Dogs of War

This Comp System is a compilation primarily based on the army book for Dogs of War and the articles originally written by Alessio Cavatore from the White Dwarf editions #250 - #251. As written some of the rules has had to be updated to better work alongside the rules for Warhammer Fantasy Battles 8th Edition, and some units have received abilities that their counter-parts have from their related faction's army book, but an effort has been made to keep them in the spirit of their original form.

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ARMY SPECIAL RULES

This section describes all the different units used in an Dogs of War army, along with the rules necessary to use them in your games of Warhammer. Where a model has a special rule that is explained in the Warhammer rulebook or another faction's rulebook, only the name of that rule is given. If a model has a special rule that is unique to it, that rule is detailed alongside its description. However, there are a number of commonly recurring 'army special rules' that apply to several Dogs of War units, and these are detailed here.

PAYMASTER

The Paymaster is the man responsible for the cash which will be used to pay the army. He always carries with him the keys of the pay chest and that makes him at least as important as the General in the eyes of the mercenaries. Therefore, you must include one Paymaster in the army. The Paymaster follows all the rules for Battle Standard Bearers.

If the Paymaster is killed, every friendly unit in the army must take a **Panic** test at the end of that phase. From that point on, every unit in the army will have **Hatred** against the unit that captured the Paymaster's Key.

MERCENARIES FOR HIRE

Dogs of War armies count as Non-aligned Forces for the purpose of Alliance and alignments.

PIKES

Range	Strength	Special Rules
Combat	+1	Always Strikes First
		Fight in Extra Ranks (2)
		Requires Two Hands

A Pike's Always Strike First bonus only apply in the first round of close combat.

When being charged to the front by Cavalry, Monstrous Cavalry, or Monsters, models armed with pikes gains a +1 Strength bonus in the turn they are charged. Note that this bonus only applies to attacks directed against the above charging units.

Fight in Extra Ranks (2) : If a unit has this special rule then supporting attacks can be made by two extra ranks than normal on a turn in which the unit did not charge. Accordingly, a unit with this special rule can normally make supporting attacks with four ranks. Remember that supporting attacks cannot be made to the side or rear, but only to the front. A horde with this rule will make supporting attacks with five ranks!

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

REGIMENTS OF RENOWN

Each named unit from the 'Regiment of Renown' sections are exceptional individuals but, more importantly for our army selection purposes, they are unique – each can be included in an army only once.

LORDS

MERCENARY GENERAL — 90 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Mercenary General	4	6	5	4	4	3	6	4	9	Infantry (Character)

Unit Size: 1

Equipment:
- Hand weapon
- Light armour

Options
- May be armed with one of the following:
  - Morning star . . . . . 3 points
  - Halberd . . . . . 6 points
  - Spear (mounted only) . . . . . 3 points
  - Lance (mounted only) . . . . . 6 points
  - Longbow . . . . . 5 points
  - Crossbow . . . . . 6 points
  - Pistol . . . . . 7 points
  - Brace of Pistols . . . . . 12 points
- May replace Light armour with Heavy armour . . . . . 2 points
- May take a Shield . . . . . 2 points
- May be mounted on one of the following:
  - Pegasus. . . . . 50 points
  - Warhorse. . . . . 15 points
    - may be upgraded to have barding . . . 6 points
- May take magic items worth up to . . . . . 100 points

HIRELING WIZARD LORD — 170 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Hireling Wizard Lord	4	3	3	3	4	3	3	1	8	Infantry (Character)

Unit Size: 1

Equipment:
- Hand weapon

Magic: A Hireling Wizard Lord is a Level 3 Wizard who uses spells from one of the eight Battle Magic lores in the *Warhammer* rulebook.

Options
- May be upgraded to a Level 4 Wizard . . . . . 35 points
- May be mounted on one of the following:
  - Pegasus. . . . . 50 points
  - Warhorse. . . . . 15 points
    - may be upgraded to have barding . . . 6 points
- May take magic items worth up to . . . . . 100 points

LORDS
REGIMENTS OF RENOWN

BORGIO THE BESIEGER — 250 points
MERCHANT PRINCE OF MIRAGLIANO

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Borgio the Besieger	4	6	5	4	4	3	5	4	9	Cavalry (Character)
Warhorse	8	3	0	3	3	1	3	1	5	-

Unit Size: 1

Special Rules
- Difficult to Slay
- Belowed General

Equipment:
- Mace of Might (Magical weapon)
- Armour of Brazen Bronze (Magical armour)
- Shield
- Barding
- Monstrous Mask Helm (Magical item)

Mace of Might : If Borgio rolls a 6 to Hit with this weapon, that hit will be at Strength 10.
Armour of Brazen Bronze : Counts as Heavy armour that also conveys a Ward save of 5++.
Monstrous Mask Helm: The wearer counts his armour save as being one point higher than normal. The wearer also causes fear.
Difficult to Slay : If Borgio is reduced to zero wounds, then do not remove the model, but lay it on its side and leave it in place. At the end of the phase, roll a D6. on a 1-3, he is removed as a casualty as normal. On a roll of 4+ , he stands back up again with a single Wound remaining.
Belowed General : Any friendly unit within 18" may use Borgios Leadership instead of their own.

