





PIRATES OF THE BROKEN COAST

With the turmoil of war propagating and the navies of the Iron Kingdoms spread thin, it truly is a good time to be a privateer. Some Immorese do not appreciate the subtle differences between pirates and privateers, but the distinction between them is important nonetheless. Pirates are outright criminals—thieves and murderers who plunder weaker ships for profit. Most nations have detailed legal codes forbidding such acts, and the punishments for breaking them are severe. A convicted pirate can usually expect to be hanged, though circumstances might allow for more merciful punishments like branding, maiming, or blinding. Many naval vessels spend as much time hunting pirates and protecting merchant vessels from them as they spend waging war. Despite the risks, however, piracy is a profitable endeavor that tempts even some legitimate governments. Enter privateers, who are sponsored by nations to engage in what amounts to legal piracy against enemies like other nations and pirate crews.

Most nations legitimize their privateers by issuing them letters of marque, which authorize the entitled captain to “make prizes,” or plunder vessels. Each letter of marque

painstakingly details the types and nations of origin of vessels the privateers may attack, the percentage of any plunder that must be paid to the kingdom that issued the letter, the kinds of weaponry the privateers may employ, and the sort of warfare in which the privateers may engage. The letter can be transferred from one ship to another, but a legal authority must carefully record the process. Such tedious details are necessary to ensure that a government’s privateers don’t inadvertently incite undesired reprisal from the wrong nation and that unscrupulous captains are not allowed to attack their sponsor’s own merchant vessels.

The reality is that privateer vessels are encouraged to engage in what amount to acts of legal piracy against the enemies of their employer nation and to actively combat pirate crews. This legal arrangement is beneficial for numerous reasons: it frees a nation’s navies to concentrate on military matters; the government profits from the plunder of enemy shipping; and it usefully occupies crews that might otherwise turn to illegal piracy. Ord, Cygnar, and Khador routinely employ privateers, though they are by no means the only nations to do so.

Letter of Marque

In pursuance with my sovereign power as bearer of the Broken Sword and Crown of Ord on this the first day of the week honoring Donard in the month of Cinton, the year five hundred ninety and two, I commission Captain Bartolo Montador and the private galleon *Calamitas*, mounting ninety carriage guns, to seize any vessel, public or private, found within the waters of Ord or elsewhere on the high seas that is deemed a likely or imminent threat to the ongoing wealth and prosperity of this kingdom. Captain Montador is authorized to seize all vessels and effects, to

whomsoever belonging, liable thereto according to the laws of Ord, and to bring the same within some port of Ord so that due proceedings may be had thereon. This commission will continue in force so long as it pleases the King of Ord. Given under my hand and the seal of Ord in the city of Five Fingers.

Baird Cathor II
King Baird Cathor II,
Sovereign of Ord





Lacking the wealth of its neighbors, Ord makes unabashed use of privateers to supplement its naval strength in much the same way some nations use mercenaries to bolster their standing armies. The current king of Ord, Baird II, is known for expressly permitting Ordic sailors to rob Cryxian and Mercarian League ships traveling in Ordic waters. In return for this privilege, His Majesty expects one-quarter of the spoils. It is rumored the king himself captains some privateer excursions, but the Ordic court denies such assertions.

Most privateer crews are largely unconcerned with the details of their legal status, reveling instead in their nearly unfettered capacity to make coin through violence. Because the potential for profit is so great, privateer captains can pick and choose their crews. This makes them some of the deadliest ships to sail the Meredius, and many merchant vessels will surrender to them without a fight.

Each privateer crew is technically beholden to whichever nation sponsors its letter of marque. Most captains are more interested in profit than patriotism, however, and will sometimes take on mercenary contracts for specific tasks. Many navies frown on this sort of work but will not interfere, provided the privateers don't attack their sponsor nation's shipping or blatantly violate their letter of marque. Because all shipping and trade concerns like the Mercarian League or Blaustavya Shipping & Rail are likely pirate targets, they often discreetly hire privateer ships to escort their valuable shipments on the high seas. Some of the most disreputable privateers have been known to turn on the very convoys they were hired to protect, killing the crews and then selling their cargos in ports that ask few questions.

Some privateer vessels are crewed by motley collections of sell-swords who focus more on ground warfare than seizing

vessels at sea—they are often occupied raiding coastal villages and island communities deemed acceptable targets by their letter of marque. In fact, many privateer crews view their ships as convenient platforms from which to attack the interior of the mainland. These privateers are much more similar to mainland mercenaries in many respects, with the added advantage of their own floating safe haven and armed transport to take them from one battlefield to the next.

Nearly all successful privateers supplement their arsenals with at least one warjack. Ordic laborjacks refitted with weaponry are highly prized by all naval combatants. Especially sought-after are 'jacks like the *Mariner* and *Freebooter*, which can withstand the environmental rigors of maritime use and even function underwater for a short time. Captains unable to acquire or afford these nautical luxuries will settle for decommissioned 'jacks favored by mainland mercenary companies. Mules are a particular favorite for the havoc their steam lobbers can wreak on compact decks.

Many privateers augment their sailing power with massive steam engines. Driven by a stern paddlewheel or a pair of sidewheels, steam-powered privateer ships can run down even the swiftest sailing ships. The privateer captain Bartolo Montador, the nefarious "Broadside Bart," commands one of the most powerful privately owned steamships on the Meredius. The enormous *Calamitas* is powered by a triple set of paddlewheels and bristles with enormous cannons. The envy of every privateer captain, the *Calamitas* is a nightmare for naval commanders anxious at the thought of such a weapon in the hands of a near-criminal.

DISREPUTABLE PORTS

Every pirate must periodically find a berth to offload stolen goods, convert booty to coin, or repair and resupply. Those who do prefer some ports to others, particularly valuing those where a captain can bribe dock officials to look the other way.

BLACKWATER—Many pirates fear this vile Cryxian port, but the brave find it the best place to offload shady cargo. Buyers exist for anything in Blackwater, including slaves and corpses.

CARRE DOVA—Less lively than the nearby Five Fingers, Carre Dova boasts skilled shipwrights specializing in small and swift vessels.

CLOCKER'S COVE—Considered Cygnar's own "Little Five Fingers," Clocker's Cove is the friendliest port for vessels of dubious origin in the Gulf of Cygnar.

FIVE FINGERS—This notorious Ordic pirate haven is popular for its abundant gambling halls and cheap dockside taverns.

RAMARCK—Located deep within a marsh, Cygnar's Ramarck is approachable only by shallow-draft boats, which are favored by small-time pirates and smugglers.



THE CREW OF THE TALION

Life as a pirate is hard, dangerous, and short. Such men are at risk of capture and execution every time they venture onto the open sea to pursue spoils. It is not surprising, then, that they would seek to legitimize their names and protect their lives under the less-criminal—if no less dubious—label of “privateer.” This desire has fueled an entire market in the sordid port of Five Fingers, where convincing forged letters of marque are created and distributed. Most pirate captains enjoy a fast ascent to fame and endure an even faster collapse to capture, execution, and eventual obscurity. Captain Phinneus Shae and the crew of the *Talion* walk that razor edge better than most.

Since the fateful mutiny aboard the Mercarian League ship *Exeter* in 600 AR, Shae and his fellow mutineers have survived and even prospered despite many brushes with death. They did attempt to regain legitimacy as mercenaries in the days after they lost their ship, but the Mercarian League made sure they would never be forgiven or forgotten by ruining the families of all involved in the loss of the *Exeter*. With vengeance in his heart and booty in his coffers from years fighting as a sell-sword along the Dragon’s Tongue River, Shae began looking for a ship worthy of his crew. They found their flagship in the *Talion*—a sleek, three-masted fast frigate with forty guns, built for decisive strikes at sea and boasting an impressively large cargo hold for such a swift vessel.

Talion Charter

We gather on this, the 15th of Octesh, eighth month of the year marked 604, to form a solemn brotherhood. This being three years, one month, and two weeks since the erstwhile crew of the M/S Exeter overthrew that vessel's tyrannical master, the survivors of which present their signatures below.

We swear our oath upon this new vessel the ship dubbed Talion hosting the Lady of Retribution, symbol of our unbreakable fidelity. We swear to fight ably alongside one another against any and all threats to our safety or liberty, avowing that an enemy of one is an enemy of all. We vow vengeance upon the Mercarian League, which has unfairly blackened our names and devoted its treasury to our ruin.

We promise furthermore to obey the orders of our captain first, giving unto him triple the shares of any booty. Each man must also heed the officer or officers placed above him in turn, including the Ship's Master, receiving two shares, the Bosun, Quartermaster, and Master Gunner, receiving one and three-quarters shares, and various other important officers receiving either one and a half or one and a quarter shares, as is their due.

We avow to lend our strength and cunning against any vessel or adversary named by our captain or his proxies, heedless of peril or the threat of the law. Aboard the Talion the captain's word is law, and we sever ourselves from the laws of the mainland. In the end may the ocean take us into her embrace, and let us leave this world remembered as true and steadfast to the bitter end.



Lord John Rockbottom Phinnous Shae
 WALLS KILLINGSWORTH HAWK
 Quinn Corcoran R. Feldt's Scorned B. Goggin
 Hollan Wain X Milo Torbert X Evlin Corcorian
 Dalt Higgins X Arkan Grath X Elias Larvado X

In the last several years Captain Shae and his crew have made war on the League and cemented a reputation as formidable independent pirates, eschewing other organizations. This disciplined and deadly strike force has clashed with both Khadoran and Cygnaran navies, battled Cryxian raiders and rival pirates, and sold their services to a variety of criminal

organizations. The networking industry of the Rhulic exile "Lord" John Rockbottom has allowed them to maintain tenuous relations at several ports willing to overlook their status, and Rockbottom also arranges lucrative contracts for some among the crew who want independent mercenary work when the *Talion* is between operations or tied up for

repairs. Assuming the legal burden of their piracy, Captain Shae actively shields the crew from his reputation. Phinneus has managed to evade incarceration on charges of piracy, but he is wanted in both Khador and Cygnar.

The *Talion* has been seen in ports like Five Fingers, Blackwater, and even Clocker's Cove, but its home is a smuggler's haven on an unmarked island between Carre Dova and Berck. The crew has largely seized control of this small town, which they have taken to calling "Bottomton" after Joln Rockbottom, its unofficial mayor. Here the ship can make repairs, store supplies, and lay low between operations. Capturing a number of prize ships through the years has allowed Shae and his crew to build a small fleet. It is rumored that Captain Shae might even be in the secret employ of King Baird Cathor II, with a secret but legitimate letter of marque allowing strikes against Mateu Merchant House shipping. If Shae holds any such document, however, he rarely takes advantage of its protection, preferring to survive by his wits, guile, and the authority provided by the thunderous roar of his royal-weight cannon, the Commodore.

The *Talion* charter, which all Shae's crew must obey, effectively declares war on the Mercarian League and their shipping lanes, though the crew will seize vessels from other trade organizations and even periodically engage various naval vessels. The charter delineates terms for dividing the spoils gained in the plunder of these ships, generally granting larger shares to more senior crew members. New recruits are constantly brought in to replace those killed in battle, but the rewards for those who survive have proved worth the risk.

The charter has recently been expanded by Lord Rockbottom to allow for other ships to join in these endeavors and to apportion their shares by negotiation. This was necessitated by combined efforts with the *Calamitas* and other ships in Montador's small fleet. These privateers have proven

Bounty: Phinneus Shae



The Mercarian League posts this offer for Phinneus Shae. Phinneus Shae stands accused of multiple acts of piracy against Mercarian League vessels, leading the unlawful mutiny aboard the MSL Exeter, the murder of League officers, and destruction of property. We offer a sum of no less than 250,000 gold crowns for the capture of this scoundrel or no less than 150,000 gold crowns for confirmed proof of his demise.

Ethan Starke

Baron Ethan Starke
Chief Alderman of the Mercarian League

Waldron Gately

Duke Waldron Gately of Southpoint
representing the Cygnaran Royal Assembly

willing to coordinate efforts against the Mercarian League for their own profits, whether by land or sea. When gathered together under a single banner with the warjacks and warcasters at their disposal, these pirates and privateers have proven superior to any regular army or navy force of comparable size.



FIONA THE BLACK

MERCENARY PRIVATEER THAMARITE WARCASTER

They say she has Thamar's own luck, but believe me she earned it. Even death will not claim her until she is good and ready to make the trip.

—Captain Santoni of the Ill Fortune

FIONA							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	6	4	16	15	8	



VIPER	
POW	P+S
6	11

FOCUS	7
DAMAGE	15
FIELD ALLOWANCE	C
WARJACK POINTS	+6
SMALL BASE	

FEAT: DARK OMEN

The dark goddess Thamar smiles on those who serve her best, and Fiona the Black can invoke her patron's power to twist the odds in her favor. She has only to raise a finger and trace a black arcane sigil in the air to curse those who oppose her with an omen of ill fortune that brings all their plans to ruin.

For one round, enemy models roll one less die when

making attack and damage rolls while in Fiona's control area.

Mercenary – This model will work for Cryx, Cygnar, and Khador.

Animosity [Morrowan] – This model cannot be included in an army that includes one or more models of the listed type.

FIONA

Cultists – Choose one friendly Sea Dog unit at the beginning of the game to be Cultists. Cultists are Thamarite models and gain Fearless ☹. During your Control Phase, after replenishing focus, this model gains 1 additional focus point if it is within 1" of one or more friendly Cultists.

Whiplash – When an enemy model misses this model with a magic attack, the attacking model becomes the target and is automatically hit by the attack. AOE magic attacks that miss are centered on the attacking model. This model is the point of origin for all these attacks.

VIPER

☹ Magical Weapon

☹ Reach

Blessed – When making an attack with this weapon, ignore spell effects that add to a model's ARM or DEF.

Grievous Wounds – When a model is hit by this weapon, for one round it loses Tough, cannot heal or be healed, and cannot transfer damage.

An unabashed Thamarite, Fiona the Black brazenly displays her devotion to that widely loathed goddess and takes pride in having liberated herself from quaint, conventional notions of morality. She has found a home among the pirates and privateers of the Broken Coast, where skill and ambition bring ample rewards—and folly and stupidity invite destruction.

Mistress of the *Ill Fortune*, a vessel in Broadsides Bart Montador's private fleet, Fiona is a moody and scheming leader. Her enthusiasm for conflict and her courage in the face of impossible risk have inspired the adoration of an obedient cabal, many of whom crew the *Ill Fortune*. This cult demonstrates a degree of discipline and coordination that

SPELLS

	COST	RNG	AOE	POW	UP	OFF
AFFLICTION	3	8	–	–	YES	YES
When a damage roll resulting from a direct hit fails to exceed the ARM of the target enemy model/unit, the affected model hit suffers 1 damage point.						
INFLUENCE	1	10	–	–	NO	YES
Take control of target enemy non-warcaster, non-warlock warrior model. The model immediately makes one normal melee attack, then Influence expires.						
NONOKRION BRAND	2	6	–	–	YES	NO
Target friendly model/unit ignores intervening models when making attacks. The weapons of affected models gain Magical Weapon ☹.						
ROTH'S MERCY	2	6	–	–	YES	NO
When an enemy attack disables a living model in the target friendly unit, you can choose a non-disabled living model in the unit to be destroyed. If another model is destroyed as a result of Roth's Mercy, the originally disabled model heals 1 damage point.						
SOULFIRE	2	10	–	12	NO	YES
When a living non-soulless model is boxed by Soulfire, this model gains 1 focus point and the boxed model is removed from play.						
TELGESH MARK	2	6	–	–	YES	NO
This model can channel spells through target friendly model as if it were a model in this model's battlegroup with Arc Node ☹.						

TACTICAL TIPS

CULTISTS – A model can have more focus points than its FOCUS as a result of Cultists.

SOULFIRE – The boxed model does not provide a soul or corpse token.

other pirates find unsettling. Though Fiona leaves nautical matters to her captain, Calvar Santoni, the ship's decks are unquestionably hers. Even Montador requests permission before boarding.

Fiona manifested sorcery as an impetuous youth in the streets of Ceryl, where she developed an aversion to authority and an appetite for disobedience. These predilections made her a natural target for Thamarite recruiters, who helped her refine her power. Never content to follow, Fiona soon came to loathe the cowardly Thamarites for skulking in the shadows and hiding their faith. She learned all she could from the sept in Mercir before answering the call of the sea.

Taking on the mantle of "Fiona the Black," she quickly became more influential than the pirate captains she joined—until she met Captain Bartolo Montador, who was strong-willed enough to resist her manipulations and earn her respect. The true nature of their strange but mutually beneficial partnership remains a mystery.

Fiona eagerly enters battle to press the attack herself, and with the coordinating support of the *Calamitas* she does not hesitate to tackle ships twice the size of the *Ill Fortune*. Her daring exploits have crafted an untouchable reputation that grows with each bold success.



Andrea
Cicero



CAPTAIN BARTOLO MONTADOR

MERCENARY PRIVATEER WARCASTER

I like my women like I like my cannons: big, loud, and full of fire!

—Captain Bartolo Montador

MONTADOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	5	15	16	8



ACE

RNG	ROF	AOE	POW
SP 8	1	—	12



RED TIDE

POW	P+S
7	14

FOCUS	6
DAMAGE	17
FIELD ALLOWANCE	C
WARJACK POINTS	+5
SMALL BASE	

FEAT: TYPHOON

Captain Bartolo Montador has sent his ship through the worst storms Meredius has to offer, heading straight into the grinding waves. He draws on those experiences while in battle, using his power to engulf his enemies in a typhoon of howling wind and sheets of blinding rain within which no man can keep his feet for long.

Advancing enemy models that end their movement in Montador's control area are knocked down. While in Montador's control area,

enemy models suffer -3 on attack rolls. Typhoon lasts for one round.

Mercenary – This model will work for Cryx, Cygnar, Khador, and the Protectorate.

MONTADOR

⊗ Tough

Blood-Quenched – This model gains a cumulative +1 STR and ARM for each living enemy model it destroys with a melee attack during its activation. This bonus lasts for one round.

Overtake – When this model destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1".

RED TIDE

⚔ Magical Weapon

In another age and under a different king, this Ordic warcaster would hang from the nearest yardarm, but Bartolo "Broadside Bart" Montador has won admiration alongside his infamy. His booming voice and lust for life rouse the fighting spirit of his sizable crew. All ports warmly welcome him, and even his enemies speak of him enviously. Few captains walk the delicate line between pirate and privateer with as much style as Broadside Bart.

Montador has no qualms about stacking the deck to ensure victory, a practice that lost him his arm as a younger man in the card halls of Five Fingers. Years later, when he could afford it, he replaced his missing limb with a mechanical prosthetic containing a concealed cannon he calls "Ace."

Advocating a doctrine of superior firepower, Montador has built his reputation sailing one of the largest and most heavily armed ships on the seas, the *Calamitas*. Shipwrights at Berck Harbor rebuilt the vessel on the frame of a massive old Tordoran galleon. Retrofitted with enormous steam engines and triple paddle wheels, this floating juggernaut

SPELLS

	COST	RNG	AOE	POW	UP	OFF
BATTEN DOWN THE HATCHES	3	SELF	CTRL	—	NO	NO

While in this model's control area, models in its battlegroup cannot be knocked down and gain +3 ARM but suffer -2 DEF. Batten Down the Hatches lasts for one round.

BROADSIDE	3	SELF	CTRL	—	NO	NO
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Models in this model's battlegroup currently in its control area can immediately make one normal ranged attack. Attacks gained from Broadside do not count against a weapon's ROF. Broadside can be cast only once per turn.

DEADWEIGHT	2	8	—	12	NO	YES
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When Deadweight destroys an enemy living or undead model, choose an enemy model within 2" of the destroyed model. The chosen model must forfeit either its movement or its action during its next activation, as its controller chooses.

HOT SHOT	2	6	—	—	YES	NO
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Target model in this model's battlegroup gains boosted ranged attack damage rolls.

POWDER KEG	4	10	5	14	NO	YES
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On a critical hit, models hit lose their initial attacks and cannot make special attacks for one round.

TACTICAL TIPS

TYPHOON – Models that do not advance are not knocked down. Remember, changing facing is considered movement.

DEADWEIGHT – Remember, a model that forfeits its action cannot run.

sits heavy in the water even without a hull full of pillaged cargo. To compensate for this ponderous bearing, Bart keeps an escort of smaller and swifter vessels.

Montador takes pride in his status as a "legitimate" privateer, conferred by the letter of marque he holds signed by King Baird Cathor II of Ord. He is welcome aboard the *Laden Galleon* in Five Fingers, where he is rumored to deliver tribute to his king personally. Montador occasionally uses his status to hunt more notorious and less cautious pirates, selecting targets to bolster his reputation. This intermittent pastime gives local authorities the leeway to overlook his criminal exploits.

