

# THE PILGRIMAGE

## 2010

### A Tournament for Warhammer Fantasy Battle

August 14<sup>th</sup> & 15<sup>th</sup> 2010



Players Pack



Squig hopper image courtesy of Sebastian Archer





### Are ye ready for the journey?

The Pilgrimage is a six game two day Warhammer Fantasy Battles ("WHFB") tournament for armies up to 2300 points. The event is being run by the Battle Pilgrims, a gaming club based in Castle Hill which consists of GW game system gamers from all different areas of Sydney.

The primary aim of The Pilgrimage is to genuinely encourage newcomers to the tourney scene in the hope that they can get involved in a side of the hobby which many of us around the country enjoy. Along the way we also hope to bring together some of the best players, painters and sports from around the country for an enjoyable and hard fought weekend on the table top.

### The Basic Details

- Venue:** Castle Hill High School  
**Date:** 14<sup>th</sup> & 15<sup>th</sup> August 2010  
**Points:** 2300 points  
**Games:** 6 x 6 turn games  
(2.5 hours allowed per game)  
**Army Lists Due:** 30 July 2010

A deduction to the players battle score may apply for lists sent after this date. The penalty will be 1 battle point per day late. Lists must be submitted in WORD Document format or Army Builder text file (showing the % of points spent in the different categories) ONLY by email to [BattlePilgrims@hotmail.com](mailto:BattlePilgrims@hotmail.com) . Lists submitted in other formats or on paper will not be accepted and deemed not submitted. Hence the late battle point penalty may apply should the correct format be submitted after the due date.

### General Format

Terrain will be pre-set by organisers.

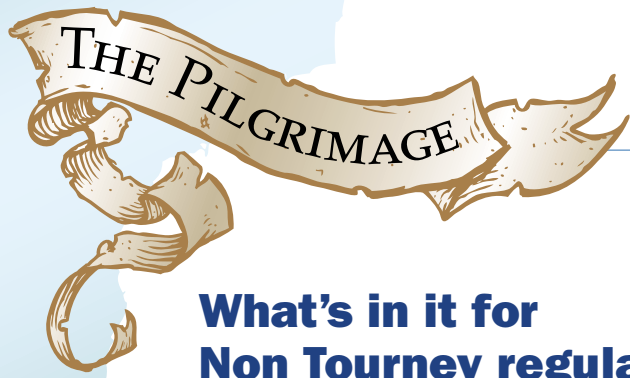
Schedule:

#### Saturday 14<sup>th</sup>:

- 8:15am - 9:00am** Registration  
**9:00am - 11:30am** Game 1 (random)  
**11:45am - 2:15 pm** Game 2 (seeded)  
**2:15pm - 3:00pm** 45 min lunch break  
**3:00pm - 5:30pm** Game 3 (seeded)

#### Sunday 15<sup>th</sup>:

- 8:30am - 9:00am** Player's choice voting  
**9:00am - 11:30am** Game 4 (seeded)  
**11:45am - 2:15 pm** Game 5 (seeded)  
**2:15 pm - 3:00pm** 45 min lunch break  
**3:00pm - 5:30pm** Game 6 (seeded)  
**5:30pm - 5:45pm** Clean up and final points tally  
**5:45pm - 6:00pm** Presentations



### **What's in it for Non Tourney regulars?**

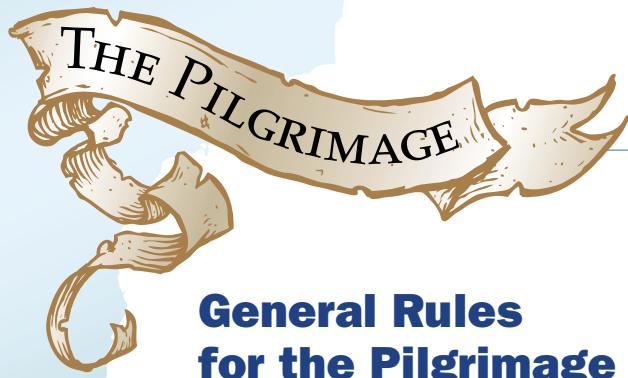
First of all any players for which The Pilgrimage is their first or second Warhammer Fantasy Battle tournament will be entitled to a discount on the entry fee.

Also the Battle Pilgrims understand that tournament play can, in some circles, have a reputation of being a little intimidating for newcomers. We hope to offset this misconception as much as possible and many of the regular tourney goers from a whole range of clubs have offered up their time to act as a tourney "buddy" to any newish player who has attended less than 3 Sydney tournaments.

These "buddies" will be experienced tourney gamers from various clubs and social groups within the gaming community and will be able to give you an idea of what to expect, any tips on tourney etiquette, list design or tactics, practice games prior to the event or simply provide an introduction during the tourney to the unfamiliar faces you see around the tables.

If you would like to be allocated a buddy just send the TO an email at [BattlePilgrims@hotmail.com](mailto:BattlePilgrims@hotmail.com) and list which of the 3 services you would like from a buddy. You can select all or some of them, it's up to you.