LORENZO LUPO — 300 points
MERCHANT PRINCE OF LUCCINI

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Lorenzo Lupo	4	7	6	4	4	3	6	4	9	Infantry (Character)

Unit Size: 1

Special Rules
- Fights on Foot
- Mighty Athlete

Equipment:
- The Sword of Lucan (Magical weapon)
- Heavy armour
- Shield of Myrmidia
- Ring of Luccina

The Sword of Lucan : Ignores any armour saves.
Shield of Myrmidia : The wearer counts his armour save as being one point higher than normal. In addition, every model in base-to-base contact with Lorenzo loses one Attack.
Ring of Luccina : Bound Spell (power level 5). When cast, all fleeing friendly troops within 8" of Lorenzo will rally automatically.
Fights on Foot : As long as Lorenzo is in the front rank of any Infantry unit he adds +1 to the combat resolution for that unit.
Mighty Athlete : At the start of the battle, roll a D6 to determine the effects:
1-2 : (Running) Lorenzeo has +1 Toughness
3-4 : (Wrestlint) Lorenzo has +1 Attack
5-6 : (Rowing) Lorenzo has +1 Strength

GHAZAK KHAN — 350 points

TERROR OF THE EAST

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Ghazak Khan	4	7	6	4	4	3	6	4	9	Monstrous Cavalry (Character)
Warghan	9	5	0	5	5	3	4	2	5	-

Unit Size: 1

Equipment:
- The Red Scimitar (Magical weapon)
- Bow
- Heavy armour
- Shield
- Daemonhead Helmet (Magical item)

Special Rules
- Warghan:
  - Natural armour (4+),
  - Fear
- War Cry of the Steppes
- Quell Animosity

The Red Scimitar : Armour Piercing (3), Multiple Wounds (D3)
Daemonhead Helmet : The wearer counts his armour save as being one point higher than normal. In addition, once Ghazak Khan has lost a wound, he gains a 4++ Ward save and Magic Resistance (1) for the remainder of the battle.
War Cry of the Steppes : Any units that Ghazak Khan charges cannot choose to Stand and Shoot, nor Flee! as their charge reaction. This does not affect units that are immune to psychology.
Quell Animosity : Any friendly Orc or Goblin unit within 6" of Ghazak, so long as he is not fleeing, may re-roll a failed Animosity test.

LUCREZZIA BELLADONNA — 380 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Lucrezzia Belladonna	4	3	3	3	4	3	3	1	6	Cavalry (Character)
Warhorse	8	3	0	3	3	1	3	1	5	-

Unit Size: 1

Equipment:
- Sword and Stiletto dagger
- Barding

Special Rules
- Stunning Beauty
- Expert Poisoner:
  - Lucrezzia's Kiss
  - Potion of Pavona
  - Phial of Posion

Magic:
- Lucrezzia is a Level 4 Wizard and uses either the Lore of Shadows or the Lore of Death

Sword & Stiletto Dagger : Counts as hand weapon and additional hand weapon. Poisoned attacks.
Lucrezzia's Kiss : At the start of the battle, nominate one other character or champion, which gains the Killing Blow special rule.
Potion of Pavona : At the start of the battle, nominate one character or champion. Roll a D6 and if you roll 2+ chose that number of that model's characteristics to improve by +1. If you roll a 1, the model loses one wound. *For example, You roll a 4 and you choose to improve the model's WS, T, W and I. You cannot apply this bonus to thet model's Leadership and cannot increase a characteristics by more than one.*
Phial of Poison : At the start of the battle. Roll a D6 for each enemy character. A roll of 4+ means that the character has been poisoned and starts the battle with one Wound less than normal.

HEROES

MERCENARY CAPTAIN — 50 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Mercenary Captain	4	5	5	4	4	2	5	3	8	Infantry (Character)

Unit Size: 1

Equipment:
- Hand weapon
- Light armour

Options
- May be armed with one of the following:
  - Additional hand weapon . . . . . 4 points
  - Great weapon . . . . . 4 points
  - Morning star . . . . . 2 points
  - Halberd . . . . . 4 points
  - Spear (mounted only) . . . . . 2 points
  - Lance (mounted only) . . . . . 4 points
  - Longbow . . . . . 5 points
  - Crossbow . . . . . 5 points
  - Pistol . . . . . 5 points
  - Brace of Pistols . . . . . 10 points
- May replace Light armour with Heavy armour . . . . . 2 points
- May take a Shield . . . . . 2 points
- May be mounted on one of the following:
  - Pegasus. . . . . 50 points
  - Warhorse. . . . . 10 points
    - may be upgraded to have barding . . . . . 4 points
- May take magic items worth up to . . . . . 50 points

HIRELING WIZARD LORD — 60 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Hireling Wizard	4	3	3	3	3	2	3	1	7	Infantry (Character)

Unit Size: 1

Equipment:
- Hand weapon

Magic: A Hireling Wizard Lord is a Level 1 Wizard who uses spells from one of the eight Battle Magic lores in the *Warhammer* rulebook.

Options
- May be upgraded to a Level 2 Wizard . . . . . 35 points
- May be mounted on one of the following:
  - Warhorse. . . . . 15 points
    - may be upgraded to have barding . . . 6 points
- May take magic items worth up to . . . . . 50 points

1 PAYMASTER — 55 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Paymaster	4	4	4	4	4	2	4	2	8	Infantry (Character)

Unit Size: 1

Equipment:
- Hand weapon
- Light armour

Special Rules
- Paymaster
- The pay chest
- Mydas' Bodyguards

Options
- May be armed with one of the following:
  - Additional hand weapon . . . . . 4 points
  - Great weapon . . . . . 4 points
  - Morning star . . . . . 2 points
  - Halberd . . . . . 4 points
  - Crossbow . . . . . 5 points
  - Pistol . . . . . 4 points
  - Brace of Pistols . . . . . 7 points
- May replace Light armour with Heavy armour . . . . . 2 points
- May take a Shield . . . . . 2 points
- May be mounted on one of the following:
  - Warhorse. . . . . 10 points
    - may be upgraded to have barding . . . . . 4 points
- May take magic items worth up to . . . . . 50 points

