

MIDGARD

HEROIC BATTLES

Dogs of War



The Dogs of War

Fantasy mercenaries from an Old World setting for Midgard: Heroic Battles

Introduction

I wanted to create a new booklet to provide background for the characters and regiments in a new Dogs of War army. The miniatures come from a wide array of manufacturers, sculptors and years of production. Nonetheless I feel they work well together to give the feel of a mercenary band who have come together to pursue wealth and fortune on the battlefield. May they offer the same fortune to their tabletop general!

Credits

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Reference will also be made to the rules Midgard: Heroic Battles by James Morris and published by Reisswitz Press (2024). All rights remain with the respective authors and publishers. The unit details tables are taken from the Force Creation spreadsheet by Ralph Plowman and is available for free download here: <https://mogsymakes.net/resources-for-midgard-heroic-battles/> Images feature backgrounds from Jon Hodgson Backdrops.

Additional content written by Dean Fairweather (zoidpinhead). Miniatures pictured are all from his personal collection and were painted by him.



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Heroes

La Lionne Rousse and Sister Standard

The Story of La Lionne Rousse



La Lionne Rousse (*Common: The Red Lioness*) claims a minor noble heritage from a Border Barony on the edge of the Black Mountains. La Lionne and her sister have been making a name for themselves, and significant quantities of coin, as the leaders of an ever increasing and successful Dogs of War army these past few years. Their success is partly founded on their readiness to accept regiments into their service without recent success or who are masterless following a defeat or the bankruptcy of their former employer. Captains who are down on their luck or who were recently defeated usually find generals refuse to accept them into an army for fear that their loser's luck will taint their other regiments. However, La Lionne recognises the strengths and abilities of every regiment and has saved several desperate captains who would have had to face down mutiny without the financial security of the work she offered.

Not that anyone in the mercenary trade asks too many questions about their fellows, but when idle talk turns to their general, most of her current captains agree La Lionne first came to anyone's attention as the captain of a regiment of Firstborn. They were working escort and support contracts along the more dangerous caravan routes. Once she started serving with more established generals she stood out as having the devil's own luck. Every army she fought with won. Were she to change affiliations her former employer or master would suffer almost immediate reversals in the field while her new lord triumphed. Mercenary captains are as astute as they are fickle and they certainly prefer a lucky commander over a "good" one, whatever that may mean. Soon there were captains clamouring to have her as their commander that she was able to strike out on her own as a mercenary general.

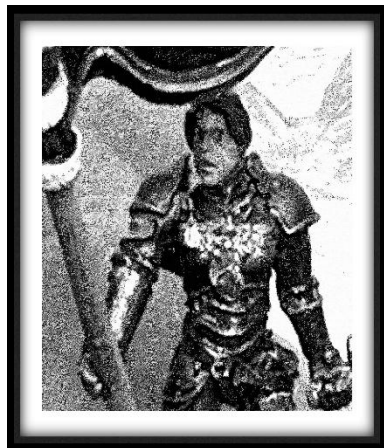
Despite leading an army comprised of the waifs and strays of the mercenary world La Lionne wins. She knows the strengths and weaknesses of every regiment under her command. She appreciates the personalities of her captains and the rivalries and tensions that always exist between regiments. Her secret is her ability to deploy and manage her battle line by exploiting this understanding. She knits her army together into the most effective version of itself and gets the best out of each regiment by playing to their unique abilities. She is also an astute observer of the enemy's disposition and rapidly assesses the weakest parts or finds gaps in their formation. Once located she strikes quickly and with relentless force, to great success.

Few ask unnecessary questions of a mercenary general, especially one as fast and devastation with a sword as La Lionne. If she has a match it may be her sister but none has ever seen them cross blades. Her sword is not her only weapon. She is as beautiful as she is deadly. Many a grizzled captain or pompous lord has descended into a mumbling, blushing fool when transfixed by her piercing glare.

Nobody seems to know La Lionne's given name. She is addressed as "La Lionne" by her captains and "Miss" by the common soldiery.

Sister Standard

As strong a field commander as La Lionne is, her sister is as canny and resourceful a Chief of Staff. Her organisational and record keeping systems are as effective as they are complex. The only other who can keep up with these systems is the army ensign,



Dorothea who serves as the army secretary and purser. She seems to be a similar age to the sisters and it has been assumed that they were childhood friends. In battle she takes up station next to La Lionne's sister, bearing the army banner in battle.



The army has picked up her habit of calling La Lionne's sibling "Sister" and now all call her this. Dorothea is never seen out of her company and seldom far from the army standard which is her responsibility to bear. She has therefore been nicknamed "Standard" and as the two women are never seen apart they have been dubbed "Sister Standard".

Equipment: La Lionne carries a broadsword of the famed Grey Company and rides a warhorse. Sister has a matching broadsword and in her free hand holds the red flag of Havoc. Were she to release this flag on the battlefield it would fly high into the air and towards the enemy. A signal clearly visible to all that Havoc has been called. At this sign the army redoubles its efforts as no quarter will now be offered or expected. Her ensign carries a sword as well as the standard. All wear armour. The standard was reputedly the only surviving relic from the sack of a border keep.

Profiles:

The Red Lionesse						
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Major Hero (Level 3)	30	3	0	3	2	4
Missiles:	None					
Traits:						
Army Commander	May influence any Unit within 2 ST; +1 Reputation					
Mounted	May move 2 ST					
Favour of the Gods	Once per game, may gain an additional Mighty Deed					

Sister Standard						
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Minor Hero (Level 2)	19	2	0	3	2	2
Missiles:	None					
Traits:						
Hold Fast	Once per game, may attempt to rally a damaged friendly Unit within 2 ST upon passing a Command Test and expending 1 Mighty Deed					

Miniatures: La Lionne Rousee by Confrontation miniatures (c.1997-8), The Griffin Standard by Titan Forge Miniatures (c.2011-2).

