



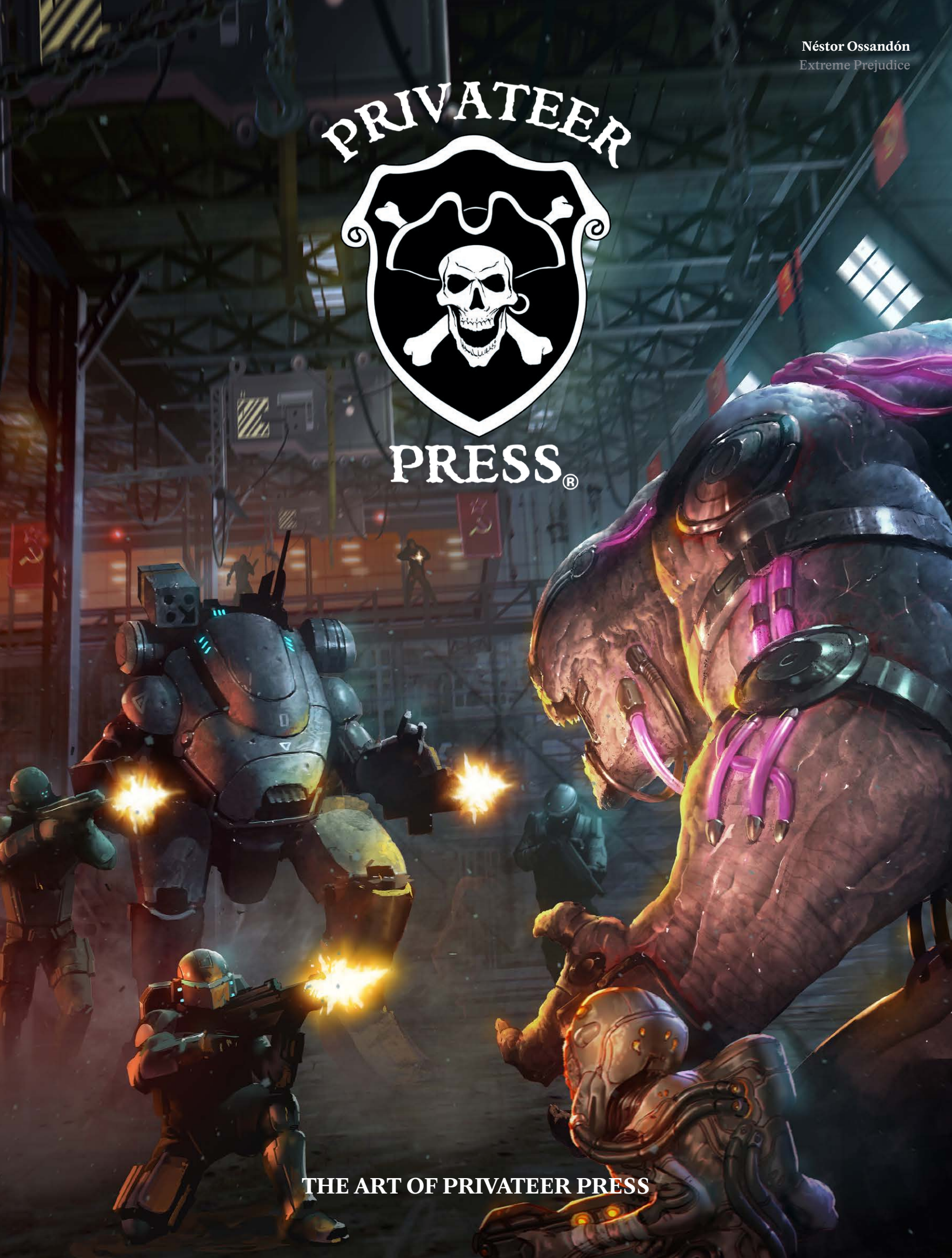
THE ART OF
PRIVATEER PRESS®



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THE HEART OF PRIVATEER PRESS

Since the company was founded, art has been at the heart of Privateer Press. The first products were conceived as vehicles to visually explore new ideas and to showcase original artwork. After almost 20 years, Privateer has amassed over three thousand original paintings and drawings that are now stored in the company's digital archives. Every day, that number grows as new illustrations are created for the ongoing and expanding worlds Privateer defines through lavishly rendered characters, creatures, vehicles, landscapes, and whatever else might be imagined by the company's game developers, writers, and artists.

Over the years, we've had many requests from Privateer's passionate gaming community to produce an art book, and more times than I can remember, we discussed the idea, only to determine it wasn't the right time. Art books aren't standard fare in most game stores, so we were never sure there was a true demand for an art book. It also always seemed we were in the middle of projects with unreleased artwork that we would ultimately want to include in the book, so we'd push the book off until the projects were done, unwittingly locking ourselves into a perpetual state of postponement. The reality became that there was no good time to create an art book, and once that idea took hold, we realized there was no time like the present.

With archives overflowing with more artwork than we could ever hope to get into a single book, we turned to Kickstarter to determine precisely what the real demand was for a book featuring the art of Privateer Press. And we were not disappointed. Those passionate members of our community

who had long beseeched us for such a tome turned out and showed us that, indeed, this was a project worthy of our attention.

The Art of Privateer Press exists only because of the support of the more than 1,500 backers who put their faith in Privateer to deliver an art book, sight unseen. To our backers: this book would not exist without your encouragement and the confidence you placed in Privateer, and we thank every one of you for helping push something that's been a long-time goal and dream of ours into becoming a reality. It is your passion for these creations that makes us passionate to keep creating, and we could not do it without your support.

So, straight from the heart—thank you!

Matthew D. Wilson
Chief Creative Officer
Privateer Press





The Iron Kingdoms was born of a singular idea: Could the quality of artwork in a product make it stand out and succeed in the game industry marketplace? Privateer Press is a testament to that question's answer: Yes. Art matters.

Privateer Press was founded at the beginning of 2000, and the Witchfire Trilogy was the company's first entry into the hobby game market. It was a passion project, created out of a love for games and fantasy artwork, and it would be the first project for what would become a major game publisher.