HEROES

REGIMENTS OF RENOWN

MYDAS THE MEAN — 320 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Mydas the Mean	4	4	4	4	4	2	4	2	8	Infantry (Character) | 170 Victory pts
Sheikh Yadosh	4	2	2	3	3	1	2	1	7	-
Paychest				4	4	3				Chariot | 50 Victory points
Horse	8	3	0	3	3	1	3	1	6	-

Unit Size: 2

Equipment:
- Hand weapon
- Shield
- Heavy armour
- Treasure Map (Magic item)
- The Crest of Mydas (Talisman)

Special Rules
- Paymaster
- The pay chest
- Mydas' Bodyguards

The pay chest : Treat it as a chariot for all purposes, with the following exceptions. When the pay chest charges into combat, it inflicts only D3 Impact Hits. Also, any friendly units within 6" of the pay chest may re-roll any failed Leadership tests. They pay chest has an armour save of 5+. Sheikh Yadosh rides the chariot.
Mydas' bodyguards: No other character may join Mydas' Bodyguard. When setting up, Mydas and his Bodyguards are deployed at the same time as other characters. The bodyguards must be at least 9 models, the cost for these 9 are included in the points cost above.
Treasure map : At the start of the game, roll a D6 to determine the effect:
1-2 : Mydas' Bodyguards add +1 to their combat resolution.
3-4 : Any friendly unit may use Mydas' Paymaster Hold your ground! rule up to 18" away from Mydas instead of the normal 12".
5-6 : One friendly unit chosen at the start of the battle has a +1 to Hit in close combat for the rest of the battle.
The Crest of Mydas: Every attack from this unit counts as magical.

MYDAS' BODYGUARD

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Bodyguard (x9)	4	4	3	3	3	1	3	1	8	Infantry

Unit Size: 9 - 24

Equipment:
- Hand weapon
- Halberd
- Heavy armour

Special Rules
- Stubborn

Options
- One Bodyguard is upgraded to a musician . . . . . FREE
- One Bodyguard is upgraded to a standard bearer . . . . . FREE
  - May have a magic standard worth up to . . . . . 50 points
- Additional Bodyguards may be added . . . . . 11 pts per model

CHARACTER MOUNTS

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Warhorse	8	3	0	3	3	1	3	1	5	War Beast
Pegasus	8	3	0	4	4	3	4	1	6	Monstrous Beast

CORE UNITS

PIKEMEN — 10 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Pikeman	4	3	3	3	3	1	3	1	7	Infantry
Sergeant	4	3	3	3	3	1	3	2	7	Infantry

Unit Size: 10+

Equipment:
- Pike
- Light armor

Options
- May upgarde one Pikeman to a Sergeant . . . . . 10 pts
- May upgarde one Pikeman to a musician . . . . . 10 pts
- May upgarde one Pikeman to a standard bearer. . . . . 10 pts
  - May have a magic standard worth up to . . . . . 50 points
- The entire unit may take Heavy Armour . . . . . 1 pts per model

CROSSBOWMEN — 8 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Arbalist	4	3	3	3	3	1	3	1	7	Infantry
Marksman	4	3	4	3	3	1	3	1	7	Infantry

Unit Size: 10+

Equipment:
- Hand weapon
- Crossbow

Options
- May upgarde one Arbalist to a Marksman . . . . . 10 pts
- May upgarde one Arbalist to a musician . . . . . 10 pts
- May upgarde one Arbalist to a standard bearer. . . . . 10 pts

DUELLIST — 10 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Duellist	4	3	3	3	3	1	3	1	7	Infantry
Sergeant	4	3	3	3	3	1	3	2	7	Infantry

Unit Size: 8+

Special Rules
- Skirmishers

Equipment:
- Hand Weapon

Options
- May upgarde one Duellist to a Sergeant . . . . . 10 pts
- May upgarde one Duellist to a musician . . . . . 10 pts
- May upgarde one Duellist to a standard bearer. . . . . 10 pts
- The entire unit may take Shields . . . . . 1 pts per model
- The entire unit may take Add. hand weapon . . . 2 pts per model
- The entire unit may take Throwing Weapons . . . . 2 pts per model

HEAVY CAVALRY — 19 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Knight	4	4	3	3	3	1	3	1	8	Cavalry
Knight's Sergeant	4	4	3	3	3	1	3	2	8	Cavalry
Warhorse	8	3	0	3	3	1	3	1	5	-

Unit Size: 10+

Equipment:
- Hand weapon
- Lance
- Heavy armour
- Shield

Options
- May upgarde one Knight to a Sergeant . . . . . 10 pts
- May upgarde one Knight to a musician . . . . . 10 pts
- May upgarde one Knight to a standard bearer. . . . . 10 pts
  - May have a magic standard worth up to . . . . . 50 point
- The entire unit may take Barding . . . . . 2 pts per model

LIGHT CAVALRY — 11 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Horseman	4	3	3	3	3	1	3	1	7	Cavalry
Sergeant	4	3	3	3	3	1	3	2	7	Cavalry
Warhorse	8	3	0	3	3	1	3	1	5	-

