

Dogs of War Online presents:

Gold and Glory

Volume II — Issue 3 — Winter 2010



Warhammer

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Departments

Editorial

Editor Emeritus:

Willmark

Editor in Chief:

Baumann

Associate Editor:

Bilbo Baggins

Production

Layout:

Baumann

Submissions:

M4cR11I3n

Artwork

Graphic Design:

Baumann

Bilbo Baggins

Gold & Glory Logo

Design:

Bilbo Baggins

Cover:

TwilightCo

Contributors

Slick

Uryens de Crux

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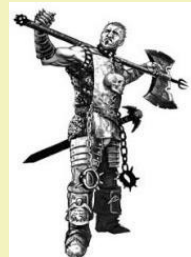
Musings from the Pymaster

May I open with a politically correct “Merry Festive Season” to all our readers, if you are reading this before your special day then I hope you get many boxes of plastic. If you are reading after said day, then I’m sorry you didn’t get as many minis as you’d hoped for / the minis you wanted (it always happens).

That’s as far as the festivities will encroach upon us this issue, I had thought about giving the whole magazine a festive theme but as I’ve only just found my feet as far as editing is concerned I thought I’d leave it till next year. And speaking of years it will soon be Dogs of War Online’s 1st birthday! Yes almost a year ago, back in January 2009 in fact, *Willmark* and I embarked upon a journey that would change the Dogs’ presence on the web completely, little did we know *Slick* was asleep on the back seat and so he was swept along for the journey. We’ve had some highs and even a low, when we lost the site, and next issue I hope to tell the full story of how the three of us came to form our online home and chart it’s first year of existence.

What have we got lined up for you then? Well in keeping with the first two issues this issue is about our favourite, indeed possibly the best, screen an army can ask for- Duellists. I won’t say too much as *Slick* has gone to the effort of writing one of his excellent Tactics but suffice to say who else gets pistol toting skirmishers who can actually hurt the enemies line units in combat? We also have the first part of an epic story by *Uryens*, again i won't give anything away, and the first of our overdue looks at the work of *the Rodge* who’s miniatures graced the rear cover of the first issue of Gold and Glory. As for the future, plans are afoot and I hope issue 4 will initiate the first of many new articles. But until then may Myrmidia smile on your battle plans and Ranald grace your dice.

Baumann



P.S. I promised last issue I’d make a start on a new Dogs of War of army and keep you updated - well it’s sort of worked out, check it out on page 11

P.P.S. I have to apologise for the rushed finish to the magazine. Due to the adverse weather in the UK this winter, I have spent a weekend stuck in the middle of nowhere at the critical time of pulling everyone together. All errors and omissions are the fault of myself.

Contacts and Submissions

Do you have an article you’ve written and want included in the next issue of Gold and Glory? Have you got an army that’s just screaming to be showed to the world? How about any glorious victories you have wrested from your opponent?

Any submissions should be sent to: goldandglory@hotmail.co.uk or be directed to myself (Baumann) @ Dogs of War Online

Staff Needed

We are devoted to bringing you the best magazine we can, and as such we are on the lookout for volunteers to help us. We are currently looking for the following:

Artists

Layout Designers

Article Writers

If you think you will be a good addition to the team then drop a line at the contacts given above.



Sign of the Crooked Crossbow



Letters from our readers

Well it appears that even though we are two issues down we still aren't popular enough to have any mail sent to us. But being the thick skinned people we are (or just plain oblivious -Ed) we are still forging ahead with a letters page. In this case we are going to use queries put up on the Dogs of War online forums with the official responses.