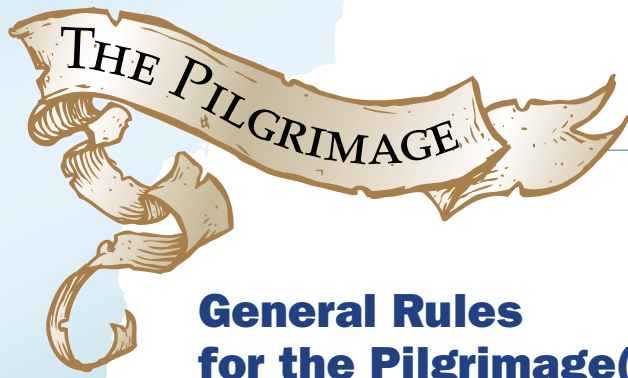
- List Discussion
- Practice Game Prior to the Event
- Introductions at the Tourney to other players



### General Rules for the Pilgrimage

- The Pilgrimage will be run under the 8th Edition Warhammer Fantasy rule set.
- No back of the book lists are allowed.
- All armies must use an Army book that has been published and released in Australia at least 1 month before the commencement of the tournament. Chaos Dwarf generals must use the list from the Ravening Hordes booklet.
- Dogs of War (DoW) armies may be used as published in the Chronicles 2004, including all Regiments of Renown published in the Chronicles 2004 and in White Dwarf, and released in Australia at least 1 month before the commencement of the tournament. .
- Unofficial Dogs of War and Chaos Dwarves FAQ and Bestiary created by the Battle pilgrims is incorporated at the end of the players pack
- Dogs of War units of Pikemen, Heavy Cavalry and Paymaster's Bodyguard can carry a magic banner up to a value of 50 pts.
- No Dogs of War units allowed in Non- Dow armies as per GW Erratas
- The- Max 12 Power Dice can be used/rolled by any casting player or by a dispelling player within a turn
- 5 Warmachine models Max, Steam tank counts towards this limit
- Minimum painting standards are three colours on each model in an appropriate scheme. Models should also be appropriately based. Suffice to say that an under-coat is not enough! Having said that, Players that qualify as Newcomers are allowed to field unpainted armies but a single unpainted model will result in a zero score for painting.
- Weapons, armour options and upgrades chosen from the army list must be shown on the majority of the models in a unit. If you have any doubts please ask me.
- No Special Characters are allowed including the "named" characters and champions published in the 7th edition army books. Special Character models may be used to represent 'normal' characters.
- Deathfang, Asarnil's Dragon, has a 3+ armour save and is worth 330 Victory points. Asarnil himself is worth 130 points
- Even though they have names Deathfang, Cachtorr and Bologs do not count as characters.
- Scenarios, each day will have game 1 use Battleline, game 2 use Battle for the Pass and game 3 use Meeting Engagement, these 3 scenarios just have different deployments with no special objectives
- Take the time before every game to agree the treatment of terrain with your opponent
- Rules ambiguities without a clear FAQ from Games Workshop will resolved by reference to the Dire Wolf FAQs.
- Storm of Chaos lists will not be allowed as the book is no longer available for purchase.
- We will use true LOS as per the rulebook
- Lores of magic allocated to wizards are to be submitted as an entry on army lists as per 8th Edition rules

**Rules continue on the following page...**



## General Rules for the Pilgrimage(Cont.)

- Combat Res for charging down a hill. It will only apply if the charged unit is not on a hill and the majority of the charging unit was on a hill when it declared the charge
- All Hills are standard and treated as open ground for movement
- Forest rules will be used as per rule book, which means that when a model enters it or deploys in it you will need to roll on the Mysterious Forest table (P119) to determine what it is and it's effect
- Water features will be used as per rulebook, which means that when a model enters it or deploys in it you will need to roll on the Mysterious River table (P120) to determine what it is and it's effect.
- Marshlands will not be used at The Pilgrimage
- Obstacles will only be either "fence" if wooden or hedge or "wall" in the case of stone or rocks
- No Mystical monuments or Arcane Architecture terrain pieces will be used at The Pilgrimage
- Players MUST rip a small piece of paper and write the result rolled on a Mysterious forest or water feature table when discovered and place it on top of the terrain feature for reference later in the game

**Any rules discrepancy that cannot be resolved between players should be brought to the attention of the tournament organiser or their assistant.**

**Remember all rulings made by the tournament organiser are final despite any thing that would prove otherwise post ruling.**



### The Scoring System & Prizes

**The tourney will be scored across three categories; compbattle, appearance and sportsmanship.**

**Compbattle:** max 139 total points

**Appearance:** 18 points – TO judged checklist

**Sportsmanship:** 24 points – Player judged

At the conclusion of the tournament prizes will be awarded based on these scores. The prize categories are as follows

### Overall

Prizes for first through third will be awarded to the top three placings overall. Ties will be broken by highest compbattle score, then highest sports score, and then the highest number of best sports votes.

### Overall Newbie

Players for whom The Pilgrimage is their first or second WHFB tournament will be in the running for Overall Newbie. Prizes for first through third will be awarded to the top three placings determined by the overall score. Ties will be broken by highest compbattle score, then highest sports score, and then the highest number of best sports votes.

