

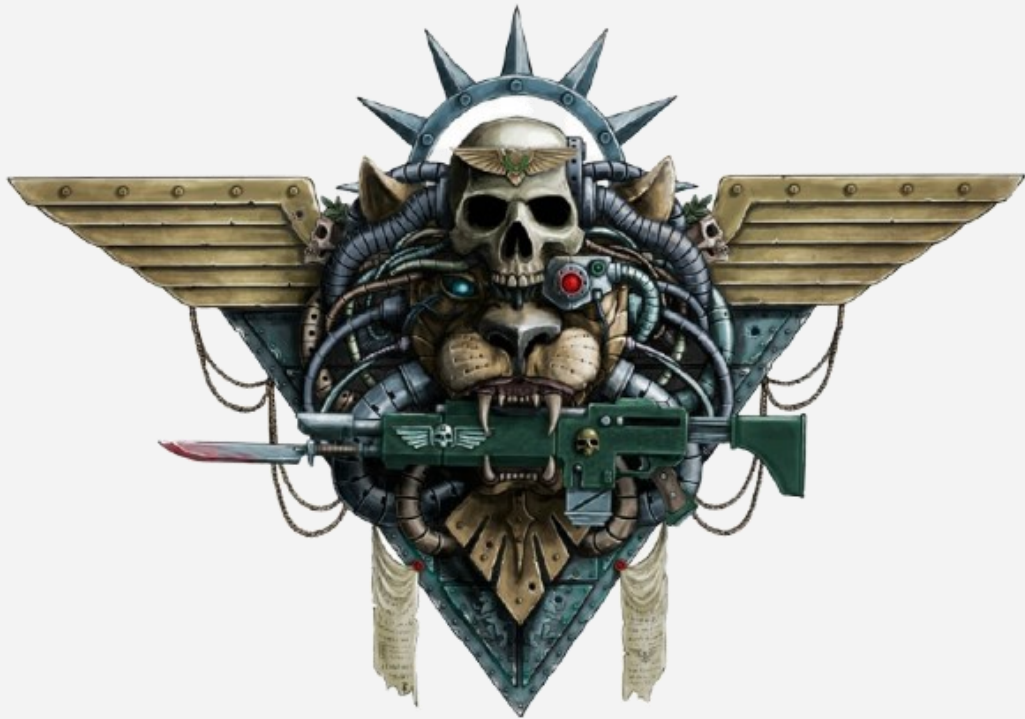
WARHAMMER
40,000

KILL TEAM



DOGS OF WAR

MUTANTS AND MERCENARIES IN THE 41ST MILLENIUM



DOGS OF WAR

Necessity knows no law but to win

Who are the Dogs of War?

Dogs of War are intended as **generic, highly customisable datasheets** that can be outfitted to represent the chapter serfs, pit-slaves, cultists, mutants, xenos and mercenaries your Kill Team might fight alongside. The **datasheets in this book do not exclusively represent a single entity** from the Warhammer 40,000 universe – the Mutant Abomination, for instance, could just easily represent a Tech-Priests latest mechanical terror, or a hulking alien berserker assigned to shield a squad of Fire Warriors. **These rules are meant to help weird conversions and unsupported units hit the table without upsetting game balance.**

Dogs of War units tend to cost slightly more than similar units from faction Kill Teams, or have inferior stats. They are best used to patch a gap in your strategy or fill a role your faction is usually unable to—a commander who relies too heavily on mercenaries will soon find themselves outgunned.

Mercenaries form the core of a typical Dogs of War warband, being flexible basic infantry that can be customised for a variety of roles, at a premium cost. Their **Captains** are the elite head-hunters of the roster, and **Rogue Preachers** can bolster your Dogs of War or serve as a cheap psyker-for-hire in other teams.

Mutants are a tougher, more elite infantry option that can represent a variety of abhumans and xenos. Useful as meatshields and shock infantry, their ranks are bolstered by **Champions** and the mighty **Abomination**. Like Mercenaries, their customisability comes at a cost.

