



Privateer Press

NO QUARTER

ISSUE N° 27
Nov. 2009

MAGAZINE™

YEAR OF
THE GEAR



A FIRST LOOK AT PRIME MK II

2009 FORMULA P3 GRANDMASTER
PAINTING COMPETITION

PAINT LIKE YOU'VE GOT A PAIR!

2009 MASTERS & HARDCORE
CHAMPIONSHIPS

THE BEST OF THE BEST

HOKDEE



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On the Cover

WARMACHINE PRIME Mk II COVER BY ANDREA UDERZO

ANDREA UDERZO IS A RISING STAR IN THE GAME INDUSTRY. HE LIVES IN ITALY, WHERE HE WORKS AS A FREELANCE ILLUSTRATOR, COLLABORATING WITH SEVERAL MAJOR GAME COMPANIES INCLUDING PRIVATEER PRESS. ANDREA LOVES TO COLLECT BOOKS ON ILLUSTRATION AND LISTEN TO MOVIE SOUNDTRACKS. VIEW MORE OF HIS ARTWORK AT [HTTP://ANDREAUDERZO.DEVIANTART.COM/GALLERY](http://andreauderzo.deviantart.com/gallery).

CREDITS



Okay, Okay! I'll give you a Monsterpocalypse Demo!...

Game Designer Michael Faciane is held hostage at the Privateer Press booth at PAX 2009, held in Seattle, Washington. Apparently the convention center sits on a vortex of where heavily armed cosplayers from virtually every era show up to check out the latest games and demand demos from our staff.



President: Sherry Yeary • Creative Director:
Matt Wilson • Creative Manager: Ed Bourelle
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Developer: Jason Soles • Art Director:
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Editor-in-Chief: Eric Cagle

Hobby Manager: Rob Hawkins

Editorial Manager: Darla Kennerud

Editing: Jessica Carl, Darla Kennerud

Playtest Coordinator: David 'DC' Carl

Continuity Editor: Jason Soles

Graphic Design: Kim Goddard,

Josh Manderville, Stuart Spengler

Staff Writers: Simon Berman, Douglas Seacat

Studio Miniatures Painting:

Matt DiPietro, Ron Kruzie

Contributors:

Todd Arrington, Matthew Baich, Benjamin Battiste, Ernest Behnd, Simon Berman, David Boeren, David Bowen, Joshua Butker, Jesse Carlile, Colin Chapman, Rich Curtiss, Mathieu Fontaine, Jen Haley, Rob Hawkins, Justin Herring, Ross Hines, Jess Hodges, Adam Huenecke, Andrew Inzenga, Jen Ikuta, Ryan Jayner, Kris Johnson, Luke Johnson, Jason Lilje, Aaron Locke, Melissa Mayhew, Darren McGregor, Piotr Mikians, Chris Miller, Jason Nichols, Chad Patrick, Marike Reimer, James Russell, Ken Sawyer (Phoenix Games), Tom Schadle, Malone Screen, Tim Spangler, Chris Suhre, Sonya Taulia, Tracy L. Taylor, Gregory Thomas, Tim van Boening, Susan Wachowski, Jason Watt, Joe Wiedeman

Illustrations:

Carlos Cabrera, Chippy, Tracy Constantine, Eric Deschamps, Muttonhead, Karl Richardson, Brian Snoddy, Florian Stitz, Andrea Uderzo, Franz Vohwinkel, Chris Walton

No Quarter Magazine

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Two shots below the waterline for the scallywag who pirates the pirates. Ye been warned.

FIRE IN THE HOLE

We Are the Champions

Due to the way that our scheduling works, *No Quarter's* last issue of the year traditionally focuses on the many conventions Privateer Press attends. This summer was a whirlwind of tours, hitting all the major gaming conventions, including Gen Con in Indianapolis, San Diego Comic-Con and the Penny Arcade Expo (PAX) held in Seattle.

Privateer Press unleashed a number of firsts at Gen Con this year. Players lined up to get their hands on the first new faction for WARMACHINE, the Retribution of Scyrah. Privateer crew also demoed the new WARMACHINE Mk II Quick Start rules, giving players old and new a first look at what to expect in 2010. Not to be left out, *Monsterpocalypse* had its first-ever Masters event along with a number of other tournaments, including the popular Monster Mash and City Smash events!

This issue showcases champions—championship painting and championship tournaments. The Formula P3 Grandmaster Painting Competition (p. 10) was a solid hit, with dozens of absolutely mind-blowing entries. There were quite a few familiar faces in the winning entries but also some fresh blood that helped to raise the bar of quality. Justin Herring managed to pull off yet another victory in the Privateer Press Masters Championship (p. 57) and a mix of veterans and upstarts made up the winners' list in the 2009 Hardcore Championships (p. 61). Congratulations to all the winners, and many thanks to everyone who made these competitions bigger and better than ever before.

With the end of 2009 rapidly approaching, what's in store for 2010? *No Quarter* #28 marks the full conversion over to WARMACHINE Mk II rules in the books, tournaments, and articles within this magazine. We'll be featuring strategies, tactics, and scenarios utilizing the new rules and gear up (beast

up?) for the switch to HORDES Mk II later in the year. We'll offer brutal battle reports, insanely cool terrain and painting advice, and several new series that look at previously untold aspects of the Iron Kingdoms.

Speaking of the IK, Privateer Press has recently made the entire line of Iron Kingdoms Roleplaying Game books available for PDF download via **DriveThruRPG.com** and **Paizo.com**! For too long, players have complained about the scarcity of these highly coveted books, and we've taken your advice to heart. If you don't have a copy of one of these great books, now's your chance to get one and play. Titles available include the *Iron Kingdoms Character Guide*, the *Iron Kingdoms World Guide*, the *Witchfire Trilogy Collected Edition*, the *Monsternomicon Vols. I and II*, *Liber Mechanika*, and *Five Fingers: Port of Deceit*.

So we say a fond farewell to 2009 and look forward to an action packed 2010. If you're a new player, this is the best time to jump into our various universes: the Iron Kingdoms RPG, WARMACHINE, HORDES, *Monsterpocalypse*, and a slew of Bodgers games.

As always,

Play Like You've Got a Pair!

Eric Cagle

— Editor-In-Chief

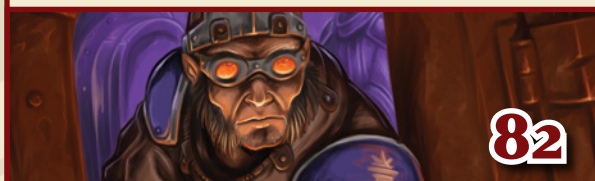
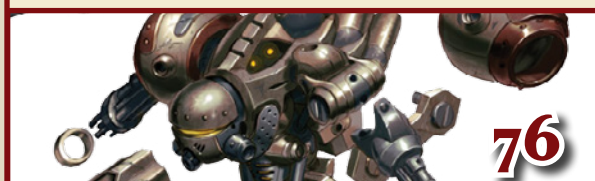
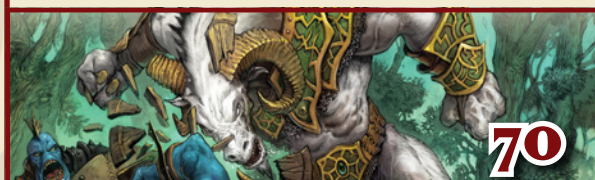
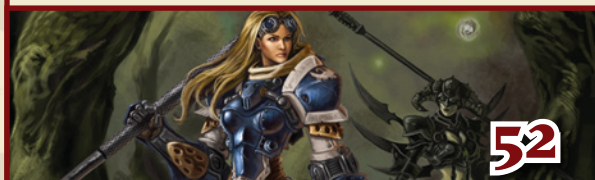
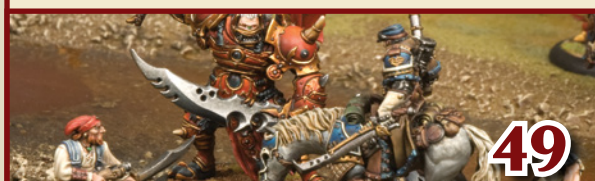
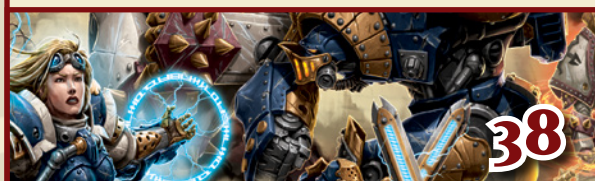


These and other IK RPG titles available for PDF download at:
rpgdrivethru.com and paizo.com!

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BOSUN'S CALL

LETTERS



ASK PROFESSOR PENDRAKE!

Have you ever had a question about the exotic flora and fauna of the Iron Kingdoms? Now you can ask the expert himself, Professor Viktor Pendrake. Look for more "Ask Professor Pendrake" Q&As in upcoming issues of No Quarter magazine.

Q: Professor, in both your books you classify various creatures as grymkin. Could you describe some of the common features of this genus of creatures as well as speculate on the source of their powers and apparent immortality (see *Gristle and Flay* or the Old Man of the Swamp).

A: I must admit we lack an exacting methodology for classification. The nature of their formidable abilities has made this a dangerous and frustrating field of specialty. In some respects this "genus" is a catch-all applied to creatures that fit nowhere else.

Nonetheless, there are a few shared features we have agreed upon. A grymkin is generally human-shaped, being bipedal and in other regards approximating humanity. A notable divide exists between those that look more "goblinoid" such as the cask imp, glimmer imp, or trapperkin, and those which can actually pass as human beings, particularly with the aid of certain glamours. This includes creatures like rusalka, the Old Man of the Swamp, the Twilight Sisters, or the so-called Gentleman Stranger. Grymkin are relatively intelligent, and most can speak and comprehend languages. They must demonstrate supernatural abilities. Lastly they are defined by some connection to humanity, even if often of a mischievous or malevolent nature. It may be that their conformity to human-like proportions is an adaptive mechanism developed from exposure and interaction with people. As to claims of immortality, this purported quality is invariably a product of rumors or myth and is difficult to confirm. As one of my old instructors used to joke, "I don't expect to live long enough to see whether or not anyone I have ever met is immortal."

Oh, this isn't going to end well at all! Chris Miller and his Castigator took in the sights at the Aquarium du Québec, when Eddie the Polar Bear decided to pop into the frame. We'd say that it's pretty even odds.



'JACK TOWN ABOUT

Got a cool landmark in your town? Send us pictures of your 'jacks or beasts out on walkabout to
jackabouttown@privateerpress.com
If we like 'em, we'll print 'em.



Inked For Life

Darren McGregor shows his dedication to the Press Gangers with this fresh tattoo. Now that's pretty hardcore, Darren!

NEWS FROM THE FRONT

News from the Front brings you recaps and advance information about WARMACHINE and HORDES-related events from around the world. Is there a cool event taking place in your area? Tell us about it at: editor.in.chief@privateerpress.com.

FOODMACHINE 2009!

It's time to break out the baked beans and creamed corn again! Foodmachine, a charity-driven food donation tournament, is back. Over the past three years Foodmachine has raised over 30,000 canned food items for local food pantries across the nation. Hunger is an issue 1 in 8 Americans face every year. Here's a chance for you not only to help out your fellow man during the season but also to have some fun playing your favorite miniatures game at the same time.



How does Foodmachine work? Participants bring in canned food items to donate and receive tokens for each item. These tokens can be redeemed throughout the game to generate special effects or perform special actions. Want to reroll a pair of snake eyes? That'll be one can of soup. Want to force those pesky Bloodrunners not to advance deploy? That'll cost you some pineapple rings. All the rules and suggestions for running a successful event can be found at harvest.gamestlouis.com.

Last year, venues across the nation donated 10,127 canned food items to local pantries. The New Jersey SOBs, led by Press Ganger Micheal Stubbs, donated the most canned food items and took home the Foodmachine traveling trophy. That trophy is now back up for grabs—as are the bragging rights! Participants will be able to track how their venue is doing throughout the event at harvest.gamestlouis.com. Total tallies won't be available, but you'll be able to see how each venue ranks against the others.

The event will run from November 9th until December 31st. Thanks to all who have participated in the past and to all who are working this year to help out 1 of every 8 Americans. Those interested in participating in Foodmachine are encouraged to check out:

harvest.gamestlouis.com

MANGLED METAL & STEAMROLLER AT PHOENIX GAMES



Play some Mangled Metal and Steamroller at Phoenix Games and beat up your buds the friendly way!

Sunday, September 13th, will certainly be a date to remember at Phoenix Games in Buford, Georgia. While certainly not the first tournament to be held there for WARMACHINE and HORDES, it was definitely one of the most intense. Twenty-two players joined together to play in brutal 350-point Mangled Metal and 500-point Steamroller battles. The action lasted all day, with every faction represented by only the best of sports and tacticians. When the dust cleared on the gorgeous gaming tables, two players were named champions to great acclaim! Events are held every second Sunday of the month, so check with Phoenix Games if you want to join in.

NEW RELEASES



**RETRIBUTION WARCASTER
RAVYN, ETERNAL LIGHT**
SCULPTOR: BRIAN DUGAS
PIP 35004 • \$9.99



RETRIBUTION WARCASTER ADEPTIS RAHN
SCULPTOR: BRIAN DUGAS AND JEFF
GRACE • PIP 35002 • \$11.99



**RETRIBUTION MAGE HUNTER
ASSASSIN SOLO**
SCULPTOR: BRIAN DUGAS
PIP 35016 • \$7.99



**RETRIBUTION
DAWNGUARD SCYR SOLO**
SCULPTOR: BRIAN DUGAS
AND BEN MISENAR
PIP 35020 • \$9.99

RETRIBUTION HOUSE SHYEEL BATTLE MAGE UNIT
SCULPTOR: STEVE SAUNDERS • PIP 35012 • \$29.99



**CIRCLE ORBOROS WOLF
LORD MORRIAG
CHARACTER DRAGOON**
SCULPTOR: STEVE SAUNDERS
PIP 72037 • \$29.99



**TROLLBLOOD
RUNESHAPERS**
SCULPTOR: JOSÉ ROIG
PIP 71044 • \$40.99



NOVEMBER 2009

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NEW RELEASES



LEGION OF EVERBLIGHT WARSPEARS UNIT BOX
SCULPTOR: STEVE SAUNDERS • PIP 73041 • \$44.99



TROLLBLOOD FENNBLADE UNIT BOX
SCULPTOR: TODD HARRIS • PIP 71042 • \$49.99

NEW RELEASES

DECEMBER 2009

DECEMBER 2009

DECEMBER 2009



RETRIBUTION HOUSEGUARD RIFLEMAN UNIT • SCULPTOR: BRIAN DUGAS • PIP 35011 • \$42.99



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AT PRESS TIME

RETRIBUTION HOUSEGUARD
HALBERDIER UNIT
SCULPTOR: BRIAN DUGAS
PIP 35010 • \$54.99



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RETRIBUTION STORMFALL
ARCHER UNIT
SCULPTOR: BRIAN DUGAS
PIP 35017 • \$24.99



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GHORDSON BASHER
RHULIC HEAVY WARJACK
PIP 41082 • \$25.99



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DANNON BLYTHE & BULL
PIP 41080 • \$17.99

HARLAN VERSH,
ILLUMINATED ONE
PIP 41081 • \$9.99



LT. ALLISTER CAINE – 2009
SCULPTOR: EDGAR RAMOS
PIP 35010 • \$11.99



MONSTERPOCALYPSE SERIES 4:
MONSTERPOCALYPSE NOW MAP PACK
PIP 50029 • \$12.99

SCRAPPERS

IT'S A FRENZY ON THE FACTORY FLOOR!



Those zany goblin bodgers are at it again! Take control of a goblin and race to pull parts off the factory conveyor belt to complete your contraption first. It's not always easy to grab that perfect part, though. Players have to contend with the constantly moving conveyor belt, the schemes of rival goblins, and the mischievous antics of the outsiders Keelie and Guppy!



From the creators of the award-winning *Infernal Contraption* card game, *Scrappers* is the perfect family board game for 2-4 players ages 9 and up.

THE FACTORY IS OPEN! AVAILABLE NOW!

Find out more at www.privateerpress.com

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A **BODGERS** GAME

2009 FORMULA P3 GRANDMASTER PAINTING COMPETITION

The Best of the Best



Some of the finest painters from across the globe attended Gen Con 2009. These artisans had labored for months producing some of the most beautiful miniatures ever seen.

The awe-inspiring level of creativity and craftsmanship displayed at this year's Formula P3

Grandmaster Painting Competition was spectacular.

The judging was difficult, to say the least. Privateer Press Studio Manager Ron Kruzic and Hobby Manager Rob Hawkins deliberated for hours to select the winners of each category. When it came time to select the competition's Grandmaster, one model stood out above the others. The resculpted head and scenic base of Jen Haley's Victoria Haley model, combined with a flawless paint job, won her the top honor of Grandmaster.

In addition to the highly coveted gold, silver, and bronze "Skullie" trophies, this year we awarded a limited number of honorable mentions. Participants who earned an honorable mention received an engraved acrylic plaque. On the following pages you can see the winners and honorable mentions for the 2009 Formula P3 Grandmaster Painting Competition. Many thanks go out to all of the participants, whose endless toil resulted in some of the finest paint jobs around!

The Categories

Warjack/Warbeast

A single light or heavy warjack or warbeast

Warrior Model

A single trooper, solo, warcaster, or warlock

Battlegroup

A warcaster and 2-5 warjacks or a warlock and 2-5 warbeasts

Unit

A unit or a game-legal group of models

Diorama

A scene of the Iron Kingdoms not larger than 12" x 12" x 12", made up of several components

The Prizes

First Place

\$200 per category

Grandmaster

The Grandmaster is selected from the first place entries in each category and wins \$1,000 . . . and bragging rights!

JEN HALEY

2009 Grandmaster Award Winner



As a little girl I loved going with my dad to the hobby shop to pick out people and animals for his model train table. I always had some art or craft hobby project in progress. In college I started dating gamers. Miniatures looked like fun. It's been all downhill from there, and I've been painting miniatures for 13 years now. My style is pretty straightforward: I wet blend on flat surfaces and layer everywhere else, including glazing. It's hard to say how long it took to complete this model. I only keep track of hours on commission work. For competition/exhibition models, it's just better not to think about it!

I'm currently working on a 1/10 female aviator bust and a group of pirate babes, some medieval knights with ornate heraldry for George R. R. Martin's toy soldier collection, and several pieces for a variety of companies and websites. In about three months I'll start thinking about what to paint for Gen Con 2010.

THE JUDGES SPEAK...

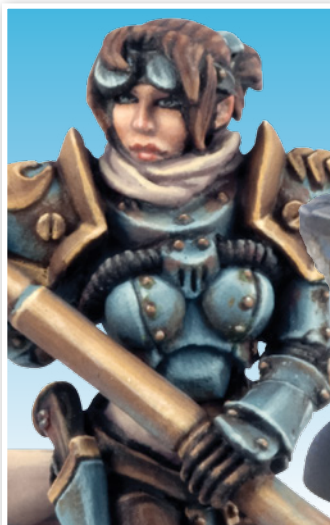
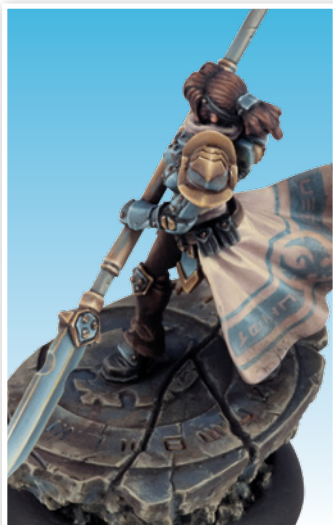
Ron Kruzic, Studio Manager

Perfect blends, a lovely palette, great composition, a custom base, freehand to make one's heart melt, great lighting, and just a downright fantastic paint job. What else does one need on a mini? Skill and the ability to know how to use it is why this piece took the hammer home.

Rob Hawkins, Hobby Content Manager

The almost monochromatic color palette of this model really made it stand out for me. The blues are reflected in the gold, and the gold is reflected in the silver, which serves to unify the colors, adding a quality of realism to the miniature. The sculpting work on the base and head are flawless, as is Jen's non-metallic-metal painting technique. The Cygnus and runes on Haley's cloak are properly shaded and highlighted, which is something that often gets overlooked in miniatures painting. This is a beautiful miniature, in composition and execution, well deserving of the title of Grandmaster.

"Victoria Haley" (Warrior Category)

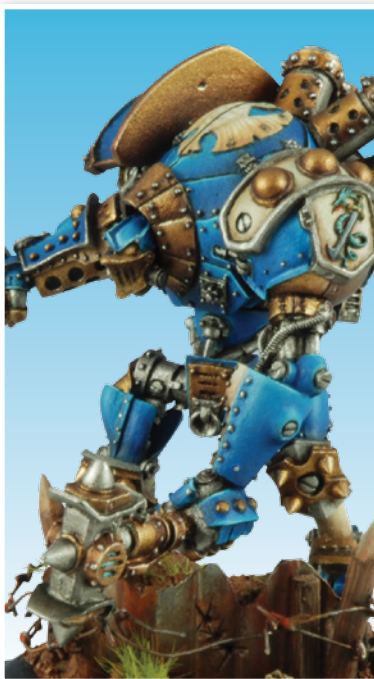


WARJACK/WARBEAST



RICH CURTISS Warjack/Warbeast (Gold)

O'l Rowdy was a joy to paint. He's full of personality and spirit. I imagined him in an old WWI scene, perfectly at home in trench warfare. I spent 35–40 hours on the prep and painting. I used the traditional color scheme for Cygnar; blue is one of my favorite colors. I also concentrated on very smooth transitions using the two-brush method for most of the base work along with using very thin, controlled glazes.

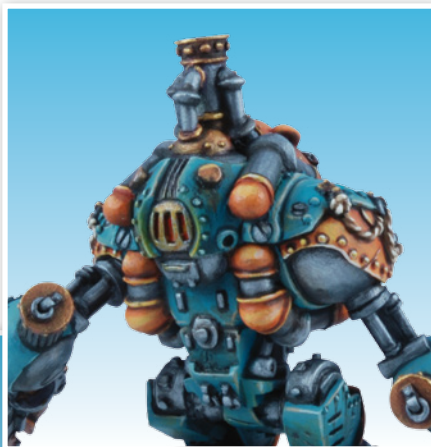


WARJACK/WARBEAST



TOM SCHADLE Warjack/Warbeast (Silver)

I've been painting miniatures for about 24 years now, starting with the first *Dungeons & Dragons* boxed sets. The color choices for the Freebooter came right from the *Forces of WARMACHINE: Pirates of the Broken Coast*. I looked at Andrea Uderzo's paintings a lot and went online to find all things marine, to get a feel for the colors of maritime equipment, the grime and weathering. I wasn't a huge fan of the running pose—I wanted the 'jack to look a little more stable on deck—and it was a simple matter to reposition the running leg to be standing on the step. I'd say the Freebooter took perhaps 12–18 hours to complete, including cleaning, assembly, and doing the base. I primarily use a layering technique, where the opaque stripes of highlight colors have the edges blurred and softened using thinned-down, translucent layers of the same color and a feathering technique, similar to what the PP staff painters describe as their "two-brush blending."



WARJACK/WARBEAST



JASON NICHOLS Warjack/Warbeast (Bronze)

I always have to start with a big thanks to my wife Diane (my harshest and best critic), the very cool Privateer crew, my good friend Byron whose skills at painting push me to work harder, and my fellow Formula P3 painters whose works inspire and humble on and off the tabletop.

It's hard to miss the point that the axe is the most striking feature of the Troll Axer. The axe head alone is bigger than his leg! After some reflection, I attempted to paint a reflection. I honestly didn't think I could pull it off, but why not have a swing at it?

Like Marike Reimer (a phenomenal painter) I got involved in tabletop gaming and painting while in college. Double majoring was taking a toll on my brain, and as it seeped from my ears I realized the need to take summers off. Gaming offered a means to keep my sanity. Thankfully, the GI Bill kept the debt away and day-old pizzas in the fridge, but on occasion I'd paint to bring in some extra cash. Being a literature professor now keeps my summers open to game and compete, and it's my students' essays that cause the gray matter to flow. If not for Privateer Press I'd probably be catatonic.