The Green Knight

Angus was always a quiet and simple lad who much prefers to be alone when he isn't risking life and limb in the thick of the action. He has his reasons for his extreme silence and is content to speak to none. He leads by example and is backed by the fearsome Exiled Lancers on the field. His squire is a deaf, mute lad who La Lionne came back with after a trip to Araby. He tends to the horse, erects the tent and sees to Angus's every need. He obviously has a fondness for woods given how near the tent is to any available tree or copse. He is a skilled healer which is fortunate because The Green Knight is always to be found where the fighting is fiercest. Angus wears three padded layers beneath his armour, partly to protect his many healing wounds but mostly because the armour is



too big for him having been crafted for another, more corpulent man. This has the fortunate effect of even severe bleeding from major wounds is quickly staunched. Angus is very embarrassed about the ill-fitting nature of the armour and try as he might there are some parts that he'll never get to fit well, particularly the great helm. His face is barely visible within and he has taken to wearing a black silk head cover to hide his embarrassment. He reasons that if they can see anything inside the visor then they can't see how badly it fits him. He doesn't get on well with people generally and prefers the company of the Exiled Lancers whose generally solemn air suits his disposition.

Ask any of the common soldiers about The Green Knight and their voices quieten in awe as they relate in hushed tones strange and fantastic tales. Some say he is a magician and some say he must be a phantom. He has always been with La Lionne. He fights where the battle is hottest with bravery and unbelievable skill. None have ever seen him bleed and even when clearly pierced by sword or lance the blade is withdrawn clean from the wound. He must be supernatural or ensorcelled. His tent is always pitched away from the main camp, sometimes beyond the sentries and always near woodland. His powers rely on the restorative effect of being with the trees. His squire is as silent as he is, but they sometimes see another scrawny lad hanging about his tent in the evenings who might be a squire of one of the Exiled Lancers. Most disturbing of all is that when you look at The Green Knight his helmet is empty. A deep, black void fills it only.

Equipment: The Green Knight wears a full suit of armour and his warhorse has a full caparison. He is easily visible in the fray with his green back banners flying high. His shield bears the face of The Green Man.

Profile:

Green Knight						
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Minor Hero (Level 2)	23	2	0	4	2	2
Missiles:	None					
Traits:						
Mounted	May move 2 ST					
Battle Smiter	+1 Combat Dice in single combats					

Miniatures: Citadel Miniatures 1996 sculpted by Michael Perry

Puritan Able and Puritan Kane

A mercenary encampment is made up of many different races and nationalities and there needs to be a way to keep things orderly. When facing everything from petty jealousies to homicidal rivalries a commander often finds that fear is a useful tool. La Lionne entrusts the crucial role of maintaining good order to the Puritans, Abel and Kane.



Abel is the bearer of The Contract. This document has been signed by all present and is a clear statement of the rules and obligations placed on all in the army. Abel is very much a “shoot first, ask questions later” man and none try to argue their case overlong when The Contract is unrolled and the pistol unholstered. At war Abel is to be found wandering the ranks exhorting the soldiers to uphold their oath to their regiment and commander. A stentorial sermoniser, his constant fire and brimstone litany seldom stills.

His fellow Puritan is more laconic and beyond a grim rejoinder has little to say. For all of Abel’s bluster and venomous threats, Kane is the more feared. He is a “shank you when you are alone in the dark and not even consider asking a question” kind of man. His reputation goes before him and even the most brash and bullish turn pale and fall silent when he silently looms out of the darkness. Tales are told of foolhardy mercenaries who wilfully committed offence in La Lionne’s camp and were found headless amongst their fellows the following morning. Whoever did the deed did so silently, woke nobody and went unseen by the camp sentries.



La Lionne is known to run a very ordered force and is paid extra by employers who know that they will not have to make reparations to their citizenry for the loss and destruction a mercenary army often visits on supposedly friendly territory.

Equipment: Abel is an expert shot, practicing daily with the Lady’s Marksmen. Kane wields a headsman’s knife with a blade as long as a shortsword. Both have hardened leather jerkins hidden beneath their clothing and are protected by their long black leather coats.

Profiles:

Puritan Abel						
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Champion (Level 1)	14	1	1	3	1	1
Missiles:	Javelins (range 1 ST)					
Traits:						
Legendary Missile	When shooting, a hit from a single Legendary Missile dice causes 1 Stamina point of damage, regardless of Armour					

Puritan Kane						
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Champion (Level 1)	10	1	0	3	1	1
Missiles:	None					
Traits:						
None	-					

Miniatures: Rackham Miniatures 2000.

The Ice Queen, Northland Sorceress



Her Highness Princess Ramonanova Ostileyovich accepts grudgingly the moniker of The Ice Queen with quiet contempt. But how can one expect these unruly peasants to know even the most fundamental principles of Gospodar etiquette. There can only be one Ice Queen of Kislev but it suits Ramonanova's purposes to permit the confusion. Her Queen's formidable reputation as a sorceress without equal provides a suitable level of wariness from friend and foe alike.

Although her present company are far beneath her station she finds La Lionne an interesting companion and she does have the trust of the elven captains, for whatever that may be worth. She was of some use when Ramonanova found herself in an unexpectedly tight financial position after she had been forced into exile from her beloved Northlands following a failed plot to unseat the Chancellor. She has decided to stay as long as she continues to find her present company amusing, and the bonuses paid after every success are hard to resist.

Despite her position as the army's magic user she fears to show the full extent of her powers. They still burn witches in this part of The Old World. She therefore restricts herself to countering any incoming spells and inflicting some limitations on the opposing forces. She is probably as useful in a fight and years of court training included the way of the sword.

Ramonanova misses the court gossip that was her daily concern at home. Out of idle curiosity she has gleaned, by fair means and foul, some understanding of her fellow commanders. The foolish boy who styles himself The Green Knight needs to experience something of the world beyond the battlefield, particularly women. Although he stands in his full armour at the captain's conferences Ramonanova can see beyond the metal and that foolish sock he wears on his head. She feels his gaze as it lingers on Dorothea and then how he furtively glances away and blushes to his boots. Luckless fool! Dorothea's gaze is only for her mistress the Sister. He remains silent in council because he cannot find his tongue! And to think the common rabble think The Green Knight some sort of mystical phantom. Ha! But why should she disabuse them. He serves a useful purpose as a figurehead and is a surprisingly skilful swordsman, even if he will eventually get himself killed with his recklessness. She has intervened magically to avert disaster on his account on a number of occasions without anyone being the wiser. Abel and Kane are no better than any other religious fanatics. Although, she sees a deeper and more mysterious destiny forming for the quiet one.

