your line unscathed. Crossbows and duellists should pound these guys and they will fall (literally)!

Maneaters - Ahhh what can I say about Maneaters that hasn't already been said - these guys rock! Stat-wise these guys stand above bulls and ironcuts and are the equivalent of many other races' hero level fighters. You have 3 options for these guys -

Cathayan Longsword - Great Weapon - Brace of pistols. Each of these is useful in their own way.

Let me briefly mention the abilities of the Maneaters:



Ogre Maneater - Image by M4cR1ll3n

Fear + Stubborn + Immune to Psych + Bullcharge

You do pay for this with their extremely high points cost - but they are highly effective and rightly feared by opponents. If not, your opponent will learn to fear them.

Cathayan Longsword - +1 WS, +1 I and its also armor piercing, effectively making you S6 for armor save purposes. Apparently not that popular of an option yet I always take two of these guys in my Dogs Of War list. The extra WS means you should be hitting most footsloggers on 3's and with a -3 to AS, everything but knights will get saves.

Great Weapon - A S7 Ogre that isn't a character. Can be a nasty surprise for the opponent who doesn't realize that they are going up against a S7 wielding ogre - They might know that the ironcuts are S6 but may make the mistake of thinking the Maneaters are the same. Great chariot smasher

Brace of Pistols - The Ogre is actually wielding 2 handguns but they follow all of the pistol rules. This option also gives you +1 attack in CC so a unit of 3 Maneaters will throw down 15 S5 attacks + bullcharge if you can manage. Now that is some serious hurt. Another great aspect of this is that they can ALWAYS stand and shoot due to the pistol rules. So that same unit of 3 can put out 6 armor piercing shots if you care to charge it. Their 6 shots are also effective at whittling down your opponent's units until you're ready for a charge.

You can also equip your Maneaters with heavy armor. While this isn't the greatest protection, I generally take it for them in my Dogs of War army, as the points you are investing for this unit shouldn't go to waste if the Maneaters take missile fire (and they will).

Rhinox Riders - Rhinox riders are the ogre HEAVY cavalry! They are also extremely rare. This mainly comes down to two factors: 1) They are very very



expensive points wise, and 2) They are very very expensive to buy. Many people will convert them from the Scraplauncher rhinox, however ForgeWorld does produce excellent resin versions and you end up with an extra plastic Bull.

Now how about their abilities? Well, combine the combat power of a Bull and a Rhinox into one and you have a seriously power unit that can wreak all kinds of havoc. Rhinox riders come in two flavours, regular Rhinox riders and Bull Rhinox Riders, which are an expensive upgrade. Rhinox riders are slightly faster than Ogres, giving the army a little bit more speed. Both rider and mount have average weapon skill, but this is offset by their high strength, toughness, number of wounds, and attacks. The rhinox also causes D3 impact hits. Rhinox Riders cost quite a few points so you may often see a lone rhinox rider used as a support charger to help rack up combat resolution. They can also make devastating flank chargers. Regular Rhinox Riders do not count as large targets, whereas the Bull Rhinox Riders do. Regular Rhinox Riders also cause fear, whereas Bull Rhinox Riders cause terror. The maximum unit size you can have is 3 per selection - in Ogre armies they take up both a rare and special. This is a significant points investment, especially if your opponent decides to upgrade them with ironfists, a full command, magic banner etc. A Bull Rhinox is an upgrade which is basically a fully-grown Rhinox --- for the points you get better weapon skill, more strength an extra attack and the aforementioned terror. They are also unit strength 6, so a single Bull Rhinox Rider can become a devastating flank charger. Regular Rhinox are mounted on a 50mm monster base while Bull Rhinox Riders are mounted on chariot bases (is a large target), which gives a unit of them a rather large footprint and can make navigating terrain difficult.

One potentially exploitable weakness of the Rhinox Riders is the bad tempered' rule which means they must charge any enemy unit in sight (unless they pass a leadership test). Thus the same baiting and redirect tactics used against frenzied troops will apply here. There are very few things that Dogs of War have which can directly take on a unit of Rhinox Riders. Even a unit of pikemen will be hard-pressed to withstand a charge from them head-on. The best bet is to either hammer them with shooting and/or magic, or get a charge off on them - preferably a flank charge. Charging a unit of Rhinox with Volland's, Maneaters, Ironguts, GW dwarfs/marauders, and/or a giant are all viable. Keep in mind that too much focus on the rhinox riders allows the rest of your opponent's army to move up unharmed - which can be really costly against fast-moving Ogres.

Beating the Ogres

Ogres rely on one thing to win and that is getting the charge off and killing your units. They can't win on shooting or magic alone, and they will have virtually no static combat resolution.