WARJACK/WARBEAST

JOE WIEDEMAN
Skarath



AARON LOCKE
Snapjaw



TIM VAN BOENING
Deathjack



MATHEW BAICH
Juggernaut



JESS HODGES
Stormclad

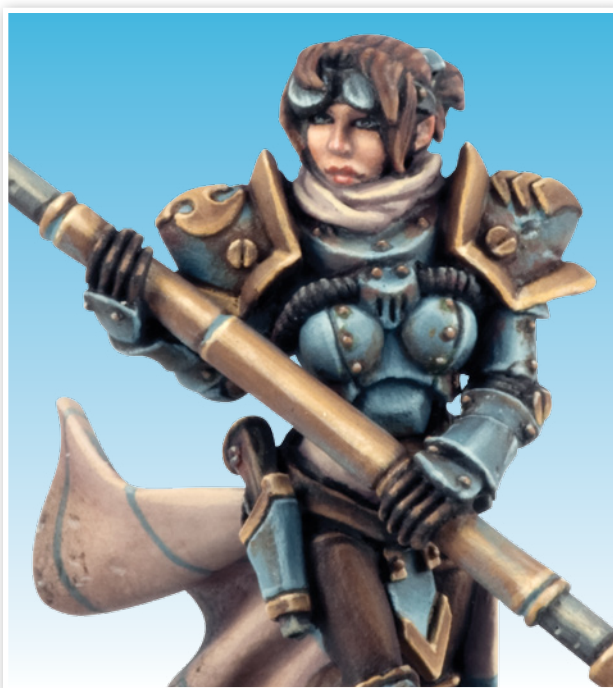


WARRIOR



JENNIFER HALEY Warrior (Gold)

Captain Haley was painted partly as relief from all the purple and ochre. I started the conversion a few years ago and had forgotten all about it. Valeria the Pistoleer donated her head. There are lots and lots of green stuff rivets. Haley needed a display base that set her off without overwhelming the miniature, so I built a crumbling Cygnar plaque from plasticard and cork. It says "Victory in Mechanika."



WARRIOR



JESSIE CARLILE Warrior (Silver)

I have been painting and wargaming for the past 12 years but really started trying to perfect my painting skills about two years ago after admiring the work of Marike Reimer and Jen Haley. I chose to paint Forward Kommander Sorscha this year because she is one of my favorite warcasters and her figure is full of character. I think Sorscha has a very predatory look on her face and wanted to reflect this by having her stepping into some trenches while some poor trencher finds himself in her icy gaze. I spent about 40–50 hours on her using very thin, watered-down layers of paint. Glazes were then added to smooth transitions and make the colors more vibrant. After painting figures for competition I am now working on my Retribution army to take a break, although I'm sure I'll still freak out about having the figures look perfect!



WARRIOR

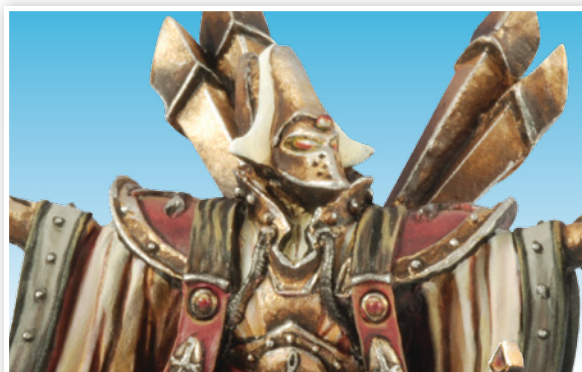


MATHIEU FONTAINE Warrior (Bronze)

I've been painting for competition for a few years now. This year's entry was a last-minute thing. I had nearly decided to not participate the competition this year, opting to take the few days left before Gen Con to relax and rest. Then I remembered Privateer Press' slogan: "Play like you've got a pair!" I didn't have much choice after that.

I selected Hierarch Severius because it was the only miniature we had in stock at the store. Since I was leaving in four days for Gen Con there was no time to order something, and those shiny new elves were not out yet . . . so Hierarch Severius it was. The figurine was assembled right out of the packaging. I simply sculpted the rock pattern on the base to match the column on which one of the servitors is kneeling. The selection of color was pretty simple. I knew I had to stick to white and sanguine red to respect the Menoth pattern, but I didn't want to incorporate the gold in the fabric as the original studio model.

The model was in fact finished at Gen Con—you can't really get more last minute than that! In terms of techniques used, I am all about blending. In fact there is not really any other solution if you want smooth color transitions. I also used an airbrush for the basecoat, first highlight, and first shadows. It allowed me to save a lot of time on the cloak and other areas.



WARRIOR

BENJAMIN
BATTISTE
Vilmon



TOM SCHADLE
Greylord Solo



JESS HODGES
Pistol Wraith



MATHEW BAICH
Widowmaker

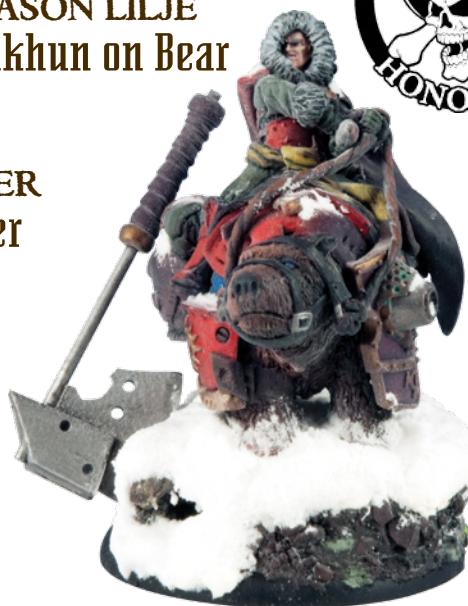
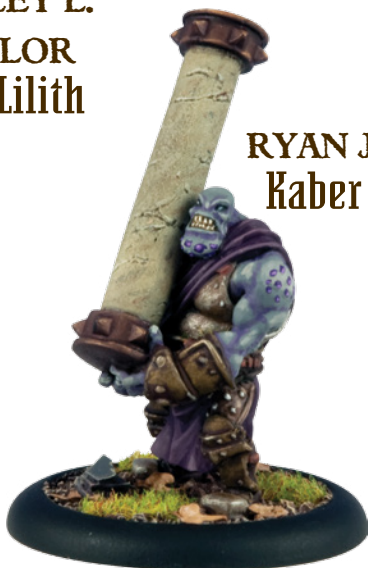


TRACEY L.
TAYLOR
Epic Lilith

JASON LILJE
Drakhun on Bear



RYAN JAYNER
Kaber Tossar

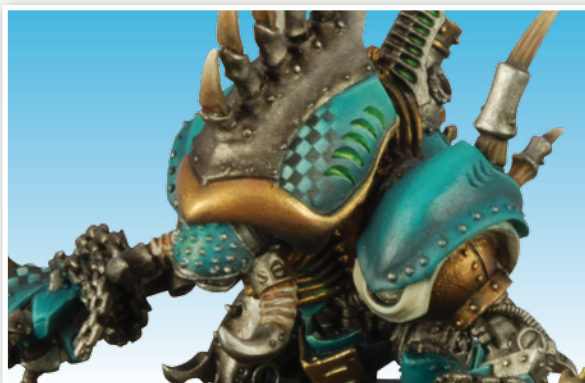


BATTLEGROUP/HORDE



RICH CURTISS Battlegroup (Gold)

This group was a labor in love. I decided to start a new army, Cryx. I started by choosing a paint scheme and army list, and this is a result of that process. I took my inspiration from the colors that you see in the ocean. I also wanted to make this a fun project. Each figure has a fading checkerboard design in multiple areas—it's kind of like with Where's Waldo; you need to find them. Also every warjack has freehand Cryxian symbols painted in various areas. I spent roughly 125 hours on this project.



BATTLEGROUP/HORDE



TOM SCHADLE Battlegroup (Silver)

I've had Gorten's battlegroup since they came out, and always knew I wanted to do a sort of construction vehicle scheme with them (the artwork on p. 79 of *Escalation* was clearly an inspiration). The contest finally gave me the kick in the pants to actually get them done! It took me about four hours per 'jack, and another six for Gorten, to complete. I unfortunately ran out of time to finish the Ghordson Driller, though, and now there's all these Iosans on my desk . . .



BATTLEGROUP/HORDE



SUSAN WACHOWSKI Battlegroup (Bronze)

I used to be a heavy gamer, married a gamer, I have a gamer girl daughter, and I'm pretty sure our cat is a gamer as well. I am an Orboros fan, so when I saw the Satyr come out I just had to get him, but I wanted to paint a Pureblood as well. The solution was to simply make them a single battlegroup. I didn't like Morvahna's hair so decided to try my hand at sculpting, creating a hood and strands of hair coming out to match the sweeping cloak. I put some tendrils on her base and some rocky bases for the beasts. I try to always stick with very woodsy colors—browns, leathers, plant greens, much of it shaded with purples—and added a contrasting red. Then I painted a wood-grain pattern on all the armor edging, which took forever, but I loved the effect.



BATTLEGROUP/HORDE



JOE WIEDEMAN
Trollbloods
Battlegroup

TRACEY L. TAYLOR
Cryx Battlegroup



JAMES
RUSSELL
Khador
Battlegroup

ROSS HINES
Protectorate
Battlegroup



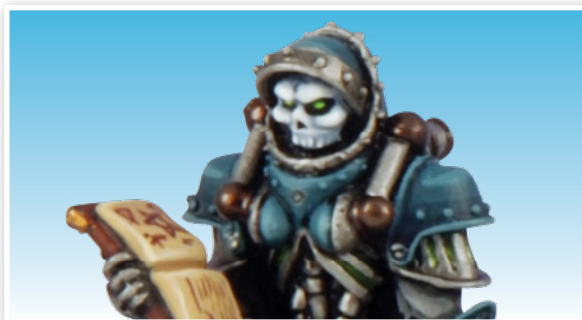
JESS HODGES
Cryx Battlegroup



JESS HODGES Unit (Gold)

I first started painting minis back in the early '90s when some undead models caught my eye in the local comic shop. I've been painting and playing with toy soldiers ever since. I even used painting as a source of income while attending college.

The inspiration for my Combine came from the alternate Cryx color scheme in *Superiority*. The pale blue-grey color stuck in my head, and I just tried to match it. I played around with blues and greys, never getting it quite right. Turns out it was coal black and pale grey that make that nice blue tone. I used successive layers of coal black mixed with space wolves grey for the highlights. The final touch was a wash of blue ink, black ink, varnish, and water. This helped pull the colors together and deepen the shadows a bit. It's not an exact match to the ones in the book, but it's pretty close, and I like the way they turned out. Each model in the unit has roughly six hours' worth of work put into them. Now, I just have to get the rest of the army done!





RICH CURTISS Unit (Silver)

These miniatures were actually the first figures that I painted for my new Cryx army. I spent 45 hours to complete this unit. I paid a lot of attention to highlighting and shadowing of the true metal areas to offer a lot of contrast in such small areas. This is one of my favorite units to paint for the Cryx.

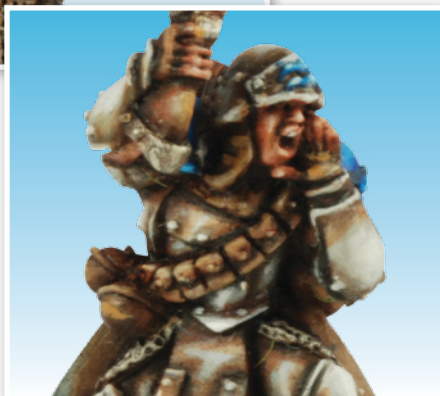
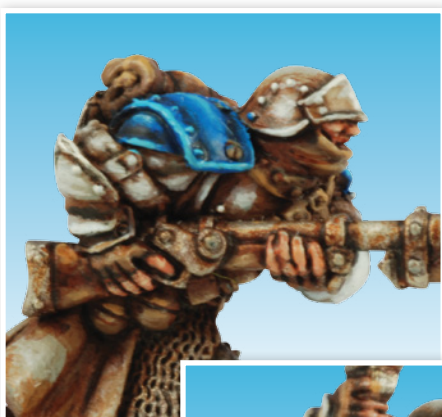


UNIT



JAMES RUSSELL Unit (Bronze)

I'm relatively new to miniature games, but I stumbled upon WARMACHINE, and it's been my main hobby ever since. I love the look and feel of the Trenchers, and placing them in a winter scene invited an environmental harshness reminiscent of pictures from WWI and WWII. I also added some muddy grit to the grey and white scheme. Each figure took about two hours. I love adding washes and tend to overdo it for pop factor. And, yes, I actually play with my painted models.



UNIT

JASON NICHOLS Pyg Burrowers



DIORAMA



JENNIFER HALEY

Diorama (Gold)

"Five Finger'd Gobsmack"

The press gang diorama was inspired when, shopping for some other bits online, I saw the female Press Ganger. She needed a victim, and hidden muscle, and she'd probably be outside some dive in Five Fingers, and couldn't I work that pirate monkey in somewhere? The street corner and tavern (the Iron Kingdoms version of The Ram in Indy, I decided) were scratch built from plasticard and epoxy putty. I went through two cardboard mockups before I got the shape and positioning

right. I've been working with limited palettes lately (pick five paints and blend!) so this was painted using purple, olive flesh, icy grey, walnut, and creamy whites.





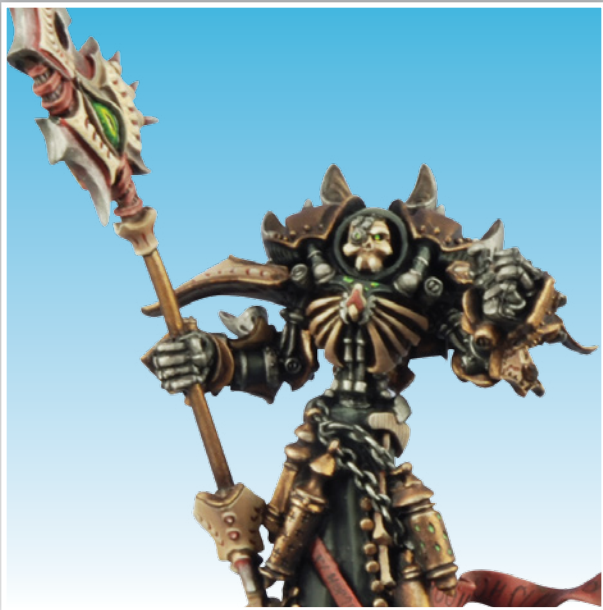
DIORAMA



MARIKE REIMER Diorama (Silver) “Redeemer vs. Asphyxious & Co.”

I’ve been painting and making dioramas for around six or seven years now. For this diorama, I wanted to show blood, mud, grime, and dead things so Cryx seemed the natural choice. The conversion work was pretty simple, and I kept it within the range of my sculpting ability. It’s difficult to track the number of hours spend on any contest entry, since I paint them bit by bit during my spare time over several weeks, but if I had to guess, I probably spent around 80 hours of work to create this piece for the contest. Needless to say, I used every technique possible to make this diorama come to life. There is always a situation where one technique will work better than another.





DIORAMA



RICH CURTISS Diorama (Bronze) “Stryker’s Last Stand?”

I’ve always wanted to do a diorama, but the task is daunting. Not only do you need display-quality miniatures, you need to be able to tell a story with the diorama. The idea came together pretty quickly. I really liked the little girl and wanted to make her part of the focal point for the story. You may not be able to tell, but the little girl actually is looking over Stryker’s shoulder at the leaping Stalker. I also thought Stryker would make a great heroic figure, with the Stalkers playing the role of the bad guys. The question remains: is this the end of Stryker? Roughly 100 hours went into the preparation, construction, and painting of this diorama.





DIORAMA

DIORAMA – HONORABLE MENTION

DAVID BOWEN
"Thwarting an
Apotheosis"



DIORAMA

DIORAMA – HONORABLE MENTION

KRIS JOHNSON
"Stormclad vs.
Mangler"



SONYA TAULIA
"Shredders
Shredding"



NO QUARTER 27

WINTER'S CHILL CHALLENGE

**The gleam of freezing ice...
The dusting of snow and sleet..
Capturing the feel of winter's chill!**

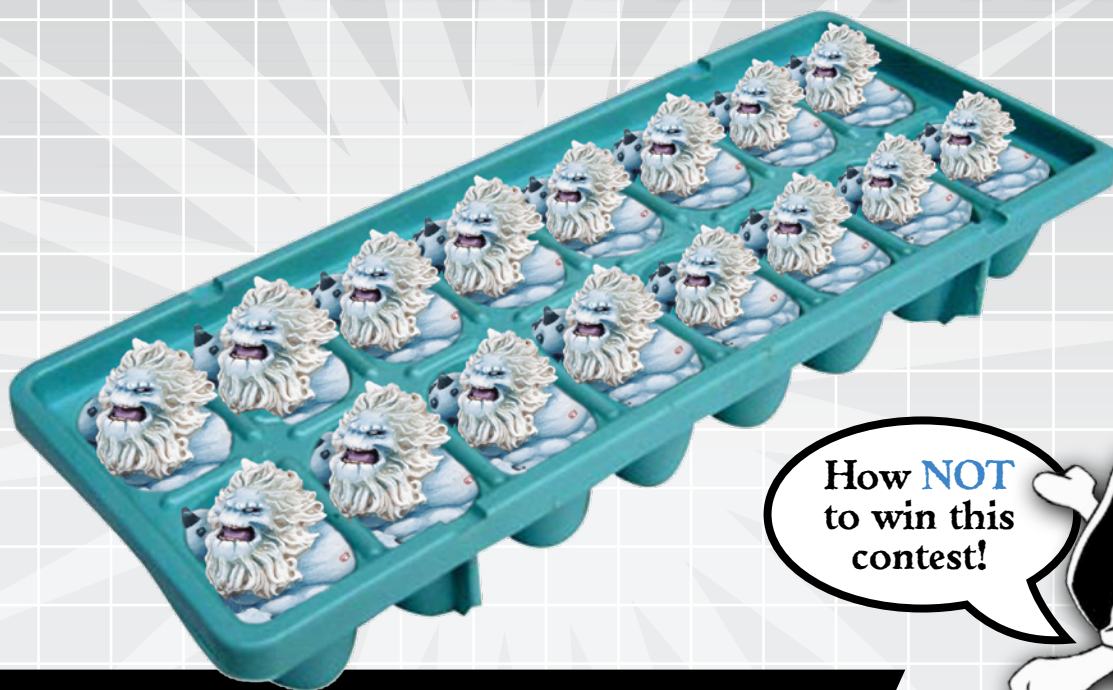
You could win a \$50 US spending spree at the Privateer Press Store (store.privateerpress.com) and the adoration of thousands as we publish your model! Heck, we might even throw in something cool that we found on the desk of the Privateer Press studio.

It's gettin' cold outside! (Well, at least here in the northern hemisphere...). Put on your snowpants and mukluks, grab your paintbrush and sculpting tools, then see if you can capture the feel of winter's essence, with snow, ice, driving wind, and bitter temperatures.

Take a digital photo of your creation. Then, check out the rules and submission guidelines at:

privateerpress.com/no-quarter/no-quarter-challenges

ENTRIES DUE BY 1/1/2010



How **NOT**
to win this
contest!



**See the Winner of the
Shades of Gray Challenge from
No Quarter #25 on page 95!**

JUGGERNAUT EXTREME

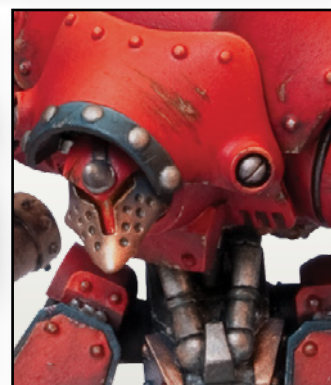


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Privateer Press announces the third model in our EXTREME model series: the Juggernaut Extreme. This fine detail model from the sculptor who created the Warpwolf Extreme and Dire Troll Mauler Extreme embraces the unrestrained power and makes even the mighty Behemoth question its name. Suitable both as an artistic centerpiece and for destroying your enemies on the table, the Juggernaut EXTREME will only be produced while demand lasts. Don't miss your chance to own this masterpiece WARMACHINE miniature.



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WARMACHINE[®]

PRIME MK II

A PREVIEW OF THE UPCOMING *WARMACHINE: PRIME MK II*

By the Privateer Press Staff • Art by Andrea Uderzo and Chris Walton

This January, *WARMACHINE: Prime Mk II* storms onto shelves worldwide. The next stage in steam-powered miniatures combat, this new edition of the *WARMACHINE* rules has been hotly anticipated since the Mk II field test took place in April 2009. On the following pages we present a preview of a warcaster from each faction. While these characters will be familiar to veteran players, their new and updated rules and abilities provide a glimpse of what you can expect from *Prime Mk II*.

WHAT'S IN THE BOOK?

Prime Mk II remains the comprehensive rules reference for *WARMACHINE*, so you'll see the same general content as in previous editions. It also serves as an introduction for new players to the game's incredible setting and central factions: Cygnar, the Protectorate of Menoth, Khador, and Cryx.

The book includes updates of all the model entries that have appeared in past editions of *Prime*—plus an all-new heavy warjack for each of the main four factions. And if it wasn't already jam-packed with steam-powered goodness, *Prime Mk II* will have both new fiction and a new painting guide to help get you and your army ready for battle.

NEW FICTION!

The new edition drops you right into the action with a new short story and includes revised history sections both for the setting and for each faction. *Prime Mk II* brings you up to date on the history of western

Immoren, including the impact of world-shaking events covered in books from *Escalation* through *Legends*. This positions *WARMACHINE* for a new narrative arc that will begin in the books to come.

NEW RULES!

Our goal with the *WARMACHINE* rules was simple: keep what works well and update where necessary. The final changes clarify rules with complicated interactions, consolidate rules with similar functions, and generally smooth out the areas that have generated questions in the past. The new and improved rules set will allow veteran players to enjoy the game for many years to come and will make it easier for new players to jump into *WARMACHINE*.

In addition, the *Prime Mk II* rules shift some extra focus onto warjacks, those iconic constructs of steam and magic that have come to represent the Iron Kingdoms itself. These powerful machines are more accurate in their attacks, suffer less severe penalties when systems are damaged, and have been given the ability to "shake off" certain debilitating effects.

Certain warcasters have also received a bit of a boost in the warjack department. The Butcher of Khador, long a strong troop warcaster thanks to his Blood Frenzy feat, definitely falls into this category. (Check him out on page 44.) By combining Full Throttle with Blood Frenzy and a bit of allocated focus, the Butcher's warjacks can now rip through targets with even the thickest armor while his troops eliminate medium- and lightly-armored foes.





LIEUTENANT ALLISTER CAINE

CYGNAR WARCASTER

Some men do not wear the uniform comfortably yet are such prodigious killers a nation must put them to use or risk them turned against it.

—Warmaster General Olson Turpin

CAINE							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
7	5	4	8	17	13	8	
	SPELLSTORM PISTOL						
	RNG	ROF	AOE	POW			
	12	2		12			
	SWORD						
	POW	P+S					
	3	8					
FOCUS							6
DAMAGE							15
FIELD ALLOWANCE							C
WARJACK POINTS							+6
SMALL BASE							

FEAT:

MAELSTROM

In an awesome display of speed and skill, Allister Caine launches himself into the air and spins about, firing his brace of Spellstorm pistols in rapid succession to rain death upon his enemies.


Caine makes a normal Spellstorm Pistol attack against every enemy model currently in his control area, ignoring intervening models. Caine cannot use Maelstrom while he is in melee. When resolving

Maelstrom, Caine has no back arc and his front arc extends to 360°.

CAINE

Range Amplifier – When this model casts a spell and is the point of origin for the spell, the spell gains +5 RNG.

SPELLSTORM PISTOL

 **Magical Weapon**

The Militant Order of the Arcane Tempest requires a great degree of control over its students, for each is expected to graduate as an elite soldier. When it inducted an intense and troubled former hoodlum by the name of Allister Caine, the order had no idea what it had on its hands. He would soon become a warcaster who would single-handedly pioneer gunplay into an art of war.

Caine's warcaster capability was revealed by accident during his gun mage training. His Arcane Tempest instructors were relieved, for the discovery allowed them to speed the brash and defiant young man through their regimen and pass him to other hands. Even after being urged to enlist as a warcaster by King Leto—based on a demonstration of his impressive talents—Caine chafed under instruction and thirsted to put his skills to use in battle.