Unit Size: 10+

Special Rules
- Fast cavalry

Equipment:
- Hand weapon
- Lance
- Heavy armour
- Shield

Options
- May upgarde one Horseman to a Sergeant . . . . . 10 pts
- May upgarde one Horseman to a musician . . . . . 10 pts
- May upgarde one Horseman to a standard bearer. . . . . 10 pts
- The entire unit may take Spears . . . . . 1 pts per model
- The entire unit may take Bows . . . . . 4 pts per model
- The entire unit may take Shields . . . . . 2 pts per model

CORE UNITS

REGIMENTS OF RENOWN

RICCO'S REPUBLICAN GUARD — 180 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Pikeman (x9)	4	4	3	3	3	1	3	1	7	Infantry
Ricco	4	5	5	4	4	2	5	3	8	Infantry

Unit Size: 10+

Equipment:
- Pike
- Two hand weapons (Ricco only)
- Heavy armor

Options
- One Pikeman is upgraded to a musician . . . . . FREE
- One Pikeman is upgraded to a standard bearer . . . . . FREE
- Additional Pikemen may be added . . . . . 12 pts per model

LEOPOLD'S LEOPARD COMPANY — 210 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Pikeman (x9)	4	4	3	3	3	1	3	1	7	Infantry
Leopold	4	5	5	4	4	2	5	3	8	Infantry

Unit Size: 10+

Special Rules
- Immune to Psychology

Equipment:
- Pike
- Light armour
- Pistol (Leopold only)
- Heavy armor (Leopold only)

Options
- One Pikeman is upgraded to a musician . . . . . FREE
- One Pikeman is upgraded to a standard bearer . . . . . FREE
- Additional Pikemen may be added . . . . . 12 pts per model

THE ALCANTI FELLOWSHIP — 125 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Pikeman (x9)	4	2	2	3	3	1	3	1	7	Infantry
Roderigo	4	4	4	4	3	2	4	2	8	Infantry

Unit Size: 10+

Equipment:
- Pike
- Light armour
- Two hand weapons (Roderigo only)
- Heavy armor (Roderigo only)

Options
- One Pikeman is upgraded to a musician . . . . . FREE
- One Pikeman is upgraded to a standard bearer . . . . . FREE
- Additional Pikemen may be added . . . . . 9 pts per model

PIRAZZO'S LOST LEGION — 160 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Pikeman (x5)	4	3	3	3	3	1	3	1	7	Infantry
Arbalist (x4)	4	3	3	3	3	1	3	1	7	Infantry
Pirazzo										Infantry

Unit Size: 10+

Special Rules
- Mixed formation

Equipment:
- Pike
- Crossbow
- Light armour
- Two hand weapons (Pirazzo only)

Options
- One Arbalist is upgraded to a musician . . . . . FREE
- One Arbalist is upgraded to a standard bearer . . . . . FREE
- Additional Arbalists may be added (1st rank only) 9 pts per model
- Additional Pikemen may be added . . . . . 10 pts per model

Mixed formation : The first rank is made up Arbalists. Following ranks are made up of Pikemen. During the game, remove casualties from the back as normal. It is assumed that pike-armed models step forward and pick up the crossbows.

VESPERO'S VENDETTA — 125 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Duelist (x4)	4	4	3	3	3	1	4	1	7	Infantry
Vespero	4	6	5	4	4	2	6	3	8	Infantry

Unit Size: 5+

Special Rules
- Skirmishers
- Cloak & Dagger

Equipment:
- Throwing weapons
- Light armour
- Two hand weapons
- Cloak
- Grimacing Death Mask (Vespero Only, Enchanted item)

Options
- Additional Duelists may be added . . . . . 10 pts per model

Cloak & Dagger : Counts as a 6+ Armour save in close combat.
Grimacing Death Mask : The wearer causes fear.

MARKSMEN OF MIRAGLIANO — 180 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Marksman (x9)	4	3	4	3	3	1	3	1	7	Infantry
Maximilian	4	5	5	4	4	2	5	3	8	Infantry

Unit Size: 10+

Equipment:
- Hand weapon
- Crossbow
- Light armor

Options
- One Marksman is upgraded to a musician . . . . . FREE
- One Marksman is upgraded to a standard bearer . . . . . FREE
- Additional Marksmen may be added . . . . . 11 pts per model

BRAGANZA'S BESIEGERS — 185 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Besieger (x9)	4	3	3	3	3	1	3	1	7	Infantry
Braganza	4	5	5	4	4	2	5	3	8	Infantry

Unit Size: 10+

Equipment:
- Hand weapon
- Crossbow
- Heavy armour
- Pavise
- Pistol (Braganza only)

Options
- One Besieger is upgraded to a musician . . . . . FREE
- One Besieger is upgraded to a standard bearer . . . . . FREE
- Additional Besiegers may be added . . . . . 11 pts per model

Pavise : Grants an additional +2 Armour save versus normal and magical missile attacks.

VOLAND'S VENATORS — 195 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Venator (x4)	4	4	3	3	3	1	3	1	8	Cavalry
Voland	4	5	5	4	4	2	5	3	8	Cavalry
Warhorse	8	3	0	3	3	1	3	1	5	-

Unit Size: 5+

Equipment:
- Hand weapon
- Lance
- Heavy armour
- Shield
- Barding

Options
- One Venator is upgraded to a musician . . . . . FREE
- One Venator is upgraded to a standard bearer . . . . . FREE
- Additional Venators may be added . . . . . 24 pts per model

AL MUKTAR'S DESERT DOGS — 245 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Rider (x3)	4	3	3	3	3	1	3	1	7	Cavalry
Al Muktar	4	5	5	4	4	2	5	3	8	Cavalry
Sheikh Shufti	8	4	4	4	3	2	4	2	8	Cavalry
Ibn	8	3	3	3	3	1	3	0	7	Cavalry
Warhorse	8	3	0	3	3	1	3	1	5	-

Unit Size: 6+

Special Rules
- Fast Cavalry

Equipment:
- Hand weapon
- Shield
- Scimitar of Dakisir (Sheikh Shufti only, Magic weapon)
- Black Banner of the Muktarhin (Ibn only, Magic standard)

Options
- One Rider is upgraded to a musician . . . . . FREE
- Ibn counts as a standard bearer . . . . . FREE
- Additional Riders may be added . . . . . 13 pts per model

Scimitar of Dakisir : Adds +1 Strength to the bearer, which is increased to +2 Strength in the turn in which the bearer charges.
Black Banner of the Muktarhin : Adds +D3 to combat resolution.

