

WARHAMMER ARMIES

DOGs OF WAR

The lands of Tilea are the home of the mercenary. From this conglomeration of constantly squabbling republics and principalities come the thousands of professional soldiers who have come to be known as the Dogs of War. Warriors of this region have been known to fight for glory or even for heroic causes, but most often they just fight for the gold!

Tilea has a long history of heavy trading and using hired soldiers to protect their merchants on their travels. These two factors have caused this relatively small region to develop into the mercenary capital of the Old World. The willingness to trade with anyone and a keen eye for recognizing good fighting men means that warriors from frozen wastes of Norsca to the mysterious lands of Cathay can be found looking for employment in any of Tilea's many cities.

The mercenary regiments of Tilea have long and glorious histories and their members are often drawn from a particular city or region of the country. This doesn't stop them from fighting for whoever can pay their price (vendettas and old grudges excepted). From the High Elves of Ulthuan to the inhuman Lizardmen of Lustria, every race has employed mercenaries in their armies at one time or another. Occasionally a particularly charismatic Mercenary Captain will either by accident or design find himself in command of so many mercenary regiments that a Dogs of War army is formed. Possessing some of the most esoteric skills and fighting tactics ever witnessed on the battlefield, a Dogs of War army can defeat any opponent as long as they get their gold after a hard day's hacking!

A FISTFULL OF GOLD PIECES

One of the unique developments in warfare which has found widespread popularity among Dogs of War regiments is the use of the Pike by infantrymen. Twice as long as a normal spear and tipped by needle-sharp point, the pike is a great weapon for holding defensive positions (it allows three ranks of warriors to fight if they don't move) or charging in to run opposing regiments through.

Famous Mercenary regiments such as the Alcatani Fellowship, Ricco's Republican Guard and Leopold's Leopard Company have made their claim to fame by excelling with their pikes in hand-to-hand combat. Often these stalwart footmen find employment among any army that is looking for units to protect their more fragile missile troops or for use in devastating pincer actions.

Other more specialized infantry units like the lycanthropic madmen of Beorg Bearstruck & the Bearmen of Urslo and the enigmatically masked duellists of Vespero's Vendetta can be utilized to support elite regiments, lead assaults or protect sensitive army flanks from sneak attacks and other bad luck.

COVERING FIRE FOR HIRE!

The Dogs of War have a lot to offer to Generals who feel that their armies are lacking in missile fire on the field. Mercenary bands like the Marksmen of Miragliano and the defensive experts of Braganza's Besiegers can lay down a storm of covering fire for other regiments as well as picking off lone enemy commanders and holding strategic battlefield locations. While not as accurate as Elven archers these mercenary snipers are well worth the gold it takes to buy their loyalty.

HEAVY ARTILLERY

Since Tilea lies so close to lands of the Empire and Bretonnia, Dogs of War regiments from both of these areas have made their mark in the annals of mercenary history. Among the most famous are the moveable cannons of Bronzino's Galloper Guns and the wine-sotted knights of Volland's Venators.

These regiments allow almost any Warhammer General to add the explosive firepower of mobile artillery carriages or the ground-shaking threat of a heavy cavalry charge to his forces.

EXOTIC ADVENTURERS ON SALE NOW!

Since the Dogs of War do not hail from one single country or race, they offer a choice of exotic technologies and bizarre troop types unrivalled by any other army in the Old World. Mercenary regiments such as the crossbow-wielding Birdmen of Catrazza and their flying machines give clever commanders a slew of unexpected surprises that can spring on unsuspecting opponents.

Warriors hailing from exotic regions of the Old World like the wily desert foxes of Araby's Al Muktar's Desert Dogs can also be found to lend their sword arms to reinforce the front lines of wealthy warlords.

FOR A FEW GOLD PIECES MORE

As mentioned before, while men feature quite strongly among the ranks of the Dogs of War, most other races also have regiments of troops who serve as mercenaries. One need only think of the destruction that can be wrought (hopefully) upon the enemy camp by the savage strength of units such as the notorious members of Golgfag's Ogres or the elegant and overwhelming power of the outcast Asarnil the Dragon Lord or even the sea-born strength of Dwarf Captain Long Drong Slayer's Pirates.

Whatever the job, wherever the place and whenever the time there is almost always going to be a Regiment of Renown (as these famous mercenary units are known) that will do the dirty work at hand as long as their price is paid.

MUSTERING YOUR OWN ARMY

If you are interested in adding some of these Regiments of Renown to an existing Warhammer force or even collecting and playing with your own Dogs of War Army the best place to get started is the Warhammer Armies Dogs of War book. This vital tome describes fifteen famous Regiments of Renown as well as supplying a complete Dogs of War army list and special rules for new weapons, troop types and more! In addition, there are Special Characters, including Borgio the Besieger, the famous inventor Leonardo Di Miragliano and the beautiful and venomous Lucrezzia Belladonna - Arch Poisoner!

A complete history of the rise of mercenaries in the Old World is provided as well as complete background on the lands of Tilea and the intrigue that surrounds them. As with all Warhammer Army books, this one has a full-colour section showing painted examples of a wide variety of mercenary regiments. As time goes on we will be releasing even more Regiments of Renown in White Dwarf Magazine and in other supplements. Eventually we plan to release several Regiments of Renown for each Warhammer race (and even some previously unknown ones), representing the truly wide selection of mercenary warriors available for hire across the Old World.

Remember that many of the regiments in the Dogs of War book may be incorporated into any Warhammer army. Units like the pike-wielding Alcatani Fellowship can be found selling their fighting skills in the centre of a foul Skaven army or the on the flanks of a chivalrous Bretonnian defence force. However, some warriors like the Asarnil the Dragonlord have old grudges to bear and will only lend assistance to a small number of races. This being said, almost every army will be employ mercenaries who have combat skills or equipment that they would not normally possess.

Any time, any place, anywhere, anybody - the Dogs of War are ready to fight. So loosen your purse strings, don your armour and prepare to let loose the Dogs of War!!!