



# DOGS OF WAR

An unofficial army list  
By Garth Bragg



## ANY TIME, ANY PLACE, ANYWHERE...

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

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

## ROCKIN' ALL OVER THE WORLD

Mercenary armies of Dogs of War fight all over the world. They are drawn to places where fortunes can be won by ruthless adventurers. The treasure-houses of the Lizardmen in Lustria are a major prize and have attracted many a would-be conqueror, such as the crazed Piazza Pizzaro and the near-legendary Sven Hasselfriesian. Further east the mysterious Dragon Isles and the shadowy lands of Cathay have tempted soldiers of fortune such as Count Egmund Baernhof and the infamous Thorson Grint. South to the Southlands and the legendary treasures of Karak Zorn, eastwards to

Cathay, and west to the treasure-houses of Lustria, the world is truly awash with rag-tag armies of sell-swords who nurture wishful dreams of empire!

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

Tilea is also a melting-pot to which all kinds of mercenaries come with the notion of joining whatever overseas adventure is flavour of the month. Such ventures are sometimes funded by wealthy merchants keen to open up new trade routes east and south, but often the whole thing is down to some crazed adventurer with a theory that the world is round, cubed, the shape of a very tall floppy hat, or some other such nonsense. No matter what the motivation, bold armies of Dogs of War depart every few weeks from the ports of Tilea and sail off into the sunset. On the whole they are never heard of again, but just occasionally a ship sails back stuffed to the gunnels with treasure, bearing a few jewel-encrusted survivors back to a new life of ease and luxury.

The following pages show just a few of the many Regiments of Renown and other mercenaries which commonly make up the Dogs of War army.

# MAP OF TILEA



NEW MATERIAL

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

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



## DOGS OF WAR ARMY SELECTOR

<i>Troops</i>	<i>Type</i>	<i>Attack</i>	<i>Hits</i>	<i>Armour</i>	<i>Command</i>	<i>Unit Size</i>	<i>Points Per Unit</i>	<i>Min/Max</i>	<i>Special</i>
Pikemen	Infantry	3	3	6+	-	3	60	2/-	*1
Crossbowmen	Infantry	3/1	3	0	-	3	55	2/-	-
Handgunners	Infantry	3/1	3	0	-	3	65	-/2	*2
Swordsmen	Infantry	3	3	6+	-	3	45	-/4	-
Ogres	Infantry	4	4	5+	-	3	105	-/1	*3
Dwarfs	Infantry	3	4	4+	-	3	110	-/2	-
Marauders	Infantry	3	3	5+	-	3	60	-/2	-
Light Cavalry	Cavalry	3/1	3	6+	-	3	80	-/4	*4
Knights	Cavalry	3/1	3	4+	-	3	110	-/2	-
Galloper Guns	Artillery	1/2	2	0	-	2	85	-/1	*5
Tuska	Monster	6/1	4	5+	-	1	120	-/1	*6
Birdmen	Infantry	2/1	3	6+	-	3	85	-/1	*7
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Paymaster	Hero	+1	-	-	8	1	80	-/1	-
Wizard	Wizard	+0	-	-	8	1	80	-/1	*8
Griffon	Monstrous Mount	+2	-	-	-	-	+80	-/1	*9
Pay Wagon	Chariot Mount	+1	-	-	-	-	+20	1	*10

### Special Rules

**1. Pikemen.** The pike is the traditional weapon of the mercenaries of Tilea. Twice as long as a spear and even longer than a cavalryman's lance this is a truly fearsome, although rather unwieldy, weapon. Pikemen fight in close order in formations of approximately equal width and depth, known as 'pike blocks'. Pikemen should be based as cavalry - ie, the models are orientated towards the narrow edge of the base. In all other respects they count as infantry (movement/support/pursuit etc.) except that they never benefit from *defended* or *fortified* status when in cover.

**2. Handgunners.** Hanguns are rare but powerful weapons. A handgun shot can pierce armour far easier than an arrow or a crossbow bolt. Therefore, count enemy Armour values as one worse (-1) than normal.

