

REGIMENTS OF RENOWN

by Alessio Cavatore

This is the second part of Dogs of War, a get-you-by army list for veteran gamers who have existing armies from the last edition of Warhammer. Here Alessio describes the Regiments of Renown – daring sell-swords, infamous the world over, who will fight for any army in the Known World...

In this second article I've collected all the named regiments that we have published in the past. Let's call them **Regiments of Renown** (RoR), to distinguish them from the normal units you can find in the basic Dogs of War army list. Of course you can field these models as normal Dogs of War, but with the rules included in this article, you now have a chance of fielding these special versions of the basic mercenary troops. Unfortunately we did not have enough space to include the colourful background that Nigel Stillman and other authors have written for these regiments. These great stories can still be found in the Dogs of War army book of the fifth edition of Warhammer and in various White Dwarf articles. I am sure that our Mail Order Trolls will be more than happy to help you find the background you are interested in.

In what respect are they special then? Well, first of all these regiments have a name, they have one or more unique characters leading them and often have special rules or equipment that differentiate them from the norm.

All named models in a Regiments of Renown count as characters in the game. These characters cannot leave their unit (unless specified), but they do not use up any of the character slots from the army lists (unless specified).

If the characters have different equipment than the rest of the rank and file, this is clearly listed in the Equipment list. Note that, regardless of their Leadership value, these characters can never be an army's General.

In some cases, such as the Birdmen of Catrazza or the Giants of Albion, these regiments are absolutely weird and quite entertaining, and I tried to keep them only as part of the Dogs of War armies for the sake of game balance.

REGIMENTS FOR HIRE

In the next few pages, you will find all the information you need to field Regiments of Renown in your Warhammer battles.

For Hire. This paragraph states which armies the regiment can fight for and its position (Core, Special, Rare) in the relevant lists.

Points. Each regiment has a basic cost, which includes all the equipment, characters and their magic items. These cannot be modified in any way.

Profiles. The characteristic profiles for the troops and characters in each unit are given here.

Unit Sizes. Each entry specifies the minimum size for each unit. Normally the unit's size can be increased by buying extra models at the cost given, but in some cases units also have a maximum size.

Equipment. This entry lists the weapons and armour for that regiment. The value of these items is included in the points value.

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

Magic Items. Some characters carry magic items and their rules are given here. Note that the player cannot buy new magic items for the characters of the Regiments of Renown.



PIRAZZO'S LOST LEGION



For Hire: Pirazzo's Lost Legion can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in other Warhammer armies, except Bretonnia and Vampire Counts.

Points: Pirazzo and four troopers including Standard Bearer and Musician (these five models are armed with crossbows), plus five troopers armed with pikes, cost a total of 160 points. This is the minimum size of

unit you can hire. The regiment may be increased by adding extra Crossbowmen to the first rank at a cost of 9 points each and extra Pikemen to the rear ranks at a cost of 10 points each.

	M	WS	BS	S	T	W	I	A	Ld
Pirazzo	4	5	5	4	4	2	5	3	8
Crossbow	4	3	3	3	3	1	3	1	7
Pike	4	3	3	3	3	1	3	1	7

Unit size: 10+

Equipment: Pike or crossbow (see special rules below) and light armour. Pirazzo is equipped with two hand weapons, a crossbow and light armour.

SPECIAL RULES

Mixed formation: The first rank of Pirazzo's unit is always made up of crossbow-armed figures, and all Crossbowmen must be placed in the first rank. The second and following ranks are made up entirely of Pikemen. During the game, remove casualties from the back as normal, it is assumed that pike-armed models step forward and discard their pikes to pick up the crossbows of the fallen first rankers. Only when all the Pikemen have been killed, can casualties be taken from the Crossbowmen in the first rank.



No, no they didn't look dangerous, more like a bunch of rich kids out to show off in their new armour. Very flashy they were, all gems and silk. We'll have a bit of fun, we thought. Easy pickings. we thought. Well anyone can make a mistake. Poor old Captain Malvino, last mistake he ever made...

Overheard in the Pig and Whistle, Marienburg

RICCO'S REPUBLICAN GUARD

For Hire: Ricco's Republican Guard can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in other Warhammer armies, except Bretonnia.