Bart has demonstrated the moral flexibility to serve any paying master, including the Cryxians the Ordic throne has sworn to destroy. He does not consider himself a traitor but rather a pragmatic man with expensive tastes who requires a steady influx of coin. Many mistake him for a jovial and even magnanimous captain, but those who have seen the fire of conflict enter his eyes know Bart to be a bloody-minded pirate willing and able to kill without conscience or remorse.





CAPTAIN PHINNEUS SHAE

MERCENARY PRIVATEER WARCASTER

I follow no kingdom's flag, fear no ship on the sea, and bow to no master. Blood calls for blood, and I will spill much more in the days to come.

—Captain Phinneus Shae

SHAE							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	7	6	17	14	8	

HAND CANNON			
RNG	ROF	AOE	POW
12	1	—	12

SQUALL	
POW	P+S
7	13

FOCUS	6
DAMAGE	16
FIELD ALLOWANCE	C
WARJACK POINTS	+6
SMALL BASE	

FEAT: GODSPEED

Those who fight alongside the warcaster Phinneus Shae are the recipients of unusual luck and good fortune. On the battlefield he can quickly assess the standing of his men and loan them a burst of speed, whether for disengaging to fire pistols or for clearing a lane for a thundering cannonball aimed into the midst of the enemy.

Friendly models currently in Shae's control area immediately advance up to 3". During this movement, affected models gain Pathfinder and cannot be targeted by free strikes.

Mercenary – Shae can be included only in armies that list him as a possible member.

SHAE

Amphibious – This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.

Groundwork – While knocked down, this model is not automatically hit by melee attacks and its DEF is not reduced.

Swashbuckler – When this model makes a melee attack during its activation, its front arc extends to 360°, and it can make one melee attack against each model in its LOS that is in its melee range.

SQUALL

Magical Weapon

Beat Back – Immediately after a normal attack with this weapon is resolved during this model's combat action, the enemy model hit can be pushed 1" directly away from the attacking model. After the enemy model is pushed, the attacking model can advance up to 1".

Phinneus Shae was born to wealthy parents outside the southern city of Mercir and used his sorcerous powers to earn a warcaster's commission to the prestigious Strategic Academy. Shae came to resent the constraints of military life, however, and was labeled a troublemaker. He left the Academy before completing his training.

Given the rarity of warcasters, Shae easily found enough work escorting merchant ships to maintain his expensive lifestyle. His unique brand of nautical battle magic got him aboard the Mercarian fleet flagship, the *MLS Exeter*, where he proved his deadly skill against Cryxian raiders, merchant rivals, and independent pirates.

SPELLS

COST	RNG	AOE	POW	UP	OFF
3	8	—	15	NO	YES

BLOW THE MAN DOWN – When a model is hit by Blow the Man Down, it is knocked down. On a critical hit, instead of suffering a normal damage roll a non-incorporeal model is slammed d6" directly away from the spell's point of origin regardless of its base size. Collateral damage from this slam is POW 15.

COST	SELF	CTRL	—	NO	NO
3					

COUP DE MAIN – Friendly models / units beginning a charge in this model's control area gain +2" movement. Affected models can charge without spending focus points or being forced. Coup de Main lasts for one turn.

COST	RNG	—	—	YES	NO
2	6				

PHANTASM – When target friendly model / unit is targeted by a ranged attack, the attack suffers -5 RNG.

COST	RNG	—	—	YES	NO
2	6				

STORM RAGER – Target friendly warrior model gains +2 STR, MAT, and ARM and cannot be targeted by combined ranged attacks or combined melee attacks.

COST	CTRL	4	—	YES	NO
3					

VEIL OF MISTS – Place a 4" AOE cloud effect anywhere completely in this model's control area. This AOE does not block friendly Faction models' LOS. While in the AOE, friendly Faction models gain Pathfinder and can move through obstructions and other models if they have enough movement to move completely past them.

TACTICAL TIPS

AMPHIBIOUS – This model can attack other models that are in deep water.

BEAT BACK – The attacking model can advance even if the enemy model is destroyed by the attack.

BLOW THE MAN DOWN – Incorporeal models are not slammed; they are just knocked down and suffer a damage roll.

COUP DE MAIN – Apply movement bonuses only during a model's activation.

Shae earned the respect of many among the *Exeter's* crew, particularly the Rhulic financier Joln Rockbottom. This influence elicited the paranoid enmity of the captain, Laross Fargen, who threw Shae overboard on suspicion of conspiracy in a fit of irrational rage. Surviving by dint of his warcaster armor and the assistance of the ship's bosun, Shae later orchestrated a mutiny. While attempting to bluster his way out of the situation, Fargen caused an explosion that crippled the ship and forced the survivors ashore. So began Shae's life as a fugitive.

Hard years followed the mutiny. The League placed an exorbitant bounty on Shae's head and used its financial influence to harass the families of those reputedly involved. Shae and his crew found work as mercenaries, taking whatever jobs they could find until they could scrape together the funds to buy a ship and return to sea.

With the purchase of the *Talion*, Captain Shae is now free to pursue his agenda with ruthless enthusiasm. He takes any prize that crosses his path but reserves his focused wrath for Mercarian League ships. Shared hardships have forged

lasting loyalty among his crew and given Shae a sense of responsibility for their lives. He has no family except the men and women of the *Talion*, who would follow him without hesitation into the depths of the Sea of a Thousand Souls.





BUCCANEER

MERCENARY LIGHT WARJACK

Nothing can outrun a Buccaneer once the net comes down.

—Jenkin Hadderin, Talion gunner's mate

BUCCANEER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	6	5	13	15	—



NET

RNG	ROF	AOE	POW
8	1	—	—



GAFF

POW	P+S
2	10

DAMAGE

1 2 3 4 5 6

	L			R	
L	L	M	C	R	R
	M	M	C	C	

FIELD ALLOWANCE	U
POINT COST	3
MEDIUM BASE	

BUCCANEER

Assault – As part of a charge, after moving but before making its charge attack, this model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of this model's activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, this model can make the Assault ranged attack before its activation ends.

NET

Knockdown – When a model is hit by an attack with this weapon, it is knocked down.

GAFF

☉ Reach

TACTICAL TIPS

ASSAULT – The assaulting model ignores the target in melee penalty even if is not in melee range of its charge target after moving.

A small fishing concern first rigged a Buccaneer with a gaff and a weighted net and found the additions equally successful against both hostile boarders and hull grinders. The 'jack has since enjoyed wide popularity, including aboard pirate vessels seeking a warjack able to keep its feet during turbulent brawls above deck.

HEIGHT/WEIGHT: 9'8" / 3.15 TONS

ARMAMENT: NET (LEFT ARM), GAFF (RIGHT ARM)

FUEL LOAD/BURN USAGE: 300 LBS / 8 HRS GENERAL, 1.4 HRS COMBAT

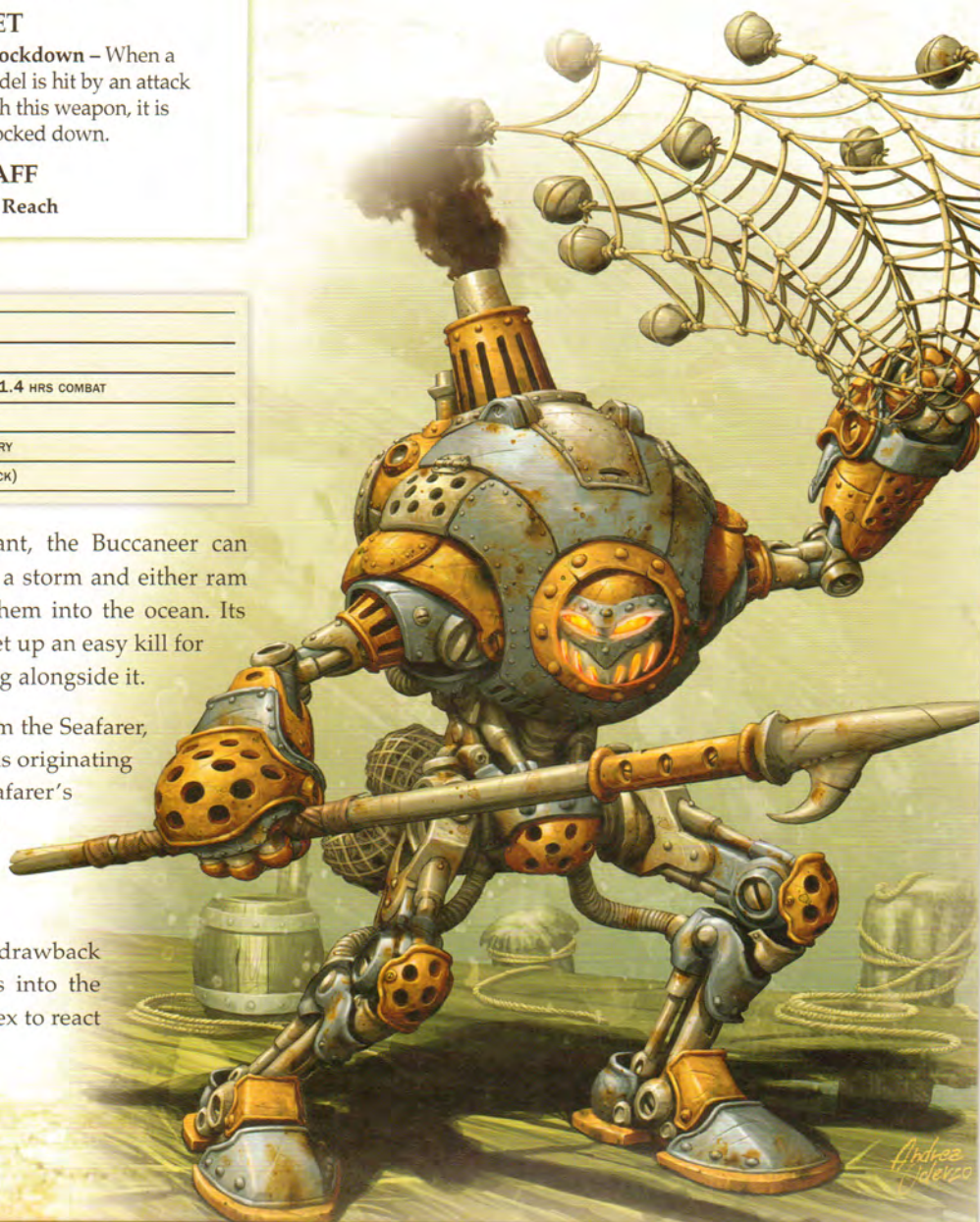
INITIAL SERVICE DATE: 584 AR (SEAFARER 528 AR)

CORTEX MANUFACTURER: FRATERNAL ORDER OF WIZARDRY

ORIG. CHASSIS DESIGN: ROHANNOR STEAMWORKS (BERCK)

A nimble and sure-footed combatant, the Buccaneer can charge across heaving decks during a storm and either ram its gaff into adversaries or sweep them into the ocean. Its weighted net entangles enemies to set up an easy kill for its own weapon or the sailors fighting alongside it.

Buccaneers are heavily modified from the Seafarer, an older but popular laborjack chassis originating in the Ordic city of Berck. The Seafarer's inferior movement system resulted in poor performance on difficult waters; indeed, the 'jack was always at risk of pitching overboard in high seas. Engineers solved this drawback by incorporating pneumatic pistons into the feet and legs and modifying the cortex to react to heaving decks.



FREEBOOTER

MERCENARY HEAVY WARJACK

I could not describe a machine better suited to our purposes: born to fight and strong enough to haul a king's ransom.

—Lord Rockbottom

HEIGHT/WEIGHT: 13'1" / 4.9 TONS

ARMAMENT: TWIN LOADING CLAMPS (LEFT AND RIGHT ARMS)

FUEL LOAD/BURN USAGE: 300 LBS / 6.5 HRS GENERAL, 1 HR COMBAT

INITIAL SERVICE DATE: 594 AR

CORTEX MANUFACTURER: FRATERNAL ORDER OF WIZARDRY

ORIG. CHASSIS DESIGN: ENGINES WEST (CERYL)

Any impression of the Freebooter as a mere laborjack vanishes the instant it barrels across a deck, delivering thunderous blows with its steel clamps and throwing marauders overboard for the waves to swallow.

Mercenary companies and pirate crews often graft a jury-rigged arcane turbine to a Freebooter's engine, allowing warcasters to infuse the 'jack with a surge of speed—albeit at the cost of a few shredded gears. Despite its pugilistic abilities, the Freebooter can carefully handle delicate cargo in even the roughest seas. Watching the machine work so deftly, some crew find it hard to imagine the 'jack capable of such mechanical mayhem.

FREEBOOTER

Amphibious – This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.

Jury-Rigged [SPD] – At the start of its activation, this model can spend 1 focus point to use Jury-Rigged. This model gains +2 SPD this activation. At the end of this activation, it suffers 1 damage point to its first available Movement system box. This model cannot use Jury-Rigged if its Movement system is crippled. Jury-Rigged can be used only once per activation.

Lash – This model and friendly warrior models B2B with it cannot be knocked down.

CLAMP

 **Open Fist**

Chain Attack: Grab & Smash – If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make a double-hand throw, head-butt, headlock/weapon lock, push, or throw power attack against that target.

Trash – Gain an additional damage die against knocked down targets.

FREEBOOTER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	6	5	12	17	—



CLAMP

POW	P+S
3	14



CLAMP

POW	P+S
3	14

DAMAGE

1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

FIELD ALLOWANCE	U
POINT COST	6
LARGE BASE	

TACTICAL TIPS

AMPHIBIOUS – This model can attack other models that are in deep water.

CHAIN ATTACK: GRAB & SMASH – Remember, a model with a crippled weapon system cannot use that system to make chain attacks or special attacks, including power attacks.





MARINER

MERCENARY HEAVY WARJACK

We thought we had the Talion dead to rights. Then I spied that warjack leveling its cannon at us with fuse burning.

—Herdwell Mathers, former lookout for the MLS Bounteous

MARINER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	11	6	5	12	17	—	

SHIP GUN	L			
	RNG	ROF	AOE	POW
	15	1	3	14

ANCHOR	R	
	POW	P+S
	6	17

DAMAGE						
1	2	3	4	5	6	
	L				R	
L	L	M	C	R	R	
	M	M	C	C		

FIELD ALLOWANCE	U
POINT COST	8
LARGE BASE	

MARINER

Amphibious – This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.

Lash – This model and friendly warrior models B2B with it cannot be knocked down.

SHIP GUN

Loader – This model must be B2B with a friendly living Faction warrior model to make an attack with this weapon.

ANCHOR

Thresher (★Attack) – This model makes one melee

attack with this weapon against each model in its LOS and this weapon's melee range.

TACTICAL TIPS

AMPHIBIOUS – This model can attack other models that are in deep water.

THRESHER – The melee attacks are all simultaneous.

HEIGHT/WEIGHT: 13' 1" / 5.89 TONS

ARMAMENT: SHIP GUN (LEFT ARM), ANCHOR (RIGHT ARM)

FUEL LOAD/BURN USAGE: 300 LBS / 6 HRS GENERAL, 1 HR COMBAT

INITIAL SERVICE DATE: 590 AR

CORTEX MANUFACTURER: FRATERNAL ORDER OF WIZARDRY

ORIG. CHASSIS DESIGN: ENGINES WEST (CERYL)

immersed. Its ingenious stabilization compensator enables it to endure the roughest seas without toppling over. In fact, the Mariner is so reliable in difficult waters that crews often strap themselves to its chassis during storms.

The Mariner is among the heaviest steamjacks built for nautical warfare. The undisputed king of ocean combat, it can continuously fire on an enemy vessel with its heavy gun while its own ship maneuvers for the kill. When boarding begins, a Mariner can clear an entire deck of defenders with a single sweep of its deadly anchor.

The Mariner is perfectly adapted to its role at sea. Based on an innovative laborjack designed to work completely underwater for a limited time, its chassis includes watertight seals, exhaust valves, and a special boiler and piping system that cycles air from internal spaces into the engine while



PRESS GANGERS

MERCENARY PRIVATEER SEA DOG UNIT

Nothing to it. A slow man is a volunteer; a quick man is a coward. A crack to the head starts a fresh life at sea for either.

—Boarding Master Hadgis Blay

TACTICAL TIPS

SHANGHAI – Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.

Many ship captains, particularly pirates and privateers, consider pressing sailors into service to be a practical and time-honored tradition. With willing and skilled recruits sometimes hard to come by, the hardened men and women of press gangs must ensure that their ships have the necessary crew. These individuals delight in “inviting” strangers to their new career at sea by way of a weighty club to the back of the head.

Mercenaries – These models will work for Cryx, Cygnar, Khador, and the Protectorate.

LASS

☛ **Advance Deployment**

☛ **Officer**

☛ **Tough**

Gang – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

Seduction (★Action) – Take control of a living enemy non-warcaster, non-warlock warrior model B2B with this model. You can immediately make a full advance with the enemy model followed by a normal melee attack, then Seduction expires. The enemy model cannot be targeted by free strikes during this movement.

Shanghai – When a living enemy warrior model in the melee range of two or more models in this unit is boxed by a melee attack made by this model, remove the enemy model from play. You can add one Grunt to a friendly Sea Dog Crew unit in this model’s command range. The Grunt must be placed in formation and within 3” of this model.

GRUNTS

☛ **Advance Deployment**

☛ **Tough**

Gang – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

Shanghai – When a living enemy warrior model in the melee range of two or more models in this unit is boxed by a melee attack made by this model, remove the enemy model from play. You can add one Grunt to a friendly Sea Dog Crew unit in this model’s command range. The Grunt must be placed in formation and within 3” of this model.

A press gang traditionally might frequent seedy dockside bars or taverns to pick up easy drunken targets, but they will also take what they need from the chaos of battle and impress waylaid adversaries on the spot. Only particularly callous and mean-spirited sailors excel at this type of work, and they generally rank among the least popular—albeit warily respected—sea dogs on a given vessel.

LASS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	4	13	12	8

HAND WEAPONS	
POW	P+S
3	9

GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	4	13	12	8

HAND WEAPONS	
POW	P+S
3	9

FIELD ALLOWANCE	2
LASS & 5 GRUNTS	4
LASS & 9 GRUNTS	6
SMALL BASE	





SEA DOG CREW

MERCENARY PRIVATEER UNIT

Nice thing about our men is that it don't take a lot of drillin' and speech makin' to rile 'em up proper, just a slug of warm rum before the fight.

—Mr. Walls, Talion Quartermaster

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	4	13	12	7



PISTOL

RNG	ROF	AOE	POW
8	1	—	10



HAND WEAPON

POW	P+S
3	8

FIELD ALLOWANCE	U
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
SMALL BASE	

this model's STR to damage rolls made with ranged weapons. Charge attacks made with ranged weapons are not boosted.

Mercenaries – These models will work for Cryx, Cygnar, Khador, and the Protectorate.

LEADER & GRUNTS

Gang – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

Point Blank – During its activation, this model can make melee attacks with its ranged weapon, with a 0.5" melee range. Do not add

Loyalty is a rare commodity among sea dogs, as each man looks out only for himself, but the desire for self-preservation and wealth can inspire them to fight together with surprising ferocity. Some sea dogs have "Thamar's luck," as the saying goes, and survive the most calamitous misfortunes with nothing more than a few scratches or bruises. Preferring to overwhelm their enemies with sheer numbers, massed sea dogs with their blood up rush forward screaming creative curses. Such unsubtle tactics are surprisingly effective, and enemies have learned to fear the sight of a gang of unwashed pirates firing guns and brandishing axes or cutlasses with wild abandon.

The freedom of a life at sea appeals to many men and women, despite the generally harsh discipline aboard ship. Even those initially impressed against their will can be swept up in sailing traditions and soon forget about their pasts. Though every sea dog must endure a tedious period as a lowly swab, some make their mark and become respected mates. These veteran salts form an invaluable link in the tenuous chain of command that keeps every pirate ship functioning.

Sailors who exhibit ambition and courage can earn the sweet rewards of ample spoils. A well-run vessel can plunder a king's ransom in a relatively short time, earning its crew a bounty far exceeding what they might see toiling in fields, hauling fishing nets, or engaging in other "honest" labor. These tremendous rewards often vanish in nights of wild excess in taverns and gambling halls in any number of port towns. Just as these men work and fight hard aboard ship, they earn the right to play hard when given a few days' leave. A small number will take the chance to flee, but the ship's press gangs stand ready to make up for any willful attrition.