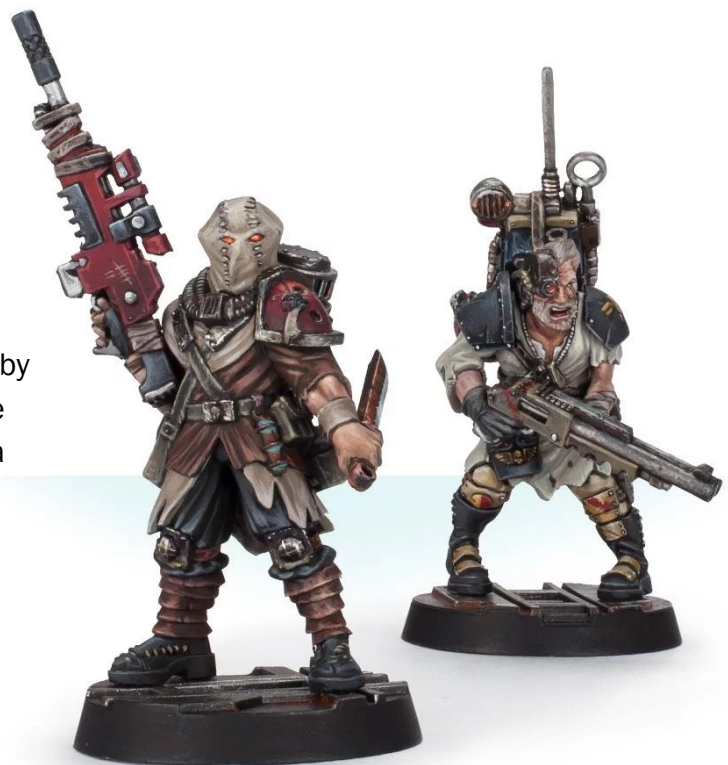
Keyword: Dogs of War

Representing mercenary forces, exotic wildlife, serfs, servants, and allies of convenience, Dogs of War units can be included in any Kill Team regardless of faction keyword. However, there are several restrictions on their usage.

-DOGS OF WAR are not considered to be part of your Faction for all purposes except where otherwise noted. They can be included in a kill team without preventing it from being Battle-Forged (Core Manual p62) or using that Faction's Tactics. They cannot be drawn from any sub-faction or gain Sub-Faction Abilities, but can be included without preventing other models in that kill team from gaining a Sub-Faction Ability.

-DOGS OF WAR units can be specialists, but can never gain experience during a campaign or be levelled up through the spending of points

-DOGS OF WAR are not treated as members of your Kill Team for the purpose of your Factions Tactics. DOGS OF WAR tactics have their own Tactics which can be used as normal but can only affect DOGS OF WAR units.



MERCENARY

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max	Points
Mercenary	6"	+4	+4	3	3	1	1	6	+6	-	4
Mercenary Gunner	6"	+4	+4	3	3	1	1	6	+6	3	5
Captain	6"	+3	+3	3	3	1	3	7	+6	1	8

WARGEAR OPTIONS

- This model is armed with a Lasgun and Frag Grenades
- A **Mercenary** may replace its Lasgun with a weapon from the *Mercenary Weapon List*
- A **Mercenary** may replace its Lasgun with a Brutal Assault Weapon or Improvised Spear, and a Laspistol or Autopistol
- A **Mercenary Gunner** may replace its Lasgun with a weapon from the *Mercenary Special Weapon List*
- A **Captain** may replace its Lasgun with a weapon from the *Mercenary Weapon List*, OR with one weapon from the *Mercenary Pistols List* and one from the *Mercenary Melee Weapon List*, OR with a weapon from the *Mercenary Melee Weapon List* and a Riot Shield (**2 Points**), OR a Custom-Built Sniper Rifle, OR with two weapons from the *Mercenary Pistols List*.
- This model may replace its Frag Grenades with Alien Grenades or a Demolition Charge
- For **1 points** any model may take the Fanatic special rule
- For **1 point** any model may take the Honour Guard special rule
- For **2 points** any model may take the Murder Cultist special rule
- Each **Mercenary, Mercenary Gunner or Captain** may select **ONE** of the following
 - Flak Armour, (change this models Save characteristic to +5), **1 point**
 - Camo Cloak (this model gains the Camo Cloak special rule) **2 points**
 - Carapace Armour (change this models Save characteristic to +4) **3 points**
 - Melta-Vest, **4 points**