Points: 'Ragged' Ricco plus nine Pikemen, including a Standard Bearer and Musician, cost a total of 180 points. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra Pikemen at a cost of 12 points each.

	M	WS	BS	S	T	W	I	A	Ld
Ricco	4	5	5	4	4	2	5	3	8
Pikemen	4	4	3	3	3	1	3	1	7

Unit size: 10+

Equipment: Pike and heavy armour. Ricco is equipped with two hand weapons and heavy armour.

LEOPOLD'S LEOPARD COMPANY

For Hire: Leopold's Leopards can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in other Warhammer armies, except Bretonnia.

Points: Leopold and nine Pikemen cost a total of 210 points including Standard Bearer and Musician. This is the minimum unit you can hire. The regiment may be increased by adding extra models at a cost of 12 points each.

	M	WS	BS	S	T	W	I	A	Ld
Leopold	4	5	5	4	4	2	5	3	8
Pikemen	4	3	3	3	3	1	3	1	7

Unit size: 10+

Equipment: Pike and light armour. Leopold is equipped with hand weapon, pistol and heavy armour.

SPECIAL RULES

Immune to Psychology: The troopers of Leopold's Leopard Company believe they have to earn salvation in the eyes of the Leopard God of Luccini. To simulate this faith, Leopold and his men are Immune to Psychology.

THE ALCATANI FELLOWSHIP

For Hire: The Alcatani Fellowship can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in other Warhammer armies, except Bretonnia.

Points: Roderigo Delmonte plus nine Pikemen, including a Standard Bearer and Musician, cost a total of 125 points. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra Pikemen at a cost of 9 points each.

	M	WS	BS	S	T	W	I	A	Ld
Roderigo	4	4	4	4	3	2	4	2	8
Pikemen	4	2	2	3	3	1	3	1	7

Unit size: 10+

Equipment: Pike and light armour. Roderigo is equipped with two hand weapons and heavy armour.

VESPERO'S VENDETTA



For Hire: Vespero's Vendetta can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in other Warhammer armies, except Bretonnia.

Points: Vespero and four Duellists cost a total of 125 points. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra models at a cost of +10 points each.

	M	WS	BS	S	T	W	I	A	Ld
Vespero	4	6	5	4	4	2	6	3	8
Duellists	4	4	3	3	3	1	4	1	7

Unit size: 5+

Equipment: Two hand weapons, throwing knives and cloaks.

SPECIAL RULES

Skirmish: Duellists are expert street fighters, used to dashing through the narrow alleys of Tilean cities and fighting as individuals. Vespero's Vendetta therefore skirmish as described in the Warhammer rulebook.

Cloak & Dagger: The Duellists are armed with two hand weapons – a sword and a dagger. Duellists also carry a cloak which is draped over the dagger arm and used to parry opponent's weapon thrusts in hand-to-hand combat. The Duellists therefore have a 6+ Armour save in hand-to-hand combat.

MAGIC ITEMS

Grimacing Death Mask (Enchanted item)

The mask, which represents the grimacing face of death, is the last thing Vespero's duelling opponents see before they meet their sudden end. To represent the scarifying effect of the mask, Vespero causes *fear* in the enemy.

MARKSMEN OF MIRAGLIANO

For Hire: The Marksmen of Miragliano can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia and Skaven.

Points: Maximilian and nine Marksmen cost a total of 180 points including a Standard Bearer and Musician. This is the minimum size of regiment you can hire. The regiment may be enlarged by adding extra models at a cost of 11 points each.

	M	WS	BS	S	T	W	I	A	Ld
Maximilian	4	5	5	4	4	2	5	3	8
Marksmen	4	3	4	3	3	1	3	1	7

Unit size: 10+

Equipment: Hand weapon, light armour and crossbow.

FOR HIRE!

The MARKSMEN of MIRAGLIANO, famed victors at Schipdorf and Vlent, seek new employ. No task too arduous, no foe too dire. Every man able to pierce a coin at 300 paces!

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



AL MUKTAR'S DESERT DOGS

For Hire: Al Muktar's Desert Dogs can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia and Khemri.

Points: Al Muktar, Sheikh Ahmed Shufti, Ibn the Standard Bearer, a Horn Blower and two Riders cost a total of 245 points. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra Riders at a cost of 13 points each.