Motley pirates mustered together from disreputable coastal taverns and wharves, barely kept in check by grizzled mates, and hungry for spoils, sea dogs put their swords and pistols to the service of any master offering a big enough share of the take. What they lack in training and manners they make up for with frightening bluster and enthusiastic avarice. Hailing from diverse backgrounds, many have nothing in common aside from a shared love of fighting for the chance at plunder.

Men like these haunt coastal ports from Uldenfrost to Sul and congregate in those places where people would rather smuggle and fight than trade and negotiate. A number of scurvy ports have traditionally sheltered such men, including places like Dreggsmouth, Five Fingers, and Blackwater. Sea dogs often begin as brigands, cutthroats, and men seeking escape from gambling debts or criminal obligations. Some were even simple sailors or fishermen waylaid by press gangs who awakened to find themselves amid strangers at sea. Convincing such unruly, angry, and disrespectful men to act in concert requires stern oversight.





SEA DOG RIFLEMAN

MERCENARY PRIVATEER WEAPON ATTACHMENT

Bet ye ten crowns I can give that rig's watchman a third eye afore he even notices our ship creepin' up behind 'em.

—Gast Lartigler, Talion rifleman

RIFLEMAN							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	5	4	13	12	7	



LONG RIFLE			
RNG	ROF	AOE	POW
14	1	—	10



HAND WEAPON	
POW	P+S
3	8

FIELD ALLOWANCE	
1 RIFLEMAN	1
UP TO 2 ADD'L RIFLEMEN	1 EA
SMALL BASE	

Attachment [Sea Dog Crew] – This attachment can be added to a Sea Dog Crew unit.

RIFLEMAN

☞ **Combined Ranged Attack**

Gang – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

Point Blank – During its activation, this model can make melee attacks

with its ranged weapon, with a 0.5" melee range. Do not add this model's STR to damage rolls made with ranged weapons. Charge attacks made with ranged weapons are not boosted.

Take Up – If this model is destroyed or removed from play, you can choose a Grunt in this unit within 1" of this model to take its place. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

TACTICAL TIPS

TAKE UP – Effects include spells and animi. Remember that if this model remains in play as a result of Take Up it is the same model.

Though each rifleman owns and maintains his weapon, quartermasters are notoriously frugal about supplying powder from the ship's stores. Most of the powder is reserved to ignite the ship's valuable cannons and can't be wasted on shots taken willy-nilly at passing sea birds or sharks. Crewmen caught firing haphazardly can expect a thorough keel-hauling. As long as a talented rifleman stays in the good graces of his officers, however, he might receive a bonus share of the loot as well as extra rum for each kill.

Any pirate worth his salt can handle an old pistol, but sea dogs prize accurate rifles for their ability to lay down fire at nearly twice the distance. Shots from atop a crow's nest or prow can pick off enemy officers and defenders before boarding. Some riflemen boast at being crack shots, but in truth most have little training. Like other sea dogs they rely on delivering a concentrated barrage from as many guns as possible.

Pirate and privateer captains know the deadly potential of rifle fire during engagements, but such guns are scarce aboard lean ships. Given the short life expectancy of most sea dogs, it falls to individual privateers to buy and maintain rifles, which frequently change hands as a rifleman's nearest friend "inherits" the rifle in the heat of battle. Only cutthroat sea dogs survive for long, and such men enthusiastically embrace these opportunistic windfalls as an expected part of life at sea.



SEA DOG DECK GUN

MERCENARY PRIVATEER WEAPON CREW UNIT

Given a choice between running up waving a sword like a ninny or staying here and firing a cannon in their faces, I'll take the cannon.

—Jarver Prauly, Talion gunner

Most large guns used on ships are too heavy to bring to fights ashore. Deck guns, however, combine portability with a deadly punch, allowing them to be used as mobile artillery. Aboard a ship they offer the advantage of rapid repositioning, unlike the ship's main guns, whose aim relies on the vessel's orientation. Though not as devastating as true cannons, deck guns can decimate enemy troops at close range, either before beginning a boarding action or in defending against one, maximizing casualties before melee begins.

Young deck gunners often start their careers as "powder monkeys," running powder between the lower and upper decks in the heat of battle. Many swabs prefer duty on deck guns, where they can take shots at the enemy from a distance rather than fighting on the front line. Even so, working with a deck gun is a dangerous occupation. The crew must work in perfect synch to clear the breech, load the cannonballs, stuff powder, and light the fuse. Many a sailor has lost a hand or foot when the gun's forceful recoil sent it rocketing back. Firing these powerful guns ashore is a slightly simpler and less dangerous proposition, as the gunners need not account for a pitching deck.

Mercenaries – These models will work for Cryx, Cygnar, Khador, and the Protectorate.

LEADER & GRUNT

Gang – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

DECK GUN

Light Artillery – This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

Range Finder – While B2B with one or more grunts in this unit, this model gains +2 to attack rolls with this weapon.

LEADER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	5	5	4	13	12	7	

DECK GUN				
RNG	ROF	AOE	POW	
14	1	3	13	

HAND WEAPON	
POW	P+S
3	8

GRUNT							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	5	5	4	13	12	7	

HAND WEAPON	
POW	P+S
3	8

FIELD ALLOWANCE	2
LEADER & GRUNT	2
LEADER: LARGE BASE	
GRUNT: SMALL BASE	





MR. WALLS, THE QUARTERMASTER

MERCENARY PRIVATEER CHARACTER UNIT ATTACHMENT

Come a fight, he's the last one to worry about. Seen 'im take four bullets in the gut without flinching and keep on firing.

—Doc Killingsworth

MR. WALLS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	6	4	13	12	8	



HEAVY PISTOLS			
RNG	ROF	AOE	POW
8	1	—	12

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Attachment [Sea Dog Crew] – This attachment can be added to a Sea Dog Crew unit.

MR. WALLS

⚙️ **Officer**

👊 **Tough**

Gang – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains

+2 to melee attack and melee damage rolls.

Monkey Bite – Living enemy models suffer –2 to melee attack rolls while in melee with this model.

No Quarter – Once per game during its unit's activation, this model can use No Quarter. Models in this unit gain Fearless 🐼, Pathfinder 🗺️, and Terror 😱. A model in this unit that charges gains +2" movement. No Quarter lasts for one round.

Point Blank – During its activation, this model can make melee attacks with its ranged weapon, with a 0.5" melee range. Do not add this model's STR to damage rolls made with ranged weapons. Charge attacks made with ranged weapons are not boosted.

Tactics: Advance Deployment – Models in this unit gain Advance Deployment 🏃.

Even on a ship with more than its share of battle-hardened old salts, some men rise to special prominence. Mr. Walls, the senior quartermaster of the *Talion*, boasts more combat experience than anyone on the ship—including Captain Shae. Ten years the captain's senior, Walls has earned a reputation for leaping to the fore of battle with pistols blazing; in fact, he rarely carries fewer than three braces of well-oiled firearms on his person. Stubbs, his pet monkey from the continent of Zu, is an ever-present fixture on his shoulder. The quartermaster tolerates no mistreatment of the monkey, spoiling Stubbs with food from his own table and a portion of his rum rations.

Mr. Walls displays two distinct demeanors. One is a stern taskmaster who accepts no excuses from his men. The other often intercedes on his crew's behalf and always has their backs in a scrap. This soft spot has occasionally gotten him in trouble over the years, as he bends the rules for those under his watch.

This innate concern led Mr. Walls to take a key role in Phinneus Shae's infamous mutiny aboard the MLS *Exeter*. He informed Shae of the mistreatment of Joln Rockbottom, prompting the warcaster to confront the ship's captain. That this confrontation got Shae thrown overboard is a fact Mr. Walls remembers with a keen sense of guilt, and

TACTICAL TIPS

OFFICER – Because Mr. Walls is an Officer, when he is destroyed he does not replace a Grunt in his unit. Instead the unit leader becomes the unit commander.

he holds a special obligation for the men among his crew who survived the original mutiny. When stopping at port he often spends most of his share buying the crew rounds at dockside taverns.

Despite his generosity, the pirate life has hardened Walls into a grim, vengeful man. He knows that sizable bounties attract many pirate hunters to the *Talion* and that his crew risk their lives every time they put to sea. He accepts that they must take whatever work they can get and tries not to dwell on the fate of those they inevitably leave drowning in the deep. He focuses on his loyalty to Shae and his duty to keep his men alive and in line.

Mr. Walls does not talk about the loss of his eye, but Doc relates the story whereby Walls took a bullet in the face during a boarding action against Blackwater raiders. The quartermaster fell to the deck as the Scharde who shot him stepped past. Stubbs leapt on the man and bit him, giving Mr. Walls the time to stand and finish his assailant with a shot to the neck. Mr. Walls continued fighting for another half-hour before he passed out from blood loss. He hasn't shot straight since and now suffers from piercing headaches. He has not allowed this to dampen his enthusiasm for pistols, though, allowing only that he has better luck when he gets up close and personal before firing both barrels square into the face of an enemy.



THE COMMODORE CANNON & CREW

MERCENARY PRIVATEER SEA DOG CHARACTER UNIT

Why do we drag this thing ashore? If it'll hole a Cygnaran ship o' the line, what do you think it'll do to them Steelheads?

—Mr. Walls, Talion Quartermaster

CREWMEN							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	5	4	13	12	7	



PISTOL			
RNG	ROF	AOE	POW
8	1	—	10



HAND WEAPON	
POW	P+S
3	8

COMMODORE							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
0	0	—	—	5	18	—	



CANNON			
RNG	ROF	AOE	POW
*	1	*	*

COMMODORE'S DAMAGE	10
FIELD ALLOWANCE	C
COMMODORE & 3 CREWMEN	4
COMMODORE LARGE BASE	
CREWMAN SMALL BASE	

Mercenaries – The Commodore Cannon & Crew can be included only in armies that include Captain Phinneus Shae.

CREWMEN

✶ Fearless

Cross-Trained – A Sea Dog Crew Grunt ending its normal movement within 3" of the Commodore can join this unit if it has fewer than three Crewmen. Replace the Grunt with the Crewman model. The Crewman has effects that were on the replaced Grunt, except for upkeep spells on the Grunt's unit. Sea Dog Crew Grunts replaced this way do not count toward Massive Casualties in their original unit.

Fire! (★Attack) – This model must be B2B with the Commodore and not engaged to make a Fire! special attack. Only one model in this unit can make a Fire! special attack each activation. This model makes a ranged attack with the Commodore. Both models must have LOS to the target. The Commodore does not block this model's LOS for this attack. This model cannot gain the aiming bonus. Base the RNG and all modifiers for the attack on the Commodore.

Gunnery (★Action) – RNG 2. Target Commodore. If the Commodore is in range, a model attacking with the Commodore this activation gains a cumulative +2 to its attack roll.

COMMODORE

⑦ Construct

Focal Point – This model's unit has no unit commander. Models in this unit within 8" of this model are in formation. If a model in this model's unit is out of formation when beginning its normal movement, it must either advance toward this model and forfeit its action or run directly toward this model. If this model is destroyed or removed from play, remove the remaining models in this unit from play.

Heavy Artillery – This model is not a warrior model. It does not activate but can advance up to 1" for each Crewman B2B with it at the beginning of its unit's activation. If this model is moved during its unit's activation, Crewmen in the unit cannot make a Fire! special attack that activation. This model is automatically hit by melee attacks. This model cannot be knocked down or made stationary.

CANNON

Ammo Type – Each time this weapon is used to make an attack, choose one of the following abilities:

- **Canister Shot** – This weapon's base stats become RNG SP 10, AOE —, and POW 20. When resolving this attack, the firing model gains +2 to attack rolls.
- **Cannonball** – This weapon's base stats become RNG 20, AOE —, and POW 16. Regardless of its base size, a model directly hit is slammed d6" directly away from the Commodore. Collateral damage from this slam is POW 16. If the model directly hit cannot be slammed, it suffers a POW 16 damage roll.
- **Incendiary Shot** – This weapon's base stats become RNG 16, AOE 4, and POW 14 for this attack. This attack causes fire damage 🔥, and models hit suffer the Fire continuous effect 🔥.

TACTICAL TIPS

CROSS-TRAINED – The new Crewman is now part of the Commodore Cannon Crew and not part of its original unit.

One personality aboard the *Talion* is neither alive nor a person—though the gunners speak to it like another member of the crew. A special legacy of the MLS *Exeter* mutiny, the Commodore is a massive royal-weight cannon like those typically found only on first-class ships of the line. Combined with a healthy store of various deadly ammunition, the Commodore is a powerful and versatile weapon able to change the course of a battle with a single deafening roar.

The weapon's name is a sardonic tribute to former Captain Laross Fargen of the *Exeter*, who once demanded his crew address him as "Commodore." It is his skeleton that hangs from the cannon's wide barrel, proof of the surviving mutineers' morbid humor. In the fight after his crew mutinied, Captain Fargen accidentally set off an explosion in the *Exeter's* powder room that broke the ship's back and forced it to crash ashore and be abandoned.

After taking Captain Fargen captive and hauling him ashore, Bosun Grogsparr strapped the hated tyrant to the cannon and fired it repeatedly until the man was dead. The crew still whisper about this grisly execution, further reinforcing Grogsparr's cruel reputation and spawning the legend that the captain's restless spirit haunts the cannon. Some swabs claim to have spotted his ghostly specter lingering near the cannon as it sits quietly between battles, while others discount the tales as rum-sodden nonsense.

The mutineers have carefully maintained the massive gun over the years since and have used it as a formidable piece of field artillery in countless battles both at sea and ashore. Phinneus Shae insists on bringing the Commodore along for all significant land engagements. The warcaster sees the weapon as an oversized good luck charm and is convinced he can never be defeated so long as it remains loaded and ready.

Costing a small fortune, royal-weight cannons represent the apex of Cygnaran naval gunnery. Their barrels incorporate advanced metallurgical and casting techniques that allow for particularly heavy powder loads and repeated firing without risk of damage. When such a cannon is manned by a skilled crew, these traits provide it with tremendous accuracy and extended range.

The navy ordinarily reserves such weapons for their premier vessels; Duke Waldron Gately of Southpoint, the most influential noble backer of the Mercarian League, had advocated in the Cygnaran Royal Assembly to grant a special dispensation for the *Exeter*. If the other charges against Phinneus Shae do not forever guarantee his infamy, his ownership of this cannon will. Its seizure during the mutiny technically constituted an act of war against Cygnar, though no one has yet successfully enforced this fine point of maritime law. Certainly Shae has accumulated enough counts of piracy not to worry himself with this particular crime.

The *Talion* crew consider it a privilege to serve as a gunner or gunner's mate for the Commodore despite the hazards of manning a gun that Shae's enemies consider a priority to neutralize. Given how often the crew use smaller cannons, both aboard the ship and ashore, Shae expects each of his sea dogs to know his way around the Commodore and to stand to task as a gunner if needed.





LADY AIYANA & MASTER HOLT

MERCENARY PRIVATEER CHARACTER UNIT

The air about them is thick with secrets, but who doesn't have something to hide?

—Lord Rockbottom to Captain Shae

LADY AIYANA							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	4	4	4	15	11	9	

MASTER HOLT							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	5	8	15	11	8	

	HAND CANNON			
	RNG	ROF	AOE	POW
	12	1	—	12

	GUN BLADES	
	POW	P+S
	3	8

DAMAGE	5 EA
FIELD ALLOWANCE	C
LADY AIYANA & MASTER HOLT	4
SMALL BASE	

Mercenaries – These models will work for Cygnar, Khador, the Protectorate, and the Retribution.

LADY AIYANA

 **Officer**

Magic Ability [8]

- **Ayisla's Veil (★Action)** – This model gains Stealth ①. While Holt is B2B with her, he also gains Stealth. Ayisla's Veil lasts for one round.
- **Kiss of Lyliss (★Attack)** – Kiss of Lyliss is a RNG 10 magic attack. For one round, when a model/unit hit by Kiss of Lyliss suffers a damage roll add +2 to the roll.

- **Lurysnar's Touch (★Action)** – RNG CMD. Target friendly model/unit. If the model/unit is in range, its weapons gain Magical Weapon ② for one turn.

MASTER HOLT

 **Gunfighter**

Quick Draw – Once during your opponent's turn, when an enemy model within 12" of this model that is in its LOS targets Holt or Aiyana with a ranged attack, this model can make a ranged attack against the enemy model before it makes its attack roll. If this model's ranged attack hits, the enemy model suffers no damage but its attack automatically misses.

Virtuoso – This model can make melee and ranged attacks during the same combat action. When this model makes its initial attacks, it can make both its initial ranged and melee attacks.

A stranger pair would be hard to imagine. Everything about this duo is mysterious, even among seafarers noted for their peculiarities. The first and most obvious oddity is that the Iosan Lady Aiyana has inexplicably chosen the human pistoleer Master Holt to be her bodyguard.

Iosans, widely regarded as aloof and arrogant, have grown increasingly rare outside their insular kingdom. It is always surprising, then, to meet one as warm and affable as Lady Aiyana—even if she reveals very little in her engaging conversations. A master of misdirection and small talk, Aiyana politely deflects probing questions into flirtatious banter that leaves would-be interrogators both charmed and clueless regarding her purposes. She betrays none of her people's infamous loathing of humanity, though it is unclear whether this is a convincing facade or if she has spent enough time among humans to have adapted.

TACTICAL TIPS

MAGIC ABILITY – Performing a Magic Ability special action or special attack counts as casting a spell.

OFFICER – Because Aiyana is an Officer, when she is destroyed she does not replace Holt. Instead Holt becomes the new unit commander.

Though seemingly reluctant to bloody her hands, Aiyana is an adept spellcaster able to call on formidable magic unknown outside the vales of Ios. Her powerful invocations carry power that is almost sacred, and the reverence with which Aiyana holds her vanished and ailing gods shines through when she unleashes her spells. Holt, a refined pistoleer, takes advantage of Aiyana's mystical protections to spray a hail of gunfire upon any who threaten her. Against the rare assailant able to close on him, he gracefully wields the blades of his pistols in a blur of death. The cool and dispassionate efficiency with which he ends lives is chilling even to hardened killers.

The odd pair inevitably attracts questions, but the spectacled Master Holt is an evasive man of few words. Alert and clever, Holt possesses keen eyes that miss nothing. The speed with which he moves to protect Lady Aiyana suggests that more than gold motivates him. The way they communicate in fragmented sentences and gestures hints at a longer partnership, as do their quarrels.

Recent arrivals to the *Talion*, the pair have only recently begun to find their place among the crew. Lady Aiyana has insisted they remain—over Holt's objections—and she clearly believes her own goals have a better chance to succeed alongside the warcaster Shae and his ragtag army.

Though none aboard the *Talion* would suspect it, Aiyana and Holt each belong to an elusive cabal not ordinarily associated with the conflicts of the Broken Coast. A member of the Seekers, an Iosan religious sept, Lady Aiyana considers it her sacred obligation to investigate any trace of the missing elven gods. Her mission has brought her west to investigate Cryx. Master Holt has equally enigmatic affiliations: Cygnaran authorities suspect he is an agent of the Unseen Hand, a highly secretive organization of spies whose agenda remain unclear. Whatever the goals of their respective organizations, some deeper bond ties these two together. Their shared future is as veiled as their individual pasts.





BLOODY BRADIGAN

MERCENARY PRIVATEER SEA DOG CHARACTER SOLO

To see a man commit to a skull-crushing, bone-snapping, merciless terror of a beating, just wait until Bradigan gets his blood up!

—Quartermaster Duffock of the *Calamitas*

BLOODY BRADIGAN							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	8	7	3	13	14	4	



WRAPPED FISTS	
POW	P+S
1	9

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Cryx, Cygnar, Khador, and the Protectorate.

BLOODY BRADIGAN

⊕ Fearless

⊗ Tough

Berserk – When this model destroys one or more models with a melee attack during its combat action, immediately after the attack

is resolved it must make one additional melee attack against another model in its melee range.

Gang Fighter – When making a melee attack targeting an enemy model in melee range of another friendly Faction warrior model, this model gains +2 to melee attack and melee damage rolls.

Stumbling Drunk – This model cannot be knocked down. If it is hit by an enemy attack anytime except while it is advancing, after the attack is resolved this model is pushed d3" in a direction determined by the deviation template, then you can choose its facing.

WRAPPED FISTS

Ⓜ Weapon Master

Critical Knockdown – On a critical hit, the model hit is knocked down.

Many men have foul tempers, but the term “berserker” is reserved for men like Torc Bradigan. Better known as “Bloody Bradigan,” this half-mad sea dog seeks violence as other men pursue wealth or women. He is so inclined to murderous rage that his quartermasters keep him constantly drunk and numb or locked away like a maddened gorax in a cage. His handlers let him loose only when ships collide and boarders leap across the gap to capture their prize. Then Bradigan experiences his only true happiness: hammering his chain-covered fists through wood and steel, slashing throats, and strangling invaders with his own bonds.