How do the manflayers rules work since the 7th edition Dark Elf book has come out, specifically; Dark Venom, Repeater Crossbows and to a lesser extent hatred? - Maeglin

When a Regiment of Renown is left behind by the latest edition the simplest method is to apply the following:

- 1) Does the unit have rules referencing the Core Rulebook? If so use the rules provided. In this case Repeater Crossbows are in the Core Rulebook
- 2) If any rules reference the Army Book for a particular race then the latest edition of the army book should be used. **However** if an Army Book introduces a new army wide rule that is contradicted by the units rules go with the unit rules. The Manflayers hate High Elves rather than Eternal Hatred.
- 3) Should the unit have a special rule particular to that unit it supercedes any generic rules introduced in later Editions (see below)

Does Asarnil benefit from the *Speed of Asuryan* rule? And does Deathfang the Dragon get a Scaly Skin save? - Braden Campbell

Under the above guidelines, no on the Always Strikes First. But as rectified in the Direwolf FAQ

Would Wilhelm from the Witch-hunters benefit from the new special rules for Priests of Sigmar under the new Empire Book. Here at home we play that he does, it only makes sense, but is that official? - Mouse

Another one covered under the guidelines above, in this case rule 2. The rules for Wilhelm state he follows the rules for Warrior Priests as laid out on page X of the Empire army book rather than give the rules themselves. Therefore he would use the rules in the latest edition of the Empire Army book as the

edition in circulation when the rules were written is no longer around.

I used to play an ogre kingdoms army, and maneaters were a rare choice for us. But i've heard that Dogs of War can take ogres as special choices. Could anybody tell me what the ruling on maneaters in a Dogs of War army is please? - Led_headIII190

The current (1st) edition of the Ogre Kingdoms army book states: *In a Dogs of War army, any unit with the Dogs of War rule counts as a Special choice.* Call us rules lawyers but we'll take that at face value!

Does anybody know whether or not we can take Malakai Makaisson's Goblin Hewer? - Led_headIII190

Yes we can, as rectified in the Storm of Chaos FAQ

Long Drongs Slayer Pirates, how do they conduct close combat? - This one has come up so many times from so many people!

Rule 3. For those hard of hearing RULE 3. The rules for *Festooned with Pistols* are a special rule for the unit. Even though the use of Pistols in the first turn of combat has been discontinued (in favour of stand and shoot and using the weapon as a club) our favourite orange haired maniacs (except Malakai -Ed) follow their own rules.

Any Letters/Comments/Suggestions should be sent to the usual address.



August saw the voting take place on the *Golden Pike II* the second installment of Dogs of War Online's painting competition. It was a close run race with the outcome hanging in the balance right up until voting closed, simply because the standard of the entries was so high across the board.

The winning entry was this smashing example from Someone2040, which really sums up the idea of a rich money lender. When asked what his inspirations were and how he made the model this was his reply:

"The idea behind my Paymaster, is I wanted a rich fatcat looking guy. He's rich after all right? So he should look the part. I actually bought the original model with that idea in mind (Before I had even decided whether I wanted to start a Dogs of War army or not). He's an old Empire warmachine crew model, with the arm holding the cane cut off and rotated to how you see it on the finished model. After that, it was just a simple matter of making the Cane, which I used a Skull from the handle of a Khemri Sword and part of a Khemri spear shaft. I think my model is a great example of how a simple conversion can make a unique and interesting looking model."





Coming in, in second place is this Dwarven offering from Tribun(?).

Finishing the field off, M4cR1113n gives us this dynamically posed Paymaster, with the obligatory Bodyguard in heavy armour with halberds.



THE DOOM SEEKER

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 (A Warhammer Campaign)
 First Impressions
 (Dwarfs of Chaos)
 Create a Character
 The Red Moon Tribe
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Mercenary Tactica

In this installment of Mercenary Tactica *Slick* takes a look at Duellists. Sit yourselves down and make sure your all comfy because he's cut no corners.

Hello all, it's time for another Dogs of War tactica. This time I would like to discuss perhaps the

best unit in the entire army, namely Duellists. If you think of Dogs of War, the terms 'elite' or 'powerful' are not typically associated with the army. Nevertheless, Duellists occupy a key spot in the Dogs of War army and are a true multi-tasking unit, and to top things off, they are also a Core choice. In

short, you can have as many units as you can afford. There are no restrictions as with Special and Rare choices, and no army-specific constraints such as the 'mainstay unit' rules. Quite simply, Duellists are the best unit available to the Dogs of War general for a variety of reasons which I will discuss in greater detail below.