What I have found three things to be keys to successfully beating Ogres: Numbers, Shooting, & Solid Magic

Numbers - As mentioned earlier, Ogres suffer from a lack of static combat resolution. So keep your infantry blocks big to keep the maximum rank bonus for as long as possible. +3 ranks, standard, and outnumber mean the Ogres player is already down quite a few points.

Shooting - Ogres are not a great shooting army. We as DOW have access to a lot of S4 firepower. Duellists and plenty of crossbows will ruin the Ogres day.

Solid Magic - You can go magic heavy and annihilate the Ogres. However, you can get by with an average amount of magic. Depending on the type of list your opponent brings, you will need to contain his spells which can be quite dangerous if left unchecked. A couple of level 2s with 2-3 dispel scrolls should be plenty. You do not want his units buffed to T5 and/or regenerate etc.

Ogres in general are fairly vulnerable to magic as their magic items and spells are mostly geared towards offense. Their magic defense is predicated on directly protecting their units from magic as opposed to actively interfering with enemy spell casters. Several Magic Items allow you to provide your units with Magic Resistance, notably the Cathayan Jet, Gnoblar Thiefstones, and of course the Trollguts spell. Other items of interest are the Skullmantle which increases the chances of an enemy wizard miscasting as well as the Runemaw Banner which can direct enemy magic onto a nearby friendly unit. This can take a potentially damage magic missile and dump it off onto a unit of Gnoblars, leaving the Ogres unscathed. If the Gnoblars run, no one will care. On average you can expect to see two Butchers with at least a scroll or two. If you go magic heavy, you will quickly wear down their magic defense and you should be able to get the spells off that you need.

Most Ogre units will range from 3-4, sometimes 5-6. Rarely will you find a massive ogre unit.

The key to dealing with the many and varied ogre units is to blast them with shooting and magic to make his units combat ineffective by the time they hit your line. If you can kill 2 of 3 bulls/ironguts etc than that last ogre doesn't pose much of a problem. Your opponent will also not sit back with ogres. It just doesn't work for that army. They have to get into combat where they can bring their strength, toughness, and multiple wounds and attacks to bear.

If I see my opponent bringing Yhetees and/or Rhinox riders, they get a lot of my attention. Getting flank-charged by Yhetees is extremely dangerous and can roll your flank. Rhinox riders can cause way too much damage to let them reach you unharmed.

You also have to be on guard for Gorgers popping up. Deal with these guys like any other unit that



comes from below ground. They can't charge the turn they come in so you need to hit them with everything in the area. You may want to keep some pistol duellists or fast cavalry in the back to protect your cannons. Another safety check against Gorgers is to make sure you're moving up so you limit its potential charges.

Cannons work great against Ogres and I always roll with 2. This will give your opponent some pause as he may not want to put in expensive units in their line of fire. Creating firing lanes and areas where you want to try to direct the Ogre player's movements is key.

Pikes Pikes Pikes! Call them Ogre skewers. Pikes will ruin an Ogre player's day. You should be able to take down at least one, possibly 2 ogres on average with a pike unit. RoR are actually useful here.

- Pirazzo's give you the ability to put some wounds on the ogres before they get to you and then the pike attacks should take care of the rest.

- Ricco's will let you hit bulls and ironcuts on 3's

- Leo's is highly useful vs Ogres as the immune to psych eliminates the usual problems of going against a fear-causing army. Leo also has a pistol to cause that odd shooting wound or two and can be an extra little annoyance to an opponent.

What else works well against the Ogres?

Heavy cavalry - S5 on the charge (S6 if you use Volland's) should take care of an ogre unit especially if they're already depleted from shooting.

Light cavalry - march block and redirecting Ogre units. Possibly a good unit to interfere with Yhetees.

Duellists with pistols - Duh!

Dwarfs - Depending on the build, dwarfs can be a solid anchor unit and they can take a lot of punishment and stick around. Give 'em great weapons and they'll start pulling down ogres.

Halflings - Lumpin's - can march block, redirect, and in general be quite annoying the opponent, especially if they fell an expensive Ironcut with S3 bow fire. Just give them a try.

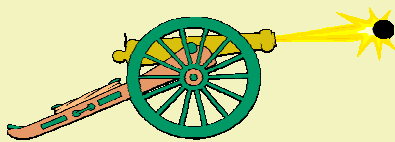
Norse - Give 'em great weapons and their high WS, S + frenzy should start cutting up ogres pretty quickly.