ABILITIES

- Fanatic:** When rolling morale checks for this model, use a d3 instead of a d6.
- Melta-Vest:** When this model is chosen to shoot, as long as it has not advanced or charged this turn, it may choose to detonate it's Melta-Vest. Remove the model as a casualty and inflict an automatic hit with the following profile on every model within 6" - **d3 S6 AP-2 D2**
- Murder-Cultist:** A model with this rule adds 1 to it's Attacks characteristic. In addition, when this model is taken out of action during the Fight phase it may make 2 additional attacks before being removed.
- Honour Guard:** This model adds 1 to its Leadership characteristic when within 6" of your Kill Teams LEADER.
- Camo Cloak:** When a hit roll is made targeting this model in the shooting phase, and it is obscured, that hit roll suffers an additional -1 modifier
- Riot Shield:** A model with a Riot Shield has a +5 Invulnerable save.

SPECIALISTS

Combat, Comms, Demolitions, Heavy, Medic, Scout, Sniper, Veteran, Zealot

FACTION KEYWORDS

<DOGS OF WAR>

KEYWORDS

DOGS OF WAR, INFANTRY, MERCENARY

MERCENARY WEAPON LIST		MERCENARY MELEE WEAPON LIST	MERCENARY PISTOL LIST	MERCENARY SPECIAL WEAPON LIST	
Autogun	Lasgun	Brutal Assault Weapon	Laspistol	Heavy Stubber	Flamer
Shotgun	Hot-Shot Lasgun	Power Sword	Autopistol	Sniper Rifle	Meltagun
Stubcarbine	Laslock	Power Maul	Bolt Pistol	Alien Rifle	Webber
Boltgun	Kroot Rifle	Power Axe	Hand Flamer	Grenade Launcher	
		Power Fist	Needle Pistol		
		Barbed Whip.	Liberator Autostub		

MUTANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max	Points
Mutant	6"	+4	+4	4	4	1	2	6	+5	-	8
Mutant Gunner	6"	+4	+4	4	4	1	2	6	+5	4	9
Mutant Champion	6"	+3	+3	4	4	2	3	8	+5	1	14

WARGEAR OPTIONS

- A **Mutant** or **Mutant Champion** is armed with a Laspistol and a Brutal Assault Weapon.
- A **Mutant** or **Mutant Champion** may replace its Laspistol with a weapon from the *Mutant Pistol List*. Alternately, a **Mutant Champion** may replace its Laspistol with a weapon from the *Mutant Melee Weapon List* or a Riot Shield (**2 Points**)
- A **Mutant** may replace its Brutal Assault Weapon with a weapon from the *Mutant Melee Weapon List*
- A **Mutant Champion** may replace its Brutal Assault Weapon with a weapon from the *Mutant Melee Weapon List*, a Power Fist or a Grasping Appendage.
- A **Mutant Gunner** may replace its Laspistol and Brutal Assault Weapon with a weapon from the *Mutant Special Weapon List*. One **Mutant Gunner** may instead take a Heavy Flamer.
- This model** may select ONE of the following **MUTATIONS** to gain the corresponding special rule
 - Regenerative Flesh, 1 Point**
 - Natural Weapons, 1 Point**
 - Reconditioning** (Change this models WS to +3, and its BS to +5), **1 Point**
 - Latent Pyskers, 2 Points**
 - Inhuman Speed** (Change this models Move characteristic to 7"), **2 Points**
- This model** may take Mutant Armour (change this models save characteristic to +4), **2 Points**

ABILITIES

- Riot Shield:** A model with a Riot Shield has a +5 Invulnerable save.