As I mentioned, Duellists are a Core choice for Dogs of War and are an infantry unit. Unlike the rather static blocks of pikemen, Duellists are much more mobile as they have the Skirmishers special rule. Statistically, they also stack up favourable to other generic Dogs of War units as they have both a Weapon Skill (WS) and Initiative (I) of 4. In an army where 3 is the average stat, it is quite an improvement. Their other statistics are all average and their leadership is also the average 7 for most humans. What makes them such a useful unit then?

Their equipment options for duellists, one option in particular, make them an indispensable unit for the army and one of the few mercenary units that actually stacks up fairly well against other armies out there. Duellists come standard with a hand weapon but may purchase an additional hand weapon, pistols, and throwing knives. Duellists are also extremely fragile (as are most skirmishers) in that they have no armour, but may opt to purchase bucklers for a scant bit of protection in combat.

Of the 3 main weapon configurations, purchasing throwing knives is perhaps the least desirable choice (unless you are doing this for fluff or thematic reasons). For a few points more than

throwing knives you can purchase a pistol for your Duellists. Armed in this manner,



Duellists become quite a fearsome unit as they provide a bit of punch (albeit short-ranged) in the shooting phase while also getting an additional attack in the close combat phase again, thanks to the ruling regarding pistols in the most recent

Warhammer FAQ. What makes the pistol-armed Duellists so special? Let us briefly examine the profile of the pistol. You have a range of 8", Strength 4, and as with all firearms, you also benefit from the Armour-Piercing special rule. Lightly armed troops and even medium cavalry will come to fear a big volley from a Duellist unit.

To make things even better, a unit armed with pistols may ALWAYS stand-and-shoot, regardless of how close the enemy chargers are, thus an opponent will have to weigh their options before recklessly charging the Duellists. The major downside with the Duellists' shooting is that they languish at the average ballistic skill (BS) of 3, which means you'll be hitting on 5s at best, on a Stand-and-Shoot. Nevertheless, their potential damage should give opponents pause unless they're charging in with a Deathstar unit.



In combat, Duellists armed with pistols or additional hand weapons are no slouches. They will be throwing out 2 WS4 attacks each which means most enemy troops will need a 4+ to hit them. If charged, you cannot expect the Duellists to survive in combat as their lack of real armour means they will be dropping fast. Even equipping bucklers only provides the bare minimum of armour saves, and let's face it, there are so many S4 or greater attacks in the current Warhammer environment that those points would be best spent elsewhere. Where Duellists excel in combat is against small or lightly armoured units, or weak individual characters such as wizards, or in certain cases getting a flank or rear charge in support of other units such as pikes, ogres, and cavalry.

Where Duellists can truly excel is in the role of baiting enemy troops into bad (read failed) charges. Duellists work well as screening units, keeping lightly armoured units such as pikes and ogres safe from direct missile fire for a few turns. As part of the screening role you can employ the Duellists as bait, only to flee when charge, hopefully setting up good charges for your main combat units on your turn. Allow me to provide a few examples of using the Duellists to devastating effect as baiting units:

There are two parts to effectively using this tactic and it requires 2 of your units - it can contain more units, but 2 units are at the heart of it.

You need both a **screening unit** and the **hammer unit**.

Ideally the screening unit will be a group of skirmishers --- for me this is almost always going to be pistol armed duellists. While we do have other skirmishing units available (Lumpin Croop's, Mengil's Manflayers etc), the RoR skirmishers are far too expensive to be used as front line shields for the hammer units.

I do use Lumpin Croop's in my army (much to the annoyance of my opponents), and they have never failed to perform. Their role is one of harassing and annoying the enemy, hopefully putting wounds on small weak units (fast cav, and generally anything T3 within their range, and of course as march blockers).

