

# Dogs of War (Max 30%)



**Dwarfs Explorer**  
135 pts + 13 pts/extra model

10 – 40 models    0-1 Units per Army

Size Standard  
Type Infantry  
Base 20x20mm



*A unit with Freebooter option additionally counts towards the Arsenal & Ammunition Category*

Global	Adv	Mar	Dis				Model Rules
	3"	9"	9				Mercenary, Scoring
Defense	HP	Def	Res	AS	Spe		
	1	4	4	5+	-	Heavy Armour, Shield Wall	
Offense	Att	Off	Str	AP	Agi		
Dwarf Explorer	1	4	3	0	2	Sturdy	
Options	Pts			Command Group Options			Pts
<b>Must take only one of the following:</b>				Unit Leader 20			
Shield	1/extra model			Musician 20			
Paired Weapons	1/extra model			Standard Bearer 20			
Pike	3/extra model			- Banner Enchantment up to 75			
Great Weapon	5/extra model						
Freebooter (Max 25 models per unit)	14/extra model						

## Model Rules

### Shield Wall: Personal Protections

When using a Shield, the model gains Aegis (6+) against Close Combat Attacks from enemy models to its unit's Front Facing. This is improved to Aegis (5+) if the attacker is Charging.

### Sturdy: Attack Attributes, Melee

The model gains Devastating Charge (+1 Str, +1 AP) and it does not suffer from negative to-hit modifiers from a Stand and Shoot Charge Reaction.

## Optional Model Rules

### Freebooter: Universal Rule

The model loses all of its Armour and gain Loads of pistols.

**Loads of pistols:** Attack Attributes, Melee & Shooting Weapon Counts as Paired Weapons. The wielder always has Attack Value 2 when using this weapon. These Close Combat Attacks have their Strength set to 4 and Armour Penetration set to 2 (regardless of the user's Strength, and Armour Penetration). The wielder may use as a shooting weapon (5+) with Range 12", Shots 2, Str 4, AP 2, Quick to Fire.

## Options Pts

### May (one choice only):

Vanguard	2/extra model
Gain Skirmisher and lose Scoring*	2/extra model

\*Max 15 models per unit



**Orcs Marauder**  
225 pts + 11 pts/extra model

20 – 40 models

0-1 Units per Army

Size Standard  
Type Infantry  
Base 25x25mm



*A unit with Big Orc option additionally counts towards the Arsenal & Ammunition Category*

Global	Adv	Mar	Dis				Model Rules
	4"	8"	7				Mercenary, Scoring
Defense	HP	Def	Res	AS	Spe		
Orc Marauder	1	3	4	6+	-	Light Armour	
Big Orc	1	4	4	5+	-	Heavy Armour	
Offense	Att	Off	Str	AP	Agi		
Orc Marauder	1	3	3	0	2	Born to Fight	
Big Orc	1	4	4	1	2	Born to Fight, Crossbow (4+)	
Options			Pts	Command Group Options			Pts
<b>Must take only one of the following:</b>							
Shield			1/extra model	Unit Leader	20		
Paired Weapons			1/extra model	Musician	20		
Pike			3/extra model	Standard Bearer	20		
Great Weapon			5/extra model	- Banner Enchantment up to	75		
Big Orc (Max 20 models per unit)			11/extra model				

*Model Rules*

**Born to Fight:** *Attack Attributes, Melee*

The model part's Close Combat Attacks gain +1 Strength and +1 Armour Penetration. After each Round of Combat, these modifiers are lost for the duration of the combat, unless both of the following conditions are met:

1. The model part's unit is on the winning side of the combat.
2. There is at least one friendly unit containing one or more model parts with Born to Fight in the same combat that has more Full Ranks than any enemy unit Engaged in the same Combat.

Once lost, the bonus is regained when the model part's unit is no longer Engaged in Combat.

*Optional Model Rules*

**Big Orc:** *Universal Rule*

The model uses the Big Orc *Defensive & Offense Statline*.