She knows most of the mercenary captains and listens patiently to their boorish tales of daring do for occasional an unexpected tit bit can help her fit another piece into the puzzle that is their general. So far she has compiled from fractured accounts a story about a minor baron of some forgotten border hold. A dreadful bully and abuser of his people whose actions went unchecked by any in positions of power in the kingdom. By his keep was a coaching inn frequented by the few merchants who dared travel that edge of the known world. It is said the cook there was a former swordmistress of the famed Grey Company. If that were true she would have some skill with a blade. Some say she amused herself by teaching the children of the inn's harlots how to fight, so they might defend themselves should the baron come calling. Her story didn't end well, killed by a blow from behind by the landlord after an argument about ingredients for the stew. The landlord escaped justice due to his friendship with the baron. The inn burned to the ground shortly afterward and it is said he died in the fire. Was

that also the keep that was burned to the ground by a renegade mercenary band some years ago? Who can say? Ramonanova thinks she may have been to that inn on one of her secret missions south many years ago. What was it called? A common inn name, The White Swan? The Green Dragon? The Red Lion? She doesn't recall. She remembers meeting the baron, a very uncouth man, all hands. What was his name? Lord Gryphon perhaps? Wasn't he the one with that fat braggard of a champion with the bright green coat of arms? He made a very crude joke about her that still rankles to this day. Awful fellow. Ramonanova hopes they are both long dead.

Equipment: Ramonanova carries a sceptre and sword. Both are useful in a fight and the sceptre helps focus her magical abilities. She has limited herself to just two spells, neither of which are directly offensive, and is unwilling to openly use her full power on the battlefield. Whatever happens to the foolish rabble she is with she is unlikely to come to any significant harm.

Profile:

Ice Queen Sorress						
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Minor Hero (Level 2)	26	2	0	3	2	3
Missiles:	None					
Traits:						
Sorcery	May use spells (see Sorcery Trait)					
Mounted	May move 2 ST					
None	-					
None	-					
None	-					
SPELLS (Max 2)						
Dispel Magic	5					
Cloud of Fear	4					

Miniature: Ice Queen Citadel Miniatures 1992 sculpted by Alan and Michael Perry.



Regiments

Elwing's Elven Guard Horse

The Elves have never been a very militaristic nation, preferring to raise impromptu armies of citizens rather than keep a large standing army. The seclusion of the High Elves and the basically maritime nature of the Sea Elves also made it inessential to have a large army. However, to guard the coasts of the Sea Elf lands against possible foreign incursions, a body of Guard cavalry is maintained, small units being distributed throughout the Elf Kingdoms.



Captain Elwing of Lothern was the leader of one such small unit, stationed along the north coast of the Elf Kingdom. He sprang to fame during the Norse Raids - at a time when adventurous Old Worlders were beginning to nurture territorial ambitions in the Elf Kingdoms. The Elves quickly put the invaders to flight, and those that fled to their longships were later intercepted and destroyed by the Sea Elf navy.

Equipment - Each trooper rides a horse, wears chain mail armour and carries a sturdy lance as well as sword and shield.

Battlecry - The battle alarm of the Horse Guard is 'Death to the Defilers'.

Deeds - Elwing's rout of the armies of Norse Champion Cecil Bloodaxe the Mauler of Many, and his subsequent slaying of the same were much talked about in Lothern and still form the basis for many popular stories of heroism. Elwing's extreme cool in insisting that he finished his game of shove ha'penny against the Regimental champion Estrulan before riding out to meet the invaders has passed into Elvish folklore.

Shield - The symbol of the Regiment is emblazoned upon the shield of each trooper.

Uniforms - The Elves are dressed in blue uniforms, whilst most of the leatherwork is black or red: Helmets and other metal fittings are silver or silver plated. Spear-shafts are painted blue, with white, blue or red pennants indicating different Companies. Elwings Company have Red pennants. As the Company Champion, Estrulan carries the Companies Charter around his neck. This sealed container establishes the right of the Company to bear arms in the Elf Kingdoms and is the symbol of their authority.

Profile:

Elwing's Elven Guard Horse				Number of Units:		1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Heavy Riders: Medium Cavalry	23	10	5	3	3	2
Missiles:						
Traits:						
Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation					
Disengage	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one move					
Spears as Tribute	Add +2 Combat Dice until Unit loses any Stamina					

Miniatures: Designed by Aly Morrison and released in January 1985, these have solid bases.

<http://solegends.com/citr/1rr10elwings/index.htm>

Lothern City Guard

The Elves have always been an insular race, arrogantly proud of their culture and contemptuous of other folk. The Elf Kingdoms themselves are considered 'off-limits' to other races. Any Man, Dwarf or Halfling who attempted to despoil the fair lands with his presence would be executed on sight. The only exception is the huge, walled city seaport of Lothern. Lothern is the one and only place in the entire Elf Kingdom where other races are tolerated. Accordingly it is full of Norse traders, Old World merchants, adventurers, sailors, dropouts, drunkards and other assorted wierdoes. Maintaining order is not easy.

The job of Captain of the Guard of Lothern is not a popular one. Few jobs are popular in the Elf Kingdoms, as Elves despise all forms of work. Perhaps it is because of this that important or responsible positions tend to fall to eccentrics. D'roi Haisplinn, Captain of the Guard of Lothern, is a case in point; a neurotic, homicidal maniac. At dusk he can be seen pacing the battlements of the great lighthouse of Lothern, cackling madly and, perhaps, torturing an underling.



All this is most un-Elf like, as are his habits of shouting abuse at travellers, spitting on sleeping Halflings, eating small toads in public and bathing in cauldrons of steaming goat offal. But then D'roi Haisplinn is no ordinary Elf.

His men respect him. The Champion of the Guard; Haisplinn's right hand man, respects him even more. This is Lahaven Ramjewel, notorious libertine and rake. Ramjewel is a Elf of good family, but estranged and disgraced as a result of an much publicised incident with a drunken Dwarf mariner.

Equipment - Armament - Sword and Spear Armour - Shield and Mail

Battlecry - The battlecry of this regiment is based up the age old tradition of challenging strangers during the hours of darkness. In Elvish the cry is 'Elo Cailor Gotda Liet', which is popularly supposed to translate as 'Hello, Hello. What's going on here then'

Shield - The shield and banner carries the proud symbol of the city of Lothern.

