

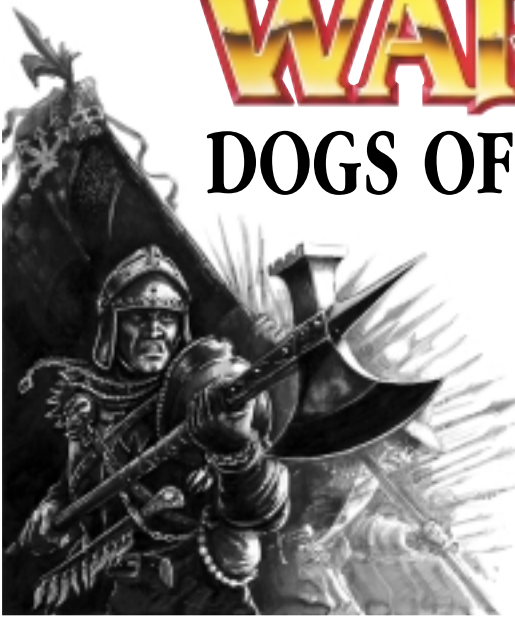
WARHAMMER®

DOGS OF WAR – ARMY FOR HIRE

By Alessio Cavatore

This is a tale of the Warhammer world – of warlords and bandits, of sell-swords and freebooters, and of brave adventurers who willingly risk all upon the battlefield for the chance to win measureless riches.

They are the Dogs of War! This army list is part of the Ravening Hordes project, a temporary list that allows veteran players to incorporate Dogs of War into their armies. It's a list which will prove useful to any Warhammer player, whether he wishes to incorporate new mercenary units into an existing force, or raise an entire Dogs of War army.



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

gallant princes and buccaneers who lead bold warriors to adventure and conquest in faraway lands.

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

ANY TIME, ANY PLACE, ANYWHERE...

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

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



THE DOGS OF WAR ARMY LIST

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

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

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

CHOOSING AN ARMY FOR BATTLE

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

How the army list is organised

The army list is divided into four sections:

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

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

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

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

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

How to choose an army

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

Choosing characters

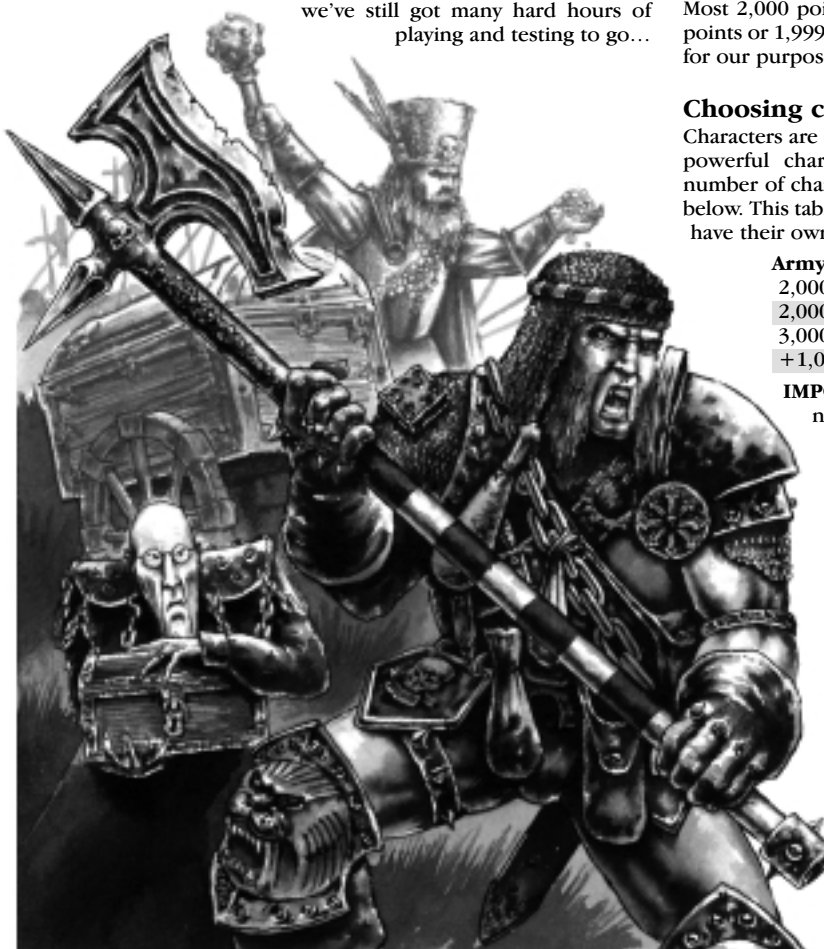
Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below. This table applies to all armies except the Bretonnians who have their own version at the start of their list.

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

IMPORTANT: The number of characters is the *total* number of characters allowed in the army *including* Lords. For example: a 2,500 points Dwarf army may have up to 4 characters in total, of which 1 may be a Lord (ie, 1 Lord +3 Heroes).