Why duellists? Why not? They are one of the

best units available to a DOW general. There are several different equipment options available. Lets break these down briefly:

Vanilla Duellists - comes with a hand weapon - not really good for much of anything - these guys will struggle to kill anything

Duellist w/2 hand weapons - 2 WS4, I4 attacks are great, and they can chop up small weak units with relative success, although they lack staying power

Duellist w/Pistol - I realize there is some debate as to whether this version should count as having 2 attacks in close combat - I certainly think they should, and most opponents will see the light of reason. Now we have a duellist with 2 WS4, I4 attacks in close combat, but perhaps most importantly, we have a fairly powerful and often underestimated ranged attack (several of my opponents learned this when my duellists proceeded to tear their units apart in the shooting phase). One key ability the pistol armed duellist possesses over other ranged units (bows etc) is that you can always stand and shoot with a pistol (-1 to hit still applies). Opponents will often reconsider charging for fear of potentially getting wiped out on the charge. Yet for me, close combat is not the primary role for the duellists, unless the situation is just too good to pass up (judgment call).

Duellists w/Buckler - give you a wimpy 6+ save vs. shooting and 5+ in CC - While the 5+ in CC could give you some survivability vs. your average S3 footslogger, it really isn't worth it IMO, as their primary purpose for me is to be shooting the enemy and acting as tempting bait.

Duellists w/Throwing Knives - the other missile option for these guys - with a range of 6" at S3, is it really worth it over the pistol? NO! Unless you're going this route for fluff reasons, leave the knives at home and pack on the black powder.

Duellist w/maximum equipment - This will easily bring your duellists past the 10pts/mini margin and frankly isn't worth it either. Yes, they will be a shooting and CC threat, but with their average T3 and 6+ AS while out in the open they just will not survive, despite being at -1 to hit from being skirmishers. Your points are really better spent elsewhere.



As DOW, I would say we have access to perhaps the most diverse array of troops among the various Warhammer Fantasy armies (if not always the best or flashiest troops). It's always fun beating down opponents with their power units, decked out with magic banners, and expensive characters and their various magic items. No sir, we win with skill and a few common magic items.

In my army I use what I will refer to as 'hammer' units. I'll explain my reasoning behind these choices, and possible alternatives.

Hammer unit 1 --- 20+ Leo's Leopard Company

Hammer unit 2 - 3 Maneaters.

What do both of these units have in common?

Both are immune to psychology. This is crucial on various levels. Both units are also very capable of beating most units that they will face. Leo's Leopard Company - now I know many will say to just use vanilla pikes, or even go for Ricco's, Alcatani, or Pirazzo's, but I have found the Leopard Company to be winners. Their cost (most expensive pike unit) can be prohibitive, but I have found them to be worth it. My first few outings with DOW were without duellists and after Leo's demolished one of my opponent's units; they began drawing heavy fire in subsequent games, leaving them to be less than effective. Be well aware, with only light armour, pikes will die in droves to handguns and crossbows, to say nothing of war machines. Hence, the duellist screen. Yes, opponents can still target them from hills etc. I try to make sure my opponents have so many things to worry about, that if they focus too much attention on eradicating the pikes, other parts of my army can and will make them pay dearly.

Now, back to the immune to psychology ability. You will get shot at and you will lose pikemen, but you will not be running away from these losses. I also find the ability extremely valuable, as I play against WE (who uses a lot of dryads, treekin, treemen), VC (undead - duh), Ogres (more fear). I can't have an expensive block of troops failing a fear check and leaving a gap in the battle line. Pikes oddly enough work best vs. infantry, light cavalry, ogres, and units of that size/toughness. Pike will struggle vs. 1+ or 2+ save knights (even with the +1 str bonus). I find that the sheer number of attacks + the fact that you go first (except versus HE and magical ASF) allows you to easily wipe out the front rank if not 2 ranks of most infantry units. I should also mention I place my paymaster in my Leopard Company unit - if

the paymaster dies (likely in CC) then you will have pikes + hatred vs. the unit that killed him - very nice! We also can't ignore Leo himself, a fairly generic captain, although he 'technically' gets an additional attack as he carries a pistol. Leo also carries heavy armour so he has a bit more staying power than the rank and file pikemen of the unit. I also arm my paymaster with the following wargear: pistol, heavy armour, shield, morningstar. This makes the entire pike unit able to throw out 2 pistols shots at nearby units to either boost the duellist shooting or put a few wounds on another unit. These two shots may not seem like much but anything casualty you inflict on your opponent is worth it. Most opponents also don't expect to be shot at from an infantry unit, so it's just another little surprise I use. These two shots will also hit most of the time - Leo is BS5, and the paymaster comes in at a respectable BS4. Again, they can always stand and shoot as well which can take out a couple of enemies before you unleash the massive number of pike attacks in CC.