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News from the Front Lines

The Battle of Bloody Peaks

A Dogs of War vs. Dwarfs Battle Report

By Article and images Slick

High up in one of the countless valleys that crisscross the World's Edge Mountains dark storm clouds gather, signifying but one more battle among countless others being waged in all corners of the world. It was late in the year and the mercenary company of Von Drachenheim had accepted a contract to raid a forgotten Dwarf hold. Their mysterious employer had provided them with the location and asked them to secure the site until her arrival. If necessary, that meant dealing with anyone, or anything for that matter, found occupying the forgotten hold and the surrounding area. The march up from Remas had been rather uneventful. Upon reaching the foothills the monotony of the march was broken by the occasional predations of marauding Orc and goblin bands. To make matters worse they arrived at their destination expecting to find the deserted ruins of the Dwarf hold. What awaited them was a sizeable dwarf host camped outside the entrance and fortifying their position. Anselmus ordered the army to deploy for battle hoping to strike a decisive blow to dwarfs before they could completely fortify their defenses and entrench themselves among the ruins of the former hold's outpost. Having fought the dwarfs on many occasions, Anselmus knew it would be a hard-fought battle for his mercenaries to dislodge the stubborn dwarfs. Fortunately, he had hired on several new troops for this contract. He hoped they would be enough to allow his army to prevail!

The following battle is a 3000-point battle between Dogs of War and Dwarfs and is the first in a short series of battle reports, which will focus on the efforts of the Drachenheim Company to take the Dwarf hold.

An overview of the battlefield (Image 1-1)

Part I: The Armies Take to the Field!

The Dogs of War prepare to meet their stubborn Dwarf adversaries in battle! (Image 1-2)

The Dogs of War prepare a powerful flanking force (Image 1-3)

The mercenary battle line alternating between ranged and combat units is prepared to repulse any Dwarf advances while the flanking force prepares to overrun the defenders on the right flank. (Image 1-4)

The left flank of the mercenary army was centered on a large hill with a commanding view of the battlefield. The duty of holding this important part of the battle



Image 1-1



Image 1-2



Image 1-3



line was given to the Marksmen of Miragliano and the mercenary cannon team. A small scouting force of ogre bulls, duelists, and light cavalry were prepared to engage any enemy opposition and eventually link up with the main flanking force. Would everything go



Image 1-4



Image 1-5

according to plan? (Image 1-5)

The view from the center of the Dwarf forces: numerous blocks of tough fighters backed by massed artillery would prove a tough nut for the mercenaries to crack! (Image 1-6)

The right flank of the Dwarf army. It would turn out that the Dwarfs concentrated a great deal of their leadership on this flank with the unit of hammerers



Image 1-6

containing the Dwarf King leading the army, supported by a Thane bearing his battle standard in the unit of warriors to his left. Together these two units hoped to be able to repel anything the mercenaries could throw at them. (Image 1-7)

The left flank of the Dwarf army: here the mercenaries hoped to launch their own flanking attack. While lacking the sheer combat power of the Dwarf right flank, this part of the battlefield was bristling with Dwarf war machines and a devastating surprise, which the



Image 1-7



Image 1-8

Dwarfs would unleash at close range. (Image 1-8)

This part of the battlefield also saw the deployment of Limpin Creep's Fighting Mallards, a Halfling mercenary unit which had recently come to fame, impersonating the renowned Lumpin Croop's Fighting Cocks, not only dressing similarly but also claiming to be better shots than Lumpin's boys. Would the impostors be able to eliminate the real Lumpin and his Halflings and earn themselves the proper renown they had been seeking? (Image 1-9)

While scouting the Dwarf forces, Lumpin and his Halflings discovered their hated rivals among the enemy army. After returning from their scouting mission and relaying their information to the commanders, Lumpin and his Fighting Cocks proudly hoisted their banner, checked their bowstrings and arrows, and took their place in the battle line with determination, eager to deal with the impostors once and for all! (Image 1-10)



Image 1-9



Image 1-10



The Battle of Bloody Peaks

A Dogs of War vs. Dwarfs Battle Report Part II: Desperate Gambit (covering turns 1-2)

The Dwarfs were first to act and their many blocks of warriors began their march to meet the opposing mercenaries arrayed against them. Limpin Creep's Fighting Mallards advanced to scout a rocky large hill on the left flank of the Dwarf army. The Hammerers of the Dwarf King as well as their ancient battle standard advanced on the right flank closely followed by a unit of warriors within which marched a Runelord. A second unit of Hammerers containing a thane advanced as well. The Dwarf king marched with his hammerer bodyguard eager to get into combat with the greedy mercenaries, hoping to end this battle as quickly as possible in order to get on with the reclamation of their hold. After reaching a certain point along their march the musician in the hammerers blasted a series of notes, which were the signal for the various Dwarf artillery pieces to unleash their fury against the mercenaries. One of the grudgethrowers targeted the unit of ogre bulls on the left flank of the Dogs of War but the sailing rock veered off their crew's intended target, scattering onto the nearby light cavalry who deftly avoided the missile. The other grudgethrower in the Dwarf lines targeted the Republican Guard but the guess was long and the massive boulder landed with a massive thud a good twenty yards behind the pikemen. The flame cannon in the center of the Dwarf army also took aim at the Republican Guard and its flames nearly made it to the relieved pikemen. Even from this distance they could feel their intensity. Several of the men were already sweating in their heavy plate armor.