Uniforms - The Guardsman uniforms are highly traditional, although officers, standard bearers and musicians are allowed to wear pretty much what they like. The uniform comprises a close fitting helmet, which is gilded. The tunic is padded and white, the belts and other decorative items are red. Spear shafts are blue, whilst most metal is either steel or silver. Haisplinn himself wears the arms of his family, including the tall, red crested helmet, purple embroidered tunic and equipment in gilded metal. He also has a metal breastplate.

Profile:

Lothern City Guard				Number of Units:		2
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Warriors: Heavy Infantry	46	12	0	3	4	4
Missiles:	None					
Traits:						
Replacements	Can attempt to swap places with another Unit with the Replacements Trait upon passing a Command Test (see Replacements Trait)					

Miniatures: Designed by Aly Morrison and released in January 1985, as slotta-based.

<http://solegends.com/citrr/1rr13lothern/index.htm>

Firstborn Iron Guard

The Firstborn are a religious cult whose belief system centres around the principle that Humans were the first race, not Elves. They claim descent from these first beings, hence Firstborn. The Iron Guard are the shield bearers of the order, holding and defending on the battlefield. They refuse to give ground to any inferior race, which is basically all of them given they know they were the first.



They have extensive understanding of forging and each man makes his own armour to the divine pattern handed down to them from their forebears. They are finished with a technique called “bluing” where the armour is gently heated in a flame to oxidise the outer layer of the steel. This gives it a distinctive dark colour with a faint blue hue. It matches the bleak outlook and dour outlook of these redoubtable warriors. They are generally unfriendly and have a particular dislike to elves who they see as supercilious and foppish which is an accusation the elves are happy to accept. In turn, the elves in the army see the Firstborn as deluded and rather quaint but they are impressed by their fighting spirit.

Equipment - Armament – Iron spear. Armour - Shield and plate armour.

Battlecry – “First before all! First above all!”

Shield - The banner and shields are in sacred black and white symbolising the purity and simplicity of faith. The eternal sun, bringer of the light of truth, shines gold on a red field on their shields. The banner top features the eternal sun in its form as the cog of fate, forever turning the world towards the faithful.

Uniforms – Blued steel with cloth in black and white halves.

Profile:

Firstborn Iron Guard				Number of Units:		1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Warriors: Heavy Infantry	26	12	0	3	4	3
Missiles:	None					
Traits:						
Relentless	Never take Command Tests from shooting. Never retreat when losing a Melee Combat – lose an extra point of Stamina instead. Must pursue if winning a Melee Combat					
Steadfast	Does not take a Command Test if retreated into by friendly Units					
Drilled	Unit rolls one less dice than usual for its first Command Test during its own Movement Phase					

Miniatures: Target Games Chronopia 1997, sculpted by Kev White.

Firstborn Chariots

Chariots are uncommon on the battlefields of the West. The Firstborn see them as part of their ancestral inheritance and use them to devastating effect. Where other armies use knights and heavy cavalry for impact on the battlefield the Firstborn perform similar functions with their chariots. Unlike regular cavalry the chariot gorses are trained to charge at solid looking objects and this determination to crash into contact often causes enemy formations to break and run when it becomes clear that the chariots are not going to shy away.



The cog shape is sacred to Firstborn and weapons that mimic this shape are wielded with pride and reverence by those chosen to bear them. Firstborn charioteers are the elite of the Firstborn and their crew include a warrior to support the chariot commander who is either a Repulsor Knight or an Iron Priestess. She is a feared battle priestess who wields a formidable iron sun glaive more than capable of cleaving a horse in half or stripping spearheads and shields from a phalanx as her chariot plunges into the formation.

Equipment - Armament – Iron 2-handed axe or glaive Armour – steel plate.

Battlecry - “First before all! First above all!”

Banners – The chariots carry the sacred dichotomy as depicted by vertical halves of white and black. The Iron Priestess has the crossed swords of the Iron Mistress emblazoned on her banner.

Uniforms - Blued steel with cloth in black and white halves

Profile:

Firstborn Chariots					Number of Units:	3
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Heavy Riders: Knights	78	10	0	4	3	9
Missiles:	None					
Traits:						
Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation					
Disengage	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one move					
Fearsome	Enemy will retreat 1 ST in Melee Combat unless also fearsome. Fearsome troops may pursue 1 ST to remain in contact					
Thunderous Charge	Hits on 4+ in its first round of Melee Combat during the game if fighting to the front in open terrain					

Miniatures: Target Games Chronopia 1997, sculpted by Kev White.

Leopold’s Leopard Company

The Leopard Company takes its name from the legendary Leopard of Luccini which is the badge and mascot of the city. It is said that the city’s founder twins, Lucan and Luccina were raised by a leopard. Their temple is built over the very cave where some people believe the leopard still lives. The guards of the temple, hired by the priests and paid for by the pious donations from the merchants of the city, were called the Leopard Company because they swore an oath to protect the acropolis as fearsomely as the mythical leopard! Thus the regiment adopted the leopard as its badge.

Unfortunately, there was always fighting in the principality between two lines claiming descent from Lucan or Luccina. This only ended recently when Lorenzo Lupo claimed descent from both and anyone who disagreed either came to a bad end or has since fled the city. Unfortunately for them, the priests of the temple supported Lorenzo’s rival Leopold who claimed direct descent from Lucan. Under Leopold’s command the Leopard Company held the acropolis for many days against Lorenzo;s troops. The state of civil unrest persisted until the priests consulted the Oracle of Luccina which came down in favour of Lorenzo, albeit a very cryptic augury. The priests promptly cast the Leopard Company from their employment in an effort to placate the



vengeful Lorenzo. The soldiers had grown used to extremely good pay in gold and always dressed immaculately and enjoyed the best that the city could provide in food, wine and entertainment. They were extremely angry.

Consequently the Leopard Company forgetting their sacred duty, broke down the golden doors of the temples, took the pay owed then and laid hands on the priests who were thrown off the acropolis into the bay. Then they defiantly held out against Lorenzo for a further two weeks of bloody siege.