### The Pilgrim

Ok, so not every prize awarded is based on scoring, to achieve the title of "The Pilgrim" you simply need to have come from the furthest away as the crow flies from your home to our venue.

### Best Sport

The player with the highest sports score will receive a Best Sports award. Tie breakers will be Best Sport Votes, then Compbattle.

### Players Choice

During Day 1 TOs will select 10 of the most striking armies to be available for Players Choice voting the next day. At the start of day two the 10 selected players will arrange their armies in a manner they see fit. All players will then take the opportunity to vote for their favourite army based on appearance.

The army which receives the most votes will be deemed the "Players Choice" for the most visually striking army.

Armies which were not FULLY assembled AND painted by the player fielding it at The Pilgrimage are not eligible for player's choice votes. This should be clearly stated by the player fielding the army – failure to do so will incur penalties.

### Worst Dice

The worst dice award will be given to the player with the lowest compbattle points.



### Compbattle

At the start of the tourney every army will receive a composition (comp) score. This will be the average of the scores given by a five-person panel. The panel will be made up of individuals who have played Warhammer at a tournament level for a considerable time. The panel will remain anonymous and no reasons will be given for any scores. Newcomers are encouraged to discuss their lists with their buddies to understand what might be considered too hard or over the top in a tournament.

As this is the first tourney to run under 8th edition Warhammer fantasy no tier system will be in place, instead comp adjustments which will not be capped (and may exceed the below chart) as well as list rejections (at TOs discretion) will be in place. All armies start with a 4 point standard composition and can be adjusted from +1 to -4 for a minimum 0 score.

The modifiers will represent a combination of the army strength and the build. As this is a new edition that in the view of the panel brings the strength of the army books much closer together, we will mark it in consultation with other panel members so as to bring as equitable and fair a mark as possible. Many of the panel members have had access to the rules and been playing 8th edition prior to official release and will do our best to have comp scores that represent the relative strengths of each army list

Please also note that the TO will ask for any lists deemed too extreme for the comp system to be re-submitted. If there is a delay in re-submitting a list the penalties for late lists may apply. If you think your list might be on the edge of a re-submit, you are advised to send it well before the cut-off date of 30 July.

The VP table on the following page will be used to determine the points received by each player for each game. Conceding a game prior to the completion of the 6th turn will result in a 0 to 20 loss.



## Compbattle Points

135 points

Victory Points	Battle Points Earned	
	Winner	Loser
0-100	10	10
101-200	11	9
201-300	12	8
301-400	13	7
401-500	14	6
501-600	15	5
601-750	16	4
751-900	17	3
901-1050	18	2
1051-1250	19	1
1251+	20	0

The players will then modify the result from the above table, taking into account the composition scores given to both armies.

In each game the comp modifier is the difference between each army's comp scores, divided by 2.

The player with the lower comp score subtracts the comp modifier from their initial score, to arrive at their compbattle score.

The player with the higher comp score adds the comp modifier to their initial score, to arrive at their compbattle score.

### Example 1

Dave is using a tough daemon army, which receives a comp score of 1. John is using a standard skaven army, and receives a score of 3. John wins the game by 950 victory points. The initial score (from the victory point table) is 18-2 to John.

The difference between Dave and John's comp score is 2 (3 - 1). The comp modifier is 1 (2 divided by 2).

John's compbattle score is 19 (18+1)

Dave's compbattle score is 1 (2-1)

### Example 2

Paul is using a standard tomb king army, which receives a comp score of 3. Jeff is using a standard ogre army, and receives a score of 5. Paul wins the game by 250 victory points. The initial score (from the victory point table) is 12-8 to Paul.

The difference between Jeff and Paul's comp score is 2 (5-3). The comp modifier is 1 (2 divided by 2).

Paul's compbattle score is 11 (12-1)

Jeff's compbattle score is 9 (8+1)





## Sportsmanship

### 24 points

After every game each player will be asked to provide a score of 0, 2 or 4 for their opponents based on the following criteria

Score	Description
0	<b>Your opponent more than occasionally displayed behaviour you would classify as border line cheating and was not what you expected to face at the tournament.</b> Examples may include they employed a “rubber ruler”, applied differing rules interpretations to their sole advantage, stretched the rules when it suited etc. This score should be handed out carefully.
2	<b>Your opponent’s behaviour clearly detracted from your ability to enjoy the game.</b> They refused to resolve rules disputes amicably or displayed an unsavoury attitude throughout the game –whether too much gloating when winning or too much bitterness when things didn’t go their way. PLEASE NOTE calling over a TO for a rules dispute is regarded as an amicable outcome and should not be punished
4	<b>Your opponent gave you a decent amicable game or better.</b> Your opponent was essentially in line with, or exceeded your expectations of another player’s behaviour. Rules queries were decided amicably Nothing they did detracted from your ability to enjoy the game, other than maybe having beat you but you can hardly hold that against them...

In addition after the last game of each day you will be asked to nominate your best sport for the day. These votes will be used in determining the best sports award.

So from the 6 games a player could possibly receive 24 sports points (perfect score) which will contribute to their tournament score.



## Appearance

### 18 points

It is the view of the Battle Pilgrims that appearance scores at tournaments exist to encourage everyone to field a reasonably well painted army. With this in mind your painting score for the tournament will be determined by the Tournament Organisers, while you are playing games.