Hammer Unit 2 ---A unit of 3 Maneaters. I have seen lists use units of 3 with braces of handguns (pistols for the Maneaters) to great effect and I might build of unit of these in the near future. My unit of three contains 2 Maneaters with Cathayan longswords and one with a great weapon who is placed in the middle. Maneaters already come with an impressive stat line and several nice abilities (immune to psych, stubborn, cause fear). I find the WS + I boost of the longswords nice because it lets these guys compete with most hero level characters in terms of speed and the extra WS ensure you should be hitting most enemy units on a 3+, and with a S5, you can expect to usually wound on a 3+, and often a 2+. The one Maneater with a great weapon is there to have a S7 chariot killing machine (4 S7 attacks is nothing to scoff at). With S7 this guy will also put fear into heavily armed cavalry with a nice -4 modifier to their armour save.



On to the actual implementation of the tactic:

I deploy my duellist units as screens directly in front of my hammer units to prevent them from getting shot up as much as possible. During the first few movement phases the duellists units advance so that they are anywhere from 5-8 inches in front of the hammer units. I also try to keep the rest of the batteline roughly even with my hammer units so that flank charges on the hammers do not present themselves. What do I do with each unit?

The duellists will engage enemy units within range using their pistols, hopefully inflicting a few casualties. I will rarely charge with duellists unless I see a strategic advantage in doing so which will help me in the following turns. There is no point in wiping out an enemy unit only to get yourself out of position in their turn. If the duellists are in range to shoot then anyone but dwarfs should be able to charge them. Depending on the enemy and the opponent, you will likely get charged. If it's a weak enough enemy or if my shooting phase has inflicted a decent amount of casualties, I might stand and shoot. Typically, I will choose to flee (remember - 5-8 inches away from the hammers). I typically roll fairly high, so my duellists will flee through either of my immune to psych units who will ignore the fleeing troops. Make sure you do not have any other friendlies in their path that might be affected. It will also take some careful positioning so that your duellists flee through your hammers and not in a direction which will cause other units to panic. Depending on the type of unit that charged the duellists, the enemy will either get a failed charge or carry on through to your hammer unit. I should mention I leave a tiny gap so that my hammer unit can see the enemy unit in question so that they could be a legal charge target. Preferably, I want my pike unit charged, whereas I want a unit getting a failed charge and stopping short of my Maneaters who will of course charge that unit in my turn. Thus I usually leave the duellists screening the Maneaters a bit further out than the ones screening my pikes.

As outlined above, the combat prowess of these units ensure they will win most fights, and hopefully the duellists will have put some wounds on the opposing enemy units. If everything works well, the duellists will rally in the subsequent turn and will again work their way forward to support the battleline. It can of course happen that you do not flee far enough with your duellists resulting in their death.



If the duellists die, then they die.

The pikemen who will have their static combat resolution (paymaster helps here as well) in addition to the wounds they cause in combat will likely break most units. The Maneaters undoubtedly can dish out lots of punishment which should mean that they will face few if any return attacks depending on the situation of course. As they cause fear and with a starting US9 they should auto-break a lot of opponents (in the unlikely event someone rolls insane courage). I've used this tactic quite successfully. My opponent can either charge the duellists, shoot them (which is their major weakness), or try to manoeuvre around them. If they are ignored, I continue to put pistol shots into whichever enemy is in range. Keep in mind that none of this is occurring in a vacuum - the rest of the army is there as well as the rest of your

opponent's forces + the terrain. Every unit in my list works in concert with the other units of my army. I try to make sure that any of my opponent's units which I try to draw into these baits have been shot at by either my crossbows, cannons, halflings, duellists, and if possible by either of my wizards. The tactic isn't going to be a guaranteed success, as anything can happen at any point in the battle. You also shouldn't limit yourself to one strategy. It takes a combination effort in all phases of the game to be successful. There are many issues within the metagame which can help make you a more successful general, but that is for another tactica.