Even with Captain Montador’s indulgence, Bradigan’s penchant for “accidentally” breaking the necks and ribs of his fellows finds him in the brig more often than not. All restraints come off, however, when bloodshed is afoot. On more than one occasion he has torn the brig’s bars from their mountings when not released into battle quickly enough. With an incoherent scream of unbridled rage he leaps headfirst into the closest enemy mass, bloodshot eyes bulging. Nearly naked except for the chains dangling from his massive arms, Bradigan leaves behind a trail of fresh corpses and the piteous groans of the wounded.

Bradigan’s story began in Five Fingers, where his natural inclinations served him as a street enforcer. His life irrevocably changed when during a back-alley brawl he choked the life from the wrong man, a low captain employed by High Captain Velter Waernuk. To repay his debt, Bradigan was forced to shed blood in Five Fingers’ notorious fighting pits.

One night while the crew of the *Calamitas* enjoyed the town’s entertainment, Captain Montador saw one of Bradigan’s matches. Seeing great potential in the fighter, he maneuvered to acquire Bradigan during a bout of high-stakes gambling with Waernuk. Bradigan has proved a dismal sailor, but it’s his ferocity in battle that led Montador to take him aboard. Montador likes to say he gave the man his freedom—an ironic boast, considering how much time Bradigan spends in the brig.

Bradigan is not always angry; his moods swing rapidly from cheerful enthusiasm to melancholic brooding to barely restrained aggression. What is most frightening is the speed with which he shifts from one extreme to the other. A moment of singing and dancing with his mates can degenerate into a savage rage at the most insignificant incident. He even thrashes about in his sleep, punching holes in the walls of his berth while dreaming of battle.

The crew of the *Calamitas* are glad Bloody Bradigan is comfortable sleeping in the brig. Despite his obvious gratitude toward Captain Montador, Bradigan does not speak regretfully of his days in Five Fingers. In fact, he can drunkenly recall every match he ever fought. Some of his descriptions include reenactments of punches that land a mere hair’s breadth from the faces of whichever unlucky swabs he chooses for his audience.



Andrea
Clerzo



BOSUN GROGSPAR

MERCENARY PRIVATEER TROLLKIN CHARACTER SOLO

Listen to the bosun. Do what he tells ye or expect to land in the sea like a fish not worth guttin' fer supper.

—Mate's advice to a new recruit

BOSUN GROGSPAR							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	8	6	5	13	15	8	



HARPOON GUN			
RNG	ROF	AOE	POW
10	1	3	12



GIANT HOOK	
POW	P+S
4	12

DAMAGE	8
FIELD ALLOWANCE	C
POINT COST	2
MEDIUM BASE	

Mercenary – This model will work for Cryx, Cygnar, Khador, and the Protectorate.

BOSUN GROGSPAR

★ Commander

✱ Tough

No Sleeping on the Job

[Privateer] – This model and friendly Privateer models in its command range cannot be knocked down.

GIANT HOOK

Pitch – Instead of making a normal damage roll on a hit, this model can throw the

model hit as if it had hit with and passed the STR check of a throw power attack. The thrown model suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

TACTICAL TIPS

PITCH – A model cannot throw a model whose base is larger than its own.

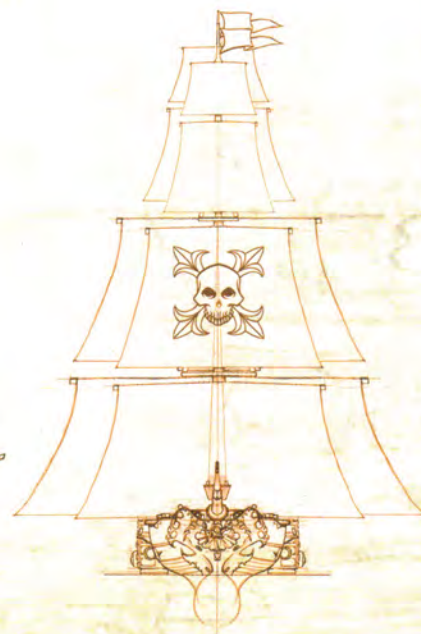
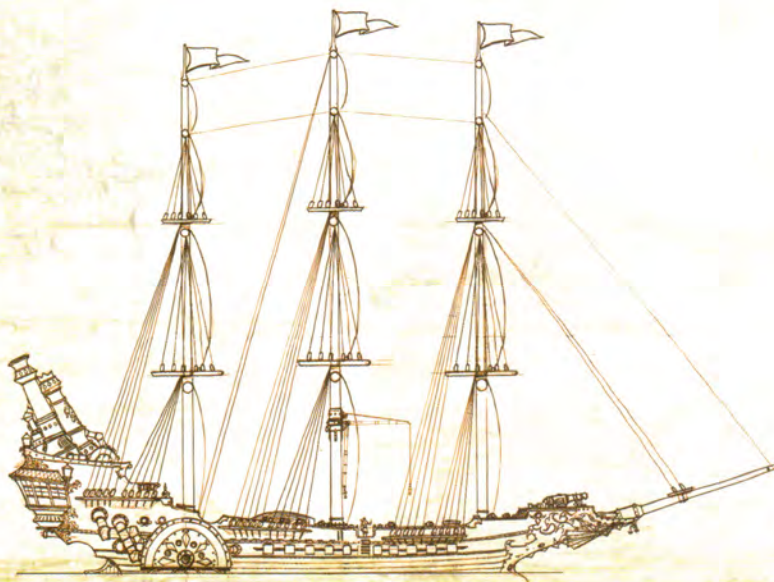
reprisals impressed many sailors, and within a few years he had become an expert seaman sought by any number of captains looking to expand their crews.

The cantankerous trollkin spends little time pondering discipline aboard ship: he simply hurls worthless lubbers over the rail with his hook. Grogspar eventually reels in those he thinks worth saving, particularly anyone who has shown some skill in battle, after letting them flounder in terror for an appropriate amount of time. Such men quickly find themselves at the front of the next boarding party, and the bosun sheds no tears if they take a bullet to the gut or drop screaming into the waves between ships. Some have mistaken the trollkin's stern demeanor for an act and attempted to call his bluff. Such idiots rarely get the chance to repeat their blunder.

Grogspar is strongly attached to the ships on which he serves and takes any attack on his vessel as a personal affront. Every cannonball strike deepens his frown, causes his teeth to clamp down harder on his pipe, and stokes his battle rage. In defense of his ships he is willing to get creative with his choice of weapons, including delivering cut-rate explosives on the end of a wickedly sharp harpoon. This is but one example of his cruel streak. Few things make the trollkin smile as widely as watching an enemy explode and take down a few of his mates for good measure. Grogspar

The *Talion's* bosun is a veteran sea salt named Balasar Grogspar, though no one ever refers to him by his first name. Grogspar was born and raised on Kithgrav Island, part of the Ordic port of Five Fingers. The hovels and sneak thieves of the city disgusted the young trollkin, who dreamed of escaping to the sea.

Grogspar spent his youth working on the docks, where he established a well-respected work ethic in only a few years. He had no patience with the slackers and thugs who occasionally tried to bribe him to let shipments go "missing." Grogspar's violent but strangely good-natured



also enjoys watching a wounded adversary plead for his life as the fuse on the bosun's explosive harpoon burns toward its fatal terminus.

Because of his strong sense of duty, Grogspär was among the most reluctant of the original mutineers who followed Captain Shae to take over the MLS *Exeter*. It was actually Mr. Walls who finally persuaded him, and to this day Grogspär speaks of the "incident" with a grumble of resentment. Most likely the trollkin would have joined the other side if he had known the mutiny would result in the *Exeter's* destruction. The bosun often waxes melancholy about that ship's fate with more emotion than that inspired by deaths among his current crew, who would do well to insult his family before bringing up that particular subject. Grogspär eventually forgave Shae only because it was the ship's captain, Laross Fargen, who actually caused the explosion that broke the back of the *Exeter* and led to its destruction. In retribution, the trollkin personally oversaw Fargen's brutal execution by strapping him to the Commodore and repeatedly firing the cannon.

Grogspär's responsibilities go well beyond his title. The trollkin has never much heeded those above his station and freely speaks out against any of their "fool ideas." Shae tolerates this impertinence and sometimes even outright insubordination with good humor, perhaps remembering that Grogspär fished him out of the water when the *Exeter's* captain cast him overboard to drown. Most days Grogspär functions as undisputed master of the ship, serving wherever needed most, whether as navigator, carpenter, or master of the watch. The only individual to whom he readily defers is First Mate Hawk, and even she occasionally receives blunt summations of his displeasure. By and large this is accepted without complaint because Grogspär boasts decades of hard-earned experience running the ropes aboard dozens of ships. As skilled a sailor as Shae could hope to find and an unholy terror in battle, Grogspär is one of the few crewmembers deemed indispensable aboard the *Talion*.





DIRTY MEG

MERCENARY PRIVATEER CHARACTER SOLO

Never get on the bad side of a woman whose friends weigh six tons and carry cannons.

—“Broadside Bart” Montador

DIRTY MEG							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	6	6	5	13	13	8	



JUNKER			
RNG	ROF	AOE	POW
10	1	—	12



GREAT WRENCH	
POW	P+S
3	9

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Cygnar, Khador, and the Protectorate.

DIRTY MEG

☛ Jack Marshal

☛ Tough

Drive: Off Road – This model can attempt to drive each warjack under its control in its command range. To drive a warjack, this model must make a command check at any time during its activation. If it passes, the warjack gains Pathfinder ☞ and must

use its normal movement and combat action to charge or make a slam power attack during its activation this turn. If it fails, the warjack does not benefit from Jack Marshal this turn.

Repair [8] (★Action) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack’s damage grid.

JUNKER

Stall – A warjack hit by this attack suffers the Stall continuous effect. While a warjack is suffering Stall, its base DEF becomes 7 and it cannot run or charge.

Though many steam ships boast mechanics who know their way around an engine, Meg was born with a natural engineering aptitude others might lack after a lifetime of training. Employed by a warcaster famous for running his ‘jacks hard, Meg is well aware of the value of her skills and enjoys throwing her weight around. “Dirty Meg” fits right in on the *Calamitas*, giving as good as she gets. Anyone standing in her way is liable to lose teeth to her wrench or be heaved overboard by the nearest Freebooter laborjack.

Those who have earned Megan Melroane’s grudging friendship know that she once worked as a member of the Ceryl Dock Workers’ Affiliation, whose elements attend to the countless crates of cargo shipped through Cygnar’s second-largest city. Though Meg became a top-notch laborjack handler, she received a pittance for her efforts. She began stealing from her employers to redress this inequity, using her access to ‘jacks to move purloined goods with a speed none of her competitors could match.

TACTICAL TIPS

REPAIR – A wreck marker cannot be repaired.

A lucrative job selling stolen laborjacks to Bartolo Montador attracted the attention of Mercarian League enforcers. When mercenary thugs came to question her, one of them made the mistake of laying a hand on her, at which point a nearby Freebooter moved up and tore the man in two. Meg evaded capture but became a fugitive wanted for murder.

She arranged for a berth on the first vessel leaving Ceryl in the middle of the night, a smuggling ship bound for Five Fingers. Meg moved from one ship to the next nursing leaky steam boilers and patching up tangles of pipes. Ever alert for the *Calamitas*, she eventually caught up to the ship’s captain in a tavern. She elbowed her way into his dice game and demanded on the spot that he give her a job, calling it her “just due” given that he had lost her the last one.

Spurning her request, Captain Montador awoke the next morning to find one of his ‘jacks disassembled in a pile in front of his door—and Meg standing calmly by with a wrench in hand. She offered to reassemble his ‘jack as soon as she had the job. Meg joined the *Calamitas* that same day and quickly acclimated to the various sea dogs and massive arsenal of Montador’s vessel. Meg has also become a frequent visitor to pirate havens like Bottomton, Captain Phinneus Shae’s island headquarters.

Meg loves to enter battle alongside six-ton, steam-belching ‘jacks, using her custom-built mechanical cannon to seize up gears or short out conduits with jolts of energy. Meg has proven as grim and pragmatic in battle as any of her mates, and they can always find her in the heat of combat by the sound of her cursing over the grinding of gears.



DOC KILLINGSWORTH

MERCENARY PRIVATEER CHARACTER SOLO

Get up and walk it off, son. You don't want him cutting on you. Those knives have seen more use than a Five Fingers madam.

—Lord Rockbottom to an injured sea dog

DOC KILLINGSWORTH							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	7	6	5	12	13	7	



DIRTY THROWING KNIVES			
RNG	ROF	AOE	POW
6	1	—	2



MEAT CLEAVER	
POW	P+S
4	11

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Cryx, Cygnar, Khador, and the Protectorate.

DOC KILLINGSWORTH

⊗ Tough

Anatomical Precision – When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

No, I'm Fine – When another friendly Privateer model makes a Tough roll of 4, 5, or 6 while in this model's command range,

that model heals 1 damage point and is knocked down.

Surgery (★Action) – Choose a friendly Faction warrior model B2B with this model. That model heals d6 damage points.

DIRTY THROWING KNIVES

Poison – Gain an additional die on this weapon's damage rolls against living models.

Thrown – Add this model's STR to the POW of this ranged attack.

Creb Killingsworth's skill with knives is useful in his role as both ship's cook and surgeon. "Doc's" patients do not share his enthusiasm for his practice of medicine, and often the mere threat of "treatment" convinces them to fight on. Doc has variously claimed to be an Arjun from near Mercir, a Morridane from Corvis, a Sinari from Five Fingers, and even a "black Tordoran" from Berck—though none among the Ordic crew have heard of such a race.

Though rarely on the front line, this enthusiastic scrapper has accumulated an impressive tally of kills. Clad in his blood-spattered apron, brandishing an enormous meat-cleaver, and accompanied by the metallic clinking of his ever-present knives, Doc is an unnerving sight aboard ship for friend and foe alike. He has honed his throwing skills by hurling cutlery at ship rats, and anyone on the receiving end of those filthy instruments often suffers terribly from the thick film of gore, spices, and foul sauces.

Sailors accept unusual meals as part of the job, and most have a pragmatic attitude toward the food they are served. Given Creb's penchant for rat-hunting, few but the freshest swabs blink at the presence of these creatures in Doc's ever-simmering galley stew. If one trusts the testimony of his shipmates, Doc puts on a surprisingly tasty spread, whatever its ingredients. Even officers on the *Talion* prefer not to ask questions, perhaps both because they don't really

TACTICAL TIPS

No, I'm Fine – "Another" means that Doc himself still needs a Tough roll of 5 or 6 to heal damage.

want to know and because they don't want to risk getting under Creb's notoriously thin skin.

More vital to the crew is Doc's role in stitching up the injured, a task that elicits his basest enthusiasm. Lacking any formal training in anatomy or surgery, he came by his skills through years of bloody practice, claiming that cutting apart meat and men are similar enough. He relishes immersing his arms in gore up to his elbows while chomping gleefully on a lit cigar.

Though his brand of self-taught surgery makes the men uneasy, Captain Shae and his officers trust Doc to know his business. Doc has saved the life of every officer aboard the *Talion* at least once, his disregard for cleanliness notwithstanding. These include Joln Rockbottom, whom Doc saved from a painful death by removing his gangrenous left leg just before the mutiny on the *MLS Exeter*.

Many crewmembers have similarly lost fingers, hands, feet, eyes, or entire arms and yet survived to tell of their terrifying time in Doc's care. Crewmen have also seen Doc carve up enemies during battle and stuff choice "morsels" in his pockets. Though no one can confirm that Doc's soups include human remains, few would put it past him. Just to be sure, however, many veteran salts stick to stale bread directly after a large melee in order to avoid the meat dishes Killingsworth cobbles together.

TALION STEW

(Serves 100)

- 15 pounds fresh meat (any kind)
- 10 pounds aged peppered meat (any kind); remove maggots
- 5 cups olive oil, butter, bacon grease, or lard
- 120 cloves garlic
- 1 barrel meat stock or stew-pot leavings
- 2 fistfuls dried spices and/or leaves
- 1 sack chopped potatoes
- 1 sack chopped onions
- 1/2 sack chopped carrots, tomatoes, or other vegetables not rotted through (mold okay)
- Top pot with weak ale or cheap wine (not Five Fingers water!).
- Cook at least 12 hours. Keeps indefinitely over low fire.



FIRST MATE HAWK

MERCENARY PRIVATEER CHARACTER SOLO

I saw her cut a man's sword hand off at the wrist, then bid him draw a knife with his good hand so he might not feel helpless when she took that too.

—Captain Phinneus Shae

HAWK	SPD	STR	MAT	RAT	DEF	ARM	CMD
	7	5	7	5	15	13	9



CUTLASS

POW	P+S
4	9

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Cryx, Cygnar, Khador, and the Protectorate.

HAWK

★ **Commander**

✳ **Tough**

Acrobatics – This model can advance through other models if it has enough movement to move completely past their bases. This model cannot be

targeted by free strikes. This model ignores intervening models when declaring its charge target.

Inspiration [Sea Dogs] – Friendly Sea Dogs models/units in this model's command range never flee and immediately rally.

Object of Desire – While in this model's command range, friendly Sea Dog models gain an additional damage die on Hand Weapon attacks against warrior models.

Sucker! – If this model is directly hit by an enemy ranged attack, choose a friendly living non-incorporeal warrior model within 2" of it to be directly hit instead. That model is automatically hit and suffers all damage and effects.

CUTLASS

① **Weapon Master**

Responsible for keeping Captain Shae's sea dogs ready for action, the legendary Hawk suffers neither foolishness nor sloth. Hawk is one of the deadliest sword wielders to walk a deck on the western seaboard, and some claim she has killed more men than rip lung. Her nimble acrobatics and blinding speed make her attacks nearly impossible to withstand; indeed, she navigates battle like a bird of prey, gracefully dancing across the deck to land strike after piercing strike.

Hawk is considerably less comfortable in social situations, where her taciturn and abrasive manner often leads to heated arguments. She has a peculiar but strong bond with Captain Phinneus Shae, who seems to tolerate her moods and is the only one on the ship willing to argue back. The pair of them demonstrate a more harmonious accord in battle; their perfectly coordinated movements require no communication beyond a gesture or shouted word.

TACTICAL TIPS

SUCKER! – This ability is not optional.

One cannot overstate Hawk's standing among the crew of the *Talion*, and these sailors will go to great lengths for even the slightest nod of her approval. Though all admire Captain Shae, they look to Hawk first and last, going silent at her passing and hanging on her every word. It is not an exaggeration to say that Captain Shae commands only because Hawk stands at his side. The fact that so many men have died taking bullets meant to end her life only enhances her reputation, and she willingly spends lives to buy her survival. Only a chosen few have gotten close enough to consider her a friend, and even these cannot claim to know her mind.

Hawk's past, including her given name, is a mystery. An unspoken darkness from her youth adds fire and fury to her eyes, and she claims never to have felt the slightest qualms about killing to defend her ship or seize spoils. Even as a sailor aboard Mercarian League vessels she carried an ominous reputation as an untamable, dangerous woman too valuable and skilled not to employ.

Hawk has a tense and enigmatic relationship with Shae. The reluctance of sailors to speak of this matter on a ship notorious for rumormongers and gutter-mouths testifies both to Hawk's reputation as a killer and the unique esteem in which she and the captain are held. The crew know only that Shae trusts Hawk above all others on the *Talion*. She does as she wishes at all times and has the power to make executive decisions in Shae's absence. In fact, Hawk often serves as acting captain at sea to free the warcaster for other matters. Whenever danger threatens Shae in battle, Hawk is instantly there to fight alongside him—and perhaps that tells anyone all they need know of their true relationship.



Andrea
Clerzo

LORD ROCKBOTTOM, EXPEDITION FINANCIER

MERCENARY PRIVATEER RHULIC CHARACTER SOLO

That dwarf can make a coin sit up, spin, even dance. We don't ask where they come from, so long as he keeps 'em coming.

—Mr. Walls, Quartermaster of the *Talion*

LORD ROCKBOTTOM							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	6	6	6	12	14	6	



FIRE BREATHER				
RNG	ROF	AOE	POW	
SP 8	1	—	12	



CUTLASS		
POW	P+S	
4	10	

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
ROCKBOTTOM'S COINS	5
SMALL BASE	

Mercenary – This model will work for Cryx, Cygnar, Khador, and the Protectorate.

LORD ROCKBOTTOM

⊗ **Tough**

Bought Loyalty – When a friendly Faction model/unit fails a command check in this model's command range, you can mark one of this model's five coin boxes to cause the model/unit to pass the failed check.

Coin – This model gains +1 CMD for each of its unmarked coin boxes.