A scorecard outlining your score and the criteria the TO believes have been met will be left on your table for your consideration. If you are dissatisfied with your score please see the marking TO immediately after that round to discuss.

Newcomers (players who's Pilgrimage is their 1st or 2nd Fantasy tournament) may field unpainted armies. Everyone else, as per the "General Rules" section earlier in this players pack, must feild painted armies. Non-newcomers who field a single unpainted model will get a zero (0) score for painting.

Points	Criteria
3 points	All models painted with at least 3 colours
2 points	All models based and flocked
1 point	Bases have 2 different materials (eg: static grass and rocks) OR made an above average effort on their bases (moulded cobble stones for example)
2 points	All models inked/highlighted
3 points	Army has consistent feel (similar colours, units have distinct variations but overall theme the same etc)
2 points	Some models have been modified (minor conversions, green stuff) – 1 point. Many models have been modified or there is a single impressive major conversion – 2 points.
2points	All models correctly represent their troop type
1 point	Character models are distinctive
2 points	Army has painted/flocked movement trays (where appropriate)



### How to Enter

You can register online at <http://www.rankingshq.com> and pay for your ticket at the same website, this will be located under the events calendar tab. Below are the links directly to the event posting at the RHQ website:

If you are a Newcomer;  
<http://www.rankingshq.com/public/tournamentprofile.aspx?TournamentId=1182>

Standard Entry;  
<http://www.rankingshq.com/public/tournamentprofile.aspx?TournamentId=1180>

You can email the organiser, Lee Jefferson, on [BattlePilgrims@hotmail.com](mailto:BattlePilgrims@hotmail.com) with any questions you might have.

### Cost

The cost for entering the event will vary depending on when you register and pay for the event. Entry will close on the 7th of August and monies paid are non-refundable.

#### **Newcomers (first or second tournament)**

Payment up to June 30: \$30  
Payment after June 30: \$35

#### **Standard Entry**

Payment up to June 30: \$50  
Payment after June 30: \$55

Payment can only be made at [Rankingshq.com](http://Rankingshq.com) when you register for the event

### Accommodation

For true Pilgrims (those travelling to come to the event) below is a list of nearby accommodation options;

- The Winston(pub) (3.5stars)  
170 Caroline Chisolm Drive  
Winston hills 9624.4500  
Can bus from here, furthest away from venue
- Quest Castle Hill (4 star)  
8 Gladstone Rd, Castle Hill NSW 2154  
(02) 8848 1500  
Walking Distance
- Grand Mercure – The Hills Lodge (4.5 star)  
Corner Windsor & Salisbury Rd, Castle Hill NSW 2154  
(02) 9680 3800  
Walking Distance
- Crowne Plaza Norwest (4.5 star)  
1 Columbia Court, Baulkham Hills NSW 2153  
1800 760 668  
Long Walk



## The Venue

The Pilgrimage will be held at the Castle Hill High School's Hall (Entry to the hall via gate 3) at the end of Castle Street, Castle Hill, NSW, 2154.

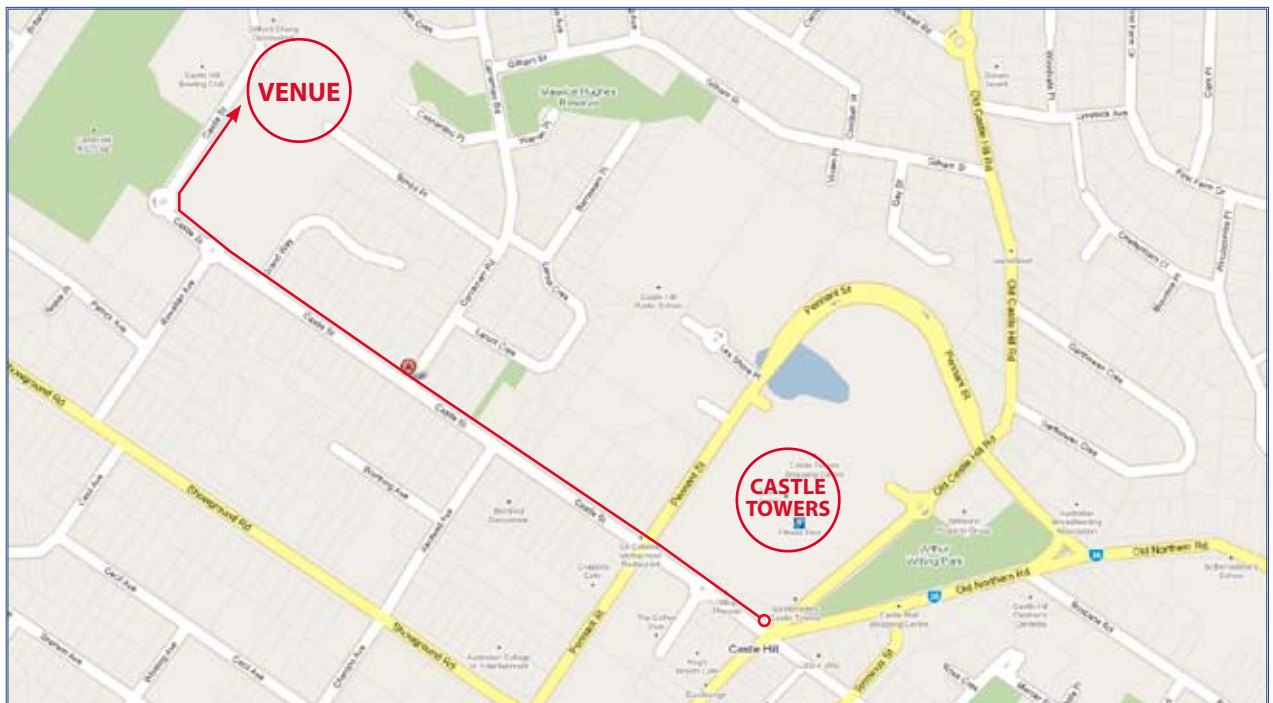
Bus lines operate from Parramatta train station to and from Castle Towers.  
This bus number is 600 from Parramatta.  
Other Buslines are also available.