**Ogres Wanderer**  
200 pts + 65 pts/extra model

3 – 12 models    0-1 Units per Army

Size Large  
Type Infantry  
Base 40x40mm



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Mercenary, Scoring		
Defense	HP	Def	Res	AS	Spe	
	3	3	4	5+	-	Heavy Armour
Offense	Att	Off	Str	AP	Agi	
Ogre Wanderer	3	3	4	1	2	Sons of the Avalanche
Options	Pts			Command Group Options		Pts
<b>Must take only one of the following:</b>						
Paired Weapons				8/extra model	Unit Leader 20	
Pike				12/extra model	Musician 20	
Great Weapon				10/extra model	Standard Bearer 20	
Veterans (Max 7 models per unit)				25/extra model	- Banner Enchantment up to 75	

Model Rules

**Sons of the Avalanche: Special Attacks**  
The model part gains Impact Hits (1). If its unit has 2 or more Full Ranks, the model part gains Impact Hits (2). In addition, the model is immune to the effects of Fear of enemy models.

Optional Model Rules

**Veterans: Universal Rule**  
The model gains Iron Fist, Devastating Charge (+1 Str, +1 AP), Swiftstride.

**Iron Fist: Melee Weapon**  
The wielder gains +1 Armour, +1 Attack Value and Parry.



**Halflings**  
95 pts + 9 pts/extra model

10 – 30 models    0-1 Units per Army

Size Standard  
Type Infantry  
Base 20x20mm



*A unit with Bow or Trappers option additionally counts towards the Arsenal & Ammunition Category*

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Mercenary, Scoring, Strider (Forest)		
Defense	HP	Def	Res	AS	Spe	
	1	2	2	6+	-	Light Armour
Offense	Att	Off	Str	AP	Agi	
Halfling	1	2	3	0	4	
Options	Pts			Command Group Options		Pts
<b>Must take only one of the following:</b>						
Shield				1/extra model	Unit Leader 20	
Bow (2+)				2/extra model	Musician 20	
Sling (3+)				2/extra model	Standard Bearer 20	
Pike				2/extra model	- Banner Enchantment up to 75	
Trappers (Max 15 models per unit)				8/extra model		

Model Rules

**Sling: Shooting Weapon**  
Range 18", Shots 2, Str as user, AP 0, Quick to Fire.

Optional Model Rules

**Trappers: Universal Rule**  
Lose Scoring Model Rules and gains Scout, Skirmisher.



**Berserkers Norsemen**  
245 pts + 16 pts/extra model

15 – 40 models

0-1 Units per Army

Size Standard  
Type Infantry  
Base 25x25mm



Global	Adv	Mar	Dis				Model Rules	
	4"	8"	7				Mercenary, Scoring, Battle Fever, Frenzy	
Defense	HP	Def	Res	AS	Spe			
	1	3	3	5+	-	Light Armour, Shield		
Offense	Att	Off	Str	AP	Agi			
Berserker Norseman	1	4	4	1	3	Frenzy, Battle Focus		
Options			Pts				Command Group Options	Pts
<b>Must take only one of the following:</b>								
Bear's Son			4/extra model					
Replace its Shield with:								
Throwing Weapons (5+)			3/extra model					
Paired Weapons			1/extra model					
Pike			3/extra model					
Great Weapon			3/extra model					
				Unit Leader			20	
				Musician			20	
				Standard Bearer			20	
				- Banner Enchantment up to			75	

Model Rules

**Battle Fever: Universal Rule**

Units consisting entirely of models with Battle Fever must reroll any natural rolls of '1' when rolling for Charge Range.

Optional Model Rules

**Bear's Son: Universal Rule**

The model gain Lightning Reflexes, Devastating Charge (+1 Str).