Paymaster – During this model's activation, you can mark one or more coin boxes on its card. For each coin box you mark, you can use Paymaster once. When you do, choose one of the following incentives. Incentives are RNG CMD and can target only friendly Sea Dog units. A Sea Dog unit can be affected by an incentive only once per turn. When all five of its coin boxes have been marked, this model loses Paymaster for the rest of the game.

- **Money Shot** – Affected models gain +2 to ranged attack and damage rolls for one turn.
- **Payday** – Affected models' melee attack rolls are boosted. When an affected model destroys an enemy model with a normal melee attack, immediately after the attack is resolved the affected model can advance up to 1". Payday lasts for one turn.
- **Walk It Off** – Affected models gain Tough ⊗ for one round.

FIRE BREATHER

🔥 **Continuous Effect: Fire**

🔥 **Damage Type: Fire**

Few aboard the *Talion* are more striking in appearance than the dwarf "Lord" Joln Rockbottom. With one wooden leg and an imperious countenance, he stands at attention in the forecastle wearing a well-tailored, bright red jacket with polished brass buttons and with a tremendous bicorn perched atop his head. Comical though he might appear, none who have sailed for long aboard the *Talion* would dare so much as chuckle where he could hear it. The dwarf has a position of singular importance among the crew and boasts a deadlier hand with weapons than appearances suggest.

His combat prowess is not what keeps the men in line, however: Rockbottom is the ship's treasurer, maintaining finances and paying the crew. His dizzying contact portfolio keeps the *Talion* working, and though the outfit has a shadowy reputation in many ports, Joln's bribes and negotiations obscure any misdeeds with an air of

TACTICAL TIPS

BOUGHT LOYALTY – After all five boxes have been marked, Bought Loyalty can no longer be used.

legitimacy. Without the dwarf, the *Talion* could not maintain its aggressive posture and would not find any welcome ports.

Rockbottom is offended by characterizations of Rhulfolk as greedy meddlers. He insists *most* Rhulfolk are good-hearted and focus on their families and crafts. Joln has chosen to master the "craft" of speculative finance, a sacred calling emulating Great Father Ghrd, the patron of wealth. Rockbottom will not explain the exact conditions under which he left Rhul or the status of his "lordship." Rumors describe a dispute with the Moot of the Hundred Houses over a breach in the Edict of Ownership. Apparently the Moot lacked sufficient evidence to execute or brand Joln, but some speculate he chose a life at sea in an attempt to obey their dictate to stay as far away from Rhul as physically possible. He still has friends in both the Glass Peaks and Cygnaran dwarven conclaves as well as an ally or two in the Searforge Commission.

Rockbottom soon developed an association with the cutthroat Mercarian League, which at first seemed a perfect match—until his greed and penchant for constructing webs of delicate alliances eventually soured his relationship with the organization. No one knows the full extent of Joln's dealings, but he has kept company with Cryxian smugglers, Khadoran kayazy, and Caspian inventors, sometimes all in the same day.

Rockbottom believes a well-placed coin can solve nearly any political or legal difficulty. This philosophy backfired in his position as paymaster and financier for the *Exeter* and put him at cross-purposes with her captain, who called him out on several charges. Joln was guilty of many of the allegations leveled against him, except insurrection; he prefers to let others lead and to influence indirectly using coin. The crew's effort to save him from the *Exeter's* brig genuinely moved Joln, and he is grateful to Doc for removing his gangrenous leg before the subsequent mutiny.

Most of the *Talion* crew view Rockbottom as Captain Shae's equal, and he might be the linchpin that holds the ship together. His financial prowess and political acumen perfectly complement Shae's courage and tactical brilliance. In fact, Joln still owns a small fleet of merchant vessels and invests some of the proceeds from these outside interests into maintaining the *Talion*—among other

dubious ventures. Recently, he has taken a greater interest in his private fleet after coming into possession of a rudder that showed the way to the distant and barely explored continent of Zu. He has taken measures to journey to its main trading port and back, establishing several lucrative deals, and certainly hopes to leverage this into even greater gains in the future. Rockbottom dreams big and hopes someday to influence trade across the entire region as well as possibly fund other expeditions to exotic locales.

Meanwhile he uses the luxuries gained through pillage at sea to increase his comfort while aboard the pirate vessel. No one on the *Talion* resents the fact that Rockbottom never lifts a hand to help with mundane tasks. Such menial tasks, after all, are beneath a "lord."



MASTER GUNNER DOUGAL MACNAILE

MERCENARY PRIVATEER CHARACTER SOLO

Show me a gunner with the nerve to walk the decks barefoot and I'll show you a man who's got iron in his veins or a plate in his skull—or maybe both.

—Kade Tolbot, master gunner of the Stiletto

DOUGAL MACNAILE

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	5	6	7	14	13	8



GRENADE

RNG	ROF	AOE	POW
6	1	3	12



QUAD-IRON

RNG	ROF	AOE	POW
10	1	—	10



CUTLASS

POW	P+S
4	9

DAMAGE 5

FIELD ALLOWANCE C

POINT COST 2

SMALL BASE

Mercenary – This model will work for Cryx, Cygnar, Khador, and the Protectorate.

DOUGAL MACNAILE

★ Commander

⊗ Tough

Artillerist (★Action) – Choose a friendly Faction model. While in this model's command range, the chosen model gains +2 to AOE ranged attack rolls. When the chosen model's AOE ranged attacks deviate, you can reroll the direction and/or distance of deviation. Each roll can be rerolled

only once as a result of Artillerist. Artillerist lasts for one turn.

Double Powder Ration – Once per game during its activation, this model can use Double Powder Ration. Ranged attacks made by friendly Faction models while in this model's command range gain +2 RNG. Double Powder Ration lasts for one turn.

Field Officer [Sea Dog Deck Gun Crew] – If this model is included in an army, you can include one additional Sea Dog Deck Gun Crew unit over that unit's FA.

Hit the Deck! – This model cannot be hit by AOE attacks. If it would be hit by an AOE attack, it is instead knocked down. While this model is knocked down, ranged attacks targeting it automatically miss.

GRENADE

Cumbersome – If this model attacks with this weapon during its activation, it cannot attack with another ranged weapon that activation. If this model attacked with another ranged weapon this activation, it cannot attack with this weapon.

QUAD-IRON

Multi-Fire (★Attack) – Make an attack with this weapon. On a hit, after resolving the attack this model can immediately make one additional attack with this weapon targeting the last model hit or another model within 2" of the last model hit, ignoring ROF. This model can make up to four attacks during its activation as a result of Multi-Fire.

TACTICAL TIPS

FIELD OFFICER – This does not add 1 to the unit's FA; it allows one unit beyond the FA limit. That means in a game with three warcasters, you still get only one extra unit.

HIT THE DECK! – This model never suffers the effects of AOE attacks because it is not hit by them, regardless of whether it is directly hit or just caught in the AOE.

MULTI-FIRE – Multi-Fire ignores ROF but does not ignore RNG. Additional attacks against targets beyond this weapon's range will automatically miss.

To hear the crew of the *Calamitas* talk, one might expect Dougal MacNaile to be more (or less) than human. They claim he was born from a cannon and that he breathes blasting powder rather than air. Such fanciful exaggeration aside, MacNaile *has* crewed big guns longer than anyone else on the ship—and some would say longer than anyone alive on the *Meredius*.

Many crewmen covet the commission of master gunner without understanding the unforgiving and dangerous nature of the occupation. All sailors know to take care with the volatile blasting powder, but daily contact brings a cumulative chance of mishap. A mistake made wrapping powder charges or packing guns rarely gives a gunner a second chance. The lucky ones lose only a couple of fingers—an impairment men can learn to work around—but all too often such incidents are fatal. Even those who avoid blasting themselves apart usually lose their hearing to the thunderous explosions surrounding them day in and day out.

Although he does often have to ask his men to repeat themselves, MacNaile's hearing seems otherwise intact, and he happily retains all his fingers and toes. So brazen is this master gunner, in fact, that he walks the deck barefoot. Dougal has defied the odds to become a legend akin to a patron saint of gunners, cloaked in the mystique of having survived countless near fatalities at sea. Each time the dust clears, Dougal jumps to his feet with a whoop before exhorting his deck gunners to load up the next round and deliver some payback.

MacNaile would be hard-pressed to find a better post than the *Calamitas*. The ship, widely acknowledged as the best-armed privateer vessel sailing today, boasts as many cannons as a first-class ship of the line, and the master gunner rightfully ranks as one of the vessel's most important officers.





MERCENARIES OF RHUL

RHULFOLK AND HUMANITY

With records dating back over six millennia, the dwarves of Rhul have the oldest and most stable continuous civilization in western Immoren. The Rhulfolk seem to have no thirst for conquest outside their homeland in the great northern mountains—a vast expanse of soaring peaks, rugged mountains, sheltered valleys, and deep gorges. The landscape is both beautiful and terrifying, for the Borokuhn Mountains, Silvertip Peaks, and Glass Peaks boast some of the highest peaks and most treacherous passes in western Immoren. Crossing the outer barrier mountains from the south or west requires using the dangerous icy roads and trails created by the dwarves over the centuries. Many of these lead into chokepoints, run under massive fortifications, or twist back on themselves as they climb the mountains, allowing watchers to observe those venturing inward.

Though they have officially maintained neutrality in the affairs of humans for thousands of years, Rhulfolk keep a close eye on the outside world and periodically do involve themselves in outside affairs. After the arrival of the Orgoth their determination to stay aloof gradually eroded. Near the end of the Rebellion against the Orgoth the Rhulfolk shared the fruits of dwarven industry with the rebels, enabling them to construct the Colossals, which played a key role in the eventual defeat of the invaders. This partnership gained Rhul the knowledge to construct cortexes and manufacture blasting powder. The dwarves quickly demonstrated an enthusiasm for both mechanika and firearms, incorporating them into many aspects of their culture, which has long placed an emphasis on honorable battle. Interest in the south has increased in the last few centuries, as the dwarves remain impressed by the innovations of humanity and see great opportunities to expand their trade interests. Some dwarven clans are mercenary by nature and never let an opportunity for profit pass them by; others watch affairs abroad, knowing foreign politics could threaten the security of their homeland.

After the signing of the Corvis Treaties, many younger clans set forth to find their fortunes in the south. King Benewic the Bold, first king of Cygnar, and King Makaros Taranovi, first king of Khador, agreed to allow the settlement of dwarven enclaves within their borders. These arrangements were made with the Stone Lords of Rhul in exchange for lucrative trading rights and access to hardy Rhulic laborers and craftsmen during the rebuilding process. Thousands of

entrepreneurial Rhulfolk emigrated to the fledgling nations of western Immoren and were given lands in remote and difficult regions, little exploited by each kingdom's inhabitants, to settle as self-sufficient enclaves governed by Rhulic law. Rhulfolk have since become a common sight among humanity, both on and off the battlefield. Although Rhul itself seems to have no interest in conquest, its leading clans do seek profit and happily adopt mankind's technological developments. It was not long before a number of these individuals also offered their fighting skills for trade, joining with the already well-established human mercenary tradition dating back to the Thousand Cities Era.

In some parts of eastern Khador and the Upper Wyrmswall Mountains mixed communities of humans and Rhulfolk have been established, though recent tensions between Khador and Cygnar sometimes threaten their safety. Both kingdoms host substantial numbers of dwarves, and their neutrality periodically causes strain. Relations are particularly tense for dwarves in Khador; Rhul's long relationship of commerce with Cygnar is notorious and prompts suspicion.

OGRUN

The ogrun of Rhul are fully integrated members of Rhulic society despite constituting a minority of the nation's population. Millennia ago, the dwarven clans provided shelter and food for neighboring ogrun tribes during a famine. The primitive ogrun placed the same great value on duty and honor as their dwarven saviors, and in only a few generations the ogrun had become citizens of the Rhulic nation. Over time they have become much more civilized than their forebears, but they retain a unique, if complementary, culture within Rhulic society.

Central to ogrun culture is the concept of a *korune*, a lord to whom they devote their service. Young ogrun adults enter a lengthy period as *bokur*, or "unsworn," during which he hones his combat skills and tests potential *korune* candidates by serving as a freelance combatant. This deeply ingrained transitional process was adapted quickly to life in Rhul, with many ogrun communities offering their services to a patron clan.

Most Rhulic ogrun are full members of dwarven clans and are thus subordinate to a clan lord, whom they consider a *korune*. In some purely ogrun communities, one or several ogrun *korune* will speak for their vassals. All ogrun communities in Rhul have at least some ties of loyalty or friendship to nearby dwarven clans, and there is a shared sense of responsibility between both species.





Dwarves in Cygnar are not immune to similar scrutiny, and human soldiers resent providing a safe haven that enables Rhul to prosper while it refuses to intervene the war with Khador. In Cygnar these sentiments are reduced by the assistance the dwarves give with infrastructure projects such as construction of the rail line or bridges. Additionally, Rhulic gunsmiths craft the magelock pistols manufactured for Cygnar's Militant Order of the Arcane Tempest in the enclave connected to Ironhead Station.

RHULIC GOVERNMENT

Life in Rhul has always centered on the clan, a tightly knit extended family of shared bloodlines and marriages. Clans vary considerably in size, with the largest clans having thousands of members. Periodically, new clans are formed by young dwarves seeking to branch out from their families and start afresh.

The clan lords are the most respected dwarves in Rhul; they are the patriarchs or matriarchs of their extended families. Each clan lord is given respect and deference proportionate with the size, prosperity, and honor of the clan. The most powerful of the clan lords are the stone lords, thirteen clan lords who constitute the ultimate authority in Rhul.

They are responsible for the defense and prosperity of the Rhulic people and handle all interactions with foreign powers. Not all stone lords are equally talented, intelligent, or suited to their position, yet each is a direct descendant of one of the Great Fathers, the gods of the dwarves, and has been declared worthy by the Church of the Fathers. Because they are the heirs to a divine heritage, stone lords have both spiritual and secular authority. Although these thirteen lords represent the most powerful clans, Rhul is an oligarchy, and many other clans wield considerable influence. Throughout Rhulic history strong clan lords have banded together to share leadership over lesser clans. Councils of the most prestigious local lords preside over the counties, towns, and cities of Rhul.

The Moot of the Hundred Houses is Rhul's central legislative and judicial body and meets frequently in the Rhulic capital of Ghord to discuss the concerns of the realm. Attendance is limited to representatives of the one hundred most powerful clans. Membership changes periodically as clan fortunes rise and fall, but most of the top clans have held their status for centuries. Moot judges enforce the legal edicts of the Moot and are special experts appointed by the stone lords. These well-educated arcanists, priests, and scholars spend

their working lives studying the Codex, a single body of lore containing all the legal precedents in Rhul's written history, back to the words of the Great Fathers themselves. Moot judges have jurisdiction over entire clans and can pass judgment on clan lords.

Violent competition, duels, and deadly clan feuding is part of life in Rhul. However, these conflicts are generally small in scale and are not considered actual warfare by the standards of the Rhulfolk. Even the largest feuds are regulated by ancient traditions and laws laid down by the Great Fathers and supervised by the grim judges of the Moot of the Hundred Houses. Most clans regularly become embroiled in vendettas of one type or another, even over such matters as property ownership or building rights. These conflicts are formally regulated and monitored by neutral parties, but they can be violent in the extreme. Most often the two feuding clans will dispatch relatively evenly matched forces to do battle in a mutually acceptable location. This kind of battle is highly regulated and is almost never decided by the rout of one side's warriors but instead by victory conditions negotiated in advance, such as the loss of a standard or the casualties of a certain percentage of one side's force. These sanctioned battles ensure only the strongest and most creative clans earn the right to immortalize themselves in the sacred art of building. As in most extended families, the

clans will set aside their internal conflicts whenever they are threatened by outside forces. Additionally, the stone lords and Moot judges brutally enforce the peace whenever feuds threaten to disrupt general commerce and industry.

The idea of being unable to aid one's clan in combat is unthinkable for most Rhulfolk, and few of them fear death in battle or in the bloody duels in which they take pride. As a result, virtually every Rhulic citizen is a capable fighter, and although Rhul does not maintain a national army, its citizenry is made up of near-professional soldiers. If needed, Rhul could raise a tremendous well-trained and well-equipped defense force with little effort.

THE SEARFORGE COMMISSION

Mercenaries are highly respected in Rhulic society. Most of them come from clans with strong martial traditions, such as the ones that guard the fortresses of Horgenhold, Hammerfall, and Lakeforge. These clans apportion a certain amount of their forces as mercenaries, both for profit and to ensure that their armies remain battle-tested and ready for action. The stone lords find this arrangement satisfactory, though the Moot reserves the right to veto any contract for mercenary work outside Rhul. It is understood by all that should Rhul itself be threatened, these soldiers would immediately be recalled to defend the homeland. Even

HAMMERFALL AND HORGENHOLD

All roadways approaching Rhul from the west converge on Hammerfall, the great fortress complex serving as the land gateway to Ghord and Armsdeep that dates back to the time of the Feud of Ages. A terraced fortress composed of dozens of smaller fortifications linked into a single compound, Hammerfall is a triumph of dwarven defensive stonemasonry. It has been long centuries since it faced actual battle, but it withstood many attacks in ancient times by western barbarians and later by more organized Khadoran Menites. The dwarves of Rhul consider it essential to keep the fortress ready for war at all times. It is garrisoned by over ten thousand dwarves rotated through periodically from assorted clans, along with dozens of warjacks. With its massive walls guaranteeing a safe journey for all who bring trade or news to Rhul, Hammerfall has been a regular stop for overland travelers for thousands of years.

Stone Clan Dhurg is directly responsible for this great complex, and its leadership is made up of hundreds of Dhurg kinfolk permanently stationed here. The most notable is Champion Pelgor Dhurg, the older cousin of the stone lord. He spent his youth as a mercenary in Llael and has a strong loathing for Khadorans, exacerbated by the deaths of some of his oldest human friends at Redwall Fortress and Laedry during the invasion.

Horgenhold is a massive, squat fortress atop a sheer cliff overlooking the primary river used to enter Rhul from the south. A major roadway between Leryn and Hammerfall passes directly by it, and scores of cannons are permanently fixed on both the river and the road. Horgenhold has a colorful

past and was actually tested briefly by the Orgoth after they conquered the old human kingdom of Rynr. Orgoth losses were so staggering that they never tested Rhul again.

Maintaining the hold is the responsibility of Stone House Udó, although dwarves of many clans serve there. The hold also serves as headquarters for the hundreds of scouts who patrol the southern mountains and the other forts and watchtowers along the border. All these dwarves have been on high alert since the occupation of Llael. Many dwarves here felt the fall of Leryn personally; some have friends and even family in the nearby Llaelese city. The hold has received many Llaelese refugees, and none have been refused—though they are searched and thoroughly questioned before allowed admittance.

In times of need the waterway can be closed to incoming traffic via a gate of massive, slow-rusting iron alloy rising from the riverbed on gigantic chains and gear works. The fortress garrison searches suspicious ships before allowing them to journey onward. Horgenhold integrates an impressive array of telescopes to watch incoming vessels. Since the start of the wars abroad, the fortress' already large garrison has been heavily reinforced. The Khadorans understand any attempt to bypass or lay siege to Horgenhold would come at a tremendously high cost.

33RD HAMMERFALL HIGH SHIELD GUNNER CORPS

"We fear not the high mountain, nor the deep abyss."

One of the mightiest groups working for the Searforge Commission is the hardened 33rd Hammerfall High Shield Gun Corps. Accompanied by dedicated ogrun bokurs, they specialize in rugged mountain and tunnel fighting. The 33rd Hammerfall Corps was among the first mercenary groups to make extensive use of the Ghordson Driller. The company has also made periodic use of the services of Herne Stoneground and Arquebus Jonne. The two demolitions experts are kept on retainer, and they supply the corps with specialized explosives and direct assistance as needed.

The corps works both within and outside Rhul. They have earned the esteem of many far-flung dwarven enclaves in the Khadoran and Cygnaran mountains, including diverse mining groups working at the Ironhead Conclave in the Wyrmswall mountains. They have tangled with Cygnaran and Khadoran patrols alike—anyone who would have delayed or intercepted the shipments of the Searforge Commission. In the spring of 606 AR, the 33rd broke through a Khadoran blockade of the Black River and got an essential shipment of alloys to the Ironhead Conclave. One month later, on the return trip, the group took out a Cygnaran checkpoint on the same river when the guards did not want to let them pass with their shipment of bullion promised to Clan Searforge.

Recently the 33rd were asked to recover mines long held by outlying dwarven clans in the Thundercliff peaks east of Skirov. Preliminary reports suggested the mines were overrun by the dragon-blighted, so the company thought it would be prudent to secure the services of both Gorten Grundback and Durgen Madhammer. This marked one of



the few occasions when these warcasters agreed to work together. The timing of this job worked to the company's favor, for Gorten had lost warjacks in the battle at the Temple of Garrodh, and his Cygnaran employers had told him his payment was months away. Negotiators sweetened the deal by offering the use of several new warjacks.