	M	WS	BS	S	T	W	I	A	Ld
Al Muktar	4	5	5	4	4	2	5	3	8
Sheikh Shufti	4	4	4	4	3	2	4	2	8
Ibn	4	3	3	3	3	1	3	0	7
Rider	4	3	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Unit size: 6+

Equipment: Hand weapon, shield and warhorse.

SPECIAL RULES

Fast Cavalry: See page 117 of the Warhammer rulebook.

MAGIC ITEMS

The Sheikh carries the Scimitar of Dakisir – heirloom of his tribe. The Black Banner is carried aloft by Blind Ibn the beggar boy, who cannot see the peril he is in and so is always at the forefront of battle.

Scimitar of Dakisir (Magic Weapon)

This scimitar is an heirloom of the tribal sheikhs of the Desert Dogs. It was forged centuries ago in the Kasbah of Dakisir, long ago sacked and ruined by the Undead. The blade is decorated with magical texts inlaid in gold. Thanks to his impressive weapon Sheikh Ahmed Shufti adds +1 Strength to blows he strikes and +2 Strength for blows struck in the turn in which he charges.

Black Banner of the Muktarhin (Magic Standard)

When calculating which side wins the combat, the banner adds +D3 to the Desert Dogs' score.

BRAGANZA'S BESIEGERS

For Hire: Braganza's Besiegers can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in other Warhammer armies, except Bretonnia and Skaven.

Points: Braganza and nine Besiegers cost a total of 185 points including Standard Bearer and Musician. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra models at a cost of +11 points each.

	M	WS	BS	S	T	W	I	A	Ld
Braganza	4	5	5	4	4	2	5	3	8
Besiegers	4	3	3	3	3	1	3	1	7

Unit size: 10+

Equipment: Hand weapon, crossbow, heavy armour and pavise. Luca Braganza is equipped with a hand weapon, pistol, crossbow and heavy armour.

SPECIAL RULES

Pavise: A pavise is a large shield which each Crossbowman can prop up in front of him. To represent this, Crossbowmen equipped with pavises have an additional +2 Armour save versus normal and magical missile attacks. They do not get this bonus in close combat. So a Crossbowman in heavy armour with a pavise gets an Armour save of 3+ versus missile attacks, but only an Armour save of 5+ in close combat.



VOLAND'S VENATORS

For Hire: Voland's Venators can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia.

Points: Voland and four Venators cost a total of 195 points including a Standard Bearer and Musician. This is the smallest unit you can hire. The regiment may be enlarged by adding extra models at a cost of 24 points each.

	M	WS	BS	S	T	W	I	A	Ld
Voland	4	5	5	4	4	2	5	3	8
Venators	4	4	3	4	3	1	3	1	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit size: 5+

Equipment: Hand weapon, lance, heavy armour, shield, barded warhorse.

BEORG BEARSTRUCK AND THE BEARMEN OF URSLO

For Hire: Beorg and his Bearmen can be hired as a Special Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in other Warhammer armies, except Bretonnia, High Elves, Wood Elves and Lizardmen.

Points: Beorg and nine Bearmen, including Oerl the Young (the Banner Bearer) and a Horn Blower, cost a total of 255 points. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra models at a cost of 8 points each.

	M	WS	BS	S	T	W	I	A	Ld
Beorg	4	5	0	5	5	3	3	4	8
Oerl	4	4	3	3	3	1	4	2	7
Bearmen	4	4	3	3	3	1	4	1	7

Unit size: 10+

Equipment: Hand weapon, light armour and shield. Beorg is a were-bear – he wears no armour and fights with his claws and teeth!

SPECIAL RULES

Frenzy: Like all Norse Marauders, Beorg and his men are subject to the rules for *frenzy*.

MAGIC ITEMS

Bear Fang (Talisman)

This gigantic and ancient yellowed canine tooth is the sacred talisman of lordship amongst Beorg's tribe. Beorg wears it about his neck. The talisman wards off blows that would otherwise harm its wearer, giving him a Ward save of 4+.

Bear Banner (Magic Standard)

Oerl carries the tribe's totem into battle – an entire bear skin whose grizzly head leers out from the top. The skin's power is immense, driving the warriors into a fury that is almost impossible to stop. To represent this, the entire unit receives a +1 to hit bonus in the initial round of each hand-to-hand combat.

