



Privateer Press

NO QUARTER

ISSUE N° 31
July 2010

MAGAZINE™

**WARMACHINE
THE VIDEO GAME!**

AN INTERVIEW WITH THE GAME CREATORS

MINION MAYHEM

THE THORNFALL ALLIANCE MINION PACT



FURIOUS FORCES

A SNEAK PEEK AT FORCES OF HORDES

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ON THE COVER

The rousing cover art from *HORDES: Primal Mk II* 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>.

ONE WEARY WARRIOR

Battle-weary Privateer Press creative manager Ed Bourelle collapses after hours upon hours of rigorous gaming at the fourth annual Privateer Press Invitational Weekend. Note the slack jaw and glazed eyes, an indicator of extreme exhaustion...or perhaps a result of his precious Cryx getting manhandled by a Cygnar army led by Kara Sloan.

Not to worry, though. Ed received an emergency infusion of Starbucks® soy latte minutes after this photo was taken. In no time, he was on his feet and taking part in the Invitational mayhem once again.



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OPENING SALVO

FIRST BLOOD

I can remember clearly my first introduction to Privateer Press games. It was Gen Con 2007, and I happened to visit the Privateer Press both to chat with a friend and colleague. That friend was our creative director Ed Bourelle, then a Press Ganger, and he was running demos for a game called HORDES. Maybe you've heard of it.

Anyway, Ed talked me into playing a demo and then directed my attention to the demo board where a bunch of painted metal figures awaited. He pointed out a group of big, blue-skinned critters carrying axes and spears and one slightly smaller blue-skinned critter armed with a giant battleaxe. These, he informed me, were Trollblood "warbeasts" and their "warlock," Madrak Ironhide. Madrak and his Trolls would be mine to control during the game.

Ed then pointed out his own warlock and warbeasts. To my ignorant eyes, his figures resembled a couple of two-headed dogs, a giant spine-covered werewolf, and an elf-looking chick with a staff. Ed informed me that they were Circle of Orboros models and that his warlock was named Kaya the Wildborne. His models were cool, to be sure, but I had trolls with giant axes and he had a pansy druid and her overgrown puppies. Despite my complete lack of knowledge about the game, I was looking forward to kicking Ed's ass sideways.

The game started and carnage ensued. Ed's a great teacher, and soon I was spending fury like mad and carving up his warbeasts like so much puppy sushi. However, the thing I remember most about that game was when my Troll Axer charged forward and slammed one of Ed's Argus across the board. That

was damn cool, and I knew it was not something I could have done in the many other miniature games I had played.

Why the little trip down memory lane? Well, even though I didn't know it at the time, that HORDES demo set me on a path that eventually led me here. And that got me feeling all nostalgic.

Oh, and I guess there is one other reason to talk about HORDES...

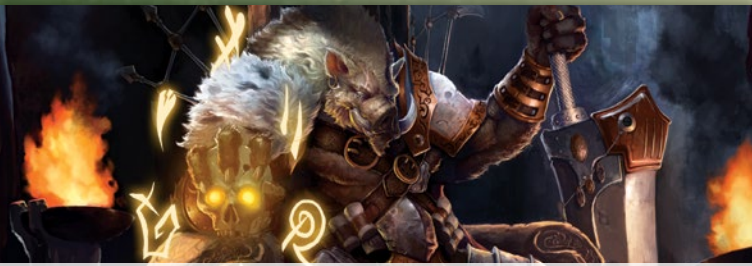
HORDES: Primal Mk II releases this month, and as you may guess, this issue features a lot of great HORDES content. First off, we preview a whole slew of models from each of the upcoming Forces of HORDES books. On top of that, the Gavin Kyle Files returns with a double-sized entry on the enigmatic trollkin leader Grim Angus; Guts & Gears takes an in-depth look at the rhinodon; we delve into the forbidden lore of Tharn blood magic; and one of our new features, Strategic Academy, teaches you the best tactics to use when playing Circle.

Don't worry, WARMACHINE players; we haven't forgotten you. This month's Terrain Building shows you how to build a working warjack scrapyard; Modeling & Painting teaches you how to make swamp bases perfect for creepy Cryx models; and another new feature, Power Progression, shows you how to take your Cygnar army from a lean, mean, 25-point force to an army crushing 100-point behemoth.

So there you have it. An issue chock full of shiny, new hotness with a generous portion of old favorites. That's a winning mix, if you ask me.

Aeryn Rudel
-Editor-in-Chief

TABLE OF CONTENTS



Forces of HORDES Preview

Get a sneak peek at a slew of new HORDES models!

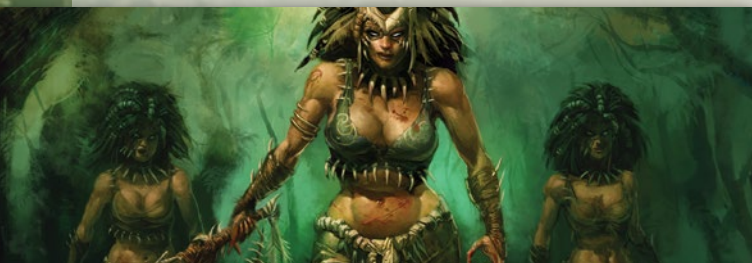
11



The Gavyn Kyle Files: Grim Angus

No one escapes the infamous trollkin tracker and bounty hunter

42



Tharn Blood Magic

An in-depth treatise on the vile magic of the Tharn

58



Concept Carnage!

An inside look at the conceptualization of three new HORDES models

78

Opening Salvo

2

Bosun's Call

4

News From the Front

5

New Releases

7

Terrain Building: 'Jack Scrapyard

24

Minion Madness: Thornfall Alliance

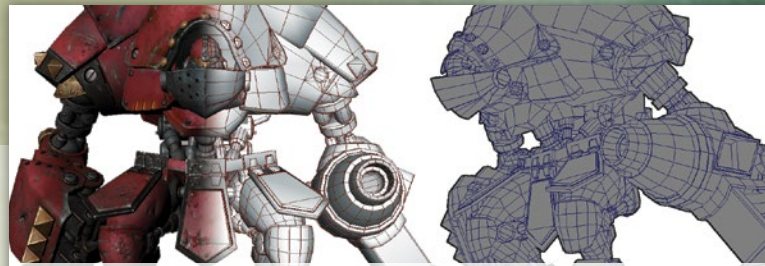
56

Get a sneak preview of the Thornfall Alliance minion pact

Featured Theme Force: Auguries of War

64

Unleash the power of the Witch Coven of Garlghast



WhiteMoon Dreams Interview

Get the inside scoop on the upcoming WARMACHINE video game

34



Strategic Academy: Circle Orboros

Unlock the full potential of your Circle army

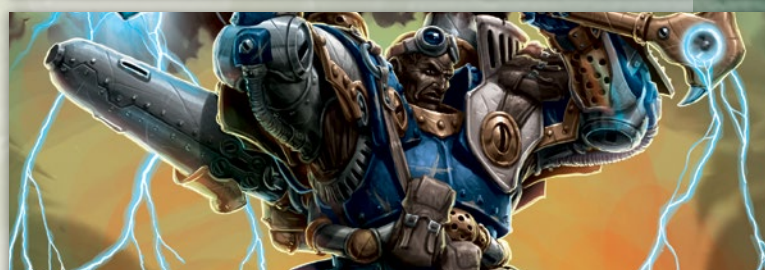
48



Guts & Gears: Rhinodon

The Department of Extraordinary Zoology takes an up-close look at the powerful skorne warbeast

70



Power Progression: Cygnar

Turn your 25-point army into a 100-point behemoth

82

Modeling and Painting: Swamp Bases

Build creepy swamp bases perfect for Cryx and Trollbloods

66

Full Metal Challenge: Spirited Away

76

Kaya the Wildborne is one step from the void. Can she be saved?

Painting Challenge: Unleash the Beast

77

Go crazy! Show us your warbeasts in the midst of frenzy!

Featured Theme Force: Legions of the Abyss

80

Void Seer Mordikaar commands the power of death itself

Parts Bin

91

Player Gallery

94

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: With the recent large-scale emergence of the Iosan elves and their "retribution," I am curious how they stand on non-standard forms of spellcasters. While their views on Cygnaran, Khadoran and Cryxian practitioners are obvious, is there any information relating to the Retribution's beliefs on Menite holy power and the warlock-adapted power used by the blackclad druids and trollkin communities? Have there been any relationships between the Iosan people and the other wilderness forces over the years?

A: You seem surprisingly well informed on the goals and agendas of the Retribution of Scyrah, which makes me wonder if perhaps you are a scholar on the topic? If so, perhaps we should meet to discuss what you know.

I passed your question by my colleague Edrea, who boasts far better awareness of Iosan organizations than I. She reluctantly confirmed that the presence of human arcanists seems to be a concern of this group but became cagey when I inquired about their plans. I gather from some of her responses that a recent increase in the disappearance of skilled arcanists across the region may be connected to them, a rather disturbing possibility.

I will caution that Edrea may not be unbiased on this matter, as she seems to view this organization with distaste. She indicated to me that these "fanatics" (her word, not mine) are not discriminating when it comes to their victims. It seems unlikely they make fine distinctions regarding the sources

Jeff Wowkowych's Dire Troll Mauler, nicknamed "Irontooth" for a tusk replaced by a spear tip, is one hungry critter. We're not entirely sure what the mammoth pile of meat in the background might be, but it kind of looks like razorworm.



Got a cool landmark in your town? Send us pictures of your 'jacks or beasts out on walkabout to
submissions@privateerpress.com

If we like 'em, we'll print 'em.

of magical power employed by humans. If what she says is true, I would hazard they may pay little heed to the differences between a blackclad druid, a Menite priest, and a learned scholar of the Fraternal Order of Wizardry. She did seem to think they have no particular bias for or against trollkin but admitted she knew too little on their attitudes toward the Dhunians or other wilderness groups to speak with authority.

In my experience, if this group is truly fanatical and inclined to paranoia, almost anyone could be swept up in their conspiracy theories. There was a certain senior professor here at Corvis of similar inclinations regarding suspected infernalists—but that is a story for another time.

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: submissions@privateerpress.com.

DANISH MASTERS 2009 By Bo Bjerregaard

On March 27, 2010, Danish players squared off in the Danish Masters 2009 tournament in Aarhus, Denmark, but this was no simple one-shot event. Since January 2009, the Danish community had been engaged in a period of qualifier tournaments that let players test their mettle and prepare for the big event.

The tournament employed a modified Steamroller format, in which players played five games over a single day with fully painted, 35-point lists.

As the battles progressed, the players revealed their skill and prowess. Four games settled nothing. The last game would have to decide who won the day. With the title on the line, defending champion Lars Gade's Khador, led by Epic Vlad, confronted Tonny Schou's Skarre-led Cryx. They fought a heated battle all the way to the 6-round limit before Cryx claimed the victory!

Four players were now tied for first, so the final standing came down to Strength of Schedule. The judges calculated the scores, and they were indeed close! Tonny Schou took the title as Danish Master 2009. Finn Østergaard led the Legion of Everblight to second place. Charif Hubeish playing Khador took third, while fourth place went to Lars Gade.

The event also featured Painting Challenges throughout the day. Already required to have fully painted armies, each player was entered automatically into the Army Painting Challenge. The players themselves judged each other on painting skill, but also on their armies' overall themes and general "coolness." A Single-Model Painting Challenge judged models purely on the painter's technical prowess and painting skill.

Finn Østergaard and his Legion of Everblight army won the Army Painting Challenge, with close competition from Pia Have Pedersen's second-place Protectorate of Menoth, and Mads Ole Gaardsted's Circle Orboros taking third. Lars Kriegler won the Single Model Challenge for his Lady Aiyana.

The tournament organizers would like to extend a great thank you to all the players—those who made it to the tournament and those who participated in and held the qualifiers—as well as EU Quartermaster, Mike Williams, for his support. Special thanks go to Arcane Timmen,

who handled all the practical stuff so we could focus on organizing the best tournament possible!