All along the Mercenary line there was a great deal of movement as the various units sprang into action, orchestrating a carefully planned strategy which the general and the various unit commanders hoped would allow the superior speed of the mercenaries to expose the flanks of the Dwarfs and quickly attack their vulnerable units.

All flanking units of the Dogs of War quickly surged forward hoping to execute the battle plan and defeat the Dwarfs so that they could collect their pay and the spoils which they were sure awaited them in the ruins of the Dwarf hold. The Republican Guard were in a difficult position staring at the large open expanse in the center of the battlefield with nowhere to avoid the various Dwarf war machines and missile troops targeting them. They opted for a slight tactical withdrawal moving back several yards. Lumpin Croop's advanced through the small stand of trees scouting the terrain for signs of Limpin Creep's impostors. The nearby Leopard Company also began their advance maneuver to have some cover. On the right flank, the concentrated might of the best mercenary units leapt forward hoping to race up the

flank and overwhelm the Dwarfs and break through into their lightly defended rearguard.

The winds of magic seemed favourable but the mercenary wizards could feel something robbing their power as the Dwarfs stole some of their magical energy. Nevertheless, the mercenaries manage to cast Portent of Far on the large unit of crossbowmen in right center. Zhur the Magnificent tried to bring down a Thunderbolt on the Dwarfs but a magical rune flashed to life in the Dwarf line and the spell was permanently robbed from the wizard lord.

Light cavalry, ogre bulls, duelists, and dwarfs advance on the mercenary left flank. (Image 2-1)

The hammer strike would come on the right flank as



Image 2-1

the mercenaries concentrated their most powerful troops there: a rhinox Thunderlord, Voland's Venators, Maneaters, von Drachenheim, and Schmeisser's Streiters advance on the right flank. (Image 2-2)

As the various elements of the mercenary army moved forward, the cannon crew took aim at Limpin



Image 2-2



Creep's but the cannonball landed just short of Limpin, sticking in the ground. The message had been sent, this would be a take no prisoners battle. The two large crossbow units holding the center for the mercenaries (including the one benefiting from Portent of Far) took aim at the advancing Dwarf Thunderer unit with both crossbow units scoring three kills each. Despite their horrendous losses the Dwarfs seemed unaffected and continued to advance. (Image 2-3)



Image 2-3

Finally, Lumpin Croop's took aim at Limpin and his impostor regiment, but they were unable to find their mark as their target had wisely chosen to stick to the small wooded areas dotting the Dwarf line.

The Dwarf host continued its implacable advance on the mercenaries. The severely depleted Thunderer unit in the center continued its now seemingly suicidal advance, seeking retribution for their fallen comrades. As the Thunderlord and Voland's Venators galloped along the flank they spotted a formation of Thunderers clustered on a small rise. Seeing this lightly defended position on the Dwarf flank they spurred their mounts onward. To their dismay however, the Dwarfs calmly marched down the hill towards them and changed their formation into a single long line, exposing a multi-barreled cannon atop the small hill whose crew was already hard at work aiming at the advancing mercenaries. Cunning little Dwarfs mused von Drachenheim, as he banked his Pegasus into a turn along a rock formation above his advancing flank. (Image 2-4)

The Dwarf war machine crews checked their calculations and made some adjustments. Their second volley was far more accurate than their first attempt. The Grudgethrowers targeted the Republican Guard as well as one of the large crossbow units occupying the center. The grudgethrower targeting the Republican Guard veered off target scattering onto the crossbows in the right center squishing one beneath the heavy boulder while the other grudgethrower was far more accurate scoring a direct hit on the same crossbow unit killing four more from the impact of the boulder.



Image 2-4

Miraculously the crossbowmen standing directly next to the boulder's impact was unharmed. He considered this a good omen and thanked Myrmidia. (Image 2-5)

As Voland's Venators were galloping along the flank a massive steel-tipped wooden bolt sailed out from behind a small copse of trees impaling two of the galloping knights. It wouldn't be the first time that day that Voland would curse the Dwarfs. Whether this was due to the loss of his men or the hangover he was nursing was anyone's guess. (Image 2-6)



Image 2-5



Image 2-6

The other bolt thrower crew took aim at the large profile of the Thunderlord but the missile simply lacked the range and dropped to the ground well short of its target.

