

The Throng of Barak Varr

Although the Dwarfs of Barak Varr are noted for their steam-powered ships they also maintain a standing army. Below are some ideas to theme your Dwarfs around Barak Varr.

Any enemy approaching Barak Varr will first be confronted by the armies of the Border Princes. These warlike lords are fiercely protective of their domains and can be expected to mount strong resistance. Even if they are overcome then there is no way into Barak Varr that can easily be assaulted as the approaches run through tunnels well set with thick gates, cunning traps and solid defences. Approaching from seaward is even more hazardous, one must face both the Dwarf fleet and the most formidably gunned defences in the Old World.

Because of this, Throng Barak Varr is rarely mustered to fight invaders, as there is, after all, little for them to defend that is near at hand. Barak Varr's primary interests are the sea lanes, along which trade is conducted, and the nations that engage in trade. The army of Barak Varr is therefore most likely to be seen well away from its own lands, protecting the wider interests of the Hold.

Throng Barak Varr has fought in Tilea and Estalia, bringing those merchants who dare to deal dishonestly to justice. Their banners have flown in Araby when rogue Pashas have attempted to fill their treasuries through piracy and in Khemri where the Dwarfs reason the dead have no use for the gold that lies in tombs beneath the sands. When distant outposts like Skeggi in Lustria have been threatened the only help they can expect is from Barak Varr, as a friendly port in those waters is almost as valuable as gold (almost!). In all these cases the army is transported by the fleet, a feat made easier as the Dwarfs that make up the Throng are in the main the same Dwarfs that crew the fleet.

Lords and Heroes

Barak Varr armies contain all the usual Lord and Hero choices available to normal Dwarf armies. There are some differences in the frequency that they appear however. Dwarf slayers are normally drawn to the Troll Country, as few see the benefit of having to travel by

sea to find a Troll when there are so many close at hand!

Consequently, Daemonslayers and Dragonslayers are much rarer in the armies of Barak Varr. The Hold has always been home to that branch of the Guild of Engineers who specialise in building sea vessels, the Sea Engineers. Indeed, many of the great clans of Barak Varr owe their prestige to an ironclad vessel, designed and built by an ancestor, which they continue to proudly operate. Also the Hold makes tremendous use of cannons both at sea, and in its own defences, so Engineers are a common sight in its armies, eager to test their creations in action.

All Dwarf Holds have ancient Anvils of Doom, but that of Barak Varr is rarely taken to battle as it is kept in a great forge overlooking the harbour from where its runes can be used to repel invaders.

Core Units

The main Core units of Dwarfs, Warriors, Crossbowmen and Thunderers are all present in Barak Varr armies. Frequent fighting from ships makes missile weapons very popular. Though there is a slight preference for handguns over crossbows, crossbows are not only cheaper but more reliable in wet weather, making it unlikely that crossbows will ever be completely supplanted on ship.

Barak Varr's location makes Rangers and Miners a rare sight in its armies, this is not to say they don't ever occur, just that any such regiments will normally be

Torston Treehaka's Sea Axes

Torston and his lads are debt collectors by trade and make a living pursuing merchants who renege on deals. They will also serve as mercenaries when circumstances demand. Torston's clan was originally from Karak Norn but was exiled following an incident in Athel Loren. Although he will not speak of it, he holds a grudge as only a Dwarf can.

Torston and 9 Sea Axes (the minimum unit that can be hired) including a standard bearer and a musician cost 145 points. Additional Sea Axes can be added at a cost of 12 points per model. They are a Special choice in a Dogs of War army and a Rare Choice in any other. The Sea Axes will never work for any type of Elf army.

	M	WS	BS	S	T	W	I	A	LD
Torston	3	4	3	3	4	1	2	2	9
Sea Axes	3	4	3	3	4	1	2	1	9

Equipment: Great weapon, hand weapon, throwing axe.

Armour: Light armour.

Special Rules

Ancestral Grudge. Unlike the usual ancestral grudge, that held by the Sea Axes applies to all types of Elves as well, which means they will *bate* them.

Resolute. Dwarfs fight with grim determination and are slow to abandon their position. Dwarfs flee and pursue 2D6-1" instead of the normal 2D6".

Relentless. A Dwarf on the march is as implacable as the turning of the years, and impossible to halt. Dwarf units may march even if there are enemy within 8".