Finally Lorenzo decided to offer Leopold a deal he could not refuse. He would allow Leopold and the Leopard Company to march out of the city in return for ending the siege and never making war on him again. And so the Leopard Company joined the Dogs of War, forever fighting for the best pay and the finest provisions. The superstitious soldiers remember to put some of their earnings aside to send back to the temple to assuage the anger of the Leopard of Luccini.

Equipment - Armament – Pike and short sword or dagger Armour – Burnished bronze helmets in the shape of a leopard’s head. Senior men and officers are adorned with leopard skins. All also wear a mixture of plate and mail.

Battlecry – For the Leopard!

Uniforms – The regiment dress in blue doublet and hose, in memory of the crystal blue Bay of Luccini which they are destined never to see again.

Profile:

Leopold's Leopard Company					Number of Units:		1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points	
Warriors: Heavy Infantry	23	12	0	3	4	2	
Missiles:	None						
Traits:							
Pikes	+2 support save dice if fighting any of the following in Melee Combat: Light Riders, Heavy Riders or a Monstrosity with the towering Trait. Pikes still apply if fighting an enemy with Aura of Dread Trait						

Miniatures: Citadel Miniatures 1998 sculpted by Alan and Michael Perry

Dogs of War Warhammer Supplement 1998 pp44-45.

The Alcatani Fellowship



Roderigo Delmonte was formerly a wealthy landowner who came to ruin following the depravations of a marauding band of masterless mercenaries. His beautiful farms and orchards were destroyed and Roderigo had only one choice left, to become a mercenary captain. Most of his farmers and workers threw in their lot with their former lord and now the Alcatani Fellowship ply their trade in the petty conflicts and local disputes that are endemic in their land.

They have fought many battles for many masters including many of the richest and most famous generals. But even today they are willing to fight for the poor and helpless at rates which are far below those of most mercenaries. Although he may never be rich again, amongst the common people of the countryside Roderigo Delmonte is the most popular mercenary captain in the land. He is cheered and greeted wherever he goes and stories of his unselfish deeds are told around hearths of simple country folk across the land.

Equipment - Armament – Pikes with short swords or daggers Armour – Some plate and mail is present and a mixture of helmets are used.

Battlecry – They shout with one voice Roderigo’s favourite word, “Yes!”

Banner - The banner bears the Delmonte arms with the sigil of the grass snake around the face of the sun on a field of white and red horizontal stripes.

Uniforms – They have doublet and hose of black and red is their colour of choice for helmet crests and pike tassels.

Profile:

Alcatani Fellowship		Number of Units:				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Warriors: Heavy Infantry	23	12	0	3	4	2
Missiles:	None					
Traits:						
Pikes	+2 support save dice if fighting any of the following in Melee Combat: Light Riders, Heavy Riders or a Monstrosity with the towering Trait. Pikes still apply if fighting an enemy with Aura of Dread Trait					

Miniatures: Citadel Miniatures 1998 sculpted by Alan and Michael Perry

Dogs of War Warhammer Supplement 1998 pp44-45.

The Knights of the Cleansing Flame

The Story of the Cleansing Flame

'From the ashes of the old are born the new, and the fire shall have cleansed them, and they shall be free of evil.' Chronus Goodheart at the funeral pyre of the Brotherhood.

Chronus Goodheart was a member of a singular band of crusaders in the holy war against the Arabians. He was one of the Brotherhood. Chronus came from a deeply religious family and firmly believed in the ways of the West. He abhorred the swarthy, outlandish men of Araby and their insidiously evil culture. Now he was confronted by the most hideous scene he could possibly have envisaged.

Before him was a sight that turned his stomach, and a stench that spelled both his nostrils and his soul. It was human carrion, carrion that had once been friend and fellow crusader. Chronus and his three companions were puzzled and horrified at the sickening carnage that had fallen upon their fellows. It was the work of no man, or no sane man at least, they reasoned.



They built a great funeral pyre to consume what remained of the Knights of the Brotherhood. As the flames bellowed and roared one of Chronus's Knights made a strange discovery amongst the ruins where the massacre had taken place. Returning to Chronus he told of his find, and Chronus at once investigated. What the young Knight had chanced upon was an underground sanctuary -originally part of a temple, but now hidden amongst the ruins. Entering inside Chronus saw the blood stained frescoes, frescoes that depicted scenes of horror and perversion of an altogether abhuman nature. Worst of all, upon the floor lay the discarded uniform and equipment of a Knight of The Brotherhood.

'Eroneus', he gasped, as he recognised the clothing of one of the company, Eroneus Balbadron, his own cousin.

Chronus's mind was thrown into chaos. Clearly his cousin had been murdered, and in a manner both foul and inhuman. The whole thing stank of some perverse religious ritual, of a terrible sacrifice to who knows what hellish god.

But it was Garland, the standard bearer who glimpsed the truth, for in his youth he had seen the secret woodland temples of the Gods of Chaos, and had heard rumours of their deeds. He came from the forests of the Empire, lands deep enough, and dark enough to hide the minions of chaos and their victims. In the ruins of the temple he recognised the signs.

Chronus was struck dumb at what Garland told him. To find that his own cousin was the monster that had undoubtedly precipitated, if not actually accomplished, the deaths of so many good Knights, was a considerable blow. The Knights packed the sanctuary with straw, and around the whole circuit of the hill they spread such flammable materials as lay to hand. Within an hour the whole hilltop was on fire, and what little remained of the Knights of The Brotherhood, and of the strange temple, was utterly destroyed. As the flames burned each Knight swore a great and binding oath.

'This shall be our call to arms and symbol, the flame of our burning brothers. We must keep the flame burning until such time as our oath is fulfilled and the world cleansed of the evil of Chaos. Only then can our souls rest in peace. And the flame we shall bear as our device, and -the minions of Chaos will come to fear us, and we shall be known as the Avenging Knights of the Cleansing Flame. So it was that the four Knights travelled abroad in search of Eroneus. They encountered much evidence of his passing, and many men joined them in their quest, for many were the unspeakable acts committed by the defilers of Chaos.

Equipment - Dagger, spear, mail armour and shield. The standard bearer carries a sword instead of shield and spear. The musician carries a horn instead of shield and spear. Roland the Champion carries the mighty flame-sword instead of shield or spear. Chronus himself carries a mace rather than a spear.

