

DOGS
OF WAR
CHARACTERS
FOR HIRE

WARHAMMER ARMIES Dogs of War

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MERCENARY GENERALS



By Nigel Stillman

Continuing the fine tradition of bringing you exclusive rules in White Dwarf, Nigel explains how to choose mercenary generals of different races. No longer are you limited to the basic Human general profiled in Warhammer Armies Dogs of War – now you have the option of leading your gold-hungry hordes with other races!

In any Dogs of War army you are likely to find many diverse races, united behind their general by the prospect of war and loot. But what of the general himself? Although many Dogs of War generals are humans (frequently Tileans), there are many others of very different origins. Some, of course, are also men, either from the Old World, or more distant lands. Others come from among the other warlike races of the known world, such as the Orcs, Hobgoblins and Ogres, or from the ancient races of the Dwarfs and Elves. This article details rules for creating a mercenary general of one of these races to lead your army.

Human Mercenary Generals

The majority of mercenary generals at large in the Old World are humans. Most of these are from Tilea but not all. The Empire produces excellent fighting men, many of whom find their way into mercenary armies to fight as dogs of war.

Sometimes expertise and determination enables an individual to rise up through the ranks and lead his own mercenary army. Mercenary generals whose origins lie in the Empire usually begin their career among the Border Princes, rather than in the Empire itself, except perhaps during a time of civil wars.

Few Bretonnian knights have ever become mercenary generals, and the honour of those who

have must certainly be deeply suspect! However, it is possible that some notorious generals began as Bretonnian commoners. There are, however, several Arabian mercenary generals, which is not surprising in a land ruled over by warring tribes of dubious loyalty. It is quite possible for a Sheikh or Emir and his entire tribe to suddenly appear out of the desert and offer their swords to the highest bidder. Almost all the corsair leaders are of course mercenary generals likely to change sides for a chest full of gold. Finally, let us not forget the frozen wastes of Kislev and the brooding fjords of Norsca, from which have come some of the cruellest mercenary generals the world has ever seen – warlords who learned their trade collecting the heads of Chaos Warriors and flaying Beastmen for their pelts.

Dwarf Mercenary Generals

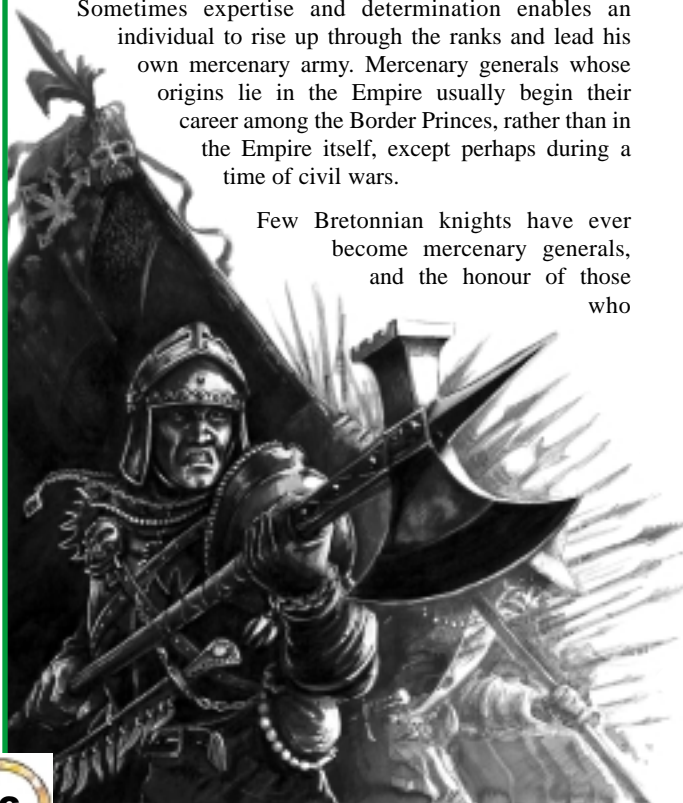
Few Dwarfs become mercenary generals. This is because any Dwarf with the qualities of a general will be utterly loyal to clan and ancestry. Dwarf mercenary generals are likely to be outcasts for some reason, or cherishing some terrible grudge against all their kin. What else could force a Dwarf to associate with the kind of treacherous scum who become mercenaries? Furthermore, the payment of gold to hired sell-swords and the sharing out of plunder is something that would tear at the heart of any true Dwarf. Indeed then, any Dwarf who becomes a mercenary general, must have a strange saga to tell. It would be wise not to delve too deeply.

Orc & Hobgoblin Mercenary Generals

Orcs live to fight and rejoice in war. Burning settlements, fields strewn with the newly slain, wolves and crows tearing at flesh, cries of anguish and the din of battle – these are the things that Orcs like. It is no surprise therefore, that there are many Orc mercenary generals roaming the known world.