As good as the pistol-armed Duellists are, they are not the only option in fielding Duellists as multiple such units can get expensive. If you are worried about protecting your war machines such as Mercenary Cannons and Hot Pots you could take a small unit of bare-bones or two hand weapon equipped Duellists to protect your vulnerable war machines. These Duellists can then serve to harass, redirect, or directly engage units such as scouts, miners, waywatchers etc.

Duellists are suited to virtually every army build for Dogs of War armies. They complement infantry heavy armies as well as more mobile armies, as their skirmishing rule allows them to keep up with the fast moving elements of an army. Beginning generals may find them hard to use but with experience and practice you will learn how to employ them to devastating effect. Hopefully the above tactica has been helpful to you.

Leonardo's Gallery



Macknight has given us these pictures of the duellists in his army.



Macknight had painted his unit of Vespero's Vendetta to match the colour scheme of the rest of his army



M4crIll3n has modeled his duellists on the assassin from a certain computer game...

Like Macknight, M4crIll3n has added some personal touches to fit his Vespero's Vendetta into his army's scheme.



Whilst Slick used his first unit of duellists to illustrate his article, we present his second unit here for all to see.



Regimental Review

As a companion to our Tactica series *Slick* takes a look at Vespero's Vendetta, the Duellist Regiment of Renown

For this mini-tactica I'll be discussing Vespero's Vendetta. As with many other Regiments of Renown, it is a case of cool minis that suffer from mediocre rules. Vespero's Vendetta are both overpriced and lack any rules or stats to make them worth taking (unless it's just a casual game or themed list), especially when compared to the superlative regular duelists which you could purchase more of for your army list instead. All of the negative aspects aside, let us take a look at what Vespero's Vendetta can do.

The members of Vespero's Vendetta are essentially standard duelists led by Vespero, a captain level hero who has slightly higher Weapon Skill than an average captain. The duelists of VV have two hand weapons and throwing knives as well as cloaks, giving them some small protect in combat. As with regular duelists, VV have the *skirmish* special rule.

Unlike most Regiments of Renown, Vespero's Vendetta has a magic item, although its use is rather limited. Vespero himself has a mask that causes *fear*. This ability is only for Vespero himself and is not conveyed to the rest of the unit. A unit strength (US) I *fear* causing model is practically useless and a clear sign of the age of this Dogs of War army list. It will only have a very limited effect if any.

If you are intent on using Vespero's then they would be used much like regular duelists, although they are nowhere near as useful across as many situations as pistol-armed duelists. They are as fragile as regular duelists with an increased cost to boot. Even in combat, Vespero's higher than average weapon skill will not mean much in today's Warhammer environment as many unit champions from newer books could easily deal with Vespero.

As with regular duelists they would excel at protecting lone characters or the precious few war machines available to mercenary generals. Alternately, you could play this unit more aggressively and try to hunt down lone enemy wizards and their war machines. With as much shooting and magic as most armies currently bring to the table, the chances of survival for Vespero's on the tabletop are rather bleak.

I could see the unit being used in a themed list and casual play but certainly not in any type of competitive list. Sadly, Vespero is best left on the shelf.

The Daemonic Legion

Chaos Dwarfs Online

THE CHAOS STAR

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Dieter Baumann's Mercenary Army

Well, last issue during my ramblings that I tried to pass off as an introduction I mentioned being the editor made me feel I should have a nice big army. I promised I'd show off my work as I made my way through building a new Dogs of War army. Unfortunately I've been distracted by one thing or another- exams, job interviews, sleeping and trying to keep *Kera Fochunter* in line (the words cats and herding comes to mind). So I don't actually have very much to show off, you see I took the easy route and painted a character, well two actually though one is only going to be a champion.