Options	Pts
Lose Scoring and gain Ambush*	4/extra model

\*Max 20 models per unit



**Wolfboys**  
135 pts + 19 pts/extra model

5 – 15 models

0-1 Units per Army

Size Standard  
Type Cavalry  
Base 25x50mm



A unit with Bow option additionally counts towards the Arsenal & Ammunition Category

Global	Adv	Mar	Dis				Model Rules	
	9"	18"	6				Mercenary, Feigned Fight, Vanguard, Light Troops	
Defense	HP	Def	Res	AS	Spe			
	1	3	3	4+	-	Light Armour, Mount's Protection (1), Shield		
Offense	Att	Off	Str	AP	Agi			
Rider	1	3	3	0	3	Light Lance		
Wolf	1	3	3	0	3	Harnessed		
Options			Pts				Command Group Options	Pts
May take Bow (4+)				2/extra model				
May take Scout and Ambush				8/extra model				
				Unit Leader			20	
				Musician			20	
				Standard Bearer			20	
				- Banner Enchantment up to			75	



### Mercenary Elves

135 pts + 13 pts/extra model

10 – 40 models

0-1 Units per Army

Size Standard  
Type Infantry  
Base 20x20mm



*A unit with Raiders option additionally counts towards the Arsenal & Ammunition Category*

Global	Adv	Mar	Dis				Model Rules
	5"	10"	8				Mercenary, Scoring
Defense	HP	Def	Res	AS	Spe		
	1	4	3	6+	-	Light Armour	
Offense	Att	Off	Str	AP	Agi		
Mercenary Elve	1	4	3	0	5	Lightning Reflexes	
Options	Pts			Command Group Options			Pts
<b>Must take only one of the following:</b>							
Shield				1/extra model	Unit Leader 20		
Pike				3/extra model	Musician 20		
Raiders (Max 15 models per unit)				13/extra model	Standard Bearer 20		
				- Banner Enchantment up to			75

Optional Model Rules	Pts
<b>Raiders: Universal Rule</b> Lose Scoring, gains Scout, Skirmisher, Poison Attacks and Light Crossbow (3+).	
Options	Pts
May take (one choice only):	
Paired Weapons	2/extra model
Great Weapon	3/extra model



### Horned One Riders

170 pts + 32 pts/extra model

5 – 15 models

0-1 Units per Army

Size Standard  
Type Cavalry  
Base 25x50mm



Global	Adv	Mar	Dis				Model Rules
	8"	16"	5				Mercenary, Scoring, Cold-Blooded
Defense	HP	Def	Res	AS	Spe		
	1	2	3	3+	-	Innate Defence (1), Mount's Protection (2), Shield	
Offense	Att	Off	Str	AP	Agi		
Rider	1	2	3	0	4	Light Lance	
Horned One	1	3	4	1	4	Harnessed	
Model Rules	Pts			Command Group Options			Pts
<b>ColdBlooded: Universal Rule</b>							
If more than half of a unit's models have Cold-Blooded, when taking Discipline Tests, roll one additional D6 and remove the highest D6 rolled.							
				Unit Leader			20
				Musician			20
				Standard Bearer			20
				- Banner Enchantment up to			75



**Amazon**  
180 pts + 18 pts/extra model

8 – 15 models

0-1 Units per Army

Size Standard  
Type Infantry  
Base 20x20mm

*Global*

*Adv Mar Dis*

4" 8" 7

*Model Rules*

Mercenary, Scout, Skirmisher, Strider (Water, Forest),  
Wizard Conclave (Healing Waters, Entwining Roots -  
Druidism, Awaken the Beast - Shamanism)

*Defense*

*HP Def Res AS Spe*

1 4 3 6+ -

Innate Defence (1)

*Offense*

*Att Off Str AP Agi*

**Amazon** 2 4 3 0 4

Paired Weapons, Poison Attacks

*Command Group Options* ————— *Pts* ———

Unit Leader 120  
Musician 20  
Standard Bearer 20  
- Banner Enchantment up to 75