Their only problem is finding mercenary regiments reckless enough to follow them. Few humans can bear to share a camp with Orcs, and so Orc mercenary generals tend to lead armies of particularly savage, uncouth and primitive mercenaries such as, for example, Ogres.

Hobgoblins also delight in war and there are rumoured to be several Hobgoblin mercenary generals. Most of these are rampaging in the east, but some are said to be moving westwards. These are warlords of the nomadic Hobgoblin tribes who roam the barren steppes east of Kislev. Some have



undoubtedly been sent forth at the bidding of the great and rightly feared Hobgobla Khan, and have gathered up various followers among vanquished tribes and peoples. Others are lesser Khans who have displeased or rebelled against their overlord and now seek to escape his wrath.

High Elf & Dark Elf Mercenary Generals

The few High Elves or Dark Elves who become mercenary generals are often exiles, banished from their realms for dire misdeeds or forsaking their kindred with a self-imposed exile. One or two have had the misfortune to be shipwrecked and stranded in distant lands. After trying in vain to fight their way across the known world, they have been forced to sell their fighting skills in order to survive. Often the inhabitants of the lands through which they pass are woefully unable to distinguish between High Elves and Dark Elves and think they are all the same. Thus the High Elves are often blamed for the vile cruelty of the merciless Dark Elf generals, while cities which have been saved in the past by noble High Elf generals, throw open their gates in welcome to Dark Elf generals, unaware of the dire consequences.

Ogre Mercenary Generals

Many Ogres follow the way of the mercenary. As a race, they are just as brutal and warlike as Orcs, in some cases, more so. Few survive long enough to command an army of their own, but those who do are formidable indeed. A lone Ogre mercenary general can often cause an entire enemy army to tremble, just by glaring at them at close quarters! Many mercenary regiments cannot bear sharing a camp with Ogres and certainly would not follow an Ogre general. Others, especially Orcs, Goblins and savages of similar ilk, gather in droves to Ogre generals, often following them just for plunder and not for pay (which would be erratic or non-existent anyway). The noted historian Ummier of Carroburg tells the following anecdote, which may be apocryphal but illustrates well the Ogre view of victory. A hugely fat Ogre general surveyed the stricken field, took a sniff of the stench of victory and said, "bring me the head of the enemy general," and it was done. Indeed it was very well done with garlic butter by the general's best Halfling cook, and the general belched loudly with deep satisfaction.

Mercenary Generals Profiles

| General | M | WS | BS | S | T | W | I | A | Ld | Pts |
|-----------|---|----|----|---|---|---|---|---|----|-----|
| Human | 4 | 6 | 6 | 4 | 4 | 3 | 6 | 4 | 9 | 100 |
| Dwarf | 3 | 7 | 6 | 4 | 5 | 3 | 5 | 4 | 10 | 160 |
| Orc | 4 | 6 | 6 | 4 | 5 | 3 | 5 | 4 | 9 | 110 |
| Hobgoblin | 4 | 6 | 6 | 4 | 4 | 3 | 6 | 4 | 8 | 90 |
| High Elf | 5 | 7 | 7 | 4 | 4 | 3 | 9 | 4 | 10 | 160 |
| Dark Elf | 5 | 7 | 7 | 4 | 4 | 3 | 9 | 4 | 10 | 160 |
| Ogre | 6 | 6 | 5 | 5 | 6 | 5 | 6 | 5 | 9 | 360 |

| Mounts | M | WS | BS | S | T | W | I | A | Ld | Pts |
|-------------|---|----|----|---|---|---|---|---|----|-----|
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | 3 |
| Elven Steed | 9 | 3 | 0 | 3 | 3 | 1 | 4 | 1 | 5 | 3 |
| Dark Steed | 9 | 3 | 0 | 3 | 3 | 1 | 4 | 1 | 5 | 3 |
| Cold One | 8 | 3 | 0 | 4 | 4 | 1 | 1 | 2 | 3 | 10 |
| Giant Wolf | 9 | 4 | 0 | 3 | 3 | 1 | 4 | 1 | 3 | 4 |

Weapons & Armour: The general is armed with the equipment described below.

| General | Equipment | Points |
|-------------------|-----------------------------------|--------|
| Human general | Hand weapon, light armour, shield | +3 |
| Orc general | Hand weapon, light armour, shield | +3 |
| Hobgoblin general | Hand weapon, light armour, shield | +3 |
| High Elf general | Sword, light armour, shield | +3 |
| Dark Elf general | Sword, light armour, shield | +3 |
| Ogre general | Hand weapon, light armour | +3 |
| Dwarf general | Axe, heavy armour, shield | +4 |

Options: In addition to his basic equipment, the general may have other weapons or armour which is appropriate to the traditions of his race, at an extra points cost.