SPECIAL UNITS

OGRES

35 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Ogre	6	3	2	4	4	3	2	3	7	Monstrous Infantry
Crusher	6	3	2	4	4	3	2	4	7	Monstrous Infantry

Unit Size: 3+

Equipment:
- Hand weapon

Special Rules
- Fear
- Ogre Charge *(REF Ogre Kingdoms, p.32)*

Options
- One Ogre may be upgraded to a Crusher . . . . . 10 points
- One Ogre may be upgraded to a musician . . . . . 10 points
- One Ogre may be upgraded to a standard bearer . . . . . 10 points
- The entire unit may take one of the following:
  - Great weapons . . . . . 2 pts per model
  - Additional hand weapons . . . . . 2 pts per model
- The entire unit may take Light Armour . . . . . 3 pts per model

DWARFS

7 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Dwarf	3	4	3	3	4	1	2	1	9	Infantry
Veteran	3	4	3	3	4	1	2	2	9	Infantry

Unit Size: 10+

Equipment:
- Hand weapon
- Light armour

Special Rules
- Relentless *(REF Dwarfs, p.32)*
- Resolute *(REF Dwarfs, p.32)*
- Hatred (Orcs & Goblins)
- Hatred (Skaven)

Options
- One Dwarf may be upgraded to a Veteran . . . . . 10 points
- One Dwarf may be upgraded to a musician . . . . . 10 points
- One Dwarf may be upgraded to a standard bearer . . . . . 10 points
- The entire unit may take Great weapons . . . . . 2 pts per model
- The entire unit may take Crossbows . . . . . 5 pts per model
- The entire unit may take Heavy armour . . . . . 1 pts per model
- The entire unit may take Shields . . . . . 1 pts per model

NORSE MARAUDERS

7 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Marauder	4	4	3	3	3	1	4	1	7	Infantry
Chieftain	4	4	3	3	3	1	4	2	7	Infantry

Unit Size: 10+

Equipment:
- Hand weapon
- Light armour

Special Rules
- Frenzy

Options
- One Marauder may be upgraded to a Chieftain . . . . . 10 points
- One Marauder may be upgraded to a musician . . . . . 10 points
- One Marauder may be upgraded to a standard bearer . . 10 points
- The entire unit may take one of the following:
  - Great weapons . . . . . 2 pts per model
  - Additional hand weapons . . . . . 2 pts per model
  - Flails . . . . . 1 pts per model
- The entire unit may take Shields . . . . . 1 pts per model

0-1 HALFLINGS

6 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Halfling	4	2	4	2	2	1	5	1	8	Infantry
Veteran	4	2	4	2	2	1	5	2	8	Infantry

Unit Size: 10+

Equipment:
- Hand weapon
- Bow

Special Rules
- Forest Strider

Options
- One Halfling may be upgraded to a Veteran . . . . . 10 points
- One Halfling may be upgraded to a musician . . . . . 10 points
- One Halfling may be upgraded to a standard bearer . . 10 points
- The entire unit may replace their Bows with Spears, Light armour and Shields . . . . . FREE

0-1 PAYMASTER'S BODYGUARDS

9 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Bodyguard	4	4	3	3	3	1	3	1	8	Infantry
Sergeant	4	4	3	3	3	1	3	2	8	Infantry

Unit Size: 10+

Equipment:
- Halberd
- Light armour

Special Rules
- Stubborn*

Options
- One Bodyguard may be upgraded to a Sergeant . . . . . 10 points
- One Bodyguard may be upgraded to a musician . . . . . 10 points
- One Bodyguard may be upgraded to a standard bearer . 10 points
  - May have a magic standard worth up to . . . . . 50 points
- The entire unit may take Heavy armour . . . . . 1 pts per model

Stubborn: The entire unit counts as Stubborn as long as the Paymaster is alive and with the unit.

SPECIAL UNITS

REGIMENTS OF RENOWN

OGLAH KHAN'S WOLFBOYZ — 190 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Hobgoblin	4	3	3	3	3	1	2	1	6	Cavalry
Oglah Khan	4	5	3	4	4	2	3	3	7	Cavalry (Champion)
Giant Wolf	9	3	0	3	3	1	3	1	3	-

Unit Size: 6 -20

Equipment:
- Hand weapon
- Spear
- Bow
- Light armour
- Shield
- Pelt of Wulfag (Oglah Khan only, Enchanted item)

Special Rules
- Fast Cavalry

Options
- One Hobgoblin is upgraded to a musician . . . . . FREE
- One Hobgoblin is upgraded to a standard bearer . . . . . FREE
- Additional Hobgoblins may be added . . . . . 15 pts per model

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

LUMPIN CROOP'S FIGHTING COCKS — 90 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Halfling (x4)	4	2	4	2	2	1	5	1	8	Infantry
Lumpin Croop	4	3	5	3	3	2	3	3	9	Infantry (Champion)
Ned Hamfist	4	2	5	2	2	1	5	1	8	Infantry