**3. Ogres.** Ogres flock to Dogs of War armies for the chance of a good fight and as much as they can eat. These creatures are notoriously fond of

fresh human meat, although they will eat practically anything that was once alive (or still is). To represent this an Ogre unit must use its Initiative to charge an enemy unit of humans (humans... Men not Dwarfs, Elves etc.) if it is within 20cm at the start of the Combat phase and the Ogres can reach it. This happens automatically.

**4. Light Cavalry.** Dogs of War armies make great use of expert light cavalry from all around the world. Empire Pistoliers, Arabian horsemen, Hobgoblin Wolf Riders and Kislev Horse Archers are particularly adept at outmanoeuvring an enemy and harrying his flanks. Light cavalry are equipped with light bows or pistols and have a range of 15cm. However, as their weapons are so handy, they can shoot behind or to the side without turning stands to face their target. Just measure the range from any edge, front side or rear. They can therefore shoot at enemy charging them from any direction.

## Special Rules (cont...)

**5. Galloper Guns.** These are lighter artillery than Dwarf or Empire cannons, due to this they are shorter ranged, but can make up for their lighter shot by producing a higher volume of fire. Galloper Guns move 20cm. All the normal rules for cannons apply for shooting (bounce through, no saves and reduction cover values). Because they are only light guns they have a range of only 40cm but may stand and shoot.

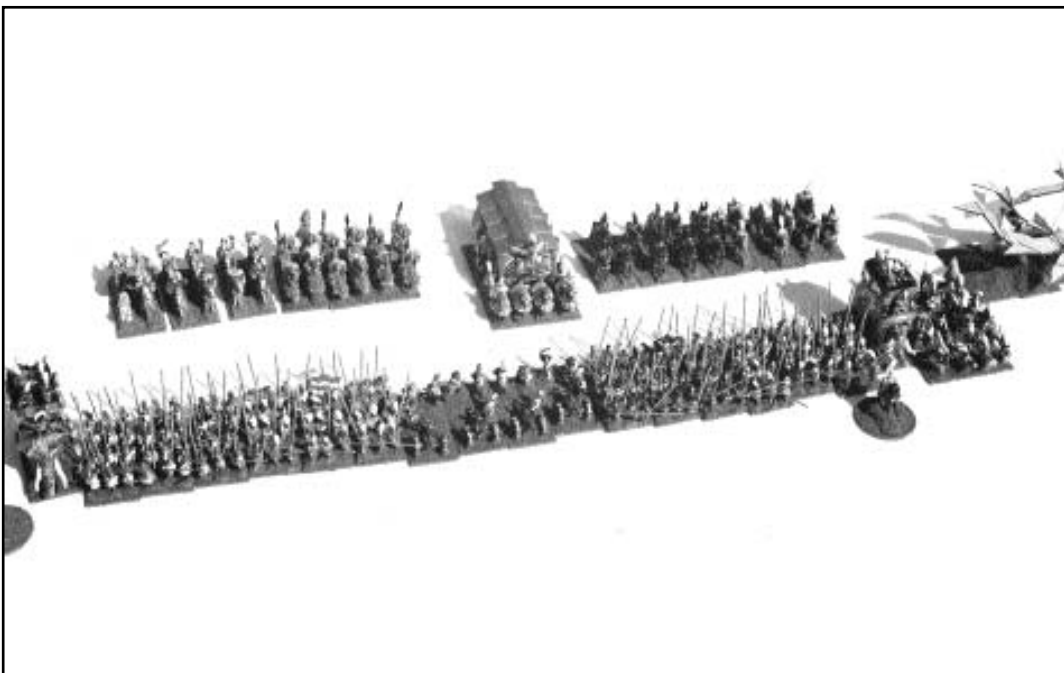
**6. Tuskas.** These grey, elephantine monsters are indigenous to the hot jungles of the Southlands. Often Dogs of War Generals manage to acquire trained beasts such as these from Arabian traders to use as shock troops in their armies. A driver known as a mahout sits astride the creature's neck and guides it into combat whilst bow-armed soldiers are housed in a small howdah upon its vast back. The creature itself is fearsome in combat, trampling soldiers and horses alike under foot and goring other creatures with its huge ivory tusks. A Tuska causes *terror* in its enemies. Because they are unruly creatures and difficult to control they may only ever be brigaded with other Tuskas. If you give an order to a Tuska and fail then you must make a test to see what it does. Ignore potential blunders as these are taken into consideration with the new table. Roll a dice and consult the 'Giant Goes Wild Chart' from the Orc & Goblin army list from the rulebook and apply the results to the Tuska (you can assume that with result no. 3 that the Tuska throws the rock with its trunk!). Where Tuskas are brigaded together, roll separately.