We will see you all again in Aarhus on October 16th and 17th for Danish Masters 2010!



2010 PRIVATEER PRESS INVITATIONAL

On the weekend of May 14-16, Press Gang members, moderators, play-testers and friends of Privateer Press descended on Seattle for the fourth annual Invitational Weekend: three days of non-stop tabletop mayhem.

The main event for the weekend was Shattered Grounds Live, a special addition to the normal Shattered Grounds league rules, complete with special, Invitational-only seasonal models. Players who brought their Battle Journals had the chance to earn special commendations by playing a fully painted army, playing multi-player and team games, and taking on Privateer Press staffers.

In addition to Shattered Grounds Live, a number of exciting mini-scenarios run by Privateer staffers offered players the chance to try something different. David 'DC' Carl's Apollyon scenario pitted a single Godzilla-sized helljack against any size army or armies players chose to throw at it. Doug Seacat's Sandstorm Gauntlet pitted players against a determined Circle army aided by the devastating power of nature. Matt Wilson's Beachhead Gauntlet challenged players to overrun an entrenched 100-point Cygnar army with a 75-point army that increased in size each round. Finally, Chris Walton's Bunker Busters set four players and their 25-point armies against a single 75-point army protected by a heavy bunker.

The fourth Invitational Weekend was a blast for one and all from the moment the doors opened until the battle-weary horde returned from whence they came. Thanks for a fantastic weekend of food, fun, and fellowship. Only the best volunteer force on the planet could make this event a rousing success year after year.

Finally, special thanks to Zak Bedwell, John Christensen, Scott Kidwell, Andrew Lindstrom, Daniel Sasser, and Sam Sedghi, who were all kind enough to show this poor newbie how to play like he's got a pair.



David 'DC' Carl's Apollyon devours another hapless Press Ganger's army.



Press Ganger Scott Kidwell kicks off Operation: Teach the NQ Editor-in-Chief How to Play WARMACHINE.



The Privateer Press warehouse becomes a war zone as dozens of players go head-to-head.

NEW RELEASES

HORDES: PRIMAL MK II

In a world ravaged by warfare, fury is your greatest weapon.

In HORDES, even the earth trembles as towering warbeasts born to fight and trained to kill hurl themselves at their foes in a frenzy of claw and fang that churns the battlefield into a writhing sea of carnage. Within the bloody fog of war, their battle leaders seize this unbridled rage and from it forge momentous weapons to wield against their enemies, knowing only the strongest, fastest, and most cunning will survive.

Take control of a powerful warlock and his horde of fierce warriors and monstrous warbeasts in this fast-paced and aggressive 30 mm tabletop miniatures battle game set in the foreboding wilds of western Immoren, home of the Iron Kingdoms.

PIP 1033 • \$29.99 (SOFTCOVER)

PIP 1034 • \$44.99 (HARDCOVER)



TROLLBLOOD SWAMP TROLL
SCULPTOR: GREGORY CLAVILIER
PIP 71047 • \$20.99



MINIONS LORD CARVER,
BMMD, Esq. III

Lord Carver arose from the squalid hordes of the farrow on a tide of determination and violence, leaving behind him a trail of enemies and rivals crushed beneath his sharpened hooves. Carrying powerful weapons wrested from his enemies, the farrow warlord leads his snorting, bloodthirsty army on a campaign to trample all who oppose them into the muck.

SCULPTOR: BENOIT COSSE
PIP 75027 • \$13.99

NEW RELEASES



SKORNE TITAN SENTRY
SCULPTOR: SEAN BULLOUGH & GREGORY CLAVIER
PIP 74046 • \$44.99



CIRCLE ORBOROS WOLD GUARDIAN
SCULPTOR: SEAN BULLOUGH
PIP 72045 • \$27.99



LEGION OF EVERBLIGHT SCYTHEAN
SCULPTOR: BRIAN DUGAS & FELIX PANIAGUA
PIP 73045 • TBA

MINIONS WAR HOG
SCULPTOR: JASON HENDRICKS
PIP 75029 • TBA



- HORDES Mk II – 2010 TROLLBLOODS DECK
PIP 91062 • \$18.99
- HORDES Mk II – 2010 CIRCLE ORBOROS DECK
PIP 91063 • \$18.99
- HORDES Mk II – 2010 LEGION OF EVERBLIGHT DECK
PIP 91064 • \$18.99
- HORDES Mk II – 2010 SKORNE DECK
PIP 91065 • \$18.99



JULY 2010

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NEW RELEASES

JULY 2010

TROLLBLOODS TOKEN SET

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CIRCLE ORBOROS TOKEN SET

PIP 91058 • \$15.99

LEGION OF EVERBLIGHT TOKEN SET

PIP 91059 • \$15.99

SKORNE TOKEN SET

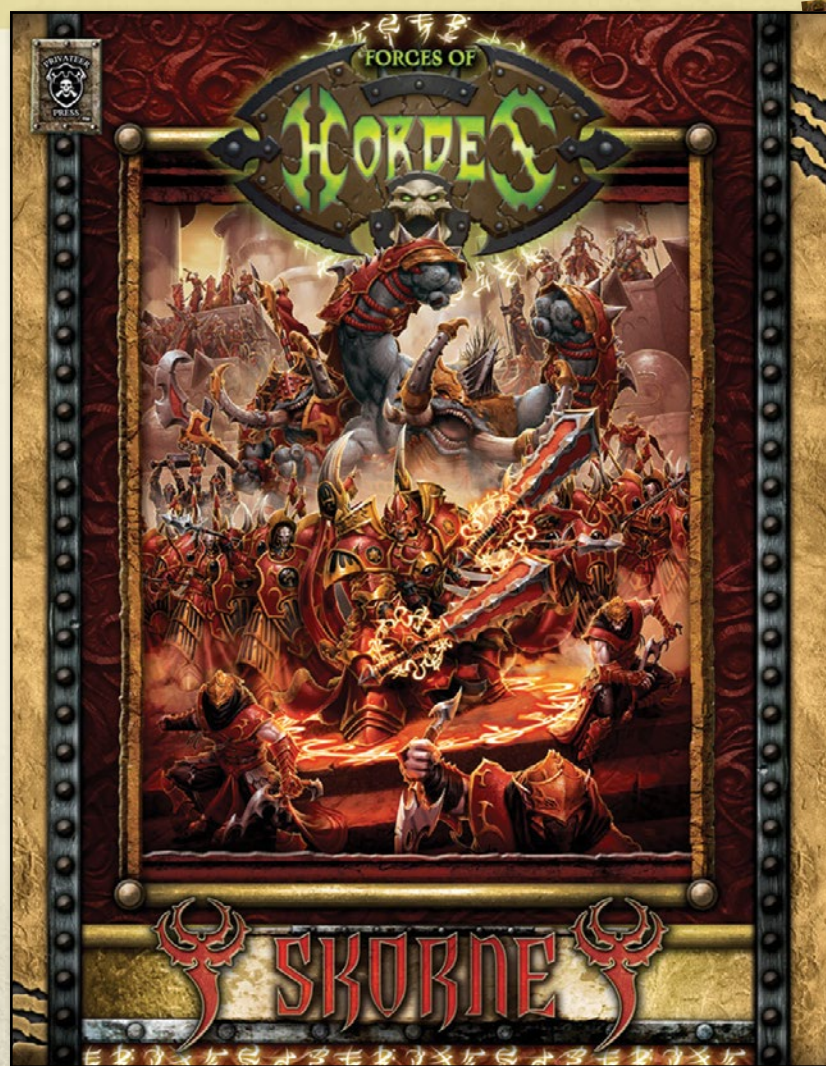
PIP 91060 • \$15.99

MINIONS TOKEN SET

PIP 91061 • \$15.99



AUGUST 2010



FORCES OF HORDES: SKORNE

Enslave and Subjugate.

From the blasted stormlands of Immoren march the vicious armies of the Skorne Empire set on the conquest of the Iron Kingdoms. Disciplined ranks of praetorians, elite cataphracts, and malicious paingivers fight alongside fearsome titans and other great warbeasts under the cruel watch of their mighty warlords. Warriors to the core, the skorne employ the dark art of mortitheurgy to push their bodies past normal limits and to fight on past death.

PIP 1035 • \$34.99 (SOFTCOVER)

PIP 1036 • \$44.99 (HARDCOVER)

AUGUST 2010

NEW RELEASES



LEGION OF EVERBLIGHT STINGER
SCULPTOR: EDGAR RAMOS
PIP 73051 • \$12.99



TROLLBLOOD TROLLKIN SKINNER
SCULPTOR: JAMES CARTER
PIP 71054 • \$11.99



SKORNE PAINGIVER TASK MASTER
SCULPTOR: MICHAEL JENKINS
PIP 74054 • \$9.99

SKORNE DOMINAR RASHETH

In an empire known for discipline and precision, it is a rare man who can excel in spite of his unsavory appetites and predilections. Rasheth leads a house well known for its ability to train mighty titan warbeasts, and profits from the recent push for western expansion has allowed him to delve ever deeper into decadence. Too slothful to walk on his own, the Dominar is carried into battle by a team of Agonizers.

SCULPTOR: BRIAN DUGAS
PIP 74045 • \$37.99



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 AT PRESS TIME

MINIONS THRULLG
PIP 75032 • TBA



PHOTO NOT AVAILABLE
 AT PRESS TIME

**CIRCLE ORBOROS WARPBORN
 SKINWALKERS**
PIP 72046 • TBA



PHOTO NOT AVAILABLE
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MINIONS GUN BOAR
PIP 75030 • TBA

AUGUST 2010

AUGUST 2010

AUGUST 2010



FORCES OF HORDES MODEL PREVIEWS

By Simon Berman and David "DC" Carl.
Art by Jeff Axer, Carlos Cabrera, Brian
Despain, Adam Gillespie, David Kuo, Michael
Phillippi, and Chris Walton.

July and August bring HORDES players numerous exciting new releases. *No Quarter* #30 introduced players to the Dire Troll Bomber and Titan Sentry, but that's just the tip of the iceberg for new models in the *Forces of HORDES* books coming out throughout the second half of 2010. This article introduces one or more models from each HORDES faction as well as a warlock and a pair of warbeasts for the Thornfall Alliance minion pact. The Thornfall Alliance represents the first opportunity for players to use an army made entirely of Minion models. The rules for this bacon-centric minion pact can be found on page 56.





SWAMP TROLL

TROLLBLOOD LIGHT WARBEAST

SWAMP TROLL							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	9	5	5	12	15	6	



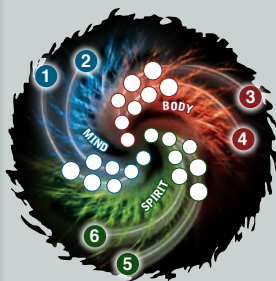
TONGUE LASH				
RNG	ROF	AOE	POW	
8	1	—	10	



CLAW		
POW	P+S	
3	12	



CLAW		
POW	P+S	
3	12	



FURY	3
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	4
MEDIUM BASE	

SWAMP TROLL

Pathfinder

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

Camouflage – This model gains an additional +2 DEF when benefiting from concealment or cover.

Regeneration [d3] – This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

TONGUE LASH

Critical Consume – On a critical hit, if the attack hit a small-based non-warlock/warcaster model the model hit is removed from play.

Drag – If this weapon damages an enemy model with an equal or smaller base, immediately after the attack is resolved the damaged model can be pushed any distance directly toward this model. After the damaged model is moved, this model can make one normal melee attack against the model pushed. After resolving this melee attack, this model can make additional melee attacks during its combat action.

OPEN FIST

Open Fist

ANIMUS	COST	RNG	AOE	POW	UP	OFF
SWARM	2	SELF	—	—	NO	NO

This model has concealment. Living enemy models suffer –2 to attack rolls while within 2" of this model. Swarm lasts for one round.