Unit Size: 6 -20

Equipment:
- Hand weapon
- Bow
- Light armour (Lumpin Croop only)
- Shield (Lumpin Croop only)

Special Rules
- Skirmishers

Options
- One Halfling is upgraded to a musician . . . . . FREE
- Ned Hamfist counts as a standard bearer . . . . . FREE
- Additional Halflings may be added . . . . . 7 pts per model

GOLGFAG'S OGRES — 285 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Ogre (x2)	6	3	2	4	4	3	2	3	7	Monstrous Infantry
Golgfag	6	5	2	5	5	4	3	5	8	Monstrous Infantry (Champion)
Skaff	6	3	2	4	4	3	2	4	8	Monstrous Infantry

Unit Size: 4+

Equipment:
- Two hand weapons
- Heavy armour

Special Rules
- Fear
- Ogre Charge *(REF Ogre Kingdoms, p.32)*

Options
- One Ogre is upgraded to a musician . . . . . FREE
- Skaff counts as a standard bearer . . . . . FREE
- Additional Ogres may be added . . . . . 45 pts per model

LONG DRONG'S SLAYER PIRATES — 285 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Pirates (x9)	3	4	3	3	4	1	3	1	9	Infantry
Drong	3	6	4	4	4	2	4	3	10	Infantry (Champion)

Unit Size: 10+

Equipment:
- Loads of pistols!*
- Heavy armour

Special Rules
- Relentless *(REF Dwarfs, p.32)*
- Resolute *(REF Dwarfs, p.32)*
- Unbreakable
- Deathblow *(REF Dwarfs, p.44)*
- Slayer Cult *(REF Dwarfs, p.44)*
- Festooned with Pistols
- Hatred (Orcs & Goblins)
- Hatred (Skaven)

Options
- One Pirate is upgraded to a musician . . . . . FREE
- One Pirate is upgraded to a standard bearer . . . . . FREE
- Additional Pirates may be added . . . . . 12 pts per model

Festooned with Pistols : All the pirates, including Long Drong, gain an additional Attack. All of their attacks are considered to be Strength 4, Armour Piercing pistol shots.

BEORG BEARSTRUCK AND THE BEARMEN OF URSLO

255 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Bearman (x9)	4	4	3	3	3	1	4	1	7	Infantry
Beorg	4	5	0	5	5	3	3	4	8	Infantry (Champion)
Oerl	4	4	3	2	2	1	4	2	7	Infantry

Unit Size: 10+

Special Rules
- Frenzy

Options
- One Bearman is upgraded to a musician . . . . . FREE
- Oerl counts as a standard bearer . . . . . FREE
- Additional Bearmen may be added . . . . . 8 pts per model

Equipment:
- Hand weapon (Bearmen and Oerl only)
- Light armour (Bearmen and Oerl only)
- Shield (Bearmen and Oerl only)
- Bear Fang (Beorg only, Talisman)
- Bear Banner (Oerl only, Magic Standard)

Bear Fang: Grants the bearer a 4++ Ward Save.
Bear Banner: The unit receives a +1 to Hit Bonus in the first round of each closed combat.

RARE UNITS

CANNON

85 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Cannon					7	3				War machine
Crewman (x3)	4	3	3	3	3	1	3	1	7	-

Unit Size: 1

Equipment:
- Hand weapon

HALFLING HOT POT

50 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Hot Pot					4	2				War machine
Crewman (x3)	4	2	4	2	2	1	5	1	8	-

Unit Size: 1

Special Rules
- Hot Pot

Equipment:
- Hand weapon

Hot Pot: Treat as a strone thrower from the rulebook (RB p.114) with the following changes. The Hot Pot has a maximum range of 36". Hits are resolved at Strength 3, with no armour saves allowed. The model under the hole of the template suffers a Strength 6 hit, with no armour save allowed, which causes D3 Wounds.

DOGS OF WAR GIANT

205 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Giant	6	3	3	6	5	6	3	*	10	Monster

Unit Size: 1

Equipment:
- Big Club or similar (Hand weapon)

Special Rules
- Large Target
- Ignore Little 'un Panic
- Fall Over *(REF Ogre Kingdoms, p.46)*,
- Giant Special Attack *(REF Ogre Kingdoms, p.47)*,
- Stubborn,
- Terror

Ignore Little 'un Panic: This unit does not have to take a Panic test when a nearby friendly infantry, cavalry, war beasts or swarms are destroyed, breaks or flees through it.

RARE UNITS

REGIMENTS OF RENOWN

ASARNIL THE DRAGONLORD — 460 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Asarnil	5	7	4	4	3	2	7	4	9	Infantry (Character)
Deathfang	6	6	0	6	6	6	3	5	8	Monster

Unit Size: 1

Equipment:
- Hand weapon
- Lance
- Heavy armour
- Shield
- Amulet of Dragonheart (Asarnil only, Enchanted item)

Special Rules
- Deathfang:
  - Scaly Skin (3+),
  - Breath Weapon (Strength 4, Flaming Attacks),
  - Large Target,
  - Fly,
  - Terror

Amulet of Dragonheart: All missile attacks against Asarnil and his Dragon suffer a -1 to Hit penalty.
Deathfang: If rolling on the Monster Reaction chart, add +1 to the dice result. If you roll a 6 then you may choose any result you wish.