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

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



Chariots & ridden monsters

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

Magic items

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

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

Choosing troops

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

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

For example, if you are choosing a 2,000 points army you must take a minimum of 3 Core units and could choose to take up to 4 Special and/or up to 2 Rare.

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

Unit entries

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

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

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

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

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

Special Characters and Regiments of Renown

In the next issue of White Dwarf you will find a collection of Dogs of War Special Characters and Regiments of Renown. In the future, new characters and regiments will be published, to complete and enrich the selection available. The Special Characters can be fielded only by Dogs of War armies. The Regiments of Renown can be fielded by Dogs of War armies as well as by any other Warhammer army, following the rules and the exceptions mentioned in the 'For Hire' entry of each one of the Regiments.

Fielding 'Dogs of War' units in other Warhammer armies

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

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

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

Brettonia cannot field Dogs of War at all.

Important points to remember

- The number of characters is the *total* number of characters allowed in the army *including* Lords.

- The number of Core units is the *minimum* you must take. The Special and Rare numbers are *maximums*.

Champions, Musicians & Standard bearers

Any unit of foot troops in the army may upgrade a model to a Champion, Musician and/or Standard Bearer for +10 points each. Any unit of cavalry may upgrade a model to a Champion, Musician and/or Standard Bearer for +15 points each. A Champion will have +1BS if the unit he is with is equipped with bows, crossbows or longbows, otherwise he will have +1A. A Standard Bearer from the Paymaster's Bodyguard may carry a magic banner worth up to 50 points.

SPECIAL RULES

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

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

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

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

Models armed with pikes receive a +1 Strength bonus in the Close Combat phase of the turn they are charged by cavalry units, chariots or monsters.

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

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

MAGIC ITEMS

You may choose magic items for your characters and units from the following list (these are found in the Warhammer rulebook page 154).

Biting Blade (magic weapon): -1 to the opponent's saving throw. **10 pts.**

Sword of Might (magic weapon): Bearer receives +1 to his Strength. **20 pts.**

Sword of Battle (magic weapon): Bearer receives an extra +1 Attack. **25 pts.**

Sword of Striking (magic weapon): Bearer receives +1 to his To Hit rolls. **30 pts.**

Enchanted Shield (magic armour): Counts as a shield, 5+ armour saving throw. **10 pts.**

Talisman of Protection (talisman): 6+ Ward save against any wound suffered in the battle. **15 pts.**

Dispel Scroll (arcane item): Automatically dispels an enemy spell (one use only). **25 pts.**

Power Stone (arcane item): An additional +2 dice to cast a spell (one use only). **25 pts.**

Staff of Sorcery (arcane item): +1 to Dispel rolls attempted by the bearer. **50 pts.**

War banner (magic banner): Unit counts an additional +1 bonus for combat resolution, but cannot pursue. **25 pts.**

DOGS OF WAR

LORDS

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

MERCENARY GENERAL 90 points per model

HIRELING WIZARD LORD 175 points per model

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

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

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

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



HEROES

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

1 PAYMASTER 55 points per model

MERCENARY CAPTAIN 50 points per model

HIRELING WIZARD 60 points per model

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

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

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

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

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

CORE UNITS

PIKEMEN 10 points per model

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

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

Unit Size: 10+

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

CROSSBOWMEN 8 points per model

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

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Crossbowman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |

Unit Size: 10+

Equipment: Hand weapon and crossbow.

DUELLISTS 5 points per model

Small units of lightly armed skirmishers are normally employed to protect the flanks of pike-armed units.

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

Unit Size: 8+

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

Special Rules: Duellists are *skirmishers*.





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

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

Unit Size: 5+

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

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

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

Unit Size: 5+

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

Special Rules: Light Cavalry are *fast cavalry*

SPECIAL UNITS

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

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

Unit Size: 3+

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

Special Rules: Ogres cause *fear*.

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

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

Unit Size: 10+

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

Special Rules: Dwarfs flee and pursue 2D6-1" and *bate* Orcs and Goblins of all types.

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

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

Unit Size: 10+

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

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

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

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

Unit Size: 10+

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

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

DOGS OF WAR

0-1 HALFLINGS 6 points per model

Halflings are not warlike people, but there are a few among them that just cannot settle in the peaceful land of the Moot. These 'adventure-loving weirdoes', as they are referred to by other Halflings, often decide to band together and wander the world as hired bowmen.

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

Unit Size: 10+

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

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

RARE UNITS

CANNONS 85 points per model

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

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

Unit Size: 1 cannon with 3 crew.

Equipment: Hand weapon.

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

**HALFLING HOT POT 50 points per model**

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

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

Unit Size: 1 Hot Pot with 3 Halfling crew.

Equipment: Hand weapon.

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



TILEA – HOME OF THE MERCENARY



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

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