| General | May have | Points |
|-----------|--------------------------------------|--------|
| Human | Upgrade to heavy armour | +1 |
| | Bow | +2 |
| | Barding | +4 |
| | Lance | +2 |
| | Spear | +1 |
| Orc | Double-handed weapon | +2 |
| Hobgoblin | Spear | +1 |
| High Elf | Upgrade to Ithilmar armour | +1 |
| | Lance | +2 |
| | Long bow | +3 |
| | Barding | +4 |
| Dark Elf | Upgrade to heavy armour | +1 |
| | Lance | +2 |
| | Repeating crossbow | +3 |
| Ogre | Double-handed weapon | +2 |
| | Shield | +1 |
| | Additional hand weapon | +1 |
| Dwarf | Double-handed axe | +2 |

May Ride: The general may ride a creature appropriate to the traditions of his race. The options available are listed below.

| General | May Ride |
|-------------------|--|
| Human general | Warhorse (+3 pts) |
| Orc general | War Boar (+8 pts) |
| Hobgoblin general | Giant Wolf (+4 pts) |
| High Elf general | Elven Steed (+3 pts) |
| Dark Elf general | Dark Steed (+3 pts) or Cold One (+10 pts) |
| Ogre general | Not mounted |
| Dwarf general | Not mounted |

Although it is not unknown for mercenary generals to ride on chariots, monsters, war camels, war mammoths, Albion loch monsters, giant starfish, five-tier palanquins or whatever, the fame and dread of such generals has spread so far and wide that they must be considered 'characters of renown', deserving of detailed description, history and special rules to go with them, as well as appropriately splendid models.

Magic Items: The general may have up to 3 magic items worth up to 100 points in total. These are chosen from Warhammer Magic.

Special Rules

Dark Elf general: A Dark Elf general will of course *hate* High Elves and so may not include any High Elf regiments in his army.

Dwarf general: A Dwarf general will obviously *hate* Orcs and Goblins and so may not include any Orc or Goblin regiments in his army.

Orc general: An Orc general may ignore panic caused by fleeing Goblins.

Ogre general: An Ogre general is big, brutal and causes *fear*.



Quirks of Character: Mercenary generals frequently have some dark secret or quirk in their character, which explains why they became great generals. Your general should not be lacking such a quality so you must pick one character trait for your general from the list below.

Banished Exile (+30 points)

The character has been exiled by his own kind. Therefore he *hates* his own race for shunning him. So for example, an exiled High Elf would *hate* High Elves. The general will not include any regiments of the hated race in his army.

Cunning (+20 points)

The character is the master of low cunning and always uses tricks in hand-to-hand combat. The effect of this is that he will always strike first in hand-to-hand combat.

Veteran (+20 points)

The character is a grizzled veteran of so many battles that he has superior fighting skill. He therefore gains +1 WS to represent this.

Blood Feud or Grudge (+35 points)

The character has a long-standing grudge or blood feud against a specific race. This is probably because they once double-crossed him, treacherously betrayed him or wiped out his entire clan. The character *hates* one specific race of your choice. The general will not include any regiments of the hated race in his army.

Rich & Greedy (+10 points)

The character is immensely rich and always demands the highest price for his services or keeps the lion's share of the plunder. The result is that the pay chest is exceptionally big and full to overflowing. This inspires even more loyalty from his troops. To represent this you may re-roll failed Break tests within 16" of the chest instead of the usual 12".

Charismatic Leader (+25 points)

The character inspires exceptional trust and devotion from his troops. They will follow him to the ends of the earth and beyond! To represent this the general gains +1 Ld up to a maximum of 10.



Converting a Mercenary General

While you can of course use any of the standard commander miniatures to represent the leader of your mercenary army, many players like to convert a special figure. After all, a mercenary general is not your average leader so why use an average miniature? This page show a few examples of suitably impressive conversions modelled by various staff here at the Games Workshop HQ. Remember that as mercenary generals are mainly interested in money, they'll tend to be ostentatious in the extreme. Have fun!



Both of these Orcs are the creations of Stefano Gemi, the winner of the WH40K grand tournament, who now works for GW Italia. He likes the flexibility of being able to take his Orc warlord either on foot or mounted on a War Boar.



Nelson, who works in the Studio, has converted Tzarina Katarin the Kislev Ice Queen into a Dark Elf general, to lead his Dark Elf army. However it would make a perfectly fine leader for a mercenary force.



This ferocious Orc warlord was converted and painted by Keith Robertson from the GW 'Eavy Metal team. A wide variety of different parts have been used to make this ambitious conversion. Note the cart wheel used as a shield, making the model really impressive!



This Human general, from the extensive collection of John Stallard, was painted and converted by Stuart Willis and is an ideal model for use as a mercenary general from the Empire.