Seeing an opportunity the mercenary light cavalry spurred their mounts into a charge on the Thunderers on the far left flank. If they could break through they would wreak havoc on the rear of the Dwarf lines. The Dwarfs took aim at the onrushing cavalry and



scored three hits but miraculously the bullets failed to wound the cavalymen as they charged into the shocked Dwarfs with a thunderous crash of man, dwarf, and horse. (Image 2-7)



Image 2-7

The combat between the Thunderers and light cavalry was a close fought battle with each side scoring a kill. (Image 2-8)



Image 2-8

Elsewhere the mercenaries continued their advance on both flanks with the forces on the right flank in a race against time. Just how many would die from Dwarf missile fire before they could charge? Zhur and his apprentice again tried to bolster the nearby crossbow units but the winds of magic were fickle this turn and a miscast ensured that no further magic would affect the battlefield for some time.

The mercenaries continue their advance on both flanks! (Images 2-9 and 2-10)

The missile troops of the mercenaries continued to target the closest immediate threats. The cannon crew took aim at Limpin Creep again, overshooting the hobbit by a wide margin but killing one of the impostors as the cannonball struck the unfortunate Halfling, leaving only his shoes behind.

The crossbowmen in the left center targeted the accursed flame cannon striking the machine several



Left: Image 2-9 Right Image 2-10

times and apparently causing some slight damage the effects of which would soon manifest itself in a most unfortunate way for its crew. Both Lumpin Croop's and the right center crossbows took aim at the depleted Thunderer unit advancing in the center and felled the remaining warriors in a hail of arrows and bolts. (Image 2-11)



Image 2-11

A cunning strategy or... (Image 2-12)

A fatal trap? (Image 2-13)

Stay tuned as there is more exciting action to come!



Image 2-12

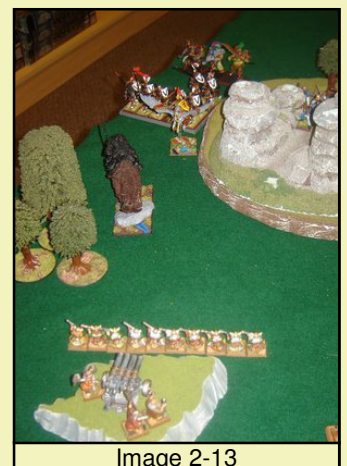


Image 2-13



The Battle of Bloody Peaks

A Dogs of War vs. Dwarfs Battle Report Part III: Bloody Melee in the Fading Sun (covering turn 3)

The Dwarfs continued their march on the left flank, hoping to close with the mercenaries and break through their lines. Elsewhere, a formation of the Dwarf King's warrior clansmen moved to support the Thunderers and Organ Gun on the left flank. Seeing the massive force of mercenaries bearing down on their clansmen, they hoped their assistance would be in time.

After several salvos, the Dwarf artillery crews began to find the range to the mercenary forces across the battlefield. The Grudgethrower crews targeted both the Republican Guard and the Leopard Company to devastating effect, crushing a grand total of nine pikemen between the two units. (Images 3-1 and 3-2)



Left: Image 3-1 Right: Image 3-2

An accurate hit from the Grudgethrower sends bodies flying! (Image 3-3)



Image 3-3

More carnage as the boulder lands in the Leopard Company's formation! (Image 3-4)

Seeing the success of their fellow clansmen, the crew of the Flame Cannon decided to increase the pressure on the cannon hoping to finally have enough power to reach the Republican Guard. An ominous grinding sound emerged from deep within the cannon's structure seconds before it detonated in

an earthshaking explosion, which left but a burning wreckage. Of its crew no sign remained. (Image 3-5)



Image 3-4



Image 3-5

The crew of the Organ Gun and the Thunderers sent to guard it grimly watched as the mercenaries raced toward their position. As they reached a predetermined point, both the Thunderers and the Organ Gun aimed at the seemingly biggest threat - the massive Thunderlord atop his Rhinox. In a cacophonous shower of discharged gunpowder the Thunderlord and his mount were struck more than a dozen times bringing both crashing down in a tangle of Ogre and beast. (Image 3-6)



Image 3-6



Voland watched the mighty Ogre go down from the concentrated fire of the Dwarfs surrounding the small knoll and signaled his men to gallop around to the right hoping to throw off the aim of his enemy. As they passed by the dead Ogre another of the large Dwarf bolts sailed out from the cove of trees to their right. After finishing with their immediate target he would wheel his men around for a charge to avenge his fallen comrades. He signaled his men for the traditional pre-charge drink. Voland and his knights took a long draught from wine bottles they had attached to their gear, tossed the bottles behind them, lowered their lances, and urged their mounts into a full charge! "Last one to die is a sissy," bellowed Voland!