## Getting to the Venue

There is car parking in and outside the school.  
There is also a major bus station at Castle Towers shopping centre. Timetables are available at:

The below map illustrates the location of the school in relation to Castle Towers. A walking route is also illustrated (Approx 15min walk).

<http://www.cdcbus.com.au/HillsBus-Maps.html>



## War of the Ring Demonstration Games

At the end of Day 1 there will be War of the Ring demo games run for those interested. GW's War of the Ring is a great fast paced gaming system with many of the tactics we like from Warhammer (Blocked units having front and flanks, etc) but without some of those crucial single dice rolls that could loose you the game (such as psychology tests!).

You will get a 600pt army and shown how to play it by an experienced WotR gamer.  
(Allow 1-1.5 hours of fun).



## Ravening Hordes Chaos Dwarfs

Unofficial Update (July 2010)

### AMENDMENTS

#### Unit Strength

Ignore all references to unit strength.

#### Troop Type

Note that older versions of army books do not list the Troop Type for each model. You can find the model's Troop Type in the RH Chaos Dwarf Bestiary below the FAQ.

#### Renewing Hordes Chaos Dwarfs PDF Choosing Your Army

Use the rules for 'Choosing Your Army' in the Warhammer rulebook.

#### Page 1 - Champs, Musicians & Standard bearers.

The first sentence should be changed to "Any unit of Infantry in the army or Hobgoblins..."

#### Page 1 - Replace special rules for Blunderbuss with:

Name	Range	Strength	Special Rules
Blunderbuss	12"	3	Fire Zone*

\*Fire Zone: When they shoot they project a 'fire zone' the width of the unit and 12" straight forward. Any model within this is hit on a 4+. The only modifiers are from being inside a building. Hits are resolved at S3 +1 per each extra rank up to S5. Ranks count if at least 5 wide. A single character in the front rank will not effect the unit's fire, however if the unit contains more then one single character it may not fire. When resolving a stand and shoot reaction, follow the rules as normal except instead of using the 'fire zone' the models in the enemy unit's front rank are hit on a 4+.

#### Page 1 - Animosity

Hobgoblins suffer Animosity just as a unit of Goblins would in the Orcs & Goblins army book. This replaces the animosity rule in Ravening Hordes (special rule 3).

#### Page 1 - Panic

Delete special rule 5 about Orcs ignoring panicking Gobbos (this is replaced by the full rules from the Orcs and Goblins army book).

#### Page 2 - Magic Items

The paragraph should be changed to "You may choose magic items for your characters and units from the following list as well as from those listed on pages 501-505 of the Warhammer Rulebook. Lords may take up to 100 points worth of magic items, and Heroes may take up to 50 points worth of magic items"

#### Page 2 - Orc Boyz, Goblins, 0-1 Units of Black Orcs

Replace these Special unit entries with the following army list entries from the Orcs & Goblins army book:

Goblins  
Orc Boyz  
Orc Arrer Boyz  
Black Orcs.

Orc Boyz may be upgraded to Big'Uns as per the normal rules in the book. All these units count as Special units in the Chaos Dwarf army.

#### Page 2 - SNEAKY GITS

Ignore the references to lapping around.

#### Page 2 - DEATH ROCKET

Replace "...cannon misfire table..." with "...black powder misfire table..."



## Ravening Hordes Chaos Dwarfs

Unofficial Update (July 2010)

### FAQ

**Q.** Do Chaos Dwarfs benefit from the Dwarf special rules of 'Ancestral Grudge', 'Relentless', and gain +2 to dispel?

**A.** No. Chaos Dwarfs are a separate race from Dwarfs and do not benefit from these special rules.

**Q.** Chaos Dwarfs flee and pursue 2D6-1". Does the -1" apply to charging too?

**A.** No.

**Q.** Do Blunderbuss units need line of sight and range to a declared enemy target unit in order to shoot?

**A.** Yes, as no exceptions to the main rulebook requirements for these items are listed in the Blunderbuss special rules. Note however that all enemy models caught in a Blunderbuss unit's 'fire zone' will be hit as normal, regardless of whether or not they belong to an enemy unit which the Blunderbuss unit has LoS to.