The Witchfire Trilogy quickly became an evergreen product for retailers and distributors; it was reprinted several times to meet demands. And then, by reinvesting the proceeds from the Witchfire books, the founders of Privateer Press were able to move into miniatures production and build a company founded on the quality of their artistic creations.

Since the beginning, the artwork has led the charge in Privateer's creative development. In the early days, the artwork was often complete before writing or game development on a particular project had even begun, and the artwork then provided the touchstone that informed the rules and fiction behind the creatures and characters inhabiting the world.

The keystone of the Iron Kingdoms setting is that it is a place where arcane arts and steam-era technology work together, and this foundational concept permeates the artwork in all of the games within the setting. It is a world in the middle of an industrial revolution, where machines and magic have fused in the form of mechanika, the science and technology that creates steamjacks and warjacks and the incredible weapons the nations of the Iron Kingdoms use to wage war.

The designs for warjacks and other mechanika are greatly influenced by steam locomotives and other industrial machines of the real world's 1800s. Armored shells adorned with rivets, gears, and pistons, steam pipes and smoke stacks—these are the trappings of the Iron Kingdoms seen in the architecture, designed into the automatons, and even carried on the backs of the setting's heroes. Though often referred to as steampunk, in part because the Iron Kingdoms originated during the early inception of the steampunk movement, we at Privateer have never referred to it as such. Rather, we dubbed the Iron Kingdoms "Full Metal Fantasy," and leaned into a heavy-metal ethos in our designs, eschewing many of the Victorian affectations commonly associated with steampunk. You'll see the odd bowler on a gobber or a top hat on a gatorman, but for the most part, the Iron Kingdoms is a fantasy setting with a unique visual language that blends a wide swath of real-world cultures and historical eras via classic fantasy concepts, executed with a consistency that sets it apart from any other fictional setting.





Néstor Ossandón
Iron Kingdoms RPG: Full Metal Fantasy





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¹ Néstor Ossandón
Monsternomicon

² Néstor Ossandón
Immortality: An Iron Kingdoms Adventure





Andrea Uderzo
Iron Kingdoms: Unleashed Adventure Kit





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2

¹ Néstor Ossandón
Urban Adventure

² Néstor Ossandón paint over of Brian Snoddy
Five Fingers: Port of Deceit





Andrea Uderzo and Néstor Ossandón
Iron Kingdoms: Unleashed Cover





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2

¹ **Carlos Cabrera**
Iron Kingdoms: Full Metal Fantasy

² **Néstor Ossandón**
Iron Kingdoms: Unleashed





Néstor Ossandón
Iron Kingdoms: Kings, Nations & Gods





1

2

¹ Aleksí Briclot

Viktor Pendrake: No Quarter Magazine

² Néstor Ossandón

Iron Kingdoms Unleashed Skorne Supplement





Privateer Press is best known for WARMACHINE, the steam-powered miniatures game that takes place in the war-torn Iron Kingdoms setting. In WARMACHINE, ten-ton, ash-belching automatons called warjacks are marshaled to battle by their powerful battle-mage masters known as warcasters.

The aesthetics that define WARMACHINE grew out of earlier book illustrations for the Iron Kingdoms roleplaying game, but the art demands for WARMACHINE were much greater; once the game went into development, it quickly took on a life and style all its own.

WARMACHINE began with four Factions, each the military arm of a different mighty nation in the Iron Kingdoms. Each was characterized by a distinct style that reflected their ethos as well as their approach to warfare. The champions of freedom and liberty, Cygnar, were clad in royal-blue armor emblazoned with a golden swan, and their designs incorporated many western military styles, from American Civil War era uniforms to European weapons and armor from WWI and WWII as well as the medieval centuries. Khador, an imperialistic nation bent on conquest, bore fierce red livery and drew inspiration from post-war Soviet military designs as well as Romanov-era fashion. The religious extremists of the Protectorate of Menoth blended baroque ornamentation with the Gothic arch shapes of European cathedrals on a pallet of puritanical white rimmed with sanguine red that reflected their zealotry and aggression. And Cryx, the Nightmare Empire with its undead horrors, fused machines with bones and the trappings of death punctuated by an ominous, necrotic-green glow that fueled their horrific creations.

Over the next sixteen years, WARMACHINE's stable of Factions would grow to fifteen, with hundreds of individual characters, soldiers, warjacks, and vehicles, each one recognizable by a specific visual language that made them unmistakable from the others while still grounding them firmly in the Iron Kingdoms setting.

Early on, the designs for the characters and warjacks that appeared in the artwork and as models were conceived of almost entirely by WARMACHINE's creator, Matthew D. Wilson. But over the years as the game expanded, dozens of artists would contribute to the legacy of WARMACHINE, including such accomplished illustrators as Brian Snoddy, Chris Walton, Carlos Cabrera, Scott M. Fischer, and eventually Andrea Uderzo, who would become the premier artist defining the look and feel of WARMACHINE for over a decade.

Epic in scope, dynamic in composition, the fury-charged artwork of WARMACHINE is unlike any other work of fantasy. Often explosive, at times contemplative, the imagery viscerally displays a world filled with iconic magic, machines, heroes, and villains that have inspired hundreds of thousands of people to immerse themselves in imaginary conflicts, to take up sides, and to explore a world born from pure imagination.





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¹ Néstor Ossandón
Acts of War: Aftershock

² Grzegorz Rutkowski
Acts of War: Flashpoint





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2

¹ **Matthew D. Wilson**
Centurion

² **Andrea Uderzo**
Constance Blaize, Knight of the Prophet





¹ Néstor Ossandón
Rites of Passage

² Néstor Ossandón
Galleon

³ Grzegorz Rutkowski
The Blood of Kings







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¹ **Grzegorz Rutkowski**
Feora, Protector of the Flame

² **Andrea Uderzo**
Revelator





Néstor Ossandón
Man-O-War Force





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2

¹ **Andrea Uderzo**
Vulcan

² **Andrea Uderzo**
Cephalyx Mind Bender & Drudges





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¹ **Néstor Ossandón**
Ashlynn d'Elyse

² **Todd Harris**
Gastone Crosse





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¹ **Néstor Ossandón**
Deneghra, the Soul Weaver