OGLAH KHAN'S WOLFBOYZ

For Hire: Oglah Khan's Wolfboyz can be hired as a Special Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia, Empire, Dwarfs, High Elves and Wood Elves.

Points: Oglah Khan and five Hobgoblin Wolfboyz including the Standard Bearer and a Horn Blower cost a total of 190 points. This is the minimum size regiment you can hire. The size of the regiment may be increased at a cost of +15 points per additional Hobgoblin.

	M	WS	BS	S	T	W	I	A	Ld
Oglah Khan	4	5	4	4	4	2	3	3	7
Hobgoblin	4	3	3	3	3	1	2	1	6
Giant Wolf	9	3	0	3	3	1	3	1	3

Unit size: 6-20

Equipment: Hand weapon, spear, bow, light armour and shield. They ride Giant Wolves.

SPECIAL RULES

Fast Cavalry: See page 117 of the Warhammer rulebook.

MAGIC ITEMS

Pelt of Wulfag (enchanted item)

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

LUMPIN CROOP'S FIGHTING COCKS

For Hire: Lumpin Croop's Fighting Cocks can be hired as a Special Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia.

Points: Lumpin Croop and five Halflings including Ned (properly Neddly) Hamfist the Standard Bearer and a Horn Blower cost a total of 90 points. This is the minimum size regiment you can hire. The size of the regiment may be increased at a cost of +7 points per additional Halfling.

	M	WS	BS	S	T	W	I	A	Ld
Lumpin Croop	4	3	5	3	3	2	6	2	9
Ned Hamfist	4	2	5	2	2	1	5	1	8
Halfling	4	2	4	2	2	1	5	1	8

Unit size: 6-20

Equipment: Hand weapon and bow. Lumpin Croop is equipped with hand weapon, bow, shield and light armour.

SPECIAL RULES

Skirmishers: See page 115 of the Warhammer rulebook.

Ye World Renown HALFLING FIGHTING COCKS

Expert Marksmen,
Trackers & Woodsmen.

Baggage Train guarding a speciality.

Ask for Lumpin at the
sign of the Fat Pig.



GOLGFAG'S OGRES

For Hire: Golgfag's Ogres can be hired as a Special Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia.

Points: Golgfag and three Ogres, including Skaff the Standard Bearer and a Horn Blower, cost a total of 285 points. This is the minimum unit you can hire. The size of the regiment may be increased at a cost of 45 points per additional Ogre.

	M	WS	BS	S	T	W	I	A	Ld
Golfag	6	5	2	5	5	4	3	5	8
Skaff	6	3	2	4	4	3	2	4	7
Ogre	6	3	2	4	4	3	2	3	7

Unit size: 4+

Equipment: Two hand weapons and heavy armour.

SPECIAL RULES

Fear: Golgfag's Ogres instill *fear* in their enemies.

LONG DRONG'S SLAYER PIRATES

For Hire: Long Drong's Slayer Pirates can be hired as a Special Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia, Chaos Dwarfs, Wood Elves, High Elves and Orcs & Goblins.

Points: Long Drong Slayer plus nine Dwarf pirates including a Standard Bearer and Drummer cost a total of 195 points. This is the minimum unit you can hire. The regiment may be increased up to a maximum of 30 models at a cost of 12 points for each additional model.

	M	WS	BS	S	T	W	I	A	Ld
Drong	3	6	4	4	4	2	4	3	10
Pirates	3	4	3	3	4	1	3	1	9

Unit size: 10-30

Equipment: Loads of pistols!

SPECIAL RULES

Resolute & Relentless: Flee and pursue 2D6-1". May march move even within 8" of enemy.

Unbreakable: Like all Slayers, Long Drong's Pirates are Unbreakable (see page 112 of the Warhammer rulebook). Note that, being Dwarfs before Slayers, they still *bate* all Greenskins.

Festooned with Pistols: All the pirates, including Long Drong, gain an additional Attack because they are fighting with a pistol in each hand. Since they are festooned with pistols which they shoot off in a hurricane of destruction, all of their attacks are considered to be Strength 4 Armour Piercing pistol shots. The Pirates carry so many pistols that they never need to reload, therefore their pistol bonus is always in action, not only in the first round of combat.