Shortly after Caine graduated from the Tempest Academy, he made an unfortunate visit back to his hometown of Bainsmarket. There he was incarcerated for the murder of a gangster of no small status. The brash new officer made no attempt to deny his guilt. Rumors suggest invisible hands were involved in extricating the up-and-coming warcaster and officer from his legal troubles. This started his career with a black mark that has never entirely faded.

Despite his significant skill, Caine's ego and irreverent attitude made him a difficult man to befriend. He quickly gained a reputation as a loner, drifter, and scoundrel.

SPELLS	COST	RNG	AOE	POW	UP	OFF
BLUR	2	6	–	–	YES	NO
Target friendly model/unit gains +3 DEF against ranged and magic attack rolls.						
DEADEYE	2	6	–	–	NO	NO
Target friendly model/unit gains an additional die on each model's first ranged attack roll this turn.						
SNIPE	2	6	–	–	YES	NO
Target friendly model's/unit's ranged weapons gain +4 RNG.						
TELEPORT	2	SELF	–	–	NO	NO
Place this model anywhere completely within 8" of its current location, then its activation ends.						
THUNDER STRIKE	4	8	–	14	NO	YES
Instead of suffering a normal damage roll, a non-incorporeal model hit by Thunder Strike is slammed d6" directly away from the spell's point of origin regardless of its base size and suffers a POW 14 damage roll. Collateral damage from this slam is POW 14.						

TACTICAL TIPS

MAELSTROM – Remember, if Caine forfeited his movement to gain an aiming bonus this activation, he gains +2 on all Maelstrom attack rolls. These attacks are simultaneous.

RANGE AMPLIFIER – Channeled spells do not benefit from Range Amplifier.

TELEPORT – This model cannot be placed in an obstruction or in impassable terrain as a result of this spell.

THUNDER STRIKE – Incorporeal models are not slammed; they just suffer a damage roll.

He frequented seedy dives along the borders of Cygnar and Ord. He enjoyed slumming in the guise of a common drunk to show off his unmatched skills for a handful of crowns. He spent many nights sleeping in jail cells. His drinking, improprieties with countless women, unrelenting swagger, and insubordination all precluded him from advancement. In fact he is the only warcaster in recent memory to lose his captain's rank just weeks after his initial promotion for "conduct not befitting an officer."

Despite his reputation, those who have fought alongside Caine view him differently. For any who have seen the determination in his eyes when he is outnumbered by an enemy before he unleashes a blazing storm through his pistols, there is no question why he has kept his commission and the right to lead men to war. Observant soldiers who have survived these bloody engagements note Caine's uncanny knack for finding trouble. The frequency with which threats to Cygnar have been neutralized in the ensuing chaos of these supposedly chance encounters suggests some more deliberate providence.





THE HIGH RECLAIMER

PROTECTORATE WARCASTER

He is nameless and without identity or mercy. He is the High Reclaimer. Heretics flee his approach in terror, but no soul can escape his grasp.

—High Exemplar Mikael Kreoss

HIGH RECLAIMER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	7	6	4	14	15	8	



CREMATOR	
POW	P+S
7	14

FOCUS	5
DAMAGE	18
FIELD ALLOWANCE	C
WARJACK POINTS	+6
SMALL BASE	

FEAT:

RESURRECTION

Though the High Reclaimer's primary purpose is to usher souls into the next existence, he has been given the authority to return them from death in order to carry out Menoth's will. This is among the greatest of miracles granted by the Creator of Man, only bestowed on those who will fight to preserve the faith.

Return d3 + 3 friendly destroyed Faction troopers to play. Place those models in formation in their original units completely in the High Reclaimer's control area.

HIGH RECLAIMER

Terror

Oath of Silence – This model does not have the Commander advantage.

Reclaim – This model gains one soul token for each living Faction warrior model destroyed by a continuous effect, an enemy attack, or collateral damage from an enemy attack in its control area. During your Control Phase, after this model replenishes its focus but before it allocates focus, replace each soul token with 1 focus point.

Soulstorm – While this model has one or more soul tokens, enemy models entering or ending their activations within 2" of it immediately suffer 1 damage point.

CREMATOR

Continuous Effect: Fire

Magical Weapon

Reach

Menoth creates, and He destroys. It is the job of the Reclaimant Order to assist in the latter. They are an extension of Menoth's will, and they return souls to the Shaper of Man to add strength to His wars in Urcaen, where the struggle between gods is unending. To walk the Path of the Reclaimer, one must be steadfast and unyielding.

Even other religious orders of the Protectorate balk at the unbending standards and principles to which reclaimers adhere. They are fitted with severe masks of iron distinct from those borne by the scrutators. These are bolted shut anytime their wearers walk from the unadorned cells in which they live and eat in solitude and pray constantly to the Creator. Their last spoken words are their oath to the order before their masks are sealed, and forever after no words escape their lips. Even their prayers are silent.

One man who took the Oath of the Reclaimer's Last Breath has risen above his peers. Through this man the divine

SPELLS

	COST	RNG	AOE	POW	UP	OFF
ASHES TO ASHES	4	8	*	10	NO	YES
If target model is hit, it and the d6 nearest enemy models within 5" of it suffer a POW 10 fire damage roll .						
BURNING ASH	1	CTRL	3	–	NO	NO
Place a 3" cloud effect anywhere completely within this model's control area. While in the AOE, living enemy models suffer –2 to attack rolls. The AOE remains in play for one round.						
IMMOLATION	2	8	–	12	NO	YES
Immolation causes fire damage . On a critical hit, the model hit suffers the Fire continuous effect .						
SACRIFICIAL LAMB	1	CTRL	–	–	NO	NO
Remove one friendly living Faction model in this model's control area from play to allocate 1 focus point to each warjack in this model's battlegroup that is currently in its control area. Sacrificial Lamb can be cast only once per turn.						

TACTICAL TIPS

RESURRECTION – You cannot return models to a unit that has been completely destroyed. Remove all damage from returned models. They can activate normally this activation.

SACRIFICIAL LAMB – A warjack cannot exceed normal focus allocation limits as a result of Sacrificial Lamb.

power of Menoth flows without effort as he sends forth clouds of burning ash and causes the unworthy to burst into flame, consumed with brutal agony before their lives are snuffed out and their souls sent to Urcaen. Hierarch Voyle publicly recognized him as the High Reclaimer, a title denoting absolute unity with the will of the Lawgiver. Never before had a man of this order demonstrated the warcaster talent, and it was immediately obvious that he would bring tremendous strength to the upcoming crusades.

The High Reclaimer's sole weapon is a ceremonial torch called Cremator. It is a large flanged mace set atop a long haft kept aflame by a continuous supply of concentrated Menoth's Fury. One crushing blow from the High Reclaimer's great weapon smashes limbs and collapses torsos, rends warjack armor like mortified flesh, and ignites anything it does not immediately demolish.

Those soldiers who have marched at his side in battle attest that it is a unique and sacred experience, for they know his will without being told. To prepare for each upcoming conflict, the High Reclaimer spends countless hours in meditation and tests his limits with a rigorous regimen of exercises and fasting that tempers his body into corded muscle and sinew akin to iron.

No one is safe from reclamation. It is said Menoth whispers to the High Reclaimer during his prayers, naming those who are to be returned to Him. Enemies, allies, even so-called innocent bystanders are oft reclaimed with no more

foreknowledge than the sudden pressure of a crusader's grip or Cremator's hiss as it delivers a killing blow. Even lesser reclaimers know they must not be deficient in their duties, for failure means their own reclamation, perhaps by the High Reclaimer himself.





ORSUS ZOKTAVIR, THE BUTCHER OF KHANDOV

KHADOR WARCASTER

Zoktavir is a force of nature as wild as Khador itself. Some say his manners and methods are crude and shortsighted, but I ask you, would you deny that he is the personification of victory at any cost? Has he ever failed us?

—Queen Ayn Vanar XI

BUTCHER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	9	5	14	18	7



BLUNDERBUSS			
RNG	RDF	AOE	POW
8	1	—	12



LOLA	
POW	P+S
8	16

FOCUS	6
DAMAGE	20
FIELD ALLOWANCE	C
WARJACK POINTS	+6
MEDIUM BASE	

BUTCHER

Terror

LOLA

Magical Weapon

Reach

Weapon Master

FEAT: BLOOD FRENZY

The Butcher's rage runs deep. It is the well from which he draws his power and the drive to lead his forces into battle. When the Butcher relinquishes what little control he has over this infectious fury, all who march by his side—man and machine alike—succumb to its bloodlust.

While in the Butcher's control area, friendly Faction models gain an additional die on attack damage rolls this turn.

SPELLS

FURY	2	6	—	—	YES	NO
Target friendly model/unit gains +3 to melee damage rolls but suffers -1 DEF.						
IRON FLESH	2	6	—	—	YES	NO
Target friendly warrior model/unit gains +3 DEF but suffers -1 SPD.						
FULL THROTTLE	3	SELF CTRL		—	NO	NO
Warjacks in this model's battlegroup beginning their activations in its control area can run, charge, or make slam or trample power attacks without spending focus that activation. While in this model's control area, models in its battlegroup gain boosted melee attack rolls. Full Throttle lasts for one turn.						
OBLITERATION	4	10	4	15	NO	YES
The force of this attack blasts apart the earth itself.						

The varied cultures of Khador's vast lands are proud of their fighting spirit, and Orsus Zoktavir embodies elements of each of these proud lines. Although his parentage is uncertain, each of the peoples of Khador have at times claimed him as their own. Seven and a half feet tall and over half as wide, he is a massive man who manifested natural arcane skills early in life.

Orsus' past is wrapped in mystery; none seem to know of his life before he appeared in Korsk with two old warjacks in tow, demanding to be enlisted in the army. He was sent to the Orgoth fortress turned industrial city named Khandov, which would become his only home. Before long he was given his first command and dispatched to patrol the southern border alongside the 5th Border Legion.

He gained notoriety during these patrols in 587 AR when a village just north of Boarsgate Keep announced its withdrawal from Khador to join with Ord. Orsus took it upon himself to crush the "traitorous rebellion." When a waiting contingent of militiamen tried to parley, Orsus howled and charged. What followed was carnage. Halfway through the slaughter the militiamen surrendered, but Orsus kept cutting them down. His accompanying soldiers tried to restrain him, but in a wild rage he turned on his own men and with his massive axe

rent every living man to pieces. His fury was boundless. Moments later, a total of eighty-eight warriors were simply dismembered parts strewn about the village square. Those who witnessed the aftermath told of blood so thick in the muddy streets that rats leapt from one body to the next to avoid drowning. The event became known as the Boarsgate Massacre.

Word spread quickly, earning Orsus the title "Butcher of Khandov." The news ultimately reached the ears of the newly crowned Queen Ayn Vanar. The pragmatic young queen absolved the warrior of blame, openly condoning his behavior as the reaction of any true patriot. Most of her commanders guessed at the queen's true intent. In parading a new weapon against internal dissent, she instilled fear that to speak or act against her could result in a visit from the Butcher. Her maneuver had the desired effect and instantly stifled all speculation of whether the young queen would be a strong monarch.

The Butcher remains both an embodiment of Ayn Vanar's strength and a potent symbol of the consequence of treachery. Younger warcasters view him with disdain and do not comprehend the leniency he has been afforded by the High Kommand. More traditional warcasters like Vladimir Tzepesci see him as nothing more than a weapon.

Orsus Zoktavir wields his axe Lola—rumored to be named after a love whose loss fuels his rage—with singular fury. He wears a modified suit of steam-powered armor that was shaped from the hull of a warjack to suit his frame by loyal battle mechanics once in his service. In its protective casing, the Butcher is a force of destruction, a one-man wrecking crew. Soldiers across western Immoren cannot forget the vision of the axe-wielding giant from their nightmares, a man become a living personification of warfare and bloodshed.








PIRATE QUEEN SKARRE

CRYX SATYXIS WARCASTER

She's the drowning tide, the black wave that sends all hands to the deep.


—Satyxis raider on the Widower

SKARRE							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
7	6	7	4	16	15	9	
							TAKKARYX
POW				P+S			
7				13			
							BLOODWYRM
POW				P+S			
3				9			
							GREAT RACK
POW				P+S			
4				10			
FOCUS						6	
DAMAGE						16	
FIELD ALLOWANCE						C	
WARJACK POINTS						+6	
SMALL BASE							

SKARRE


Sacrificial Strike (★Action) – RNG CMD. Target a model in this model's LOS. If that model is in range, remove one friendly Faction trooper model within 1" of this model from play. The target model suffers a magical damage roll with POW equal to the base ARM of the removed model.

TAKKARYX

 **Magical Weapon**

Life Trader – When an attack with this weapon hits, this model can suffer 1 damage point to gain an additional die on the damage roll against the model hit. Life Trader can be used once per attack.

BLOODWYRM

 **Magical Weapon**

Life Drinker – When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points.



GREAT RACK

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

FEAT: BLOOD MAGIC

As the dark queen of the Broken Coast, Skarre Ravenmane wields her natural powers of the ancient, island-born black magic with ease. She hesitates at nothing, even sacrificing her own blood to imbue her followers with dark power to enhance their abilities.

Skarre suffers up to 5 damage points. While in her control area, friendly Faction models gain +1 STR and ARM for each damage point she suffers as a result of Blood Magic. Blood Magic lasts for one round.

SPELLS	COST	RNG	AOE	POW	UP	OFF
BACKLASH	3	8	–	–	YES	YES
When target enemy warjack that is part of a battlegroup is damaged, its controller suffers 1 damage point.						
BLOOD RAIN	3	8	3	12	NO	YES
Blood Rain causes corrosion damage  . Models hit suffer the Corrosion continuous effect  .						
DARK GUIDANCE	4	SELF CTRL		–	NO	NO
While in this model's control area, friendly Faction models gain an additional die on their melee attack rolls this turn.						
HELLFIRE	3	10	–	14	NO	YES
A model/unit hit by Hellfire must pass a command check or flee.						
RITUAL SACRIFICE	2	6	–	–	NO	NO
Remove target friendly warrior model from play. Skarre gains d6 additional focus points during your next Control Phase. Ritual Sacrifice can be cast only once per turn.						

TACTICAL TIPS

SACRIFICIAL STRIKE – This special action is not an attack. The damage roll is boostable.

movements. Any foolish enough to confront her directly have been destroyed to fuel her legend.

Without warning she disgorges undead forces and helljacks from the black hull of her vessel to obliterate any resistance. She withdraws with equal speed and leaves ruin and chaos as her legacy. Even the Orgoth feared the Satyxis reaver witches. Few know better than she the power of shed blood, for she is able to invoke acidic rains and project gouts of hellfire from her fingertips.

Sacrifice is vital to Skarre's dark magic. She carries with her a millennia-old ritual dagger she uses to drain the energies binding her comrades together—living or dead, willing or captive—to fuel its enchantments. Alive with stolen essence, the blade can unleash a powerful curse upon Skarre's foes. She is swift to employ her dagger to wrack her victims with gut-wrenching pain that leaves behind twisted, broken corpses.

Skarre seized dominion over the Satyxis through strength and cunning. Her bloodline is famed among them, as her mother ruled before her, but for the Satyxis the right to lead is proven in battle and not inherited. Even as a youth she took to the waves and dominated her kind through the power of her magic and the strength of her will. She has the power to see patterns in the spray of freshly spilled blood, visions granted by sacrifice and pain.

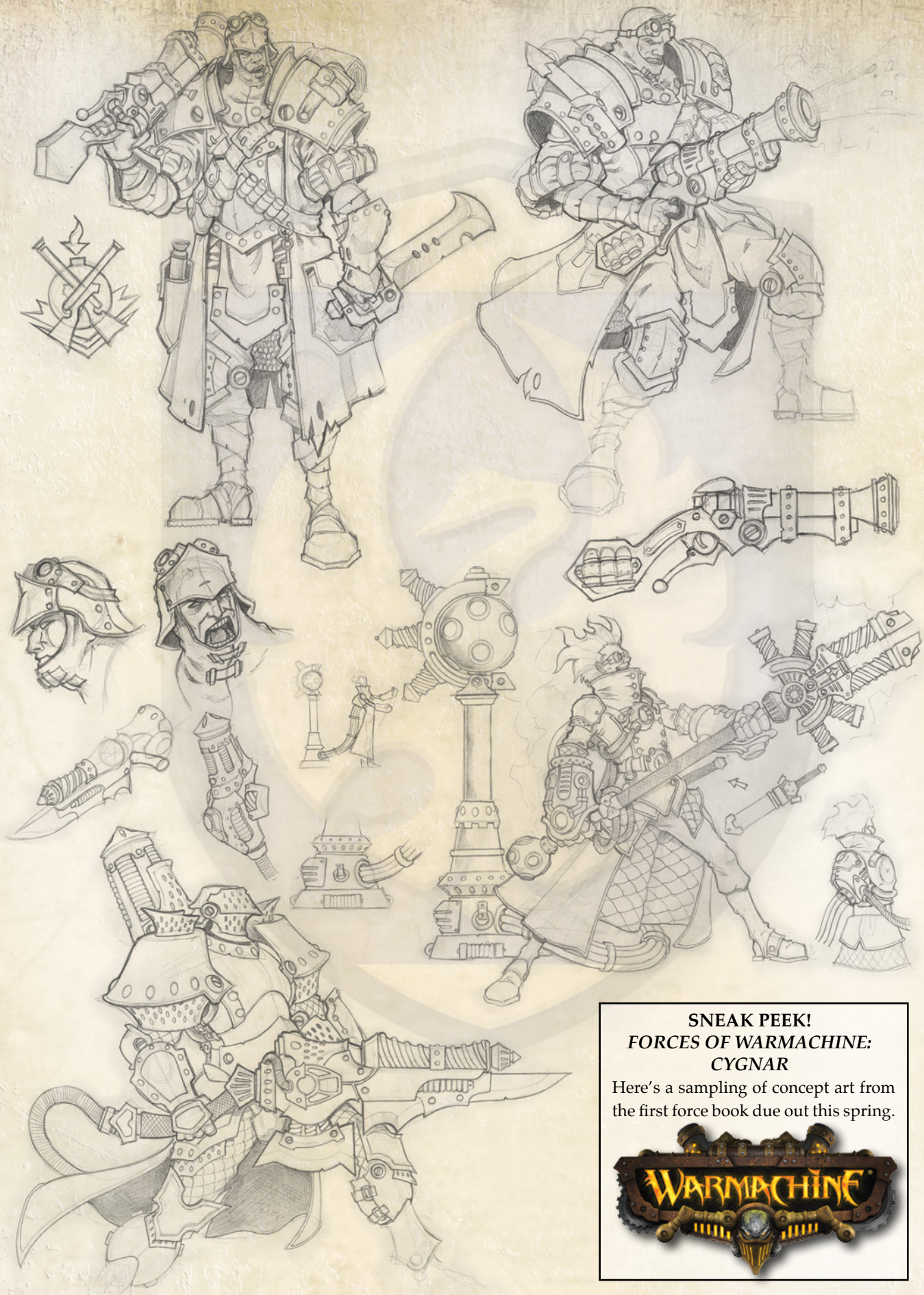
She has made a point of destroying any who would dare plot against her. Cryxian intrigues have occasionally caught her in the subtle and dangerous games of the lich lords, who view her as an effective weapon and

Skarre Ravenmane, called the Pirate Queen, is the bloodthirsty ruler of the Satyxis, the warrior women of the island of Satyx blighted by ancient dragon blood to become something more than human. Her ship, the *Widower*, strikes along the western coast frequently and without apparent rhyme or reason. Following the guidance of mystical omens revealed to her through rites of slaughter and bloodletting, she braves the storm and lands ashore to deliver panic and grief. For decades anxious mainland admirals and captains entrusted to guard the coastline have tried and failed to predict her

a living pawn. Her true loyalty has always been to the Dragonfather, not to any single lich lord.

Skarre reads portents and auguries in every kill and claims Lord Toruk speaks to her through the entrails of her victims. Through these signs she steers the *Widower* to private ports of call to trade blood, steal coin, and sell depravity. Children cling tightly to their mothers when the fog thickens along the Broken Coast, for the dreaded pirate queen may be hiding within.





SNEAK PEEK!
FORCES OF WARMACHINE:
CYGNAR

Here's a sampling of concept art from the first force book due out this spring.



TERRAIN BUILDING

Staging the Battle: Creating Water Features

by Rob Hawkins, Hobby Manager

In addition to creating a more dynamic playing surface on your battlefield, water features like rivers and ponds can provide any number of tactical options. A small lake can be used to cut off the enemy's approach on your flank. A bridge or ford crossing a river makes a perfect objective as well as a defensible choke point. There is also nothing like throwing a warjack into shallow water, extinguishing its furnace!

Creating realistic water features can seem like a daunting task. Here we'll share the easiest method for incorporating a river into your gaming table. These techniques were used to create the river board featured in the battle report from No Quarter #24.



What You'll Need:

EnviroTex Lite®

Clear plastic mixing cups with smooth sides

Popsicle (mixing) sticks

2"-thick pink insulation foam

Heat gun

Respirator

Extendable "snap-off" knife

Plastic styrene card

Hot glue gun

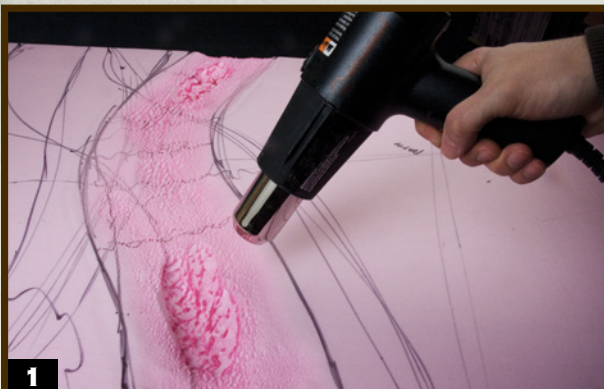
Sand, ballast, gravel, flock, and static grass

Wood glue

Formula P3 paints

EnviroTex Lite

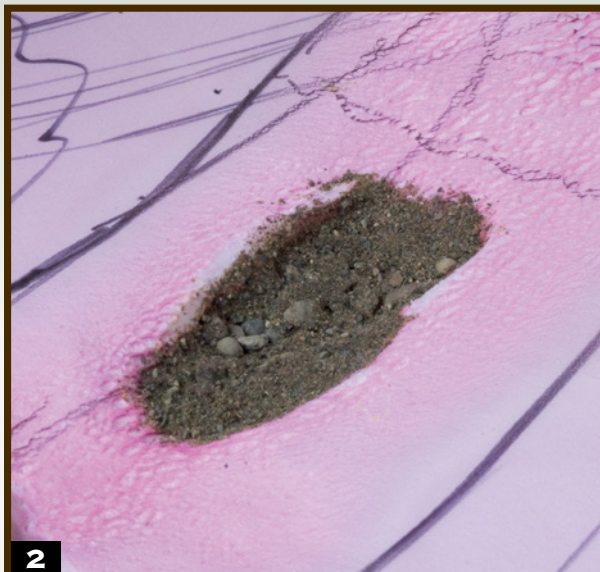
EnviroTex Lite is a two-part polymer compound commonly used for creating high-gloss finishes on wood furniture. It can be tinted with Formula P3 paint to create blue, green, or even rust-colored water features. Be sure to mix and pour it in a well-ventilated area (like an open garage) where it can sit undisturbed for at least 24 hours. Take care to protect your table and floor, because any spills will not come up. It cannot be stressed enough that reading all directions and precautions on the package is essential for the safe, clean use of this product, but when used properly the results will look spectacular on your battlefield!



1

Truly convincing water features are set into the table, below ground level. By using 2"-thick insulation foam, you can incorporate a recessed river into the battlefield.

Step 1.) After you've drawn where the river will be, use a heat gun to melt a groove in the insulation foam. The heat gun should melt the foam pretty quickly. Create a shallow channel for the river, and melt a few deeper spots in the center. You can create fords in the river by leaving some shallow crossings. The riverbed doesn't need to be that deep overall; the deeper it is, the more EnviroTex Lite will be needed to fill it. When melting foam, be sure to do so outside, and wear a respirator to protect you from harmful fumes.



2

Step 2.) Spread some wood glue in the deepest recesses and cover the area with gravel. These will represent areas of deep water.