² **Todd Harris**
Sturgis, the Corrupted





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¹ **Néstor Ossandón**
Orsus Zoktavir, the Butcher Unleashed

² **Andrea Udrezio**
Kovnik Andrei Malakov





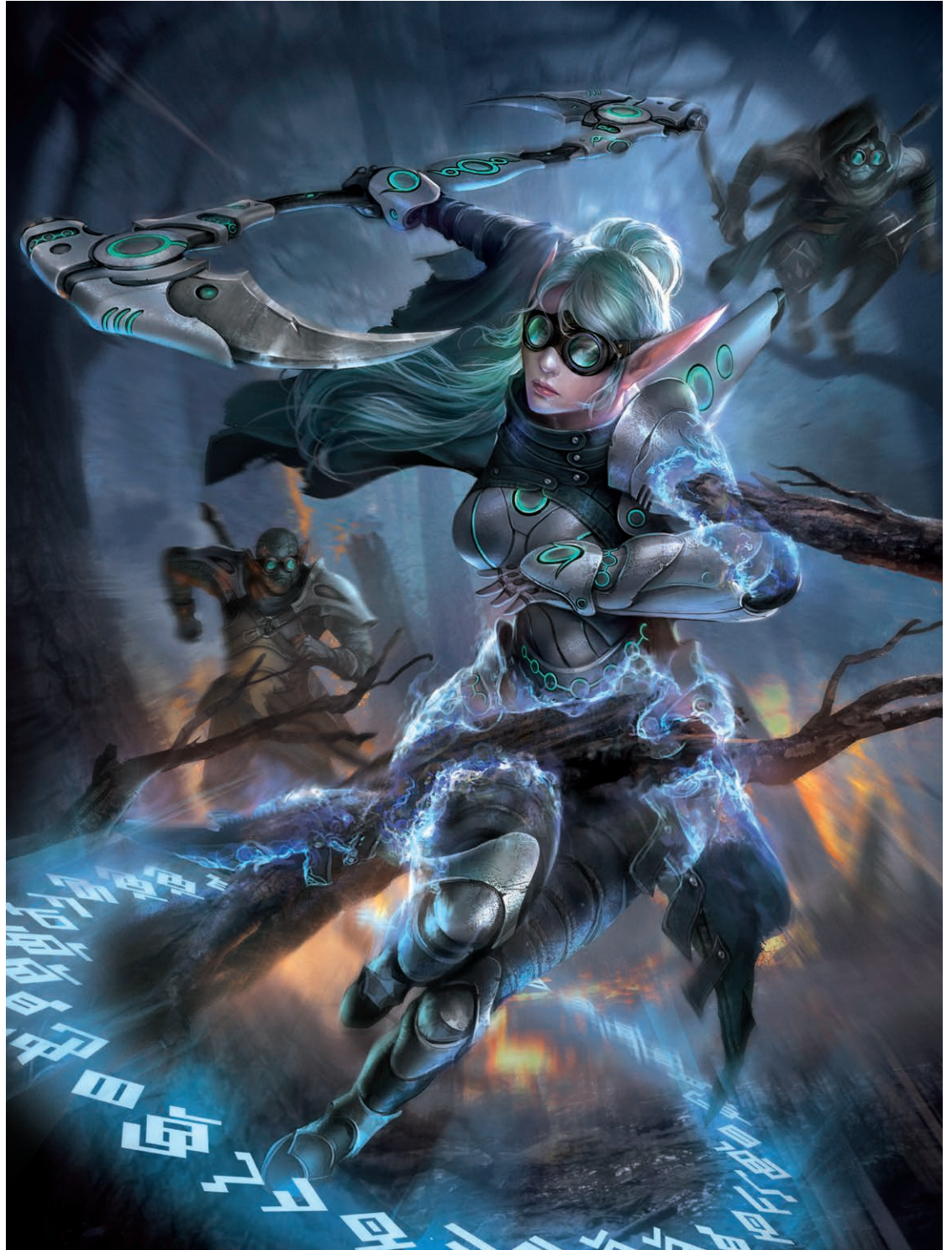
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¹ **Andrea Udrezio**
The Convergence of Cyriss

² **Matthias Kollros**
Aurora, Numen of Aerogenesis





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2

¹ Néstor Ossandón
Imperatus

² Jeremy Chong
Elara, Tyro of the Third Chamber





Néstor Ossandón
The Fire & the Forge: Winter's War





¹ **Andrea Uderzo**
Major Prime Victoria Haley

² **Andrea Uderzo**
Stormwall

³ **Carlos Cabrera**
Captain Arlan Strangeways







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2

¹ Néstor Ossandón
Intercessor Kreoss

² Néstor Ossandón
Godless





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2

¹ Néstor Ossandón
The Fire & the Forge: Loyal Servants

² Néstor Ossandón
Skarre, Admiral of the Black Fleet





Andrea Uderzo and Néstor Ossandón
Khador Vs Trollbloods





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2

¹ **Andrea Uderzo**
Pirates of the Broken Coast

² **Andrea Uderzo**
Mariner





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2

¹ **Andrea Uderzo**
Anson Durst, Rock of the Faith

² **Carlos Cabrera**
Knights Exemplar





1

2

¹ **Andrea Uderzo**
Kommandant Sorscha Kratikoff

² **Andrea Uderzo**
Man-O-War Shocktrooper Officer





¹ **Todd Harris**
Lieutenant Allison Jakes

² **Néstor Ossandón**
Trencher Express Team

³ **Jonathan Kirtz**
Captain Maxwell Finn







Néstor Ossandón
The Fire & The Forge: The Dross of Mercy



Andrea
Vierzo



¹ **Andrea Uderzo**
Thyron, Sword of Truth

² **Andrea Uderzo**
Hyperion

³ **Andrea Uderzo**
Dawnguard Sentinels







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2

¹ **Andrea Uderzo**
Father Lucant, Divinity Architect

² **Andrea Uderzo**
Iron Mother





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2

¹ Néstor Ossandón
Hammerfall Siege Crawler

² Mr. Jack
Ghordson Avalancher





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¹ Néstor Ossandón
Malekus, the Burning Truth