ASARNIL THE DRAGONLORD

For Hire: Asarnil the Dragonlord can be hired as a Rare Unit in Dogs of War armies. Note that he will take up one of your Hero slots as well as the Rare Unit slot. Alternatively, he can be hired as a Rare Unit (and he will in this case take **two** Hero slots as well!) in one of the following Warhammer armies: High Elves, Wood Elves, Empire, Lizardmen.

Points: Asarnil and his mighty Dragon Deathfang cost a total of 460 points.

	M	WS	BS	S	T	W	I	A	Ld
Asarnil	5	7	4	4	3	2	7	4	9
Deathfang	6	6	0	6	6	6	3	5	8

Unit size: Massive!

Equipment: Hand weapon, lance, heavy armour and shield. He rides Deathfang, the Dragon.

SPECIAL RULES

Deathfang. Asarnil's loyal Dragon is a large target, can fly, causes *terror* and has a S4 Breath Weapon. Note that Deathfang does NOT count as a character.

In addition, if rolling on the Monster Reaction chart for Deathfang add +1 to the dice score. If you roll a 6 then you may choose any result you wish.

MAGIC ITEMS

Amulet of Dragonheart (enchanted item)

This amulet was one of the potent artefacts made by Caledor the Dragontamer for the Elven Dragon Princes. It is said that the gleaming gem hanging around Asarnil's neck is a stone found at the heart of a mountain, blessed by Caledor the Dragontamer himself.

The dazzling light of the Amulet of Dragonheart makes the shape of Asarnil and his Dragon appear blurry and vague, as if glanced through a haze. All missile attacks against Asarnil and his Dragon suffer a -1 to hit penalty.

BRONZINO'S GALLOPER GUNS

For Hire: Bronzino's Galloper Guns can be hired as a Rare Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia.

Points: Master Gunner Bronzino and one Galloper Gun team cost a total of 165 points. This is the minimum size of unit you can hire. You may buy extra Galloper Gun teams at a cost of +100 pts per gun team. Each extra team counts as an extra Rare choice.

	M	WS	BS	S	T	W	I	A	Ld
Bronzino	4	5	5	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5
Crew	4	3	3	3	3	1	3	1	7
Gun	8	-	-	-	6	2	-	-	-

Unit size: Each Gun has a crew of three, and one crewman rides a warhorse.

Equipment: Hand weapon. Bronzino is equipped with a hand weapon and heavy armour. He rides a warhorse.

SPECIAL RULES

Cannon Rules

Bronzino's Galloper Guns follow the rules for cannons (the smaller kind) found on page 122-123 of the Warhammer rulebook. The following exceptions apply:

Small Calibre: The maximum range you can guess is 24". The shots are Strength 7, D3 wounds, no Armour save.

Rapid Movement: The Galloper Gun is harnessed to a warhorse ridden by one of the gunners. This enables the Gun and its entire crew to move 8" (the remaining crew are assumed to jump on the harness and hitch a lift).

The Galloper Guns may march move.

If the Galloper Gun is charged, the crew may hold or flee. If they flee, the Gun is assumed to be limbered up immediately without any movement penalty. If the Gun and crew are caught, they are destroyed.

Close combat: The crew fight in hand-to-hand combat as normal. The mounted gunner fights as normal from horseback.

Deployment: The Guns are deployed as separate teams, each Gun and its crew operating as an independent unit. Bronzino must be deployed together with one team, but he can then ride from one team to another or operate on his own as a separate character. When he joins a team, he follows the normal rules for characters joining war machines (see page 118 of the Warhammer rulebook).

BIRDMEN OF CATRAZZA

For Hire: Daddallo's Birdmen of Catrazza can be hired as a Rare Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in an Empire army.

Points: Daddallo and four Birdmen cost a total of 150 points. This is the minimum size of unit you can hire. The regiment may be increased by adding extra Birdman models at a cost of +25 points each.

	M	WS	BS	S	T	W	I	A	Ld
Daddallo	4	4	4	3	3	2	3	1	8
Birdmen	4	3	3	3	3	1	3	1	7

Unit size: 5-10

Equipment: Hand weapon and light crossbow (count as bows).

SPECIAL RULES

Flying unit: Like all units of flyers, the Birdmen can *fly* and always *skirmish* (see page 106 of the Warhammer rulebook).