3

Step 3.) Spread wood glue over the rest of the table and sand it as you would normally. Add some larger ballast along the edge of the river to help define the banks.



4

Step 4.) To enhance the appearance of the fords and define their boundaries, glue some pebbles into the riverbed where the shallow crossings are. Let the glue dry overnight.



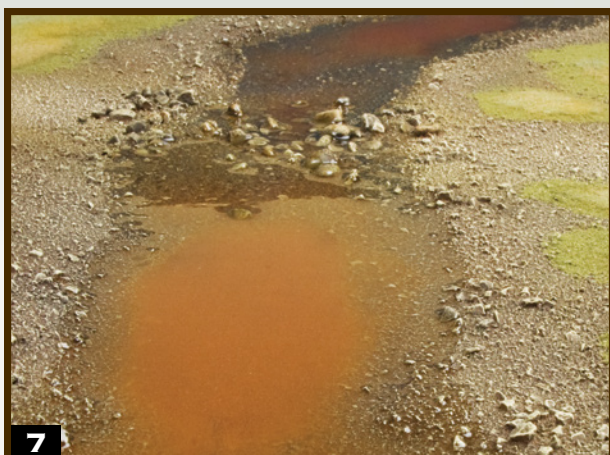
5

Step 5.) Paint the sand and add flock or static grass to your liking. Once the modeling of the table is finished, it's time to add the water effects! Start by plugging the ends of the river so the Envirotex Lite will not leak out. Do this by attaching a thick piece of plastic card with hot glue over the ends of the river. Ensure that the seal is tight, as the smallest opening will result in a leak.



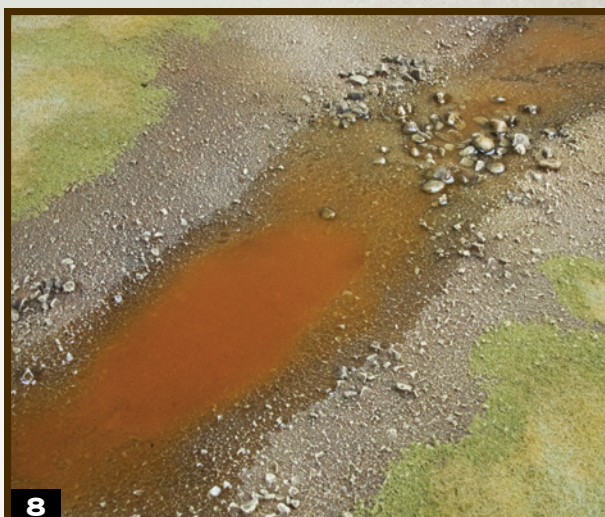
6

Step 6.) Mix up some Envirotex Lite and stir in a small amount of paint. This initial mix is for the deep recesses and will be darker than the overall river to differentiate between deep and shallow water, as necessary for gameplay. A single drop of paint will darken the mixture quite a bit, so add paint gradually and mix thoroughly before adding more color. In this example, equal parts Bloodstone and Umbral Umber were used to tint the mixture. When you are satisfied with the color, pour this into the deep channels. As a result of mixing, tiny bubbles will appear in the Envirotex Lite. You can eliminate these bubbles with a quick pass of air from the heat gun. Do not hold the nozzle of the heat gun too close; otherwise the mixture could splash or the painted and flocked surface could melt.



7

Step 7.) After the initial pour has cured to the consistency of molasses (about 1 hour), mix and pour the remainder of the river. Even less pigment will be necessary to tint this mixture. We used straight Bloodstone in this example, resulting in a river that appears polluted with rust runoff. The areas of darker deep water are still visible through the cover layer.



8

Step 8.) The Envirotex Lite needs to fully cure overnight. Once the polymer is cured, you can peel the plastic card caps from the ends.



Conclusion

A simple water feature adds a lot of character to your tabletop and provides endless opportunity for customization. Experiment with different color tints. Use the heat gun to melt a series of small divots to create a swamp. Sprinkle flock in the curing mixture to simulate algae. The possibilities are limited only by your imagination!



The Gavyn Kyle FILES

Transcribed by Douglas Seacat; Art by Chris Walton, Andrea Uderzo, and Matt Wilson

VICTORIA HALEY & DENEGHRA

In many respects this was a fascinating assignment, but my curiosity will not suffice to prevent me from demanding double my normal fee. While it seems that these two individuals are indeed twin sisters, researching their backgrounds was no simple or easy task. Aside from the horror of the incident that separated them as children there is very little shared between them. Indeed I find it hard to fathom two more different people, and it still boggles my mind that they were products of the same birth. Philosophers have asked: between blood and upbringing, which more deeply shapes who and what we are? These sisters are a compelling argument suggesting the latter.

—G.K.

Major Victoria Haley Cygnaran Army Service Chronology - Warcaster

Born: 579 AR

Family: Father and mother murdered at Ingrane Massacre, 584 AR. Twin sister kidnapped, presumed dead; later determined to have been abducted, resurfacing under the name Deneghra, a warwitch in the service of Cryx.

Enters Military Service: 597 AR, entered directly into warcaster and officer training. Did not appear on Cygnaran Army records until commissioned as lieutenant/Journeyman 598 AR.

Warcaster Training: 597-598 AR, Strategic Academy, Caspia

Journeyman Tour: 598 AR, Aborted journeyman tour w/Allister Caine (2 weeks); redirected to serve under Commander Adept Sebastian Nemo, tour concluded in half the usual time.

Third Army Tour: Promoted to Captain 599 AR and joined Third Army. Conducted 60 successful patrols alongside different elements of the Third from 599-603 AR. Engaged in combat with Cryxian forces on 24 occasions.

First Army Tour: Transferred on Commander Adept Nemo's orders to First Army 603 AR to serve under Commander Coleman Stryker. Conducted 11 patrols, including four escort missions to the Llaelese border. During the fourth escort mission she encountered a Khadoran warcaster subsequently identified as Kommander Sorscha Kratikoff. Engaged Khadoran patrols in minor skirmishes on 3 other occasions preceding the war, including joining Commander Stryker and Lieutenant Allister Caine for a successful attack on Khadoran Supply Base #17 in Goloven, 604 AR.

War in Llael: Served with distinction throughout the war. Exact movements and engagements classified. Promoted to major shortly after the end of the war.

Defense of Northguard: Served with distinction during the First and Second Battles of Northguard. Record marked for acts of conspicuous gallantry and valor during this time.

Current Assignment: Serving the First Army leading Dragon's Tongue River patrols from Corvis to Point Bourne.

Current Superior Officer: General Sebastian Nemo; transfer request to join Commander Stryker's Storm Division neither approved nor denied; put on "indefinite hold, pending review."

Awards: Distinguished Service to the Crown, Silver Leaf of Highgate, Shield of the First.



Deneghra Supposition Sheet

Born: 579 AR as "Gloria Haley," twin to Victoria Haley.

Abducted: 584 AR during Ingrane Massacre, subsequently indoctrinated as a warwitch.

First Sighting of Deneghra: Uncertain, the name began circulating by 596 AR, associated with violent raids on Cygnaran villages. Associated with numerous attacks on Cygnaran and Ordic sites from 596-present. Clearly manifested warcaster abilities during this period.

Reports to: Lich Lord Asphyxious.

Transformed: Allegedly killed late in 605 AR (3rd of Ashtoven) by Victoria Haley, animated as an undead shortly thereafter, presumably by Asphyxious. Uncertain how this impacted her abilities, although reports indicate she can now become insubstantial and pass through solid walls.

Most Recently Sighted: Southern Thornwood.

Military Assets: Numerous helljacks, bonejacks, untold thralls, other Cryxian agents; reports indicate she may have access to one or more unique slayers, abilities unknown.

Base of Operations: Believed to be somewhere in the Thornwood, possibly underground.

While Cygnar's military records usually provide a thorough depiction of the actions of its warcasters, they were surprisingly unhelpful for Victoria Haley after the War in Llael. I suspect this is due to General Sebastian Nemo. He seems reluctant to commit most of her actions to military engagement reports. Laziness is out of the question. Possibly some more deliberate design?

The following is an excerpt from a secret document attached to a select few copies of the Hurstwallen Report assembled by Scout General Bolden Rebal in 605 AR related to the Scharde Invasions of 584-588 AR. I believe this attachment was only distributed to the king, the warmaster general, and the Caspian chancellor of the Strategic Academy. I was surprised how easy it is to access the SA's files, with properly forged credentials.

-G.K.



TOP SECRET

FILED ADDENDUM RE: INGRANE MASSACRE, 584 AR (RE: CRYXIAN ABDUCTIONS)

While the report documents a pattern within the seemingly random attacks on our shores, some attacks lay outside the primary pattern. Most attacks are classified as either diversionary or as strikes against legitimate military targets. The slaughter of the village of Ingrane fits neither of these categories and deserved closer attention.

Captain Victoria Haley recently confirmed the Cryxian agent identified as "Deneghra" is her sister, previously thought killed at Ingrane. This fact and other accounts from survivors have led us to conclude that this attack at the outset of the Scharde Invasions was perpetrated with the abduction of these children as its goal. Recent intelligence gathered by agents in Blackwater has unearthed evidence that the raid was initiated after Asphyxious received prophetic intelligence from Cryxian agencies, possibly from warwitches. We have not been able to discover the exact content of this prophecy but will continue to investigate. Little is known about the arcane methodology of Cryxian occultists, but our arcane experts agree that their power is genuine.

I must conclude Cryx has the means to identify warcaster talent far earlier than we thought possible. Checking historical records of coastal raids, I believe this was just one of many similar attacks stretching back a century or more. While evidence is scarce, it is possible these attacks were perpetrated to abduct children with high sorcerous potential. This pattern was obscured amid general Cryxian barbarity; the capture and sale of slaves is a long-standing practice in Blackwater.

I am hesitant to make far-reaching conclusions with so little information, but it seems inescapable that our difficulties fostering warcaster development may be, at least in part, due to long-standing Cryxian interference. That Cryx might be able to identify potential warcasters ten or even fifteen years earlier than we can represents a singular threat to the long term security of Cygnar. I would be surprised if similar raids were not conducted on Ordic and Khadoran soil as well.

Scout General Bolden Rebal

-Scout General Bolden Rebal

If I had not seen them with my own eyes I would insist the claims of Victoria Haley's "manipulations of time" were a hoax, a fabrication, or a misunderstanding. The mystical patterns generated during the subject's manifestation of these powers do not hold up under arcane analysis, and there is no apparent way to translate this sorcerous knack into replicable patterns. It should not be possible.

Experiments suggest these regions of "slow time" are not, as I had hypothesized, simply a physical restriction hindering movement. Control tests with finely geared timekeeping mechanisms set identically have shown time does seem to slow in proximity to Haley when she wills it. If such a device is kept in very close proximity (within reach), the apparent slowing of time can become profound, to a factor as high as 60:1. At the moment we are too ignorant of the metaphysical underpinnings of this manifestation to comprehend it, let alone reproduce it.

Haley's other singular ability to break through cortex locks has been confirmed via repeated tests, including introducing intense security protocol variables like the Hazbin Lead Vault and Kerwin's Impenetrable Knot. While I understand the military interest, on an abstract level I do not believe this ability is of the same caliber as her "slow time" manifestations. Still, I admit our inability to defeat this ability with increased cortex security is concerning.

Our work is hindered by the lack of access to the subject. I realize she is needed elsewhere, but I submit we will never make substantial progress by abstract analysis without direct and prolonged observation of the subject. Please reconsider my request.

Sincerely,

Jarwin Clivenford

Senior Professor Jarwin Clivenford

Research Lead and Arcane Instruction Coordinator, Strategic Academy, Caspia

It does not require much investigation into Captain Victoria Haley's military record to realize that her talent is regarded as exceptional. Beyond this vague assertion, discovering more specifics has been another matter. Clearly all warcasters are "exceptional" to one degree or another, making such statements almost meaningless. Sadly I have been unable to secure any of Sebastian Nemo's own notes regarding her mentorship, which I am sure would be extremely illuminating, if they exist at all. However, while searching Chancellor Kinbrace's files to discover the previous attachment, I found the following fragmentary analysis. I believe it to be part of some larger body of research on the topic, which unfortunately I have been unable to locate.

Dear sir,

I am pleased to relate that the attachment of the replacement mechanical limb for Major Victoria Haley has been a success. The patient is still recovering from her injuries, but we were fortunate to complete our task quickly enough to test the fit before the shock from the injury had entirely faded. Synchronization with the cerebral relay is considerably accelerated when this is possible. I expect the major's recovery to be swift indeed. There may be certain emotional scars, of course, and she seemed reluctant to discuss with me the particulars regarding the loss. Not that I would pry into sensitive matters. Some patients find it helpful to relate their story. Not so, Major Haley. Indeed she is an intense young woman with, I daresay, a bit of a temper.

I have never witnessed a patient adapt to a new limb so quickly nor demonstrate such finesse in its control without practice. There was no awkwardness whatsoever. I have been crafting and tuning these devices all my life, and trust me when I say Major Haley should experience no difficulties returning to combat at her earliest convenience. We integrated a regulating capacitor into the limb that draws power directly from her arcane turbine; in the future identical procedures will be even easier, should any other warcasters fall victim to similar difficulties.

I remain, as ever, your humble and eager servant,

Master Mechanik Geoff Kerby

Master Mechanik Geoff Kerby

Augmented Prosthetics Specialist, Cygnaran Armory



After the War in Llael there were several intense and largely undocumented battles between Cryx and Cygnar in the Thornwood. Finding information regarding these clashes has been difficult. Periphery accounts suggest Captain Victoria Haley was heavily involved in these fights. She likely earned her promotion to major after the battle during which she lost her right arm, apparently while in battle against Deneghra herself (according to her own testimony to her superior officers, a tedious and largely sanitized report I did not feel was worth including). The following relates to the replacement of that limb, a task entrusted to the Cygnaran Armory.

I know, mostly through word-of-mouth confirmation from subordinate officers, that Victoria Haley and the warwitch Deneghra have clashed in battle on numerous occasions. Their mutual survival might seem suspicious if not for ample evidence that both have suffered grievous injury from these encounters.

No sir, I had never seen her before that night. I never received payment from her or anyone else. I was standing watch, like so many times before. Yes sir, I never had problems staying awake and alert on watch. I knew it was an important post and I intended to stop anyone unauthorized who came near. She emerged from the darkness and... I don't know what happened. I dropped my rifle, I remember that, and she was speaking to me in this voice, this beautiful voice...

I'm sorry, did I black out? I lost my train of thought. I can't explain it, but her voice was like nothing I had ever heard before. It was like she was inside my soul. I forgot everything. I don't think I knew who I was anymore. I had to do anything she asked. Sir, I swear to you, at that moment I did not know I was a soldier. I belonged to her. That was all I knew and all I cared to know. No, I had not been drinking. I have a wife, for Morrow's sake! Well, I did, before this. Now...

She had me pick up my gun again. Yes, she specifically told me to bring it, and then asked me where my friends were in the barracks—I'm sorry, sir. Even now it's hard to say out loud. Yes, she asked me to kill them, while they were sleeping. I—I didn't even hesitate. I just started shooting. And by the time they tackled me and locked me down, the helljacks came at the walls in force. It was total chaos. Whole time I was just thinking about her, lashing out, trying to get free, wanting to get back to her.

I deserve to be here. I can't trust myself. What kind of man am I? If she came here now, maybe I'd do it again. It's best they just put an end to me, I think. A mercy.

As to the activities of Victoria's darker twin, Deneghra, there has been no dearth of rumor and innuendo, but finding hard facts has been exceedingly difficult. Her name has considerable notoriety among Cygnar's western defenders. Her presence unsettled them in a way that simple slaughter does not. They describe her as a ghost that haunts their nightmares, as someone who can walk through walls to seduce men as they sleep, and who subsequently vanishes without a trace. Her forces have repeatedly been reported in areas previously thought to be secure; there is no limit to her ability to turn allies and friends against one another.

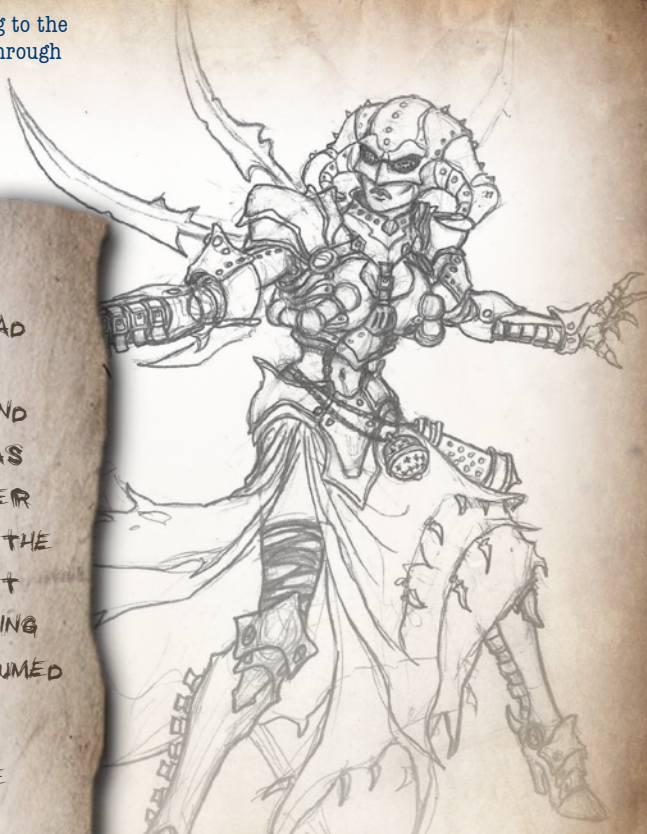
Lending these otherwise unlikely stories credence are accounts such as the one below, from a conversation transcribed with a former soldier held prisoner at Highgate. While some among the military tribunal sought clemency on the grounds that he was under the influence of supernatural coercion, he was eventually executed for treason.

I have had only limited success discovering information pertaining to the Cryxian warwitch cults, to which Deneghra apparently belongs. Through a contact made previously in Blackwater, I learned the following.

I HEARD WARWITCHES COME FROM THE ORGOOTH, IN THE OLDDAYS. THE ORGOOTH HAD THEM TRAINED LIKE ATTACK DOGS, WOMEN WITH SORCEROUS POWERS THAT COULD BEND MEN TO THEIR WILL, WALK THROUGH WALLS AS EASILY AS SHADOWS, AND UNLEASH ALL MANNER OF DESTRUCTION. IT WAS THE WARWITCHES THE MAINLANDERS REALLY FEARED, ENSLAVED AT CHILDHOOD AND KNOWING NO LIFE BUT INFLECTING MISERY. IT WAS THEIR DARK FIRE THAT CONSUMED DREER DRAKKERUNG AT THE END OF THINGS.

WARWITCHES HERE ARE EMISSARIES OF THE LICH LORDS AND SERVE THEM BODY AND SOUL. THEY ARE BOUND BY CHAINS WE CANNOT SEE WITH OUR EYES, BONDS OF SPIRIT, OF THE TWISTED UPBRINGING THEY HAVE, RAISED FROM CHILDREN TO DRINK PAIN AND SAVOR CRUELTY. THERE AIN'T NO SATYXIS OR BLACKWATER SMUGGLER HALF AS MEAN OR CLEVER IN TORMENT AS THE WARWITCHES. THERE AIN'T MANY, BUT EACH WALKS HIGH IN THE SERVICE OF TORUK. THEY ONLY BOW TO THE LICH LORDS AND TORUK'S PRIESTS. FAVORED AMONG THE LIVING, THEY ARE.

AND THAT ONE, DENE GHRA- CAREFUL WHERE YOU SAY HER NAME. SHE'S GREAT AMONG THEM. SHE EXISTS TO BEND MINDS AND BREAK THE WILL OF MEN, TO RAIN DEATH, SOW TERROR, AND DELIGHT IN CARNAGE. DO NOT MEDDLE WITH HER- NO LUCK CAN HOLD AGAINST HER CURSES. DEAD NOW, OF COURSE, HER BODY KILLED IN THE THORNWOOD. BUT SHE'S HIGH IN THE FAVOR OF ASPHYXIOUS. HE BROUGHT HER BACK FROM DEATH, WHEN HE COULD HAVE LEFT HER TO CRUMBLE TO DUST. WERE HE A LIVING MAN I'D SAY DENE GHRA WAS HIS BRIDE.



PRIVATEER PRESS MASTERS TOURNAMENT 2009

CHAMPIONS FORGED IN THE CRUCIBLE OF WAR

Reporting by **Simon Berman**

This past August, players from around the world gathered in Indianapolis to take part in the final Mk I WARMACHINE and HORDES Masters Tournament. The three days of grueling battles required competitors not only to have an expert grasp of their faction but also to be able to utilize a variety of different warcasters and warlocks against all comers. The games were tense and bloody, often ending with a last, desperate maneuver to snatch victory from the opponent. We spoke with the three finalists to find out what was going on in their heads during this ultimate WARMACHINE and HORDES competition.



In the end, there can only be one! In this case, Justin Herring's Cryx army bested all comers.



JUSTIN HERRING CHAMPION



Congratulations again, Justin! If we didn't already know you were a dedicated player, the fact that you missed your flight to finish the final round of Masters would prove it beyond a shadow of a doubt. This is, what, your third year as champion at Gen Con? You must be getting used to having this conversation.

Third win, non-consecutive. It feels good, I'm happy to be saying goodbye to Mk I, and I'm definitely looking forward to Mk II! This was probably the last Mk I game I'll ever play, and it's a great way to send it off.

I had the privilege of watching the last round of Masters, and I was impressed with how you really took apart your opponent Tim Spangler's army in the final rounds of your game. What was going through your head?

My army has a tremendous offensive punch. Tim's smokescreen was going to mean I'd get beat up on for a turn or two. He did a good job of protecting his army with that smoke and his trenchers. Stryker's and Epic Haley's feats really neuter my list's offense. Really, what happened was that I survived until I had a chance to unleash my offensive capabilities. The good thing about Epic Asphyxious' feat is that even if your army takes a beating, you have a chance to bring it back and deliver a hard punch.

How did you get to the point where you understood your list well enough to make it perform on that level?

Over the last few years I haven't practiced for Masters, but I used to play an awful lot, and I think to some extent it's like riding a bicycle. I think that having a good list is important, but sometimes people underestimate the importance of the player and the tactics of actually using your models. There are a lot of powerful lists out there, but Masters—which is unique this way—is probably the most exhausting WARMACHINE tournament. It takes place over three days and many hours in the middle of a giant and tiring convention. Every Masters I've ever played in, I've seen that everyone is exhausted by the day of finals. You're sleep deprived and possibly hung over. Masters games are intense, but play can be surprisingly sloppy. I sometimes think that part of the skill amounts to being the guy who makes the fewest mistakes even when you're beat and ready to go home.

Anything you'd like to add about the future of WARMACHINE and HORDES tournaments and this final Mk I Masters?

I am very much looking forward to Mk II.

I like the rules better, and I'm excited by the rebalance that is going to radically alter competitive play. It should give everyone a chance to rethink what kind of lists we use in tournaments. I think Mk II will be great because it will be so different from previous years.

I was fortunate to have a lot of great opponents and good, fun games here. I had an awesome con and a great time playing WARMACHINE. Thanks, Privateer!

JUSTIN HERRING'S ARMY

Model/Unit	Points
Pirate Queen Skarre	66
Deathripper	38
Skarlock Thrall	16
Lich Lord Asphyxious.....	89
Cankerworm	75
Bane Lord Tartarus.....	40
Darragh Wrathe.....	67
Gorman di Wulfe, Rogue Alchemist	28
Gudrun the Wanderer	37
Ogrun Bokur	39
Pistol Wraith x2.....	33 ea.
Bane Knights (9)	111
Bile Thralls (7)	47
Soulhunters (4) x2....	103 ea.
Withershadow Combine	70
Total	995

In the final turn, the middle of the board turned into a gigantic killing field.



TIM SPANGLER 2ND PLACE



That was a pretty intense game you played in the final round. It was very sporting of you to concede when you felt your position was untenable. How does it feel taking second place in the final Master's tournament of Mk I?

It's very cool! I thought I had won it there when they announced the final scenario, but Justin was just an awesome player. He made it happen. I tried to drag it out, but in the end I had to concede; there was only a slim chance I could have pulled it out of the fire at that point. It was one 'caster against two, and on a time limit that's just tough to do. In hindsight, I shouldn't have played as safely as I did. Either way, how can you complain about taking second place in Masters?

