

Dogs of War Online presents:

Gold and Glory

Volume II - Issue 4 - Spring 2010





Once again the awesome TwilightCo creates another really cool cover for the Gold and Glory, and whats this a fight against a Chaos Dwarf as well, seems that there is something afoot between this ezine and the Word of Hashut. - Willmark

Musings of the Paymaster



Welcome to another action packed episode of the Baumann Show. I mean the latest issue of Gold and Glory, for which all the credit should go to our dark overlord, for pulling things together for us. If you feel you can help to make the best Dogs of War ezine better then drop us a line, we are always hiring.

If I remember correctly, last I was sat typing up my editorial December was at it's bleakest and Christmas was imminent. Since then a lot has happened, another Golden Pike has been and gone for starters: You'll have to forgive me for a vagueness as far as the site is concerned, eagle eyed members may have noticed less than usual activity on my part. Fear not, it was a temporary though unavoidable setback, and I shall be returning in a grand fashion. So what have I done with my time? Well I have been thinking about ways of injecting some new life into the old Dogs, first was to get the Regiments of Renown Compendium at a stage were it could be play tested. We will be in need of some play testers when the time comes so free your gaming schedules. A new competition will be unveiled and an extra secret project is going to be started as well so keep an eye on the forums.

As for non-Dogs related stuff, well I hate to disappoint Bilbo and the other Dwarf players, but after a cider fuelled discussion on other parts of the Warhammer World I was convinced my idea for Southlands themed Orc and Goblin army was a good one. It will be filled with Savage Orcs and Forest Goblin Spider Riders, led by a Savage Orc on a Wyvern. Luckily if all my previous armies are anything to go by I'll get a unit or two and then it will peter out as my time and money is short.

Your editor even found time back in April to spend the weekend under canvas (literally, not some modern plastic tent) and pretend he knew how to cook while feeding two-dozen faux WW2 soldiers. On the bright side it did lead to some interesting Warhammer conversations (and one on Imperial Guard Tanks) which made me think about the position of the Dogs of War in the Warhammer World- no not geographically, we know where Tilea is, even the Ogres can point it out on a map on the second or third try. I'm talking about where the army fits in in the grand scheme of things, I won't bore you just yet with the suggestions. Instead, i want each of you to go away and think on it, at the moment the list is a poor attempt at a jack-of-all-trades army, the reason more than one person called them Empire lite to me. Answers on a postcard please, or at least send us your thoughts on the subject, you never know, they may get published. If I'm feeling really generous then a truly thought provoking reply may elicit a small reward.



Baumann

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

Gold and Glory

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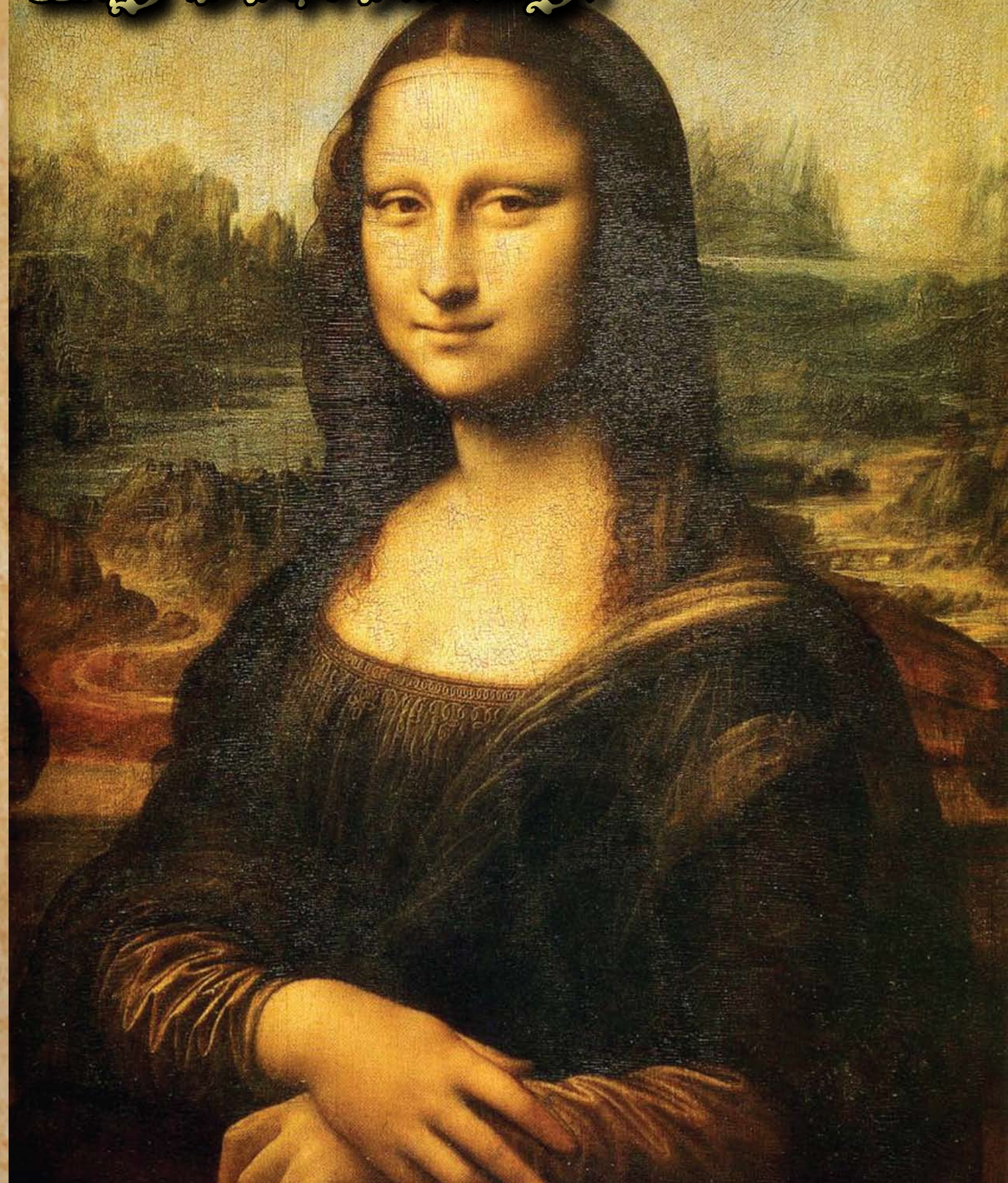


By Nikos



By Someone2040

Why is she smiling?



Because you don't have to be named Leonardo to submit art for Gold and Glory!

Sign of the Crooked Crossbow



Letter from the Readers

The Sign of the Crooked Crossbow is where famed Mercenary leaders from throughout the Old World gather. This time around the famous (and portly) Lumpin Croop, Captain of the Fighting Cocks takes his turn answering questions for this quarter's ezine. - Willmark

"To the Crooked Crossbow, I'm trying to hire some Pikes from this guy known simply as "Swiss", apparently he has excellent Pikemen. However, he says he doesn't hire his services to pointy eared waifs, no matter how much gold I offer, and there is only one payment he'd accept. What payment does he seek, as we need those Pikes!

Signed, Arisule"

Dear Arisule, Swiss is that some sort of clan that I've never heard of? Quite possible as it sounds like some sort of cheese to me.

"Speaking of which have you tried other cheese good lad? Wait, I digress. Anyways don't you weedy chaps have some very excellent spear-elves? Why would you need the lads with the pikes then. Sheez, Asur, if you've been around that long you think you'd know better."
— Lumpin

"To the Crooked Crossbow, We recently captured a bunch of fey knights thinking they were somehow protected by some girl or something. Now, we ended up spending more money on cannons than we had expected so we're short on the funds we need to feed the Ogres. Do you have any good recipes that we can use on the prisoners?

Signed,
The Crimson Veil"

"As far as the pansy, pretty boys from the lands west of the Empire? Pfffft, they are perfect moving targets for the lads to get target practice on, especially the young'ns. I mean really its good sport, look at them the wrong way and they run back to their castles and pout. In fact I once shot up a whole "army" of them while eating 2 chickens, 7 scrambled eggs, bacon, lard butties, and washed it down with two flagons of ale. And I was done before midday too."
— Lumpin

Oi! Gold and Wot Like Glory. Oim a Orc Genral, but finnkin of goin out and Bean paid for makn 'avic. Nigel Stillman rote an artikl once on havin Greenskin an stunties an sum udders as generals. Is dis artikl still gud or is it gon as snotling 'fore a troll.

If dis artikl is still wot like gud, is dere artikls on Greenskin an stunties an sum udders as Wiz-'ards and Paymasters. Ifin dere is do ya no where i kan get me 'ands on it.

On anover subgkt can I as a good greenskin genral, hire 'The Witch Hunters: Johann Van Hal & Wilhelm Hasburg'. Assum'n I kan find 'em. I Noticed that Orcs & them Little gits oint on the can't hire list, is this a typ-o?

Also wot is da exchange rat of Gold to teff. 'Cause dis 'as been a subgkt o' Dis-cussn in da past. (Mostly Dem Cussn an' me subgktn 'em to a Hittn)

Danks, Gorer AzDone.

"One would think that after having to answer questions from ogres I could be spared answering questions and get back to my 12-course buffet featuring baked lamb and many cups of wine. (Sigh).

I would ask the most august sirs that inhabit a play called Dogs of War Online. What such a place is I haven't got the foggiest nor have any of the lads. In fact in has good olde Ned here stumped."
— Lumpin



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Ask for Lumpin
at the
sign of the Fat Pig.

By Someone2040



FOR HIRE

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Ask for Captain Damark at the sign of the Crooked Crossbow.

Leonardo's Workshop

Minis of the Dogs of War



By Sultan Sadim



By Someone2040



By Doered7



By Nikos

Leonardo's Workshop

Minis of the Dogs of War

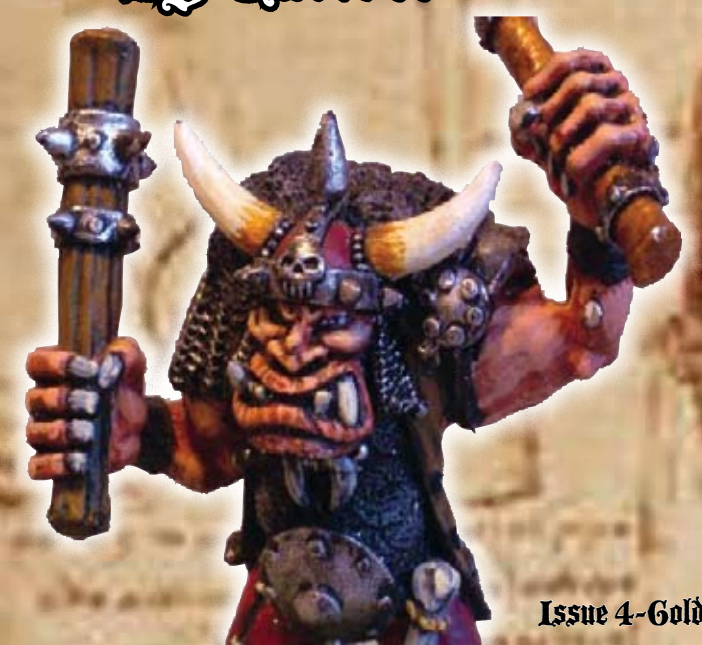


By doered7



By Someone2040

By Carlott



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By Joshbdow

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The Mustering Grounds

Hobby and Modeling

Tilean Leaning Towers

By jpf1982

The defenses of the Principality of Miragliano feature several tall towers which were built to give a commanding view far across the flat landscape. Unfortunately, because of the unstable nature of the marshy ground, most of these are leaning at awkward angles. However, thanks to the exceptional engineering skills of the architects (Leonardo among them) these towers do not fall down. Indeed, Miragliano has set a fashion in architecture which has been copied in other cities, especially Luccini where the Princes are renowned for their great sense of humor. Now every city either boasts its own leaning tower or aspires to have one. Only in Tilea could such a thing happen!

So today after having clipped this little snippet from our 5th edition Army Book we look at building ourselves one of these famed leaning towers. I'm not some tremendously grand terrain builder, but surely I think we can do something here that is good, cheap and functional for everyone.

So let's start with our materials.

- Scissors
- Hobby Knife (exacto, etc...)
- Utility Knife
- Straight Ruler
- Pen or Pencil
- White Glue
- Sanding Block
- Krylon H2O Grey Paint
- Fortress Grey; Skull White & Chaos Black GW Paint (or equivalent if you use a different product)
- Putty Knife
- Balsa Wood 2x24
- Some 2" Housing Insulation Foam
- 2" Paint Brush
- 1 Small Tub of Spackle/Wood Filler
- Hot Wire Foam Cutter
- 1 Cardboard Drink Container (Juice or Milk Carton)

The oddities explained. Just for those that don't know; housing foam, you can buy from any DIY (do it yourself) home improvement store, they generally come in large sheets (8'x4') for about \$20 dollars. Honestly if you have a table at home and you've built hills for it than you probably have some of this

about, I have a sheet in my attic. A hot wire foam cutter; again, if you've built anything out of foam before you've probably got one, but you can get them from any floral or craft type store for around \$10-15. I prefer the kind that are straight and loose on one end as shown in my materials picture. These will be your big expenses. The sanding block which isn't pictured you can also get from any DIY store. They look like small square sponges but are rough like sandpaper. These eat foam and wood filler very well and will help to shape the overall piece.



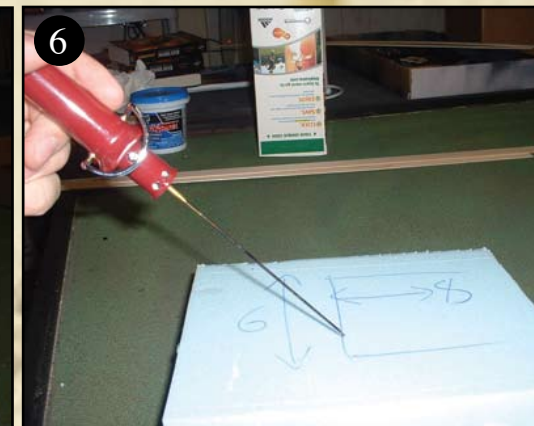
Start by marking out and cutting a square of the housing foam with your utility knife about 8"x6". This will be the base of your tower. (It's built on rock, easier to support) You can then set this aside for later and put the rest of your foam away to keep your working area clean.



Using a straight ruler and pen mark a diagonal cut around the carton near the top and bottom as shown in the pictures. Use your hobby knife to cut off what will be the bottom portion of the tower. The upper section will only cut 3 sides. You will keep the flat area on top attached on one side so that it can be used as the top of the tower. Keep your angles in mind at this stage as the more of a lean you make, the more likely it is that your tower will not stay standing but fall over due to weight.



Place the carton on the base about 2" from one of the short edges and mark this area with the pen. Using your hot wire cutter cut down and at the angle of your tower into the foam just inside of your pen markings. This way your tower should eventually slide into the base; with the addition of some white glue it will stay there and not be going anywhere.



With the tower firmly in place I used a bit of duck tape and secured the top flap to the opposite side giving my tower a flat top. I used my exacto to cut out a set of stairs which ended up pretty sloppy looking; but what can you do. I used the utility knife to shape the edges of the whole piece into a large chunk of rock with crags and curves and everything else. Afterwards I used to sanding block to smooth it all out getting rid of any bad looking cuts and rough angles to give it a more weathered look. I also took this stage to cut an entryway into the tower at the top of the stairs. I thought about trying to build a door; but decided that for the

simplicity of this tutorial we'd do an abandoned tower so no door means easier build.