The source of the problem turned out to be a large force of blighted Nyss and Everblight dragonspawn. The battalion quickly went to work securing the occupied surface facilities before besieging the mines. Weeks of bloody and difficult battles followed, though the 33rd suffered only a few unfortunate explosives accidents and cave-ins. The group pushed the blighted horrors out of the area and returned the mines to dwarven hands. The expedition was such a success that Gorten conceded he might accept similar contracts in the future on a limited basis, but it was clear he would prefer to keep his distance from Madhammer.

those legally exiled by Rhul would likely answer such a call, so strong is their sense of solidarity.

Rhul has taken more interest in both the activities of mercenaries abroad and the strength of its own borders since the Khadoran invasion of Llael in 605 AR. The invasion brought home the fact that war had come to Rhul's doorstep. This realization in turn resulted in the founding of the Searforge Commission, a group charged with overseeing mercenaries outside Rhul in order to ensure the security

of vital weapons and military shipments. The dwarves of the Searforge Escorts wear bright colors to warn potential trouble that they are not to be interfered with. They bear the sigil of the Searforge Commission while accompanying important trade caravans or guarding supplies of gold ingots or other valuables being sent to Rhul.

The Commission does not answer directly to any one stone lord but rather serves the Moot as a whole. Elements of many martial clans are rotated through the Commission

as required. Most clans are happy to lend their soldiers to the Commission, as it pays well, gives them excellent field experience, and enables them to keep abreast of developments among the human nations of the Iron Kingdoms.

Acquiring supplies and military hardware has always been easier for Rhulic mercenaries than for their human counterparts. The Commission has the backing of several influential houses in Rhul and enclaves abroad, which ensures their mercenaries have steady supplies of parts and freshly produced 'jacks. Even clans with a vested interest do not give away warjacks for free, however, so Rhulic mercenaries often request pay in raw materials or items they know will be of use to their suppliers.

Increasingly, Rhulic mercenaries have grouped together to consolidate their skills, forming bands similar to the chartered companies common to human sell-swords. Those who have faced a dwarven company attest that they are exceptionally well disciplined and highly organized. Rhulic respect for law also extends to the charter laws of their clients. Rhulic mercenaries employ some of the toughest contract negotiators in the business to ensure that both the mercenaries and their clients know exactly what they are getting.

Some larger Rhulic mercenary outfits allow their troops to be hired on both sides of a conflict, taking care during contract negotiations to ensure members of the same company do not face each other in battle. For example, one Hammerfall High shield Gun Corps platoon might be hired to bolster Point Bourne against Khadorans on the western end of the Thornwood, while another platoon is hired by Khador to protect a supply depot near Corvis from Cygnarans on the eastern end of the same front. Each platoon's role is clearly defined, so they will not fight each other even though they serve on both sides of a war.



GORTEN GRUNDBACK

MERCENARY RHULIC WARCASTER

Grundback's the next best thing to hiring an avalanche.

—Herne Stoneground

GORTEN							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	7	7	5	13	19	8	



DUAL HAND CANNON				
RNG	ROF	AOE	POW	
12	2	—	12	



FORGE FATHER		
POW	P+S	
7	14	



GUTTER		
POW	P+S	
2	9	

FOCUS	5
DAMAGE	18
FIELD ALLOWANCE	C
WARJACK POINTS	+7
SMALL BASE	

FEAT: LANDSLIDE

Gorten's command of the elements of deep earth extends to a mastery of tectonic forces. The powerful warcaster can force the ground itself to shift or slide and can thereby draw his enemies closer or push them away, quickly turning an enemy offensive into a scramble for escape.

Choose a table edge and a distance up to 8". Enemy models currently in Gorten's control area are pushed the chosen distance directly toward the chosen table edge in the order you choose. For one round, affected models cannot give or receive orders and suffer -3 SPD, RAT, and DEF.

Mercenary – This model will work for Cygnar and Khador.

GORTEN

Rhulic Warcaster – This model can have only Mercenary Rhulic warjacks in its battlegroup and can reactivate only friendly Mercenary Rhulic warjacks.

DUAL HAND CANNON

Both Barrels (★Attack) – This model gains +4 to the damage roll for this attack. This model cannot make additional ranged attacks with this weapon during an activation it makes a Both Barrels attack.

FORGE FATHER

☞ **Magical Weapon**

Critical Smite – On a critical hit, this model can slam the model hit instead of rolling damage normally. The model hit is slammed d6" directly away from this model and suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

Gorten of Clan Dohlan grew up quickly in the mines of Rhul, where he discovered early his inherent ability to wield the magic of earth and stone. His clan, a storied family of ore-smithing miners, saw great potential in the young dwarf, and Gorten found increasing tools and manpower at his disposal as he swiftly ascended the hierarchy of the Grundback mining conglomerate to which his clan belonged.

When Gorten began commissioning mining steamjacks to further his work, he also uncovered an affinity for the arcane energies associated with mechanika, which he honed during his trade expeditions with the dwarves

SPELLS

	COST	RNG	AOE	POW	UP	OFF
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ERUPTION 3 8 3 14 NO YES

Models hit suffer a POW 14 fire damage roll ☞. The AOE is a cloud effect that remains in play for one round. Models entering or ending their activation in the AOE suffer an unboostable POW 14 fire damage roll ☞.

MOLTEN METAL 2 10 — — NO YES

Target warjack suffers 1 point of fire damage ☞ to each column on its damage grid.

ROCK WALL 2 CTRL WALL — YES NO

Place a wall template anywhere completely in this model's control area where it does not touch a model's base, an obstruction, or an obstacle. The wall is a linear obstacle that provides cover.

SOLID GROUND 2 SELF CTRL — YES NO

While in this model's control area, friendly models cannot be knocked down and do not suffer blast damage.

STRENGTH OF GRANITE 2 6 — — YES NO

Target model in this model's battlegroup gains +4 STR.

TACTICAL TIPS

CRITICAL SMITE – The slammed model is moved only half the distance rolled if its base is larger than the slamming model's.

MOLTEN METAL – If a damage column is full, apply the damage to the next column to the right.

of Llael and Khador. Tapping into the machines' every vibration—from the deep resonance created in their multi-ton steps to the delicate frequencies within their cortexes—Gorten learned to command them just as he could the tremors of the earth itself.

One day Gorten had a revelation: he was meant to be a warcaster. Having heard tales among men and dwarves about the great honor and glory of those who can wield such magic in battle, he decided to leave the mining life behind. He turned the foremanship of his mines over to his nephew, gathered a few of his personal steamjacks, and ventured forth to become one of the few Rhulic warcasters in the Iron Kingdoms. For a while, he lived as any mercenary does—sometimes his coffers were full and his tankards overflowing, while at other times he had barely a scrap to speak of—but after proving the worth of his warjacks a time or two, his services became highly regarded by those able to afford them. His reputation and expert use of their 'jacks even earned him enough respect from the Grundback clan and they elevated him to full clan standing, letting him adopt their name.

Gorten brings a mighty command of stone and earth to the battlefield. At his call, walls of rock will rise from nowhere, molten ore will slag his enemies, or allies will become rooted to the ground so that nothing short of death can move them. He can even focus his will to send a gigantic

landslide of stone and soil careening through enemy ranks while leaving his allies virtually untouched.

Gorten's combat abilities are every bit as remarkable as his powerful and relentless magic. Physically, the dwarf is a block of armored muscle, plodding through battle to close with Forgefather, a mechanical maul tempered to withstand terrible impacts and counterbalanced to add titanic force

to its blows. If he faces foes too cowardly to meet him in battle, he also carries a double-barreled Stoneground pistol modified to his specifications. Gorten Grundback is a skilled technician, a masterful manipulator of geo-elements, and a proud and mighty Rhulic warrior—all available for a mere few thousand gold coins.



DURGEN MADHAMMER

MERCENARY RHULIC WARCASTER

Blood is for butchers. I will give them fire!

—Durgen Madhammer

DURGEN							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	7	6	6	14	17	8	



BUSTER

RNG	ROF	AOE	POW
12	1	4	14



LEVELER

POW	P+S
6	13

FOCUS	6
DAMAGE	16
FIELD ALLOWANCE	C
WARJACK POINTS	+6
SMALL BASE	

FEAT: BOMBS AWAY

The study of explosive force and the application of kinetic energy is Madhammer's specialty. He appreciates masterful pyrotechnics with the focused attention of a connoisseur. Sending forth his power he can augment the explosions of his army into a crescendo of destructive perfection.

While in Madhammer's control area, friendly Faction models gain an additional die on blast damage rolls and AOE ranged attack rolls this turn.

Mercenary – This model will work for Cygnar, Khador, and the Protectorate.

DURGEN

Blast Armor – When this model would suffer blast damage, it gains 1 focus point instead of suffering the damage. It cannot gain focus points beyond its FOCUS as a result of Blast Armor.

Rhulic Warcaster – This model can have only Mercenary Rhulic warjacks in its battlegroup and can reactivate only friendly Mercenary Rhulic warjacks.

BUSTER

Arcing Fire – When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

Carpet Bomb (★Attack) – After determining the point of impact, roll deviation for two additional 4" AOE's from that point. A model hit by one of the additional AOE's suffers a POW 7 blast damage roll.

Case Cracker (★Attack) – This weapon's base stats become AOE – and POW 7 for this attack. When calculating damage from this attack, halve the base ARM stats of models with medium or larger bases. For this attack, this model gains +2 to damage rolls against models with small bases.

LEVELER

☞ **Magical Weapon**

☞ **Reach**

Back Blast – When this model hits with an attack with this weapon, it can spend 1 focus point to use Back Blast. If it does, center a 3" AOE on the model hit. Models in the AOE suffer a POW 10 blast damage roll. This damage is not considered to have been caused by a melee attack.

Boasting a well-earned reputation as a genuine master of disaster, Durgen Madhammer is compelled to destroy with a fervor that goes beyond sadistic, completely oblivious of collateral damage. This lethal instrument of hostile intent is inflamed by the energy of conflict, greedily feeding on the bedlam of battle as he tears into his enemies.

SPELLS

COST	RNG	AOE	POW	UP	OFF
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EXPLOSIVO 1 6 – – NO NO

When target friendly model makes a normal attack with a non-spray ranged weapon, the weapon gains Magical Weapon ☞. If the weapon was AOE – it becomes AOE 3. An affected model cannot participate in a combined ranged attack. Models in the AOE other than the model that was directly hit suffer blast damage but do not suffer any other effects of the attack. Explosivo expires immediately after resolving this model's next ranged attack. Explosivo lasts for one turn.

GROUND ZERO 3 SELF 5 13 NO NO

Center a 5" AOE on this model. Each other model in the AOE is hit and suffers a POW 13 damage roll. Each enemy model damaged by Ground Zero is pushed d6" directly away from this model in the order you choose.

INHOSPITABLE GROUND 3 SELF CTRL – NO NO

While in this model's control area, enemy models treat open terrain as rough terrain. Inhospitable Ground lasts for one round.

POWDER KEG 4 10 5 14 NO YES

On a critical hit, models hit lose their initial attacks and cannot make special attacks for one round.

PRIMED 2 6 – – YES NO

Target friendly warrior model/unit gains +2 to melee attack and melee damage rolls but suffers –2 ARM. If an affected model is disabled by an enemy attack, center a 3" AOE on it and remove that model from play. Models in the AOE are hit and suffer an unboostable POW 14 blast damage roll.

REDLINE 2 6 – – YES NO

Target warjack in this model's battlegroup gains +2 STR and SPD and can run, charge, or make power attack slams or tramples without spending focus. When it ends its activation, it suffers d3 damage points.

TACTICAL TIPS

BOMBS AWAY – The friendly Faction models do not gain an additional die on the damage roll against a model directly hit.

GROUND ZERO – Roll separately for each model pushed.

PRIMED – The disabled model does not provide a soul or corpse token because it was removed from play before being destroyed.

Madhammer's history is rife with catastrophe, due mostly to his preference for and reliance on unstable magic and devastating mechanika. He got his start working in his family's mines ordering 'jacks and blasting tunnels but left the mines after several mishaps and significant loss of life. His kinfolk went so far as to have him legally excised from their clan. Hell-bent on becoming a warcaster, he spent two decades as a mercenary mechanik and battle mage.

Demolitions, elemental magic, and mechanikal know-how have transformed Durgen into a legendary mercenary. His small arsenal includes warjacks routinely pushed beyond their limits and in constant need of repair. Because the dwarf has gained a reputation for being deadly to friend and foe alike, few soldiers of fortune will intentionally work within leagues of him. Those desperate few who do stay well clear of his aim until he has literally blown his payload.

As he cackles madly amid detonations and discharges, Madhammer is often captivated by the complex beauty of the destructive energy he has unleashed. Drawing upon the turmoil of combat to drive him higher and higher, the dwarf rides the rush of battle on an ever-growing wave of devastation—to an eventual collision with an equally spectacular end.



GRUNDBACK BLASTER

MERCENARY RHULIC LIGHT WARJACK

You think that's a mess? You should see what happens when it fires in the confines of a tunnel!

—Thor Steinhammer

BLASTER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	5	6	12	18	—



HAIL SHOT CANNON

RNG	ROF	AOE	POW
SP 8	1	—	10



BASH

POW	P+S
0	6

DAMAGE

1 2 3 4 5 6

	H	H	C	M	
H	H	C	C	M	M

FIELD ALLOWANCE	U
POINT COST	3
MEDIUM BASE	

BLASTER

Rhulic Warjack – This model can be included only in a battlegroup controlled by a Mercenary Rhulic warcaster or assigned to a Mercenary Rhulic 'jack marshal. This model can be reactivated only by a friendly Mercenary Rhulic warcaster or a friendly Mercenary Rhulic 'jack marshal.

HAIL SHOT CANNON

Powerful Attack – When attacking with this weapon, this model can spend 1 focus point to boost all attack and damage rolls for the attack.

The dwarves of Rhul specialize in adapting utilitarian steamjack designs into brutal and economical machines of

war. The Grundback Blaster is an excellent addition to the Rhulic arsenal and is a prime example of their industrial design philosophy. Like its cousin, the Grundback Gunner, the Blaster is based on the chassis of the compact and durable Grundback Runner.

The Blaster is armed with the canister-fed hail-shot cannon, a single blast from which unleashes a resounding volley of tiny projectiles designed to cut swaths through masses of enemy troops. By shaping the inside of the barrel with a metal choke, Rhulic engineers were able to concentrate the cannon's blast significantly. Additionally, their calculated weapon design allows controlling warcasters to increase the killing potential of the cannon with a minor flex of will.

To protect the intricate and delicate internal mechanisms of the Grundback Blaster, Rhulic engineers constructed a heavily reinforced armored shell. Dwarven ingenuity has ensured that Rhul's enemies will be feeling the death-dealing blasts of this tough, efficient little 'jack for years to come.

HEIGHT/WEIGHT: 4'10" / 3.1 TONS

ARMAMENT: HAIL-SHOT CANNON (HEAD)

FUEL LOAD/BURN USAGE: 360 LBS / 16 HRS GENERAL, 4 HRS COMBAT

INITIAL SERVICE DATE: 551 AR

CORTEX MANUFACTURER: BRAND OF ODOM

ORIG. CHASSIS DESIGN: ARUHN GRUNDBACK



GRUNDBACK GUNNER

MERCENARY RHULIC LIGHT WARJACK

Steinhammer said that thing started out as a messenger—well, I think they heard it loud and clear.

—Sam MacHorne

HEIGHT/WEIGHT: 4' 10" / 3 TONS

ARMAMENT: RHULIC CANNON (HEAD)

FUEL LOAD/BURN USAGE: 350 LBS / 16 HRS GENERAL, 4 HRS COMBAT

INITIAL SERVICE DATE: 526 AR (GRUNDBACK RUNNER 513 AR, LACKING ARMAMENT)

CORTEX MANUFACTURER: VARIES (EACH CLAN RELIES ON ITS OWN MANUFACTURER)

ORIG. CHASSIS DESIGN: ARUHN GRUNDBACK

The compact form of the Grundback Gunner has caused more than one group of brigands to underestimate an isolated Rhulic mining party, to their shock and dismay. Despite its somewhat comical appearance, the warjack is unquestionably lethal when commanded by a skilled 'jack marshal or warcaster. Its stout cannon can deliver powerful explosive shells, and its small size is superbly designed to navigate the narrow caves and switchback roads of the Rhulic mountains. Together, the armament and maneuverability make the Grundback Gunner a small force to be reckoned with on the battlefield.

The 'jack was originally designed to carry messages quickly through tunnels and mines rather than to perforate the enemy with cannon fire. After crafty dwarven mechanics added the powerful Rhulic cannon to its chassis, however, the Grundback "Runner" became known as the Grundback "Gunner." When compared to the millennia-old reputation of the Ghordsons, Clan Grundback is a relative newcomer

GUNNER

Rhulic Warjack – This model can be included only in a battlegroup controlled by a Mercenary Rhulic warcaster or assigned to a Mercenary Rhulic 'jack marshal. This model can be reactivated only by a friendly Mercenary Rhulic warcaster or a friendly Mercenary Rhulic 'jack marshal.

CANNON

Powerful Attack – When attacking with this weapon, this model can spend 1 focus point to boost all attack and damage rolls for the attack.

GUNNER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	6	5	6	12	18	—	



CANNON

RNG	ROF	AOE	POW
12	1	—	12



BASH

POW	P+S
0	6

DAMAGE

1	2	3	4	5	6
---	---	---	---	---	---

	H	H	C	M	
H	H	C	C	M	M

FIELD ALLOWANCE	U
POINT COST	3
MEDIUM BASE	

to the premier mechanical conglomerates of Rhul, and they owe much of their prestige to their Gunner. A marvel of efficiency and design that is also easy to service in the field, the 'jack is more than up to the industrial and combat challenges found in the mountain wilds of Rhul.



—Groddenlord Fulgar Lodhurg

142



GHORDSON BASHER

MERCENARY RHULIC HEAVY WARJACK

What, was digging too slow? They decided they'd just bring down the entire mountain?

—Sam MacHorne

Like all Rhulic steamjacks, the Ghordson Basher was designed with utility and durability in mind, as its primary purpose is to haul heavy loads at construction and mining sites. These same characteristics also make it a versatile combat machine.

The 'jack uses an extremely powerful engine mounted on a sturdy chassis, a combination that allows it to pull enormous amounts of cargo both on and off the battlefield. When unencumbered it is surprisingly quick for a heavy laborjack and can bring its massive power to bear with remarkable speed and incredible, concussive force. The 'jacks serving the mercenary regiments active throughout the Iron Kingdoms have been further augmented with powerful short-range grenades they use to soften targets before smashing them apart with devastating impacts.

The machine is heavily armored to add survivability in case of tunnel cave-ins or such conflicts as might occur in the inter-clan feuding that regularly transpires among the Rhulfolk. This studded plating is several inches thick and allows the Basher to inflict terrible damage just with its own mass.

BASHER

Rhulic Warjack – This model can be included only in a battlegroup controlled by a Mercenary Rhulic warcaster or assigned to a Mercenary Rhulic 'jack marshal. This model can be reactivated only by a friendly Mercenary Rhulic warcaster or a friendly Mercenary Rhulic 'jack marshal.

Follow Up – When this model slams an enemy model, immediately after the slam is resolved this model can advance directly toward the slammed model up to the distance the slammed model was moved.

Grand Slam – This model can make power attack slams without spending focus or being forced.

Models slammed by this model are moved an additional 2".

Flak Field – This model can use Flak Field once per turn at any time during its activation but cannot interrupt its normal movement to do so. When this model uses Flak Field, models B2B with it suffer an unboostable POW 12 blast damage roll and other models within 2" of it suffer an unboostable POW 6 blast damage roll.

BATTERING RAM

Hard Head – This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

BASHER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	12	6	4	10	19	—	

BATTERING RAM	
POW	P+S
3	15

DAMAGE						
1	2	3	4	5	6	
H	C	C	C	C	M	
H	H	H	M	M	M	

FIELD ALLOWANCE	U
POINT COST	7
LARGE BASE	

HEIGHT/WEIGHT: 11' 8" / 8.5 TONS

ARMAMENT: BATTERING RAM (HEAD), CLOSE CLUSTER GRENADE LAUNCHER (CCGL)

FUEL LOAD/BURN USAGE: 905 LBS / 13.5 HRS GENERAL, 160 MINS COMBAT

INITIAL SERVICE DATE: 588 AR (GHORDSON HAULER 530 AR, LACKING ARMAMENTS)

CORTEX MANUFACTURER: VARIES (ALL CORTEX PRODUCTION REGULATED BY BRAND OF ODOM)

ORIG. CHASSIS DESIGN: CLAN GHORDSON

TACTICAL TIPS

FOLLOW UP – This model stops moving if it contacts another model. This model does not advance if the model slammed is destroyed by the attack.