You must be proud to have taken Cygnar all the way to the final round.

I am very pleased to represent for Cygnar! I made the top sixteen last year and the top two this year. Some people say that Cygnar doesn't have what it takes, but I got to the finals! They're my favorite faction. I like Arcane Shield, and I love the cavalry. I'm really psyched for the Cygnaran 'jacks in Mk II. My first game today was tight, my opponent was awesome, and Pendrake saved the day for me there against Justin's beasts. Next year I hope to be bringing trolls to Gen Con.

TIM SPANGLER'S ARMY

Model/Unit	Points
Major Victoria Haley	84
Cmdr. Coleman Stryker	64
Squire x2.....	18 ea.
Storm Lances (5) x2.....	149 ea.
Trenchers (10).....	135
+ Trencher Officer & Sharpshooter	41
+ Trencher Grenade Porter	16
Black 13th Gun	
Mage Strike Team.....	77
Lady Aiyana & Master Holt.....	43
Journeyman Warcaster x2.....	25 ea.
Rupert Carvolo, Piper of Ord	22
Gudrun the Wanderer	37
Ogrun Bokur	39
Anastasia DiBray.....	23
Prof. Viktor Pendrake ...	28
Total	997

Tim's Cygnar force attempts to box in the Cryxian armada of Soul Hunters, Bane Knights, and deadly solos.





Joshua shakes hands with his opponent in the quarter finals, putting him up against his toughest foes yet.

JOSHUA BUTKER 3RD PLACE



Congratulations on placing in Masters!
Your final round looked like it was a rough time for you in some places. What did you think of the format, and how did you approach it?

I always play Cryx. I usually play Skarre but with the Masters format this year I got a chance to mix it up. I really like this format; it has a lot of new challenges in list building and lets you see who are the best 'casters in each faction. In my final match, I ran Deneghra and Epic Skarre, who just complement each other really well. The list gave me a lot of versatility. Going up against a Circle player was tough, but that pair of 'casters worked out really well for me.

Anything else you'd like to add about the tournament?

It was a lot of fun, and I had a great time! I want to say thanks to my teammate and best friend Jack Hoffmann (Prince_Imrahil on the forums), who took fifth place. He's a big part of the reason we were here, and next year we're going to come back and hopefully do just as well.

I had a great time at Masters. I had a chance to play some really nice, really great players. I'm really excited for the upcoming year with Mk II and the new tournament challenges ahead.

JOSHUA BUTKER'S ARMY

Model/Unit	Points
Warwitch Deneghra.....	76
Deathripper x2.....	38 ea.
Skarre, Queen of the Broken Coast.....	74
Deathjack.....	154
Nightmare.....	121
Bane Lord Tartarus.....	40
Darragh Wrathe.....	67
Pistol Wraith x3.....	33 ea.
Skarlock Thrall x2.....	16 ea.
Bane Knights (7).....	87
Soulhunters (4).....	103
Withershadow Combine	70
Total	999

HARDCORE, HARD RESULTS

THE WINNERS OF THE 2009 HARDCORE CHAMPIONSHIP

Reporting by **Simon Berman**

Hardcore has come to be known as one of the most prestigious formats in miniatures gaming. Timed turns, fully painted armies, and four different ways to emerge as a victor make it a unique and compelling format. With the advent of WARMACHINE and HORDES Mk II, this year's Gen Con Hardcore tournament was the last time the format would be played in Mk I. The championship was fought by dozens of the best players in the world competing at the top of their games.

Hardcore Retribution!

In a show of true dedication, veteran Privateer Press fanatic Thomas Dill (known on the forums as "Tamwulf") pulled off an amazing feat. He purchased, assembled, painted, and based an entire Retribution of Scyrah army between the opening of the convention on Thursday and the start of Hardcore. Tamwulf can proudly claim the distinction of being the only person to have played the Retribution in Mk I Hardcore, and we hope he has since gotten enough sleep to make up for what he must have missed at Gen Con!

What is Hardcore?

- 750 points of WARMACHINE or HORDES models
- Any faction, including Mercenaries
- 7-minute turns
- Assembled and fully painted models
- "Kill the warcaster/warlock only" scenario

Hardcore Awards

Vanquisher – Most Games Won

Executioner – Most Victory Points

Mage Hunter – Fastest Warcaster/
Warlock Kill

Master Craftsman – Best Painted Army



Seven minute turns. Fully painted armies. One thing's for sure: Hardcore isn't for the weak at heart.



VANQUISHER: JASON WATT



You're the first person to win Gen Con Hardcore with a HORDES army, congratulations! How's that feel?

It's pretty awesome, since it's the last Hardcore for Mk I. A full day of Hardcore is quite challenging—I'm going to put my feet up now!

What can you tell me about the list you played today?

I ran Lord Assassin Morghoul with Molik Karn, a Basilisk Krea, and a Cyclops Savage for beasts. With Epic Morghoul it's about assassination; he's fast. Molik Karn is a terror; he can one-shot most 'casters in the game and has a huge threat range. With the addition of Rhadeim, any of my opponent's medium- or large-based model become very vulnerable. The Cyclops Savage is another bullet for Morghoul to send in, and the Basilisk Krea is there to debuff your target before going in for the kill with whoever you use. Once you take Morghoul out into the battle you have to blind as much as you can with his feat and use Prey. Then target the 'caster with the Krea's animus to make the enemy 'caster incredibly vulnerable to a Shadow Walkered Molik Karn.

What was your favorite moment today?

Beating the Testament of Menoth. My opponent's army had Idrians, Zealots, and Vengers led by the Testament. It was quite an accomplishment; I've never beat that kind of list before. The game came down to pure strategy, as our feats were mutually destructive. Other than that, I've met so many people playing at conventions all across the U.S. It's kind of fun meeting good people to talk tactics with!

Did you have any scary moments?

Throwing it all out there in the final match: Epic Haley versus Epic Morghoul. I'd already used my feat when she used her feat, which ruins my whole turn. When my opponent chose to activate Epic Morghoul, I used Shadow Fall to get into base-to-base contact with Haley and was like, "Kill me if you can." He hit me twice, I transferred once, he hit me three more times with Sword Knights, and I had to reave my poor Krea! I was really worried that those Sword Knights were going to be the end of me, but I scraped by!



JASON WATT'S ARMY

Model/Unit	Points
Lord Assassin Morghoul...	70
Molik Karn.....	131
Basilisk Krea.....	64
Cyclops Savage	62
Cyclops Shaman.....	68
Tyrant Rhadeim	72
Extoller Soulward x2 .	26 ea.
Paingiver Beast Handlers (5)	44
Praetorian Ferox (4)	106
Venators (7)	81
Total	750

MAGE HUNTER: ANDREW INZENGA

Congratulations on Mage Hunter, that's got to be one of the most exciting things to win in any miniatures game. What was your winning time?

I think it was 5:50, and it was a Round 1, Turn 1 kill! My opponent was playing Epic Doomshaper. I allocated a focus to Ol' Rowdy and one to Thorn. Ol' Rowdy pushed Thorn and they tied the contested STR check, which was worrisome! Thorn ran through a gap in my Trenchers and stood there in front of Epic Doomshaper. I then had the Piper put March on the Trenchers, followed by a Stormsmith running 9" in front of Stryker. Reinholdt ran ahead as a charge target. Stryker then charged my own Stormsmith to get the extra charge SPD and actually missed, saving the gobber! The Squire walked up next to Stryker, allowing him to cast a 2" snipe from Thorn's arc node onto the Trenchers, which in turn let Thorn move 6" via Spell Arc, placing him in range of an Axer near the enemy warlock. Stryker then cast Earthquake, knocking down the

Axer, Epic Doomshaper, and all the other models in the way. The Sniped Trenchers Assaulted the warlock, dropping twelve POW 11s onto Doomshaper. The last three Trenchers forced his last transfer but with two boxes left he got two Tough rolls! Eirys failed with a Deathbolt, foiled by Tough again. Finally my Hunter hit him with a boosted shot before he finally failed that Tough roll!

What was that moment like?

It was pretty exciting! Mage Hunter was what I came here to do. I had no other intentions besides winning that medal. My list does two things; win on turn 1 or suck! Its only purpose is to get a turn 1 kill, but it has to go first—that's why I took Anastasia. I didn't bring any models but the ones in my list with me so I wouldn't get nervous and second-guess my list at the last moment. If I had one piece of advice for someone trying to get Mage Hunter it would be this: don't be dead last, because you will get the bye!

ANDREW INZENGA'S ARMY

Model/Unit	Points
Cmdr. Coleman Stryker .	64
Squire	18
Thorn.....	93
Ol' Rowdy	121
Capt. Arlan Strangeways.	32
Journeyman Warcaster...	25
Hunter	88
Stormsmith x2.....	12 ea.
Trenchers (10).....	135
+ Trencher Officer & Sharpshooter	41
+ Trencher Grenade Porter	16
Anastasia Di Bray.....	23
Eirys, Mage Hunter of los..	29
Reinholdt, Gobber Speculator	15
Rupert Carvolo, Piper of Ord	22
Total	746





EXECUTIONER: MALONE SCREEN

Executioner's always one of my favorite awards. I deeply approve of killing as many of your opponent's dudes as possible even if you know you're going to lose! How'd you do it?

I accidentally won! It was a long day! I had two hours of sleep and a hangover and forgot my wallet, badge, and tickets, but one of the Privateer staff remembered me and let me into the tournament. I really wanted to bring one back for HORDES, and I went through every game trying to get a 'caster kill, but every game turned into a meat grinder. I ended up having to kill everything on the board just to get to the 'caster! At one point, I played the Cygnar player who almost had Executioner, and our game went to the very last second. He killed my 'caster, but I'd rather have a loss than a draw. The

way the VPs worked out, I realized that from that point on I should just gun for murdering everything on the board in my future games. I played against Epic Magnus and Caine after that, and I knew that I had to just kill every last model in the army if I was going to take home Executioner.

At the end of the tournament I thought I was probably out of the running but Press Ganger Bobaferret told me "You want to hang around; the Executioner points are close!" I was on the edge of my seat for 45 minutes. I had psyched myself out to think there was no way I was going to win, but I was happy to be wrong! I proved something for my faction. I'm proud to say that I made Circle look good. It was a funny day—I went from a terrible start to Executioner!

MALONE SCREEN'S ARMY

Model/Unit	Points
Krueger the Stormwrath.	61
Warpwolf.....	108
Woldwarden x2	116 ea.
Gorax.....	57
Woldwyrd	53
Sentry Stone x2.....	25 ea.
Druids of Orboros	84
Shifting Stones x2	21 ea.
Farrow Bone Grinders (6)..	42
Swamp Gobber Bellows Crew	15
Total	744

MASTER CRAFTSMAN: JESS HODGES



Your army is truly beautiful. It's a really gorgeous version of the standard Cygnar colors. What went into picking your army and scheme?

I just like Cygnar—they're the reason I play. I love armies with lots of guns, and, well, blue is easy to paint for me! I've been doing it for years. It's a color that comes naturally to me and that

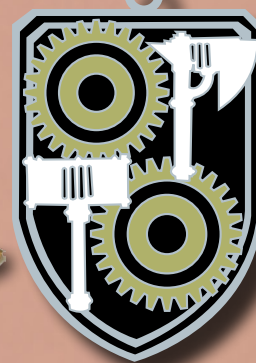
I can paint very quickly. This unit of Stormblades was painted about a year ago, but everything else I did in the last six months or so, along with some figures from different armies. I actually finished painting these models the Tuesday before I left for Gen Con and Hardcore! Out of the whole army, my favorite figure is probably the alternate Journeyman Warcaster. It's just a great sculpt, and I think my paint job came out pretty well.

Have you got any advice for people who wish they could paint at your level of skill?

Keep practicing, and talk to as many painters as you can. If you think someone knows something about painting, pick their brain and learn as much as you can. I just picked up a bunch of Retribution stuff, and while I was at the Privateer booth I got some lessons from Ron Kruzic. He showed me how he paints whites, and I'm really looking forward to trying out his techniques. Other than that, practice is the key. I've been painting about 13 years. I had a blast at Gen Con and Hardcore! I'll be here next year—I love it!

JESS HODGES'S ARMY

Model/Unit	Points
Lt. Allister Caine	67
Centurion.....	113
Hunter	88
Squire	18
Gun Mage Captain Adept..	32
Journeyman Warcaster...	25
Arcane Tempest Gun Mages	90
+ Arcane Tempest Gun Mage Officer	27
Black 13th Gun Mage Strike Team	77
Stormblades (6)	84
+ Stormblade Officer & Standard Bearer	43
Alten Ashley, Monster Hunter	32
Eirys, Mage Hunter of los..	29
Rupert Carvalo, Piper of Ord	22
Total	747



THE PENDRAKE ENCOUNTERS:



The Pendrake Encounters lets you tag along with adventuring scholar extraordinaire Viktor Pendrake and his various pupils as they explore and investigate the lands and creatures of Immoren. To fully utilize these encounters, you will need copies of Monsternomicon, Vol. I and Monsternomicon, Vol. II.

The Totem Hunter

By Luke Johnson • Art by Karl Richardson

Totem hunters are among the most dogged creatures I have ever encountered: Once a totem hunter marks its prey, one of the two is certain to die. They are ruthlessly effective killers, vicious, fearsome, and deadly. Yet perhaps the most disconcerting facet of the totem hunters is their alien nature. Their minds do not work as those of other humanoids do, and they see the denizens of the Iron Kingdoms merely as potential prey, just as we might think of boars or bears.

Stranger still is the implication that these creatures come from elsewhere. Not the same elsewhere as the infernals, certainly—somewhere much closer to us. Somewhere beyond the shores of the Iron Kingdoms exists a land where these creatures live, work, and build cities. Our most likely hypothesis is they emerge from the fetid jungles of Zu, the virtually unexplored continent to the south, but this has yet to be confirmed.

Perhaps someday I will be fortunate enough to investigate the matter personally.

—Viktor Pendrake

These encounters require the *Iron Kingdoms Character Guide* and the *Monsternomicon Vol. I* (the totem hunter appears on pp. 180–183).

This encounter, designed for four PCs, is actually a series of encounters. The characters could simply encounter a totem hunter, fight it, and emerge victorious (or not), but totem hunters are more interesting as recurring villains. Thus, in this sequence, the PCs encounter the totem hunter once, and it escapes; they encounter it twice more before they finally get the chance to slay it. These encounters can be separated by large gaps in time and can serve as a diversion between other events in a lengthy campaign.

Totem hunters are enigmatic humanoids from beyond the sea. These specialized representatives of their race are experts at hunting and killing. Indeed, as far as anyone

knows the only reason they come to the Iron Kingdoms is to hunt, and the more dangerous the prey, the more prized it is. In addition to general hunts, periodically a totem hunter embarks on a master hunt, considered the most sacred of pilgrimages (see MN1, p. 182). Most totem hunters are killed while in the pursuit of this lofty goal, but as they achieve their intermediate objectives they become increasingly formidable. This series of encounters presents a totem hunter at various stages of his hunt cycle. Each time the PCs encounter him, he will be more powerful than the one before.

Encounter Background

The PCs' first encounter with the totem hunter occurs in an area where at least a handful of other individuals are present. The hunter does not target the PCs, but they are drawn into the fight.

The way a master hunt functions, a totem hunter begins with a relatively easier



The Dogged Hunter

Unless they actively seek it out, the PCs should encounter the totem hunter after perhaps every two adventures. As the creature moves on to more difficult targets—especially as it seeks out and slays the 27 tertiary targets—the PCs should also hear people talking about it: “Been several dead carnivores found recently; can’t imagine what could be taking those things down.” “While I was hiking through the Marchfells, I found a huge pale tatzylwurm. Lucky

for me, someone else had got to it first—what could kill a creature like that?” And so forth. The totem hunter is an excellent hunter and canny adversary, and unless the PCs do something to stop it, it will eventually track and kill its quota of 27 pale tatzylwurms—though it could take months or years to do so.

The PCs encounter the totem hunter at varying points during its campaign, and, as the hunter grows in power as it defeats its prey, it becomes more dangerous—just as the PCs do by gaining levels and finding treasure. They might

encounter the totem hunter at random; the hunter moves about quite a bit as it tracks its prey. The PCs might also be called upon to find the creature—the trollkin and their allies have vengeance on their minds. The family members of random slain bystanders might also ask the PCs to help, and the characters might try to find the creature on their own.

If nothing else, the encounters can occur due to the hunter’s growing interest in the player characters, which leads ultimately to the final encounter.

target and slowly works his way up to extremely difficult ones. In the process they gather totems from those they kill, each of which adds to their esteem. For this adventure, the hunter has selected particular individuals or members of a certain race (trolls, by default) as its first targets. The encounters work best if the hunter’s choice is dramatically appropriate to your campaign, and the initial encounter can take place almost anywhere. Ideas include:

- The PCs have some excuse to visit an area where trolls are present in a controlled environment, such as a walled-off trollkin kriel that trades with neighboring human towns. The trolls kept here are not a threat to outsiders (such as the PCs), as they are under

trollkin control and are utilized as sentries and beasts of burden. The totem hunter arrives, seeking troll trophies.

- For unknown reasons, the totem hunter targets someone the PCs know. The PCs are in this character’s presence when the hunter attacks.
- The PCs journey with an armed force of whatever group seems appropriate (trollkin being especially so, but any military or mercenary group could work). The totem hunter attacks the force while they are camped, and the leader asks the PCs to kill it.

Encounter 1: Introduction

The totem hunter’s primary targets are trolls, and the PCs happen to be

present when it attacks an individual or group of them. The setting isn’t particularly important, but the more dramatic the better; if the alien creature crashes into a campsite or gradually picks off sentries outside a well-fortified kriel village, it seems more dangerous. Dim light also helps. If the PCs can’t see the creature clearly, its identity might remain a mystery for some time.

This encounter is appropriate for PCs of 7th level.

The Hunter

The totem hunter has the following statistics in this encounter.

Totem Hunter: CR 11; Large monstrous humanoid; HD 10d8+30, hp 75; Init +4; Spd 40 ft. (8 squares); AC 21, touch 14, flat-footed 17; Base Atk +10; Grp +17; Atk +13 melee (2d8+5 plus 1d6 fire, +1 flaming glaive) or +13 melee (2d6+5/19–20 plus 1d6 electricity, +1 shock longsword); Full Atk +13/+8 melee (2d8+5 plus 1d6 fire, +1 flaming glaive) or +13/+8 melee (2d6+5/19–20 plus 1d6 electricity, +1 shock longsword) or +12 melee (1d6+3, 2 claws); Space 10 ft.; Reach 10 ft., 15 ft. with glaive; SA cry of the hunter, spell-like abilities, spells; SQ darkvision 60 ft., designate target, detect target, totem reaping; AL NE; SV Fort +6, Ref +11, Will +11; Str 17, Dex 18, Con 17, Int 16, Wis 18 Cha 15.

Skills and Feats: Balance +6, Climb +7, Concentration +10, Hide +8, Jump +14, Knowledge (arcane) +8, Knowledge (nature) +6, Listen +10, Move Silently +13, Search +10, Spellcraft +6, Spot +9, Survival +10, Tumble +11; Alertness, Blind-Fight, Silent Spell, Still Spell, Track.

Equipment: +2 studded leather armor, +1 flaming glaive, +1 shock longsword, staff of swarming insects, ring of protection +1, three potions of cure critical wounds.

SA—Spell-like Abilities: 3/day—arcane mark, darkness, detect magic, light, mage hand, read magic. Caster level 8th.

SA—Spells: The totem hunter casts spells as an 8th-level wizard but does not need to spend time to prepare

his spells. *Typical wizard spells prepared* (5/5/3/3/2, save DC 13 + spell level): 0—daze, flare, ghost sound, open/close, ray of frost; 1st—endure elements, expeditious retreat, jump, magic missile, true strike; 2nd—invisibility, scorching ray, spider climb; 3rd—displacement, hold person, keen edge; 4th—charm monster, locate creature.

SA—Cry of the Hunter (Su): This ability functions as the fear spell (DC 16, caster level 8th), except that it affects only creatures the hunter has designated as targets.

SQ—Designate Target (Su): See the *Monsternomicon Vol. 1*, p. 181–182 for a description of this ability.

SQ—Detect Target (Su): At will the totem hunter is able to detect

any creature it has designated as a target. This functions like *detect animals or plants* except that it affects the target only.

SQ—Totem Reaping (Su): See the *Monsternomicon Vol. 1*, p. 182–183 for a description of this ability.

Magic Items: Simple useful magic items have been provided to the totem hunter, but these are intended as approximations for more exotic items specific to the totem hunter's alien culture. These should not be described in conventional terms by GMs. Their nature can be obfuscated by making them immune to spells like *analyze dwomeer*; the magic of these items arises from inscrutable enchantment processes applied in the totem hunter's homeland.

For example, the hunter's armor

is equivalent to +2 *studded leather* but is actually an assortment of complex buckled straps and spiked blades attached to supernaturally tough but unfamiliar reptilian hides, none of which easily fit human proportions. His oddly shaped sword matches no human configuration of such a weapon (see *Monsternomicon Vol. 1*, p. 182 for illustration). The *staff of swarming insects* is a repulsive looking length of strangely glossy red-green wood that is sticky and warm to the touch and that vibrates as if filled with crawling vermin. The *ring of protection* is a spiral band with hooks that sink painfully into a finger's flesh if worn.

Tactics: When the totem hunter is about to attack, it prepares by casting *keen edge* on its glaive. It relies on its stealth to bypass

guards but resorts to *daze monster* or *charm monster* if it must do so to retain the element of surprise. One of the creature's favorite tactics is to use its *staff of swarming insects* to summon swarms of locusts in the midst of its targets; in the confusion, the hunter attacks.

In this instance, the totem hunter plans only to kill its prey, a troll or trolls. It doesn't fight to the death. It defends itself if attacked but focuses its efforts against its prey. If it slays a troll (use the statistics in the *Monsternomicon Vol. 1*, p. 186–189) or if it is reduced to half its hit points, it flees, using *invisibility* and possibly *expeditious retreat* or *spider climb* to help it do so.

Development: Remember not to railroad the PCs. If they find a way to kill the totem hunter here, that's fine. If not, they will face it again.

Encounter 2: Blight of Dragons

The totem hunter's primary targets were trolls. While taking a victim or two during a skirmish between trolls and dragonspawn, the hunter settled on carnivores (*Monsternomicon Vol. 2*, p. 46–49) as its secondary target. Helped substantially by its locate target ability it sets about hunting and killing these creatures, needing nine to complete this phase of its quest.

The totem hunter's next encounter with the PCs occurs sometime during this hunt. For an especially interesting battle, the PCs might encounter the hunter during a skirmish. If the PCs have befriended local trollkin, this battle could be staged during a Legion of Everblight attack on kriel territory. Confusion can be maximized if the PCs are with forces beset by minions of the Legion, and the totem hunter takes this opportunity to strike his prey. This will work best if the PCs are placed between the hunter and its quarry. They would likely have no problems with the killing of a carnivore, but the hunter may see them as an obstacle it must remove. Another method to encourage the PCs to clash with the hunter could be incentives from the outside, such as a bounty placed on the totem hunter's head or local university professors seeking a specimen of the species to study.

The hunter wears trophies from its recent kills: a necklace of fangs from the trolls and perhaps some bits of carapace or claws from the carnivores it has already slain. The PCs might not know this is the same creature they faced before, but they likely suspect. This encounter is appropriate for PCs of 8th level.

The Hunter

The totem hunter has gained the benefits from slaying three primary targets. It uses the above statistics, except for the following:

Totem Hunter: AC 24, touch 17, flat-footed 20; Grp +20; Atk +16 melee (2d8+8 plus 1d6 fire, +1 *flaming glaive*) or +16 melee (2d6+8/19–20 plus 1d6 electricity, +1 *shock longsword*); Full Atk +16/+11 melee (2d8+8 plus 1d6 fire, +1 *flaming glaive*) or +16/+11 melee (2d6+8/19–20 plus 1d6 electricity, +1 *shock longsword*) or +15 melee (1d6+6, 2 claws); SV Fort +9, Ref +14, Will +14.

Skills: As the original statistics, with an additional +3 morale bonus.

SQ—Regeneration 7 (Su): Fire and acid deal normal damage to the totem hunter.