Limpin Creep and his Fighting Mallards took careful aim at the unit of crossbowmen near the area where he had earlier spotted that cursed Lumpin Croop and his lot. The aim of the Halflings was true as five of the mercenaries dropped to the ground clutching white-fletched arrows as they died. (Image 3-7)



Image 3-7

The battle between the Thunderers and the mercenary Light Cavalry came to a swift end as the mercenaries cut down two more of the lightly armoured Dwarfs while taking no casualties in return. This was too much for the Dwarfs and they broke from the combat running as fast as they could for the safety of the hold. The commander of the Light Cavalry signaled his men to pursue and they easily caught up to the fleeing Dwarfs and cut down the survivors. Their pursuit was so rapid it carried them well past the Dwarf lines and into the ruins outside of the hold. By the time they returned the sun was already dipping past the horizon and the sounds of battle were quieting. (Image 3-8)

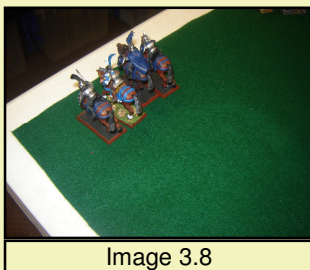


Image 3.8

Time was beginning to work against the mercenaries as the battle was entering the twilight hours. The shadows from the numerous peaks were already growing long across the battlefield like

some giant maw about to feast.

A decisive breakthrough was needed, and quickly, if the mercenaries were to break through to the hold itself. Von Drachenheim and Zhur both knew that if the Dwarfs were given time to fortify their positions it would be nigh impossible to dislodge them.

Von Drachenheim spurred his Pegasus into a diving charge at the Organ Gun, hoping to silence its crew before they could wreak more havoc on his men. To their credit, the crewmen hastily took up arms as he streaked in. Von Drachenheim and his mount struck the stout crew down and wrecked the cannon,



Image 3-9

ensuring it would not see use again. (Image 3-9)

Seeing their General charge in ahead of them Voland and the Maneaters trailing them also began to ready themselves for a charge at the Dwarf defenders. The duelists of Schmeisser's Streiters continued picking their way through the rocky crags emerging at an opening just as von Drachenheim charged the Organ Gun. They noted the bullet-riddled mound of Ogre and Rhinox close by and began scanning the area for any immediate threats to the flanks of their comrades charging up to support the general. They spied several units of Dwarfs ahead of them and a unit of Halflings off to the left in a small wood. Could these be the imposters that 'ole Croop was going on about before the battle? Seeing a change to cash in on his wager with Croop he quickly laid out a plan for the rest of his men... (Image 3-10)



Image 3-10

Elsewhere on the battlefield Zhur and Abraxus again tried to enhance the shooting of the nearby crossbowmen with little effect, as the Dwarf magic defenses seemed to be severely affecting their ability to tap into the winds of magic. Focusing all of his skill Zhur managed to conjure up a lightning bolt at one of the Dwarf units he could see in the distance. As the bolt as about to strike the surprised Dwarfs, a magical rune flared to life, negating the bolt before it could cause any damage. The crew of the mercenary cannon took aim at Limpin Creep again, hoping to collect on that wager with Croop - their shot again overshot the lucky Halfling but two of his band were not so lucky and were dispatched by the cannonball as it crashed through the wood. The crossbowmen scanned the trees from which a shower of arrows had earlier felled several of their comrades. They could occasionally catch glimpses of something moving in the trees after seeing their cannon fire into the wood. They decided to simply launch a volley, hoping their missiles would find a target, and indeed they did! One hobbit stumbled out of the wood clutching a bolt lodged in his throat. Lumpin Croop was also keenly watching the wood where that coward Limpin Creep was hiding. He ordered a volley into the wood and again one of the Fighting Mallards was felled. The remaining Halflings of Creep's unit began to panic but Creep ordered them to stand hold fast, inspiring them with promises that they would eliminate Croop and his men before this battle ended.

On the left flank of the mercenary lines the Bulls charged into the Dwarf King's unit with a loud crash. The duelists shadowing their flank moved up through a small rise and took aim at the unit of warriors behind the King's unit. A hail of bullets was launched at the Dwarfs yet nearly all of them bounced off of coruscating runes limning the Dwarf's armor. Despite this added protection one bullet did strike a Dwarf squarely in his face and the warrior simply collapsed, much to the surprise of his fellows.

The Bulls charge in, hoping to smash their way through these Dwarf elites! (Note: this unit contained both the King and a Thane holding the BSB) (Image 3-11)



Image 3-11

The Bulls smashed their way into the King's bodyguards with a flurry of blows from their swords and ironfists - their furious assault felled four of the King's elite bodyguards. In return the Dwarf King as well as the champion of his bodyguard managed to cut down one of the savage Ogres. (Images 3-12 and 3-13)



Top: Image 3-12 Bottom Image 3-13

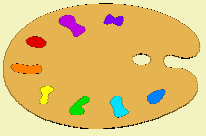
The Ogres simply lacked the numbers to continue the fight effectively as the two remaining Bulls were facing a recovering group of the bodyguards with a very angry looking Dwarf King urging his clansmen to exact revenge for their fallen comrades. The Bulls broke from the combat with the Dwarfs hot in pursuit. (Image 3-14)



Image 3-14

The Dwarf King ordered a halt as he spotted a unit of ranked up Dwarfs among the mercenary forces as well as a long line of crossbowmen as well as cannon atop a nearby hill taking aim at them. With the battlefield growing dim the King ordered his forces to retreat back to the hold. Von Drachenheim and Zhur also ordered their forces to regroup and encamp for the night. This battle would be far from over... (At this point the store was closing so we decided to plan for a continuation of the game at some point, perhaps turning it into a narrative campaign).