Battlecry - Cleanse them - and they shall be free of evil

Shield - The shield, banners and the robes of the Knights all carry the symbol of the flame.

Uniforms - The shields of the Knights are red with yellow flames. Armour and equipment are steel, clothing a very dark green or blue. Spear-staffs are natural wood. The banner is black with the yellow flame device.

Profile:

Knights of the Cleansing Flame					Number of Units:	2
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Warriors: Heavy Infantry	46	12	0	3	4	4
Missiles:	None					
Traits:						
Replacements	Can attempt to swap places with another Unit with the Replacements Trait upon passing a Command Test (see Replacements Trait)					

Miniatures: Citadel Miniatures designed by Jes Goodwin and released in May 1985.

<http://www.solegends.com/citr/1r17flame/index.htm>

Herbstwald Brigands



The Herbstwald is a vast tract of impenetrable forest that stretches along a stretch of the Black Mountains in the Border Highlands. The forest is not widely inhabited with only small settlements of charcoal burners and fortified merchant inns dotted along the King's Road which is the only way to traverse the forest to get to Highpoint Pass and descend towards the cities of the Dwarves and the Empire beyond. The forest is dense with few clearings and the forest itself choked with briars and inhabited by fearsome flora and fauna that will happily take any man careless enough to be their next meal. It is called the Herbstwald as it spends most of the year in a state of permanent autumn, with only a brief period of green and growth. This is because it sits within the shadow of the mountains and other than a brief period in the summer it gets very little natural sunlight. Being on the southern side of the mountains it is also protected from the snowfall so common to the north.

The folk who inhabit these woods are hardened by their environment and the difficulty of scraping a meagre living from what little the forest has to offer. A quiet backwater with little to interest the great and good it is a perfect hiding place for runaways and criminals. There are large numbers of robbers and thieves who try to prey on any traveller or merchant without the protection of the armed caravans that gather to traverse this dangerous country.

The Herbstwald Brigands take their name from such bands of robbers although this is in mock tribute to them as many of the members are reformed bandits. They were formed as a unit of mercenaries to protect merchants and travellers who wanted to traverse the Herbstwald. All are skilled archers and are most frequently deployed as formed archers. They also excel in scouting, tracking and night operations where their quiet movement and marksmanship comes into its own.

Their leader is the Hooded Man whose identity is unknown but whose authority is unquestioned. He is accompanied by his yeoman servant Klein Johann who carries the quarter staff, a symbol of the office of sergeant in the regiment. The regiment is full of colourful characters including their cook and healer Friar Luck and the psychotic murderer Moche Müller's son.

Equipment - Armament – Yew bows and a range of hand weapons Armour – most have either a stout leather jerkin or mail hidden beneath their clothing and those without an obvious helmet usually have an iron secrete beneath their hat. Some also sport the odd item of stolen plate.

Battlecry – Famed for their ability to move and shoot unobserved they don't have a battlecry. The nearest they get is the repeated rhythm of the sergeant's order of "Loose" when they fire volleys.

Uniforms – There is no uniform but as all the members were from the Herbstwald they came dressed as all woodsmen there do, in clothing of russet and brown to match their native woodland and it's eternal autumn.

Profile:

Herbstwald Brigands				Number of Units:		2
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Warriors: Formed Archers	42	8	8	2	4	4
Missiles:	Bows (range 3 ST)					
Traits:						
None	-					

Miniatures: Partly based on the Frostgrave Soldiers I sprue with additions including the bowmen conversion pack. The miniatures were designed for the first release of the game in 2015 and the creators who sculpted the components for the initial set were Mark Copplestone, Mark Sims, Mike Owen, Nick Collier, and Bob Naismith.

Wardancers



Cailor's Wardancers are an unusual sight beyond the glades of the Woodland Realm. Wardancers are much feared by those who encounter an army of Wood Elves. They dance their wardance in honour of their gods and the blur of weapons and unusual angles of stroke are more than enough to dispatch most foes. They are dedicated to war and spend most time away from battle in meditation. They take enormous personal risk in battle and are frequently injured, although often in the process of delivering a death blow. They refuse to take any time convalescing and will dance on in the next battle regardless of the injury or bandages which never seem to hamper their hypnotic movement.

Equipment - Armament – Individuals choose their own arms and a Wardancer can be seen with almost any offensive weapon. **Sword and Spear Armour** – light Elvish armour and occasionally an individual will use a shield which is mostly used as another offensive option rather than for any defensive benefit.

Battlecry – Their dance is accompanied by a beautiful song which they sing in unison. Anyone who stops to listen is totally captivated by the music. One more way they create an opportunity to deliver a fatal blow.

Shield – There is an occasional wardancer who has learned the dance movements that facilitate the use of a shield but that isn't common.

Uniforms – Wardancers don't wear a uniform but being from the Woodland Realm that are often dressed in the green hues of their home.

Profile:

Wardancers		Number of Units:				2
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Skirmishers: Light Infantry	38	8	4	3	2	4
Missiles:	Javelins (range 1 ST)					
Traits:						
Agile	No penalties in Rough Terrain					
Evade	May attempt to evade enemy charges on passing a Command Test (see Evade rules)					
Spears as Tribute	Add +2 Combat Dice until Unit loses any Stamina					
Drilled	Unit rolls one less dice than usual for its first Command Test during its own Movement Phase					
Impetuous	Must charge enemy within Killing Zone at the start of Movement Phase. Must pursue enemy defeated in Combat unless a Command Test is passed using the lower of 2d6. May add +1 Combat Dice if at full strength with a Charging or Winning marker					

Miniatures: Part of a set of 20 different miniatures released as ELF5 Wardancers by Citadel Miniatures in 1987 and designed by Jess Goodwin.

The Marksmen of the Lady in Yellow



The Lady in Yellow was from a minor noble house in far off Bretonnia. She had been expected to marry the eldest son of her father's liege lord. She did not want to do that, handsome and rich as he was. She loved, in the chaste courtly way of her people, the second son of her neighbour. They had grown up together and shared a love of hunting with hawks. Both knights were killed in an accident on the jousting list and our lady was bereft. Each had carried one of her favours and her hope died with them that day.