**Q.** Do enemy characters / champions hit by a Blunderbuss unit's 'fire zone' receive a Look Out Sir! roll as normal?

**A.** Yes.

**Q.** Can you fire Chaos Dwarf Blunderbusses if there is a friendly unit in combat with an enemy in the same fire zone? or if the 'fire zone' would touch a friendly model?

**A.** No and No

**Q.** How do I resolve the shooting of a unit of Chaos Dwarf Blunderbusses that is firing from inside a house?

**A.** Their "fire zone" is as wide as the face of the building they are firing from. The hits are Strength 3, +1 for every storey from which another five blunderbusses can fire. .

**Q.** May Greenskin units in the Chaos Dwarf army use the magic banners from the Orc & Goblin army book?

**A.** No they may not. Greenskins in a Chaos Dwarf army are not part of a free Orc and Goblin Waaagh!, they are slaves and do not have access to the magic banners in the Orcs & Goblins book. A unit of Orc Big 'Uns and Black Orcs may carry the magic banners available to the Chaos Dwarf army.

**Q.** How do Bull Centaurs fight in close combat? on foot or mounted?

**A.** Bull Centaurs are cavalry in all respects except they use equipment as if they were infantry.

**Q.** Are Flying moves affected by the Earthshaker's special rules?

**A.** Yes. The Earthshaker's description states "Any troops within this distance in inches from the centre of the template move at half rate in their next turn...". No exceptions for flyers are noted.

FAQ Q&A from Direwolf FAQ Council and Games Workshop 8th Ed. FAQ's



## Ravening Hordes Chaos Dwarfs

### BESTIARY

#### RAVENING HORDES CHAOS DWARFS

	M	WS	BS	S	T	W	I	A	Ld	Type		M	WS	BS	S	T	W	I	A	Ld	Type
Black Orcs	4	4	3	4	4	1	3	1	8	In	Goblin	4	2	3	3	3	1	2	1	6	In
Bolt Thrower	-	-	-	-	7	3	-	-	-	WM	Great Taurus	6	5	0	6	5	4	3	4	6	Mo
- Crew	4	3	3	3	3	1	2	1	6	-	Hobgoblin Hero	4	5	3	4	4	2	3	3	7	In
Bull Centaur											Hobgoblins	4	3	3	3	3	1	2	1	6	In
Lord	8	6	3	5	5	3	5	5	9	Ca	Lammasu	6	3	0	5	5	4	2	2	8	Mo
Bull Centaur Hero	8	5	3	4	5	2	4	4	9	Ca	Orc Boyz	4	3	3	3	4	1	2	1	7	In
Bull Centaurs	8	4	3	4	4	1	3	2	9	Ca	Sneaky Gits	4	3	3	3	3	1	2	1	6	In
Chaos Dwarf Hero	3	6	4	4	4	2	3	3	10	In	Sorcerer Lord	3	4	3	4	5	3	1	1	10	In
Chaos Dwarf Lord	3	7	4	4	5	3	4	4	10	In	Sorcerer	3	4	3	3	4	2	2	1	9	In
Death Rocket	-	-	-	-	7	3	-	-	-	WM	Warrior	3	4	3	3	4	1	2	1	9	In
- Crew	3	4	3	3	4	1	2	1	9	-	Wolf	9	3	0	3	3	1	3	1	3	WB
Earthshaker	-	-	-	-	7	3	-	-	-	WM											
- Crew	3	4	3	3	4	1	2	1	9	-											



## Dogs of War

Unofficial Update (July 2010)

### Notes About Update

As Games Workshop have discontinued the Dogs of War army (for the moment I hope), all other army books have had Dogs of War removed from their pages. I feel that Dogs of War still have a place in the Warhammer army scene and would hate for them to go the way of the 40k Squats. However to keep with the other army books I have taken out the option for Dogs of War and Regiments of Renown in other armies (excluding Rhinox Riders for obvious reasons). This isn't to say you can't just ignore those rules and take them anyway in friendlies, but for tournaments it is best to try and keep the army on the same path as the other army books and their FAQ's.

### AMENDMENTS

#### Unit Strength

Ignore all references to unit strength.

#### Troop Type

Note that older versions of our army books do not list the Troop Type for each model. If this is the case with your army book, then you can find the model's Troop Type in the DOW and RH Chaos Dwarf Bestiary.

#### Dogs of War Army PDF (pages 1-7)

##### Pages 3-4 – Army List entry

Ignore this page and use the rules for 'Choosing Your Army' in the Warhammer rulebook.

#### Page 4 - Magic items

Note that if a magic item is listed in both an army book and the Warhammer rulebook, use the points value given in the army book, with the rules printed in the Warhammer rulebook.

#### Page 4 - Fielding 'Dogs of War' units in other Warhammer armies.

Ignore this section, only Dogs of War armies may take Dogs of War units, however Rhinox Riders may still be taken in Ogre Kingdoms armies.

#### Page 4 - Champs, Musicians & Standard bearers.

The first sentence should be changed to "Any unit of Infantry in the army..." The second sentence should be changed to Replace "Any unit of Cavalry or Monstrous Infantry may upgrade..."