TACTICAL TIPS

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

CAMOUFLAGE – If a model ignores concealment or cover, it also ignores concealment or cover's Camouflage bonus.

DRAW – "Any distance" means "as much as necessary," not "any distance the player chooses."

Swarm animus to give the Swamp Troll an effective DEF 16. Add in elevation, Sure Foot, or Bullet Dodger, and the Swamp Troll becomes nearly impervious to enemy ranged attacks.

In combat, the Swamp Troll boasts a pair of versatile Open Fist claws, but more importantly, a deadly tongue. The tongue's Drag ability makes it a potent weapon against medium-based models, but it is even more brutal against small-based foes, dragging them forward as well as potentially consuming them outright with Critical Consume.



Swamp Troll

In the eerie bogs and marshes of western Immoren lurk voracious swamp trolls, waiting and watching. Hidden just below the surface of the shallow waters, a swamp troll waits for its prey to wander within range of its enormous, sticky tongue. At the critical moment it leaps forward, flicking its tongue with deadly accuracy and alarming strength to drag the meal into its voluminous gullet.

Using the Swamp Troll

In contrast to most Trollblood warbeasts, the Swamp Troll relies upon DEF and maneuverability rather than ARM to stay in the fight. Though the Swamp Troll has typical Troll DEF 12, the Camouflage ability can combine with the

TROLLKIN SKINNER

TROLLBLOOD SOLO



Trollkin Skinner

The trollkin race and their troll warbeasts are known throughout the Iron Kingdoms for their voracious appetites. In such a culture, the hunters capable of bringing down big game are viewed with great respect. For the skimmers, wilderness trollkin who dare to stand toe-to-toe with the biggest game, that respect borders on veneration. These cunning woodsmen hunt the mightiest of beasts with the same calm and determination that other trollkin hunt boar or ulk.

SKINNER

➤ Advance Deployment

🗺 Pathfinder

⊗ Tough

Dismember – When this model hits a warbeast with a melee attack, roll an additional damage die.

Duck – This model gains +4 DEF against melee and ranged attack rolls made by warbeasts. Warbeasts cannot target this model with free strikes.

Hunter – This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

Prowl – This model gains Stealth (🕵) while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

SKINNING KNIFE

🔪 Weapon Master

SKINNER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	7	3	13	14	8	



SKINNING KNIFE

POW	P+S
2	8

DAMAGE	8
FIELD ALLOWANCE	2
POINT COST	2
MEDIUM BASE	

Using the Trollkin Skinner

The Trollkin Skinner is at its best fighting against enemy warbeasts. Between Duck and Dismember, the Skinner has vastly improved defense as well as offense against opposing beasts. When making a charge attack against a warbeast, a Skinner will routinely roll 5d6 on the damage roll and has access to numerous buffing spells, abilities, and animi to boot.

Though geared specifically toward fighting warbeasts, a Skinner remains a capable combatant against warriors and light 'jacks. The Hunter ability frequently allows it to get the drop on a foe, Weapon Master allows it to deal more damage than its P+S implies, and it takes a damage roll of 22 or better just to force the Skinner to make a Tough roll thanks to its hefty wound count.





WARPBORN SKINWALKERS

CIRCLE UNIT

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	6	3	12	16	9



POLE AXE

POW	P+S
5	13

DAMAGE 8 EACH

FIELD ALLOWANCE 2

LEADER & 2 GRUNTS 5

LEADER & 4 GRUNTS 8

MEDIUM BASE

LEADER & GRUNTS

☑ Combined Melee Attack

☑ Pathfinder

☑ Fearless

☑ Terror

Relentless Advance – When a model in this unit is damaged by an enemy attack, models in this unit gain +2 SPD for one round.

Unyielding – While engaging an enemy model, this model gains +2 ARM.

POLE AXE

☑ Reach

them with bestial strength. These monsters waded through opposing formations, ripping soldiers apart with their hefty polearms.

Using the Warpborn Skinwalkers

The main point of differentiation between the Warpborn Skinwalkers and other Circle Orboros warriors is their impressive survivability. ARM 16 with 8 wounds is a great start, but the Unyielding ability raises them to ARM 18 while engaged in combat, the perfect place for armored wolfmen with poleaxes. Numerous warlocks can also raise that ARM even further, creating the perfect shock troops.

Skinwalkers are also deceptively fast. If the unit suffers even a single point of damage, their SPD increases to 7 for the round. With Pathfinder, they'll quickly get exactly where they're needed. Combined Melee Attack is particularly noteworthy on this high P+S unit. Pairs of Skinwalkers hit for an effective P+S 15, and a whole unit can reach P+S 18, allowing them to easily damage high-ARM enemies.

Warpborn Skinwalkers

Warpwolves bring an undeniable power to the battlefield, but the massive creatures are difficult to control. Warpborn Skinwalkers are Devourer worshipers who chose to undergo a *partial* transformation that leaves their minds more human while empowering



WOLD GUARDIAN

CIRCLE HEAVY WARBEAST



ANIMUS COST RNG AOE POW UP OFF

FLESH OF CLAY 2 SELF - - NO NO
When this model is hit by a ranged attack, the attacker rolls one less damage die. Flesh of Clay lasts for one round.

Wold Guardian

Wold guardians are constructed by the druids of the Circle Orboros to serve as walking shields. With thick stone and wood bodies that can suffer tremendous damage, wold guardians are perfect defenders. Enemies that venture too close find themselves smashed to a pulp beneath tree trunk fists that come crashing down with the force of a battering ram.

Using the Wold Guardian

At first glance, the Wold Guardian is a slow and sturdy warbeast meant to batter and knock down foes in melee combat. While it does exceed even Megalith for ARM, the Wold Guardian is a lot more than a beatstick. Flesh of Clay makes the Wold Guardian literally invincible to

WOLD GUARDIAN

Construct

Pathfinder

Empathic Transference – A friendly Faction warlock can transfer damage to this model even if this model has a number of fury points equal to its current FURY.

Girded – This model does not suffer blast damage. Friendly models B2B with it do not suffer blast damage.

Steady – This model cannot be knocked down.

RAM FIST

Magical Weapon

Ram – When an enemy model is hit by this weapon, it is knocked down and can be pushed 1" directly away from this model. If it is pushed, this model can immediately advance directly toward the pushed model up to the distance that model was moved.

WOLD GUARDIAN

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	1	9	20	—



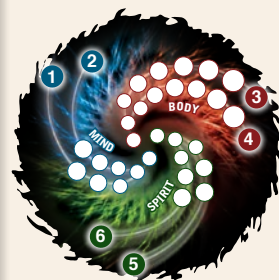
RAM FIST

POW	P+S
5	17



RAM FIST

POW	P+S
5	17



FURY	3
THRESHOLD	—
FIELD ALLOWANCE	U
POINT COST	9
LARGE BASE	

many ranged attacks, but just as importantly, it can vastly enhance the survivability of Circle warlocks. Kaya and Morvahna become much easier to keep alive, while Kromac and Baldur become dauntless in the face of danger.

The Wold Guardian's Girded ability is particularly valuable in the Circle Orboros, where ARM 11 warriors are fairly common and even the cavalry are susceptible to blast damage. A Wold Guardian or two can allow a Circle army to advance at a measured pace rather than relying strictly on a rapid strike before blast damage attrition takes its toll.



STINGER

LEGION LESSER WARBEAST

STINGER

SPD	STR	MAT	RAT	DEF	ARM	CMD
-----	-----	-----	-----	-----	-----	-----

6	6	5	4	13	12	7
---	---	---	---	----	----	---



FLAME SPITTER

RNG	ROF	AOE	POW
-----	-----	-----	-----

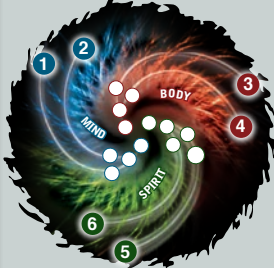
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BARBED STINGER

POW	P+S
-----	-----

6	12
---	----



FURY	2
THRESHOLD	7
FIELD ALLOWANCE	U
POINT COST	2
SMALL BASE	

BARBED STINGER

Reach

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

Suicidal Attack – If this weapon damages a model, immediately after the attack is resolved, mark all the damage circles in this warbeast's body aspect.

STINGER

Eyeless Sight

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Dig In (★Action) – This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged. The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.

Lesser Warbeast – This model cannot make power attacks.

Soulless – This model does not generate a soul token when it is destroyed.

FLAME SPITTER

Damage Type: Fire

ANIMUS	COST	RNG	AOE	POW	UP	OFF
--------	------	-----	-----	-----	----	-----

LURKER	1	6	—	—	NO	NO
--------	---	---	---	---	----	----

Target friendly model gains Bushwhack. Lurker lasts for one turn. (During its activation, a model with Bushwhack can make its combat action before its normal movement. If it does, it must make a full advance as its normal movement this activation.)

die on the hit and damage rolls once it has been used, but the initial hit really packs a wallop.

Like Tenacity and True Strike before it, this lesser warbeast's animus, Lurker, costs a mere 1 fury and is a valuable tool for a warlock's spell arsenal. Bushwhack is a clear fit for models like the Seraph and Strider Deathstalker, but the option has many potential uses. It can open up new avenues for Vayl's spellcasting by throwing the Oraculus before moving, for example, or allow a Scythean to wade further into the enemy after massacring those around it.



Stinger

Like nightmares given form, stingers swarm among the greater dragonspawn of the Legion. These awful beasts lurk in shallow burrows waiting for hapless victims to approach so they can sink their barbed tails into living flesh. The stinger then tears away from the warbeast's body, remaining in its victim's flesh where it continues to pump venom into the wound. This versatile monster is also capable of spewing forth fiery ash, its preferred attack when battling machines or lightly armored foes.

Using the Stinger

The Stinger is a remarkably versatile little warbeast. As well as providing warlocks with a 2-FURY battery like all lesser warbeasts, Stingers boast Reach, Poison, Dig In, and a short-range Spray attack. Sure, the Barbed Stinger loses a

PAINGIVER TASK MASTER

SKORNE SOLO



Paingiver Task Master

Slavery is one of the most deeply embedded elements of skorne culture. The paingiver caste takes great pleasure in subjugating new beasts and races, and recent battles have only served to open their minds to new possibilities. Paingiver Task Masters are sent to oversee skorne minions in battle, and they are quick to apply the lash to any who grow lax in their service.

Using the Paingiver Task Master

Paingiver Task Masters have a number of similarities to Privateer solos. They offer very powerful bonuses but only to a limited selection of targets. Task Masters fit best with warlocks like Morghoul, Hexeris, and Rasheth or in larger games with some of the more Skorne-centric warlocks.

TASK MASTER

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

No Sleeping on the Job [Minion] – This model and friendly Minion models in its command range cannot be knocked down.

Slave Driver – A Minion model/unit can be affected by only one Slave Driver special action each turn.

- **Pain Driver (★Action)** – RNG 3. Target friendly non-warlock Minion warrior model/unit. If the model is in range, it gains +2 STR for one round.
- **Temper Flesh (★Action)** – RNG 3. Target friendly Minion warrior model/unit. If the model/unit is in range, it gains Fearless ☒ and Tough ☒ for one round.

MAN CATCHER

☒ Reach

Man Catcher (★Attack) – This attack causes no damage. A warrior model hit suffers –2 DEF and for one round cannot advance while within this model's melee range.

TASK MASTER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	6	4	13	13	9	

MAN CATCHER			
POW	P+S		
4	10		

DAMAGE	5
FIELD ALLOWANCE	2
POINT COST	2
SMALL BASE	



In the right list, though, Task Masters are impressive indeed. Consider, for example, a unit of Bog Troggs with +2 MAT and Vengeance (Death March), +2 STR (Pain Driver), and immunity to knock down (No Sleeping on the Job). In addition to the unit's innate abilities, the Troggs almost never miss, hit like a ton of bricks, are hard as nails, and don't take casualties lying down.