Tactics: Again, the totem hunter doesn't fight to the death. Its target is a carnivore, but it will fight with other creatures or the PCs if it feels they might otherwise endanger its hunt. If it is intercepted by and fights the PCs, it grows interested in them as combatants. Even if it gains the upper hand, it will not press its advantage and kill its opponents—it is already considering these evolving characters as future targets for its master hunt. (As a group, they likely meet the challenge rating requirement, even if they do not individually.)

Encounter 3: Hunt of the Wurms

After several encounters in the wilderness, the hunter has become interested in tatzylwurms. Pale tatzylwurms, being the most powerful, receive most of its attention; the hunter seeks out particularly powerful (i.e., advanced in Hit Dice and/or bearing templates or quickplates) specimens to add to its trophies as tertiary targets.

To complete this level of its hunt, the totem hunter must slay 27 powerful (at least CR 14) pale tatzylwurms. Finding this number of creatures is a daunting task, and slaying them is more difficult

still. The hunter is patient and canny, though, and eventually finishes the job—though doing so might take months or longer. At some point during this stage of the hunt, the PCs encounter the hunter for the third time. The hunter displays even more trophies. This encounter is appropriate for PCs of 10th level.

The Hunter

The totem hunter has now gained the benefits from slaying its primary and secondary targets and close to reaching its ultimate goal. It uses its original statistics, except for the following:

Totem Hunter: AC 27, touch 20, flat-footed 23; Grp +23; Atk +19 melee (2d8+11 plus 1d6 fire, +1 *flaming glaive*) or +19 melee (2d6+11/19–20 plus 1d6 electricity, +1 *shock longsword*); Full Atk +19/+14 melee (2d8+11 plus 1d6 fire, +1 *flaming glaive*) or +19/+14 melee (2d6+11/19–20 plus 1d6 electricity, +1 *shock longsword*) or +18 melee (1d6+9, 2 claws); SV Fort +12, Ref +17, Will +17.

Skills: As the original statistics, with an additional +6 morale bonus.

SQ—Blindsight (Su): The totem hunter has blindsight to a range of 80 feet.

SQ—Regeneration 7 (Su): Fire and acid deal normal damage to the totem hunter.

Tactics: As usual, the totem hunter doesn't fight to the death, fleeing if reduced to half hit points or fewer. It relishes the chance to battle the player characters again and in this combat makes the decision to target them for its master hunt. Perhaps it salutes them before vanishing. It knows it will see them again. GMs believing it needs additional support to challenge the PCs can increase the power of its magic items or provide it with other weapons or tools. Given it has watched them in the past, it may have taken specific note of vulnerabilities.

Encounter 4: Master Hunter, Master Prey

The totem hunter has settled on the PCs as the targets of its master hunt. After many months of hunting pale tatzylwurms, it finally kills the 27th. It enters a state of meditation and performs the appropriate rituals. Its power is now tremendously augmented from nearing the completion of its sacred quest.

The characters are not safe from the totem hunter; it tracks them down anywhere. When they next encounter it, many symbols are painted on its flesh and armor in its own blood. Its weapons

are sleeker and deadlier. Choose an appropriately dramatic venue for this final confrontation, such as a narrow rain-lashed bridge, an active volcano, or a cliff top with armies clashing below. There should be no doubt that this last battle will be to the death.

This encounter is appropriate for PCs of around 14th level.

The Hunter

The totem hunter has now gained the benefits from slaying its primary, secondary, and tertiary targets. It has also improved its arms and armor. It uses its original statistics, except for the following:

Totem Hunter: AC 34, touch 25, flat-footed 30; Grp +26; Atk +22 melee (2d8+14, +1 *glaive of speed*) or +22 melee (2d6+14/17–20 plus 1d6 electricity, +1 *keen shock longsword*); Full Atk +22/+17/+22 melee (2d8+14, +1 *glaive of speed*) or +22/+17 melee (2d6+14/17–20 plus 1d6 electricity, +1 *shock longsword*) or +21 melee (1d6+12, 2 claws); SV Fort +15, Ref +20, Will +20.

Skills: As the original statistics, with an additional +9 morale bonus, and a +20 circumstance bonus to Jump checks inherited from the tatzylwurms; similarly the totem hunter has double the normal vertical reach when jumping.

Equipment: +4 *studded leather armor*, +1 *glaive of speed*, +1 *keen shock longsword*, *staff of swarming insects*, *ring of protection* +3, three *potions of cure critical wounds*, spellbook.

SQ—Blindsight (Su): The totem hunter has blindsight to a range of 80 feet.

SQ—Immunities (Su): Like a pale tatzylwurm, the totem hunter is immune to acid, fear, and paralysis.

SQ—Regeneration 7 (Su): Fire deals normal damage to the totem hunter.

Tactics: This time, the hunter fights to the death. It uses all its

tricks: spells, spell-like abilities, and equipment. It might flee briefly then return. It has fought the PCs before and knows their strengths and weaknesses. It targets healers first, followed by arcane spellcasters (especially those with fire-based attacks), then characters that can deal significant damage to it (such as rogues and rangers), followed by defense-oriented characters. It should also make shrewd use of the local terrain, having selected a site that offers tactical advantages.

Treasure: While most of the totem hunter's equipment loses its power as described in the *Monsternomicon Vol. 1*, GMs may opt to allow one or two of these items to persist and be adapted for use by PCs. Flavorful but mild disadvantages when these items are employed by other races are encouraged. For example, putting on or removing the ring of protection inflicts 1d3 damage due to the barbed hooks, or an individual wearing the +4 studded leather and suffering half his total hit points in damage must succeed a Will save (DC 18) or be dazed for 1 round as alien images fill his mind (such as stalking through tall grasses in a steamy foreign jungle).

Guts & Gears

Guts and Gears takes a look at the men, machines, and monsters of the Iron Kingdoms. Read about what it takes to be a warrior or warbeast with one of the many factions or look into the mechanical workings of hulking warjacks and what it takes to get these multi-ton constructs to dominate the battlefield.

By Simon Berman • Art by Carlos Cabrera and Muttonhead

Satyr

In many ways they are superior to us. Wild, free, and strong, these children of the born embrace their nature without fear, regret, or second thought.

— Kaya the Wildborne

The satyrs of western Immoren are unknown to most humans, a somewhat surprising fact given that they are massive bipedal goat-men. They can be found across the continent inhabiting remote mountain peaks and alpine forests. Their obscurity to most of mankind stems from the inaccessibility of their preferred habitats and the aggression with which they defend their territories. Furthermore, the druids of the Circle Orboros have steadfastly hidden the species from human interference. Druids prize satyrs as among their most versatile, loyal, and powerful beasts of war, and they have spent centuries refining these creatures through selective breeding to suit their needs.

The origin of the species is lost to time, but satyrs are a naturally occurring race,

not the result of arcane experimentation or other occult phenomenon. Despite their reclusive nature, satyrs are an extensively distributed species and can be found within every major mountain range in western Immoren. Highly adaptable, the species includes a number of subspecies that have developed to deal with the unique climactic challenges of the various regions they inhabit.

All satyrs share the basic characteristics of a huge bipedal body with a vaguely humanlike upper torso, extraordinary muscular strength, and the lower legs and head of a goat. The thickness and color of a satyr's fur depend largely on the environment its breed populates. The males typically have much larger horns than the females. The shape and color of satyr horns vary markedly between subspecies and are thus one of the primary means to identify and describe them. The most

commonly encountered

Gnarlhorn satyrs are easily distinguished from their Shadowhorn cousins by both the shape of their horns and their differing fur colors. The two types are closely related and can interbreed when geography does not naturally separate them.

Satyr subspecies have been further differentiated by the manipulations of the blackclad druids. The Circle Orboros has painstakingly

introduced groups of satyrs to specific regions to create breeds tailored to their needs. They foster bloodlines for size and aggression as well as the species' natural intelligence and protective instincts. These qualities make satyrs excellent living complements to the Circle's wold guardians. The satyrs are largely unaware of the Circle's agenda and view the druids with whom they interact like revered elders of their herds, obeying them without hesitation in most instances.

Satyrs are technically omnivores but rely heavily on woody shrubs, leaves, fruits, and grasses for nutrition. While the bulk of their diet is vegetation, they are opportunistic eaters and supplement their diet with occasional small animals. In desperate winters, they will resort to hunting deer or other larger prey and have even attacked and devoured the human inhabitants of isolated mountain villages or homesteads.

Due to the enormous amount of plant matter that a herd of satyrs must consume, they roam large territories within their region. A single herd may range across several mountain peaks over the course of a year as its members deplete each area of their preferred vegetation and move on, allowing grazed areas to regrow. In geographical regions with sparse flora, satyrs must hunt more aggressively.

The nomadic, migratory satyrs have never built permanent structures or experimented with agriculture despite their intelligent and inquisitive natures. They occasionally construct crude lean-to shelters to endure extremely adverse weather better but generally prefer simply to huddle as a herd under rock outcroppings, within a grove of trees, or within the natural shelter of caves when available. Likewise, satyr herds have no specific leaders. In the rare instances



when they must decide a course of action, the elders of a herd are looked to for direction.

Life within satyr herds is closely attuned to the cycle of seasons. The herd moves from one food-rich area to another throughout the year. Their migration is interrupted only by the mating season in the autumn and the birthing season the following spring. When the mountain air turns colder and the trees begin to change hues, the high valleys echo with the crash of satyr horns as males of the herd vie with each other for the opportunity to mate with the females. At spring's arrival, the pregnant females give birth to one or two kids, and the males become extremely protective. Even trolls will avoid the tempers of a satyr herd guarding new young. The kids mature rapidly, becoming ready to follow the herd within a month and reaching adulthood in less than three years.

Although the satyrs can express a variety of emotional states and alerts through a wide range of utterances, their competition for mating rights is entirely physical. The males square off in clearings or atop cliffs, snorting and tossing their heads while the females look

on. Sometimes a male who is obviously outclassed by a larger satyr will concede, but most of these confrontations conclude in violent though rarely lethal conflict. The two males charge each other to slam their huge horns together with an impact so great that typically both combatants are knocked off their feet. They will repeat this clash until one of the pair can no longer stand and forfeits his claim to mate.

Despite the incredible force with which the males collide, they rarely sustain serious injury thanks to their extremely tough skulls. The greatest danger comes from the great heights at which these duels take place. On occasion, a male will be knocked to his death from a steep cliff face.

Druids regularly observe the herds during mating season, decide which particular satyrs should breed and then subtly work to ensure those individuals pair. This guarantees that the traits the Circle find most desirable are propagated within a herd. Certain druid beast shaping masters pride themselves on their skill in this area, slowly evolving individual breeds of the species to suit different needs. While each subtype

varies, all satyrs are bred to encourage loyalty and protectiveness toward their kin, as these traits are easily adapted to make the satyrs ideal bodyguards for the druids. This tendency is most noted in the Gnarlhorn breed, but it can be found in others as well.

Centuries of controlled breeding has occasionally had unexpected effects, not always to the benefit of the satyrs. Occasionally Gnarlhorns selected for strength and size have suffered from particular illnesses that lowered their life expectancy. Other breeds have developed certain personality quirks, physical defects, or behavioral abnormalities. Augmented battle performance may make such deficiencies an acceptable compromise.

For thousands of years, the satyrs have worshipped a nameless fertility goddess. They express their primitive religious beliefs through crude mud statuettes in the shape of a pregnant satyr. Satyrs most often craft these fetishes several days prior to giving birth or while burying their dead in rock cairns. During both birth celebrations and mourning, satyrs repeat a word-sound that can be transcribed as "Nannya," which may



be their name for their goddess. The representation of the satyr goddess is not dissimilar from how ogrun, trollkin, and goblins depict Dhunia.

Civilized man has long associated most beasts of the forests with the Devourer Wurm. The fierce, bestial satyrs roamed farther from the mountain peaks in those days, and their territorial nature brought them into conflict with rural villages and farms. The deadly curved horns, powerful fists, and fierce demeanor of the satyrs led them to be distrusted with superstitious intensity wherever they were encountered. It took the Menite priest kings little effort to incite their people to hunt satyrs in the Warlord and Thousand Cities eras. Despite the gory casualties the harried creatures inflicted on their hunters, the humans succeeded in exterminating their prey from the lowlands of western Immoren. The species might have been hunted to extinction if not for the efforts of the druids of the Circle Orboros.

As satyrs narrowed their ranges to the higher mountains and forests, the omnipotents of the Circle entrusted a number of overseers among the Beast Shaper discipline to protect areas newly inhabited by satyr herds. The humans of the towns and cities traveled farther into the wilderness in pursuit of the satyrs. Soon the human hunters increasingly failed to return from their hunts, victims

of the blackclads and their powerful magic. More often the elusive prey simply could not be found.

Druids spent generations subtly dissuading humans and other trespassers from venturing anywhere near the satyrs' chosen ranges. This created the appearance that the creatures were scarcer than they actually were. In time, the goat-men faded from human awareness. Woodsmen and adventurers occasionally stumbled upon a lone satyr, but generally inhabitants of the cities and villages believed satyrs were entirely extinct—if they considered them at all.

The druids continued their protection of the herds and kept a close relationship with their wards. Potents and other druids periodically selected the most powerful or intelligent satyrs as bodyguards but limited their involvement with the rest of a given herd to long-term husbandry. In the distant past, satyr populations that grew too large or threatened to draw the attention of humans were nudged by the druids into a more remote region. In the rare cases extreme measures became necessary, the blackclads introduced predators like trolls or mawgs to cull the herds.

In recent years, the demand for the use of satyrs in battle has increased as druids have committed themselves to

larger battles abroad. Druids or those directly serving them will fashion light armor for their horned allies and have even experimented with arming them. Most satyrs quickly lose interest in such tools, though, discarding them on the battlefield in favor of the raw, concussive force of their own horns and bodies.

The druids may have pragmatic reasons for fostering their relationship with this species, but they also recognize that satyrs are too useful and versatile to be employed as simple fodder. Thanks to centuries of Circle involvement with them, the satyrs view the druids and their allies as extended members of their herds. This belief, combined with the protective nature bred into them over many generations, goads the satyrs to fury against any they come to know who threaten the druids.

Some breeds, such as the Shadowhorns, relish the opportunity to use their frightening strength against any opponent, but even those especially delight in battering their ancient enemies, the armies of humankind. While civilized man has forgotten the satyrs, upcoming battles will remind them of the crushing power of these goat-faced beasts and give them fresh reasons to fear the wrath of the blackclad druids who bring them to war.

Iceblade River Sect

Far to the north in the wilds of the Khadoran mountains is a small gathered fighting force of the Circle Orboros that has seen recent battles against the Legion of Everblight. This group holds territories along the Iceblade River north of the Malgur Forest, and includes several tribes of Tharn. Their efforts are coordinated by a segment of druids local to the region who have also taken measures to foster several local herds of hardy Gnarlhorn Satyrs and they protect several vital sacred sites in the region.



Satyr Tactics

By David Boeren



The Gnarlhorn and Shadowhorn Satyrs offer the Circle Orboros some markedly different options than the faction's original heavies and are well worth considering for rounding out your collection. With forethought and strategic play, both can be valuable assets to your army.

Billy Goat Gruff

The first Satyr to be released was the Gnarlhorn. It might not look that exciting at first, but it's a solid melee beast with better ARM and POW than a Warpwolf. In fact, it's a lot like a Warpwolf that warped for a little of both. Keep charging or slamming with the Gnarlhorn when you can, to get its speed bonuses and extra slam damage. It works well with Spirit Door or any abilities that allow it to keep at a distance from the enemy or prevent the enemy from moving. Counter Slam is a great ability when the Gnarlhorn is in the backfield and out of enemy range, but you can also use Vigilance on it to manufacture your own Counter Slam opportunities when it is closer. Success is not guaranteed, but this combination can limit your enemy's options. The Gnarlhorn's animus, Ram, is also quite good, allowing a free slam with follow up. Ideally, your warlock will cast Ram on the Gnarlhorn to keep the Satyr's fury free for follow-up attacks against either the slam target or other models standing close to where they land.

Look for opportunities to slam a model at an angle that will clear a path, then follow up into melee with the enemy warlock. You can get some good wins this way, and it is very difficult to protect against. Don't hesitate to run one of your own models up to be the slam target if you see the opportunity! The Gnarlhorn Satyr is also a good beast for Mangled Metal, where charge and slam lanes are more open and you have better odds of leveraging its Counter Slam.

Little Billy

When I first saw preview images of the Shadowhorn, I thought it was a light beast; it looked too skinny to be

a heavy. Turns out I was wrong. A cheaper heavy, the Shadowhorn may not break rocks with its fists, but it is very agile and tricky. With its Chain Attack: Pitch, Reversal, Hold Ground, and Bounding Leap, predicting what will happen when you decide to mix it up with a Shadowhorn is difficult. Any DEF bonuses you can give it will make Reversal even stronger—Forced Evolution, for example, or putting a Swamp Gobber cloud down to debuff potential attackers. The Shadowhorn works well as a defensive beast: its Hold Ground can protect other models in base-to-base contact with it as well, so it makes a reliable bodyguard for your warlock. Offensively, the Shadowhorn is a little weaker, but Bounding Leap can allow it to attack the enemy army's vital spots.

If you want to beef up the Satyr, consider pairing it with a Gorax or using spells to buff its strength. Its animus is beneficial on bigger heavies, and your warlock can cast it on the Shadowhorn if you sense an opportunity to go after an enemy warlock with a Bounding Leap. Bounding Leap also makes the Shadowhorn an excellent Spirit Door beacon for Kaya if the Satyr doesn't quite finish the job itself. For the low cost of 94 points, it's hard to pass up the value of the multipurpose Shadowhorn.

Satyr Synergy

- Kaya works well with both types of Satyrs. The Gnarlhorn gains benefits when it charges or slams, which meshes perfectly with the use of Spirit Door to retrieve it for repeated runs. The Shadowhorn makes a good Spirit Door beacon for a tag-teamed assassination attempt with Kaya. His animus is also useful on her other beasts.
- Epic Kaya is a great warlock for the Shadowhorn. Forced Evolution makes Reversal much more potent, and Dogpile allows the Gnarlhorn to Counter Slam the target without LOS. Good placement and Muzzle may help you get off a Counter Slam, as Muzzle prevents a beast from moving closer to Epic Kaya.

- The Gnarlhorn makes a good target for Baldur's Earth's Blessing spell. His feat turn allows you to set up a good follow-up and prevent enemies from moving too close to your Gnarlhorn to stuff its Counter Slam.

- You may run into situations where a Krueger's Tornado combined with a Gnarlhorn's Ram can win you the game.

- Epic Krueger's Lightning Storm makes a nice blocker for your Gnarlhorn to hide behind to increase the threat of Counter Slam. His ability to move models around can also set up a good Ram opportunity.

- Kromac's Howling Pit serves as a spacer for Counter Slam and sets up a charge/slam for next turn.

- Morvahna's Wurmwood helps both Satyrs do more damage against hard targets. If you play her forward, a Shadowhorn bodyguard could prove helpful, even with a Woldwatcher's Vigilance on her.

- Mohsar works quite well with the Satyrs. Pillar of Salt is not the best blocker because it prevents the Satyr's Counter Slam, but Mohsar has several other spells that work particularly well with them. Mirage can line up a better Ram run with the Gnarlhorn, and Crevasse and Death to Dust expertly clear room for the Satyrs to charge, slam, or leap their way in on the enemy warlock. Also, Mohsar is a rather fragile warlock who may enjoy the protection of a Shadowhorn bodyguard.

- A Woldwatcher's animus is useful on either Satyr, whether to combine Vigilance and Counter Slam or to move a Shadowhorn into position where it can use Bounding Leap for an assassination run and remain safe.

- Swamp Gobbers are a handy and cheap way to increase the effective DEF of the Shadowhorn to improve Reversal. They also help your Gnarlhorn charge or slam against enemy beasts.

- Like all the Circle's furry beasts, a Gorax can be used to amp up the Satyrs' offensive potential. This pairs especially well with the Shadowhorn's capability to use Bounding Leap to get to the enemy warlock.

Painting The Satyr

Satyr of the Iceblade River Sect

By Todd Arrington



What You'll Need:

-  Armor Wash
-  Battlefield Brown
-  Cold Steel
-  Cygnus Yellow
-  Exile Blue
-  Gun Corp Brown
-  Hammerfall Khaki
-  Idrian Flesh
-  'Jack Bone
-  Matte Medium
-  Menoth White Highlight
-  Midlund Flesh
-  Morrow White
-  Pig Iron
-  Quick Silver
-  Rucksack Tan
-  Trollblood Base
-  Underbelly Blue

Basecoat

Base the steel portions (such as the bracer on its right arm) with Pig Iron, the horns and hooves with Hammerfall Khaki, and the long hair on top of the satyr's head with Battlefield Brown. Apply a layer of Gun Corps Brown to the skin, Underbelly Blue to the armor pieces, and Rucksack Tan to the leather portions.

Colors Used:

Steel: Pig Iron

Horns and Hooves: Hammerfall Khaki

Long Hair: Battlefield Brown

Skin: Gun Corps Brown

Leather: Rucksack Tan



Shading

Create a mix of Battlefield Brown, Matte Medium, and a drop of Gun Corps Brown and apply it to the armor, steel, long hair, and hooves. Create a second wash by adding a drop of Blue Ink to the previous wash and apply that mixture to the skin. Wash the horns with a mix of Battlefield Brown and Idrian Flesh. Wash the armor plates with a mix of Trollblood Base and Matte Medium. Wash the leather with a mix of Rucksack Tan, Exile Blue, and Matte Medium.

Colors Used:

Steel, Long Hair, Hooves:

Battlefield Brown, Gun Corps Brown, Matte Medium

Skin: Battlefield Brown, Blue Ink, Gun Corps Brown, Matte Medium

Horns: Battlefield Brown, Idrian Flesh

Armor: Matte Medium, Trollblood Base

Leather: Exile Blue, Matte Medium, Rucksack Tan



Highlight

Wash the steel with a mix of Exile Blue and Armor Wash. Highlight the horns with Hammerfall Khaki. Highlight the skin with a buildup of Battlefield Brown, then apply a small touch of Rucksack Tan. Highlight the Armor with Underbelly Blue, then apply a coat of Cold Steel to the armor edges. Highlight the leather first with Rucksack Tan and then with Menoth White Highlight. Highlight the hooves with Hammerfall Khaki. Base the eyes with Menoth White Highlight.

Colors Used:

Steel: Armor Wash, Exile Blue

Horns: Hammerfall Khaki

Skin: Battlefield Brown, Rucksack Tan

Armor: Cold Steel, Underbelly Blue

Leather: Menoth White Highlight, Rucksack Tan

Hooves: Hammerfall Khaki

Eyes: Menoth White Highlight



Detailing

Detail the armor edges and rivets with Quick Silver and the inner plate of the armor pieces with Menoth White Highlight. Highlight the horns first with 'Jack Bone and then with Menoth White Highlight. Highlight the long hair with Battlefield Brown, then highlight the very tips with Menoth White Highlight. Create a glaze of Cygnus Yellow and apply it to the eyes. When that is dry, add a dot of Morrow White to the center of the eye for highlight. Detail the fingers, mouth, and nose with Midlund Flesh. Detail the hooves using Menoth White Highlight.

Colors Used:

Armor: Menoth White Highlight, Quick Silver

Horns: 'Jack Bone, Menoth White Highlight

Long Hair: Battlefield Brown, Menoth White Highlight

Eyes: Cygnus Yellow, Morrow White

Fingers, Mouth, Nose: Midlund Flesh

Hooves: Menoth White Highlight



Guts & Gears

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By Colin Chapman • Art by Eric Deschamps and Franz Vohwinkel

WROUGHTHAMMER ROCKRAM

The Wroughthammer Rockram is a squat, ugly warjack. It lumbers through mine tunnels belching smoke with sturdy legs pounding the ground beneath it. Despite its great size, onlookers might jest that its appearance is as stunted and unappealing as its dwarven creators. Of course, few would mock the Rhulfolk within earshot of them—least of all within range of a Rhulic warcaster commanding such an imposing behemoth as this.