Shoot on the Wing: The wings of the Birdmen are flapped by means of stirrups on their feet. This means that they have both hands free to load and shoot their crossbows while flying. This in turn means that the Birdmen suffer no penalty for shooting on the move unless they move on foot.

WANTED

For expedition to the
mysterious east.

Willing freebooters of good reputation and proven ability. Tropical experience an advantage. Be prepared to set sail by the first week of the harvest tide, on a sea voyage of no less than six months duration.

Interested Captains to present
themselves to General Blackheart at
the Reaver's Return Inn, Dockside.

GIANTS OF ALBION

For Hire: Hengus the Druid and the Giants of Albion can be hired in Dogs of War armies and they count as **two** Rare Units. No other Warhammer army can hire them, sorry!

Points: Hengus, Cachtorr and Bologs cost a total of 450 points.

	M	WS	BS	S	T	W	I	A	Ld
Hengus	4	3	3	3	3	2	3	1	7
Bologs	6	3	3	6	5	5	3	S	6
Cachtorr	6	3	3	6	5	5	3	S	6

Unit size: Huge!

Equipment: Both Giants and Hengus are armed with a hand weapon.

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

SPECIAL RULES

Oggum Staff: Hengus has an Oggum Staff, which is a special kind of magic item made by the Druids of Albion. Not only do the Oggum marks on the staff endow the bearer with power over Giants to make them serve him, but they also protect the owner from harm. To represent this, as long as the Giants are within 6" of Hengus, they may use his Leadership value. In addition, Hengus has a Ward save of 4+.

Independent Models: Hengus, Cachtorr and Bologs are individual models and move independently, though they may not join regiments. The enemy is awarded Victory points separately for each model slain. Hengus is worth 100 points and each Giant is worth 175 points.

Giants of Albion: Cachtorr and Bologs are large targets and cause *terror*. Note that, although named, Cachtorr and Bologs do NOT count as being characters. Giants treat obstacles like open ground, but are prone to falling. Roll a D6 if they cross an obstacle or lose a round of combat. If you roll a 1 the Giant has fallen and can squash those underneath. Use the Scatter dice to see which direction he falls in, and the model itself as a template. Those underneath take a single S5 hit which causes D3 wounds. Giants may not attack and are hit automatically in hand-to-hand combat whilst on the ground. They are automatically killed if they break from combat while on the ground. It takes a Giant one turn to stand up. Giants also fall over when they die.

In close combat you must roll a dice each round to determine what the Giant will do that turn. Against other large targets: on a roll of 1-3 Giants will *Yell and Bawl* (Giant does not attack, but enemy side automatically loses the fight by 2); on the roll of a 4-6 they will *Eadbutt* (D6 S6 hits, randomised like missile fire for ridden monsters). Against smaller opponents: Giants will *Yell and Bawl* on the roll of a 1-2, on the roll of a 3-4 they will *Jump Up and Down* (2D6 S6 hits on unit, randomised like missile fire, but first test to fall over – see above) and on the roll of a 5-6 they will *Swing With Club* (D6 S6 hits on unit, randomised like missile fire).

TICHI-HUICHI'S RAIDERS

For Hire: Tichi-Huichi's Raiders can be hired as a Rare Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in Lizardmen armies, or as a Rare Unit in other Warhammer armies, except Bretonnia, any Chaos, Chaos Dwarfs, Skaven, Vampire Counts and Khemri.

Points: Tichi-Huichi and five Skink Cold One Riders including a Standard Bearer and Musician cost 250 points. This is the minimum unit you can hire. The regiment may be increased by adding more Skink Cold One Riders at +22 points each.

	M	WS	BS	S	T	W	I	A	Ld
Tichi-Huichi	6	4	4	4	3	2	5	3	7
Gt.Gr. Skink	6	2	3	3	2	1	4	1	6
Cold One	8	3	0	4	4	1	1	2	3

Unit size: 6-20

Equipment: Hand weapons, spears, scaly skin (6+) and shields.

SPECIAL RULES

Cold-blooded: Skinks are cold-blooded and slow to react to psychology. Roll three dice when testing against Leadership and choose the two lowest scores.

Cold Ones: Cold Ones cause *fear*, are subject to *stupidity*, and give their riders +2 to their Armour saves in place of the usual +1 for mounted troops.

Note that Tichi-Huichi's Raiders use different rules and profiles from those in the Lizardmen army list printed later in this book. This is because they are Great Crested Skinks, and ride a species of Cold One known sometimes as a Horned One.