This is where the wood filler comes in. I just dabbed big globs of it on my finger and made sure to fill in all of the gaps around the tower itself. I also filled in any cracks or holes in the top of the foam that would look otherwise silly and not rocklike when the piece is finished.



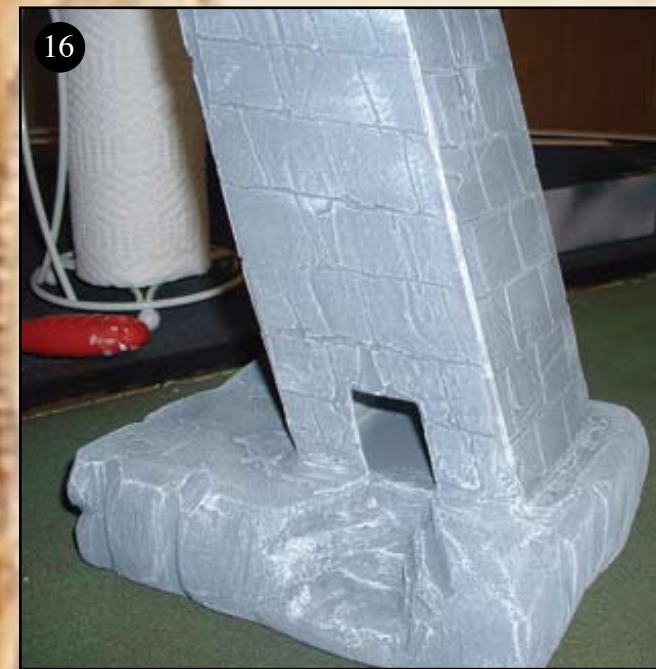
After letting the wood filler dry I used a large putty knife to cover the entire tower in a thin coat of wood filler. I had debated long and hard about how to do the brick or stonework of the tower and decided to

experiment; in part to continue to use the materials at hand but mostly to try and reduce cost of the piece. After doing this you will have to let the piece dry for at least 1 day and possibly 2 depending on how thick you put the filler onto the tower itself. Mine had to wait for almost two days. I also used some of the wood filler to fix the stairs so in the end they wouldn't look so junky.

Now the sanding block comes in again. While you should endeavor

to make everything smooth when you first cover it; it's just not going to happen. So now we take the sanding block and go over the tower itself getting it down to a smooth finish. Be careful as if you sand off too much of the filler you will have to put more on so that we can carve our stonework into the face of the tower.

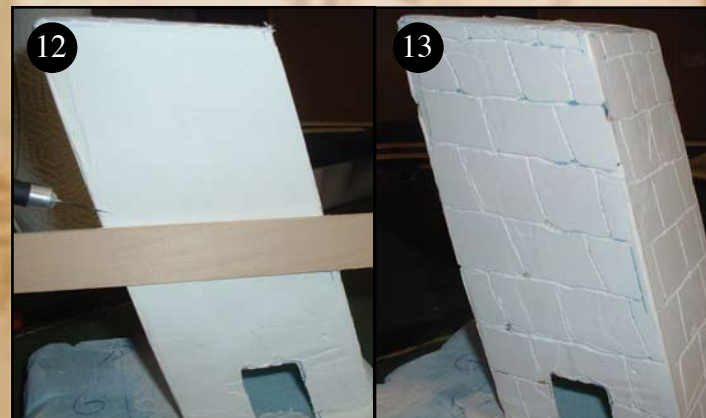




I also used the block and a hobby knife to smooth out the staircase.

I used a straight edge to carve a light line into the filler of the tower to make my brick pattern. I then broke my materials list. I used a dremel to cut into the face of the tower and make my brickwork. You could achieve the same result with a hobby knife and some repeated scoring I'm sure; but the dremel just worked faster. I also feel that the brickwork should be a little smaller, but I just didn't want to take the time to do it. Laziness sometimes gets the better of us all. After scoring go through with your sanding block again and gently go over the tower to smooth off any rough edges from the brickwork.

bristles down to about 3/4 their original length to get them to feather more. Poor some of your Fortress Grey onto a tile or into a small bowl that you no longer care about. Paper cups work equally well. Do wipe the excess off for drybrushing I use a piece of cardboard. Drybrush everything, base and tower. Then repeat process with a lighter drybrush of Skull White. Concentrate the skull white on the edges of the base and brickwork and any crags or crevices you may have put into your rock; this doesn't mean skip flat surfaces, just don't get as much on them. Finally go through the cracks in your brickwork with Chaos Black.



Now were ready to prime the piece. I use Krylon H2O spray paint. This paint will not eat foam like regular spray paints (including GW primer) does. Spray the whole piece making sure you get all the outer brickwork and the Styrofoam that the tower rests on. Don't worry about getting into the cracks between the bricks. We'll go over these later with some Chaos Black. Once the piece is liberally dried (again may take a day for a good set) you'll be ready to start drybrushing your piece.

Last step folks. Cut and glue some Balsa Wood around the top of the tower for parapets. Yeah they should be stone I think too; but wood at this stage is just a lot easier to work with. You can then paint or stain the wood to your liking. I left mine bare as I don't think it looks bad bare. You're all done.

I used a 2" paintbrush from a DIY store. I cute the

1. The piece probably would've been fine with 1" foam. In hindsight it's a little tall and ungainly looking.
2. The wood filler, while an interesting experiment ran into a couple issues in the end. One being that you need to be more careful than I was when I filled the gaps around the tower as once priming is complete there is a distinct difference between the grain of the foam and the filler. This could be overcome by coating the entire top of the rock surface or just being more careful. The second is that you really need to do your best both when coating the tower and sanding it to ensure that the sides are smooth across. I found that while you can't necessarily see it in the pictures the drybrushing process really stands out on these spots as obviously not intended bumps, depressions and gaps.
3. Clearly the bricks need to be smaller. These just look big and silly. Again I pointed out previously in the article this was due to laziness more than mistake, so learn from me. Don't be lazy.
4. Don't use your hobby paint. While the hobby paint works fine as a terrain piece it doesn't need to be done with your expensive GW or PP paints. Go over to a DIY store with your paint pots and find the closest flat coat paint to the colors. Especially if you're going to ever make other terrain that uses stone you'll find plenty of uses for the different shades of grey and white.

That's it; I know I'm no terrain guru, but I hope that everyone enjoyed the article and that you all maybe got some interesting ideas from it. Go run with inspiration and build some towers of your own. For reference there was once upon a time in a White Dwarf long, long ago where they had a terrain tutorial. If you can find it your lucky. I thought I'd reference though that there is one picture I've seen of the old White Dwarf tower and it's at the very back end of our 5th edition Army Book; I've included this picture in the article for more reference and inspiration. Thanks again for reading.

You can add some final embellishments as you want to the tower. I chose to add a couple small bushes around the edge of the tower for some color and to hang a banner off of the parapet over the door. You could add small patches of flock on flat surfaces or maybe moss to the edges of some of the rock base or stairs.

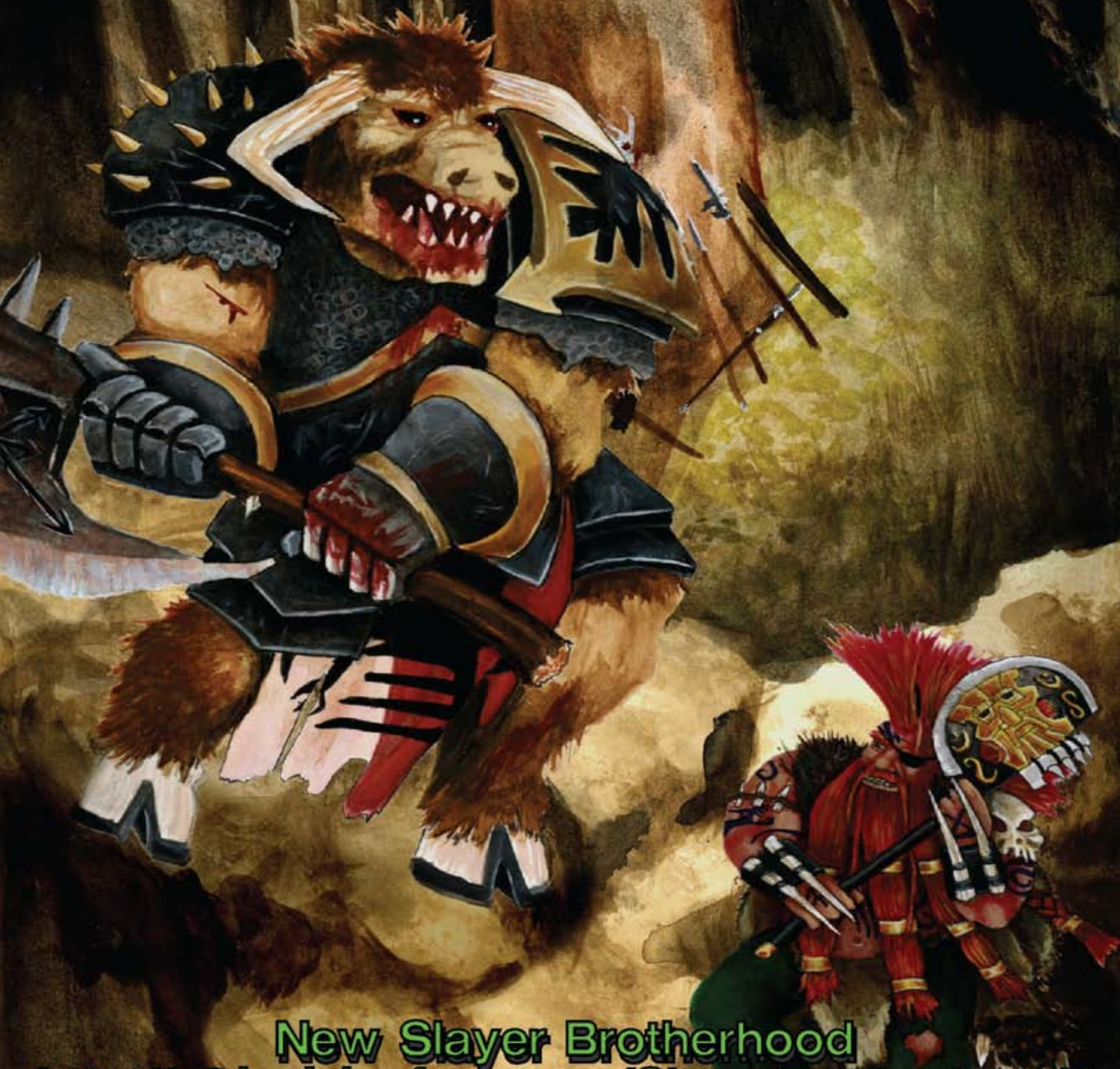
Afterthoughts

Naturally any hobbyist who finishes a project must then look at it from every angle he can think of and critique himself. All in all, I don't think this is a bad piece. It could be better; so I thought I'd take this moment to discuss what I probably could've done different and for those who endeavor to use some of the ideas in this article should keep an eye out for.



The DOOM SEEKER

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Coming Soon:



The War on Chaos...

The Mustering Grounds

Hobby and Modeling

Converting Pikemen By Sultan Sadim

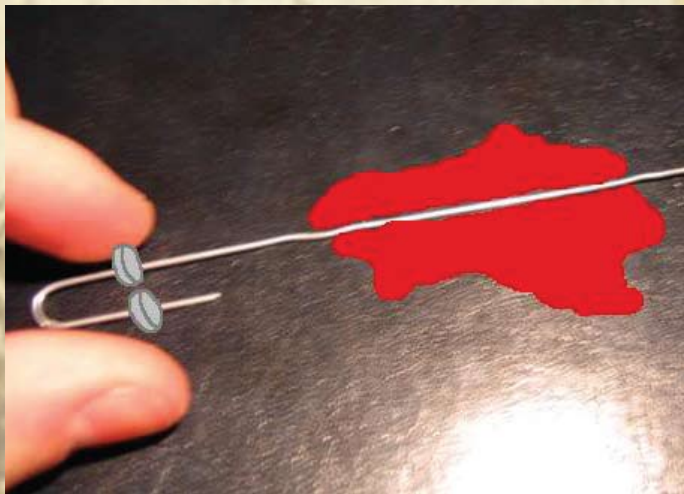
For converting I had used:

1. Imperial state troop.
2. Knife.
3. Green Stuff.
4. Paper clip.
5. Pin vice.
6. Penknife.
7. Sculpting Tool (not in the picture).
8. Nail file (not in the picture).

1- Start from the paper clip.



1A- You can bend it using hands or the tongs, pliers from the penknife. After doing so it should look more less like this.



2- Next use the pliers to split the paper clip. From one you can get two 6 cm pike shafts and a cane.



3- Now it's time to get rid of mould lines, necessary parts and to drill a hole for the pike.



4- Now you can glue the pike.



5- Just like step before remove useless elements. The arrow shows mould lines on the spearhead.



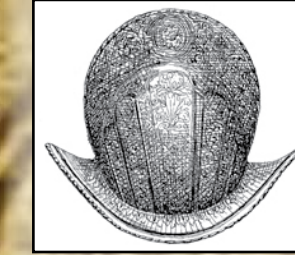
Attach all the elements and you've got a pikeman.



Wait, what about the green stuff? Well this was the basic version, not requiring any sculpting abilities.

In the Old World Estalians are one of the best pikemen. Using some modelling putty you can give an ordinary trooper a very characterful look.

6- Lets start from the hardest part, the helmet also known as morion.



7- Pick a suitable head and remove what's necessary.

8-Mix the putty and put a small, thin strip on one side of the helmet. Slightly bend it upwards.



9-When it's dry repeat the step on the second side. Now put some on the back and elongate it.

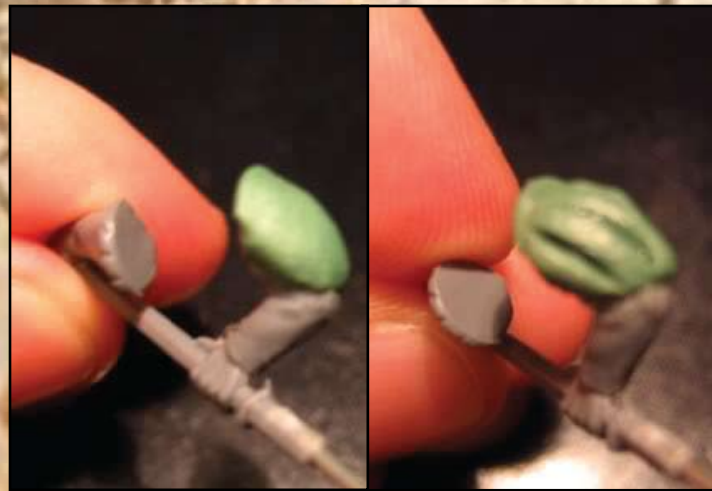
Model the crest using wet fingers and sculpting tool.



10- Place an egg shaped blob on his back.



11- Make 3-4 cuts.



suggest using green stuff.

Place it just above the hand. Now with wet fingers pull it in the direction shown by the arrow. Remember to rotate the pike. It will be less crooked or uneven.



Remove the inequalities and fingerprints with the nail file.