Leonardo's Workshop

Readers Submissions of their
Painting, Sculpting and Conversions.



M4cR1113n Dog's of War Army.

There are several images of this army throughout the this issue of Gold and Glory here we present the entire army.

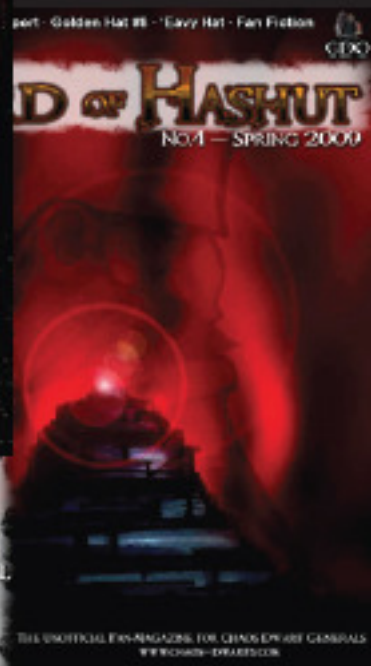
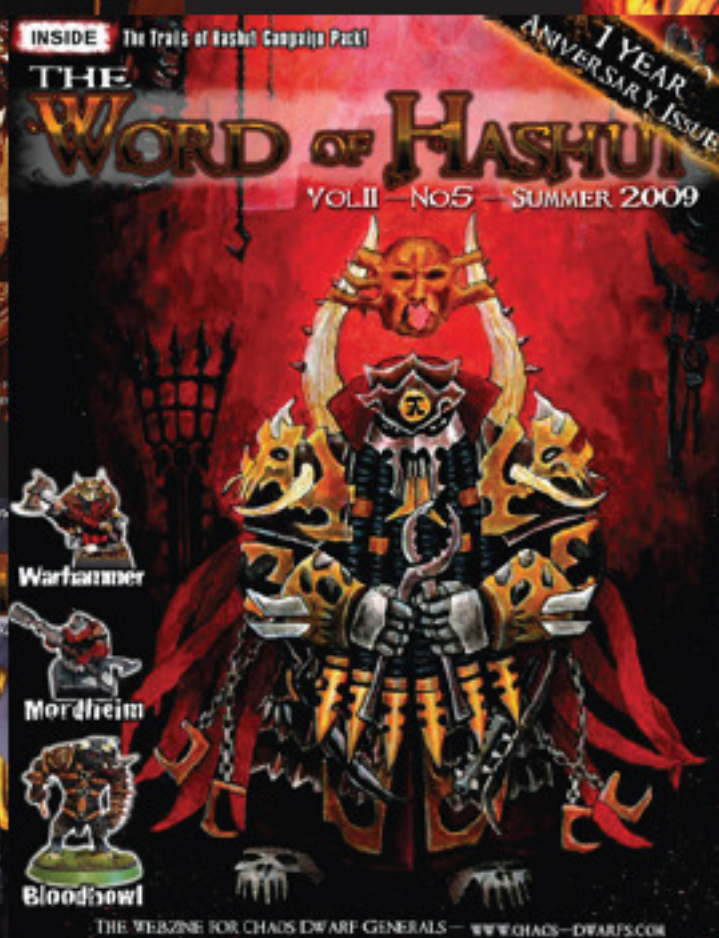
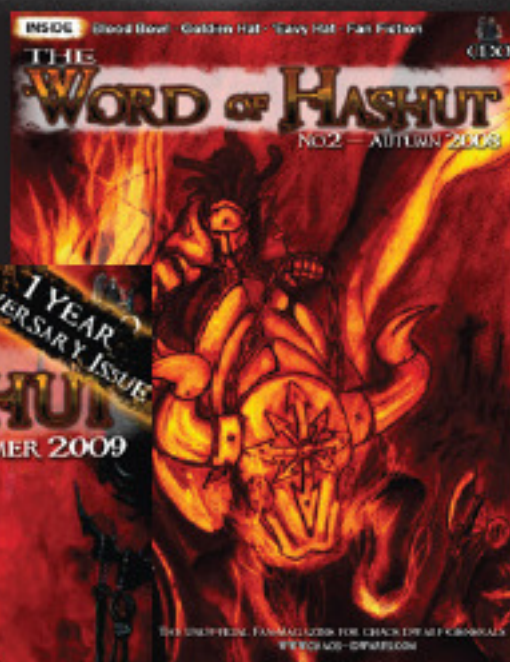
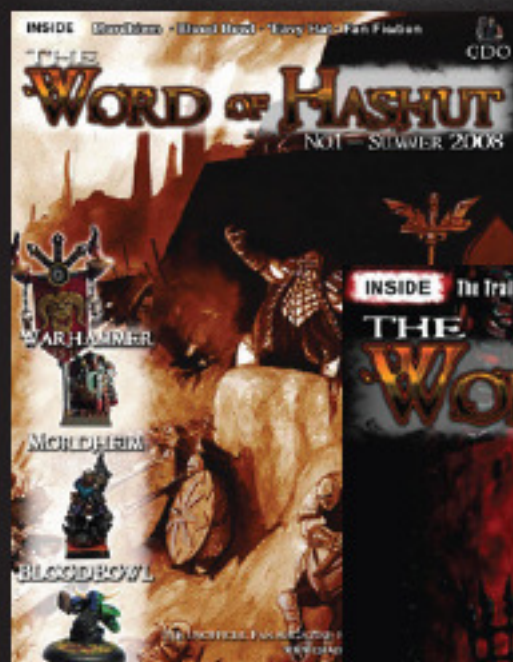