The mechanics of the Wroughthammer clan, a ruling clan of Ulgar, created the Rockram to serve primarily as a working

'jack. Mining is a perilous business, and the 'jack had to be able to endure such disasters as cave-ins, ill-timed demolitions, gas explosions, collisions with mine carts, and other such hazards as well as the constant wear and tear of industrial labor. The Wroughthammers chose the Ghordson Heavy Armaments Driller mining 'jack as a basis for the new chassis; its rugged and durable design had served for over half a century. Indeed, the Driller chassis was so tough and dependable that it needed few modifications in the redesign, making the creation and production

of the Rockram relatively speedy. Given the strong alliance between the Wroughthammer and Ghordson clans, the process was also comparatively cheap, with the Ghordsons selling the unarmed Driller chassis to their long-standing allies at a discount.

The Driller's hydraulic claw and drill were removed in favor of 'jack tools the



Wroughthammer clan had devised. To make short work of particularly stubborn boulders, veins, and rocks the prototype Rockram was first fitted with a pair of powerful mechanical pick-hammers, nicknamed "pulverizers." These mighty implements certainly demolished earth and stone, but they had a significant drawback: a single one caused severe tremors around the pummeling 'jack, and two together often led to catastrophic cave-ins.

Despite their power, the pulverizers slowed significantly when dealing with the densest stones. The mechaniks quickly reasoned that creating an implement specifically to crack stone as an aid to a single pulverizer would be a fine solution and rapidly designed the sledge cannon. The right arm and pulverizer were removed, and a short-barreled cannon firing tempered shells was fitted in its place. Its range was short, but long range is not necessary

for a 'jack working in the confines of the mines. The powerful cannon sundered stone with ease.

Although the Ghordson engine used in the Driller and the Rockram does not match the remarkable efficiency of the Grundback 'jack engine, a large furnace capacity enables both designs to operate for up to 14 hours of general use or three hours of heavy use or combat. These are impressive durations in light of the one hour of combat use many



human 'jacks are limited to, even now, over a hundred years later.

Battlefield deployment of the Rockram was not considered during its creation, but its suitability for the work became apparent shortly after it entered production. Soon reports began surfacing of miners using the 'jack to break into the tunnels of rival clans and attack them as part of ongoing feuds. As the miners tunneled ever deeper, frequent skirmishes broke out with the monstrous dreggs, and the Rockram routed the foul creatures and saved more than a few lives during the brutal encounters.

The Wroughthammer clan, practical as ever, quickly recognized the battle capabilities of the Rockram and began to sell it as a dual-purpose mining 'jack and warjack, seeing a nice increase in revenue as a result. The market for the Rockram expanded swiftly to include such dwarven enclaves as Orvin and Ironhead Station in Cygnar. Each realized the clear utility of a mining 'jack that could also defend the dwarven people and their interests should their human neighbors ever turn against them.

Shipping these 'jacks to the distant enclaves has fallen on the shoulders of the Searforge Commission, and

the Commission has routinely hired Rhulic mercenaries and warcasters to escort these valuable shipments to the enclaves. Cygnar, though prohibited from actively purchasing these 'jacks, has also hired a considerable number of Rockrams for large-scale mining operations overseen by Rhulic miners, further swelling the coffers of the Wroughthammer clan.

Shipments to dwarven enclaves in Khador by the Searforge Commission have been more problematic. The Khadorans tax imports heavily, and Khadoran-produced mining 'jacks are notably cheaper. Although Khadoran dwarf enclaves have purchased significantly fewer Rockrams, the dual purpose of the 'jack has secured some sales.

In the field of combat, the pulverizer has proven to be an effective siege weapon. It strikes the ground with enough force to upset or unbalance anyone in close proximity, rending fortifications and opponents alike. The Rockram's stout frame and heavy armor have turned aside the weapons of war as much as the cave-ins and explosions of the mines, and the sledge cannon has demonstrated that it is as capable of punching through 'jack plating as it is through stone. Though the Rockram is reliable, durable, and

enduring, it was designed for mining and has shortcomings for combat. First, it is slow and lumbering; even the warjacks of Khador seem spry in comparison. Second, its armaments lack any substantial range. Adept Rhulic warcasters always consider these drawbacks when fielding these 'jacks.

With the last few decades seeing widespread war in Immoren, sales of the Rockram have become even more lucrative. Fearful and paranoid enclaves seek to increase their potential defenses with more of these combat-worthy 'jacks and use them in digging and defending fortified subterranean areas. Foreign sales have also increased with certain Rhulic warcasters making their fortunes abroad. To cope with the increased demand, the Searforge Commission has worked with the Wroughthammer clan to establish outlets in the main dwarven enclaves to sell, hire out, and repair Rockrams more directly.

It is a remarkable testament to the skills of the Wroughthammer mechanics that since its introduction in 502 A.R. their initial design for the Rockram has successfully served unchanged for over a century. With its resounding success, it seems likely the Rockram will continue to serve well for many years yet to come.

1st Mountain Combined Arms Defense Corps

Business has been good for a number of Rhulic mercenaries operating in the Khadoran and Llaesele mountains. Recently several companies of Hammerfall gunners consolidated operations with like-minded squads of Forge Guard from Horgenhold to create the 1st Mountain Combined Arms Corps, AKA the "1st MCAC." Leveraging their combined earnings this group has acquired a number of refurbished 'jacks including two seasoned Rockhammer Rockrams, each boasting valuable combat experience and several "design improvements" implemented by their previous owner, Thor Steinhammer.



WROUGHTHAMMER ROCKRAM TACTICS

By David Boeren

Rhulic heavy warjacks tend to be melee monsters, but their slow SPD can make it difficult to deliver them to where they are needed. Enter the Wroughthammer Rockram. While it lacks the Open Fist and raw brutality of the Driller, it gains a powerful gun and some nice abilities to make up for it.

Speak Softly and Carry a Big Gun

Though the gun doesn't have the best range, the Rockram uses it well. Your SPD 4 'jack will attack much more often while trundling up towards the eventual melee target, and POW 15 will put a big hole in anything. I would recommend always boosting the attack roll for accuracy as well as a much better chance of getting Critical Tempered Ammunition. Many people underestimate the value of this ability, thinking it is only good for a couple of points of damage. Normally, a ranged attack like this against an enemy warjack will happen when the target is undamaged or only minimally damaged. That means mostly clean columns to deal with, which makes our estimating easy. Boosting your damage roll will do an average of 6.5 damage against an ARM 19 heavy. That's pretty close to the ideal amount.

If a critical occurs and the column has 5 or 6 boxes, there is roughly a two-in-three chance that the damage from Tempered Ammunition will roll over onto a second column. That equates to 11 or 12 damage to an ARM 19 warjack, the equivalent of hitting for 30 points of damage. Got your attention yet? Also, because it takes out entire columns, you have a bit better chance than usual to disable systems rather than falling short of getting those crucial bottom-row boxes. I think ARM 18–19 is the sweet spot for getting big bonuses out of Tempered Ammunition. At ARM 20, the likelihood of the damage rolling over to the next column starts to decrease, especially since 'jacks with ARM 20 also tend to have more full columns.

Also, the gun is far more important on a DEF 9 'jack than it would be on a DEF 12–15 warjack. The ability to

deal damage from a distance is more important on a 'jack whose enemies will find tough to miss with their attacks. The 7" range will not keep the Rockram out of enemies' charge ranges, but it does allow you as a player to put some space (and some bodies) between the Rockram and its foes. Ideally, charge in with a unit like Horgenhold Forge Guard that can create the buffer while also dealing significant damage to the enemy.

If I Had a Hammer

The Rockram's melee weapon has impressive POW, the Critical Stagger ability to potentially restrict a foe's attacks, and the Bellringer special action for a board-control effect that impacts the zone 3" around the Rockram in every direction. One thing that makes Stagger extra useful on the Rockram is that when an enemy model loses its initial attacks, that model cannot make special attacks (including power attacks). Critical Stagger will stop Chain Attacks as well and generally lessens the damage the model can do because it must buy all its attacks with focus or fury. Ultimately, the Rockram will live to beat on the model again next turn unless it has help nearby.

Bellringer is somewhat situational, but it can help stop charges, which is pretty important for a slow 'jack. Not only can it protect you, but at close range you can use it to keep models from charging away to threaten other important models like your warcaster.

Rhulic Matters

Most warjacks can be run with a wide variety of controllers, but Rhulic 'jacks are an exception to the rule. From a practical point of view, there are only three possible controllers: Gorton, Madhammer, or Thor. It is possible to marshal him with Hammerfalls as well, but that's not recommended, as they are much more fragile and less able to supply a focus-hungry 'jack.

With Gorton, you will be strapped for focus. Most of the time you should boost rolls with the Rockram (whether in melee



or at range), which means you will only have a couple spare focus remaining. On the plus side, you can emphasize its melee side with Strength of Granite, and Gorton's feat is a good way to open a clean shot at the enemy warcaster.

With Madhammer, you have more focus and a bigger control area which are helpful. Redline can get the Rockram into melee, and Bump & Grind can be used creatively to open up shots. Also, Bellringer fits into Madhammer's concept as a suppression 'caster nicely.

Marshaling the Rockram with Thor has benefits and drawbacks. The upside is that you gain access to free boosts and extra speed. The downside is that if you lose Thor, the Rockram loses much of his power, and you will be reduced to basic melee or defensive Bellringers in many cases. Thor's tougher than most solos, though, and his extra move keeps him safe. I would recommend sheltering Thor behind the Rockram's mass.

Finally, you can assign the Rockram to your warcaster but still have Thor nearby to assist. Most of Thor's abilities will only work on a 'jack that is assigned to him, but he can Repair and Tune Up other 'jacks. This is perhaps a good option if Thor is marshaling another 'jack that can hang out near the Rockram — probably a Gunner or Blaster. Thor is worth considering even if he doesn't have a 'jack of his own to run.

PAINTING THE WROUGHTHAMMER ROCKRAM

Wroughthammer Rockram of the 1st Mountain Combined Arms Defense Corps

By Adam Huenecke



What You'll Need:

	Armor Wash
	Battlefield Brown
	Bloodstone
	Cygnus Yellow
	Hammerfall Khaki
	Heartfire
	Ironhull Grey
	'Jack Bone
	Khador Red Base
	Menoth White Highlight
	Molten Bronze
	Morrow White
	Pig Iron
	Radiant Platinum
	Rucksack Tan
	Rhulic Gold
	Thamar Black
	Traitor Green

Basecoat

Start with a basecoat of Pig Iron on the metal components and weapons. Mix three parts Rucksack Tan to one part Traitor Green (to make a mustard yellow), and apply this to the armored plates, body, and limbs. For the small triangular plates and bolts on the shoulders, apply a basecoat of one part Ironhull Grey and one part Traitor Green.

Colors Used:

Metal Components and Weapons: Pig Iron

Armor Plates and Body: Rucksack Tan, Traitor Green

Accents: Ironhull Grey, Traitor Green



Shading

Apply a slightly thinned Armor Wash to all the bare-metal components, the weapons, and the grey accents on the shoulders. Be sure not to let any of the wash pool, or you will get uneven shading. To shade the mustard yellow plates, create a wash from Battlefield Brown by mixing in water until you get a dirty-looking wash. Don't be afraid to let the brown wash streak or bleed into the other components, as it will make your 'jack look nice and filthy.

Colors Used:

Metal Components/Grey Accents: Armor Wash

Armored Plates: Battlefield Brown



Highlight

All highlighting is done by layering, providing successive, thin coats of paint. Don't water your paint down too far. You don't want a wash; you just want the consistency to be slightly thinner than normal.

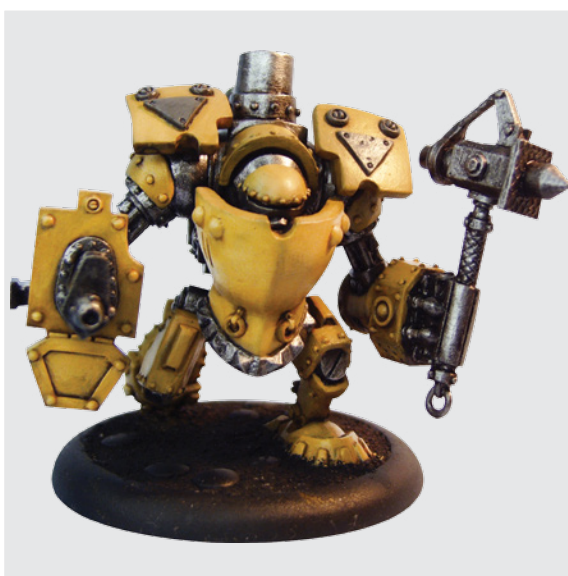
For the metal components, go over all the raised areas with Pig Iron to bring your basecoat out from your wash, and then carefully highlight only the most raised areas with a touch of Radiant Platinum. You can also apply Radiant Platinum to the exposed pistons on the arms and legs to make them stand out. On the mustard yellow plates, mix the same Rucksack Tan and Traitor Green color as in your basecoat and highlight all the raised areas to provide depth from your shading wash. Then add a small amount of Menoth White Highlight to the Rucksack Tan and Traitor Green and use this to accent all the edges and most raised areas. For the grey shoulder details, mix your Ironhull Grey and Traitor Green basecoat color to bring your basecoat back up, then add a little Menoth White Highlight to the same mixture and use this to highlight the top of the bolts and plates.

Colors Used:

Metal Components: Pig Iron, Radiant Platinum

Armored Plates: Menoth White Highlight, Rucksack Tan, Traitor Green

Accents: Ironhull Grey, Menoth White Highlight, Traitor Green



Detailing

Apply a small amount of Molten Bronze around the smoke stacks, gun muzzle, and ammunition clip. Highlight the ammunition with Rhulic Gold. Dry brush some Thamar Black around the top of the smoke stacks, the muzzle of the gun, and the armored plate around the gun. Paint the Rhulic text with the same grey as the accents. The paint chips are Pig Iron, shaded with Thamar Black and highlighted with 'Jack Bone'. Create a Bloodstone wash and apply "rust" on the metal areas and streaks from the paint chips. For the glowing eyes, start with a basecoat of Khador Red Highlight in the eye slit, and add some slightly thinned Heartfire over it. Once that is dry, apply thinned Cygnus Yellow to both the eye slit and the area around it to make it glow. Finally, apply a little Morrow White to the interior of the eye slit. If desired, you can also apply a sloppy Battlefield Brown wash to the legs to make them look muddy.

For a detailed tutorial on the paint chips and source lighting, see Ron Kruzie's Modeling and Painting extra in No Quarter Magazine #11.

Colors Used:

Stacks and Gun: Molten Bronze, Thamar Black

Ammo: Molten Bronze, Rhulic Gold

Rhulic Script: Ironhull Grey, Traitor Green

Rust: Bloodstone

Paint Chips: 'Jack Bone, Pig Iron, Thamar Black

Eye Slit: Cygnus Yellow, Heartfire, Khador Red Highlight, Morrow White

Mud: Battlefield Brown



Sign & Sigil: The Order of the Golden Crucible

by **Simon Berman**
Art by **Florian Stitz**
and **Btian Snoddy**

Sign and Sigil discusses the unique magical practices, orders, and beliefs found throughout the Iron Kingdoms. The Order of the Golden Crucible is the most successful magical organization in history and its arcane and political might has helped shape all of western Immoren.

Origins of the Order

Of the numerous groups of arcanists in the Iron Kingdoms, none can claim a longer tradition than the Order of the Golden Crucible (OGC), which rose from the conspiracies of the Orgoth rebellion. The order has become known as the most inclusive occult organization in western Immoren. Wizards and arcane mechaniks are welcome in the Golden Crucible alongside the alchemists who make up the majority of its members. The order's varied membership has made it one of the strongest trade guilds in western Immoren; at times it has enjoyed an almost complete monopoly on commercial blasting powder. This blasting powder is sold to small and large gun shops across the region where most of it is turned into high grade firearms ammunition, a product always in demand in western Immoren.

Shortly after receiving Tamar's Gift of sorcery, the founding members of the Circle of the Oath ranged throughout western Immoren seeking allies and apprentices. Orgoth spies quickly caught wind of their activities, and the invaders hunted down hundreds of early wizards and sorcerers as they sought to wipe out the threat to their sovereignty. During this time the city of Leryn became a center of research, a place arcanists could find other like-minded individuals, protect one another, and hide from the Orgoth. It was there that the Order of the Golden Crucible was founded in 25 BR.

Working closely together, these arcanists developed numerous innovations that aided in the centuries-long rebellion against the Orgoth. Sebastien Kerwin's notes were available to the order and inspired some of the most important breakthroughs in the history of alchemy and mechanika. Notably, Golden Crucible members invented the arcanodynamic accumulator, a device crucial to the construction of Colossals and their descendant steamjacks. The order is best known, however, for the invention of blasting powder and firearms. A combination of two alchemical powders that create a powerful explosion when mixed, blasting powder is arguably the most important

alchemical invention in history.

In the centuries after the defeat of the Orgoth, the order developed a reputation for producing excellent alchemical materials and eventually became the premier alchemical-industrial concern in all of western Immoren. In time even national militaries were contracting the OGC to supplement their own production. The order's near monopoly on civilian production of blasting powder made them exceedingly wealthy, and membership became attractive to arcanists of all stripes. Those accepted into the order were permitted to refer to themselves as "aurum ominus alchemists." Bearers of the title had demonstrated competence in a number of alchemical or wizardly pursuits, and clients could assume any alchemical mixtures or reagents produced under this seal met a high standard of quality.

Unlike their rivals in the Fraternal Order of Wizardry, the leadership of the Crucible was more interested in profit than power or lore. Rejected applicants from the Fraternal Order often turned to the Golden Crucible, and the Crucible was always happy to take in talented wizards or alchemists who had been refused elsewhere. All those with an aptitude for alchemy or wizardry were welcome to apply provided they were willing to pay the required fees and could pass the order's attestation exams (see Membership, Rank and Authority).

The order maintained a permissive attitude toward the activities of its accepted members. Individual members could expect little interference in their lives if they paid their dues and performed the duties occasionally required of them, such as assisting in research, acting as couriers, or producing high-demand alchemical products. The only oversight the Order practiced was periodic quality control checks of the most important products, which were conducted by the same inspectors who oversaw the exams that Crucible members took to be certified in various alchemical processes.

Any member who had attained the appropriate attestations was allowed to produce and sell blasting powder,

but the Crucible periodically sent agents to spot-check the goods. Any member discovered selling lower-grade blasting powder derived from subpar reagents was subject to heavy fines. An individual found repeatedly cutting corners in the production of this trademark good could even see his membership in the order revoked.

The order's stronghold in Leryn provided a headquarters for the inspectors and the Crucible Guard, combat alchemists and pistoleers who provided bodyguards and escort for important Crucible members and security for crucial locations. The Crucible Guard was particularly prominent in Leryn, where they served both as city guardsmen and as soldiers augmenting the garrison protecting the city.

Leryn was the heart of the order for generations, but it was by no means its sole bureaucratic hub. Members of the Crucible spread throughout the southern kingdoms of Ord and Cygnar, with strong regional offices in Ceryl and Midfast in particular. Although a number of individual alchemists set up shop in Khador, Khadoran law prohibited Crucible branch offices, and that country's restrictive trade regulations made it difficult for individuals to conduct business there independently. Elsewhere in the Iron Kingdoms, the Crucible came to be known as purveyors of the finest alchemical goods—a reputation upon which its members capitalized. Even if some far-flung alchemists cut corners, making shoddy products to pocket an extra profit, on the whole the Crucible was known for quality work.

Over the years the order proved more adaptable to societal changes and innovations—both technological and mechanical—than the Fraternal Order of Wizardry. Where the Fraternal Order of Wizardry traditionally sneered at arcane mechaniks and their works, the Golden Crucible welcomed them. The Crucible's relatively open entrance standards led to a more collegial atmosphere than that found in the notoriously secretive Fraternal Order. Many Crucible strongholds became centers of learning, with the ideal of members freely sharing information and techniques between their disparate arcane disciplines.

Still, many OGC members considered themselves tradesmen first and foremost, regardless of the occult nature of their product. Crucible groups from different regions often competed, despite the order's strict pricing control. While undercutting prices was forbidden, attempts to steal lucrative contracts or to produce slightly different alchemical products to lure away customers were not uncommon. Competition between one guild and another—or even between individual members of the same guild—could be cutthroat.

The order enjoyed its comfortable and profitable position for centuries. The title “Aurum Ominus Alchemist” carried respect with the public, and members of the Crucible felt secure. The decentralized nature of the Crucible's operations made the organization resilient in the face of adversity—but the Khadoran invasion of Llael in 604 AR tested that resiliency to the breaking point.

Disruption

The Khadoran High Kommand quickly recognized the Golden Crucible as an obstacle to their invasion of Llael. Members of the order's Crucible Guard fought in cooperation with the Llaelese Army against the initial invasion and even as Khador pressed forward its unrelenting attacks. Several leaders of the order made it clear they intended to hole up within Leryn and continue to battle until they were rooted out. This was a serious concern to the High Kommand, as Leryn's ability to withstand a protracted siege was well known.

Khador's destruction of neighboring Riversmet was orchestrated specifically to demoralize the order in Leryn. Several prestigious members of the guild were among the thousands slain, and all the local alchemical laboratories were lost in the fires. The few who were able to flee the carnage carried rumors of Doom Reavers let loose on the innocent populace. This undermined the will to resist within Leryn, which was exactly the High Kommand's purpose.

While the order's leadership urged continued defiance, the morale of the city's defenders was indeed broken,

and lower-ranking members of the order opened the gates of Leryn to the Khadoran Army on the first of Cinten, 605 AR. The Greylords Covenant granted amnesty to anyone willing to obey the occupying forces. Most of the senior leadership, including Aurum Magnus Niels Wys, leader of the entire Order of the Golden Crucible, refused; these were summarily executed, along with their families. The Llaelese order became pawns of the Greylords Covenant, and the Khadoran wizards wasted no time in occupying the elaborate facilities that had been the heart of the Crucible almost since its inception.

The remaining cities of Llael fell soon after, and without central leadership, the alchemists of the order were left dismayed and unable to coordinate their actions.

Aftermath

The Khadoran invasion and occupation threw the Crucible's communications into chaos. Members of the Crucible

fleeing the fall of Llael flooded the order's strongholds in Corvis and Midfast as well as others across western Immoren. The loss of Thunderhead Fortress and so many of the order's most respected leaders was a staggering blow to the organization's hierarchy. In addition, many of the Crucible's most valuable mines, those required for extracting the raw materials for blasting powder, had fallen into the hands of the Greylords Covenant along with the Thunderhead's huge inventory of high-grade alchemical stock and reagents. Alchemical secrets the order had jealously guarded for hundreds of years were pilfered, and other procedures—known only to senior alchemists who in turn handed the information down only to their most trusted subordinates—were lost forever when the Khadorans executed the Crucible's central leadership. The Crucible Guard also suffered badly, as virtually all their command staff was killed in Leryn and Riversmet.

The Traitor Order

When the Greylords Covenant captured Thunderhead Fortress, they took control of the greatest repository of alchemical knowledge and equipment in all of western Immoren. Along with this treasure trove, they acquired the dozens of expert alchemists, arcane mechanics, and other artisans that constituted the surviving membership of the Crucible in Leryn. The truly defiant were executed, and those members who remained were for the most part obedient to their new masters. Many of them had family members, whom the Greylords did not hesitate to threaten to ensure compliance.

The Greylords wasted no time in putting the captive order to work on behalf of the High Kommand. The alchemists and arcanists continue to operate under the name of the Order of the Golden Crucible despite being directed and controlled by the Greylords Covenant.

While many of these individuals resent the Greylords immensely, most have resigned themselves to their new role. After all, they are still paid well for their work and can now draw on the tremendous resources of the Khadoran Empire for their research. Outside of Khador, the Crucible's membership regards their former colleagues in occupied Llael with scorn and pity, referring to their lost brothers as either the “Traitor Order” or “the Leaden Crucible.” A few of the alchemists and mechanics in Llael wish to escape the hated Khadorans, but they have little hope of it without outside help. The Crucible would love to rescue some of these talented individuals, but the Crucible Guard is already stretched dangerously thin.

Not all the order members in occupied Llael wish to be liberated. Some of them claim even in their servitude to represent the true Order of the Golden Crucible. After all, they point out, are they not the ones in possession of the order's heritage and home?

Lost Secrets

Although the Greylords Covenant now possesses the lion's share of the Golden Crucible's Llaeese stockpiles of materials and fine alchemical laboratory equipment, the theft was far from complete. Some members of the order who remained in Leryn have not been entirely forthcoming to their new masters. These malcontents have valuable alchemical or arcane knowledge that they gladly pass on to the enemies of Khador if given a safe opportunity.

