

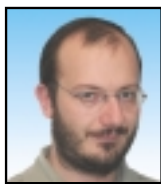


WARHAMMER

REGIMENTS OF RENOWN

By Alessio Cavatore

Welcome to 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. This month Alessio describes the Regiments of Renown – daring sell-swords, infamous the world over, who will fight for any army in the known world...



Alessio Cavatore

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 (WD 251). 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.

A NOTE ON TERMINOLOGY

In the Empire army book the terms 'Dogs of War' and 'Regiments of Renown' are used to mean the same thing, because at the time of writing, we hadn't made the distinction between the two terms. Hopefully you can work out what I meant.

Anyway, the rules for fielding Dogs of War and Regiments of Renown in non-Dogs of War armies are now clearly explained in WD251 and in the *For Hire* paragraph of each regiment.

PIKES

Being a unique feature of Dogs of War and Regiments of Renown, I thought it would be useful to repeat the rules for pikes. Furthermore, it offers me the chance to provide additional clarification (in bold in the text).

- Fight in four ranks, requires two hands (see page 89 of the Warhammer rulebook).
- Always strikes first in the initial round of hand-to-hand combat, even striking before enemies who have charged. Note that enemies who are entitled to strike first because of a special ability or magic, will still strike before pike-armed models.
- Models armed with pikes receive a +1 Strength bonus in the Close Combat phase of the turn they are charged by cavalry units, chariots or monster riders (**note that this bonus only applies to attacks directed against the above charging units, not against other units**).

These special rules cannot be used against enemy units fighting the pikemen's flank or rear.

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.



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 Rare 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 (see below).

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.

Assassination's a dirty job,
but someone's got to do it!

Vespero

GIANTS OF ALBION

For Hire: Hengus 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 the Druid is a level 1 Wizard and always 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*. 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).

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 Rare 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 pike, 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 a hand weapon, crossbow and light armour.

SPECIAL RULES

Mixed formation: The first rank of Pirazzo's unit is always made up of crossbow-armed figures, 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 Rare 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. Roderigo is equipped with two hand weapons and heavy armour.

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 Rare 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.

Profile	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.

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.

Profile	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.

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 Rare 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.

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.

Profile	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.

Profile	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.

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 Dog's score.



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 characters 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** characters slots as well!) only in 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* (see the Warhammer rulebook for the appropriate rules).

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 attack against Asarnil and his Dragon suffer a -1 to hit penalty.

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 it 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 Neddy) 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.

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 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.Crested 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 (counts as light armour) 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.

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 and live to fight another day.

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

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 of 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.

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 Rare 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*.

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
Golgafag	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.



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.

Profile	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*, as described on 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.



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 points 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, 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 light 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 Hero. When he joins a team, he follows the normal rules for characters joining war machines (see page 118 of the Warhammer rulebook).

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 Rare Unit in other Warhammer armies, except Bretonnia and Skaven.

Points: Braganza and nine Besiegers cost a total of 195 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 +12 points each.

Profile	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, crossbow and heavy armour.

SPECIAL RULES

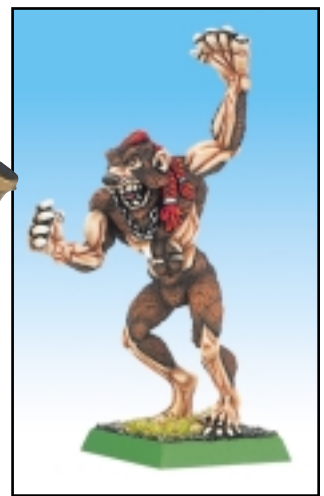
Pavise: A pavise is a large shield which each Crossbowman can prop up in front of him. To represent this, Crossbowmen equipped with pavises have an armour save of 3+ both from close combat and missile attacks (note that this is **not** improved in close combat by the combination of hand weapon and shield).



'Vengeance with a Smile' – Vespero's Vendetta



The savage Bearmen of Urslo



*Beorg Bearstruck,
leader of the Bearmen*



Al Muktar's Desert Dogs