The effects of my work.

Advantages:

- Low cost (they are definitely cheaper than the rare, metal GW models).
- 100% tournament legal (I didn't use any parts from miniatures of other companies. Also if you convert and paint the pikemen decently you might get some extra points for the effort.)
- Revenge on the paper clip.

Disadvantages

- Not the best look of the basic version (unless you correct the pike with green stuff .)
- The Estalian version is much more time-consuming (the helmet is very hard to do, especially if you don't have any experience with sculpting)

12- Copy the step and receive these fancy pants.



13- Exactly with the arms. Place the green stuff somewhere to the elbow.

Now the boot. Stick a stripe just under the knee.

Sculpt the boot. The arrow shows the mould lines.

The previous pike didn't look very decent that's why I

Notes

- Be careful when you drill the spear shaft, it's easy to break it
- Making pictures was very irritating (there were moments I wish I had four arms like Goro from Mortal Kombat)

I hope this tutorial is useful. If you have any questions I will try to answer them.

Cheers
Sultan Sadim



Mercenary Tactics

Strategems of the Dogs of War

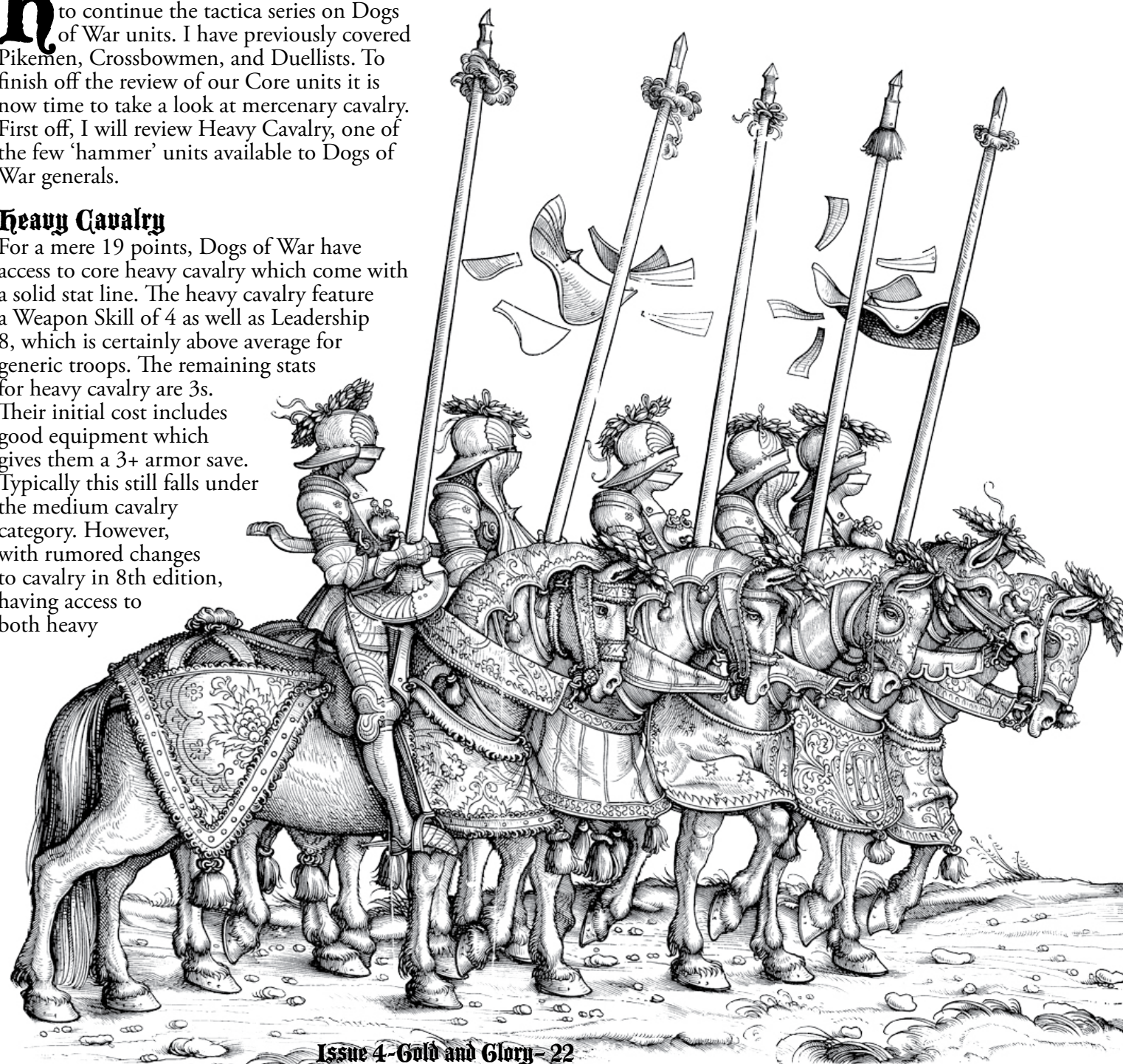
The Art of Cavalry- Dogs of War

By Slick

Hello all, Slick here. Today I would like to continue the tactics series on Dogs of War units. I have previously covered Pikemen, Crossbowmen, and Duellists. To finish off the review of our Core units it is now time to take a look at mercenary cavalry. First off, I will review Heavy Cavalry, one of the few 'hammer' units available to Dogs of War generals.

Heavy Cavalry

For a mere 19 points, Dogs of War have access to core heavy cavalry which come with a solid stat line. The heavy cavalry feature a Weapon Skill of 4 as well as Leadership 8, which is certainly above average for generic troops. The remaining stats for heavy cavalry are 3s. Their initial cost includes good equipment which gives them a 3+ armor save. Typically this still falls under the medium cavalry category. However, with rumored changes to cavalry in 8th edition, having access to both heavy



and medium cavalry as core will certainly be beneficial to mercenary generals. Currently, rumors are that cavalry with a 2+ or better armor save will not be able to march. You can imagine how this will impact armies that feature heavy cavalry deathstar units. The only upgrade options for heavy cavalry aside from a command group are to add barding for an additional 2 points to bring the total to 21 points per model. In most cases this is the preferred route to go as you can field several 5 man units of heavy cavalry that will hit with Strength 5 on the charge. They lack the 1+ armor of Empire Knights or the pure skill of comparable elite cavalry units in other armies, but they are also fairly cheap.

Command groups for these units depend on which role you want them to fulfill on the battlefield. Small groups of 5 heavy cavalry do not need a full command and are typically best served by adding a musician and/or champion. If you intend the unit to be sacrificial then no command is needed at all of course. If you plan on building a hammer unit then a full command group becomes viable. A typical hammer unit would optimally run between 7-9 heavy cavalry with full command and would typically be joined by a Captain as well for extra punch.

Using heavy cavalry without barding does not seem to be too popular or widespread from what I have seen in Dogs of War builds. This seems to be more of an issue with the current state of Warhammer Fantasy than the Dogs of War rules. There are so many high strength units/spells/etc. currently in the game that any competitive Dogs of War build (DoW are competitive?!) is better off forgoing this option. Personally, I think it would be fun to try and make this variant work as you trade 1 point of armor for an additional 2 inches of movement. This can add some interesting tactical wrinkles to your battle plan and your opponent may be caught off guard if they are used to slower moving heavy cavalry. The extra movement afforded by not using barding should be enough to setup more advantageous charges or for getting up the flanks. Note, you are still Strength 5 when you charge with this variant.

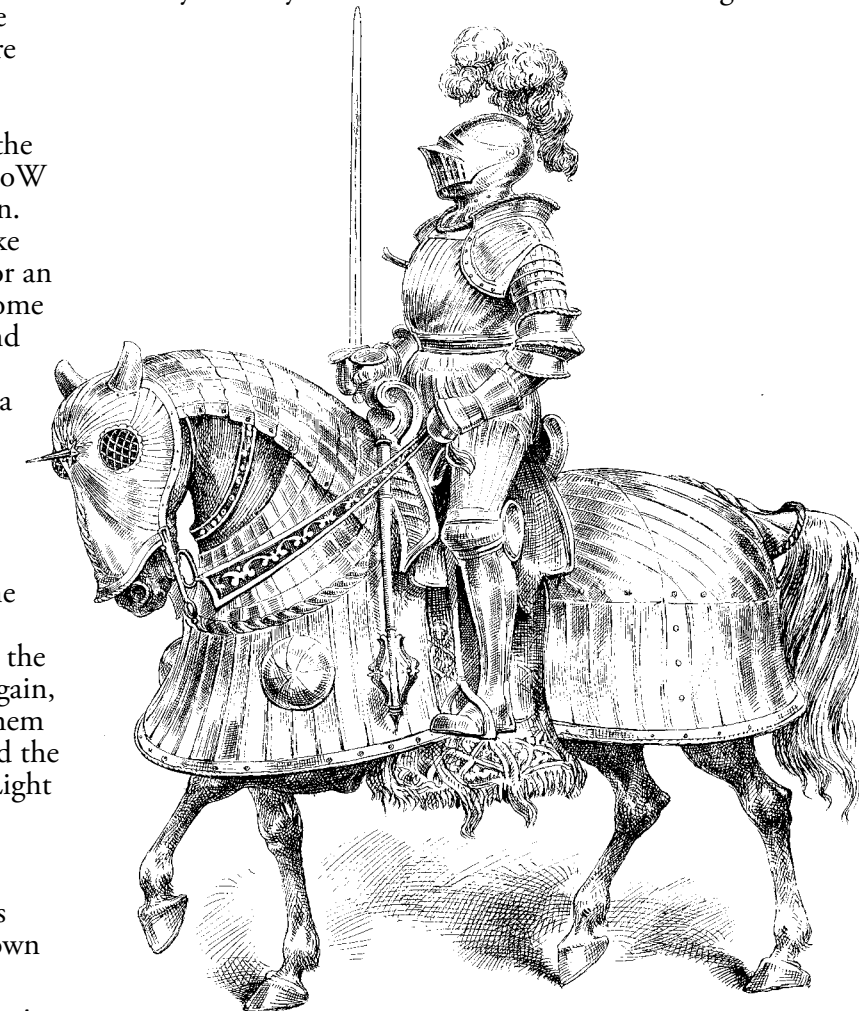
A unit or two of heavy cavalry is always a welcome addition to a Dogs of War army and is one of the few units with good armor and high strength (on the charge) that mercenary generals have access to. Again, they are core, and have no other restrictions on them whatsoever. Take them! Hopefully you have found the above tactics helpful. Stay tuned for a review of Light Cavalry.

Voland's Venators

Let us begin by taking a look at Voland's Venators which is easily one of the best Regiments of Renown

available and should find a spot in most Dogs of War armies. For 195 points you get five knights including Voland himself. Best of all, the Venators are a Core choice and thus they keep those important Special and Rare slots open. The Venators differ from regular mercenary cavalry in that they have a base strength of 4, thus you will have Strength 6 on the charge! The Venators are definitely capable of being a hammer unit. Voland himself is a standard Captain-level hero and as far as gear is concerned the Venators come fully loaded: heavy armor, shield, barding, and a lance. The minimum unit size is five and it's worth paying for some extra Venators so that you can take a few casualties and not lose combat effectiveness. While these guys may not have the 1+ armor of Empire knights or the customization of Bretonnian knights, the Venators are the premiere mercenary heavy cavalry. Unlike most Regiments of Renown, the Venators are reasonably priced so that you are not sinking excessive points into them to build an effective unit.

Voland's Venators can pack a lot of power in a charge but they are best used in a combination charge, flank charging in support of one of your anvil or tarpit units or in concert with another hammer units such as Maneaters. As most players have experienced, cavalry always seem to suffer from rubber lance syndrome when you really need them to inflict serious damage



on a charge. With so many 'ard units out there now, you really have to be careful about which ranked units you send the Venators at. For added punch you could try sticking a Captain with a lance in the unit for 9 S6 attacks on the charge. One tactic I have used with success is to have the Venators go for the frontal charge while I flank charge with my Captasus (Captain on Pegasus).

Tichi-Huichi's Raiders

Anyone who has read the rules for Tichi-Huichi's Raiders might be a bit surprised to see them discussed in a tactica on heavy cavalry. Indeed, the Raiders do lack several important characteristics typically associated with heavy cavalry, such as the ability to withstand attacks thanks to good armor saves and the ability to dish out serious damage. Instead, the Raiders are something of a hybrid light-heavy cavalry unit with a few interesting tactical wrinkles. Let me preface this portion of the tactica by saying that this is another one of those Regiments of Renown that have an excellent conceptual idea that is let down by rather mediocre rules and points cost. Let's start with the essentials - for 250 points you get six riders including Tichi-Huichi himself. Additional riders will set you back 22 points per model. The unit is equipped with spears, a scaly skin bonus (6+), and shields. Their lack of heavy armor is balanced by the fact that the Cold Ones grant a +2 armor save bonus rather than the typical +1. The unit does not come with barding, thus your expensive heavy cavalry clocks in with a 3+ save. Surely the Raiders can dish out damage? Not quite. A quick glance at the stats reveals the true weakness of this unit - at least in the role it seems intended to fill. Skinks are not meant to be close combat powerhouses and that is certainly the case here. While a 3+ armor save is decent, the paltry Toughness 2 of the riders (Tichi-Huichi is a whopping T3) means that the expensive Raiders are easily wounded. Their average strength is only Strength 4 on the charge so they definitely lack the punch to breakthrough most ranked units.

Let's take a quick look at the Special Rules the Raiders

have as these do add some value to the unit. As with other Lizardmen, the Raiders have the Cold-Blooded special rule meaning that you should be able to pass most psychology tests with relatively little worry. Break tests are another matter as Tichi-Huichi only has an average leadership of 7. Taking a look at the mounts we see the aforementioned armor save bonus granted by the Cold Ones. Additionally, Cold Ones also cause fear but are subject to stupidity. Having Cold-Blooded here is really a blessing. The Cold Ones also have 2 attacks at Strength 4! Clearly the mounts are better than the riders in this case. Thus, the unit can actually dish out a respectable amount of medium strength attacks on a charge. Against light units they do have the ability to cause some mayhem, although your best to-hit roll with the regular riders is sadly going to be 4+. Nevertheless, if you can cause some casualties and make your armor saves, the autobreak from fear could see the Raiders defeating light units such as skirmishers, light cavalry, and smaller units of light infantry.

The Raiders also feature one more Special Rule that adds some interesting tactical possibilities if only the unit had some better rules, stats, and/or equipment to better suit this ability. If the Raiders are broken in combat, opponents will never pursue them. Thus, the unit is always guaranteed to escape. This is fortuitous as the unit will keep its banner since the enemy unit cannot pursue. The Raiders could have potentially been the ultimate hit-and-run unit. Unfortunately, to effectively use the unit in its current incarnation you really do not want to put them in positions where they will be easily broken. Do you really want to sacrifice really expensive cavalry? No, of course not. The types of units that the Raiders should be engaging are ones that should pose little danger of breaking them in combat. The types of units that can break you are likely to seriously maul the Raiders so that you will be left with a largely ineffective unit once they escape. If the Raiders had poisoned weapons I could see the value in sending them at an otherwise tough to beat

unit and then run away. However, most killy units in the game nowadays can dish out copious amounts of high strength attacks, and there there are those which also have the Always Strikes First rule. You would have to take quite a few Raiders to have enough left against such units once you flee. This of course would be a serious point sink and would push the unit close to 400 points or more. I do think the Raiders could have some application although it would take some serious playtesting to get it right. Even then, the Raiders are

simply overshadowed by the cheaper and better Ogre units available. If you have used the Raiders with any degree of success please feel free to share!