**7. Birdmen.** Only half-mad nutters like Tileans would try to fly! The Birdmen wear insane contraptions of light wood covered in canvas that are shaped like wings and allow them to glide on the air currents. These 'wings' allow the Birdmen to fly and still use their crossbows as normal.

**8. Wizard.** The Wizard uses the Empire spells.

**9. Griffon.** Generals, Wizards & Heroes may ride Griffons. The Griffon combines the appearance of a lion and an eagle. These creatures are hatched from stolen eggs and hand reared to serve as mounts for favoured individuals. The Griffon can *fly*, increasing the rider's movement to 100cm and it adds +2 Attacks to those of the rider. A unit which includes a Griffon causes *terror* in its enemies.

**10. Pay Wagon.** Only the Paymaster may use the Wagon. There may only ever be one Pay Wagon per army. The Paymaster may bribe the units around him to fight harder. He may add +1 to all of his Command checks for a single turn only.



*Garth's Dogs of War army arrayed for battle...*





### DESIGNER'S NOTES

I have been playing historical and fantasy games for over twenty years. In addition I have played many Games Workshop games in the past, Warhammer and 40K being past favourites. I moved to historical games, in particular the Napoleonic Era, and for the last two years I have become a fully-fledged Warmaster fanatic. I play Empire, High Elves and Lizardmen, and have painted all of the other armies either for myself or others. I love the scale and the challenge of Warmaster. The scale allows for many spectacular conversions and the visual effect of a huge Warmaster army on the field can't be beaten.

The Dogs of War are my favourite Warhammer army, and when Warmaster was introduced I started working on bringing the Dogs of War to life in the scale of Warmaster. The first thing was to decide which units would form the core of the army, which would be special additions and which would be excluded all together. I wanted this army to be a different kind of human army, with a character all its own. The basic idea was to create an army that was hard-hitting and orientated towards attacking with no cheap, expendable units and no heavy cavalry. This would be the type of army that rewards a general who knows how to use a combined arms approach.

The core of the army was the easiest to decide. First, pikes were to figure as the centre-piece of this army (why did I choose pikes? Not everyone is familiar with this army, so it might help to explain!). The pike is the defining



weapon in the Dogs of War Warhammer background and they provide the basis for forming an army that is uniquely infantry based and that can still compete with cavalry armies. Pikes were developed as the weapon of choice in the warring city states of Tilea, where most Dogs of War bands originate as mercenaries. The pike's success on the battlefield led to their wider use by the mercenaries on all the fields they fought upon.

First the models to represent them on the tabletop and the rules for their use in the game had to be developed. The first part was easy; I converted the excellent Empire Halberdiers and Crossbowmen into Pikemen. The second part was a little more difficult. How could I represent the deep and dense formations of pike in the Warmaster game? Several rules were tried over a long period of time. Some worked but required lots of special rules. So I went back to the basics and tried to work up some rules that were unique and uncomplicated. The infantry stat line and movement seemed a sound place to start. Using that stat line, how could I produce a narrow frontage unit with vulnerable flanks? Using cavalry-style basing, orientating the pikes to the narrow edge of the stand, became the simplest answer to achieve the result I desired. This got the best possible results, with the fewest special rules. As play testing continued it became clear that this also 'flowed better' with the rules as well. The use of Pike units on the battlefield is different from any other infantry. Attacking to the front of a unit of pikes can be very dangerous to a cavalry unit. With the basic infantry type selected, support troops were the next type to be settled. Without a doubt, Crossbows had to be part of the core of this army. Handgunners had to be present as well, but not as a required choice. For the purposes of the game both unit's stats would be unchanged from their Empire counterparts.