FLAK FIELD – Running or failing a charge ends this model's activation, so it cannot use Flak Field afterward.



—Gorten Grundback

Though ponderous, the Wroughthammer Rockram can deliver steady and devastating attacks able to turn the tide of battle as easily as it can rip through a stone wall to extract a vein of ore.

ORIG. CHASSIS DESIGN: UNKNOWN, ATTRIBUTED TO VARL GHORDSON

FIELD ALLOWANCE	U
POINT COST	8
LARGE BASE	



HAMMERFALL HIGH SHIELD GUN CORPS

MERCENARY RHULIC UNIT

I never tire of watching their formations assemble, especially when those stout cousins line up on my side of the paymaster's ticket!

—Gorten Grundback

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	6	5	5	11	15	9



CARBINE

RNG	ROF	AOE	POW
10	1	—	10



AXE

POW	P+S
3	9

FIELD ALLOWANCE 2

LEADER & 5 GRUNTS 5

LEADER & 9 GRUNTS 8

SMALL BASE

Mercenaries – These models will work for Cygnar and Khador.

LEADER & GRUNTS

☑ **Combined Ranged Attack**

☑ **'Jack Marshal**

Ranked Attacks – Friendly Faction models can ignore this model when determining LOS.

Rhulic 'Jack Marshal – This model can control and reactivate only friendly Mercenary Rhulic warjacks.

Shield Wall (Order) – For

one round, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc. Models in this unit can begin the game affected by Shield Wall.

Though impressively equipped, the Gun Corps' real strength lies in its discipline and in the capability of its officers. Years of training allow corps members to position themselves so that a unit can unleash lethal clouds of lead over or between their comrades. The impressive firepower they can bring to bear has inspired more than one client to berate his own riflemen for being unable to emulate the flawless ranked fire of hired Gun Corps soldiers.

Trained as 'jack marshals to defend Hammerfall, Gun Corps sergeants occasionally supplement the firepower of their units with Rhulic warjacks. The sight of a Ghordson Driller towering over a solid line of dwarven guns has changed the outcome of more than one battle—though such an upgrade is available only to the highest-paying customers. Until peace settles on western Immoren or the coffers of younger races run dry, the Hammerfall High Shield Gun Corps will continue to sweep battlefields clean for the right price.

The officers commanding the Rhulic fortress of Hammerfall select and train riflemen to form the venerable High Shield Gun Corps. Members of the Gun Corps exemplify the skill, discipline, and powerful resolve of their people. Hammerfall regiment commanders have made a small fortune by hiring out their men for the Immorese coin that flows so freely in these times of war. These highly trained and well-disciplined fighting units can be compelling options for military leaders who want to bolster their regular army forces.

Well-equipped and heavily armored, the Gun Corps forms crack units of riflemen trained to maneuver and fight in formation. Their shields are ideally suited to hold up the heavy dual barrels of their Rhulic war-rifles. Like arrow slits in a battlement, Gun Corps' shields bristle with rifles blasting away at every target in sight.



HAMMERFALL HIGH SHIELD OFFICER & STANDARD

MERCENARY RHULIC UNIT ATTACHMENT

Fourteen major engagements this year on three fronts. I think our record speaks for itself. If not, you can read the details on the standard young Braflywn's holding.
—Hammerfall Major Redlum Olghrd

TACTICAL TIPS

OFFICER - Because this model is an Officer, when it is destroyed it does not replace a Grunt in its unit. Instead the unit Leader becomes the unit commander and 'jack marshal. This model can issue the Shield Wall order to its unit.

The fortress of Hammerfall produces some of the most outstanding riflemen in all of Rhul, and the captains who graduate from that training are superb leaders. Each of them is a master of the formations and drills of the High Shield Gun Corps. A client lucky enough to hire a Gun Corps company led by one of these officers is assured of a mercenary troupe able to perform flawlessly, no matter the battlefield or enemy.

High Shield Gun Corps officers are primarily responsible for defending Rhul's borders and mountain passes. Their units engage in wide patrols, often accompanied by warjacks to deal with incursions from foreign armies or some of the more hostile wildlife found in the deep wilderness of their nation. But as the soldiers of Rhul increasingly hire out to the armies of their neighbors, so can their officers be found

Attachment [Hammerfall High Shield Gun Corps] – This attachment can be added to a Hammerfall High Shield Gun Corps unit.

OFFICER

☞ Combined Ranged Attack

☞ 'Jack Marshal

☞ Officer

Double Time (Order) –

Models receiving this order must make a full advance during their normal movement. After all models in this unit have completed their actions, each can make a full advance.

Guns Blazing – Once per game while in formation during its unit's activation, this model can use Guns Blazing. This activation, models in this unit in formation can make one additional ranged attack ignoring ROF.

Ranked Attacks – Friendly Faction models can ignore this model when determining LOS.

Rhulic 'Jack Marshal – This model can control and reactivate only friendly Mercenary Rhulic warjacks.

STANDARD BEARER

☞ Standard Bearer

Ranked Attacks – See above.

Rhulic 'Jack Marshal – See above.

OFFICER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	6	6	6	11	15	9	

CARBINE				
RNG	ROF	AOE	POW	
10	1	—	10	

AXE		
POW	P+S	
3	9	

STANDARD BEARER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	6	5	5	11	15	9	

OFFICER'S DAMAGE 5

FIELD ALLOWANCE 1

POINT COST 3

SMALL BASE

far afield, coordinating the defense of the Searforge escorts or leading Gun Corps units for foreign employers.

A ranking High Shield member responsible for recording contracts and a unit's history typically assists these officers. In battle the captain is accompanied by a soldier charged with carrying the company's standard—a pole supporting a number of disks inscribed with the legal status of the company and a list of its valorous deeds. The standard does as much to inspire and exhort the unit as it does to advertise their successes to their employers.



HORGENHOLD FORGE GUARD

MERCENARY RHULIC UNIT

In seven centuries only the Orgoth tested our defenses. If others fear to come to us, we will go to them. March on, lest peace devour our fortunes before we bring our hammers to bear.

—Forge Marshal Galtar Brunderson

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	6	7	4	10	16	9



MECHANICAL HAMMER

POW	P+S
5	11

FIELD ALLOWANCE 2

LEADER & 5 GRUNTS 5

LEADER & 9 GRUNTS 8

SMALL BASE

MECHANICAL HAMMER

➤ Reach

Ⓟ Weapon Master

Critical Smite – On a critical hit, this model can slam the model hit instead of rolling damage normally. The model hit is slammed d6" directly away from this model and suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

Mercenaries – These models will work for Cygnar and the Protectorate.

LEADER & GRUNTS

Defensive Line – While this model is B2B with one or more models in its unit, it gains +2 ARM.

Ranked Attacks – Friendly Faction models can ignore this model when determining LOS.

TACTICAL TIPS

CRITICAL SMITE – The slammed model is moved only half the distance rolled if its base is larger than the slamming model's.

Several clans who protect Horgenhold had kinsmen and friends in Llael who died in the attacks on Riversmet. Many in these clans have made it clear they would feel more comfortable if Llael were rid of its occupiers and if Rhul did not ship its trade through Khadoran territories. Accordingly, the warriors of Horgenhold refuse Khadoran coin while accepting pay from the southern zealots.

These stout warriors bear the name of their ancestral kinsmen who stopped the Orgoth from intruding on Rhulic soil at a time when those tyrants were unfamiliar with defeat. That the renowned Horgenhold Forge Guard has joined the wars of men has not gone unnoticed, and already they have more offers than they can answer.

Horgenhold's heavy infantry march to war enclosed in armor so expertly fabricated it nearly seems made of a different material than lesser examples of the armorer's craft. Forming an impervious line, the stalwart Forge Guard wield massive, two-handed pneumatic hammers capable of delivering blows powerful enough to topple warjacks. Having coordinated battle drills for countless hours alongside comrades for which they would lay down their lives, the Horgenhold Forge Guard operate as a synchronized machine of blunt destruction.



HORGENHOLD ARTILLERY CORPS

MERCENARY RHULIC WEAPON CREW UNIT

My crew could land this shell dead in the center of those pikemen on the darkest night, in a snowstorm, from downhill. Fortunately it's sunny, and really, anywhere near them will do the job just fine.

—Senior Gunner Cathro Whitnack

For centuries the fortress of Horgenhhold has used powerful cannons to defend the southern mountain passes that lead into Rhul. Great emplacements line the citadel's most critical walls, allowing Rhulfolk to obliterate their enemies from a surprising distance. Capable of inflicting staggering damage, the powerful mortar shells can even be fired indirectly, giving the Rhulic army an intimidating ability to control the battlefield.

Escalating war and mysterious attacks on isolated villages in western Rhul have prompted patrols to carry increasingly heavy weaponry. The artillery corps of Horgenhhold was the first to be equipped with an easily portable mortar, which can be fired with great alacrity by crack crews. Even under fire, the dwarves of the Horgenhhold Artillery Corps can accurately gauge a target's range to within feet.

Though Rhul has long possessed powerful artillery, only in recent years have outsiders learned to use it as siege weaponry. The Rhulic Moot has traditionally taken a dim view of mercenary operations, but in recent years the profits made by certain clan lords have been difficult to ignore. Certain provisions now allow Rhulic mercenaries operating abroad to equip themselves with siege cannons

Mercenaries – These models will work for Cygnar and the Protectorate.

SIEGE CANNON

Arming Fire – When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

Light Artillery – This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

Range Finder – While B2B with one or more grunts in this unit, this model gains +2 to attack rolls with this weapon.

LEADER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
3	5	5	4	10	15	9

SIEGE CANNON				
RNG	ROF	AOE	POW	
16	1	3	14	

SWORD	
POW	P+S
3	8

GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
3	5	5	4	10	15	9

SWORD	
POW	P+S
3	8

FIELD ALLOWANCE	2
LEADER & 2 GRUNTS	3
LEADER LARGE BASE	
GRUNT SMALL BASE	

and other weapons of war. Though these mercenaries take great pains to claim neutrality among their warring clients, many clan lords worry that increasing entanglement with the battles of humankind will one day bring war to Rhul's doorstep.



HERNE & JONNE

MERCENARY RHULIC CHARACTER UNIT

*Eighteen degrees left! Seven degrees skyward! Three degrees for wind!
This one's going to kick them in the shorts.*

—Herne Stoneground to Arquebus Jonne in battle

HERNE

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	6	6	6	12	13	9



PISTOL

RNG	ROF	AOE	POW
8	1	—	10



AXE

POW	P+S
3	9

JONNE

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	6	4	12	15	9



BARRAGE ARQUEBUS

RNG	ROF	AOE	POW
12	1	3	14



GREAT AXE

POW	P+S
5	13

HERNE'S DAMAGE 5

JONNE'S DAMAGE 8

FIELD ALLOWANCE C

POINT COST 3

HERNE SMALL BASE

JONNE MEDIUM BASE

Mercenaries – These models will work for Cygnar, Khador, and the Protectorate.

HERNE

Officer

BARRAGE ARQUEBUS

Range Finder – While B2B with Herne, Jonne gains +2 to attack rolls with this weapon.

Scattershot (★Attack) – To make a Scattershot special attack, Herne and Jonne must be B2B. Make a normal attack with this weapon. After determining point of impact for that attack, roll deviation for two additional 3" AOE's centered on that point. Models in an AOE are hit and suffer a POW 7 blast damage roll.

Jonne was born and raised in Rhul, where for centuries most of his conclave have served as guards and smith hands for the Rhulfolk. Growing up quickly on the trade-rich border of Llael, Jonne became used to the flash and pomp of Llaelese merchants. It did not take long for the adolescent ogrun to make a name for himself on the Black River loading docks, where merchants came to ask for him by name. This slight taste of fame went right to Jonne's head, and he soon signed on with a Rhulic mercenary group called the Emberhold. While in the company he practiced his martial skills and worked as a sword-for-hire for any who might be in need of his muscle.

One day during the delivery of a pair of Stoneground originals to one such employer, Jonne met Herne Stoneground himself. A pair of ill-fated brigands picked that time to interrupt the sale. Moving instinctively, Jonne snatched up the two bandits and restrained them until the watch arrived. So fast was his reaction and effective his skill, the surrounding folk broke into applause as the ogrun handed over the brigands. Herne offered Jonne a lucrative contract on the spot, and from that day forth the two were fated to become one of the most famous mercenary teams in all the Iron Kingdoms.

Though that was nearly fourteen years ago, Jonne remains bound to Herne in friendship built through many shared adventures. The ogrun has gone far beyond the call of duty for his charge by saving Herne time and again, and the dwarf feels safe under Jonne's watchful eye. Though some less scrupulous employers might allow their hired muscle to perish in order to save their own skin, Herne would not think of it, leaping to aid his ogrun friend without thinking of his own safety.

Some years ago, after months of Jonne's grumbling, the duo agreed that small arms manufacturing was not the lucrative business it once had been and that true wealth lay in large ordnance. Herne put his mind and gunwerks skills to the task and soon unveiled the Stoneground barrage arquebus. In an effort to market the new creation, Herne and Jonne took to the road, hiring themselves out to potential customers in order to demonstrate the gun's effectiveness firsthand.

The arquebus, a triple-barreled contraption that launches three cannonballs at once, is a beautifully crafted weapon so massive that only the bulging muscles of Jonne—or "Arquebus Jonne," as he has come to be called—can possibly hold it aloft. For his part, Herne uses his shrewd judgment and mathematical skill to help refine the weapon's trajectories. With its weight and kick, the barrage arquebus

TACTICAL TIPS

SCATTERSHOT - The additional shots deviate the full d6" regardless of range. A model in more than one AOE suffers a damage roll for each of them.

HERNE - Because Herne is an Officer, when he is destroyed he does not replace Jonne. Instead Jonne becomes the new unit commander.

Herne Stoneground spent his younger days as a traveling alchemist's assistant. As he roamed from stronghold to stronghold learning his mentor's trade, he became increasingly curious about the sciences involved in gunsmithing, cannoneering, and demolition. By his second decade he had already mastered the manufacture of double-barreled firearms, and his creations earned him a reputation among traders and military merchants alike. The Stoneground mark is hailed in some parts as a sign of the highest quality in firearms.

Mistrustful of messengers, Herne has always insisted on delivering his wares personally. A Stoneground original can fetch a thousand Cygnaran crowns on the open market—and a select few sell at a much higher price behind closed doors—so Herne typically kept several bodyguards in his employ. That changed when he encountered a well-respected ogrun named Jonne.

is difficult to aim, but this shortcoming is balanced by its fragmenting ammunition. The arquebus is devastating at a respectable range, and Jonne is just as deadly in close combat with his mighty axe. Foes who survive the shelling long enough to close also risk facing Herne's axe and pistol—neither of which he is reluctant to employ.

Herne Stoneground and Arquebus Jonne have argued payment options with Khadoran kommandants, joined Cygnaran officers in after-battle victory toasts, and witnessed the prebattle prayers of Menite priests. They have earned a reputation as consummate professionals, and their fees are considered entirely reasonable for those in need of the kingdoms' premier walking artillery platform.



OGRUN BOKUR

MERCENARY RHULIC SOLO

They may be hard as warjacks, but what we save on coal we spend on mutton to keep 'em fed

—Steelhead Sergeant Wagner Holdt

BOKUR

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	6	3	13	17	8



OGRUN POLE ARM

POW	P+S
6	15



SHIELD

POW	P+S
1	10

DAMAGE 8

FIELD ALLOWANCE 2

POINT COST 3

MEDIUM BASE

Mercenary – This model will work for Cryx, Cygnar, and Khador.

BOKUR

Client – Before the start of the game, choose one friendly warcaster, solo, or unit commander to be the Bokur's client. This model cannot be the client of another Bokur or have the same client as another Bokur. If its client leaves play, the Bokur loses all client benefits even if that client is replaced by another model. While within 6" of

its client this model gains +2 to attack and damage rolls and never flees. If this model's client has Advance Deployment, this model gains Advance Deployment.

Power Attack Slam – This model can make slam power attacks.

Shield Guard – Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, this model can become the target of the attack and be automatically hit instead. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

OGRUN POLE ARM

➤ **Reach**

Powerful Charge – This model gains +2 to charge attack rolls with this weapon.

Young ogrun yet to forge a bond with a korune often go to great lengths to impress a potential master. They can spend years outside their homelands trying to establish a reputation. Called *bokur*, which means "unsworn," these reckless youth attach themselves to important people across the continent in order to prove their worth through martial skill. As part of a time-honored tradition for the period before they permanently swear their lives to a single korune, bokur choose temporary clients—no matter the region or employer—and protect them for as long as the agreed upon period or their lives last. From the black ogrun who look after necromancers in the Scharde Isles to the clannish ogrun of Rhul who tower above their dwarven allies, bokur stand between their paying clients and harm.

While bokur are unsworn, they exist to prove their readiness to enter that state and are thus as loyal and fanatical bodyguards as any in Caen. Upon returning to their people, they share tales of the terrible risks they undertook. The glory they receive is directly related to the danger recounted in their stories, some of which can go on for hours. Those who return with scars are heralded as noble; those who lose

TACTICAL TIPS

SHIELD GUARD – If this model cannot become the target of the attack for some reason, it cannot use this ability.

limbs defending their clients are nothing short of heroes. The bokur's code is nearly unassailable, and few would consider even exaggerating their deeds, let alone telling blatant lies. Those rare ogrun caught attempting to deceive their peers are invariably exiled from their communities.

This fate is sometimes shared by bokur who bring shame upon themselves and their family lines by swearing allegiance to dishonorable masters. Though an ogrun whose noble korune is slain usually has little trouble finding a new master, those who served a weak or despised tyrant have few options in choosing a new master. The sorrowful tale of Gudrun the Wanderer is just one example of the pitfalls on the journey to find a worthy master.

Whether crushing enemies with their shields or cleaving them with enormous ogrun pole arms, bokur follow their clients into any situation. They thrill in the glory of battle, and few can survive their rapid, vicious blows or powerful charges. Their astounding motivation to prove themselves leads them to take incredible risks. They do not seek death in battle, however; they merely wish to show their absolute commitment to those they serve. Bokur who survive this period of their lives often become more conservative but are more dangerous combatants for the lessons they have learned.

Many bokur have recently begun collecting trophies or tattoos to mark their successes in greater detail. This practice is not popular with their elders who take a dim view of any ogrun who cannot recall every detail of his glories. Nevertheless, young bokur are increasingly taken with these visual records of their valorous lives.



Arzo

THOR STEINHAMMER

MERCENARY RHULIC CHARACTER SOLO

He and his wrench are worth more than a whole company of hired guns.

—Sam MacHorne

STEINHAMMER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	5	12	14	9



BLOWTORCH

RNG	ROF	AOE	POW
SP 6	1	—	12



WRENCH

POW	P+S
2	8

DAMAGE 5

FIELD ALLOWANCE C

POINT COST 2

SMALL BASE

Mercenary – This model will work for Cygnar and Khador.

STEINHAMMER

★ **'Jack Marshal**

Drive: Pronto – This model can attempt to Drive each warjack under its control in its command range. To Drive a warjack, this model must make a command check at any time during its activation. If the check succeeds, the warjack immediately makes a full advance. If the check fails, the warjack does not benefit from 'Jack Marshal this turn.

Point Blank – During its activation, this model can make melee attacks with its ranged weapon, with a 0.5" melee range. Do not add this model's STR to damage rolls made with ranged weapons. Charge attacks made with ranged weapons are not boosted.

Repair [9] (★Action) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.

Rhulic 'Jack Marshal – This model can control and reactivate only friendly Mercenary Rhulic warjacks.

Tune Up [Rhulic] (★Action) – RNG 5. Target friendly Mercenary Rhulic warjack. If the warjack is in range, its attack or damage rolls are boosted this turn.

BLOWTORCH

🔥 **Continuous Effect:** Fire

🔥 **Damage Type:** Fire

Thor is the first to admit he is a disappointment to his entire family line. He does so, however, with a jovial smile and a hearty laugh, showing no sorrow for having upset his ancestors' hopes for his generation's perfect dwarven warrior. Thor's ease rests mainly on the weight of gold in his pockets: he is one of the best-paid mercenaries in western Immoren, and his specialized talents command more coin than any duelist, rifleman, or other breed of common soldier. Unlike them, Thor can command and maintain the expensive warjacks essential to modern conflict and keep them running well past the point when they should collapse into scrap.