Minis by Someone2040

Light Cavalry

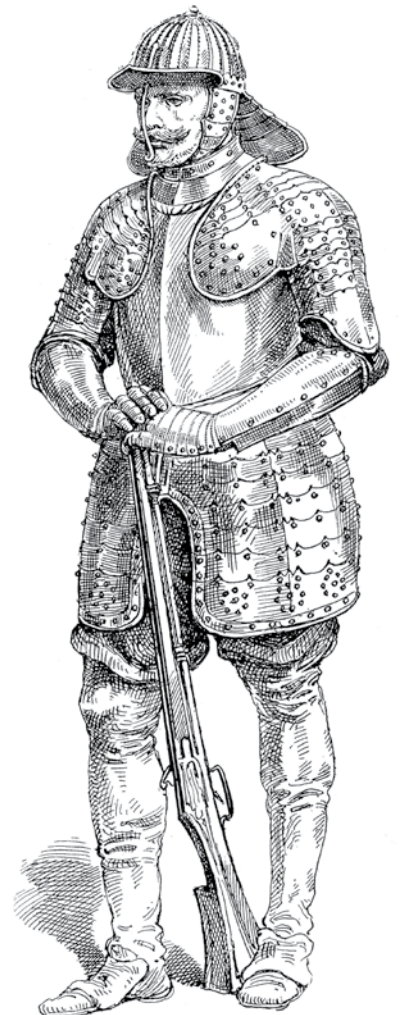
Next up: Light Cavalry. Mercenary Light Cavalry are one of the little gems in the Dogs of War list. At 11 points permodel these guys are a steal. Their stats are average across the board so if you are used to having units like Dark Riders you may be in for a bit of let down. Nevertheless, they do have a solid place in mercenary armies. What makes them a key piece in most armies is that it allows the mercenary general access to cheap and plentiful core fast cavalry.

Light Cavalry have several options to make them a very flexible unit in mercenary armies. There are essentially two builds with this unit: scout/light combat and scout/light missile. The missile variant equips Light Cavalry with a bow for an additional 4 points per model. Small units of missile armed cavalry can make solid flanking units for harassing lightly armored enemy flankers, flyers, war machines, and the occasional lone character. They are of course also useful as march blockers regardless of how you build them. With only average skill you should not expect too much from their shooting attacks unless you take

a large unit. However, Dogs of War can field enough missile troops that makes going overboard on a fragile light missile unit inadvisable. Their primary targets should be small and lightly armored units or to try and get a kill or two on heavier units to take away 1pt of rank bonus (assuming a unit if 5 wide of course). It is not always possible to soften up all of your opponent's units before you meet in close combat, thus being able to pick off the odd trooper here and there can pay dividends later on in a battle.

The more common and in my opinion more useful build for Light Cavalry is to equip them with spears for just 1 additional point per model. You can also add shields for an additional 2 points per model. Thus equipped, a unit of Light Cavalry can provide a solid flank or even rear charge on occasion. It is fairly easy to field 2-3 units of Light Cavalry in a standard game (2000 points) so that you can lose a unit or two and still have options. These guys are the premier flanking unit available to mercenary generals unless of course you care

to try the more hybrid medium (non-barded heavy cavalry) version of heavy cavalry. Command groups are an debatable for this unit, although I personally would advise against ever using a standard bearer in one of these units. Light cavalry are simply too fragile to include a potentially free 100 victory point bonus for your opponent. A champion and/or musician are more worthy options and I would tend towards just running a musician if you plan on hit and run tactics. You cannot and should not rely on these guys to take on anything tougher than other light cavalry or infantry (skirmishers). Avoiding ranked units and heavy cavalry are essential. Light Cavalry do make excellent bait units which you can use to redirect your opponents units. Just make sure to have a musician so that you are not relying on Ld 7 for rally tests.



Minis Eric Radley

Al Muktar's Desert Dogs

The minimum unit comes in at 245 points for 6 cavalry (technically 5). Extra riders may be purchased for an additional 13 points per model. The Desert Dogs actually feature three named characters, however Ibn the standard bearer actually does not have any attacks so you are actually losing some offensive punch with this unit. Although he is named, Ibn cannot be specifically targeted (read challenged). The other two named characters are Al Muktar himself and Sheikh Shufti. While Al Muktar is the unit's captain, Sheikh Shufti acts more like an overpowered champion. The Desert Dogs are also one of the few Regiments of Renown that come with magic items - the Scimitar of Dakisir and the Black Banner of the Muktarhin. You might think that the unit's captain would be the one to wield the magic weapon yet the Scimitar actually belongs to Sheikh Shufti. The Scimitar provides Sheikh with an additional 2 strength on the charge and +1 strength bonus at all other times. Having S6 attacks in a light cavalry unit does provide some serious offensive punch. Unfortunately, Sheikh is hampered by only having a measly 2 attacks. The other item is the Black Banner which adds D3 to the Desert Dog's combat resolution.

With two solid combat characters as well as two magic items one would think that taking the Desert Dogs would be a safe bet. Unfortunately, the Desert Dogs suffer from some serious flaws that make them a second rate unit and best left to casual games and/or themed armies. As mentioned above the Desert Dogs are *expensive!* You are paying a hefty price for the characters and magic items. The Desert Dogs also seem to have a bit of an identity crisis: Are they a combat unit or a fast cavalry unit? Aside from the characters the regular Desert Dogs riders have an average human statline and their equipment is also generic. They do count as *fast cavalry* and so are quite maneuverable. Like all other light/fast cavalry, the Desert Dogs are fragile. Generally speaking, expensive units that are extremely fragile are a gamble and rather difficult to use well. As discussed in the Light Cavalry Tactica, the role of such cavalry is generally to serve as flank units, march blockers, bait & redirection units, and on occasion to engage targets of opportunity. While the Desert Dogs can certainly fulfill this role,



Minis Dariuszero

you certainly do not need to spend an exorbitant amount of points for such a unit. To really recoup your invest would require getting the Desert Dogs into combat. While they do have some offensive punch and should be able to break small and lightly armed units (many skirmishers, war machine crews, vulnerable non-elite infantry flanks etc.), they simply do not have the staying power for protracted combat. If you were to just take the minimum unit you could lose a total of three regular riders before you get to the named members of the unit and losing any of them will essentially spell certain doom for the Desert Dogs. The Black Banner should tip combats against weak units in your favor (on the charge) and between Al Muktar and Sheikh you should be able to wipe out a front rank. Unfortunately neither Al Muktar nor Sheikh have any better armor than the rest of the unit so you really want as few attacks coming back at the Desert Dogs as possible. Like similar units, the Desert Dogs also will not stand up to shooting or magic. Sadly, the Desert Dogs, like many Regiments of Renown, are a really cool concept with excellent minis, that are let down by mediocre rules. Taking enough Desert Dogs to ensure that you can deliver a solid charge will push the unit close to 300 points. Are you really going to invest that many points on a *fast cavalry* unit? Should you be unlucky and the Desert Dogs break from combat you will of course be handing your opponent a 100pt bonus for losing their banner. They are simply too much of a liability when you can accomplish more with



generic mercenary Light Cavalry and for far fewer points.

Oglah Khan's Wolfboyz

The other Light Cavalry Regiment of Renown are the infamous Oglah Khan's Wolfboyz. This unit provides some interesting tactical wrinkles

By Istikur Cinderhat

for the mercenary general. The basic unit comes in at an hefty 190 points with additional Hobgoblins costing 15 points per model, however you are also starting out with 6 models like the Desert Dogs sans the standard bearer who doesn't attack. Oglah Khan's unit is unique that you are actually fielding a unit of Greenskins but do not have to worry about that pesky *Animosity* rule. This is also the fasted Dogs of War cavalry unit as the Giant Wolves have Movement 9 which helps to close the speed gap against armies that also have access to M9 cavalry (see Elves). As far as stats go, the unit is average across the board, although their leadership is a paltry 6 (good for Greenskins though!). Oglah Khan essentially has Captain-level stats although he only has BS4, and is quite slow with I3, and his average leadership of 7. You certainly do not want to put these guys into situations where they have to take leadership tests! The Wolfboyz are also one of the few units that have a capped unit size. A unit of 20 would be rather unwieldy but it is nice to have that option for those crazy enough to try it! As for equipment, the Wolfboyz are loaded and come with spears, bows, light armor and shields! They also have the *fast cavalry* special rule. Their equipment provides them with an armor save of 4+ which does grant them some solid protection. The Wolfboyz also benefit from a rather cool magic item, the Pelt of Wulfag, which lets them pursue an additional D6 inches. Yes, that means they can pursue 4d6 for a potential total of 24 inches! You should be able to catch any fleeing unit.

On the tactical

level, the Wolfboyz present some interesting options. They can fulfill all the roles of Light Cavalry while also having solid offensive punch (for Hobgoblins!). If the Wolfboyz can find a beatable enemy unit on the flanks, their pursuit roll should place them well within your opponent's deployment zone where they can wreak havoc. If an opponent is unlucky enough to have units along the Wolfboyz' pursuit route, they may face a dual threat - a potential panic check from the fleeing friendly unit (if the Wolfboyz do not catch them) and the Wolfboyz slamming into them off of the pursuit roll itself. The Wolfboyz would also seem to make an excellent flanking unit to support charges of your hammer units, as you can be fairly certain that the Wolfboyz will catch broken units while you can attempt to restrain pursuit with your hammer unit(s) if pursuing with everything would place the other units into vulnerable positions. I would certainly recommend trying Oglah Khan's Wolfboyz. For those of you who do not want to shell out a large sum of money for the actual models, it is entirely possible to make the unit out of the plastic Goblin Wolfriders set. A little bit of conversion work to give the unit a more unique appearance would not require a great deal of work. The money you save by going this route will go a long way towards completing your army! Hopefully the above tactica has been helpful to you.



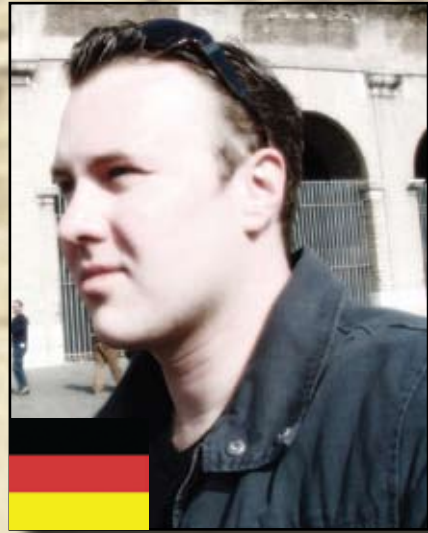
Minis By Istikur Cinderhat



Mercenary Scum

Dogs of War Online Members

Tribun



Who are you?

My name is Dominik and I was born in the year 1982. I'm living in Giessen. That's in Hattia in the green middle of Germany. Giessen is a small University town with about 80,000 people living there. I'm going to make my examination in law this summer to become a lawyer or a judge, depending on my grades.

I'm member of a student association since 2004 www.alemannia.de. We do a lot of activities like parties, seminars to improve soft skills and of course the traditionally German "Mensur" - fencing

I'm not married, nor do I have kids. That's not because I'm an unsocial person, but I love my freedom most. When not painting my minis or playing WHFB I like to make sports like swimming, bicycling or going to the cinema.

When did you first start Warhammer?

I first encountered Warhammer when I saw a White Dwarf in a shop when I was about 13 years old. I bought it and read the articles while I was waiting at a barber shop. I was amazed by the fluff articles, the fic-

tion and the paintjob of the minis. I hardly could believe these minis were painted by humans. So I started Warhammer with 2nd edi box of 40k. With the starting box of WHFB I began, when Lizard men came up for the first time.

I played in 40k Orks, Imperial Guard and Chaos Marines, in Fantasy I played Bretonians. But the game of GW what amazed me most was Blood bowl. We had a league with an own magazine, my Orcs and Woodelves belonged to the Top5. I was very sad, when Blood bowl was not longer supported by GW. But that's the destiny of all skirmish games, because GW wants to sell you tons of minis and not doing creative and good fiction and rule work.

Why Dogs of War?

I was attracted by dogs of war by two things. They are an underdog army and you'll be always the only one playing them on a tournament.

And they are the only army, where you can field legally Humans, Elves, Dwarfs, Greenskins and Monsters alongside on the battlefield and those as evil as good. So they are THE only real proxy army. I like proxying, because I don't want to have my imagination restricted by armybooks or foreign fluff.

So I field in my army human commanders and artillery along with elfish pikemen, dwarfs, coldone heavy cavalry and chaos knights and according to the background it would be ok.

I'm not so attracted by the Tilean fluff, more do I like the idea of Marienburg of an independent city, ruled by democracy and money and protected by mercenaries.

What other WHFB- armies do you have?

I also have a 2000pts. Highelf army, what is very unusual in many ways. It's called the Blackhearts and the troops consist only of undead (sic!) elves. But not in a rotten, stinky way, but more in an ethereal, ghostly fashion. If you are interested, take a look at www.ulthuan.net and search for Tribun's Blackhearts. Also do I have

a Darkelf pirate crew, you can find them on www.dogsofwaronline.com when you're looking for the Black Pearl.

What's next?

Currently I'm working on a mounted paymaster based on the master of the order of the blazing sun. Also I'm doing chaosknights as heavy cavalry for my dogs, these minis are awesome! Next to do are some leadbelchers and some chaos-man eaters and perhaps a Norse Viking giant.

What do you listen while painting and playing? I'm often listening to www.klassikradio.com, because I really dislike modern pop music. Also I'm a fan of music of the seventies.

Explain your painting style!

Many people wondered why I paint my minis so dark, dirty, rusty and blood smeared. In my opinion the game is called Warhammer and not Parade-hammer. Clean, shiny styles like the 'eavy metal team has, are fine but not what I want to achieve. My minis are soldiers in the heat of the battle. They suffered hunger and wounds and want to tear out the throat of the enemy and have done this often before. So every mini I paint will a little look like a chaos berserk, even if it is a high elf! But I already have achieved to paint not so much blood...some times!

I wish good luck to all member of dogsofwaronline.com and golden times for all mercenaries... so cry havoc!



Minis By Tribun



The Iron Company by Tribun (2010)





Border Town Burning

Includes complete rules for playing Chaos Dwarf warbands in Mordheim!

www.bordertownburning.de.vu

Securing their investments, crimson-cheeked merchants direct mercenary contingents comprised from knights stripped of rank and blackhearted sell-swords. The trappings onboard heavily loaded caravans present a ripe supply source to the tainted dwarfs of the Dark Lands. Ogres will fight for whoever pays the most coin and the children of Hashut will strike an infernal bargain with the maneaters and northmen alike in exchange for their abominable weapons craft.

Chaos chieftains seek dominion upon wide-eyed proclamations of their seer's infernal portents. Tribes pour out of the north and march on the borderlands. Celestial dragon monks move to protect the territory. Their numbers are few when the horde is many. Wary they alone might not succeed, interlopers, normally treated with hostility may provide their only means to repel the threat.

Negotiating the wicked wilderness is a trial of fortitude in itself. Does a band of heroes possess the courage to meet the threat head on or are the border towns doomed to burn?