LORD CARVER, BMMD, ESQ. III

MINION FARROW WARLOCK

CARVER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	8	7	6	15	17	9	



SAWED-OFF SCATTERGUN			
RNG	ROF	AOE	POW
SP 6	2	—	12



HAND OF GOD	
POW	P+S
7	15

FURY	6
DAMAGE	16
FIELD ALLOWANCE	C
WARBEAST POINTS	+6
SMALL BASE	

FEAT: HOG HEAVEN

Lord Carver's ambition is boundless and his rage beyond comprehension. With a bellow he can instill in his followers a share of his devastating power. Their natural appetite for destruction and gluttony for violence stirs them to untold savagery.

While in Carver's control area, friendly Farrow models gain Overtake and an additional die on melee damage rolls. Hog Heaven lasts for one turn. (When a model with Overtake destroys one or more

enemy warrior models with a normal melee attack, after the attack is resolved the model with Overtake can immediately advance up to 1".)

Minion – This model will work for Circle, Legion, Skorne, and Trollbloods.

CARVER

⊗ Tough

Elite Cadre [Farrow Brigands] – Friendly Farrow Brigand models gain Combined Ranged Attack.

Farrow Warlock – This model can have only Minion Farrow warbeasts in its battlegroup.

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

SAWED-OFF SCATTERGUN

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

HAND OF GOD

⊗ Magical Weapon

⊗ Reach

SPELLS

COST	RNG	AOE	POW	UP	OFF
------	-----	-----	-----	----	-----

BATTEN DOWN THE HATCHES 3 SELF CTRL - NO NO
While in this model's control area, models in its battlegroup cannot be knocked down and gain +3 ARM but suffer -2 DEF. Batten Down the Hatches lasts for one round.

MOBILITY 2 SELF CTRL - NO NO

Models in this model's battlegroup currently in its control area gain +2 SPD and Pathfinder for one turn.

QUAGMIRE 2 6 - - YES NO

While B2B with target friendly Faction model/unit, enemy models suffer -2 DEF and cannot advance except to change facing.

RIFT 3 8 4 13 NO YES

The AOE is rough terrain and remains in play for one round.

Using Lord Carver, BMMD, Esq. III

Lord Carver is a versatile warlock and a great anchor for a Thornfall Alliance army list. He provides prodigious support for his subservient Farrow, boosts his battlegroup significantly, and even provides some control options to the relatively straightforward Farrow arsenal. On top of everything else, Carver's feat unleashes a wave of destruction few enemies can weather.

Farrow Brigands, Farrow Bone Grinders, and any future Farrow units or solos become Fearless under Carver's command. Against armies like Cryx and Legion, this can prove a substantial benefit. Carver also grants CRA to his Farrow Brigands, granting them vastly improved versatility. Two-man Brigand fire groups have an effective RAT 7 and POW 14, solid stats for hitting and damaging a wide array of targets.

Carver's Farrow support pales beside his battlegroup support, however. Lord Carver drives his beasts to battle quickly with Mobility and keeps them in the fight long past normal with Batten Down the Hatches. These powerful spells are well known from WARMACHINE, but the game mechanics of HORDES put them in a new light. Rather than choosing between battlegroup spells and fueling a battlegroup, the fury mechanic allows Carver to have his cake and eat it too, boosting his battlegroup beyond normal limits and forcing them for up to their full fury allotment as needed.

These straightforward elements combine with a couple of subtler elements: Quagmire and Rift. Players may not gravitate to these spells right away, but they can often make the difference between victory and defeat. Quagmire on a unit of Farrow can allow them to lock down key opposing threats temporarily, leaving enemies vulnerable to some serious War Hog beatdown.

Lord Carver, BMMD, Esq. III

Lord Carver arose from the squalid hordes of the farrow on a tide of determination and violence, leaving behind a trail of enemies and rivals crushed beneath his sharpened hooves. Carrying powerful weapons wrested from his enemies, the farrow warlord leads his snorting, bloodthirsty army on a campaign to trample all who would oppose them into the muck.

Last but not least, Hog Heaven is a brutal feat that allows Carver's army to cleave through foes in an unstoppable wave. War Hogs and Carver himself benefit greatly from the feat, and a good Hog Heaven turn can decimate an opposing army if it doesn't end the game outright.



GUN BOAR

MINION FARROW LIGHT WARBEAST

GUN BOAR							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	8	5	5	12	17	6	



BIG GUN

RNG	ROF	AOE	POW
10	1	3	13



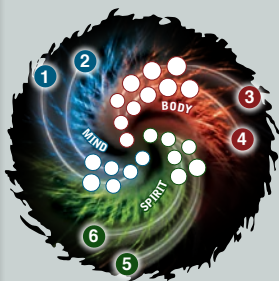
OPEN FIST

POW	P+S
3	11



OPEN FIST

POW	P+S
3	11



FURY	3
THRESHOLD	7
FIELD ALLOWANCE	U
POINT COST	5
MEDIUM BASE	

GUN BOAR

Bacon – When this model is destroyed, each living warbeast B2B with it heals d3 damage points.

OPEN FIST

Open Fist

Gun Boar

The lumbering Gun Boars are walking artillery platforms in the service of Lord Carver. These beasts turn their light cannons upon enemy formations to scatter them with explosive force.

ANIMUS	COST	RNG	AOE	POW	UP	OFF
--------	------	-----	-----	-----	----	-----

COUNTERBLAST

When an enemy model advances and ends its movement in this model's command range, this model can make one normal melee or ranged attack targeting that model, then Counterblast expires. Counterblast lasts for one round.

is a fairly reliable option against warbeasts with a STR up to 11 and can quite nicely open an enemy up for a round of Pig Iron fire from Farrow Brigands.

The product of mad experiments conducted by Dr. Arkadius, gun boars represent substantial fire support for the forces of Ffhat can withstand small arms fire.

Using the Gun Boar

The Gun Boar's role is fairly clear: blow stuff up. With SPD 5 and RNG 10, the Gun Boar can bring his cannon to bear on any enemy (or cluster of enemies) within 15" of his starting position. Gun Boars also have decent ARM, an aspect that becomes even more impressive in light of the Farrow warlocks' abilities to boost ARM or heal warbeasts.

It's easy to overlook the Gun Boar's melee capabilities, but a pair of Open Fists grants additional diversity to this light warbeast. A double-hand throw



WAR HOG

MINION FARROW HEAVY WARBEAST



ANIMUS	COST	RNG	AOE	POW	UP	OFF
MASSACRE	2	6	-	-	NO	NO

Target friendly model can charge without being forced. When the affected model destroys an enemy model with a charge attack, after the attack is resolved it can advance up to 1" and make an additional melee attack. Massacre lasts for one turn.

War Hog

Each war hog is over a ton of muscled, bristling rage. Products of dark experiments, the huge beasts are goaded and augmented by the farrow. Strong enough to rend steel and chew fat from titan bones, war hogs are nightmares from a butcher's worst dream.

WAR HOG

Aggression Dial – This model can be forced during its activation to gain +2 STR for one turn but suffers d3 damage points.

GORE

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

WAR HOG	SPD	STR	MAT	RAT	DEF	ARM	CMD
	4	11	6	1	12	18	6



WAR CLEAVER

POW	P+S
5	16



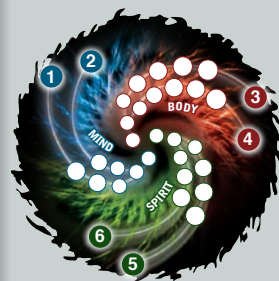
WAR CLEAVER

POW	P+S
5	16



GORE

POW	P+S
4	15



FURY	4
THRESHOLD	8
FIELD ALLOWANCE	U
POINT COST	8
LARGE BASE	

Using the War Hog

War Hogs are the ideal Farrow weapon for bringing down high-ARM targets. With three base attacks and Aggression Dial, they can dish out plenty of pain to even the heaviest targets. Their own abilities are *greatly* enhanced by the Farrow warlocks who take their aggression to new heights, make them more maneuverable, and vastly improve their survivability.

Like the Gun Boar, the War Hog moves beyond personal combat to assist the remainder of the Farrow army. Head-butts, slams, or critical hits from the Gore attack are a great way to set up a foe for attacks from hordes of Farrow Brigands and cannon fire from Gun Boars.



THRULLG

MINION SOLO

THRULLG							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	9	7	1	13	16	7	



CLAW		
POW	P+S	
3	12	



TENTACLES		
POW	P+S	
4	13	

DAMAGE	8
FIELD ALLOWANCE	2
POINT COST	3
MEDIUM BASE	

Minion – This model will work for Circle, Legion, Skorne, and Trollbloods.

THRULLG

► **Advance Deployment**

✱ **Fearless**

Arcane Interference – When this model hits another model with an attack, upkeep spells and animi on the model hit expire and it loses the focus points on it. When this model hits a warjack with an attack, that warjack suffers Disruption. (A warjack suffering Disruption

loses its focus points and cannot be allocated focus or channel spells for one round.)

Arcane Consumption – When an enemy model casts a spell or uses an animus while in this model's command range, after the spell is cast the enemy model suffers 1 damage point and this model heals 1 damage point.

Spell Ward – This model cannot be targeted by spells.

CLAW

✱ **Magical Weapon**

TENTACLES

✱ **Magical Weapon**

► **Reach**

TACTICAL TIPS

ARCANE INTERFERENCE – If the model hit is part of a unit, upkeep spells and animi on that unit also expire.

SPELL WARD – This model is shielded from friendly and enemy spells alike.

enemy Battle Mages, Greylords, or Druids.

For many players, Arcane Interference is what matters most and is the reason to field a Thrullg or two frequently. Arcane Interference allows the Thrullg's attacks to strip enemy upkeep spells or even disrupt enemy warjacks. Remember that Arcane Interference can remove debuff spells from friendly units as well as buff spells from enemy units. A single casualty is well worth the sacrifice.

Thrullg

The reclusive thrullg are hulking humanoids that feed on magical energy. They are drawn from the safety of their lairs by the unfettered use of magic in battles across Caen, and no spellcaster is safe in the vicinity of a living thrullg. As if their magical appetites were not dangerous enough, these creatures' claws and tentacles can kill a man as easily as they drain arcane power.

Using the Thrullg

The Thrullg is a useful model on several levels. At the most basic level, it has a solid stat line along with three initial attacks, making the Thrullg an impressive melee-combat solo. Against magic-oriented army lists, its Arcane Consumption ability leaps to the forefront, putting a serious crimp on



The background of the poster is a dynamic battle scene. In the center, a large red Warmachine is engaged in combat with a massive, dark, multi-limbed Hordes monster. The Warmachine has a yellow visor and is surrounded by smaller units. In the foreground, a dark, spiky creature is visible. The background is filled with fire, smoke, and other units, creating a sense of intense warfare.