BRONZINO'S GALLOPER GUNS — 165 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Cannon	8				6	2				War Machine | 100 Victory points
Crewman (x3)	4	3	3	3	3	1	3	1	7	-
Bronzino	4	5	5	4	4	2	5	3	8	Cavalry (Character) | 65 Victory points
Warhorse	8	3	0	3	3	1	3	1	5	-

Unit Size: 2+

Equipment:
- Hand weapon
- Heavy armour (Bronzino only)

Special Rules
- Gun:
  - Small Calibre,
  - Rapid Movement
- Bronzino: Master of Balistics *(REF: The Empire, p.35)*

Options
- Additional Gun teams may be added . . . . . 100 pts per model

Small Calibre: The maximum range for each gun is 24". The shots are Strength 7, Multiple Wounds (D3), with no Armour saves allowed.
Rapid Movement: The Galloper Gun is harnessed to a warhorse. This enables the Gun and its entire crew to move 8". The Galloper Guns may march move. If the Galloper Gun is charged, the crew may hold or flee. If they flee, the Gun is assumed to be limbered up immediately without any movement penalty.
Deployment: The Guns are deployed as separate teams, each Gun and its crew opereating as an independent unit. Bronzino must be deployed together with one team, but he can then ride from one team to another or operate on his own as a separate character.

GALLOPER GUN

Range	Strength	Special Rules
24"	7	Multiple Wounds (D3), Ignores Armour Saves

GIANTS OF ALBION — 450 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Hengus	4	3	3	3	3	2	3	1	7	Infantry (Character) | 100 Victory pts
Bologs	6	3	3	6	5	5	3	S	6	Monster | 175 Victory points
Cachtorr	6	3	3	6	5	5	3	S	6	Monster | 175 Victory points

Unit Size: 3

Equipment:
- Hand weapon
- Oggum Staff (Hengus only, Arcane item)

Special Rules
- Giants of Albion:
  - Large Target,
  - Fall Over *(REF: Ogre Kingdoms, p.46)*,
  - Giant Special Attack *(REF: Ogre Kingdoms, p.47)*,
  - Stubborn,
  - Terror

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

Hengus: May not join units.
Oggum Staff : Giants that are within 6" of Hengus may use his Leadership value. Grants Hengus a Ward save of 4++.

RUGLUD'S ARMOURED ORCS — 190 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Armoured Orc (x8)	8	3	3	3	4	2	3	1	7	Infantry
Ruglud	4	5	3	4	5	2	3	3	8	Infantry (Champion)
Maggot	4	2	3	3	3	1	2	1	6	Infantry

Unit Size: 10+

Equipment:
- Hand weapon
- Crossbow (Orcs only)
- Heavy armour

Special Rules
- Choppas (Orcs only)
- Maggot*
- Ruglud's Animosity
- Ignore Greenskin Panic

Options
- One Armoured Orc is upgraded to a musician . . . . . FREE
- Maggot the goblin counts as a standard bearer . . . . . FREE
- Additional Armoured Orcs may be added . . . . . 12 pts per model

Maggot: Maggot's banner adds +2 to its combat result instead of the usual +1. In addition, Maggot has a 3++ Ward save. He may not issue or accept challenges.
Ruglud's Animosity: In the start of the Turn phase roll a D6. On a roll of 1 the unit fails its test. Then roll another D6:

1 -2: **Let's show 'em what these crossbows can do!** : All models in the unit fire without movement penalty at the nearest target in any direction. The shots are worked out immediately, and the models themselves are not moved. The unit cannot do anything else that turn. If there are no units within range, the unit Squabbles instead.

3-6: **Squabble** : The unit can do nothing this turn while Rugluds cracks heads together to restore order.

Ignore Greeenskin Panic : Ruglud and his Armoured Orcs do not need to test for Panic when a friendly Greenskin unit is destroyed, breaks or flees past their unit.

THE CURSED COMPANY — 305 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Cursed Company Skeleton (x9)	4	2	2	3	3	1	2	1	3	Infantry
Richter Kreugar	4	5	3	4	4	2	4	3	9	Infantry (Champion)

Unit Size: 10 - 30

Equipment:
- Hand weapon
- Light armour
- Shields
- Heavy armour (Richter only)
- Blight (Richter only, Magic weapon)
- Dark Gem of the Cursed (Richter only, Talisman)
- The Banner of Malediction

Special Rules
- Join us in damnation
- Independent
- Hatred (Undead) (Richter only)
- Undead *(REF: Vampire Counts, p.26)*

Options
- One Skeleton is upgraded to a musician . . . . . FREE
- One Skeleton is upgarded to a standard bearer . . . . . FREE
- Additional Skeletons may be added . . . . . 10 pts per model

Join us in damnation... : If any model within the Cursed Company slays a model with only 1 wound on its starting profile, then one Skeleton is created in its place. Models created in this way are added to the Cursed Company, and are armed in the same manner as the Company. This rule counts only for models that are killed in close combat, and not for models killed in any other way (for example, running down fleeing troops).
Independent : The Cursed Company will never use the Leadership of the General. Additionally, the Cursed Company cannot be joined by any characters.
Blight : Close combat attacks made with this sword are resolved at +1 Strength and with the Killing Blow special rule.
Dark Gem of the Cursed : Gives the bearer a 4++ Ward save.
The Cursed Company can march as long as Richter is alive.