The second new unit I decided to introduce were the Swordsmen. These are units of veterans armed to the teeth, with all manner of weapons, specialising in melee. Their purpose is to protect the pike units' flanks and to counter any pikes that may be fielded against them. I used the models of the Empire Skirmishers organised into full units.

The third new unit I introduced was the Galloper gun. Again figures and rules had to be worked out. The guns were converted from existing Empire units. This was to be a unit of fast moving light guns. The Dogs of War needed artillery support and heavy guns were out of the question. This unit was created from the background of Bronzino's Galloper Guns. This is a favourite unit of many Dogs of War

players and makes an exciting and important addition to the army list. The conversion of existing figures and units to make this new troop type is rewarding as well. I started with the standard Empire cannon stats, increased the movement to match the infantry and reduced the range of the guns. This is the unit that required the most testing to work out the play balance. Early experiments with faster movement and shorter range resulted in some very unbalanced results. The final results are very workable and quite in the spirit of this army.

The final core troops choice in a Dogs of War army is the cavalry. Early on I decided that Knights would have to be restricted so that the army would play differently from other human armies. I felt however, that I needed a unit of light cavalry that could function as support. As a long-time Empire player Pistoliers came immediately to mind then I toyed further with the idea and made them generic light cavalry. My favourite unit now became an important part of the Dogs of War army.

The Dogs of War General is a normal human General with a Leadership of 9. He may have a special mount and for game purposes is unchanged from the Empire General. Heroes are unchanged from the Empire list, with one exception – the Dogs of War have a new Hero type, the Paymaster.

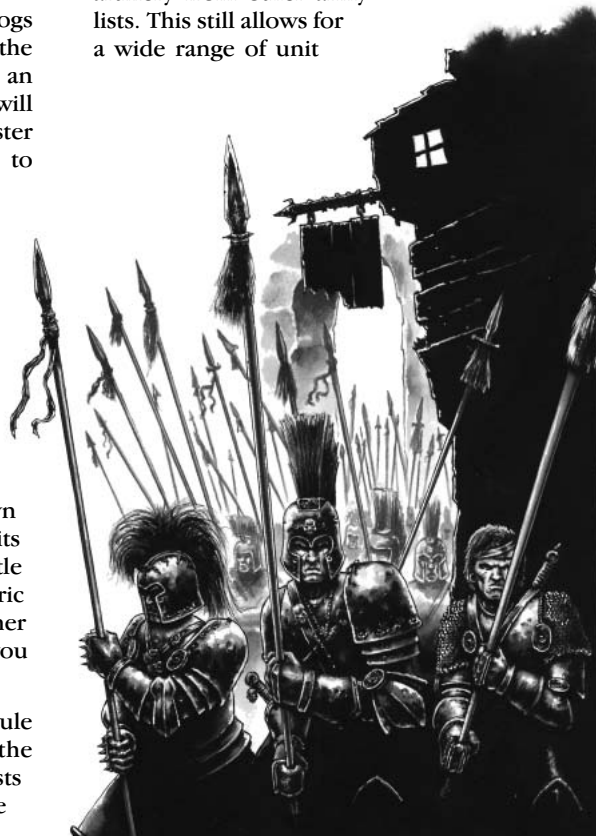
The Paymaster is the man who makes the Dogs of War function, without somebody footing the bill no mercenary will fight, and should an enemy threaten the Paymaster the Dogs will fight harder to protect him. The Paymaster must be selected and you may choose to mount him on a Pay Wagon. The Wagon is a chariot for game purposes and confers a special ability. For one turn during the game, the Paymaster may add +1 to his Command value; this must be declared before use. This represents the Paymaster offering a 'bonus'.

The second challenge of the Dogs of War list was to include the Regiments of Renown to be chosen without unbalancing the game. Initially I had a separate list for the Regiments of Renown and players could choose up to two units from it. Finally I decided that this was a little to cumbersome and just integrated generic regiments into the main army list (so, rather than having Golphag's Mercenary Ogres you simply have Ogres).

In Warmaster scale, no one single unit may rule play. For gaming purposes I gave the Regiments of Renown stat lines and costs identical to normal units of the same type



from other army lists. By making the Regiments of Renown unique choices, the number of any specific type of unit are by definition also limited. I also had to limit the overall choices. There can be no Bretonnian units, no 'core' units from any of the other armies, and no monsters or artillery from other army lists. This still allows for a wide range of unit



## The Dogs of War Army



choices and encourages the player to make his Dogs of War army unique.