Above: Entire Army

Below Top (Left to Right): Halflings, Pirate Duellists, and Paymaster Bodyguard, Middle (Left to Right): Heroes, Dwarfs, and Giant,
Bottom (Left to Right): Cannon, Voland's Venators, and Vespero's Vendetta



THE WORD OF HASHUT



Issue #6 on the way, September 2009

WWW.CHAOS-DWARFS.COM

Other Realms

Other Forum Sites for Warhammer Players.

Beasts Of Chaos

Herdstone

<http://s2.invisionfree.com/herdstone/>

Brettonnia

The Round Table of Brettonnia

www.roundtable-brettonnia.org/

Chaos Dwarfs

Chaos Dwarfs Online

www.chaos-dwarfs.com

Daemons of Chaos

The Daemonic Legion

www.thedaemoniclegion.com/

Dark Elf

Druchii Net

www.druchii.net/

Dogs Of War

Dogs of War Online

www.dogsofwaronline.com

Dwarfs

Bugman's Brewery

www.bugmansbrewery.com/

New Slayer Brotherhood

<http://z8.invisionfree.com/SlayerBrotherhood/index.php?act=site>

Empire

Warhammer Empire

www.warhammer-empire.com/

High Elf

Ulthuan Land of the Asur

www.ulthuan.net/forum/portal.php

Lizardmen

The Pyramid Vault

www.pyramidvault.net/forum/

Lustria Online

www.lustria-online.com/

Ogre Kingdom

Ogre Stronghold

www.ogrestronghold.com/main/index.php

Shanty Town (Gnoblar's)

http://z8.invisionfree.com/Shanty_Town/index.php?act=idx

Orcs & Goblins

Da Warpath

www.s3.invisionfree.com/Orc__Goblin_Warpath/

Skaven

Under Empire

www.underempire.net

Tomb Kings (Khemri)

From the Sands of Khemri

www.fromthesandsofkhemri.yuku.com/

Tomb Kings of Khemri Forum

www.z4.invisionfree.com/Khemri/index.php?

Vampire Counts

Carpe Noctem

www.vampirecounts.net

The Blood Keep

www.s4.invisionfree.com/The_Blood_Keep/

Warriors of Chaos

Chamber of the Everchosen

www.s4.invisionfree.com/cotec/index.php

Wood Elf

Asrai.Org

www.asrai.org/

Battle Glade Forum

www.battlegladeforum.yuku.com/

Warhammer General Forums

Warhammer Alliance

www.warhammeralliance.com/

Ravens Hordes

<http://games.groups.yahoo.com/group/RavensHordes/>

Rites of War

<http://ritesofwar.org/portal.php>

Warhammer 40k

www.dakkadakka.com/core/

Warseer

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A central collage of Warhammer Fantasy Chaos Army units. At the top left is a purple Daemon Prince with a flaming sword. At the top right is a large, golden Chaos Dwarf. In the bottom left is a teal Chaos Knight in full plate armor. In the bottom right is a Chaos Beast with a purple mane. A black, spiky Chaos Star is positioned in the center, with a small flame at its base. The background is dark and textured.

The Daemonic Legion

Chaos Dwarfs Online

THE CHAOS STAR

Your Warhammer Fantasy
Chaos Army Forums

Chamber of the Everchosen

The Herdstone

Dogs of War Online Presents:

Gold and Glory

Volume 1 - Issue 3 - Winter 2009-10



Next Issue

Golden Pike II (The Paymaster) Winner

Readers Armies

Dogs of War Tactics

Baumann as Editor in Chief