SUMMER RAMPAGE 2010

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TERRAIN BUILDING

'Jack Scrap Yard

By Pat Ohta

What You'll Need

- Foam Core Board
- Smooth and Textured Plastic Card
- Basswood Strips
- EPS Foam
- 2mm Depron
- Various Polystyrene Angle Strips
- Polystyrene I-beams
- Polystyrene Plastic Rod (Various Sizes)
- Polystyrene Plastic Tube (Various Sizes)
- Plastic Bottles
- Plastic Easter Eggs
- Formula P3 Super Glue
- Hot Glue Gun
- Plastic Cement

- Masking Tape
- Sewing Pins
- Sandpaper
- Metal Wire
- Fine Chain
- PVC Pipe
- Warmachine Miniatures Parts
- Lighter
- Rubber bands
- Aluminum Bar Stock
- Wooden Dowels
- R/C Motor and Battery
- Space Pins
- Washers

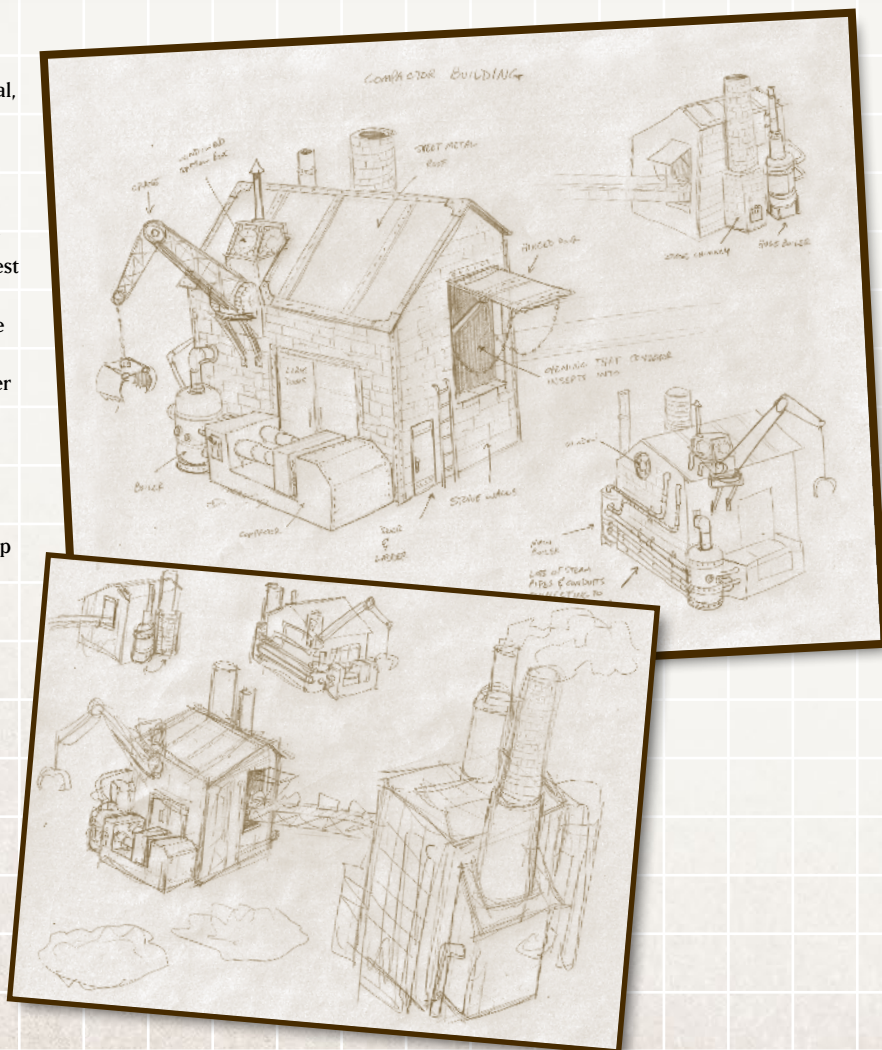
Tools

- Drill
- Hammer
- Formula P3 Hobby Knife
- Rabbet Cutter
- Scribing Tool
- Steel Ruler
- Rotary tool
- Chisel
- Leather punch

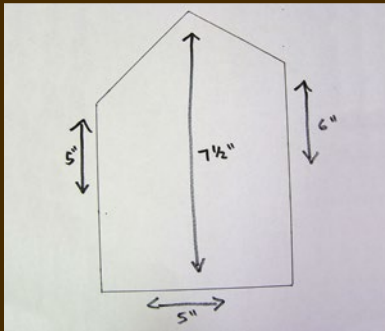


What happens when a warjack is damaged beyond repair? 'Jacks comprise an abundance of valuable metal, and most nations in western Immoren refuse to let it go to waste. A fairly common sight in large cities across the realm, warjack scrap yards disassemble the wrecked hulks of warjacks, carefully sort the reusable parts, and smash the rest into easily portable cubes to be sent to the smelter. Some scrap yards keep large quantities of warjack parts on hand to allow existing 'jacks to be repaired rather than join their unfortunate brothers in the metal compactor.

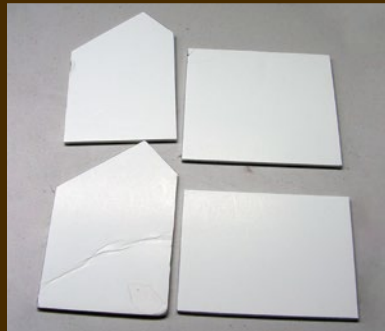
You can build your own 'jack scrap yard complete with a working conveyor belt by following these instructions. The scrap yard makes a great set piece for small skirmishes or even the focal point for a large-scale battle.



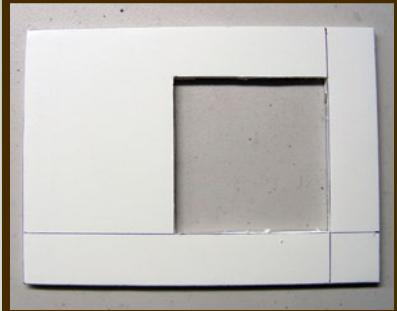
Compactor Building



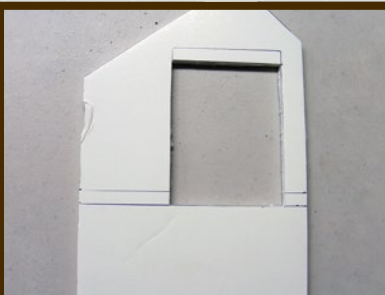
Step 1) Start by making the side pieces out of foam core board. Follow the measurements on the diagram and make two of these.



Step 2) To make the front wall, cut a piece of foam core 7" X 5". To make the back wall, cut a piece of foam core 7" X 6".



Step 3) On the front wall, cut a large hole for the bay door. Measure in 1" from the right edge and 1" from the bottom edge of the front wall piece and cut a 3" X 3" hole.



Step 4) On one of the side panels, cut a hole for a hinged door large enough for the conveyor belt to be inserted. Measure 2 1/4" up from the ground and 1/2" in on the panel. Cut a hole 2 1/2" X 3 1/4".



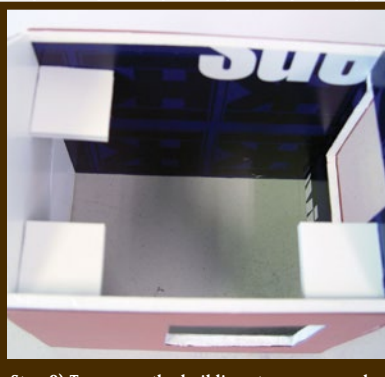
Step 5) Use all the building sides as templates and trace them onto textured plastic card. Cut out the textured plastic sheets and glue them onto the foam board.



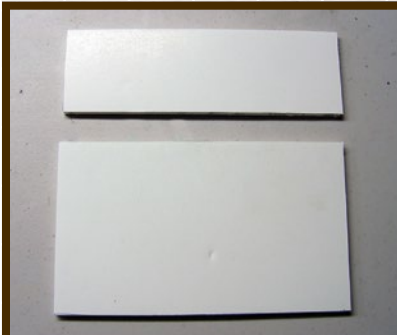
Step 6) Use a rabbit cutter to trim the edges of the foam board. If you do not have a rabbit cutter, you can use a sharp hobby knife and cut down to, but not through the bottom layer of card.



Step 7) Glue the walls together using a hot glue gun.



Step 8) To ensure the building stays square, glue 90-degree angle pieces in the corners.

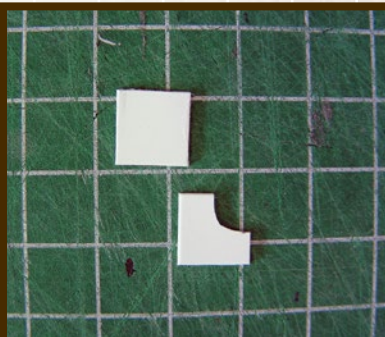


Step 9) Cut out a 2 1/4" X 7" piece and a 4 1/4" X 7" piece of foam board for the roof. Attach these using hot glue.



Step 10) Use slightly larger pieces of plastic card to make the roof appear as if it were made out of metal sheets. Cut out a 2 1/2" X 7 3/4" and a 4 1/2" X 7 3/4" piece and glue these onto the roof.

Step 11) Line the roof with plastic strips. Cut 1/4" strips out of plastic card and glue these onto the roof with plastic glue.



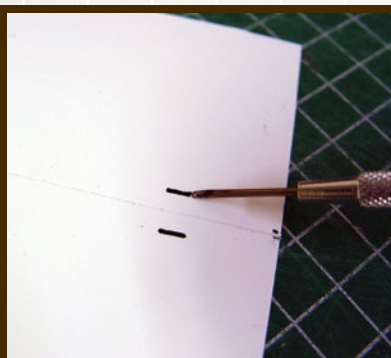
Step 12) Make corner brackets for the roof using plastic card. Cut out a small square and carve away a corner. Glue these onto the roof.



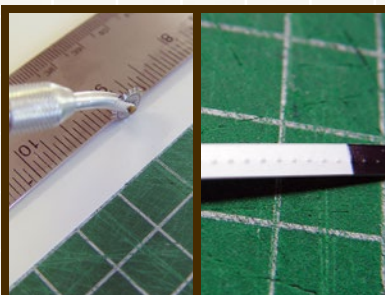
Step 13) Cover the edges of the building using 1/4" polystyrene angle pieces. Do the same for the bay and hinged doors.



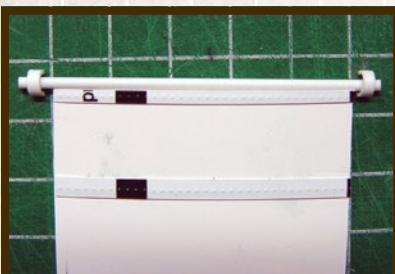
Step 14) Cut out a $3\frac{1}{2}$ " X $3\frac{1}{2}$ " piece of plastic card to make the bay door. With a scribing tool, score the middle of the card to create the seam between the two doors.



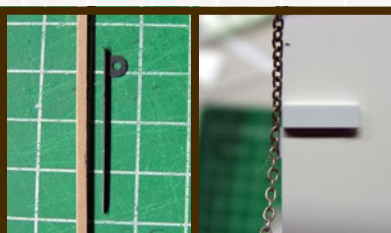
Step 15) Use a chisel to carve out door handles, then glue the bay door into place.



Step 16) Make the hinged door by cutting a $3\frac{1}{2}$ " X $2\frac{1}{2}$ " piece of plastic card and glue riveted strips onto it. The riveted strips can be created by rolling a rotary tool over thin plastic card.



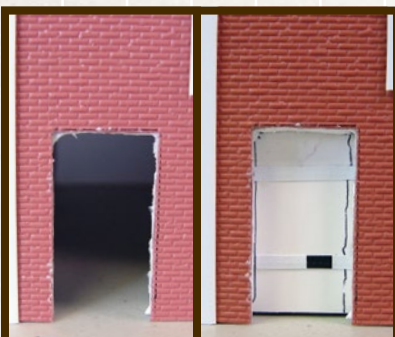
Step 17) To allow this door to swing open and closed, cut a 3" piece of plastic rod and glue it to the top of the door. Cut a small length of a larger diameter plastic tube and cut it in half to create little "C" pieces. Glue the "C" pieces to the wall.



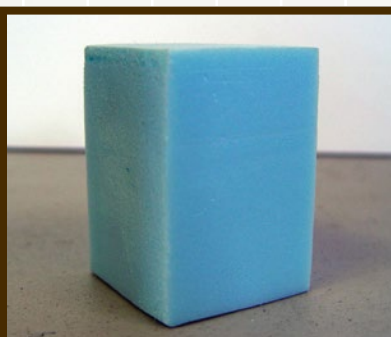
Step 18) Next, create a support arm to ensure the door can stay open. This one was made from a small strip of basswood and a piece of found metal, but it can be made easily from plastic card as well. Here, a sewing pin attaches the support arm to the door and allows the arm to swivel. Add a brace for the arm by gluing a small piece of plastic card to the back of the door.