Blessed by the Old Ones: Tichi-Huichi and his Skink Cold One Riders enjoy the special favour of the Old Ones. They belong to a portentous spawning, brought forth for a mission devised untold millennia ago, and consequently a mysterious aura of protection pervades the regiment. To represent this, hand-to-hand opponents will never pursue Tichi-Huichi's Raiders if they beat them in combat. A strange, tropical fatigue descends on the foe, securing Tichi-Huichi's chance to get away.





RUGLUD'S ARMoured ORCS

Captain: Ruglud Bonechewer.

Battle-cry: "Gobbos fer dinner! Gobbos fer tea! Gobbos when u want 'em! Gobbos for me!" (Note: the Orcs will substitute the word 'Gobbos' with something appropriate to the occasion, eg, 'Stunties', 'Umies' or 'Ratsies'.)

For Hire: Any Warhammer army other than Bretonnians, Dwarfs, High Elves and Wood Elves may hire Ruglud's Armoured Orcs, and they count as a Rare choice. Dogs of War and Orc & Goblin armies may choose Ruglud's Armoured Orcs as a Special choice.

Points: Ruglud, Maggot, a Musician and seven Armoured Orcs costs a total of 190 points. This is the minimum size regiment you can hire. The size of the regiment may be increased at the cost of 12 points per model.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ruglud	4	5	3	4	5	2	3	3	8
Maggot	4	2	3	3	3	1	2	1	6
Armoured Orc	4	3	3	3	4	1	2	1	7

Weapons: Choppa, crossbow.

Armour: Heavy armour.

SPECIAL RULES

Ignore Greenskin Panic: Ruglud and his Armoured Orcs have great disdain for their own kind. When a friendly Greenskin unit is destroyed, breaks or flees past their unit, Ruglud and his Orcs (including Maggot) do not need to test for Panic.

Choppa: Ruglud's Armoured Orcs carry brutal cleavers and clubs, and add +1 to their Strength in the first round of combat if they charge (note that Maggot does NOT carry a choppa, just a normal hand weapon).

Maggot: Maggot the Goblin accompanies Ruglud wherever he goes, acting as his standard bearer. He has survived countless battles and is regarded as a lucky mascot. His presence encourages the Orcs to fight all the more fiercely. The banner that Maggot enthusiastically waves adds +2 to combat resolution rather than +1.

In addition to this, Maggot seems to lead a charmed life, and as a result has a 3+ Ward save. He may not accept challenges, for he is not in effect a character, just a particularly lucky Goblin. If

Maggot dies, the banner is lost with him, and no other Orc can pick it up.

Although Maggot doesn't carry a crossbow, an Orc standing behind him may shoot over his head, as if the Orc were standing in the front rank. The range is measured as normal, from Maggot's base (the Orc behind leans the crossbow on his head.)

Animosity: Ruglud's Orcs suffer from Animosity like any other Greenskin unit, and must test each turn so long as the unit is not engaged in hand-to-hand combat, is not fleeing, and numbers at least five models. In the start of the Turn phase roll a D6 for Ruglud's Armoured Orcs – on a 2+ the unit passes the test and moves/fights normally this turn. On a roll of 1 the unit fails the test. To determine what happens, roll a D6 and consult the table below (note that this table is different from the table of other Greenskin units).

Ruglud's Animosity Table

1-2 Let's show 'em what these crossbows can do!

Ruglud's Armoured Orcs shoot at the closest unit, friend or foe. All models in the unit can fire without movement penalty at the nearest target in any direction, ignoring the usual restrictions for line of sight and fire arcs – this is an exception to the normal rules for shooting. The shots are worked out immediately, not in the Shooting phase, and the models themselves are not moved. The unit cannot do anything else that turn. If there are no units within range, the unit Squabbles instead (see the next entry).

3-6 Squabble

An internal squabble amongst the ranks soon grows into a minor riot with fists and curses flying. This throws the unit into disorder and prevents all moving and shooting this turn. The unit can do nothing this turn while Ruglud cracks heads together to restore order.

THE CURSED COMPANY

Captain: Richter Kreugar the Damned.

