

Prince Ulther's Dragon Company

With Warhammer Fantasy Battle, 5th edition, GW re-introduced the Regiments of Renown concept from the 2nd and 3rd editions as the Dogs of War. Unfortunately, they didn't update some of the classic Regiments for use in the new 6th edition.

Prince Ulther's Dragon Company has always been one of my favourite regiments. Now that I'm finally getting these miniatures painted, it's time to update them for use in the latest version of WFB. So, what follows is my take on the regiment with some background.

From the Mountains

Charged by his late father, King Ulfar Stonehammer of the long-fallen Karak Ungor, with carrying out his oath to exterminate the greenskin and Chaos Dwarf races, Prince Ulther was not one to be trifled with. This onerous duty was unlikely to put Prince Ulther in a good humour for the foreseeable future. No matter, a clan obligation was never considered lightly.

Though based in Karaz-a-Karak since the fall of their Dwarfhold over four millennia ago, members of the Stonehammer clan have spent decades battling the enemies of their race. Eager to prove his mettle, Prince Ulther, like other young Warlords of his generation, has begun employing tactics that leave the clan Elders of the Warrior craftguilds shaking their beards in disgust.

Prince Ulther has scouts lead his warriors over the mountains to ambush and annihilate their enemies, conduct raids on villages, and terrorise their populace. Prince Ulther and his Dragon Company press the attack when they have the advantage. They will also use the terrain to withdraw from larger forces after inflicting as many casualties they can while minimizing their own losses. The Dwarf warlord has no intention of battling superior forces in a pitch battle, preferring to choose the ground and circumstance where his chances of success is favourable.

When the occasion arises and it suits his purposes, Prince Ulther will join forces with other Dwarf warbands and armies to battle their enemy. There are even circumstances where Ulther will ally his band with the Imperial army.



Use in Warhammer Fantasy Battle

Prince Ulther's Dragon Company is unique in that it comprises two separate units. The first, the actual Dragon Company, is an infantry unit with some missile capabilities in the form of pistols. This is the unit that does much of the actual fighting and tends to be the larger of the two. The second unit, the Wyvern Company, is the smaller of the two and is made up of the scouts (rangers) used to guide Prince Ulther and the others across the secret mountain tracks that only they know. They assist in finding the best sites wherein to lay an ambush as well as the places where greenskin camps are likely to be.



When accompanied by the Wyvern Company, Ulther's Dragon Company may be placed on the table top in the same manner as other scout units. This deployment represents the co-ordination of the two units working towards the same end.

If only one unit accompanies Prince Ulther in combat, it will be the Dragon Company.

As a force of their own, Prince Ulther's Dragon Company can be used in small battles and skirmishes where 1000 points or less are used. They can also be part of a larger Dwarf army whether as one of the Dogs of War selections. Prince Ulther's Dragon Company may also be a Dogs of War choice for any Imperial army provided that the opponents of that army are not other Dwarfs nor another Imperial army (presumably from another province or opposing forces in a rebellion). They may even join armies raised in the Imperial enclaves of Akendorf and Mortensholm in the Border Princes.

HEROES

Prince Ulther

131 points

	M	WS	BS	S	T	W	I	A	Ld
Prince Ulther	3	7*	4	4	4	2	3	3	9

Weapons and Armour: Great weapon with Master Rune of Swiftness (always strikes first, except under certain conditions) and Rune of Striking* (+1 WS), brace of pistols, gromril armour with Rune of Iron (6+ ward save)

Special Rules: *Ancestral Grudge; Relentless; Frenzied against Chaos Dwarfs*

CORE UNITS

Dragon Company

17 points/model

	M	WS	BS	S	T	W	I	A	Ld
Warriors	3	4	3	3	4	1	2	1	9
Borri Forkbeard	3	5	3	3	4	1	2	2	9
Veteran	3	4	3	3	4	1	2	2	9

Unit Size: 10+

Weapons and Armour: Hand weapon, light armour, shield, & brace of pistols

Options:

Include Borri Forkbeard as the unit champion (with great weapon, light armour & pistol) at +16 pts. or promote one warrior to Veteran for +13 pts.

Upgrade one Warrior to a Musician for +5 pts.

Upgrade one Warrior to a Standard Bearer for +10 pts.

Special Rules: *Ancestral Grudge; Relentless; Frenzied against Chaos Dwarfs*

Wyvern Company

12 points/model

	M	WS	BS	S	T	W	I	A	Ld
Rangers	3	4	3	3	4	1	2	1	9
Veteran	3	4	3	3	4	1	2	2	9

Unit Size: 10-20

Weapons and Armour: Great weapon & light armour

Options:

The unit may be equipped with shields at a cost of 1 pt./model

The unit may be equipped with crossbows at a cost of 5 pts./model or throwing axes for +3 pts./model.

Promote one warrior to Veteran for +12 pts.

Upgrade one Warrior to a Musician for +6 pts.

Upgrade one Warrior to a Standard Bearer for +12 pts.

Special Rules: Ancestral Grudge; Relentless; Scouts; Foresters; Frenzied against Chaos Dwarfs

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