MUTATIONS

- Regenerative Flesh:** At the start of your turn, if this model has a flesh wound roll a d6. On a +5 one flesh wound is removed.
- Natural Weapons:** Add 1 to the Attacks characteristic of this model during any turn in which it made a successful charge.
- Latent Pyskers:** Once per turn, one model in your kill team with this rule may attempt to Deny the Witch power as if they were a psyker.
- Inhuman Speed:** This model may re-roll failed charge rolls.

SPECIALISTS

Combat, Comms, Demolitions, Heavy, Medic, Scout, Sniper, Veteran, Zealot

FACTION KEYWORDS

<DOGS OF WAR>

KEYWORDS

DOGS OF WAR, INFANTRY, MUTANT

MUTANT SPECIAL WEAPON LIST

Heavy Stubber
Flamer
Mutant Autogun
Mutant Shotgun

MUTANT MELEE WEAPON LIST

Brutal Assault Weapon
Power Sword
Power Maul
Power Axe
Barbed Whip.

MUTANT PISTOL LIST

Laspistol
Autopistol
Bolt Pistol
Hand Flamer

ROGUE PREACHER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max	Points
Rogue Preacher	6"	+4	+4	3	3	3	2	9	+5	2	15

WARGEAR OPTIONS

- This model is armed with a Laspistol and Frag Grenades
- This model may take a weapon from the *Rogue Preacher Weapons List*
- This model may replace its Laspistol with a weapon from the *Rogue Preacher Melee Weapon List*.
- This model may replace its Frag Grenades with Alien Grenades or a Demolition Charge
- This model may select ONE of the following **PREACHER TRAITS** to gain the corresponding special rule
 - Rogue Psyker, 5 Points
 - Grisly Trophies, 5 Points
 - Icon of Worship, 5 Points
 - Howling Fury, 12 Points
- This model may take Preacher Armour (Change this models Save characteristic to +4) **2 Points**

ABILITIES

- Rogue Psyker:** This model gains the PSYKER keyword and the ability to use its psychic powers
- Grisly Trophies:** Enemy models within 8" must subtract 1 from Nerve tests
- Icon of Worship:** Any DOGS OF WAR units within 6" of the Rogue Preacher may use its Leadership characteristic when taking Nerve tests.
- Howling Fury:** Any DOGS OF WAR units within 3" of the Rogue Preacher may add 1 to their attacks characteristic

PSYKER As long as this model has the Rogue Psyker special rule, it can attempt to manifest one psychic power and attempt to deny one psychic power in each Psychic phase. It knows the *Psybolt* psychic power.

SPECIALISTS Comms, Veteran, Zealot

FACTION KEYWORDS <DOGS OF WAR>

KEYWORDS DOGS OF WAR, INFANTRY, MERCENARY, ROGUE PREACHER

ROGUE PREACHER MELEE

WEAPON LIST

Brutal Assault Weapon |
 Chainsword
 Power Sword
 Power Maul
 Power Axe
 Power Fist
 Barbed Whip.

ROGUE PREACHER WEAPON LIST

Autopistol Bolt Pistol
 Laspistol Autogun
 Stubcarbine Lasgun
 Shotgun Hand Flamer
 Flamer Needle Pistol
 Liberator Autostub



MUTANT ABOMINATION

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max	Points
Mutant Abomination	6"	+3	+4	5	5	3	3	7	+5	3	30

WARGEAR OPTIONS

- This model is armed a Mutant Shotgun
- This model may replace it's Mutant Shotgun with a weapon from the *Mutant Weapon List*, OR with a weapon from the *Mutant Melee List*, or a Taser Goad
- This model may take a weapon from the *Mutant Melee List*, a Huge Shield (4 Points) or a Grasping Appendage.
- This model, instead of any of the above, may replace it's Mutant Shotgun with a Hullbreaker
- This model may select ONE of the following **ABOMINATION MUTATIONS** to gain the corresponding special rule.
 - Unnatural Resilience, 1 Point
 - To Stupid to Fear, 3 Points
 - Experiment NULL, 3 Points
 - Bloated Horror, 6 Points
 - Armoured Juggernaut, (change this models Save characteristic to +4), 10 Points

ABILITIES

Avalanche of Muscle, You can add 1 to the Attacks characteristic of this model in the Fight phase of any battle round in which it charged. This ability may only be used the first time this model fights.