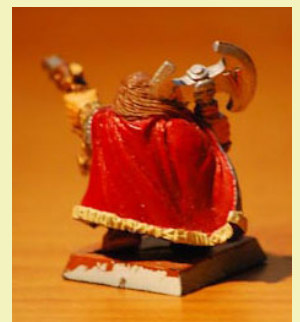
So to kick things off I shall lay down a little background, you see I'm a fluff person, if it doesn't fit the fluff it doesn't make it in- even if it adversely affects the gaming qualities of the army. And I spend quite a lot of time (relatively speaking) thinking up stories, so they often get quite complicated and detailed. The only downside is I never actually sit down and put pen to paper (those who keep up with my Regiment of Renown Redux project will know I'm a Luddite when it comes to writing things- I pick pen and paper over the PC any day of the week) and thus these things never get recorded. Until now. I won't go the full nine yards and transcribe the entire story but I'll at least give an entertaining overview as we wind our way through the (hopefully) many units and characters I will be putting together.



Karl Weissenblum once commanded Dieter Baumann in the Ostland State Army, but followed him on the path of the hired sword. These days he is Baumann's most trusted lieutenant, and leads the Second Foot Regiment into battle. He still wears the colours of Ostland, mostly out of pride although some say he believes it brings Sigmar's favour on him. His weapon of choice is the large sword gifted him during his service by none other than Valmir Von Raukov himself, for the bravery he displayed in many battles against incursions from the north.



Hjordik Logrimson, once of Barak Varr leads his regiment of dwarfs in exile, hoping to return home one day. Joining Baumann's army when they were both hunting a goblin cheiftan in the Border Princes, he offers his commander advice gained over decades of warfare. His Gromril, rune inscribed axe is a family heirloom, and he wears a bright red cloak so his warriors can't fail to see who it is who's carving his way through his enemies.





Test Pikeman for Baumann's Second Foot Regiment- "the Snowcats", so called because when Baumann decided to head to Tilea the second regiment was formed from soldiers recently returned from campaigning in Kislev. These men had come back laden with furs they had used to keep warm in the cold environment, now they are a badge of honour worn by all members of the regiment.



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The Works of "The Rodge"

So few people can be said to have really helped with the standing image of an army, and the Dogs of War certainly have an image problem. Thankfully we have more than our share of people who will carry the standard for the Dogs, names such as Jeff Traish in Australia and Christoph Bunde in Germany spring to mind for their performances in tournaments. But that's not to overlook the work Joe Rogers, AKA "the Rodge", who's stunning modelling and painting skills have turned out an Estalian themed army that raises the bar, and blah blah blah.....

Part I – Luck of the Rodge...

I noticed an empire bitz box for sale on ebay. This was about five years ago. Something about it caught my eye. It was a warhammer starter box and it was filled to the brim with metal and plastic. You couldn't really tell what the hell was in there from the pics but my gods, gentlemen, the metal in there. So much. It was unbelievable. I was intrigued. It had to be mine. My sweaty fingers placed a bid and I awaited destiny's hand. In all honesty, if you had placed a higher bid that fateful day all those years ago it might have been you writing this article.

I won the auction and cursed myself moments later for being such an idiot. I spent over \$80 on the box and I didn't know what was in it. My mind pondered and wandered. Why did the seller not take better pics? Did I just win a box of flash?

When the package arrived, it was heavy. I opened it slowly, eyes squinting, dreading to look. In an instant, those squinty eyes were big as saucers. It took some time to go through the contents but when the final tally was complete, I had on my hands a warhammer bounty so great I daresay it won't be bested in the 991 years yet remaining in this millennium.

I had laid out on the carpet before me: 100+ Lost Legionnaires, 30 Alcatani Pikemen, 10 Knights of the Blazing Sun, 15 Pistoliers, 15 estalian style empire swordsmen and handgunners, 20 war hounds (oop – 3rd ed dark elf hounds), 20



greatswords, 15 halfling archers, 15 halfling spearmen, 8 (!) galloper guns and a metric assload of bits and other figures, including 25 mid '80s GW norse figures.