Border Town Burning is a supplement for Mordheim. This book describes in detail how to make the most of your Mordheim campaigns. It is to be used in conjunction with the Empire in Flames supplement and the Mordheim rulebook.

Inside you will find:

PORTENTS OF DOOM

An in-depth background section describing the journey East of the World's Edge Mountains along the Silk Road and a detailed study of tribal conflict in the Shadowlands and Northern Wastes. *'West of Weijin'* is a new story by Robert E. Waters, the author of *'Ill Met in Mordheim'* (published by Black Library in *'Tales of the Old World'*).

STRANGE TERRITORIES

Environment rules for the wooded borderlands of Cathay and snow-covered Northern Wastes and Exploration charts and Random Happenings represent Chaotic events in the most dangerous territories of the Warhammer World. A complete Bestiary accompanied by new rules for battling non-player models.

EXOTIC TRADE

Diabolical equipment traded from the infamous fires of Zharr-Naggrund, weaponry master-crafted by the legendary smiths of Cathay and four infamous Chaos artefacts. Opulent wares can be sought, bought, sold or exchanged by brokering deals with merchants using the expanded trade rules.

DOGS OF WAR

New warband lists, Hired Swords and Dramatis Personae star in this tale of fortune, betrayal and the struggle for domination. 28-page full colour gallery packed with photographs of scenery and Citadel miniatures converted for the setting.

VISIONS OF VICTORY

Captains with grand ambition will have their mettle tested in 16 original scenarios, supported by new rules for running non-linear campaigns. Thrilling missions will enhance your warbands reputation like never before.



Mercenary Tales

Member Fiction of the Land of Mercenaries

About a Champion of Law

By Uryens de Crux

In these dark time of the Empire, it is easy to think that we are beset on all sides by evil races, troubled from within by evil men and that the forces of good stand unhelped by the gods. This is not so, all about us there are heroes, soldiers in the army of good. Some are ordinary men but others are larger than life. This tale concerns one of these champions.

Students of Classical History in the University of Altdorf, may, should they be academically minded, take time to browse the library there. In it they may find an obscure book by the scholar Erasmus Weiss; "The Legends and Myths of the Old World", printed some two centuries ago.

As they read through it, about halfway, they will find a folded up piece of paper, old, but still newer than the book it rests in, and on this paper, in neat, well formed writing is a commentary on an encounter between the unknown author and, it seems, the eponymous hero of the story it bookmarks...

It was evening before the summer solstice when I met the questing knight. As young students we were ever taking any reason to carouse the days and nights away, and the summer Solstice was no different.

One of my fellows had the bright idea of taking drink, food and any of the better women to a standing stone he knew close by the city, or so he said, where we could spend the night and watch the sun rise and since it seemed a thing poets might do and so we readily agreed.

It was my task to take a dozen bottles of wine and a side of ham, but I picked them up late from the victuallers and the sun was already beginning its descent as I hurried out of the city and out into the country.

Truth be told I wasn't paying attention and didn't really

know where I was going, but how hard could it be to find a party of drunken students in the countryside? As you may guess, curious reader, it was harder than I imagined.

By the time dusk came I was worried, with no idea how far I was from town, no idea where I was going and well off the beaten track, your humble author was well and truly lost.

After getting more and more desperate, and no doubt wandering round in circles as dusk turned to darkness a stroke of luck brought me back to the road. Which direction to go was still beyond me, but one way was as good as another, it seemed to me, and so I picked a direction and set off to the left, if one must make note of this trivia.

Before too long I came to one of the larger way shines that dot our highways and so went to make camp there for the night, at least I would be out of the elements, though it was a clear, warm night and so had no real need of shelter, but there is something comforting in four walls and a roof to those who are lost.

I lit my fire after some effort and then opened a bottle of wine and cut off a piece of the ham I had carried about all over the wilderness with me. As the wine began to warm me life seemed not to be so traumatic any more and I began to think of myself as some great wilderness voyager able to survive alone, all be it but half a days journey from home and for all of half an afternoon.

The sound of the steady clop, clop, clop of a horses hooves approaching down the road threw me into fear again. I clutched the hilt of my rapier, and peered down the road. In the dim moonlight I saw a rider approaching, as he approached, I took stock of him, praying he was friend and not foe.

The rider was a giant of a man; riding a warhorse the size of which I had never seen before, not even the Grand Master of the Reiksguard rode such a beast. My mind raced, of course I had heard tell of the marauding warriors from the north, champions of the ruinous powers and in the dark he seemed to match the tales I had heard of them.

But then he called out to me, in a voice gentle and

melodious that soothed my fear, he simply asked for leave to join me at my fire, and he would gladly share what vittles he had with me.

I bade him welcome and as he stepped off his horse and led it over to me, as he approached into the fire-light I saw him clearly.

The knight was indeed a giant of a man, very tall, very powerfully built, perhaps approaching seven feet tall and with the muscle and physique to match but his bearded face had a noble cast to it, his eyes clear blue and speaking of deep wisdom and experience, his face most handsome and gentle in seeming.

So too his warhorse is of immense proportions. It is a dark, dapple grey and standing taller than any warhorse, larger by half even than the fabled horses of Bretonnia, the tack and saddle is of rich, deep black leather, and as the knight strokes and whispers to the horse, I heard him call its name "Macha".

His armour is of a golden hue, of an ancient design of plate and chain, covering him from his toes to his neck and fitting as if made for him and I thought it had the finest engraving and scrollwork, almost too light to see. About his shoulders he wears a cloak of exotic fur, deep orange and striped with black, the claws of some mighty beast still adorning it. Cradled in his arms was his sword which is a size to match all the proportions of this man, a massive war sword of glittering mithril engraved in the glyphs and markings of the Old Religions and upon his shaved head he shuns a helmet, instead wearing laurels of



bright green leaves that could have been placed there by the Emperor for the way he carried himself.

I bade him welcome, and introduced myself, he told me simple he was called Cadeyrn, with no more fanfare than that.

As he removed his armour I continued to study him, never had I seen such a man, nor heard of one except in legend, under his armour his clothes are simple, warriors clothes, unbleached canvas arming coat, tough brown breeches and a soft silk shirt, his tan leather boots are knee high, buttoned and proofed against all weathers. About his neck he wears a pendant, a simple golden chain from which hangs a tiny shard of clear blue crystal.

We sat drinking wine and eating ham with bread and cheese, a simple meal but with the richest accompaniment as our discussion turned to all manner of things through the night; poetry, history, philosophy and religion. This huge man, every inch a mighty warrior was also a scholar of the highest order, he asked me much about myself and perhaps he is the reason I turned from a rake and a wastrel into a passably good scholar, making me question what I wanted from life, what life I wanted to live and what legacy I wanted to leave. It was deep talk for a mildly drunk student whose thoughts till now were little deeper than if he preferred blondes or brunettes.

When though, I questioned him on his life and deeds, he simply shrugged, telling me he was on a quest. I pressed him further and he looked at me, his eyes deeply serious, staring at me for the longest time and I felt as if my soul were bared to him. Then as if he had passed judgement on my character, then he told me of his quest, of the Goddess Arianka and her imprisonment at the hands of the ruinous powers, that there were four keys to her prison and it was his calling to find them and free her.

The next day, we parted company, he put me on the road back to the city and he himself simply road into the wilderness. Ever since I have wondered of him and his quest, and looked for reports of his coming and goings until a chance comment to a history tutor led me to this tome and this note to add my tale of his journeys.

It pleases me to know that the powers of good and order also have their champions, and I pray daily, to Arianka now, as well as Sigmar, that his quest meets with victory.

Taken from "The Legends and Myths of the Old World – Cadeyrn the Far Travelled, sometimes known as the Knight of Arianka", Edited by Erasmus Weiss of Altdorf,

Leonardo's Workshop

Minis of the Dogs of War



Minis by
Elim Elam



Dezres!



Minis by Steve Dean

www.steve-dean.co.uk



The Mustering Grounds

Hobby and Modeling

How to make a Dogs of War Cannon

By Nifty

(Sometimes its the easy things that get overlooked in creating a character force; this is especially true when you consider the Dogs of War which are now Out of Print in terms of Minis so utilizing the existing Empire range makes sense.

Here example of that notion, with a short how to on creating an Dogs of War Cannon.-Willmark)

- 1 First acquire an Empire Cannon/Mortar. Prepare the cannon, wheels, Mortar rear chassis, and the Cannon Middle carriage.
- 2 After gluing the halves of the cannon together cut the middle section out of the cannon and reattach the muzzle make sure everything lines back up and are as straight as possible.
- 3 Assemble the crew however you wish and see the pictures below for different angles of the cannon.



Also this article appeared on our old site and is still there, something that the old admin missed. So I figured its was easy enough to carry forward and show here. So remember, not every conversion needs to be a complex one; sometimes simple is jus as good.- Willmark.)



The Daemonic Legion

WWW.THEDAEMONICLEGION.COM

Chaos Dwarfs Online

WWW.CHAOS-DWARFS.COM

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The Mustering Grounds

Hobby and Modeling

How to make a Bearman of Urslo

By Someone2040

I've had a lot of people comment on my Bearmen. Most people don't even notice that they're not the official Bearmen of Urslo models. I also have had people ask me how I have made them, so figured I would make a tutorial! First and foremost, I wanted the models to look like the actual models. I like when converting my Regiments of Renown (Unless I have a separate counts as idea in mind) to look as close as possible to the original models. Second of course, I wanted it to be cheap and reasonable. So I had a while to think on it, and after a test miniature I went ahead and made an entire regiment of them.

So here's how you do it! None of the steps are particularly hard, I think anyone can make them with a small bit of patience and the tips and tricks I share with you in the tutorial.

Materials Required

-A box of Warhammer Plastic Marauders. If you want more than 16, you may have to shell out for some more.

-Plastic 4th/5th edition Skeleton Shields. These are the old round shields that have a plastic insert you place onto them. These can be bits bought through GW.
-Greenstuff. This is needed for the sculpting (which is pretty much all of the tutorial). You can also substitute the putty of your choice here.

-Sculpting tool. The GW sculpting tool will suffice, although I use a different one.

- (Optional) Razor Saw. I use this for chain mail, if you have your own technique for Chain mail, this isn't required.

- (Optional) Marauder Horsemen heads. The Marauder Horsemen have some very nice heads in the kit. If you have access to them, I suggest using them to add a bit of variety to your figures.

Making the Bearman

The Bearmen them selves aren't too hard, but are tedious as there are multiple steps you must wait for greenstuff to dry. When I'm in the mood for greenstuffing, I'm in the mood. So it can take a while if perhaps I'm not in a similar mood the next day. Overall, just keep at it and I advise doing say 2-3 models at once.

Step 1: Cut the Legs and torso from the sprue. Use whatever your standard method is to get rid of mould lines and flash, etc. Glue the torso to the legs.



Step 2: Your first step of using green stuff! Mix up some greenstuff as usual. Here we're making the chain mail kilt. I get some baking paper, and

make a rectangular shape on it roughly the size of the kilt itself. Then I fold the baking paper over (So it's covering both the top and bottom of the greenstuff) and push onto the green stuff to flatten it out, and make it thin.

Step 3: I cut away (if necessary) from the kilt so it's rectangular again, and then remove it from the baking paper (The baking paper doesn't stick as much). I then push it into one side of the Marauders loincloth, and then wrap it around to the other side. If it falls short, don't worry about it just yet. If it's a bit too

long and will go over the loincloth, just use your sculpting tool to cut the extra off. Get your sculpting tool, and using the flat end, push the greenstuff into the pants just under the belt. This will help it stay in place. Now you can get some more greenstuff and fill in the gap on the short side.



Step 4: Chain mail time. You may wish to let your greenstuff cure for a while at this step so it's a bit more firm. There are lots of ways you can do chain mail, some people will put in a huge amount of effort and poke each hole individually and make sure everything is all natural. Me? I'm not that patient. I found this a while ago on an internet site, although I can't remember where but it's definitely not my original idea. The Razor Saw has lots of little teeth, which are roughly, about chain mail links apart. I just grab the razor saw, and dig those teeth into the greenstuff and wrap it around the chain mail. Do this multiple times, in rows underneath each other and you get some quick and simple chain mail. The only thing to be cautious about is you don't want to go over the same area twice, as it will end up looking messy. Make sure before continuing to the next step you let the greenstuff dry.



Step 5: Next step is the torso. Grab your greenstuff, and just start applying it to the chest and shoulders in an even fashion. Once that's done, use the same thing with the razor saw as above to create your chain mail. Once you're done, let the greenstuff dry.



Step 6: Glue the arms on. Now might be a good time to glue the figure to its base also if you haven't done so already. If you do, make sure he lines up with the rest of your Bearmen, as the Marauders are a bit bigger than the old 5th edition models and aren't meant for 20x20mm bases.

Step 7: Bearskin cape. Get greenstuff and apply it so it doesn't cover the neck area (Need

that for your head), but goes over the shoulders and hangs a little on the front side, but more on the back side. Now it's time to use your sculpting tool again. Starting at the bottom, make quick strokes down along a horizontal line. Next, do the same thing but go one row up and have the strokes overlap the last set a little. Continue until you're done on one side. Then turn the model around, and do the same on the other side.

Step 8: If you want a shoulder pad on the model, now's a good time as you can just squeeze it on top of the wet greenstuff, and it will hold it there when the greenstuff sets.

Step 9: Get the head you want for the model, and glue it onto the figure!

Step 10: You're done! That's the Bearman part of the tutorial finished! Not so hard when you use a few shortcuts to get through.





The Finished Bearmen

Here they are, 3 randomly picked finished Bearmen of Urslo. I personally think they look fairly good. One who's truly blessed with sculpting would be able to make neater and better looking ones, but hey, as long as it looks good from the sights of the generals, I think they're ok.



Making the Shield

I thought the shield would be hard, and I was tossing up between just painting the bear paw symbol or sculpting it. In the end, I found a fairly quick and easy (Although, by no means neat) way of doing them.

Step 1: Get your greenstuff, and place onto the shield a roughly paw shaped blob and flatten it down.

Step 2: Using your sculpting tool, drag two lines across the paw.

Step 3: Get your sculpting tool, and make zigzag indentations to the top part of the paw. These are the parts that turn into the claws, so make sure you do the correct amount of zigs and zags! Make sure you cut all the way into the greenstuff as well.

Step 4: Scrape out the excess greenstuff from between the claws. This is the messy part. If you cut in deep enough, it should come out easy as it shouldn't be attached to the claws. Most likely your claws will get elongated here, but it's no huge deal.

Step 5: Now, cut small parts at the base of the claws to be joint. Easier just to look at the picture to see what I mean (hard to describe). This may turn out squarish, so you may want to tidy it up with your sculpting tool.



Painting Wee Ben Nevis

By Border Reiver



I started painting miniatures a long time ago – back when Citadel minis were 50 cents each and were sold in baggies, staple to yellow cards. Two of my favourite minis hail from this era, and remain part of my Dwarf Army, but these aren't why I've been asked to scribble these notes down. It was my giant that I submitted to Golden Pike III.

I love the Marauder giant – it's big, mean looking and intimidating – plus it just looks more solid than the present plastic one. I painted this a while ago (the last touch ups were probably done about 5 years ago), and so have no pics of the how I did each step. I got this giant about 12 years ago in a trade (I think I traded a box of Oglah Khan's Wolf Boyz for him). I got him already assembled and painted, but he didn't fit into the "Highland Orc" army that I had, what with the short tunic and all. Those orcs now form the core of my oldest boy's Orc and Goblin horde – but I digress.