Battle-cry: The battle-cry of Richter Kreugar has long been forgotten by the people of the Old World. The silence of the grave hangs over the Cursed Company as it traverses the land, marching to war accompanied only by the sound of creaking ancient leather and the scrape of rusted metal.

For Hire: Any Warhammer army other than Bretonnians, Vampire Counts and Tomb Kings of Khemri may hire the Cursed Company, and the regiment counts as a Rare Troops choice. (Richter has an eternal hatred for those who subjected him to his fate, and so will not fight for the Undead.) Dogs of War armies may choose the Cursed Company, in which case it counts as a Special choice.

Points: Richter Kreugar and nine of the Cursed Company including a Standard Bearer and Musician cost a total of 305 points. This is the minimum size regiment you can hire. The size of the regiment may be increased at the cost of 10 points per model, up to a maximum unit size of 30.

Profile	M	WS	BS	S	T	W	I	A	Ld
Richter Kreugar	4	5	3	4	4	2	4	3	9
Cursed Company Skeletons	4	2	2	3	3	1	2	1	3

Weapons/Armour: Richter Kreugar is armed with a shield, heavy armour, the Dark Gem of the Cursed and his unholy sword, Blight. The Skeletons of the Cursed Company are equipped with shields, light armour and hand weapons, and the Standard Bearer carries the Banner of Malediction. (Note: Despite the armour that appears on the individual models within the Cursed

Company, it is assumed for the sake of simplicity that all the models are equipped with light armour.)

Armour Save: 5+ for the Cursed Company Skeletons, 4+ for Richter Kreugar.

MAGIC ITEMS

Blight *Magic Weapon*
Blight is a darkly powerful blade, centuries old and suffused with unholy magic.

Blight confers +1 Strength to all close combat attacks made by Richter. In addition, the weapon has the Killing Blow special rule (see page 112 of the Warhammer rulebook).

Dark Gem of the Cursed *Talisman*
The Dark Gem of the Cursed glows a blood-red shade that intensifies when a blow is directed towards Richter, protecting him from harm.

4+ Ward save.

The Banner of Malediction *Magic Standard*
The sinister banner of the Cursed Company has been carried for centuries by various enslaved warriors of Richter. It is a dark parody of his original, disgraced mercenary company banner.

The Cursed Company suffers one less wound than they normally would when defeated in combat. As an example, if the Cursed Company loses a combat by 3, they should lose three extra models, but because of the Banner of Malediction, they lose only two models.

SPECIAL RULES

“Join us in damnation...”

As part of Kreugar’s curse, any foe slain by him or one of his company are withered by dark magic, their flesh ageing as if decades had passed in the blink of an eye. The lifeless victim is instantly enslaved to the will of Richter, rising to accompany him in his eternal curse.

If any model within the Cursed Company (including Kreugar himself) slays a model with only 1 wound on its starting profile, then one Skeleton is created in its place. Models created in this way are added to the Cursed Company, and are armed in the same manner as the Company. The Victory points value of the

unit is unaffected. This rule counts only for models that are killed in close combat, and not for models killed in any other way (for example, running down fleeing troops).

Independent

The Cursed Company is a completely independently acting unit. Richter and the Cursed Company will never use the Leadership of the General, even if it is better than his own. Additionally, the Cursed Company cannot be joined by any characters.

Hatred

Richter Kreugar *bates* all other Undead. This applies to Richter only.

Undead

The Cursed Company is Undead, and as such the following rules apply to them:

Leader

If Richter is killed, the Cursed Company will quickly begin to crumble to dust. At the end of the phase when Richter is killed, and at the beginning of each of their turns thereafter, the Cursed Company must take a Leadership test. If the test is failed, the unit suffers a number of wounds equal to the number they failed the Leadership test by. No saves of any kind are allowed against these wounds.

Break Tests

The Cursed Company cannot be broken. If the Cursed Company is beaten in combat, it suffers one extra wound for every point they lost the combat by, with no saves of any kind allowed (remember that with the Banner of Malediction, this number is reduced by one).

Immune to Psychology

The Cursed Company is Immune to Psychology. The only exception to this is that Richter Kreugar *bates* Undead.

Charge Reactions

The Cursed Company can only react by holding their ground.

Marching

The Cursed Company can march as long as Richter is still alive. If Richter dies, the Cursed Company cannot make march moves.

Cause Fear

The Cursed Company and Richter cause *fear*.