During the process of playtesting, it became clear that the Dogs of War needed a unit that caused *terror*. I took the opportunity to add Elephants (now called Tuskas!) because Warmaster scale lends itself to exciting conversions and, after a few experiments, Elephants added an interesting twist to the army list. The more I played them, the better I liked them!

Playtesting the army took over eighteen months, against many different opponents. During this time some things became clear, Monsters like Asarnil's Dragon or the Giants of Albion became very unbalancing factors with the *Voice of Command* spell. While the units are interesting and add character, they are too easy to manipulate and unbalance the list.

My friends and I have put a lot of effort and testing into these rules and look forward to hearing from you – the players. Finally I would like to thank Honda, Paul, da Baaron, and Blake to name a few, for all of their help and input; without it I would not have been able to complete this effort.

### CONVERTING THE ARMY

Creating the Dogs of War army for the tabletop required some conversion of the splendid Warmaster figures to become a reality. The new units that had to be created were Pikemen, Galloper Guns, Birdmen, the Paymaster's Wagon, and Elephants (sorry Tuskas!). The remainder of the troop types would remain unchanged from their counterparts from the other armies.

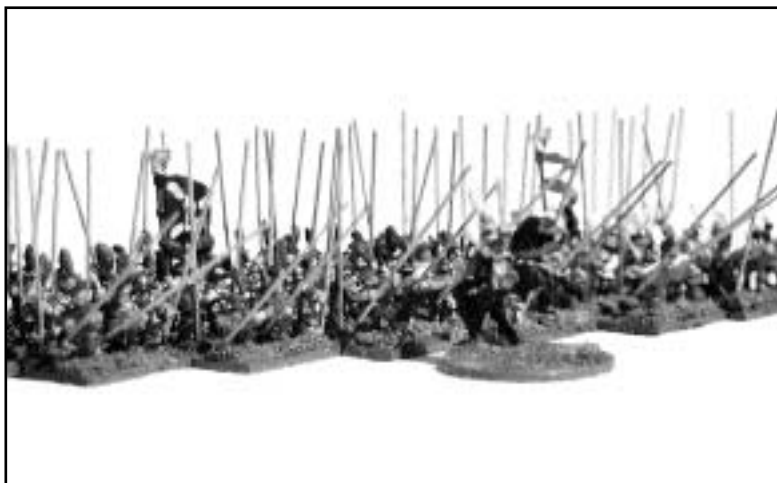
The first conversions I worked on were the Pikemen. I realised that the bulk of the units could be made from Empire Halberdiers. Pike

units are based facing the narrow edge of the stand, so I needed to cut the Halberdier stands into sections three figures wide. The front rank needed figures to represent pikes in the 'sloped' offensive position. Empire Crossbowmen provided the figures for this front rank.

To model the pikes, I decided to use piano wire, which was cut into 3cm lengths. The trick seemed to be, how to attach the pikes. Initially I was going to drill out all of the hands holding halberds or crossbows, but I soon realised that at this scale I would be signing myself up for a very serious effort. I soon came to realise that in Warmaster scale, the hands appear to be small blobs, so I decided to try another approach.

By cutting the halberds, crossbows, and hands off, I then had a stable surface for attaching the piano wire using super glue. The pikes on the converted Halberdiers were attached straight up and at rest. The pikes for the front rank were attached to the converted Crossbowmen angled in an attack mode. I then used quick cure epoxy and an applicator syringe to put small drops of glue in place of the hands. A toothpick could be used if you are unable to find syringes. When all the glue was dried the figures were primed, painted and based.

The second unit to be constructed were the Galloper Guns. Empire Helblaster volley guns provided the basis for the gun carriage. I then cut the volley gun off of the carriage and filed the space flat. The Empire cannon wheels were then attached to the carriage. I used some scrap brass rod for the cannon barrel. The bracket mount was made by gluing together three, 1/16" thick strips of basswood together to form a 'U' shaped strip, when viewed end on. Plastic card could be substituted for the basswood.