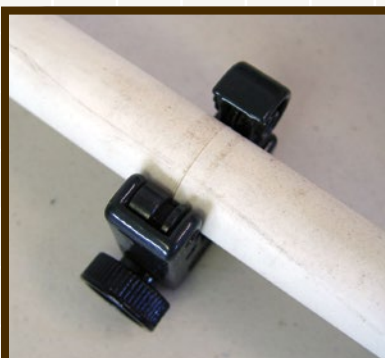
Step 19) Dress up the appearance by gluing some chain to the door.



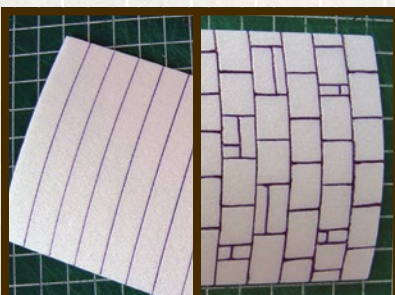
Step 20) Cut an opening below the hinged door for another door. Make the second door the same way the hinged door was made.



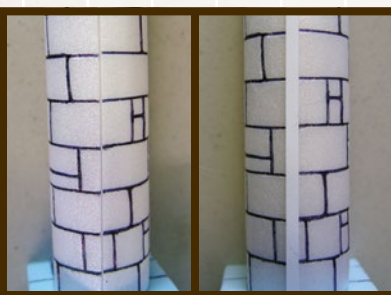
Step 21) Make the smokestack by cutting a piece of foam $1\frac{7}{8}$ " X $1\frac{7}{8}$ " X $2\frac{6}{8}$ ". Sand this smooth and be sure to round the edges.



Step 22) Use a pipe cutter to cut a piece of $\frac{3}{4}$ " PVC pipe $7\frac{1}{2}$ " long.



Step 23) To add brickwork to the pipe, start by cutting a piece of 2mm Depron foam $3\frac{3}{4}$ " X $7\frac{1}{2}$ ". Score $\frac{1}{2}$ " horizontal lines on the foam. Now draw in the brickwork. Do the same to the base.

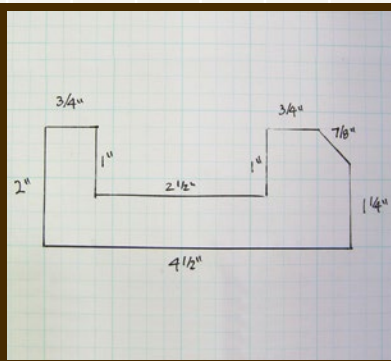


Step 24) Glue this sheet onto the pipe, then glue on a thin piece of plastic strip to cover the seam. Glue the pipe to the base.

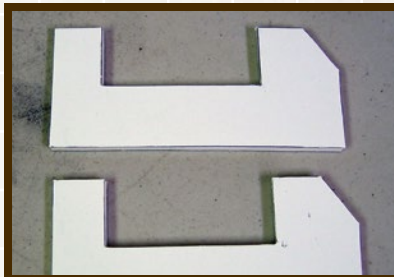
Step 25) Glue the smokestack to the back of the building



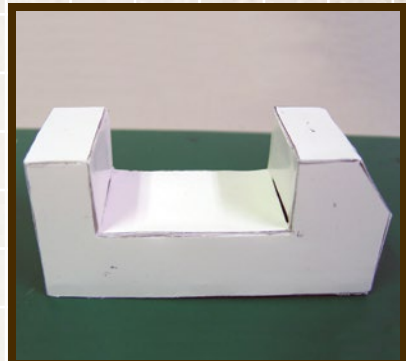
Step 26) The compactor for the building will be large to accommodate 'jack parts. Make the base piece out of a $1\frac{3}{4}$ " X $4\frac{1}{2}$ " foam board.



Step 27) Follow the diagram and cut out the side panels.



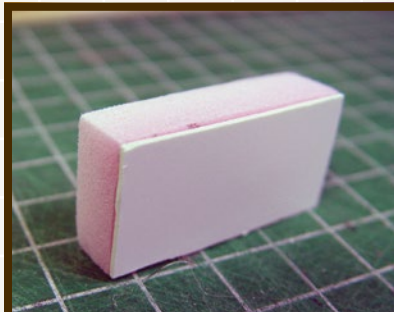
Step 28) Cut out the following panels to complete the compactor. Left side: $1\frac{3}{4}$ " X 2". Left top: $\frac{3}{4}$ " X $\frac{3}{4}$ ". Left inside: $1\frac{3}{4}$ " X 1". Bed: $1\frac{3}{4}$ " X $2\frac{1}{2}$ ". Right inside: $1\frac{3}{4}$ " X 1". Right top: $1\frac{3}{4}$ " X $\frac{3}{4}$ ". Right middle: $1\frac{3}{4}$ " X $\frac{7}{8}$ ". Right bottom: $1\frac{3}{4}$ " X $1\frac{1}{4}$ ".



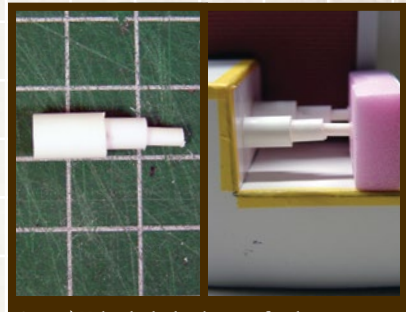
Step 29) Rabbet cut the edges and glue them together.



Step 30) Cover all the edges with a thin strip of masking tape.



Step 31) Make the compactor's crushing plate by cutting a piece of foam $\frac{7}{8}$ " X $1\frac{3}{4}$ ". Sand this smooth. Cut a piece of plastic card the same size and glue this to the foam.



Step 32) Make the hydraulic arms for the compactor by cutting three different sizes of plastic tubes. Insert the smaller ones into the larger ones and glue them together. Glue this to the back of the crushing plate and to the compactor.



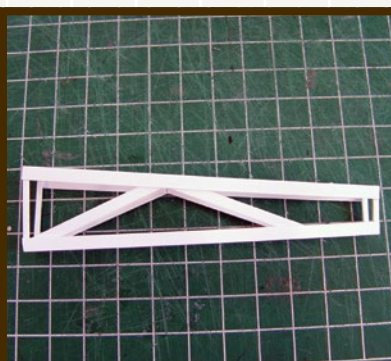
Step 33) Make a control plate for the compactor by cutting out a small piece of plastic card. Cut a channel into the panel. Glue this onto the compactor and insert a sewing needle for the control arm.



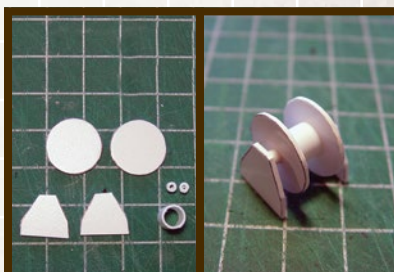
Step 34) To make the crane, start by constructing the boom. Use thin strips of polystyrene, formed into a $\frac{1}{2}$ " square, to construct the front of it. The back of the boom will be a trapezoid, the top measuring $\frac{5}{8}$ " and the bottom 1".



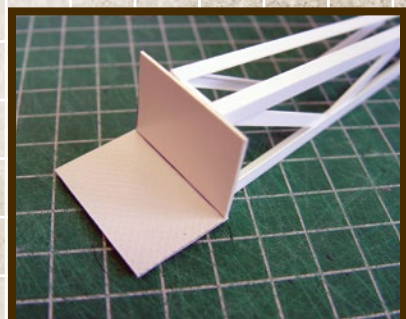
Step 35) Cut four 5" pieces of $\frac{3}{16}$ " angle strips. Glue these to the corners of the front and back pieces of the boom.



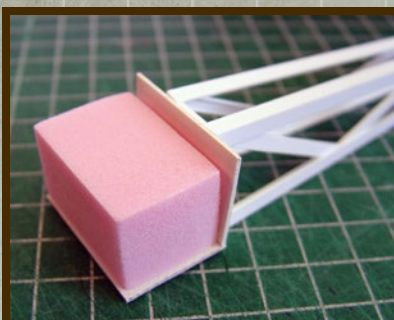
Step 36) Add crossbeams to the boom by gluing in strips of plastic card.



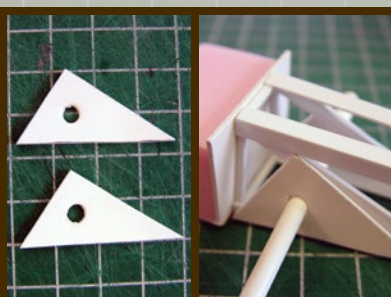
Step 37) Instructions for creating the boom head can be found in No Quarter Magazine, Issue 11. Alternatively, trace a dime onto plastic card and trim it out. You will need two of these plates. Connect them with plastic tubing. Make a support bracket and glue this to the front of the boom.



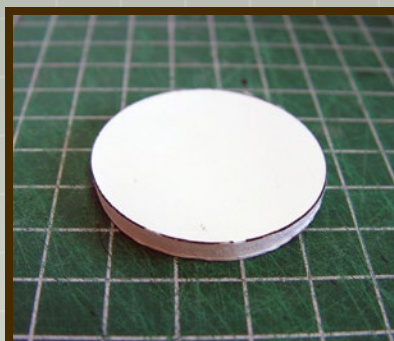
Step 38) Construct the counterweight for the crane by first making a platform for the stone block. Cut two pieces of plastic card 1" X $1\frac{1}{2}$ ". Glue these to the back of the boom.



Step 39) Now cut a piece of foam to fit, sand smooth, and glue it in place. You can add texture to the foam by pressing coarse sandpaper or small rocks into the foam.



Step 40) To allow the boom to pivot up and down, cut two triangular pieces of plastic card and punch holes into the middle of each. Glue these to the back of the boom and insert a plastic rod through the holes.



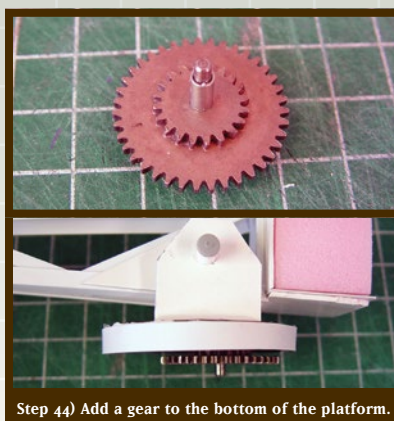
Step 41) Construct a rotating platform for the crane by cutting a 2" diameter circle out of foam core.



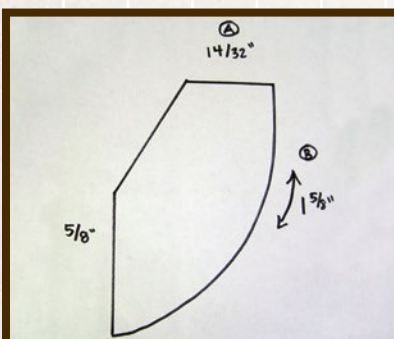
Step 42) Make support brackets to hold the boom, then trim the edge of the platform with a thin strip of plastic card.



Step 43) Insert the boom and glue into place.



Step 44) Add a gear to the bottom of the platform.



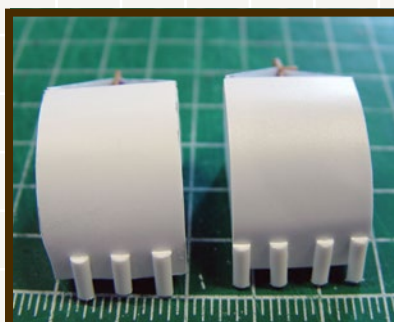
Step 45) To make the clamshell shovel, follow the diagram and cut out four pieces from plastic card. These will be the sides of each bucket.