² Néstor Ossandón
Exemplar Incinerators





¹ **Andrea Uderzo**
Eiryss, Mage Hunter Commander

² **Andrea Uderzo**
House Vyre Electromancers

³ **Andrea Uderzo**
Mage Hunter Strike Force







Andrea Uderzo
The Fire & the Forge: War Begins





¹ **Matthew D. Wilson**
Ashlyn d'Elyse

² **Matthew D. Wilson**
Escalation

³ **Ilich Henriquez**
Crusader







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¹ Néstor Ossandón
Obavnik Kommander Zerkova & Reaver Guard

² Andrea Uderzo
Ruin





Andrea Uderzo
Kraken

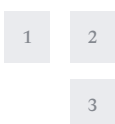


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¹ **Andrea Uderzo**
Khador Force

² **Andrea Uderzo**
Cygnar Force

³ **Andrea Uderzo**
Cryx Force



¹ **Andrea Uderzo**
Cygnar Command

² **Andrea Uderzo**
Khador Command

³ **Andrea Uderzo**
Cryx Command







Often called WARMACHINE's feral twin, HORDES is the game of monstrous miniature combat, where players harness nature's fury in the form of raging warbeasts. Spurred to battle by their warlock masters, the warbeasts are every bit as devastating as their warjack counterparts.

HORDES takes place in the Iron Kingdoms right alongside the conflicts depicted in WARMACHINE. Instead of Factions representing the nations of the Iron Kingdoms, HORDES Factions hail from the wilds and badlands of western Immoren. But as the wars between men spill over into their territory, the clans, tribes, and legions of HORDES rise up to challenge the human nations as well as each other for dominance over a continent too small to contain them all.

When Wilson began the artwork for HORDES, the Iron Kingdoms had already been underway for several years. Much of what became the HORDES Factions was informed by what had already appeared in the RPG setting, as well as in WARMACHINE itself. Trollkin were a civilized race and were described in detail in the original *Monsternomicon*, as were their not-so-civilized distant cousins, the true trolls, dire trolls, and the less-monstrous pygmy trolls. They were born to be a Faction; in fact, trollkin had already made an appearance in WARMACHINE, where Greygore Boomhowler & Co. established their unifying affectation—a Scottish tartan-inspired sash that identified each trollkin's clan or, in trollkin, their kriel.

Circle Orboros, the only human-centric Faction, also drew inspiration from the RPG setting. To visually unify such disparate creatures as ravenous warpwolves, raging goraxes, two-headed arguses, and animated wolds made of stone and wood, a distinct style of armor was created that would become the trademark dress of the Blackclads and their menagerie of wild beasts. Forest-green plates were rimmed and adorned with a golden-thorn lightning-bolt pattern that mirrored the rock carvings of their woodland domain.

The Legion of Everblight grew out of the Nyss, a winter-white-skinned elven race that dwells in the snowy mountains of the Iron Kingdoms. Everblight's general, Thagrosh, hijacked his army from the Nyss, shattering their race in the process. The accoutrements of the Nyss—black leather armor, and clothes with silver studs and metal plates, and curved samurai-like swords—were inspired primarily by a few existing Nyss designs, which were then elaborated on to accessorize the fierce beasts of the Legion's army. The beasts themselves, dragonspawn, were entirely new to the Iron Kingdoms, but all of their designs harkened back to their draconic birthright while incorporating alien as well as angelic elements in their forms.

The last of the original Factions, the skorne, established their roots as far back as the third *Witchfire* Trilogy book, when Vinter Raelthorne led them out of the far east in an attempt to recapture the Cygnaran throne that he once held. The look of the skorne warriors changed little when they became one of the original HORDES Factions, and their visual style, inspired by a variety of ancient Asian cultures, was designed and developed across their many weapons, warbeasts and battle engines.

The minions, dominated by gatormen and farrow, were also born in the pages of the *Witchfire* trilogy, as was the only HORDES Faction that wouldn't see the tabletop for over a decade after HORDES was first released—the grymkin.





Andrea Uderzo
Northkin Force





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¹ Néstor Ossandón
Beast Master Xekaar

² Néstor Ossandón
Aradus Sentinel





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¹ Carlos Cabrera
Azrael

² Néstor Ossandón
Zuriel





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¹ Néstor Ossandón
Razorwing Griffon

² Néstor Ossandón
Scarsfell Griffon





Néstor Ossandón
The Blindwater Congregation





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¹ **Néstor Ossandón**
Zaal, the Ancestral Advocate

² **Andrea Uderzo**
Supreme Guardian





Andrea Uderzo
Blighted Ogrun





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¹ Néstor Ossandón
Glacier King

² Andrea Uderzo
Pyg Bushwackers





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¹ Néstor Ossandón
Dracodile and Croaks

² Néstor Ossandón
Maximus





Néstor Ossandón
Mountain King





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¹ Néstor Ossandón
Lady Karianna Rose

² Andrea Uderzo
Lord Longfellow





Néstor Ossandón
Archangel





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¹ Néstor Ossandón
Sea King

² Andrea Uderzo
Storm Troll



Andrea
Celenzo



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¹ **Andrea Uderzo**
Horgle Ironstrike

² **Andrea Uderzo**
Fellcaller Hero





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¹ Néstor Ossandón
Lord Arbiter Hexeris

² Néstor Ossandón
Tiberion





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¹ **Andrea Uderzo**
The King of Nothing

² **Andrea Uderzo**
The Dreamer





Hardy Fowler
The Death Knell





¹ **Néstor Ossandón**
Sons of Bragg

² **Daren Bader**
Troll Impaler

³ **Daren Bader**
Troll Axer

⁴ **Matt Dixon**
Pyre Troll







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¹ **Andrea Uderzo**
Meat Thresher

² **Carlos Cabrera**
Bloody Barnabas





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¹ Néstor Ossandón
Swamp Horror

² Néstor Ossandón
Maelok the Dreadbound





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¹ **Matthew D. Wilson**
Evolution

² **Néstor Ossandón**
Lord of the Feast





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¹ **Andrea Uderzo**
The Heretic

² **Andrea Uderzo**
Zevanna Agha, the Fate Keeper





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2

¹ **Andrea Uderzo**
Northkin Force

² **Andrea Uderzo**
Dhunian Knot





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¹ Néstor Ossandón
Brennos the Elderhorn