She fled Bretonnia that very night, aided by her father's huntsmen. They brought with them the great fowling weapons that were used to hunt the mighty swans for the lord's table. They are deadly shots with great skill as marksmen. Most targets on a battlefield are far easier to hit than a swan in flight. Their lady is a more than capable swordswoman. Anyone who has watched as many tournaments and practice rounds as she has learned a thing or two about wielding a blade and she seems to have a natural ability which would never have been uncovered had she stayed at home.

Equipment - Armament – Long barrelled rifles. The lady wields a great sword. Armour – Armour is worn under their clothing.

Battlecry – “For the Lady”

Uniforms – They wear the same deep green huntsman's livery that they left their homeland wearing.

Profile:

Marksmen of the Lady in Yellow				Number of Units:		1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Warriors: Formed Archers	25	8	8	2	4	3
Missiles:	Crossbow (range 4 ST)					
Traits:						
Marksmen	+1 Shooting Dice (can be added as a Combat Dice bonus in a charge situation)					

Miniatures: Rackham Miniatures 2000.

The Great Cannon



The Great Cannon was one of the weapons defending a keep that La Lionne's army assaulted early in her career as a general. When the castle fell to subterfuge the defenders were concerned that they would be harshly dealt with. Instead La Lionne confiscated their armaments and sent them on their way.

Before they departed she approached the crew of the great cannon. Such weapons were often present on the battlefield but were notorious for the noise they made and the copious clouds of black smoke they generated. They were also notorious for the lack of effect their firing had with cannon balls usually firing over their target or embedding themselves into the ground well short of their target. This crew were different and had hit their targets, first time, every time. Their fire had devastated a band of Hobgoblin wolfriders who had recently joined her employ. They were moving quickly at the time and were a supremely difficult target.

The crew had been devastated at the thought that they would lose their cannon so when offered the opportunity to switch sides and stay with their war engine they jumped at the chance.

Equipment – A great cannon. The crew are armed with the tools of their trade.

Battlecry – Bang!

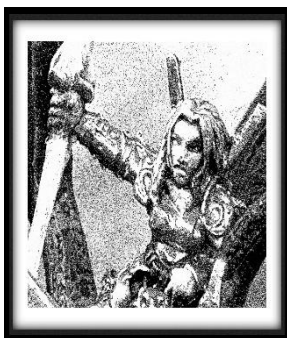
Uniforms – They don't wear a uniform.

Profile:

The Great Cannon		Number of Units:				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Monstrosity: Artillery	30	8	8	4	2	3
Missiles:	Heavy Artillery (range 5 ST)					
Traits:						
Aloof	Cannot be influenced by friendly Heroes (unless attached to the Unit with the Artillerist or Beast Master Trait, as appropriate)					
Blast	Does not halve Shooting Dice when shooting at targets in 1 ST corridor to the front. Does not halve Shooting Dice when a target is obscured by cover					
Fixed	If hit by enemy shooting, must take a Command Test. If failed, the Unit is given a Shot marker					
Hel's Breath	An enemy Unit hit by shooting must roll 2d6 for its Command Test, using the lower score					
Reluctant	Must pass a Command Test for every move					
Slow	May only move once per Movement Phase					

Miniatures: First released by Citadel Miniatures in 1984 under the code C34. The miniatures were sculpted by Alan and Michael Perry. They are currently available from Wargames Foundry.

Tesphar the Dragon Princess and Fearfang the Mighty



Asarnil the Dragon Prince and his Green Dragon Deathfang are some of the most famous mercenaries in the Old World. Asarnil was never bested in combat on the field and Deathfang has been the terror of many a battlefield. These exiles from the Elven realm have been in the west for many years. Both have even had time away from battle and both have had a daughter. Asarnil's daughter is Tesphar the Dragon Princess, Tess to her friends. Tess is a fearless fighter and relishes her role which is usually to take out the most fearsome threat of the opposing force. Whether giant, troll, monster or war engine they will feel the wrath of Tess and her dragon as soon as the forces meet. In some instances her instructions are to locate and remove the opposing general, a task she undertakes with relish.

Her dragon is a daughter of her father's and goes by the typically dragony name of Fearfang. Every animal had a stable name and Fearfang is called Muffin by her rider, from her habit of sneaking off and eating a mule or two from the merchant convoys that they used to escort early in their mercenary career. You'd have to have a death wish to call her Muffin to her face if you aren't accepted as family though. Dragon's can be very touchy about that sort of thing and have infamously short tempers.

Equipment - Armament – Tesphar carries a dragon bone lance and sword. Fearfang had a wide array of the tools nature has provided her. Armour – Tess wears a full suit of gilt Elven plate armour and has had a matching set made for Fearfang who doesn't really need the extra protection but is vain enough to want to properly match her mistress in battle array.

Battlecry – If Tesphar has a battlecry none can hear it over the deafening shriek as Fearfang sights her prey.

Shield and Banner – Tess carries a shield when not mounted and her banner bears the sigil of her father the Dragon Prince.

Profile:

Tesphar the Dragon Princess and Fearfang					Number of Units:	1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Monstrosity: Dragon	63	10	10	5	3	6
Missiles:	Dragon's Breath (range 3 ST)					
Traits:						
Aloof	Cannot be influenced by friendly Heroes (unless attached to the Unit with the Artillerist or Beast Master Trait, as appropriate)					
Blast	Does not halve Shooting Dice when shooting at targets in 1 ST corridor to the front. Does not halve Shooting Dice when a target is obscured by cover					
Brutal	4+ to hit in Melee Combat					
Fearsome	Enemy will retreat 1 ST in Melee Combat unless also fearsome. Fearsome troops may pursue 1 ST to remain in contact					
Hel's Breath	An enemy Unit hit by shooting must roll 2d6 for its Command Test, using the lower score					
Impetuous	Must charge enemy within Killing Zone at the start of Movement Phase. Must pursue enemy defeated in Combat unless a Command Test is passed using the lower of 2d6. May add +1 Combat Dice if at full strength with a Charging or Winning marker					
Steadfast	Does not take a Command Test if retreated into by friendly Units					
Towering	+2 Combat Dice in Melee Combat but +2 Shooting Dice to enemy when targeted. May collapse if destroyed (see Towering Trait)					

Miniatures: Kyra and Lavanath Reaper Bones 77557 sculpted by Sandra Garrity and Werner Klocke with foot figure Merowyn Lightstar 77675 sculpted by Tim Hill.