The last sentence should be changed to "A standard bearer from the Paymaster's Bodyguard, Pikemen and Heavy Cavalry may take a magic banner worth up to 50pts."

#### Page 4 - Replace special rules for Pikes with:

Name	Range	Strength	Special Rules
Pike	Combat	As user	

Fight in Extra Ranks\*; Requires Two Hands; Always Strikes First\*\*; Cavalry Bane\*\*\*

\*May fight with an additional three ranks. Does not apply on a turn in which the model charged.

\*\*This only applies when charged in the front, and only against a charging enemy unit.

\*\*\*When charged by Cavalry, Monstrous Infantry, Monstrous Cavalry, Monstrous Beasts, Chariots or Monsters in the front, the model gains +1 strength against the charged unit only.

#### Page 4 - \*Paymaster

The third sentence should be changed to "To represent this, his key is treated exactly like a Battle Standard (Warhammer Rulebook page 107)."

#### Page 4 - MAGIC ITEMS

The first sentence should be changed to "You may choose magic items for your characters and units from the following list as well as from those those listed on pages 501-505 of the Warhammer Rulebook."

#### Page 6 - OGRES

Replace the entry for Ogres with the following:

"May take the following Ogre Kingdoms units, each taking up a Special Choice:

Ogre Bulls

Ogre Ironguts

Ogre Leadbelchers

Ogre Maneaters"





## Dogs of War

Unofficial Update (July 2010)

### AMENDMENTS - CONTINUED

#### Page 7 - CANNONS

The first sentence of Special Rules should be changed to "Special Rules: See the Warhammer rulebook for details of these weapons (pages 112-113)."

#### Page 7 - HALFLING HOT POT

Replace the paragraph on special rules with "Special Rules: Treat as a stone thrower from the Warhammer rulebook(pages 114-115) with the following profile.

Name	Range	Strength	Special Rules
Hot Pot	36"	3(6)	Multiple Wounds (D3)"

#### DOGS OF WAR GIANT

A Dogs of War Giant may only be taken in a Dogs of War army.

#### RHINOX RIDERS

Options – Replace the last paragraph to "The entire unit may upgrade their Rhinox to a Bull Rhinox at +45 points per model."

Special Rules - Ignore Single-Minded.

Bull Rhinoxen – In addition to their special rules add Thunderstomp. Ignore the last sentence.

Dogs of War – Ignore "... and a Special choice" and replace the last sentence with "A single unit may be included in a Dogs of War army and will take up a Rare choice."

#### Regiments of Renown PDF (pages 1-9)

Page 1 - The first sentence in the third paragraph should be changed to "All named models in a Regiment of Renown count as characters in the game, however named models who are also monsters or carry a standard are not characters." The fifth paragraph should have the following starting sentence "Also only Dogs of War armies may take Regiments of Renown at all, even if the RoR 'For Hire' states that they can."

#### Page 6 - ASARNIL THE DRAGONLORD

For Hire - Asarnil the Dragonlord only takes up a single Rare slot in all armies.

Points - Asarnil costs 130 points and Deathfang costs 330 points.

Add the following additional Special Rule for Deathfang "3+ Scaly Skin save."

#### Page 6 - BRONZINO'S GALLOPER GUNS

The first sentence of Special Rules should be changed to "Cannon Rules: See the Warhammer rulebook for details of these weapons (pages 112-113) with the following profile.

Name	Range	Strength	Special Rules
Small Calibre	24"	7	Multiple Wounds (D3),
Cannon			No armour saves"

#### Page 6 - BIRDMEN OF CATRAZZA

Replace Flying unit with Fly.