In order to have the giant fit in with the orc army I had I needed to make this giant a rally tall Scotsman. To do this, I extended the tunic into a proper length kilt with Green Stuff™, reprimed the giant and set to painting. The flesh was done with a Dwarf Flesh base coat, shaded with Flesh Wash and highlighted with Bronzed Flesh – similar to how I paint the flesh of my Norsemen and Dwarfs. I felt that it gave me a decent, ruddy tone to the skin. The tunic was going to look like unbleached linen – easy to do with a Bleached Bone basecoat and Skull White as highlights. The tartan was the challenge.

First thing I did was look at plaid material to get a feel for how it might look. That part was easy – all I did was open my closet door and look. Then I consulted a couple of Osprey's excellent Men-At-Arms books (The Jacobite Rebellions, and 18th Century Highlanders) for examples of historical tartans. The tartan was painted using a light green base coat. Then I painted the thick blue checks using well watered paints to let the base coat show through. Once that was dry I carefully added the white lines – again with really thinned down paints. Once I was satisfied with the look of the tartan I stopped. A couple of thin coats of matte varnish and then I added the final touch – some model railway foliage around the end of the tree trunk for the added look and then it was ready for use.

Past Gold & Glory Issues

Regimental Review

Analyzing the Regiments of Renown and Dogs of War units

1 Hero and 1 Special Choice

Piter Molatov and the Fire Guard Points: 260

	M	WS	BS	S	T	W	I	A	Ld
Piter Molatov	3	4	3	3	4	2	1	1	9
Ugwan	4	3	3	3	3	1	2	1	6
Fire Guard	3	4	3	3	4	1	3	1	9

Can be used as a Hero and Special choice in Chaos Dwarf army, and as a Hero and Rare choice in Ogre, Skaven and all Chaos Armies.

Unit Strength: 10+

Starting Strength: Piter Molatov (Level 1 Sorcerer must use Lore of Fire), Ugwan (must stay by his side) and 8 Fire Guards including Standard and Musician. May hire additional Fire Guard at 16 points per model.

Equipment:

Sorcerer: Hand Weapon, Staff of Flames, Power Stone

Fire Guard: Hand Weapon, Heavy Armour, Shield and Lava Crossbow

Ugwan: Hand Weapon, Light Armour, and Shield

Armour Save:

Guard: 4+ (3+ CC)

Hobgoblin: 5+ (4+ CC)

Options:

- Piter Molatov may be upgraded to a level 2 wizard for 35 points.

Special Rules

Deadly Fire: Can always fire Lava Crossbows with extra rank.

Ugwan: The familiar is the guard's lucky charm and gives the unit a 6+ Ward Save.

Staff of Fire: Once per turn can cast Fiery Blast (Lore of Fire) as a Bound Spell at Power Level 3.

Lava Crossbow: Fires flaming bolts. Attacks are both flaming and magical.

From an early age Piter Molatov found he was able to make fire bend to his will. His abilities didn't go unnoticed and Astrogoth himself trained him for many years. During his early service he was stationed with a group of Warriors guarding a convoy from the Ogre Kingdoms. It was during this mission a Hobgoblin known as Ugwan was first spotted following them at a distance. Ugwan has been drawn towards Piter for many years, always trying to stay in the background but ready if needed in a moments notice. Soon they spotted a party of invading humans that outnumbered by over ten-fold. Thinking quickly he used the power of fire to create crossbows and bolts out of lava that he had spew from the ground below them. He handed them to the warriors who found them cool to the touch. They took aim and fired, the bolts glowed while travelling to the target. Each that found its mark cause the target to burst into flames. Though they weakened the incoming humans but the ensuing battle was still an extremely long and hard fought engagement. They were able to beat back the enemy and the after the battle they found Ugwan was bruised and battered but Standing Tall after protecting the sorcerer the whole time. Piter and the warriors decided he must be the Sorcerers familiar and meant to travel with them. He was definitely a good luck charm and mascot for the unit for while he was there the warriors were unharmed. Upon their return their story became well known, the warriors decided to stay and protect the young Piter and took the name Fire Guard because of the rain of fire their crossbow can release on enemy units. Since then Ugwan joined them on all their missions and they seem to survive battles that other units suffer heavy losses. Many leaders of Chaos Dwarf armies, and even armies of their allies have heard the stories and do their best to acquire the services of Piter Molatov and the Fire Guard.

<http://chaos-dwarfs.com/forum/showthread.php?tid=7029>

A few months back I ran a mini-contest on Chaos Dwarfs Online and we had a suprising number of entries for the "Create a Chaos Dwarf Regiment of Renown".

Here is the secodn place entry by Bilbo Baggins a member here and on Chaos Dwarfs Online. Stay tuned as future issues of Gold & Glory may contain the other entries and perhaps illustrations if we can find illustrators willing to do them.

So without further delay here is Piter Molatov and the Fire Guard by Bilbo Baggins.

- Willmark



Mini By
Hotstuff

Issue 1 Winter 2009

<http://dogsofwaronline.com/forum/showthread.php?tid=172>

The Inaugural issue of the ezine of Dogs of War Online, ceated for Dogs of war generals everywhere. The one that started it all!

Inside you can find thought on the mainstays of any Dogs of War force: Pikes, great photos, a treatise on the Lands of the Mercenary and much, much more.



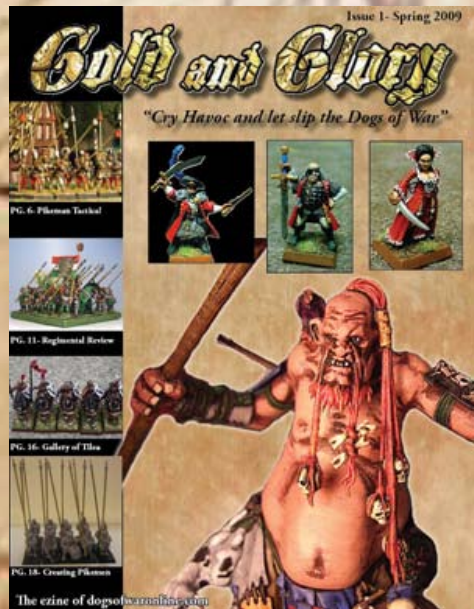
Issue 3 Winter 2010

<http://dogsofwaronline.com/forum/showthread.php?tid=719>

A time of flux, but a awesome achievement none-the-less: the third issue of any ezine is nothing to be dismissed idly.

Also featuring a great piece of art by TwilightCo as our cover artist.

Issue #3 lays the groundwork for great things to come.



Issue 2 Summer 2009

<http://dogsofwaronline.com/forum/showthread.php?tid=283>

This one contains the excellent debute of Mercenary Tales-member fiction by the fans of the Dogs of War; Golden Pike I winner; The first Battle Report; Mercenary Tactica and more. And the cover by Malorn.

Issue #2 was and is, not to be missed!



Know your Enemy!

Battle Tactic- Dogs of War vs. Chaos Dwarfs

Confronting the Chaos Dwarf Menace

By Border Reiver



Mini by Exquisite Evil

A Briefing by Unterleutnant von Messel, Imperial Intelligence Service (acquired by Caterina de Medici [don't ask])

Honoured sirs, I have the honour to present the analysis of the available intelligence on the so-called "Chaos Dwarfs." Briefly it would appear that our most ancient of allies are also susceptible to the taint of the Ruinous Powers, and that the exposure has dramatically affected their society and military capability. It would appear from guides and interrogated captives that there are two main types of Chaos Dwarfs, a northern branch and the eastern branch.

The Northern branch appears to be visually similar to the northern barbarians, with similar styles of armour, while the eastern branch tends to a much different visual appearance, favouring high ornamented headdress, lamellar armour and tightly ringletted beards and hair. There is a higher occurrence of mutations among the northern branch, although the eastern branch tends to develop tusks more frequently. Both sides seem to be equipped in similar ways, so the visual differences may simply be cultural differences, such as those between our great land and the Bretonnians.

There are a number of significant differences between these Chaos Dwarfs and our most ancient allies, and more similarities than they would care to admit. Slow and purposeful is the most delicate way to describe these warriors. The Chaos Dwarfs are simply not as quick moving as their western kin and it would appear that they are susceptible to being march blocked by nearby bodies of enemy troops – this is something to take advantage of, if possible. They are very technologically advanced, relying heavily on war machines and black powder weapons to deal with the enemy.

Unlike Dwarfs, Chaos Dwarfs rely on greenskin slaves to carry out many tasks instead of performing these tasks themselves. This may indicate an extremely small population base, requiring the Chaos Dwarfs to use extensive labour from other species. Some

Chaos Dwarfs show an extreme mutation, with their lower bodies actually being mutated into the bodies of bulls, these so-called "Bull Centaurs" are beings of high caste in their society and appear to have some sort of divine sanction applied to them. The most stunning difference is that Chaos Dwarfs use magic. More will be said on this later in the briefing.

The military capacity of the Chaos Dwarfs is robust, with both heavy and medium infantry, light and medium cavalry, and a large amount of war machines. The Chaos Dwarfs are the highest caste in this society, with the dependant tribes of hobgoblins (a breed of greenskin somewhere between orcs and goblins in ability) and a large number of slave troops.

The leaders of this society are the priests of their foul daemon, who according to the most holy priests of Sigmar is called Hashut, the Father of Darkness. These priests carry out the unholy rituals and interpret the will of their false deity. As might be expected from Dwarfs, Fire and Metal magic play a large role in their spell castings and the name of their foul god suggests that they may be able to call on the powers of Shadow and Death as well. As wizards, the Chaos Dwarfs are nothing special, and most magical countermeasures should be able to deal with them. The highest caste wizard dwarfs are able to ride large magical beasts called Lamassu – essentially lion-like beasts with wings, a clubbed tail and the face of a Chaos Dwarf. These give the spellcaster considerable mobility and a degree of resistance to spells directed at them, but are quite limited in close combat ability. If you sight one of these [insert picture of lamassu here] use missile weapons or close combat to deal with the threat rather than magic.

The fighting nobility are divided into two categories, the Chaos Dwarfs proper and the Bull centaurs. Both types are excellent fighters, but the Chaos Dwarf heroes and lords are both excellent leaders and it is difficult to tell who is actually leading the expedition, in general, the being with the tallest and most ornate

headdress is probably the general, and should be targeted as soon as possible. Lords may also show their status by riding a winged bull called a Great Taurus. Beware this unholy creature's fighting prowess and ability to breathe fire. As a rule, a Great Taurus should be targeted by cannons, and crossbow equipped units as soon as practical to eliminate the threat.

As a side note, some expeditions have been noted to employ hobgoblin chieftains to keep the slave troops in line, or to bolster a unit of wolf riders. While obviously not in the same class as a dwarf lord, it is as capable a fighter as most captains and his ability to ride a wolf should remind us that valuable support troops, such as wizards should not leave the safety of their assigned formations until the threat is neutralized.

Minis by Bassman

The bulk of a Chaos Dwarf war party or slaving expedition will be composed of Chaos Dwarf heavy infantry, equipped either for close combat or with a short range missile weapon called a blunderbuss. While the abilities of Dwarf close combat infantry should need no introduction to this illustrious audience, this missile weapon may require a more fulsome explanation. Loaded with small round shot, a blunderbuss is a deadly short range weapon, capable of discharging an incredible amount of shot into a formation, and can turn a lightly armoured

unit of men into meat, it is vulnerable due to its relatively short range and the inability of the bearer to carry a shield. Our tacticians suggest that the best counter to this weapon is either flanking the formation, or to send in either heavily armoured and or fast units, such as novice knights, to engage them frontally if the flanks cannot be engaged. As an alternative, crossbowmen can be used to reduce their numbers and the effectiveness of the blunderbuss unit.

Hobgoblin light to medium infantry are usually encountered as small units of ill-equipped foot troops, but can occasionally be seen as well equipped as Imperial swordsmen. The smaller units are generally sacrificial in use, intended to redirect or to bait our better quality units while the heavy infantry prepares to engage the flank of the redirected unit. Care should be taken to counter these units with missile fire, or small units of free company or mercenary duellists – their small size leaving them vulnerable to being panicked or easily beaten in close combat.

The Chaos Dwarfs make use of largish units of light cavalry - hobgoblin wolf riders. Equipment wise there is an extremely wide range, probably the result of tactical debate amongst the Chaos Dwarfs themselves, but most units will either be equipped for hand to hand combat or with bows. When fully equipped with armour, shields and hand weapons they are formidable war machine hunters and hunters of ranged troops – such rabble cannot be ignored, and some thought of driving them off with a preemptory charge of heavy cavalry may be taken.

Less common troops include orc and goblin slave troops. Equipped with the cast offs of their masters and driven into battle to escape the life of misery they are often wretched, but just as dangerous as their feral brethren.

Perhaps more common in Chaos Dwarf armies are units of Black Orcs. Seemingly favoured slave troops they are well equipped with a wide range of weapons and defensive armour. If at all possible these troops should be engaged from the flank in a similar fashion to all enemy elite troops.

There is one tribe of hobgoblins that is renowned for its treacherous nature, and scholars have translated its name as

“Sneaky Gits”. These “Gits” are renowned for their knowledge of poisons and apparently smear some very virulent poisons on their blades, making them opponents to be wary of. However, this tribe seems to eschew body armour and is rarely encountered.

The rarest soldiers in a Chaos Dwarf force are the Bull Centaurs. Unholy amalgams of cattle and dwarf they are considered to be holy warriors by the priesthood. They are strong, fast and disciplined fighters, and should be



Minis By David Hansevi

And all can be found at www.coolminornor.com

treated as if they were the enemy's heavy cavalry.

As if compensating for lack of numbers, or simply demonstrating their technical knowledge, Chaos Dwarf armies employ a great number of war machines, some of which are rumoured to have demons bound to them, others simply being fairly well made examples of their type.

Simplest is the ballista or bolt thrower. Manned by hobgoblins it is dangerous to massed formations of infantry, heavy cavalry, heroes mounted on flying beasts or other large targets such as mercenary ogres or giants. It appears to be generally reliable, only hampered by the less than superb skill of the crew.

The other machines are crewed by the Chaos Dwarfs themselves and are considerably more dangerous. The so-called Death Rocket fires a single rocket, which hits reasonably hard in a similar manner to our own Helstorm Rockets. These rockets have a tendency to ricochet around the battlefield possibly due to their flatter trajectory and can therefore be dangerous even

if they do not hit their intended target.

The final war machine seen in general use by Chaos Dwarf armies is the so-called Earthshaker cannon. This weapon is fired in a similar manner to our own mortar, but it is the payload of the shell that is most dangerous to us. The shell is designed to penetrate the earth, and then to detonate. The force of this explosion is such that it will knock people from their feet and stun them with the concussion - reducing movement, disorienting war machine crews and ruining the ability of missile units to shoot with any degree of cohesion or accuracy. The nature of these shells is unknown, there is speculation that the effect may be daemonic in nature, but there is a school of thought that the Chaos Dwarfs may simply be far more advanced in explosives and artillery technology than we are.

While Chaos Dwarfs were seen manning the dreaded Hell Cannons during the Storm of Chaos, none have yet been observed in their own armies, lead-

ing to some speculation that the Chaos Dwarfs may have looked on that war as a means of ridding themselves of weapons that they themselves do not consider reliable enough to use themselves.