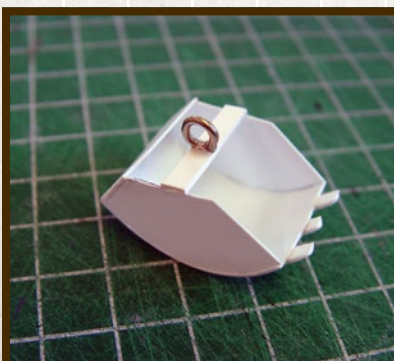
Step 46) Cut out a 1 1/32" X 1" strip of plastic card and glue it to side A to connect two of the side pieces.

Step 47) Cut out a 1 5/8" X 1" strip of plastic card and glue it to side B.

Step 48) Add a crossbar to each bucket.



Step 49) Teeth for the buckets can be made from 3/4" long, 0.125 half-round plastic rod, with the edges filed to a point. Make sure to offset the teeth so the bucket can close.



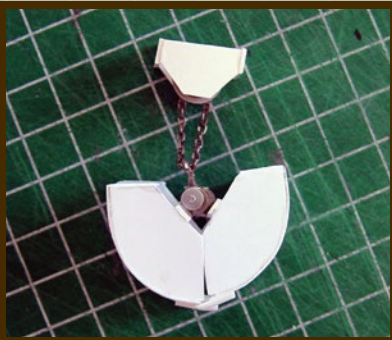
Step 50) Add a ring to the middle of each crossbar, offsetting them so the bucket can close.



Step 51) To hold the two halves of the bucket together, cut a connecting rod from a thin piece of plastic rod 1" long. Glue two rings to the middle of it. These will attach the bucket to the crane's pulley.



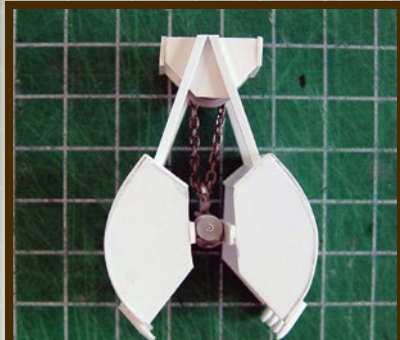
Step 52) Insert the buckets on either side of the rod to join them together. Cap off the ends of the rod to prevent it from slipping out.



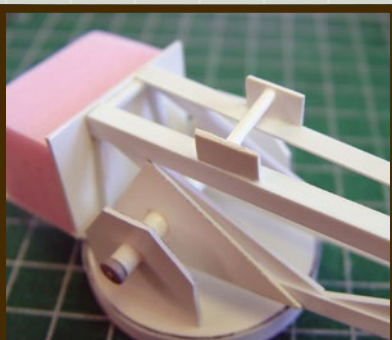
Step 53) Make the pulley system the same way you created the boom head. Use a piece of chain to connect the bucket to the pulley.



Step 54) At this point, decide whether your bucket will be open or closed, and glue it accordingly.



Step 55) Now attach thin strips of plastic card from the bucket to the pulley.



Step 56) Make a chain guide using small pieces of plastic card and plastic rod. Glue this to the back of the boom.



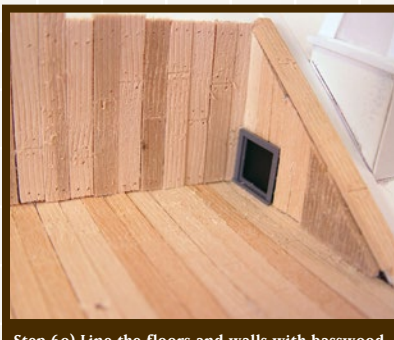
Step 57) Use chain to attach the crane to the pulley.



Step 58) To include a platform for the crane, cut out a section of the roof measuring 3 3/4" X 3 3/4".



Step 59) Add foam board to fill in the cavity.



Step 60) Line the floors and walls with basswood. Score the wood to give it a worn appearance, then add nail holes. You can also add a small crawl space opening for access to the crane.



Step 61) Now attach the crane. To allow it to pivot, drill a hole into the wood and insert the crane. Otherwise, simply glue it in place.

Step 62) The compactor building will have two large boilers to power it. To make your boilers look believable, you can: make the boilers vertical or horizontal, include a smokestack on one end, add a door somewhere on the bottom where coal can be loaded to heat the boiler, and add valves, pipes, gauges, and tons of rivets.

Step 63) Boilers for this building were made from pill and soap-bubble bottles, with half a plastic Easter egg added to the top. Pieces were added from a parts box and the boiler was fabricated. Pipes connect it to the building.

Step 64) Finish off the building by adding rivets to all the metalwork.



Smelter

The Smelter will be made in much the same way as the compactor building.

Step 1) To make the sides, cut a piece of foam core 8 1/2" high X 5" wide.

Step 2) Create a slanted roof for this building by cutting from the top left corner across to the 6 3/4" mark on the other side.

Step 3) Cut out a front panel measuring 7" X 8 1/2" and a back panel measuring 7" X 6 3/4".

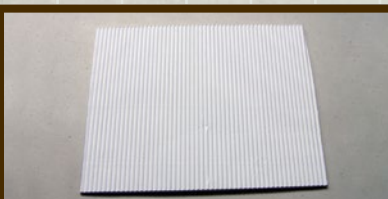


Step 4) Cut out a hole for the conveyor belt. Measure up from the bottom 3 3/4" and cut a hole 2 1/2" X 3 1/4". Next to it, make another hole 1" X 1 1/2" to accommodate the conveyor belt's motor.

Step 5) Add model railroad windows, and entry and service doors to the building.

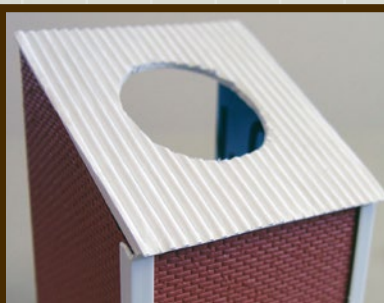


Step 6) Use the wall cutouts as templates and trace onto textured plastic card. Cut this out and glue it on. Assemble the building and glue 1/4" angle pieces to its edges.



Step 7) Cut out a 6" X 8" piece of foam board and glue corrugated card to it. Glue this to the top of the building.

Step 8) To house the smokestack, make a back extension for the building with sides that measure 5" X 3". Slant this building's roof like the main building's, cutting from the top left corner across to the 3 1/2" mark on the other side. Make a front wall measuring 3 X 3 1/2".

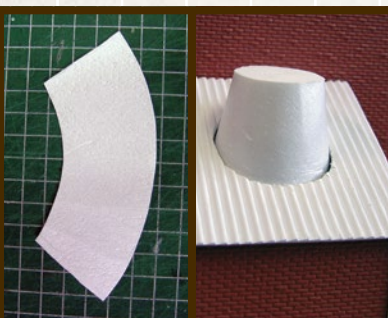


Step 9) Add textured plastic card, assemble it and add a roof.

Step 10) Cut a hole in the roof to accommodate the smokestack.



Step 11) Cut a PVC pipe 9 3/4" long and glue it into the hole. Add rivets and any other details to the smokestack.



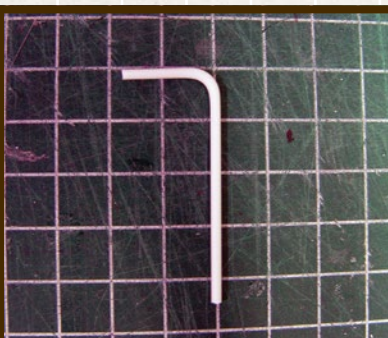
Step 12) You can also add a collar around the base of your smokestack. Cut a curved piece of plastic card and wrap it around the base of the PVC pipe.



Step 13) Add a covering over the opening of the conveyor belt. Cut two pieces of polystyrene I-beams 2 1/2" long. Cut the edges of the I-beams at 45-degree angles. Glue these to the building and add an awning.



Step 14) Make boilers for this building. Glue together tall containers and plastic Easter egg halves. Detail the boilers with rivets, valves and the like.



Step 15) Glue the boilers to the building and add pipes connecting them to the building. Plastic rod can be bent by heating it first.



Conveyor Belt



Step 1) Use leftover parts from your Warmachine models to make the compacted parts that will go on the conveyor. Cut these up into small pieces using a saw or clippers.



Step 2) Smash the cut-up pieces with an iron mallet or hammer.



Step 3) Cut up small pieces of plastic card.

Step 4) Assemble the compacted piles by making a sandwich of plastic card and smashed parts.



Step 5) With a lighter, melt the plastic card to give it a worn appearance.



Step 6) Paint the compacted parts and drill holes into the backs of them.



Step 7) Make the conveyor belt from a rubber inner tube, canvas, or similar material. Use a leather punch to punch holes along the belt.



Step 8) Screw the parts onto the belt.



Step 9) To make the conveyor's frame you will need two $\frac{1}{32}$ " thick aluminum bar stock, 20" long and $\frac{3}{4}$ " wide.

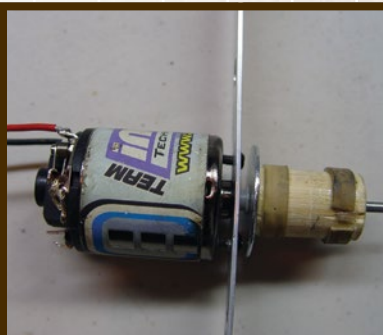
Step 10) Use a $\frac{7}{32}$ " drill bit to make holes $\frac{5}{8}$ " apart along the length of the aluminum bar.



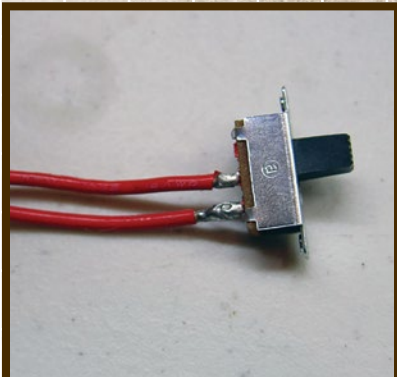
Step 11) Cut $\frac{3}{4}$ " wooden dowels $1\frac{1}{4}$ " long. Use a $\frac{1}{4}$ " drill bit to drill a hole in the center of the dowel.



Step 12) To help the belt spin, glue rubber bands around two of the dowels.



Step 13) Insert an R/C motor into one end of the bar. Glue a large washer and the rubber band dowel to the motor.



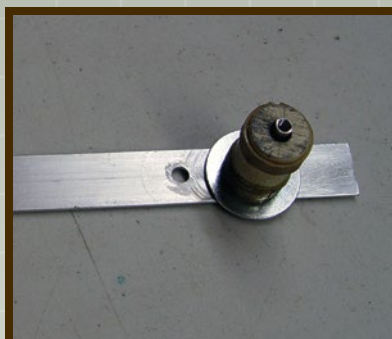
Step 14) Solder an On/Off switch to the motor.



Step 15) Insert a spacer pin into each hole of the aluminum bar.



Step 16) On the opposite side of the bar, insert an aluminum washer. Use a large washer for the ends of the bar and smaller washers in the middle of the bar.



Step 17) Insert the dowels onto the pins. Attach the second rubber band dowel to the opposite side of the motor.



Step 18) Place the belt on the dowels.