I will never know what this fellow was thinking. Must have just been easier to plop them all in a box and take a single pic? Who knows? All I knew was this chap was well on his way to an Estalian army and gave up. He had everything he needed but the will to see it through. I took a deep breath and wondered if I had the courage? I could sell it off piecemeal and make a killing or try my luck with the worst army on the block. It only took a moment to decide. I set about clearing my painting table. I was done with the Vampire Counts, the Lizardmen, the whole lot of them. It was time to let slip the Dogs of War.

Part II – 28 Months of Pain and Suffering...

A work in progress shot of the Rodges duellists





The Rodge's Artillery
The editors favourite is the
spotter Gnoblar.



A Pike unit led by the army's paymaster Leopold Roemer (Hold on I think I've seen someone like him before. Definately inspired by the El Cadavo picture in the Dogs of War army book- Ed)

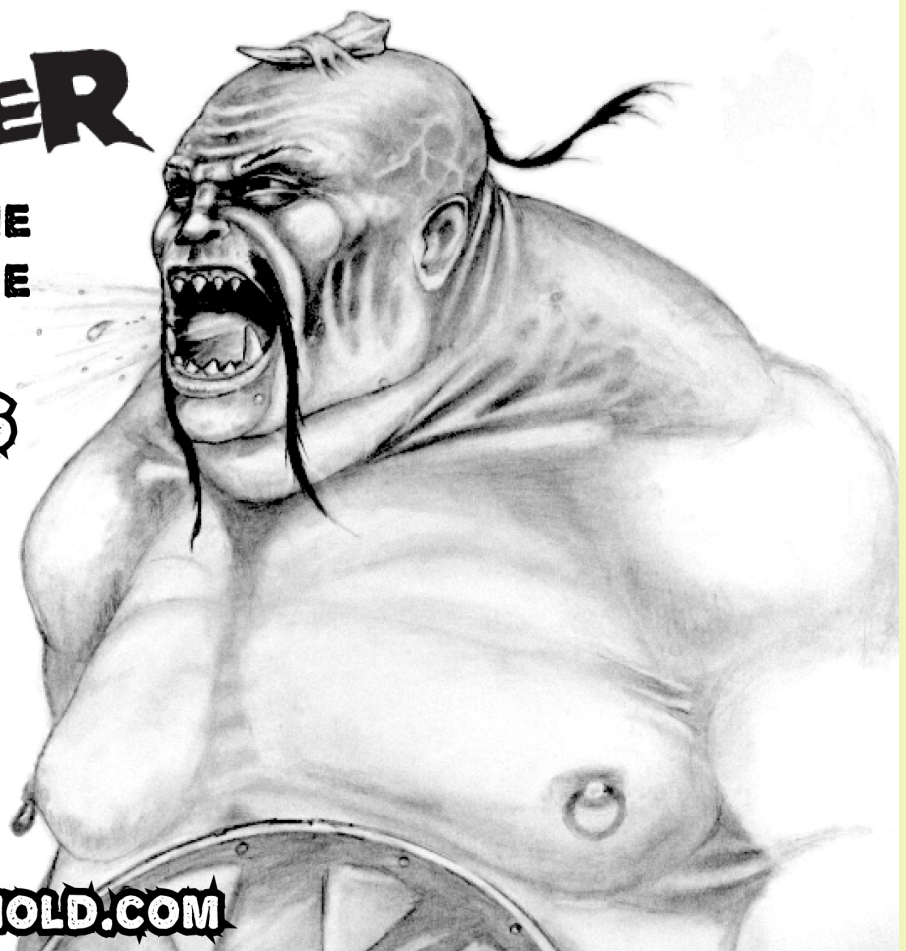
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Orcs & Goblins - Da Warpath

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

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Vampire Counts - Carpe Noctem

www.vampirecounts.net

- The Blood Keep

www.s4.invisionfree.com/The_Blood_Keep/

Warriors of Chaos - Chamber of the Everchosen

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Wood Elf - Asrai.Org

www.asrai.org/

- Battle Glade Forum

www.battlegladeforum.yuku.com/

If you think a website is missing from the above list, then contact us via the usual channels.

NEXT ISSUE:



After facing apathy and many unfulfilled promises of pictures and articles next issue will be handled by Willmark.