TICHI-HUICHI'S RAIDERS — 250 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Great Crested Skink (x5)	6	2	3	3	2	1	4	1	6	Cavalry
Tichi-Huichi	6	4	4	4	3	2	5	3	7	Cavalry (Champion)
Cold Ones	8	3	0	4	4	1	1	2	3	-

Unit Size: 6 - 20

Equipment:
- Hand weapon
- Spears
- Scaly Skin(6+)
- Shield

Special Rules
- Cold-blooded
- Cold Ones: Fear, Stupidity, Horned Ones
- Blessed by the Old Ones

Options
- One Skink is upgraded to a musician . . . . . FREE
- One Skink is upgraded to a standard bearer . . . . . FREE
- Additional Skinks may be added . . . . . 22 pts per model

Horned Ones : Gives their riders +2 to their Armour saves in place of the usual +1 for mounted troops.
Blessed by the Old Ones : Enemies will never pursue Tichi-Huichi's Raiders if they beat them in combat.

MALAKAI MAKAISSON'S GOBLIN-HEWER — 130 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Goblin-Hewer					7	3				War machine
Crewman (x2)	3	4	3	3	4	1	2	1	10	-
Malakai Makaisson	3	5	5	4	4	2	3	3	10	-

Unit Size: 1

Equipment:
- Array of Axes
- Repeating Dwarf handgun (Malakai only)

Special Rules
- Relentless *(REF Dwarfs, p.32)*
- Resolute *(REF Dwarfs, p.32)*
- Unbreakable
- Deathblow *(REF Dwarfs, p.44)*
- Slayer *(REF Dwarfs, p.44)*
- Slayer Axes *(REF Dwarfs, p.44)*
- Slayer Cult *(REF Dwarfs, p.44)*
- Hatred (Orcs & Goblins)
- Hatred (Skaven)
- Malakai: Artillery Master, Entrenchment *(REF Dwarfs, p.38)*

Malakai : Treat him as part of the crew, meaning he must deploy and stay with the Goblin-hewer.
Goblin Hewer : This is a war machine for all purposes. When it fires, nominate a target unit within range and Line of Sight and roll to Hit as normal. Roll a D3 for every rank the target has, this is the total number of rolls to Wound you should make. If the goblin-hewer is in the flank arc of a unit, then the number of models in the widest rank is counted as the number of 'ranks' for this purpose. If firing at a single model or skirmishers, or other targets that does not use ranks, it inflicts D3 hits.

GOBLIN HEWER

Range	Strength	Special Rules
48"	4	Armour Piercing

REPEATING DWARF HANDGUN

Range	Strength	Special Rules
24"	4	Armour Piercing, Dwarf-crafted, Move or Fire, Multiple Shots (3),

MENGIL MANHIDE'S MANFLAYERS — 287 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Manflayer (x5)	5	4	5	3	2	1	5	1	8	Infantry
Mengil Manhide	5	6	6	4	3	2	7	3	9	Infantry (Champion)

Unit Size: 6 - 15

Equipment:
- Hand weapon
- Repeater crossbow
- Repeater crossbow-pistol (Mengil only)
- Great weapon
- Heavy armour
- Banner of Kalad (Magic Standard)

Special Rules
- Always Strikes First
- Hatred (High Elves)
- Murderous Prowess *(REF Dark Elves, p.34)*
- Skirmishers
- Poisoned Attacks
- Flayers

Options
- One Manflayer is upgraded to a musician . . . . . FREE
- One Manflayer is upgraded to a standard bearer . . . . . FREE
- Additional Manflayers may be added . . . . . 19 pts per model

Banner of Kalad : Grants the unit the Scouts special rule. In addition any unit that wishes to target this unit with shooting attacks suffer a -1 to Hit. This is increased to -2 if the Manflayers are more than 12" away from the shooters.
Flayers : This unit may never pursue enemies that they break in combat - instead, they will flay those that have fallen. For each enemy unit that they break or wipe out in close combat they gain +100 Victory points.

REPEATING CROSSBOW-PISTOL

Range	Strength	Special Rules
8"	3	Ignores to Hit penalties for long range, and for moving and shooting, Multiple Shots (3),

BIRDMEN OF CATRAZZA — 150 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Birdman (x4)	4	3	3	3	3	1	3	1	7	Infantry
Daddallo	4	4	4	3	3	2	3	1	8	Infantry (Champion)

Unit Size: 5 - 10

Equipment:
- Hand weapon
- Light crossbows (counts as Bows)

Special Rules
- Skirmishers
- Fly
- Shoot on the Wing

Options
- Additional Birdmen may be added . . . . . 25 pts per model

Shoot on the Wing : The Birdmen suffer no penalty for shooting on the move unless they move on foot.

Dogs of War

Dogs of War armies start with an initial comp score of +4, instead of the usual 0.

-3 for Lucrezzia Belladonna

-1 if 2 Cannons are included

-1 if your army contains more than 4 War machines

-1 if your army contains 27+ Bearmen of Urslo

+1 for the first unit of 20+ Crossbowmen

+1 for the first unit of 20+ Dwarfs

+1 for the first unit of 6+ Ogres

+1 for the first Giant

+2 per Giant after the first

+1 for Pirazzo's Lost Legion

+1 for Leopold's Leopard Company

+1 for The Alcanti Fellowship

+1 for Vespero's Vendetta

+1 for Al Muktar's Desert Dogs

+1 for Marksmen of Miragliano

+1 for Braganza's Besiegers

+1 for Golgfag's Ogres

+1 for Asarnil the Dragonlord

+2 for Birdmen of Catrazza

+4 for Giants of Albion

+1 for Tichi-Huichi's Raiders

+2 for The Cursed Company

+1 for Mengil Manhide's Manflayers

+1 for Malakai Makaisson's Goblin-hewer

+1 for Lorenzo Lupo

+1 for Borgio the Besieger