² Andrea Uderzo
Una the Falconer





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¹ **Andrea Uderzo**
Lylyth, Reckoning of Everblight

² **Andrea Uderzo**
Fyanna the Lash





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¹ **Andrea Uderzo**
Hoarluck Doomshaper, Dire Prophet

² **Andrea Uderzo**
Devastation



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¹ **Andrea Uderzo**
Trollbloods Force

² **Andrea Uderzo**
Skorne Force

³ **Andrea Uderzo**
Circle Force



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¹ **Andrea Uderzo**
Legion Force

² **Andrea Uderzo**
Minions Force

³ **Andrea Uderzo**
Grymkin





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¹ **Andrea Uderzo**
Trollbloods Command

² **Andrea Uderzo**
Skorne Command

³ **Andrea Uderzo**
Circle Command



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¹ **Andrea Uderzo**
Legion Command

² **Andrea Uderzo**
Domination

³ **Andrea Uderzo**
Gargantuans







In the summer of 2008, Privateer Press unleashed a new miniatures game upon tabletops across the world. Epic in its scale and apocalyptic in its scope, it would be Privateer's most ambitious project since the launch of WARMACHINE only five years earlier.

Inspired by classic kaiju films and television series and blended with pulp-era alien invaders, cosmic horrors, plus a healthy dose of tongue-in-cheek humor, the Monsterpocalypse became the event of the year.

Pitting six factions of giant monsters, robots, cyborgs, and aliens against one another in an all-out battle for dominion over planet Earth, Monsterpocalypse is a game like no other before it. Players place miniature buildings on a map to create a cityscape, then just like in the movies that inspired the game, engage in a dynamic battle to the death that inevitably levels said cityscape in the process.

For six months, creator Matthew D. Wilson worked in secret on the concept art for the first six factions of giant robots and monsters that would stomp tiny tabletop cities into the ground alongside their cohorts of smaller tanks, flying saucers, and creepy-crawly minions. The most classic kaiju in the game, the cosmic Planet Eaters, were designed to feel like actors in big rubber monster suits, just like those in the Japanese monster movies from the '50s through the '80s. G.U.A.R.D. (Global Unified Advanced Research and Defense) was the multi-national mechanized defense force, its towering champions inspired by classic Japanese super-robots. The Lords of Cthul drew inspiration from the tentacled horrors of Lovecraftian mythology while the Martian Menace eschewed giant monsters in favor of flying saucers and War of the Worlds-inspired tripod walkers. The Terrasaurs reimagined dinosaurs as massive, overpowered protectors of nature while the Shadow Sun Syndicate combined futuristic technology with size-shifting ninjas possessed of an enigmatic agenda that may (or may not) benefit humanity in the long run.

Each expansion for the game introduced new monster characters for each faction, and in the second year of Monsterpocalypse, six new factions would add an empire of giant apes, Eastern elemental champions, a mad business mogul's copycat robots, savage insects, and monsters from below the sea as well as from the soil itself.

Each faction in Monsterpocalypse is defined by a distinct theme and by iconic characters that could easily appear in any of the cinematic worlds inspiring the game. The allure of Monsterpocalypse is that there is something for everyone, no matter your taste or preference. Monsters, robots, ninjas, aliens, tentacle cultists, mutant dinosaurs—there's nothing that can't be realized in a world ravaged by city-smashing titans.

Originally offered as a pre-painted, collectible miniatures game, Monsterpocalypse relaunched in 2018. While the original factions and characters are still easily recognizable, many of the designs were updated for the game's new production standards as a hobby miniatures game, which is reflected in the new artwork that accompanied the game's rerelease.





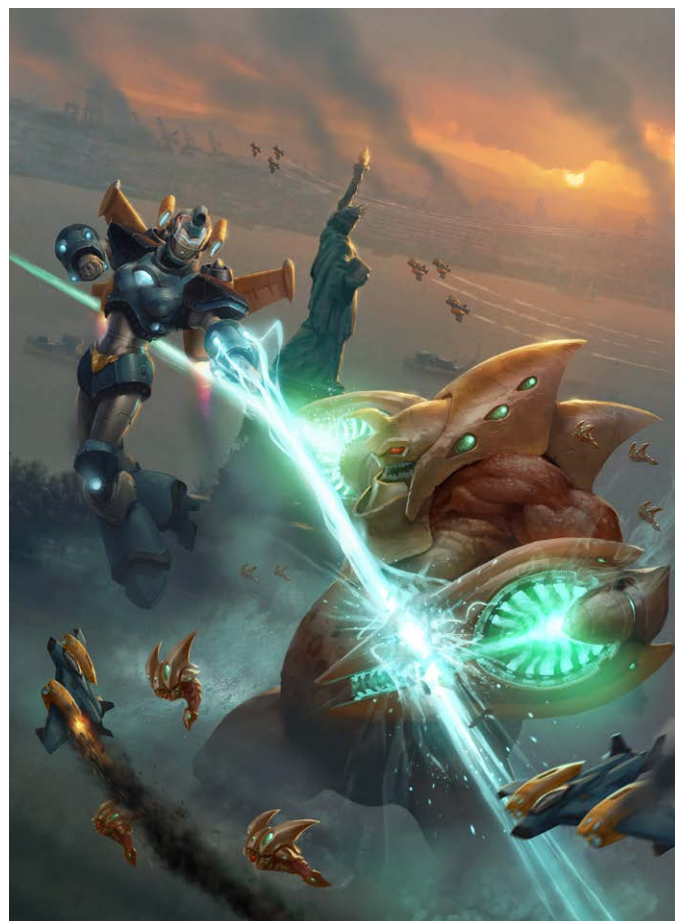
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¹ Marek Okon
Monsterpocalypse Comic #3

² Marek Okon
G.U.A.R.D.