One of several fighting houses sworn to defend Groddenguard, the Steinhammer clan stands vigil against the horrors of the frozen northern plain, watching for the return of the dragon Scylfangen. Thor's family expected this second-born of eight sons to master the art of war and take

TACTICAL TIPS

REPAIR – A wreck marker cannot be repaired.

POINT BLANK – When Thor uses his Blowtorch to make a melee attack it is not a spray attack. Instead he uses the 0.5" melee range.

his place among their ranks of hardy champions renowned equally for drinking and fighting. Thor discovered in his youth a lasting fascination for the mechanical, however, particularly the complex inner workings of Rhul's mining 'jacks. Not caring that it would estrange him from his clan, he found work in a variety of mines, where he became acquainted with 'jacks integral to Rhulic mining, quarry work, and inter-clan warfare.

The warcaster Gorten Grundback introduced Thor to the mercenary life after a brief return to Rhul for resupply. Steinhammer saved the warcaster a sizable pile of coin by repairing two scrapped warjacks that Gorten had given up for salvage. Seeing the potential of such skill, Gorten used his wealth of coin and tales amassed through adventure across the war-torn southern lands to impress the younger dwarf.

Thor gladly left the cold Glass Peaks to find his fortune and has never looked back. He enjoys hiring on with fellow Rhulfolk, but he has also become a welcome sight in taverns frequented by human sell-swords from Five Fingers to Ternon Crag. Thor has followed Gorten's advice to avoid the diamonds offered by southern zealots and to steer clear of the Scharde Isles, but the master mechanik has otherwise offered his services to a variety of paying clients. The excellent reputation he has earned with the illustrious Searforge Commission makes it easier to acquire the elusive mechanical components required to keep 'jacks in proper fighting shape.

In addition to his fair hand with a wrench, Thor has a peerless knack for squeezing maximum performance from the machines under his command. Indeed, those who witness this facility sometimes mistake Thor for a warcaster. He relishes the opportunity to correct such assumptions, proud that his talent is rooted in simple know-how combined with a dash of finesse.



MERCENARIES PAINTING GUIDE

Painting Mercenaries can be a fun and rewarding process. The military-inspired palettes of the Rhulic mercs and standard mercs alike offer the chance to play around with color schemes you might expect to see on a real battlefield, and other mercs give you the opportunity to add a variety of special touches. Painting mercs also means you can be a

bit more relaxed; because uniformity isn't a goal, you can try new techniques and ideas without the fear that the unit or character is going to stand out like a sore thumb. Whether you're adding a unit or two to an existing army or creating a whole army of Mercenaries, their variety makes them entertaining and engaging to paint.



PAINTING TERMINOLOGY

BASECOAT

The initial coat of paint on which everything else will be built. It is important that the basecoat is very clean and every color is where it should be. Your shades and highlights will coordinate with the basecoat and main color choices.

GLAZE

A mixture of water and a small amount of ink that is applied in successive layers to subtly tint an area.

HIGHLIGHTING

A lighter color applied to the basecoat in the raised areas of a miniature to create the look of light hitting the surface. When highlighting in multiple steps, keep a little bit of the underlying color showing, overlapping them like shingles on a roof.

SHADING

A darker color applied to the basecoat in the recessed areas of a miniature to create shadows. Exaggerating the shade and highlight colors will add to the visual appeal of a model.

WASH

A combination of mixing medium, water, paint and/or ink that is liberally applied to the basecoat to create detailed shading. The wash will run into the smallest crevasses on a model and dry as a shadow, so it needs to be a darker color than the basecoat. The wash mix works well as 4 parts mixing medium, 1 part paint/ink, and 3 parts water.

TRAITOR GREEN

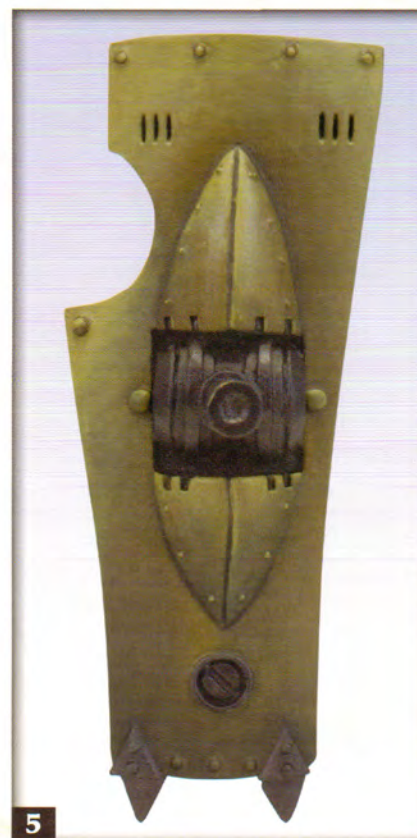
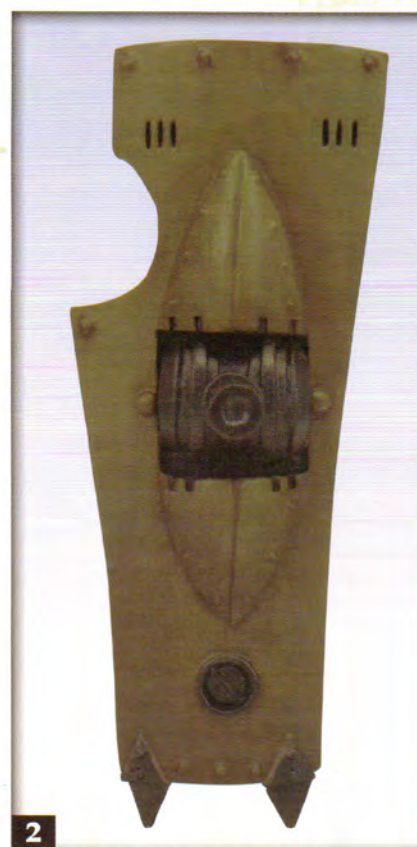
Step 1) Basecoat the area in a solid layer of Traitor Green.

Step 2) Shade the area using Thornwood Green.

Step 3) Apply a second layer of shading with Cryx Bane Base.

Step 4) Apply final shading with a mixture of Brown Ink and Coal Black.

Step 5) Highlight with a mix of Traitor Green and Thrall Flesh.



HAMMERFALL KHAKI

Step 1) Apply a solid and opaque basecoat to the area in Hammerfall Khaki.

Step 2) Shade the area using Gun Corps Brown.

Step 3) Add a second layer of shading with Bastion Grey.

Step 4) Highlight the area with a mixture of Hammerfall Khaki and Menoth White Highlight.



Hammerfall Khaki



Bastion Grey



Gun Corps Brown



Menoth White Highlight



1



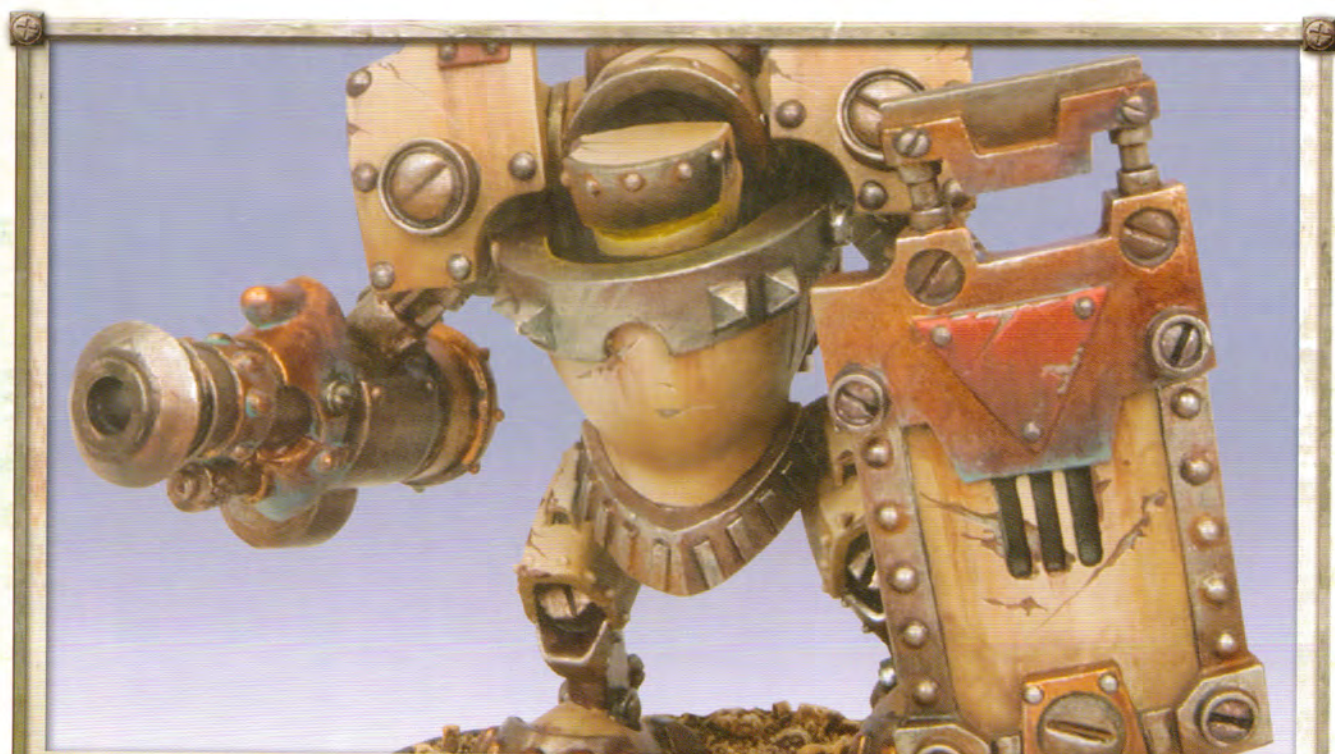
2



3



4



The Hammerfall color scheme works well on Rhulic warjacks too. Including elements like weathering and battle damage adds even more character.

WOOD

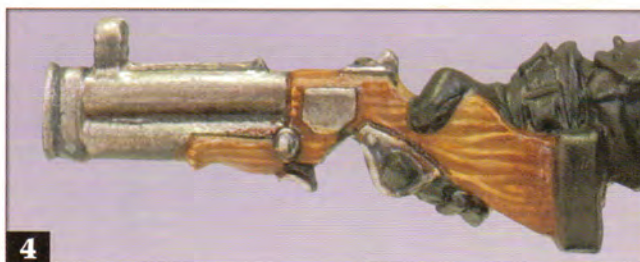
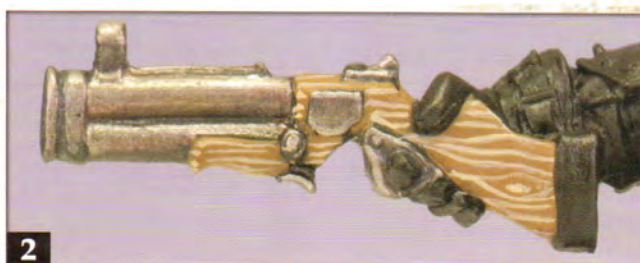
Step 1) Basecoat the wood in Gun Corps Brown.

Step 2) Paint the wood texture using Menoth White Base.

Step 3) Mix a small amount of Yellow Ink and Bloodstone into Brown Ink and blend this mixture over the texture. The blending concentrates the ink toward the butt of the gun, creating a appealing gradient.

Step 4) Add a little Blue Ink to the previous mixture and use this to apply final shading by blending the ink the same way as for the previous layer.

	Gun Corps Brown		Bloodstone
	Menoth White Base		Brown Ink
	Yellow Ink		Blue Ink



GUN CORPS BROWN

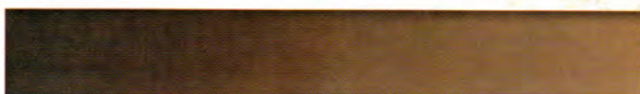
Step 1) Basecoat the area with multiple layers of Gun Corps Brown until you achieve solid coverage.

Step 2) Shade the brown with a layer of Battlefield Brown.

Step 3) Apply further final shading using a mixture of Battlefield Brown and Exile Blue.

Step 4) Highlight the area with a mix of Gun Corps Brown and Beast Hide.

	Gun Corps Brown		Exile Blue
	Battlefield Brown		Beast Hide



STEEL

Step 1) Basecoat the area using Cold Steel. Make sure to use enough coats of paint to get a solid basecoat with no patchiness.

Step 2) Shade the metal with a mixture of Brown Ink and Exile Blue.

Step 3) Apply a second layer of shading using a mixture of Green Ink and Brown Ink with a small dot of Cryx Bane Base added.

Step 4) After the rest of the model is painted and protected with matte sealant, apply some final highlights with Quick Silver. This restores some of the shine muted by the matte sealant.

 Cold Steel

 Brown Ink

 Exile Blue

 Green Ink

 Cryx Bane Base

 Quick Silver



BRASS

Step 1) Use Brass Balls to apply a solid basecoat for all the brass areas.

Step 2) Shade the area with thinned Molten Bronze.

Step 3) Mix Molten Bronze with Brown Ink and Gnarl's Green and use this for further shading.

Step 4) After the rest of the model is painted and protected with matte sealant, apply some

final highlights with a mixture of Cold Steel and Solid Gold. This restores some of the shine muted by the matte sealant.

 Brass Balls

 Molten Bronze

 Brown Ink

 Gnarl's Green

 Cold Steel

 Solid Gold



THE ADVANCED FACE

Step 1) Basecoat the face in Midlund Flesh. Keep your paint thin, and make sure your basecoat is solid and uniform.

Step 2) Shade the face using a mixture of Skorne Red and Midlund Flesh.

Step 3) Mix some Battledress Green with more Midlund Flesh and apply a second shading. The green and red should cancel each other out, leaving a realistic skin tone.

Step 4) Mix Battledress Green with Skorne Red and use this color to define the lines of the face with a fine detail brush. Take care to precisely define the eye sockets, brow line, nose, lines of the cheek, furrows in the brow, and crow's feet around the eyes.

Step 5) Use a 50/50 mix of Midlund Flesh and Ryn Flesh to apply some highlights to the cheekbones, forehead, nose, upper lid, and eyelids.

Step 6) Using Ryn Flesh and a fine detail brush, define the lines of the face. Pay particularly close attention to the forehead, eyebrows, cheeks, and nose.

Step 7) For a "five o'clock shadow," mix Midlund Flesh with Bastion Grey and thin the

mixture with water. Apply the paint in multiple thin coats to the chin, jaw line, and upper lip.

Step 8) Because this model is a pirate and probably has stubble instead of just a five o'clock shadow, mix some Thornwood Green with Midlund Flesh and lots of water and repeat the process from step 7.

Step 9) To add some extra expression, take a drop of Red Ink and add a lot of water to dilute it to glaze consistency. By applying this glaze to specific parts of the face we can imply all sorts of things. In this case we painted it on the nose, lower eyelid, and central brow and forehead. A red nose implies the subject is a drunkard; the reddish lower eyelid implies he is weary or battle hardened; the red central brow implies he's a belligerent and a bruiser. Other places to apply the red are the ears (to show anger or shame) and the outer part of the cheekbones (to give the face a flush of health or embarrassment).

	Midlund Flesh		Bastion Grey
	Skorne Red		Thornwood Green
	Battledress Green		Red Ink
	Ryn Flesh		



TATTOOS

Step 1) Basecoat the flesh evenly in Midlund Flesh. After the basecoat is dry, use a mixture of Coal Black and Thamar Black to paint your tattoo. You can easily fix any mistakes by reapplying the basecoat.

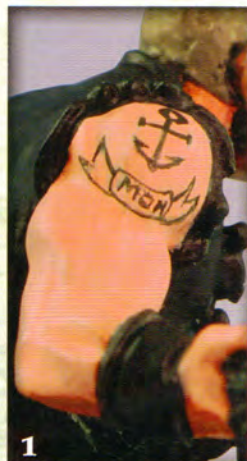
Step 2) From this point on, the flesh is shaded and highlighted in a very similar way to the face with a couple of notable exceptions. The first is mixing lots of Mixing Medium in with the paint to increase the translucency so that the tattoo is visible through multiple layers. The second difference is mixing the green and red with Khardic Flesh instead of Midlund Flesh. This will make the face appear brighter and cause it to draw the eye due to value contrast. Keeping these two things in mind, mix Skorne Red with Khardic Flesh and lots of Mixing Medium and use this color for the first shading step.

Step 3) Apply additional shading with Khardic Flesh mixed with Battledress Green and lots of Mixing Medium.

Step 4) Mix Battledress Green with Skorne Red and use this to paint lines separating and defining individual muscle groups.

Step 5) Mix Midlund Flesh with lots of Mixing Medium and apply highlights. Then carefully clean up any areas of the tattoo that have been obscured by paint to bring the details back to the surface.

	Midlund Flesh		Skorne Red
	Coal Black		Khardic Flesh
	Thamar Black		Battledress Green



1



2



3



4



5



Don't be afraid to experiment with more intricate and colorful designs in tattoo work.



MERCENARY MODEL GALLERY



MAGNUS THE TRAITOR
Warcaster



MAGNUS THE WARLORD
Epic Warcaster



ASHLYNN D'ELYSE
Warcaster



CAPTAIN BARTOLO MONTADOR
Privateer Warcaster



CAPTAIN PHINNEUS SHAE
Privateer Warcaster



FIONA THE BLACK
Privateer Warcaster



GORTEN GRUNDBACK
Rhulic Warcaster



DURGEN MADHAMMER
Rhulic Warcaster



DRAKE MACBAIN
Warcaster



MULE
Heavy Warjack



MANGLER
Heavy Warjack



EIRYSS,
MAGE HUNTER OF IOS
Solo



EIRYSS,
ANGEL OF RETRIBUTION
Epic Solo





FREEBOOTER
Heavy Warjack



MARINER
Heavy Warjack



SEA DOG CREW
Unit



BLOODY BRADIGAN
Solo



BUCCANEER
Light Warjack



DOC KILLINGSWORTH
Solo



**LORD ROCKBOTTOM,
EXPEDITION FINANCIER**
Solo



FIRST MATE HAWK
Solo



DIRTY MEG
Solo



PRESS GANGERS
Unit



**MR. WALLS,
THE QUARTERMASTER**
Unit Attachment



**MASTER GUNNER
DOUGAL MACNAILE**
Solo



SEA DOG RIFLEMAN
Weapon Attachment



SEA DOG DECK GUN
Weapon Crew Unit



BOSUN GROGSPAR
Solo



THE COMMODORE CANNON & CREW UNIT
Unit



LADY AIYANA & MASTER HOLT
Unit



**MADELYN CORBEAU,
ORDIC COURTESAN**
Solo



**RHUPERT CARVOLO,
PIPER OF ORD**
Solo



**RUTGER SHAW,
PROFESSIONAL ADVENTURER**
Solo



**TARYN DI LA ROVISSI,
LLAELESE GUN MAGE**
Solo



TALON
Light Warjack



RENEGADE
Light Warjack



KELL BAILOCH
Solo



HERNE STONEGROUND & ARQUEBUS JONNE
Unit



NOMAD
Heavy Warjack



ORIN MIDWINTER,
ROGUE INQUISITOR
Solo





STEELHEAD HALBERDIERS
Unit



STEELHEAD CAVALRY
Unit



STEELHEAD RIFLEMEN
Unit



CAPTAIN SAM MACHORNE & THE DEVIL DOGS
Unit



VANGUARD
Light Warjack



STANNIS BROCKER
Solo





GREYGORE BOOMHOWLER & CO.
Unit





ALEXIA CIANNOR & THE RISEN
Unit



THRALL WARRIOR
Solo



OGRUN BOKUR
Solo



ANASTASIA DI BRAY
Solo



CYLENA RAEFYLL & NYSS HUNTERS
Unit



GRUNDBACK BLASTER
Light Warjack



GHORDSON BASHER
Heavy Warjack



GRUNDBACK GUNNER
Light Warjack



HORGENHOLD FORGE GUARD
Unit



HORGENHOLD ARTILLERY CORPS
Weapon Crew Unit



THOR STEINHAMMER
Solo



**HAMMERFALL HIGH SHIELD
OFFICER & STANDARD BEARER**
Unit Attachment



GHORDSON AVALANCHER
Heavy Warjack



HAMMERFALL HIGH SHIELD GUN CORPS
Unit



GHORDSON DRILLER
Heavy Warjack



WROUGHTHAMMER ROCKRAM
Heavy Warjack



DANNON BLYTHE & BULL
Unit



**HARLAN VERSH,
ILLUMINATED ONE**
Solo



CROE'S CUTTHROATS
Unit



**GORMAN DI WULFE,
ROGUE ALCHEMIST**
Solo



**REINHOLDT,
GOBBER SPECULATOR**
Solo



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