Glamgalion's Exiled Elven Lancers

Ithel Sarnor was famed in elder days for its bountiful gardens filled with the rarest herbs and spices. Of it's loss in the war with the Dark Elves the exiles will not speak but it is known that when Lokhir Fellheart took The Fortress of Dawn this was one amongst many watchtowers and way stations that also fell to the dreaded pirates.



As with all High Elven enclaves there was a guard dedicated to keeping the citadel safe. They had a long and storied history of successful campaigns and were one of the most revered units in all of the East. In the garden of their watchtower grew a very rare plant, The Queen of the Night it is called in the common speech but the elves will not name it in their own tongue beyond the sacred compounds where it grows. It is most famous for the beauty of its flower, which only appeared fleetingly in the middle of a single night once every second year. Even members of the long-lived race of Elves were lucky to see a blossom of The Queen of the Night once in their entire lives.

The guard of Ithel Sarnor were truly blessed to have one such plant choosing to grow in their compound and it featured strongly in their rituals. The longest and most arduous was the trial to become a Lancer. Initiates spent two years training and being evaluated on all aspects of their martial and moral abilities. At the end of the process the most worthy took his blank shield into the garden on a night of his choosing. He picked deadly doomcap mushrooms to make a deep black ink and then sat in vigil before The Queen of the Night. For the truly worthy it would produce a blossom. The

initiate then painted the beautiful plant onto his shield. On rare occasions the blossom did not appear that night and the distraught elf would often drink the deadly ink rather than face the disgrace of rejection and inevitable exile.

Glamgalion was the Champion of the Lancers. They were away on a secret mission when their home fell to the Dreadfleet. Any one of them will answer to the name Glamgalion and if they use other names amongst themselves none know what they are. There is no standard, musician or obvious leader. All are champions and each one fights and acts like it.

Equipment - Armament – Elven Lance, Helm, Shield and Mail

Battlecry – No sound issues from them in combat.

Uniforms - The Lancers uniforms are exactly as they were before the fall of their home. The uniform comprises a close fitting silvered helm. The surcoat is elven mail and sits over silken robes. The belts and other decorative items are purple. Lance shafts are unpainted wood, whilst most metal is either steel or silver and each wears the golden gorget awarded on the assumption of the title of Lancer.

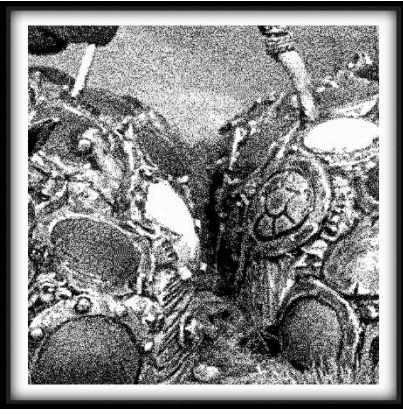
Profile

Elven Knights		Number of Units:				4
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Heavy Riders: Knights	104	10	0	4	3	12
Missiles:	None					
Traits:						
Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation					
Disengage	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one move					
Fearsome	Enemy will retreat 1 ST in Melee Combat unless also fearsome. Fearsome troops may pursue 1 ST to remain in contact					
Thunderous Charge	Hits on 4+ in its first round of Melee Combat during the game if fighting to the front in open terrain					

Miniatures: Grenadier Miniatures (c.1990) sculpted by Mark Copplestone.

Lobbers Schiltrons

It isn't entirely clear where the Lobbers came from or how they joined La Lionne's army. Some think that they started following the baggage train as the army moved through one of the more remote mountain passes. There was an ambush by hobgoblins and the schiltrons held off encircling wolf riders for long enough for the cavalry to come to the rescue. La Lionne and her sister approached the schiltrons afterwards to offer their thanks and they fell silent for the first and only time. Clearly some sort of deal was struck and now the schiltrons form the rearguard of the army and take the hindmost position in any deployment.



The schiltrons are a mass of movement and high pitched cries. These seem mostly to be directed at each other, and it seems like they often nearly come to blows until both take up the cry of “Calm down! Calm down!” They never break their schiltron formation and stay with shields up and weapons bristling at all times. It is assumed that there are more of them in there than are needed to hold the defensive formation together and they take turns on the inside and outside, but nobody is really sure. In fact, nothing much is known about them at all. Nobody is even sure what sort of creatures they are. They might be small

goblinoids, although they aren’t green-skinned. Equally they might be brownies or another of the smaller Fae Folk. They don’t seem to know and when asked refer to themselves as Lobbers. This appears to be a name given to them by the rest of the camp and refers to the way carcasses or dead animals are disposed of – they are “lobbed” at the schiltrons. It is said that they use these remains to make their food and chants of “Lob it in” can be faintly heard after a cadaver disappears into a schiltron.

The two schiltrons are brightly coloured with one being predominantly blue and the other red. It is known that they both come from the same place, a village on a wide and stinky river which was lost in an Orc raid. Some say the reds had gone to a fight on the other side of the river when the Orcs attacked and the blues lost their best shield team in a fighting retreat. The village was utterly destroyed and the schiltrons began to wander aimlessly before becoming accidental mercenaries. When asked the blue schiltron refer to the reds as “Kopouts” and the reds call the blues “Bitters”, supposedly in memory of the events during the loss of their home.

Uniform Beyond the main colour of each formation there isn’t a uniform. It isn’t even clear if the little fellows wear clothes. They scavage battlefields for the things they use and seem to be quite happy and self-sufficient as long as they get fed.

Battle Cry “Red Shite, Blue Shite” chanted back and forth between the two schiltrons, endlessly.

Profile:

Schiltrons		Number of Units:				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Warriors: Heavy Infantry	23	12	0	3	4	2
Missiles:	None					
Traits:						
Pikes	+2 support save dice if fighting any of the following in Melee Combat: Light Riders, Heavy Riders or a Monstrosity with the towering Trait. Pikes still apply if fighting an enemy with Aura of Dread Trait					

Special Rule: The unit has no rear facing, just two fronts. They can move and fights to the front on either of the long base sides at any point, even if attacked by units from both sides simultaneously.

Miniatures: Scotia Grendel, possibly from their Leviathan range/game. Late 1990s, now OOP.