³ Marek Okon
Monsterpocalypse Comic #1

⁴ Marek Okon
G.U.A.R.D. vs Planet Eaters







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4

¹ **Kai Lim**
The Savage Swarm

² **Imaginary Friends Studios**
The Lords of Cthul

³ **Imaginary Friends Studios**
Tritons

⁴ **Marek Okon**
Martian Menace vs Terrasaurs

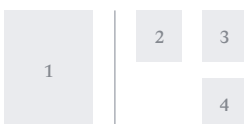






Andrea Uderzo
Battle for Seattle





¹ **Marek Okon**
Monsterpocalypse Comic #2

² **Imaginary Friends Studios**
Shadow Sun Syndicate

³ **Marek Okon**
Shadow Sun vs Cthul

⁴ **Dan LuVisi**
Elemental Champions vs Subterranean Uprising



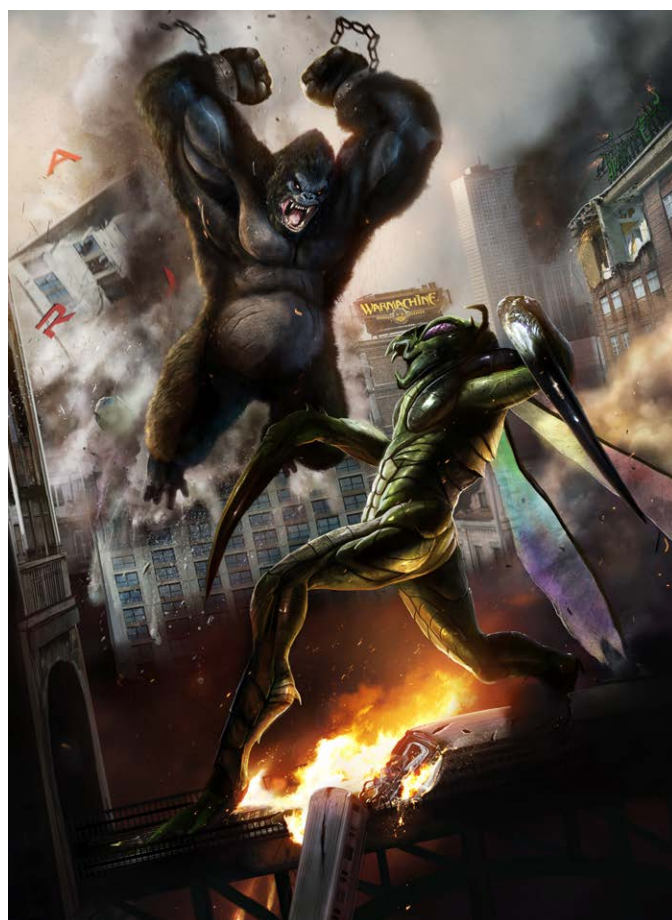




¹ **Imaginary Friends Studios**
Empire of the Apes

² **Dan LuVisi**
Monsterpocalypse Now

³ **Dan LuVisi**
Apes vs Swarm







Andrea Uderzo
Times Square Skirmish



LEVEL 7[®]

LEVEL 7 is heavily inspired by modern UFO mythology and conspiracy theory. The namesake, Level 7, refers to the bottom level of a top-secret underground military base called Subterra Bravo, where extraterrestrials and government scientists have been working side by side for over 60 years. In return for their alien technology, the extraterrestrials have been granted access to the nation's unwitting citizens to use as guinea pigs in their effort to biologically reengineer their physiology in order to survive a plague that would otherwise render them extinct.

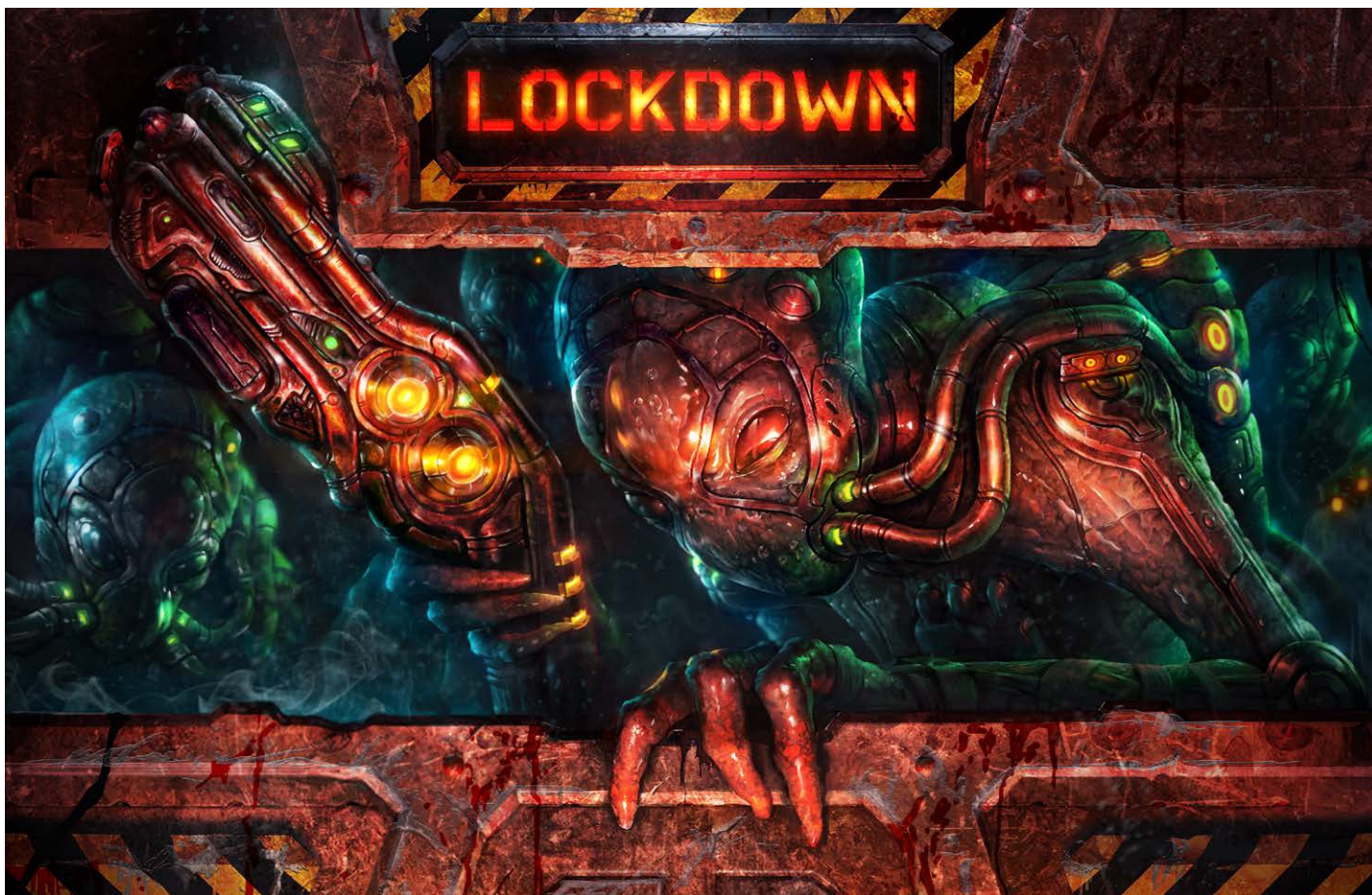
Though the LEVEL 7 story is told through a series of three distinct board games, it actually began as a short-film project. During the development of the film, designs for different alien clones and monsters were explored, which would later inform the art and miniatures of the games.