Pit Fighter, This model adds 1 to it's Attacks characteristic if armed with two Melee weapons

Huge Shield: A model with a Huge Shield has a +4 Invulnerable save.

ABOMINATION MUTATIONS

Unnatural Resilience, each time this model loses a wound, roll a d6. On a +6, the model does not lose that wound, 1 Point

-**Too Stupid to Fear**, This model does not have to roll Nerve tests unless your Kill Team is broken, 3 Points

-**Experiment NULL**, any PSYKER model that is within 3" of this model at the start of the psychic phase cannot use or deny psychic powers that phase, 3 Points

-**Bloated Horror**, when this model is taken out of action, roll a dice for every model within 3". On a roll of +3, that model suffers d3 Mortal Wounds, 6 Points

-**Armoured Juggernaut**, If this model rolls 6 or higher when charging in the phase, add one to it's Attacks characteristic for the rest of this turn. If it rolled a total of 12 when charging, add two to its Attacks for the rest of the turn instead.

SPECIALISTS Combat, Heavy, Veteran, Zealot

FACTION KEYWORDS <DOGS OF WAR>

KEYWORDS DOGS OF WAR, INFANTRY, MUTANT ABOMINATION

MUTANT ABOMINATION MELEE WEAPON LIST

Huge Axe
Huge Maul
Huge Sword

MUTANT ABOMINATION WEAPON LIST

Mutant Shotgun
Mutant Autogun
Flamer
Heavy Stubber
Heavy Flamer
Mining Laser

MEWLING SERVANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max	Points
Mewling Servant	6"	+5	+5	3	3	1	1	4	-	3	3

WARGEAR OPTIONS

-This model is unarmed

-This model may take a Laspistol, Autopistol, Chainsword or Brutal Assault Weapon.

-a Mewling Servant can select **ONE** of the following **BURDENS**

-Ammo Carrier, gains the Ammo Carrier special rule, **1 Point**

-Sword Bearer, gains the Sword Bearer special rule, **1 Point**

-Unwilling Sacrifice, gains the Unwilling Sacrifice special rule, **2 Points**

-Blood Bag, gains the Blood Bag special rule, **3 Points**

-Blind Worshipper, gains the Blind Worshipper special rule, **3 Points**.

ABILITIES

-**Ammo Carrier:** As long as this model is not shaken, it can supply one friendly model within 2" once per Shooting Phase. When it does so, you can re-roll one hit roll for a shooting attack made by that model.

-**Sword Bearer:** As long as this model is not shaken, it can supply one friendly model within 2" once per Fight Phase. When it does so, you can re-roll one hit roll for a melee attack made by that model.

-**Unwilling Sacrifice;** At the start of the Psychic phase, a friendly psyker within 2" may sacrifice this model. Immediately remove the Mewling Servant from play. That psyker may re-roll one or both dice when making a Psychic test, and may also re-roll the number of Mortal Wounds dealt by its Psybolt. Mewling Servants removed this way do not count towards morale.

-**Blood Bag;** At the start of the Movement phase, select a friendly model within 2". On a 4+ that model is healed— remove 1 Flesh Wound, and, if the model has no Flesh Wounds remaining, restore 1 Wound.

-**Blind Worshipper;** When a wound is inflicted on a friendly Leader or Commander within 3", roll a d6. On a 2+, no damage is done to that model and a Mortal Wound is inflicted on the Mewling Servant.

SPECIALISTS

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FACTION KEYWORDS

<DOGS OF WAR>

KEYWORDS

DOGS OF WAR, INFANTRY, MERCENARY, MEWLING SERVANT

EXOTIC PET

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max	Points
Warhound	8"	+3	-	3	3	1	2	5	+6	3	6
Sump-Croc	4"	+3	-	4	4	2	2	6	+5	3	8

WARGEAR OPTIONS

-This model is armed with Ferocious Jaws

ABILITIES

-**Exotic Pet:** This model being wounded or slain never counts toward morale.