To sum up, chaos Dwarfs represent a serious threat to Imperial armies, their high quality heavy infantry and war machines are equal to or even better than those of our ancient allies, and the use of greenskin slaves gives them a tactical flexibility to deal with nearly any battlefield threat. The only real flaw in their military structure appears to be the lack of a credible middle range missile weapon.

Suggestions for dealing with Chaos Dwarfs are to engage at long range, initial targets for crossbowmen should be the smaller, more easily panicked units of hobgoblins to clear away these distractions, then the units of wolfriders, who will often be operating in advance of the main army and can be disrupted to the point of uselessness or driven off. After reducing the distractions, missile troops should then concentrate on the formations of the bull centaurs to eliminate or reduce these threats. Finally, the units of heavy infantry can be targeted to reduce their numbers.

Some thought must be given to targeting the warma-



Minis by Ishkur Cinderhat

chines with either our own or by using cavalry to disrupt their line. Scouting units may also prove to be useful in this area. Dispersal of warmachines throughout the line of battle is preferable to concentration in batteries, to reduce the effect of the Earthshaker cannon.

Large flying targets should be targeted by cannons quickly.

Magically, wizards from the Bright College or the Alchemical Schools should not be employed, as their spells are often of limited effect against Chaos Dwarfs and other magical abilities should be used to counter them. Our Battle wizards recommend the Celestial College, Amethyst wizards or Grey Pilgrims. Jade wizards may be able to disrupt the war machines and other abilities of the enemy, but their magic is much more situationally effective.

Bull Centaurs can be more than adequately dealt with by our own heavy cavalry, but care should be taken to ensure that they are scattered quickly, as protracted melees favour the Centaurs and their ability to use great weapons to better effect than we can use our swords in a melee. Again, the ability of the knights to disrupt and scatter enemy formations on a charge is what is necessary, as the Bull Centaurs have both the strength and fighting ability to deal with our armour.

Chaos Dwarf heavy infantry geared for close combat will be extremely difficult to deal with from the front, as they are both skilled and tough opponents. Generals should be prepared for a grinding war of attrition, unless the enemy's formation can be disrupted. Those that are equipped with the blunderbuss

should be presented with a number of targets and attacked with the most heavily armoured units that we can locate, to deal with the fire zone of the blunderbuss. Other options include ogres and giants if such Dogs of War are available.

In short My Lords, the threat posed by the Chaos Dwarfs is real, and while we can thank the Dwarfs for holding them back for many years, it would seem that they have also been suppressing knowledge of them as well. I trust this briefing has been informative and that you will be able to apply it well in future. Numbered copies of this briefing have been distributed to your staffs.

[scrawled at the bottom of the page was a note "Remember to give Caterina a nice present in return for this gift."]

Alright enough of the pseudo-intelligence briefing, what do I, the Dogs of War General need to know to deal with the only army list that is older than my own? Well for starters, beware two units in particular: the Blunderbuss armed Chaos Dwarf warriors and the Earthshaker cannon.

The Blunderbuss is particularly deadly to many of the troops that we can employ. Blunderbuss armed troops do not roll to hit, what they do is generate a template 12" long and as wide as the unit doing the shooting that will hit every model under it on a 4+. The strength of the hit will depend on the number of full ranks doing the shooting, ranging from S3 with only one rank to S5 with three or more ranks. The warriors are still dwarf warriors with heavy armour, so they aren't pushovers when they get into HTH either.

The key to dealing with these units is to strip off ranks to reduce the strength of their shooting, and then to deal with them using a real weakness, have the unit attacked by models with multiple wounds, or to launch attacks from outside the effective range of the weapon. Ogres are your best choice, especially if you can attack from outside 6" and get a bull charge off. No matter how many dwarfs are doing the shooting, they can only do a max of 1 wound

per model so multiple wound models

have a good chance of not losing their effectiveness in a stand and shoot. Units charging from over 12" away will be the victim of a Stand and Shoot, but since it will be triggered at 12" away, it can only ever effect the front rank, if you have a decent armour save you can probably weather the firestorm and lay a beating on the unit. Do NOT let this unit get within 12" of a block of pikemen, or your T3, next to no armour wearing unit will suffer large numbers of casualties.

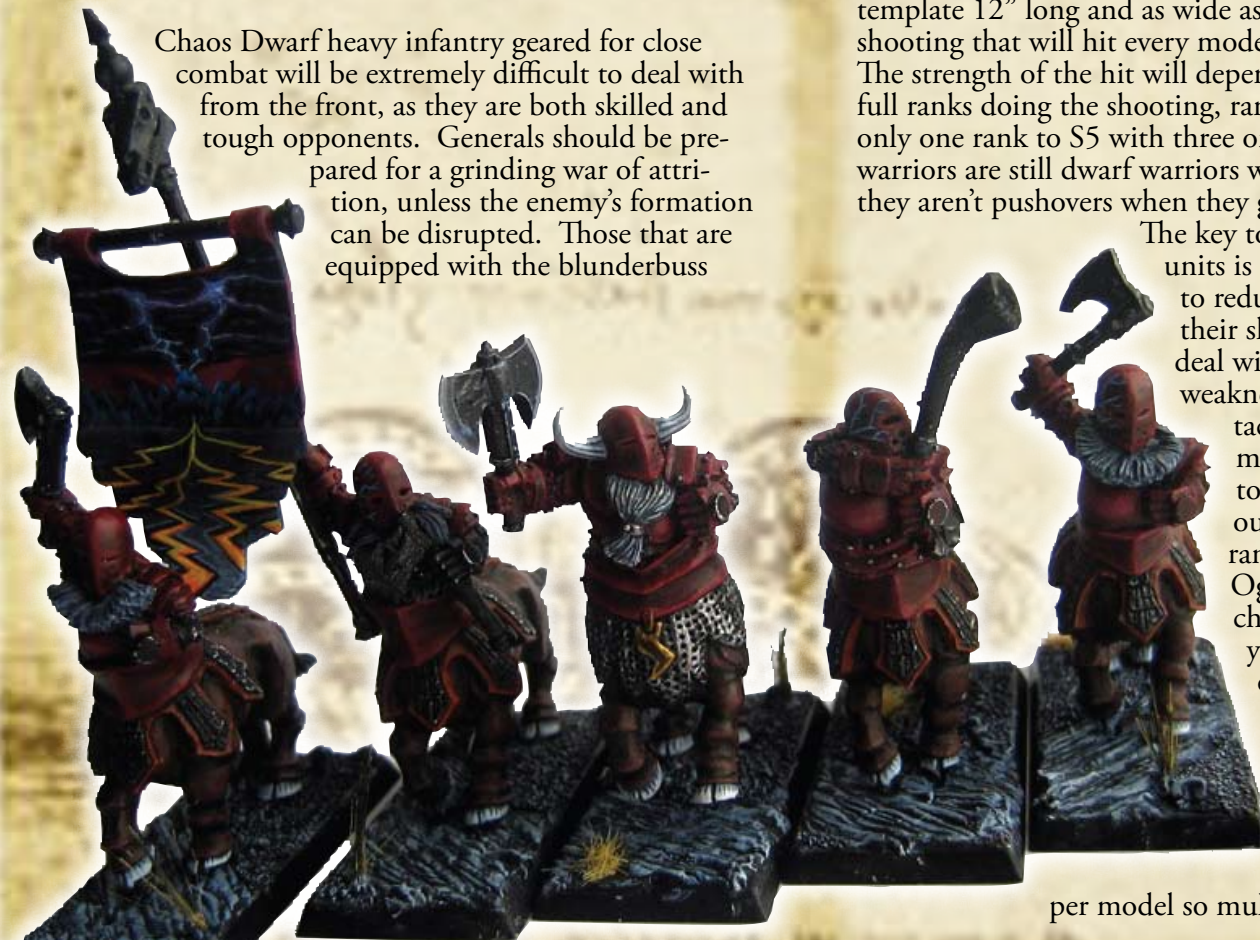
The Earthshaker can definitely cause problems. It shoots like a stone thrower, so if you can get inside its minimum range then you're safe, maybe. Even if you're outside the template of this weapon it is still troublesome, as it sends out a shockwave 2D6" from the point of impact that disrupts all troops caught within it. All movement is halved (for that turn), missile troops can't shoot and war machines can only shoot on a 4+. This is a unit that you need to shut down quickly, so send in the light cavalry, preferably with spears, or use Menghil Manhide and the boys to engage and kill the crew.

Other than that, Chaos Dwarf and Black Orc infantry are your biggest worries. They have the T and the armour save to turn a simple attack into a really hard slogging war of attrition, that you as the leader of T3 troops with light armour just aren't as equipped to handle. Deal with the heavy infantry first at range with crossbow armed troops – Chaos Dwarfs only have access to bows to bridge the gap between the short ranged blunderbuss and war machines – take advantage of this and reduce the size of these blocks with your crossbows, then engage both frontally and in the flank to ensure that you have maximum CR.

The other major problem that DOW generals will have is with the small disposable units of hobgoblins. This small (10 models) units with minimal equipment cost less than half of our nearest comparable unit and can serve multiple functions; such as baiting, screening, redirecting charges, and just holding table quarters – all of which can be done with a 20 point unit. These units are often susceptible to panic from shooting, (if out of the gen-

eral's leadership bubble) and of course find it challenging to handle anything tougher than a Halfling in hand to hand, but do you have the time to deal with swinging your unit back into position, or can you handle the flank charge from the fully ranked unit? Duellist units armed with pistols are best to deal with them if the Hobgoblins are being used as screens or as redirecting units.

Bull Centaurs, while tough opponents, are not as fearsome as they are often made out to be. Our own heavy cavalry is better armoured, due to the bonuses for being mounted and often for barding, but lacks high strength attacks unless they are charging. Bull centaurs are better than our heavy cavalry if the combat lasts more than one round, or if they are charged, as their multiple attacks, decent armour and T4 will allow them to deal out a reasonable amount of pain. There is some room for debate over whether the Bull Centaurs get +1 or +2 Strength from their Great Weapons, or if they get the +1 armour save for hand weapon and shield, depending on whether they are considered to be US 2 infantry models (which would be in line with how Beastman Centigors are treated), or cavalry (which is inline with the BRB). My opinion is that they should be treated as US 2 infantry as that was how GW stated they should be used while 6th edition was in effect and how the Centigors are presently treated, but if you feel like being a rule lawyer feel free to say that they are cavalry without the perks.





Minis by Ishkur Cinderhat

Pay attention to what spells you are using against Chaos Dwarfs. The flaming attacks offered by several magic weapons and a variety of spells are useless against heroes wearing the Amour of the Furnace, or mounted on the Great Taurus, as both will render the model immune to fire. Also do not target a Chaos Dwarf sorcerer on a lammassu with magic. The beastie gives Magic Resistance 2 to itself and the rider, so if you feel like wasting your time and power dice – go ahead, otherwise, find a better target, such as the approaching Black Orcs.

If you're ever facing this army, what you need to do is to remember to have a definite priority list:

- a. Silence the warmachines (scouts, the Captasus, or fast cavalry).
- b. Reduce the effectiveness of screening/redirecting units of hobgoblins (shooting is the best way).
- c. Strip ranks off the blunderbuss armed warriors to reduce the strength of their shooting (crossbows).
- d. Close to hand to hand only after reducing the effectiveness of his major units (Bull Centaurs, Black Orcs, Chaos Dwarf Warriors, Orc Boyz, Kitted out Hobgoblins, and Sneaky gits in that order).

Your own experience will guide you how best to do this, but remember, if at first you don't succeed make sure you get paid in advance for the second attempt.

(Awesome Stuff there Border Reiver, as always although I'm not sure why I want people knowing how to defeat the Chaos Dwarfs!)

Look for more of Border Reiver's excellent articles in the Word of Hashut- Willmark)

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The Dogs of War

CORE

- Pikeman
- Crossbowmen
- Duellists
- Heavy Cavalry
- Light Cavalry

CORE

- Pikeman
- Crossbowmen
- Duellists
- Heavy Cavalry
- Light Cavalry



By Number 9



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Steve Dean



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The Dogs of War

By Karsten

SPECIAL

- Ogres
- Dwarfs
- Norse Marauders
- Paymaster's Bodyguard
- Halflings

By Someone2040



By Dariuszero

By Someone2040

CHARACTERS



By Joe



By Karsten

The Dogs of War

RARE

- Cannons
- Halfling Hot Pot
- Giant



By Macknight



By Joe Rodge



By Number 9



By Steve Dean



All in a Days Pay

2,400 Point Battle Report



The Opponents

jpf1982

commanding
The Dogs of War



Sean Prideux

commanding
The Dark Elves



2400 Point Battle Report

— Pitched Battle

Sean

I had trouble deciding where to put things, Joe's Duelists and Crossbows gave him the unit advantage on me meaning I would have to place my Hydra before his cannon. Drat. I decided just to keep my Cold Ones centered on the table and to hide the Hydra in a wood. That way if Joe went 1st it would be at least 1 turn that the Hydra wouldn't be taking fire. I had won the roll for sides and so chose the only hill to place my Repeater Crossbowmen on to provide covering fire if Joe advanced quickly. We rolled for objectives on a big chart that Joe had. Apparently once a .pdf file that GW had which gave a large number of different and random objectives. We felt this would give the game a better direction than just a pitched battle. My objective was to force at least 1/2 of his units to at some point during the game make a 'flee' action. I do not anticipate this to be easy.

jpf1982

Sean took the side with the hill. Darn. Looking at his list as he deploys I can already pick a couple units I'm going to have trouble with; Hydra and Cold Ones being top of the list. My objective was to have 75% of my starting Unit Strength survive the battle. I nearly laughed out loud as I knew that this objective wasn't going to happen straight off the bat. I decide to put the cannon in the woods as far from the Hydra as possible. This gave me at least the choice of shooting at the Cold Ones from possible flanks if he wasn't careful with them. I stuck my crossbows across the river so that if he wanted to get them he'd have to basically lose a unit for 2 turns of the game.

By Joe Rodgers



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The Dogs of War

By Nikos



- 1 Hireling Wizard
-Level 2, Power Stone, Lord of Fire
- 2 Hireling Wizard
-Level 2, Dispel Scroll x2, Lore of Death
- 3 Paymaster
-HA, Warhorse, Barding, Sword of Might, Enchanted Shield, Talisman of Protection
- 10 Crossbowmen
- 4 9 Duelists
-Bucklers
- 5 6 Heavy Cavalry
-Full Command, Barding
- 6 20 Dwarfs
-Full Command, Shields, Great Weapons
- 7 20 Dwarfs
-Full Command, Shields, Great Weapons
- 8 20 Norse Marauders
-Full Command, Great Weapons
- 9 Cannon

THE DARK ELVES

By Khan



- 1 Master
-Shield, Cold One, Blood Armor, Deathpiercer
- 2 Sorceress
-Level 2, Dark Steed, Dispel Scroll, Pearl of Infinite Bleakness, Lord of Dark Magic
- 3 Assassin
-Rune of Khaine, Black Lotus, Cry of War
- 4 20 Warriors
-Full Command, Shield
- 5 5 Dark Riders
-Repeater Crossbows
- 6 10 Repeater Crossbowmen
- 7 15 Executioners
-Full Command, Tullaris, Blade of Ganeth, War Banner
- 8 5 Cold One Knights
-Full Command
- 9 Hydra



Deployment



on Word of Pain, but with no negative effects. My Repeaters killed 4 of his Duelists forcing a panic check which they failed which I was banking on. My Hydra also rolled exceptionally well killing 4 Dwarfs with its breath weapon.