While based on the idea of the classic "gray" aliens of today's UFO lore, the extraterrestrials were rendered as craven, twisted, and diseased creatures as befit the horrific halls of the dark, decaying research facility they dwell within. Every aspect of the LEVEL 7 property is meant to evoke terror and revulsion over the unspeakable atrocities perpetrated on innocent abductees in the name of science and progress.

Even the heroes of the setting carry the dark visual themes forward. Clad in black from head to toe, their faces concealed behind eyeless visors, the Omega Protocol commandos of Disco Team are in many ways as terrifying as the abominations they hunt.

LEVEL 7 is the stuff of nightmares, as much horror as science fiction, and the artwork for it conveys a sense of dread and hopelessness that one could only wish to escape. But that is easier said than done...





¹ Néstor Ossandón
Level 7: Omega Protocol

² Néstor Ossandón
Level 7: Lockdown

³ Susan Luo
Level 7: Invasion







¹ Néstor Ossandón
Fear Hunter

² Farzad Varahramyan
Level 7 Tank Farm

³ Néstor Ossandón
Rogue Clone



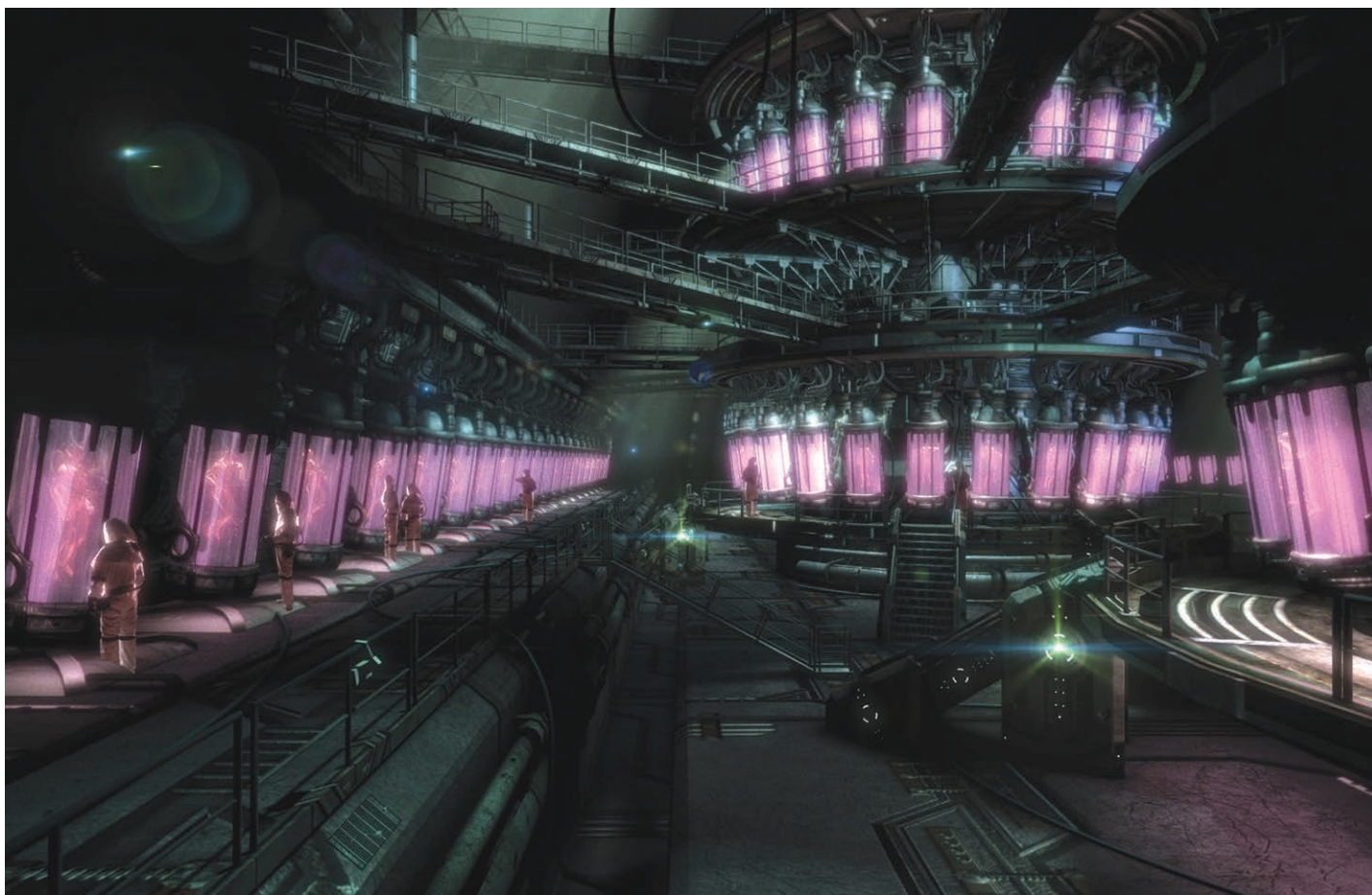


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¹ Susan Luo
Hydra

² Néstor Ossandón
Clone Soldier



1

2

¹ **Entropy Studio**
Level 7 Tank Farm

² **Marco Mazzoni**
Clone Reject





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2

3

¹ **Marco Mazzoni**
Ghin Commando

² **Marco Mazzoni**
Brute

³ **Néstor Ossandón**
Clone Blaster



1

2

3

¹ **Adrian Majkrzak**
Countermeasures Specialist

² **Adrian Majkrzak**
Heavy Support Specialist

³ **Néstor Ossandón**
M.E.A.T.S.A.C.