## Dogs of War

### BESTIARY

#### DOGS OF WAR

	M	WS	BS	S	T	W	I	A	Ld	Type
Al Muktar's Desert Dogs										
- Riders	4	3	3	3	3	1	3	1	7	Ca
- Warhorse	8	3	0	3	3	1	3	1	5	-
The Alcatani Fellowship										
- Pikemen	4	2	2	3	3	1	3	1	7	In
Asarnil the Dragonlord										
- Asarnil	5	7	4	4	3	2	7	4	9	In
- Deathfang	6	6	0	6	6	6	3	5	8	Mo
Beorg Bearstruck and the Bearmen of Urslo										
- Bearmen	4	4	3	3	3	1	4	1	7	In
Birdmen of Catrazza										
- Birdmen	4	3	3	3	3	1	3	1	7	In
Braganza's Besiegers										
- Besiegers	4	3	3	3	3	1	3	1	7	In
Bronzino's Galloper Guns										
- Gun	8	-	-	7	3	-	-	-	-	WM
- Crew	4	3	3	3	3	1	3	1	7	-
- Cannon	-	-	-	7	3	-	-	-	-	WM
- Crew	4	3	3	3	3	1	3	1	7	-
- Crossbowmen	4	3	3	3	3	1	3	1	7	-
The Cursed Company										
- Skeleton	4	2	2	3	3	1	2	1	3	In
- Dark Emissaries	4	3	3	3	3	3	3	1	8	In
Dogs of War										
- Giant	6	3	3	6	5	6	3	spcl	10	Mo
- Duellists			4	4	3	3	3	1	4	1 7
In										
- Dwarfs	3	4	3	3	4	1	2	1	9	In
- Fenbeasts	6	3	0	5	5	4	2	3	10	MB
Giants of Albion										
- Hengus	4	3	3	3	3	2	3	1	7	In
- Bologs	6	3	3	6	5	5	3	spcl	6	Mo
- Cachtorr	6	3	3	6	5	5	3	spcl	6	Mo
Golgfag's Ogres										
- Ogre	4	3	2	4	4	3	2	3	7	MI
- Halfling Hot Pot	-	-	-	4	2	-	-	-	-	WM
- Crew	4	2	4	2	2	1	5	1	8	-
- Halflings			4	2	4	2	2	1	5	1 8
In										
- Heavy Cavalry	4	4	3	3	3	1	3	1	8	Ca
- Warhorse	8	3	0	3	3	1	3	1	5	-
Hireling Wizard										
- Lord	4	3	3	3	4	3	3	1	8	In
- Hireling Wizard	4	3	3	3	3	2	3	1	7	In
Leopold's Leopard Company										
- Pikemen	4	3	3	3	3	1	3	1	7	In
- Light Cavalry	4	3	3	3	3	1	3	1	7	Ca
- Warhorse	8	3	0	3	3	1	3	1	5	-
Long Drong's Slayer Pirates										
- Pirates	3	4	3	3	4	1	3	1	10	In
Lumpin Croop's Fighting Cocks										
- Halfling			4	2	4	2	2	1	5	1 8
In										
Marksmen of Miragliano										
- Marksmen	4	3	4	3	3	1	3	1	7	In
Malakai's Goblin Hewer										
- Goblin Hewer	-	-	-	7	3	-	-	-	-	WM
- Crew	3	4	3	3	4	1	2	1	10	-
Mengil Manhide's Manflayers										
- Manflayer	4	4	5	3	3	1	5	1	8	In
Mercenary										
- Captain	4	5	5	4	4	2	5	3	8	In
Mercenary										
- General	4	6	5	4	4	3	6	4	9	In
- Norse Marauders	4	4	3	3	3	1	4	1	7	In
Oglah Khan's Wolfboyz										
- Hobgoblin	4	3	3	3	3	1	2	1	6	Ca
- Giant Wolf	9	3	3	3	3	1	3	1	3	-
- Ogres	6	3	2	4	4	3	2	3	7	MI
Paymaster's										
- Bodyguard	4	4	3	3	3	1	3	1	8	In
- Paymaster	4	4	4	4	4	2	4	2	8	In
- Pegasus	8	3	0	4	4	3	4	2	6	MB
- Pikemen	4	3	3	3	3	1	3	1	7	In
Pirazzo's Lost Legion										
- Pikemen	4	3	3	3	3	1	3	1	7	In
Ricco's Republican Guard										
- Pikemen	4	4	3	3	3	1	3	1	7	In
- Rhinox Rider	6	3	2	4	5	5	2	3	7	MC
- Rhinox	7	3	0	5	-	-	2	3	5	-
- Bull Rhinox	7	4	0	6	-	-	2	4	5	-
Ruglud's Armoured Orcs										
- Armoured Orc	4	3	3	3	4	1	2	1	7	In
Tichi-Huichi's Raiders										
- Great Crest										
- Skink	6	2	3	3	2	1	4	1	6	Ca
- Horned One	8	3	0	4	4	1	1	2	3	-
- Truthsayers	4	4	3	4	4	3	4	2	9	In
Vespero's Vendetta										
- Duellists	4	4	3	3	3	1	4	1	7	In
Voland's Venators										
- Venators	4	4	3	4	3	1	3	1	8	Ca
- Warhorse	8	3	0	3	3	1	3	1	5	-

**Compbattle:**

Round #:		Table #:	
Your name		Opponents name	
Your Compbattle Score		Opponent's Compbattle Score	

Victory Points	Battle Points Earned	
	Winner	Loser
0-100	10	10
101-200	11	9
201-300	12	8
301-400	13	7
401-500	14	6
501-600	15	5
601-750	16	4
751-900	17	3
901-1050	18	2
1051-1250	19	1
1251+	20	0

**Sports:**

Round #:		Table #:	
Your Name:			
Opponent:			
Circle Score	Criteria		
0	<b>Your opponent on more than occasionally displayed behaviour I would classify as border line cheating and was not what you expected to face at the tournament.</b>		
2	<b>Your opponent's behaviour clearly detracted from your ability to enjoy the game.</b> They refused to resolve rules disputes amicably or displayed an unsavoury attitude throughout the game –whether too much gloating when winning or too much bitterness when things didn't go their way. PLEASE NOTE calling over a TO for a rules dispute is regarded as an amicable outcome and should not be punished		
4	<b>Your opponent gave you a decent amicable game or better.</b> You opponent was essentially in line with, or exceeded your expectations of another player's behaviour. Rules queries were decided amicably Nothing they did detracted from your ability to enjoy the game, other than maybe having beat you but you can hardly hold that against them...		

To be filled out only after the last game of each day if you played an exceptional Sports

Days Best Sport:		Round #:	
Your Name:			