SPECIALISTS

Combat, Veteran, Zealot

FACTION KEYWORDS

<DOGS OF WAR>

KEYWORDS

DOGS OF WAR, BEAST, EXOTIC PET

RANGED WEAPONS							
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	Points
Alien Grenade	6"	Grenade d3	5	-1	1	-	2
Alien Rifle	30"	Rapid Fire 2	5	-1	1	-	4
Autogun	24"	Rapid Fire 1	3	0	1	-	0
Autopistol	12"	Pistol 1	3	0	1	-	0
Boltgun	24"	Rapid Fire 1	4	0	1	-	2
Bolt Pistol	12"	Pistol 1	4	0	1	-	1
Custom Sniper Rifle	36"	Heavy 1	4	-2	2	A model firing a custom sniper rifle does not suffer the penalty to hit rolls for the target being at long range.	5
Demolition Charge	d6"	Grenade d6	8	-3	2	Can only be used once per battle	4
Flamer	8"	Assault d6	4	0	1	This weapon automatically hits its target.	3
Grenade Launcher	When firing this weapon, choose one of the profiles below						2
-Frag	24"	Assault d6	3	0	1	-	
-Krak	24"	Assault 1	6	1	1	-	
Heavy Flamer	8"	Heavy d6	5	-1	1	This weapon automatically hits its target.	5
Heavy Stubber	36"	Heavy 3	4	0	1	-	1
Hand Flamer	6"	Pistol d6	3	0	1	This weapon automatically hits its target.	1
Hot-Shot Lasgun	18"	Rapid Fire 1	3	-2	1	-	2
Improvised Spear (Ranged)	3"	Assault 1	3	0	1	This weapon may target enemy models within 1" of friendly models.	1
Kroot Rifle (Shooting)	24"	Rapid Fire 1	4	0	1	-	3
Lasgun	24"	Rapid Fire 1	3	0	1	-	0
Laslock	18"	Rapid Fire 1	4	0	1	-	1
Laspistol	12"	Pistol 1	3	0	1	-	0
Liberator Autostub	12"	Pistol 1	4	-1	2	-	4
Melta-Vest	6"	Assault d3	6	-2	d3	Can only be used once per battle	4
Meltagun	12"	Assault 1	8	-4	d6	-	3
Mining Laser	24"	Heavy 1	9	-3	d3	-	6
Mutant Autogun	18"	Assault 2	4	0	1	-	0
Mutant Shotgun	12"	Assault 2	4	0	1	If the target is within half range add 1 to this weapons strength	0
Needle Pistol	12"	Pistol 1	1	0	1	This weapon wounds on a +2	3
Shotgun	12"	Assault 2	3	0	1	If the target is within half range add 1 to this weapons strength	0
Stubcarbine	18"	Pistol 3	4	0	1	-	2

Sniper Rifle	36"	Heavy 1	4	0	1	A model firing a sniper rifle does not suffer the penalty to hit rolls for the target being at long range. A wound roll of +6 for this weapon inflicts a mortal wound in addition to normal damage
Webber	16"	Assault d3	4	0	1	When rolling to wound with this weapon, use the lowest of the targets Strength or Toughness characteristics

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	Points
Barbed Whip	Melee	Melee	User*	-1	1	This weapon wounds on a +2 against targets with toughness 3 or less	4
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon	0
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon	0
Ferocious Jaws	Melee	Melee	User	-1	1	On an unmodified wound roll of 6, deal a Mortal Wound in addition to normal damage.	0
Grasping Appendage	Melee	Melee	+1	0	1	This weapon can only make one attack each turn. If it hits, all attacks made by this model against the same target this phase may re-roll their hit rolls.	3
Huge Axe	Melee	Melee	+1	-2	2	-	7
Huge Maul	Melee	Melee	+2	-1	2	-	7
Huge Sword	Melee	Melee	User	-3	2	-	7
Hullbreaker	Melee	Melee	x2	-3	3	Any attacks made with this weapon must subtract 1 from their To Hit roll.	10
Improvised Spear (Melee)	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon	1
Kroot Rifle (Melee)	Melee	Melee	+1	0	1	-	3
Power Axe	Melee	Melee	+1	-2	1	-	1
Power Fist	Melee	Melee	x2	-3	d3	-	5
Power Maul	Melee	Melee	+2	-1	1	-	1
Power Sword	Melee	Melee	User	-3	1	-	2
Taser Goad	Melee	Melee	*	-1	1	This weapon always wounds on a +2	4