*The Dogs of War in the thick of the fighting*

I then cut the 'U' strip into smaller pieces about 3/16" long. I shaped these pieces by cutting the upper rear corner off and glued this piece to the carriage. The brass wire was attached in the centre of the brackets created by the piece of 'U' strip. To create the elevation arc, I cut several pieces of plastic stock 1mm square and 5-6mm long. I then bent the piece slightly to create a curve. Next I attached one end of this



*The army in line...*

piece to the trail with the curved centre on the cannon barrel rear end. The crew from the Empire Helblaster were used as the gun crew. I also decided to make a few limbers as additional pieces simply for appearances sake (they have no real meaning in game terms).

I started with the coal cart from the Dwarf Flame cannon and cut off the rear section close to the axle, filing the coal flat to produce a limber box. I attached the Empire cannon wheels and used copper wire for side rails. The drivers were the foot figures from the Empire command group, base clipped and bent to sit on the box. The limber driver and gun crew were then painted and based.

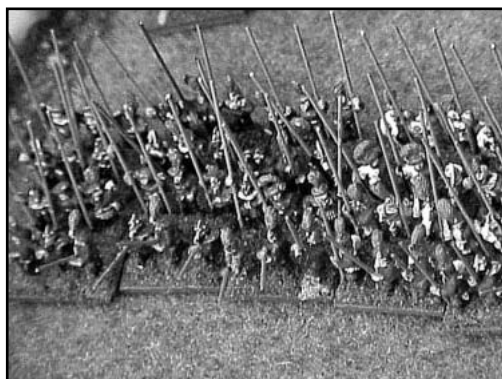
The third unit was the Birdmen. As this is a flyer unit you need to produce between six to nine figures per unit. I chose Empire Crossbowmen for the pilots. I picked some likely figures and cut the bases off. The harness/support for the wings I formed out of soft copper wire. This next piece may seem a bit fiddly, but it definitely adds to the overall model. I formed foot pedals, back frame and wing support from a piece of wire. The complete piece resembled a 'T' with extended arms. I used a single smaller piece to secure the figures to the frame and left the excess trailing behind, to attach the tail to.

The wings and tail themselves were made from heavy stock paper, and attached with super glue. I settled on a gull configuration with an elongated triangular tail. This step gives you some options as to the overall appearance of the figure. I decided that a wingspan of about 25mm was very manageable. I painted the unit and then drilled the figures to accept very fine piano wire to support the new birdmen in the flying mode. I also adjusted the height and altitude for appearance.

No Dogs of War army would be complete without a Paymaster and no self-respecting Paymaster would travel without a safe place to keep the paychest. I chose the Empire War

Altar as the basis for the Wagon. I attached the wheels and built a house-like box with plastic stock. Armoured doors and gun ports were made from plasti-card and rivet detail was added using drops of superglue. I filed the top of the altar flat and glued it to the front of the wagon to make a step. The horse team I cut into individual horses. The guard figures from the Command stand worked well for the paymaster's guard and I used the one holding the sword up for the Paymaster. I glued him to the step on the front of the Wagon and added a bunch of money sacks made from Green Stuff. I placed the completed wagon with guard surrounding it on a 40x60mm base. The horse team was placed four abreast. This makes a rather large Command stand but there is no mistaking the Paymaster on the tabletop.

The final conversion was the Tuskas. No figures exist for elephants in Warmaster so I decided to sculpt them entirely from Green Stuff. I looked around for suitable reference materials and found a really great picture of an armoured elephant from a magazine. I experimented a few times and when I got a result that was right I made a mould to make duplicates. Each elephant got a Green Stuff coat of chain mail and an armoured head plate. Each was modelled a little differently from the others. The howdah was made from plastic stock, which is basically a box large enough to accommodate four or five crewmen. I used Empire Handgunners for the crew. Side banners were made from heavy paper stock and hung from the howdahs and painted. The crew were painted to correspond to the banner colour scheme. The elephants were then based as monsters.



*A mass of pike!*

So, as you can see, with a bit of a modelling effort, I am very happy with the results. I certainly have an army that stands out from all the others! This was a rewarding effort and I hope will lead to others trying their hand at some of their own conversions.