Riot Quest is a what if? scenario for the Iron Kingdoms. What if the infernals invading the world won and took half the souls of humanity? What would be left behind? What would be the aftermath? Riot Quest answers these questions in a game where players assemble teams of loot hunters and fight over the tasty leftovers of a world sundered by cosmic forces.

The visual direction for Riot Quest was that it should be the Saturday-morning-cartoon version of the Iron Kingdoms. For those of you of the Netflix generation, a little bit of history: back in the day, cartoons (now known as “animated series”) used to be broadcast on television only between the hours of 3:00 p.m. and 5:00 p.m., Monday through Friday, and Saturday mornings starting at 6:00 a.m. and ending around 11 a.m., when programming moved into more mature, live-action kid-fare—if you were lucky! Sundays...well, you were just S.O.L. on Sundays. Riot Quest attempts to tap into the look and feel of those ’70s, ’80s, and ’90s shows while maintaining some modern sensibilities. And in the future, Riot Quest may yet show up on some lunch boxes, so be ready!

Most of the art for Riot Quest revolves around the characters. They are exaggerated in proportion, boldly colored, and posed to express the most impact for their personality. Someday, if we are all lucky enough, they will star in their own animated series...





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| | | 5 | 6 |

¹ **Andrea Uderzo**
Riot Quest Battle

² **Andrea Uderzo**
Boss MacHorn

³ **Andrea Uderzo**
Boomhowler, Solo Artist

⁴ **Andrea Uderzo**
Dez

⁵ **Andrea Uderzo**
Capatain Crawtooth

⁶ **Andrea Uderzo**
Black Bella





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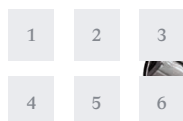
¹ **Andrea Uderzo**
Orsus the Chained

² **Andrea Uderzo**
Harlowe Holdemhigh

³ **Andrea Uderzo**
Chuck Dogwood

⁴ **Andrea Uderzo**
Black Bella

⁵ **Andrea Uderzo**
Flugwug the Filcher



¹ **Andrea Uderzo**
Destructotron 3000

² **Andrea Uderzo**
J.A.I.M.s

³ **Andrea Uderzo**
Sir Dreyfus

⁴ **Andrea Uderzo**
Wolf with No Name

⁵ **Carlos Cabrera**
Blinged Gubbin

⁶ **Andrea Uderzo**
Blinged Bamfist





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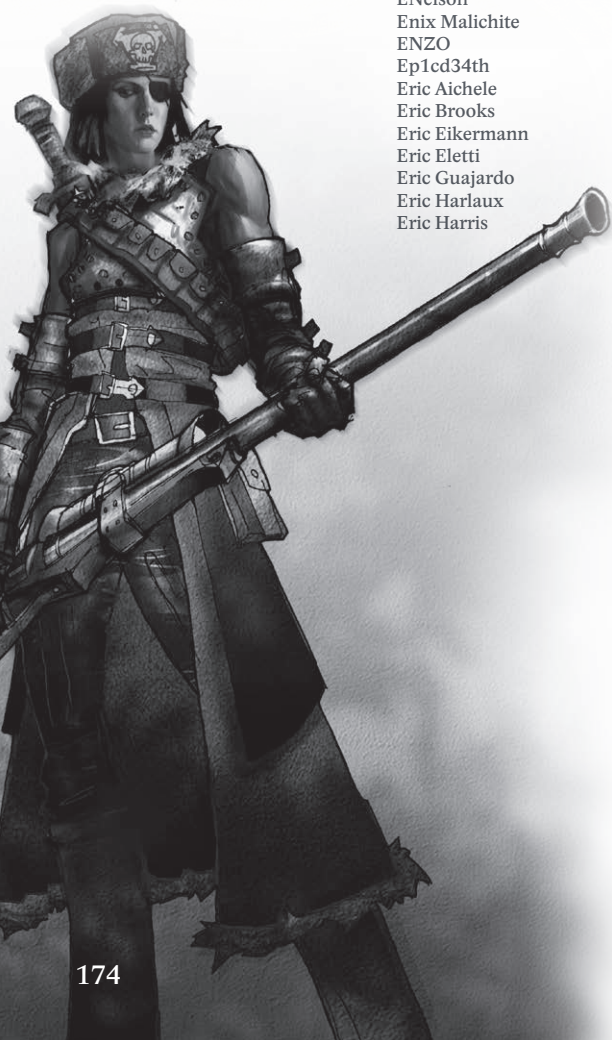
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Terry Helman
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There are some who call me....Tim
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Tyler Hobbs
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Valdimir Shotton
Valentin Pacquet
Van Butler
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Victor Bofit
Victor Jalencas
Vignaud Bruno
Viktor Davion
Vince
Vincent Dutrait
Vincent Povio

Vladimir Ilic
Vladimir Kokolia
Vladislav
VOGEL
Vranz the Blighted
W Kyle Roberts
Wanda Aasen
Wandler
Wansart Vinciane
War Golem
WarGamer Girl
Warren Beall
warren cooper
Warren Snider
Wassim Abi Jaoude
Wayne Reynolds
We Have Issues! Publishing
Werner Evensen Idso
Wes Engstrom
Wesley Hall
Wichrun
Will Ke
Will Welty
Wille
William Bennett
William Briggs
William Byrd
William Delmar III
William Flickinger
William Herrington
William Mazurek
William Minsinger
William Ozark
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Youssef Elasri
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Zachary L. Davis
Zachary Lambert
Zachary Schilling
Zachary Stevens
Zachary Whitney
Zachary Yu
Zack Oak
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