The Order's alchemical formulas and associated works are hidden throughout Llael and abroad. Crucible members fleeing the invasion concealed their most important notes and journals in safe houses, cellars, caves, decrepit barns—any likely hiding spot. Some of these caches are still moldering, awaiting alchemists who may never return. Finding them would be only half the battle for the Khadorans, however; researchers often used abbreviated shorthand and codes, ensuring that recovering workable alchemical processes from such notes would be a time-consuming and dangerous process.

With the capture of Thunderhead Fortress, the Greylords also seized the order's central treasury. With a substantial portion of the order's accumulated assets locked away in occupied Llael, some regional chapters began to default on debts incurred in normal operations. Merchants and suppliers began to refuse credit to Crucible members until debts were paid, although in most cases local branch offices were able to negotiate around these problems and quickly resume business.

While cutting off the head of the order had a great impact on Llaeese members, the central treasury, and communication between remote branches, it had far less effect on individual OGC members and guild houses outside of Llael. The loss

of most of the order's inspectors was not lamented by many working far from Leryn. Several regional branches had been operating semi-autonomously even before the fall of the Thunderhead, seeing the distant OGC leadership primarily in terms of the dues and royalties paid out and inspectors and their associated headaches coming in. To these regional groups, the removal of such obligations actually led to an increase in profits and a new freedom to function without tedious bureaucratic oversight.

In the months that followed, the order continued to become less and less centralized, with members and branch offices continuing their business as before but with little contact or organization between them. As more time passed without contact from higher authorities, individuals and smaller branch operations turned to the most influential and outspoken leaders in their local areas. Several strong branches took on the tasks of coordinating their peers, inducting new members, conducting attestation exams, and overseeing the production of blasting powder. Most clients continued to respect the Crucible's generations-old reputation for producing quality alchemical products and arcane goods. Isolated as they were, these members did not recognize that the order had become fractured into several different groups, each referring to themselves as the "Free Order of the Golden Crucible" but looking to different leaders for direction. Strong voices emerged variously in Corvis, Ceryl, and Midfast, each helping to provide guidance to other members in the immediate vicinity and acting as substitutes for the absent authority of Thunderhead Fortress.

Some less scrupulous members of the order found the situation fortuitous. A lack of central leadership meant freedom from the yearly tithe required of every member. Even more importantly, the Crucible could no longer perform any quality control on products bearing the order's sign. Left to their own devices, more than a few individuals and guild houses began using inferior reagents or adulterating

their products with inert alchemical substances to stretch their stock. Many of these individuals made huge profits in the short term, but the resulting poor-quality products have tainted the Crucible's reputation ever since.

Maintaining control over the sale of blasting powder became one of the order's greatest concerns. Formerly, the Crucible had enjoyed a total monopoly on the commercial production of the alchemical powder used in every firearm or explosive. While each kingdom maintained national powder mines and production facilities to produce military-grade powder, they occasionally contracted with the OGC for high-grade powder. After the loss of the Thunderhead, the order found it impossible to control prices like it had been able to before the Khadoran invasion.

Independent alchemists lost no time in taking advantage of the situation, and soon members of the decentralized Free Orders were directly competing with one another. These groups used the same exacting production methods that they learned from the Crucible, and they were willing to undercut their competitors to establish themselves in the market. Even though the OGC still controlled the majority of the industry, blasting powder prices kept dropping. Increased competition—along with a flood of lower-grade powder—brought a substantial drop in the price of blasting powder, a boon to militaries and firearms consumers throughout western Immoren.

Post-Aftermath Crucible Centers

In Ceryl, Crucible members traditionally focused on the order's main commercial products: high-grade blasting powder and explosives. After the loss of the Thunderhead, Aurum Lucanum Master Alchemist Lyesse Pylus quickly became one of the most prominent and important figures in the order. His branch assumed leadership over all of western Cygnar, which had long been one of the order's most



lucrative markets. He protected the autonomy of his region by seeking out new sources of raw materials to replace those formerly supplied by mines in Llael. Thanks to his work, the order came to control a lucrative powder mine located southeast of Ceryl, not far from Demonhead Pass. The Ceryl OGC even started supplying other guild houses of the order, such as the Ordic OGC.

Ceryl was home to western Immoren's largest population of non-Llaelese order members. While city politics remained dominated by the Fraternal Order of Wizardry headquartered in Ceryl, the OGC had better contacts in the city's mercantile and trade communities. Under Master Pylus, the Crucible in Ceryl quickly became one of the most influential centers of the order.

Unlike the other cities that rose to prominence after the invasion of Llael, Corvis has no long history significance to the order. Its local membership was quite small before the invasion of Llael, but the city had the mixed fortune of serving as a refuge for most of those fleeing the fall of Llael, among them many talented members of the OGC. The charismatic Lord Roget d'Vyaros became the leader of this group. He was a great help to the order in Corvis during the days following the invasion and worked closely with the city's largest powder producer, Halleran Alkot, to encourage these refugees to stay in the city and build a new community. While the city's sudden increase in population (initially from Llaelese refugees and later an influx of soldiers from the Cygnaran army) made

housing scarce, the branch managed to secure space to expand their facilities. The situation in Corvis remained in flux: with the guild house being expanded and renovated, and members scrambling to secure materials for their research. Despite this local chaos, OGC members in eastern Cygnar began looking to Corvis for direction, much to Lord d'Vyaros' delight.

Situated on a major trade hub, Fharin has been a vital part of the alchemical industry for many years. Numerous alchemists and mechaniks have made their homes in this city, but many were only nominal members of the Crucible. No single voice of leadership arose after the fall of the Thunderhead to unite them. Several recognized alchemical masters worked in the city, but each was too focused on his own tasks to organize his peers. Crucible members in Fharin regularly competed with each other, particularly since blasting powder prices became unstable. Members elsewhere spoke of the city with disdain as "the armpit of the order," and a span of several years without tithes and quality control inspections led to a significant decline in both price and quality of local powder. The illicit sale of toxins, venoms, and alchemical intoxicants became commonplace, along with scams such as spurious love philters and questionable cures. Discreet buyers could secure just about anything for the right price; the city turned into a poisoner's paradise thanks to its cutthroat alchemists.

The situation was considerably different in Midfast, Ord's northernmost city. For over twenty years, the Crucible's headquarters there has been the Midfast Weapons Foundry. Run by the brothers Ian and Hagan Cronan, the foundry worked closely with the Ordic Army and helped provide a significant portion of the munitions for the northern border defenses. After the loss of Leryn, the facility became home to a number of refugee Crucible members, and in a short time the foundry became one of the largest and most efficiently run Free Order of the Golden Crucible guilds.

Midfast was also home to Master Alchemist Creena Torcail, the niece of the moorgrave of Almare and the only accredited master alchemist in Midfast. She was of higher rank than the Cronan brothers but showed no desire to exercise this authority, preferring to spend her time on her own experiments and overseeing production at the Foundry. Her desire to remain aloof from order politics was about to be challenged.

The Bandit King's Offer

Shortly after the invasion of Llael, King Baird Cathor II, the sovereign of Ord, began to consider how his nation could benefit from the opportunities presented by the ongoing war. The Order of the Golden Crucible had always been a notable part of Ordic trade; in fact, the Ordic crown granted the order exclusive rights to operate in Midfast. No other wizard orders were allowed to establish branches in that city or conduct official business. Since Midfast is Ord's most important fortress on the Khadoran border, it became an excellent place for alchemists and mechaniks to employ their skills for the Ordic army and its paymasters.

In early 605 AR, the King summoned local Crucible luminaries Ian and Hagan Cronan and Master Alchemist Creena Torcail to a meeting with Lord General Vascar and the ruling castellans of Midfast. At this meeting, King Cathor informed Torcail and the Cronans that he considered them authorized representatives of the Golden Crucible at large and through them he made an attractive offer: in exchange for reduced rates on services provided to the Ordic Army and Navy, the OGC would receive exclusive contracts with Ord, and the city of Midfast would fund the construction of a new guild house to act as the headquarters for the order, built to the order's specifications.

Stunned by the offer, the three Crucible leaders politely asked the King for time to discuss the matter with their peers and retired for a private discussion at

the foundry. These leaders knew quite well the order was fractured, with no one who could speak for the entirety of its membership. Ian and Hagan were all for accepting the offer once the specifics of the contracted could be negotiated. They also enthusiastically suggested that Creena claim the title of aurum magnus, as she was the only master alchemist among the Crucible in Midfast and was therefore the only person present who was qualified for the rank. Creena, showing typical humility, refused to commit the Crucible to any course of action without a discussion between other masters abroad and suggested that there were undoubtedly better-suited candidates for the position of aurum magnus.

Coordinating a meeting with the far-flung senior members of the OGC proved to be as difficult and onerous as the Cronan brothers had feared. It took almost half a year to set up the meeting, but in the spring of 607 AR the remaining masters and higher-ranking members met for the first time since the fall of Leryn. Convened in Ceryl, the first official meeting of the Free Crucible lasted over a week and featured a great deal of bickering and debate.

Some representatives were in favor of immediately accepting King Baird's offer, but Aurum Lucanum Lyesse Pylus of Ceryl voiced a number of reservations. Not least of these was that the exclusive contracts offered by King Cathor could lead to the order being absorbed by the Ordic military. He also objected to Midfast's precarious location on the Khadoran border. While that city had never been successfully besieged, Leryn had shared a similar reputation. There were heated words on both sides before a narrow majority eventually voted to accept the Ordic king's offer.

Over the course of the meetings, discussion had naturally digressed into other topics related to the future of the order and how it would proceed once reunited. It was generally agreed that, since its grip on the blasting powder industry had weakened, the Crucible needed to find new markets

and additional sources of revenue. This led to a lengthy argument about reinstituting the collection of the yearly tithe and quality inspections. The representatives from Fharin suggested delaying the collection of dues until the order's new headquarters were completed, and the discussion was eventually tabled. Also set aside was the matter of who should be appointed the new aurum magnus, the titular head of the order. The only unanimous decision made, in fact, was to remove the word "Free" from the organization's name.

On the Order's acceptance of his offer, King Cathor immediately opened his treasury to initiate construction of a facility adjacent to the Midfast Weapons Foundry. By the final weeks of 607 AR, the not-quite-complete guild house had become a small fortress containing some of the most advanced alchemical labs and foundries in all of western Immoren. A number of Crucible members immediately relocated to Midfast to take advantage of the new facility. The local senior officers expanded the Crucible Guard, gathering veterans as well as recruiting new members.

It quickly became apparent the selection of a new aurum magnus would be a protracted affair; indeed, as of this writing it remains unresolved. The highly esteemed but still-reluctant Torcail is currently favored, in no small part because her lack of political ambition appeals to those in favor of maintaining as much regional autonomy as possible. Lyesse Pyllus of Ceryl is also mentioned frequently. Supporters cite the bureaucratic skill he has displayed in Ceryl, but detractors claim he favors Ceryl and seems reluctant to move to Midfast. Lord Roget d'Vyaros of Corvis is the dark horse of the candidates. While neither a particularly talented alchemist nor a man with any notable organizational skills, he is charismatic and well regarded for his efforts to help Crucible refugees. His candidacy for aurum magnus is considered a long shot, but Lord d'Vyaros commands a great deal of goodwill in the order; should he retire from the contest, his endorsement

would most likely attract enough votes to decide the matter.

Whether this debate will turn ugly is yet to be seen, though the order's membership becomes more restless with every passing week. In the meantime a self-nominated "Assembly of Masters"—senior alchemists, including all three of the candidates—is serving as the OGC's governing body, meeting in the new guild house in Midfast. This assembly will persist to allow representation from the various regional branches after the aurum magnus is finally selected.

The Present

Midfast has become an appealing destination for junior members of the Crucible. The new central guild house is a huge structure with comfortable lodgings, state-of-the-art laboratories, and first-rate workshops. Even though the building is still under construction, alchemists are flocking to Midfast to take advantage of the impending

lucrative military contracts. Ian and Hagan Cronan now spend more time at the new guild house overseeing operations than they do at their foundry.

Creena Torcail is still hesitant about her possible elevation to the rank of aurum magnus. While she is confident of her ability to perform the tasks of that office, she prefers the simple joys of pure research. Creena has already begun coordinating others to research new alchemical products that might be profitable to the order. Should she become the aurum magnus, she plans to promote the Cronan brothers to help manage the bureaucratic work so she can focus on marketable alchemical innovations.

While workable innovations remain elusive, Torcail sees promise in her latest invention: blasting powder-based igniters. These "matches" are small sticks of wood with an alchemical head coating one tip. The treated tip, called a

"match head," is a core of black powder separated from an outer layer of red powder by an inert layer between them. When struck against a rough surface, the powders interact and produce a tiny explosion, setting the match aflame. These have been particularly profitable in Tarna, the heart of Ord's hooaga trade, and are spreading rapidly across Cygnar.

Despite the chaos of the last few years, the day-to-day lives of most members of the Crucible are much the same as they have been for centuries. Most members make their livelihoods with only minimal contact with the order. The order has started collecting tithes again, despite the grumbling from some members, but the Assembly of Masters has agreed not to collect unpaid tithes from the period of chaos following the invasion of Llael. As always, the life of lower-ranking alchemists depends more on the character of the regional order where they live and work than on the distant central organization.

The Crucible Guard

For centuries, the Crucible Guard has served as the Order of the Golden Crucible's mercenary force. Staffed with skilled pistolers and grenade-toting combat alchemists, the guard protects important Crucible facilities and personnel. Members of the guard routinely act as escorts for Crucible inspectors and tithe collectors and protect important shipments abroad. Two members of the guard are traditionally given the honor of preserving the safety of the order's aurum magnus. Guardsmen are also occasionally hired out to Crucible clients to provide similar services on a short-term basis, which brings in additional income to support the officers in the style to which they are accustomed.

The Crucible Guard was particularly important to the defenses of the city of Leryn, home to the Thunderhead Fortress. The guard outnumbered the city's army garrison by a large margin and had assumed most city patrol responsibilities. The order fell apart after the occupation of Leryn

and Llael, and most of its members dispersed. Since the decision to rebuild the Crucible's headquarters in Midfast, some of these officers have returned.

Former Captain of the Guard Jean Resson Dagget (now Commander of the Guard, leader of the Crucible guard entire) narrowly escaped the Khadoran occupation of Merywyn and fled to Midfast after spending some time in Corvis. A natural leader, Dagget is still a dangerous pistolier although in his late fifties. Under his leadership the Crucible Guard has begun to return to its former strength. Dagget has trusted officers to the rank of captain and assigned some of them to oversee the guard at key regional guild houses, such as the ones in Ceryl and Corvis. Subordinate to the captains are lieutenants and sergeants. Each higher rank brings with it an increase in pay and privileges; the Crucible Guard is generous toward its officers and men, making these coveted posts. Successful officer candidates must prove themselves

worthy of both trust and respect, well versed in combat, and masters of the unique weapons and tools employed by the Crucible Guard.

The restored guard has only recently begun to recruit in earnest, seeking both adventurers as well as seasoned mercenaries from other companies. The guard is eager to expand both its numbers and its activities abroad. With the new headquarters in Midfast located so near the Khadoran border and never-ending strife abroad, guard officers have begun to restore the old tradition of seeking out ancillary contracts to augment the organization's income. So long as they choose clients that do not endanger the Order of the Golden Crucible's ongoing projects, this practice has been encouraged. Income earned by these activities allows this organization to arm and outfit its members without placing a strain on the OGC's treasury.

Membership, Rank, and Authority

Arcanists of all stripes—except the universally shunned necromancers and infernalists, of course—are welcome to apply to the Order of the Golden Crucible. While most members identify themselves as alchemists, some members only dabble in alchemy while practicing more general wizardry. Arcane mechaniks are a minority compared to dedicated alchemists and wizards but remain a significant group. The order includes very few sorcerers, as those with that sort of power rarely show an interest in using their abilities for mere commerce.

One wishing to join the order must be sponsored by a recognized aurum ominus alchemist. Once sponsored, he must demonstrate aptitude in his field of expertise. Alchemists, for example, must be able to prepare three common alchemical formulas using methodologies standard to the order. The candidate must then pass a general examination establishing his aptitude in the basic principles of alchemy. An arcane mechanik must pass a similar test relating to the construction of simple mechanika and mechanical principles. Order inspectors proctor both the written and practical segments of the test.

Apprentices of order members must pass the same tests before being recognized as full members. Those who pass must swear an oath of loyalty to the order and sign a written copy. From then on they are recognized with the title of **Aurum Ominus Alchemist**, receive a signet ring of the order, and are granted all the privileges and responsibilities that accompany membership in the Crucible. The title is universal; Arcane Mechaniks and Wizards are still given the honorific of “alchemist.”

Any member of the Crucible who wishes to make a profit from an alchemical or mechanical process must first acquire the appropriate attestation. For alchemists, attestations typically revolve around the creation of

alchemical mixtures or compounds. A member must receive an attestation in the production of Bonestripper before he is allowed to sell draughts of it bearing the sign of the Golden Crucible. Similarly, an Arcane Mechanik would be required to possess an attestation before being allowed to sell rune plates certified by OGC.

An authorized member of the order oversees the attestation exams. Upon passing the test, the applicant is given an official document certifying the alchemist’s competence in the tested skill. When admitted to the order, a member receives attestations in the skills he demonstrated at his entrance exams. A member may attempt to acquire any attestation he wishes.

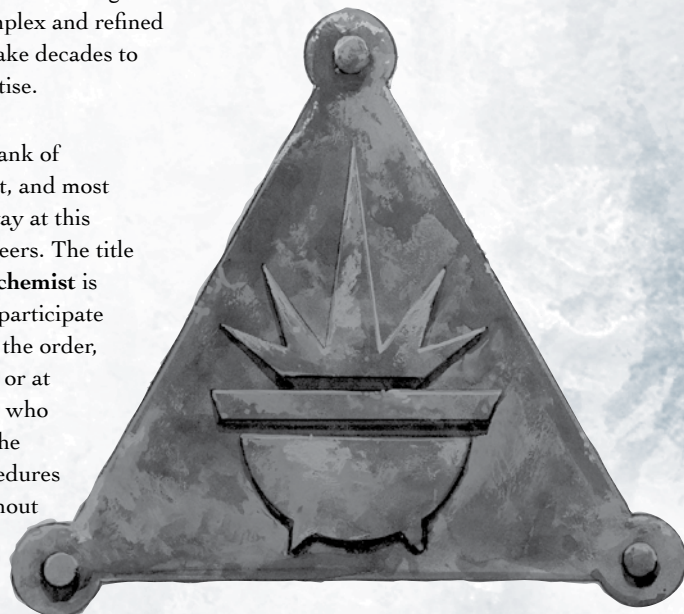
The attestation process draws the occasional non-arcanist into the order. Although he may never learn to make healing salves or alchemical grenades, an expert gunsmith may increase his profits by marking his barrels with the seal of the order if he has passed the appropriate attestations in metallurgy and smithing.

Beyond the individual attestations is the title of **Master**. The order recognizes three varieties of master: alchemist, mechanik, and thaumaturge (for wizards). To become a master, a member must have completed at least 12 general attestations in his field and an additional 4 specific attestations demonstrating his mastery of the most complex and refined arts of his craft. It can take decades to reach this level of expertise.

Masters remain at the rank of aurum ominus alchemist, and most members of the order stay at this rank for their entire careers. The title of **Aurum Lucanum Alchemist** is reserved for those who participate in the administration of the order, whether on a local level or at the headquarters. Some who hold this rank oversee the standardization of procedures and attestations throughout the order. Elevation to the rank of lucanum traditionally required

an individual to be a master of his discipline, in good standing with the order, and approved by at least five lucana. No aurum lucanum alchemists have been elevated since the loss of the Thunderhead, but the Assembly of Masters plans to renew the practice and will assume the responsibility of elevating members to this rank.

The final, singular rank in the order is that of **Aurum Magnus**. The aurum magnus is the leader of the entire order and has the power to enact or veto any course of action proposed by a lucanum. The aurum magnus must be a master of alchemy; master mechaniks and thaumaturges do not qualify for the post. The title is held for life, and when the position is empty any master may be nominated by one of his peers or put himself forward for it. In the past a vote was taken among all the lucana, but the Assembly of Masters now assumes this responsibility. In the past, filibustering was a problem, and intense politicking between guild houses during these elections left sour feelings among those who valued the collegiality more typical of the order. A simple plurality of votes at the assembly is required to confirm an individual as the aurum magnus. The full title of the leader of the OGC is Master Alchemist Aurum Magnus of the Order of the Golden Crucible. The title is a confusing mouthful that most abbreviate to “Aurum Magnus.”





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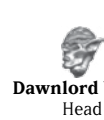
Bloodweaver
Dagger 1



Bloodweaver
Dagger 2



Dawnlord Vyros
Arm



Dawnlord Vyros
Head



Dawnlord Vyros
Justicar



Mage Hunter
Sword



Mage Hunter
Crossbow Crossbar



Mage Hunter
Crossbow Stock



Dawnguard Sentinel
Great Sword 1



Dawnguard Sentinel
Great Sword 2



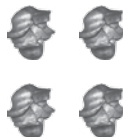
Dawnguard Sentinel
Great Sword 3



Dawnguard Sentinel
Great Sword 4



Dawnguard Sentinel
Great Sword 5



Dawnguard Invictors
Helmet Sprue



Dawnguard Invictors
Head Sprue 1



Sentinel Command
Head



House Shyeel
Magister Head



House Shyeel
Magister Left Arm



House Shyeel
Magister Right Arm



Soulless Escort
Arm



Invictor Command
Unit Standard



Sentinel Command
Unit Standard



Invictor Command
Officer Sword Cannon



Griffon
Head



Gorgon
Head



Chimera
Head



Griffon
Left Arm



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DRAWN AND QUARTERED

by Tracy Constantine



HARDCORE PAINTJOBS!

In order to play in a Hardcore event, players had to include 750 points of fully painted models. Jess Hodges won the Master Craftsman award for his army (see page 65), but here are some of the other excellent paint jobs to grace the Hardcore battlefields at Gen Con 2009.



SHADES OF GRAY CHALLENGE

The Painting Challenge of No Quarter #25 was to see the world through the filtered lens of black, whites, and grays then apply this monochromatic view to 'jacks, troopers, or warcasters for maximum contrast and effect.

WINNER!



Melissa Mayhew

Melissa wins this issue's Painting Challenge with a harlequin-style take on Nightmare. We'll never look at checkerboards the same way again.



HONORABLE MENTIONS



"Woldwatcher"
by Chad Patrick



"Driller"
by Piotr Mikians



"Severius"
by Ernest Behnd

Check out **page 36** for the next Painting Challenge and see if you can **Paint Like You've Got a Pair!**

THE POOP DECK

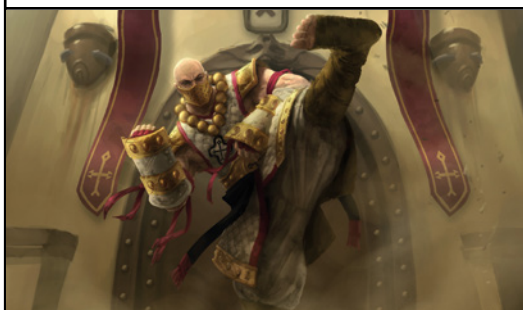


IN THE NEXT
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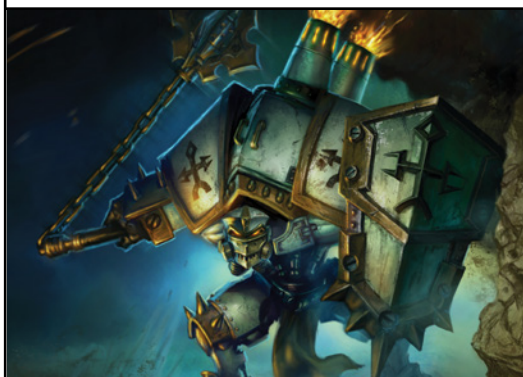
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So what DID happen to the Butcher? New fiction to find out!



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One of the great things about Gen Con and the other conventions that we attend are the fantastic costumes that some of our fans put together. Here's a few Iron Kingdoms characters brought to life.





The newly resculpted Lieutenant Allister Caine leads a force of Trenchers alongside an Ironclad and Charger.

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