Dogs of War Turn 2

So I lost 4 Dwarfs and naturally he killed enough of my Duelists to cause a panic which they of course failed. They also failed to rally and ran off the board this turn. Eh... Small potatoes

DARK ELVES TURN 1

Having seized the initiative I decided to go first. I figured heck with it; surely I can get the Hydra behind enough things to keep the cannon off it's back. I moved everything forward except the Repeaters. The Dark Riders moved up to threaten the Cannon while the Hydra ran towards the river. It could later choose its target I decided. The Dwarfs or the Crossbows. My magic was a total fail this turn and my shooting was no better.

Dogs of War Turn 1

He was moving quickly... I Moved my Knights forward to possibly combo the Hydra should he get to aggressive with it. I moved the marauders up to get ready for the Cold Ones. The Dwarfs mostly stayed still; scooted up just a smidge with both units. I had originally planned on leaving the Duelists in the forest to guard the Cannon; but thought that since Sean's Dark Riders were sitting shooting perhaps he would leave them in place so I moved out keeping them between me and his Repeater Crossbowmen. Magic for me wasn't much with the fire mage failing to get anything off on the Hydra as planned and the Death mage only killing 1 Cold One. My Crossbows did manage a wound on the Hydra though!

DARK ELVES TURN 2

I had thought after playing Joe with previous armies that this would be the big start of Combat, but he decided to play cagey this time. He moved up, but only slightly. He had pushed his Duelists in front of my Dark Riders for what reason I'm unsure. He moved his Knights up into a good position so that if I charged the Dwarfs and did not break them he would flank me, but if I stayed where I was he would Duel charge me forcing me to run the Hydra into the edge of the river to avoid the charge arc of the Knights. Everything else again basically moved forward positioning for what I felt would be some great charges in turn 3. My magic saw me spend 2 dice on Power of Darkness and gain them +2 back. I got Black Horror off on a 14 against the Dwarf block on his right flank which he used a Scroll on. I then proceeded to miscast

I think. His Hydra now being out of my Charge Arc I decide after doing some mental math to put the Knights into the Spear Elves. I also decide to take the Dwarf's into the Hydra. I figure with Great Weapons I can surely do a wound or two and if I can take out the Beastmasters it may leave it stranded later even if I do lost combat. Naturally I fail. There was an Assassin in the Spears and it completely ruined my day. It didn't take the Paymaster out directly but contributed the 2 Wounds which lost me the combat by 1! Even with the Paymaster re-roll I couldn't keep it together and then managed to have hateful dice roll me a 7 for a flee move. He of course then catches me and proceeds to laugh maniacally as my Marauders and unengaged Dwarfs both fail their panic checks. I fail to do a single wound to the Hydra or Handlers; the Hydra then has dice like fire (dang hatred) and between him and the Handlers inflicts 8 wounds! I fail the double 1 and although I escape it matters very little.





DARK ELVES TURN 3

Cold One Knights failed their stupidity check running what would've been an even better charge considering the number of his things that were now in 'flee' mode. Instead I settle for the Executioners to charge the Marauders who then flee off the board having never seen combat. The Hydra charges the fleeing Dwarfs causing them to run off of the board as well. With the Duelists, Marauders, Knights and 1 of his Dwarf blocks gone this game was easily mine. I'd also at this point completed my Objective with the help of his paymaster rolling over on him. With the Sorceress dead this turn saw neither any magic nor shooting from me.

better. Dwarfs, Marauders and Knights all gone in 1 fell swoop. I figure I might still be able to pull a draw though if some things go my way. I manage to rally the panicked Dwarfs and reform ready for the Cold One, Executioner charge that is sure to come. The Cannon uses grapeshot and slaughters his Sorceress and 2 Dark Riders. Slim bit of vengeance for me on that. My Death Mage fails to get his spells through Sean's dispel dice and the Crossbows are now well out of position since his Hydra killed and ran after the Dwarfs.

DARK ELVES TURN 4

I Move the Hydra through the river into a good position to start after the Crossbows. The Warriors, Executioners and Cold One Knights all converge towards the remaining Dwarf block hoping for a BIG combo charge there to finish him off. With the murder that was the Grape shot my now single Dark Rider simply moves around the forest attempting to stay away from Grapeshot to preserve its 1/2 points. Hydra flames and kills 4 of his crossbowmen causing panic and they run.

Dogs of War Turn 4

Knowing that I'm in for a rough ride I simply reform the Dwarfs again to a more advantageous angle to take the charges I know are coming. The crossbows just got smoked and as the Duelists failed to rally thus running off the board. Still small potatoes, but I was hoping to use them to at least contest a Quarter.

Dogs of War Turn 3

There you have it. While I don't like to quit games I certainly thought of it for a second. Then I thought

DARK ELVES TURN 5

With the Warriors still too far away I decided to take the charge I had with the Cold One Knights and the Executioners; I was certain they could take it; however I failed on my guess and the Executioners were just short. This left the Cold Ones going in all alone. I managed to Kill 3 Dwarfs while he only killed 1 back; but it was enough to lose. I failed my LD 8 check and ran, luckily I didn't have the bad luck Joe did earlier and managed to escape the death.

Dogs of War Turn 5

So the wound on his General obviously didn't deter him from charging. Luckily his luck finally ran out and I managed to break his Cold One unit. With everything now out of position due to my Pursuit I



My mage however manages to get off Soul Steal and put a wound on his General. Perhaps that'll make him think twice about charging. Alas, it was clearly not meant to be. I turn the cannon so that I can put a nice snip shot onto his General in the Cold One unit and successfully misfire! Cannot fire this turn or next. My luck has officially abandoned me.

have a pretty clear goal. Charge! At least I'll keep the Cold Ones running and run they did! Way far away. I now however really have nothing left to do.

DARK ELVES TURN 6

With my Warriors and Executioners now completely out of position due to his beating my Cold Ones and pursuing between these two units but out of line of sight all I can do is reform towards him. I move my last Dark Rider in between my Warriors and his Cannon hoping that it will perhaps deter him from shooting it at the Warriors; although I can't fathom why he would. The Cold Ones rally and between those, my Repeaters and my Hydra I now control 3 of 4 board quarters. I'm happy enough.

Dogs of War Turn 6

So I have 1 chance left to push this game towards a draw. If I can inflict enough wounds on his Spear Elves holding the Knight Banner and the Paychest Key and they flee I'll recover a hefty chunk of points. I'm not sure what the intention of pushing his last Dark Rider between the Cannon and those Spear Elves was, but I'll happily take the shot at him too and hope for even more points! I reformed the Dwarfs around to face the Spear Elves too, hoping for some good magic. I Soul Steal on the Assassin, and kill 2 with a Magic Missile. Not enough for them to panic. I then grapeshot the Darkrider and unit failing to kill the Dark Rider and killing 4 Elves! Hoorah I think, only to watch him pass the panic check. Well, I can't say I didn't try.

Wrap Up

Sean
I won handily. Met my objective which I wasn't certain I could do in the beginning and accepted my faults for what they were. I guess I'm not aggressive enough with my Executioners as they never made combat. The obvious turning point in the game was his Paymaster dying and causing 1/2 of Joe's army to flee. That's pretty bad dice for him. I also have to admit that a number of



my rolls (with the help of Hatred) were quite good. Speaking of the Paymaster I got awfully lucky with my Assassin there. If he hadn't been Joe would've won that combat by 2 and it could've turned out much different. For this reason I award my Assassin the MVP of the game. Dogs of War are definitely an interesting army; but that Paymaster is a big deal. I think Joe probably should've protected him better.

Massacare!

jpf1982

A loss. I can take a loss. What I found hard to take was just the luck, which watched the Paymaster die and then the 210 point block of Marauders just walk off the board. I guess that's what happens when you see that it is likely you won't get paid after a fight. Dang... Sean took a pretty fair list I thought. I certainly felt my list could've been better, but I was working within constraints of what I had available at the time and that was it. Clearly the Cannon was the MVP of the game having killed his Sorceress and nearly finishing off the Dark Riders itself. All in all it was a disappointing game; but what it does confirm is that



I need to really finish painting the rest of my stuff. I would've given 1/2 my paychest for a unit of Ogres in this game. Still we had a great game and I'm hoping to get a little revenge in the near future.



Looks like JPF could have used these guys! Willmark



Oh Man, not the position you want your army to be in after 6 turns!- Willmark

Leonardo's Workshop

Minis of the Dogs of War



Minis By Chambo



Leonardo's Workshop

Minis of the Dogs of War



By henrius



By henrius



By henrius



By henrius



The Word of Hashut



Leonardo's Workshop

Minis of the Dogs of War



Khemmri

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A Call to Arms

Guest Column



Hello everyone and after an interesting year I return to Gold and Glory. Interesting I say because I have to be mad to actually do the layout for not only *Gold and Glory* as well as the *Word of Hashut* on www.chaos-dwarfs.com; am I Insane? Probably.

Gold and Glory had an interesting first year from my perspective as I let the group take a stab at it and see what happened, to let them find their way. I will not say Issue #3 was bad far from it; it was simply more of a case that the road to you know where was paved with good intentions. Taking on a commitment of this size is not a small undertaking, I think after creating Issues #1-8 (and now working on #9) of the *Word of Hashut* I can say that with some degree of speaking from experience.

I say these things not to denigrate the Staff of *Gold and Glory* far from it. In fact, despite overwhelming odds we were able to manage to get Issue #3 out. The question naturally arises is why are ezines so important? A well-put together ezine is one of the single biggest things that a site

can do to raise its stature. And in the case of *Dogs of War* and the fact that our forum is as small as it is this is doubly needed. And therein lies the problem we need more help in order to produce this.

Now here is the point that people are not going to like: in order to make this work those that say they are going to submit something: need to actually do it. Sorry, but I'm not sugar coating this. It's not only a waste of time, but its disrespectful to the people that work hard on this. Sorry, I cant say this any other way. Sometimes it comes up as me being rude. If you know me in real life you know one thing if I'm anything I'm honest. And unfortunately that goes hand-in-hand with being blunt. As the old saying goes: if you ask a question you don't want an answer to, be prepared for an answer you don't want to hear. One of the things that I preached on the *Word of Hashut* when starting it is that in order for it to go this needs focus, laser focus.

Moving on but somewhat related: The future of *Gold and Glory*. Right now I am willing to do the layout, but that will not go on indefinitely. Most of my spare time is spent running either of the two sites or working on ezines. While fun, something will eventually have to give. As I noted in Issue #1, I don't play *Dogs of War*, but I am willing to help. So help me help the cause by getting the word out! There has to be folks out there that are skilled artists and designers that happen to play *Warhammer* or even play *Dogs of War*. So it's a question of getting them engaged in the site and its activities.

This to me is tied to the future of this army. *Dogs of War* are perhaps in an even murkier state than *Chaos Dwarfs*. In order for us to succeed we will need to consider the future, perhaps a partnership with *Warhammer-empire* as naturally a *Dogs of War* army can easily be represented by them, not fully mind you, but it offers an alternative. In short I don't have all the answers but I am willing to listen to suggestions.

That's all for now so please get those submissions in and if capable please volunteer some time for *Gold and Glory*.

In the meantime you see that much like I have done in *Word of Hashut* I will be trying out different types of layouts and designs to see what works and what does not in this space. Tell me your thoughts via the thread announcing this issue.

Many thanks for your time.

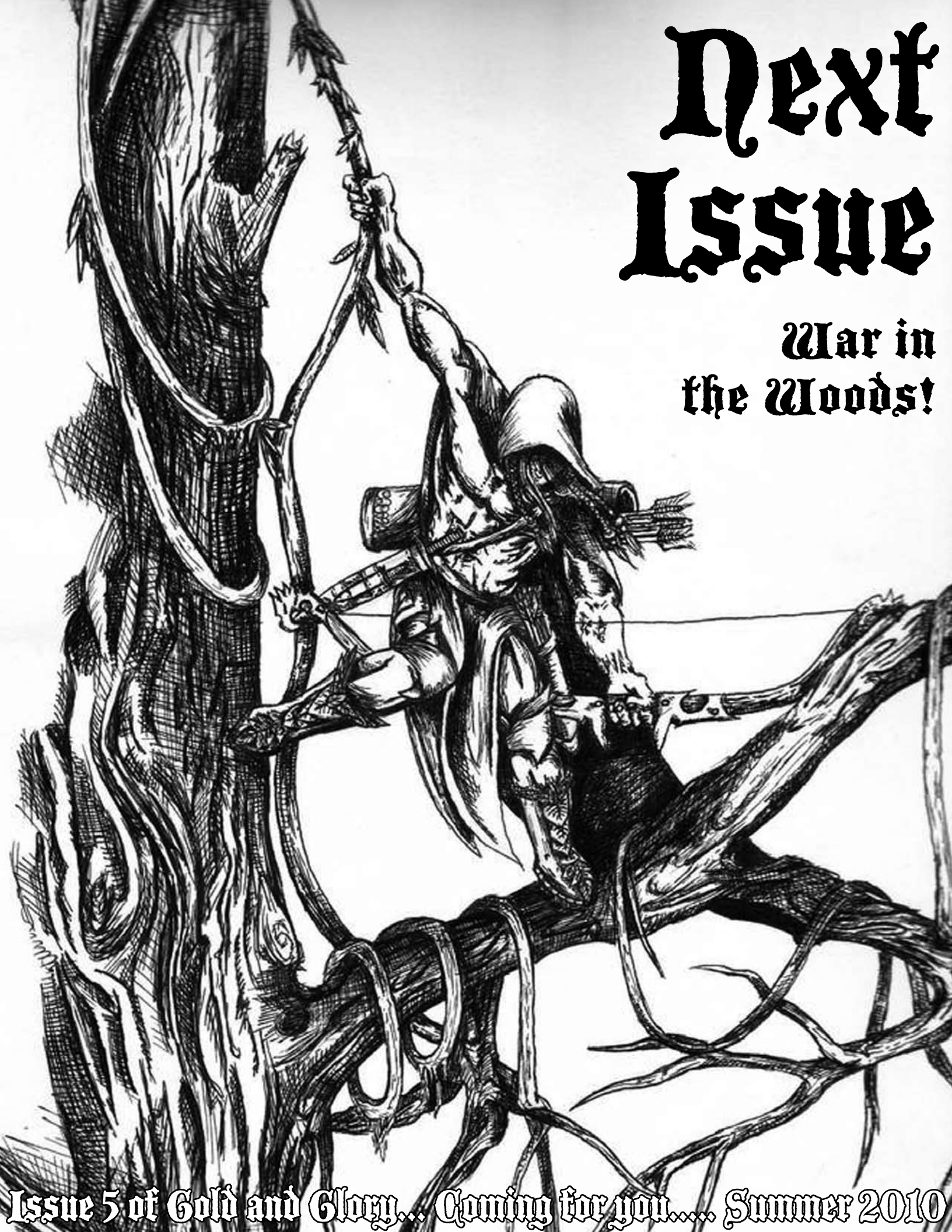
(For those not in the know I'm the Site Administrator for Dogs of War Online as well as one of the Administrators for Chaos Dwarfs Online).

Willmark



Next Issue

War in
the Woods!



Issue 5 of Gold and Glory... Coming for you.... Summer 2010