MERCENARY TACTICS

I'M IN CHARGE NOW!

Dogs of War Tactic

Use this tactic when your Kill Teams LEADER is taken out of action. Select a friendly Captain—it immediately gains a Level 1 Leader specialism until the end of the game. The original leader still counts as out of action for the purposes of any objectives.

2 Command Points

BACK TO THE FIGHT!

Dogs of War Tactic

Use this tactic at the start of the Morale phase if a Captain is within 1" of another MERCENARY model. Make 1 attack with the captain as if that model is an enemy. For the rest of the phase, DOGS OF WAR models can re-roll failed Nerve tests.

2 Command Points

THE MASTER COMMANDS

Dogs of War Tactic

Use this tactic at the start of your turn. Select a friendly MEWLING SERVANT that has selected a BURDEN option. It is immediately replaced with a different Mewling Servant BURDEN option of your choice.

2 Command Points

FEVERED EXHULTATION

Dogs of War Tactic

Use this tactic at the start of the movement phase. Choose a friendly ROGUE PREACHER. For the rest of the turn, all models in your Kill Team count as DOGS OF WAR when resolving the Icon of Worship or Howling Fury abilities.

1 Command Point

FUELLED BY FAITH ALONE

Dogs of War Tactic

Use this tactic when a friendly ROGUE PREACHER is taken out of action. On a roll of 2+, do not remove this model from play—instead, it remains on the board with 1 wound and any flesh wounds it already had (up to a maximum of 2)

1 Command Point

UNRELENTING HATE

Dogs of War Tactic

Use this tactic at the start of the Fight phase. Nominate a MERCENARY with the *Murder Cultist* special rule—this model may fight in the Hammer of Wrath phase even if it did not charge this turn.

1 Command Point

BOUNTY HUNTERS

Dogs of War Tactic

Use this tactic when a MERCENARY model takes an enemy LEADER out of action. Gain d3 Command Points.

1 Command Point



MUTANT TACTICS

LEADING FROM THE FRONT

Dogs of War Tactic

Use this tactic when a Mutant Champion makes a successful charge roll. Until the end of the phase, friendly DOGS OF WAR models may re-roll failed charge rolls.

1 Command Point

WAR-CHANT OF THE DAMNED

Dogs of War Tactic

Use this tactic at the start of the Morale phase. Until the end of the phase, enemy models must add one to their Nerve tests for every MUTANT and MUTANT ABOMINATION within 6", up to a maximum of -3.

3 Command

UNCHECKED MUTATION

Dogs of War Tactic

Use this tactic at the start of your turn. Select a friendly MUTANT model. Roll a d6 and consult the table below.

3 Command Points

1 - The model takes a Mortal Wound.

2 - The model gains Regenerative Flesh

3 - The model gains Natural Weapons

4 - The model gains Latent Psykers

5 - The model gains Inhuman Speed

6 - The model gains a Mutation of your choice

OTHER TACTICS

BRED FOP LOYALTY

Dogs of War Tactic

Use this tactic when a wound is inflicted on any model in your Kill Team within 3" of a friendly EXOTIC PET. On a +3, no damage is suffered by the target model and the EXOTIC PET takes a mortal wound.

1 Command Point

CRY HAVOC

Dogs of War Tactic

Use this tactic at the start of the first movement phase. Until the end of the phase, all DOGS OF WAR models may roll two dice when advancing and choose the highest result.

2 Command Points