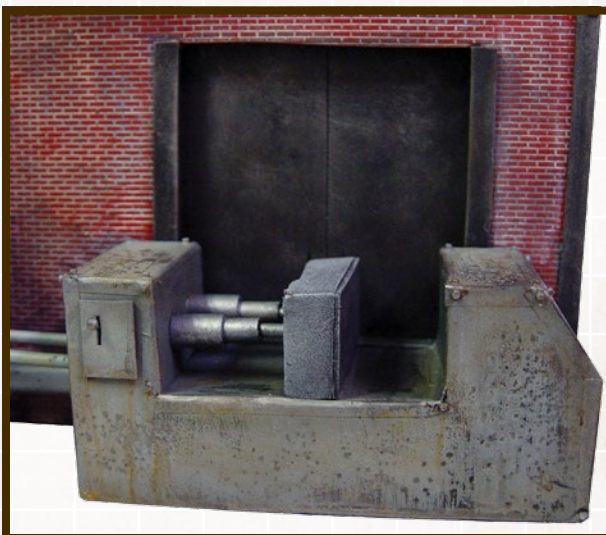
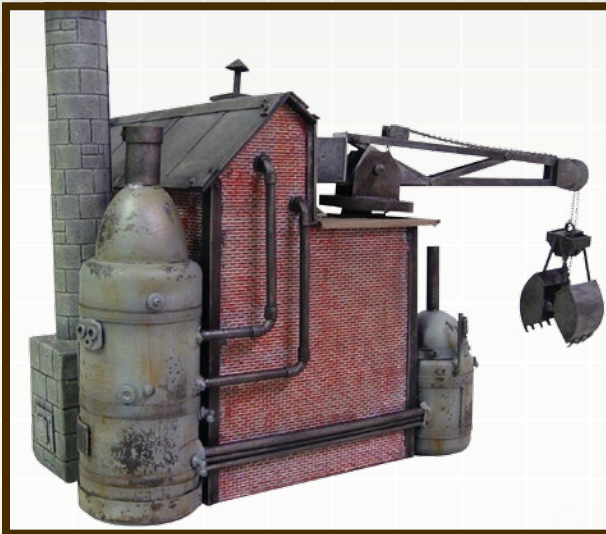
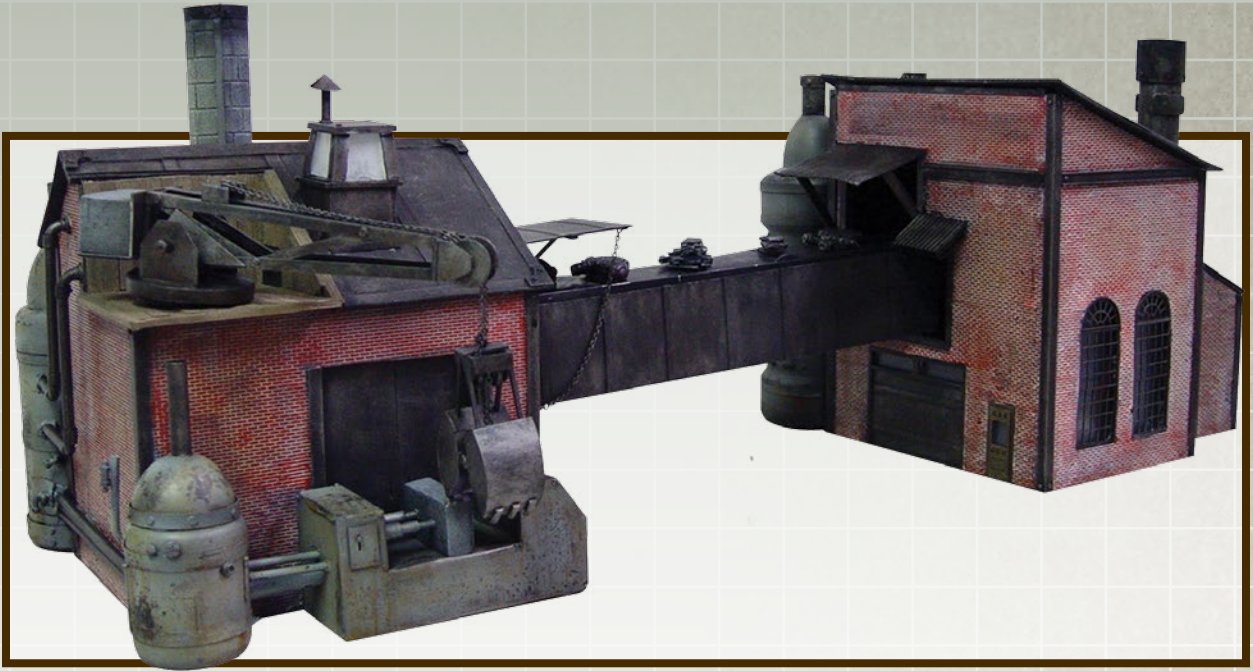
Step 19) Finish the conveyor frame by adding another washer to the dowel and the aluminum bar. Secure the pin.

Step 20) Dress up the outside of the conveyor by adding wood or metal sheet siding.



Step 21) Place the conveyor inside the two buildings, plug in the battery and turn it on.







THE NEXT LEVEL

A Sneak Peak at the Upcoming
WARMACHINE Video Game

by the Privateer Press Staff
Art by WhiteMoon Dreams



Last year at Gen Con, Privateer Press and WhiteMoon Dreams announced the WARMACHINE video game. It's an incredibly exciting project, and like many of you, I've been dying to get a sneak peak at the development. Well, that wait is over because I recently had the chance to chat with WhiteMoon Dreams creative director Scott Campbell and game director Kevin Mack. Both were kind enough to tell me all they could about the upcoming WARMACHINE video game, how it plays, and how it all came together in the first place. Kevin and Scott also provided some eye-popping screen shots and concept art that should make any WARMACHINE player as giddy as a little girl at her first pony show. —AR

NQ: Can you tell us how Privateer Press and WhiteMoon Dreams got together for this project?

Kevin: Scott Campbell and I were both long-time role players and strategy gamers (I still have my RPGA card from 1983, scary as that is to admit), so we knew about WARMACHINE from seeing it take up more and more space each year in our local game shop. We both thought the art and character designs were fantastic, but neither of us had ever played it.

Then, in 2008, WhiteMoon Dreams began working with Emergent Game Technologies on a project and became aware of the Mangled Metal demo they were building for GDC 2009. Though WhiteMoon wasn't involved in the Mangled Metal production, we learned from the MM team that Privateer was interested in working with a developer to build a WARMACHINE game. Scott and I each grabbed copies of *Prime Remix*, *Escalation*, and *Apotheosis* and started reading. We both instantly fell in love with the depth of the world and the characters—there was so much detail, so much history, such amazing characters, and the gameplay was so fast and dynamic. It was all so visual, it just screamed to go up on a screen.

We did a first pass on envisioning what the gameplay could be like, and it became clear right from the start that we didn't want to do a straight-up recreation of the tabletop game.

Scott: The last thing we want to do is remake the tabletop game. As it is, the game is awesome—one of the most epicly badass strategy games there is. WARMACHINE is so full of cool characters, incredible storylines, and explosive battles that it can expand into all sorts of gameplay paradigms.

Kevin: What felt most exciting to us was using the game to give players the experience they *couldn't* get from the tabletop: the experience of being right there on the battlefield, with the warjacks towering over you and the battle raging all around. That was where we wanted to take the players, and we wrote up an early treatment exploring this idea.

Scott: When I play the tabletop game, I like to move down to table-level and try to get an idea of what it would be

RIGHT: This concept art shows an area of the city of Riversmet that environment artists and level artists use for inspiration. We use drawings like this one to quickly mock up ideas for the look and feel of an area in the game. We take from the painting the general design aesthetic of the architecture, mood, color, and lighting. This piece illustrates a broad theme for the Riversmet level and is not necessarily a specific area of the game. -KM





like actually to be in that heated battle. That's really the heart of the design.

Kevin: The next step was to speak with Matt Wilson and learn his vision for the potential project. Scott and Matt got on the phone in May of 2009, and it immediately became clear that they shared a vision for what this game could be. The conversation lasted almost all day, and everybody came away feeling that we were on the same page and excited about where all this could lead.

At that point, work began on the project in earnest, and it was decided that we'd announce it publicly at Gen Con in August. We built preliminary test models of Stryker, Sorscha, and a Juggernaut, began work on the design specification and the game's codebase, and began assembling the production team.

NQ: How does the game play? What's the general setup for the platform? First-person shooter? Real-time strategy?

Kevin: WARMACHINE is a fast-moving combat action game, where players take on the role of a warcaster on the battlefield with a battlegroup of warjacks and units

under his or her command, all seen from an immersive third-person camera that's right down in the action with you.

Scott: We wanted to capture the spirit of the game and combine the lore of the stories, the heroics of the warcasters, the clash of the armies, and the thunder of the warjacks. We wanted to put the players squarely into the battlefield. *You* are the warcaster standing next to your rows of warriors as they march on the battlefield with grim determination.

Kevin: Everything's up close and personal. The camera's right down there with you, with combat happening all around. There's a heavy tactical element to this as well—it matters how you deploy your warjacks and how you use your focus on spells and boosts, but it's all playing out in real-time without pausing the action.

Scott: Depending on your tactics, you

can charge into the fight, hold back and sling spells to boost friendlies or destroy enemies, or let your warjacks soften 'em up before the kill. Just like in the tabletop game, your combat prowess, warjack tactics, and well-timed spellcasting can turn the tide of the battle.

Kevin: These warjacks are fighting alongside you, making intelligent choices in combat, and you can boost them, cast spells through their arc nodes—everything you can do in the tabletop game.

Scott: Instead of trying to give commands through clunky interface menus, warcasters have the ability to control the warjacks under their command directly. Yup, you'll be able take direct control of these iron titans, crushing and hewing through your enemies!

Kevin: And warjack combat is *brutal*—

“The camera's right down there with you, with combat happening all around.”



ABOVE: Another concept piece of the city of Riversmet—one of the many fantastic Iron Kingdoms locations players can visit in the game.

RIGHT: A digital rendering of the fearsome Khador Destroyer heavy warjack—just one of the many warjacks players can command in the game.

these things slam each other, throw units across the battlefield, smash through walls and buildings, and generally wreak the kind of havoc you'd expect to see from an angry nine-ton iron construct.

NQ: We know Commander Coleman Stryker and Kommander Sorscha Kratikoff are two of the playable warcasters in the game. Can you give us a sneak peek at one more? How about a warjack or two?

Scott: Stryker and Sorscha are two of the most iconic characters from the tabletop game, and they feature prominently in this game as well, but this isn't just about Cygnar and Khador. The Protectorate and Cryx get star treatment too. You'll be seeing more from them soon.

Kevin: Oh yeah, all of these warcasters will be playable—not just in the single-

player game but also in multiplayer.

Sure, each faction needs a full roster of light and heavy warjacks, but the real question the fans should be asking is: what *unit* types are in the game? What kinds of loyal soldiers will be following you, and what lethal warriors will you be facing?

As development rolls on, we'll be revealing more of the types of 'jacks and units that will be in the game.

NQ: The characters and places of the Iron Kingdoms have a pretty distinct look. What's it like working with the WARMACHINE IP? Are there challenges?

Kevin: Working with WARMACHINE is a fantastic experience. The character designs are amazing, and there's a ton of absolutely gorgeous artwork to use as a starting point and a ton of backstory in the WARMACHINE and Iron Kingdoms RPG sourcebooks. On top of this, Matt Wilson and everyone at Privateer Press have been fantastic to work with; they "get" video games, so they understand when we need to adjust something to get it working in the game, and they're great about working with us to find solutions. Our relationship with them is much more of a partnership than you usually see. They're on all of our internal mailing lists and see assets through all stages of

“Oh yeah, all of these warcasters will be playable...”



development. It's fantastic to have that sort of trusting relationship.

Scott: One of the best things about working with the WARMACHINE IP is that it's already a game! I know it sounds funny, but having a cast of characters that already have well-defined skills and abilities *and* a way to compare those skills and abilities to one another is incredibly helpful.

Kevin: One of the biggest challenges we run across stems from the fact that the WARMACHINE characters were primarily designed to look great on a tabletop in 30 mm scale and only ever had to hold one static pose. So we'll sometimes run across an armor piece that makes a certain sword strike or move impossible, and we'll have to figure out how we could adjust the armor to free up the character's movement without fundamentally altering the look of the character. We work really closely with Chris Walton at Privateer when we need to solve a character modeling issue to make sure changes to the character stay true to the character.

We also run into a significant challenge in that we're doing higher-detail renderings of the warcasters than have ever really been done before, so there are a lot of decisions that need to be made about what these characters look like in detail. It's like casting a movie, in a way. Take Stryker, for example. He appears in a ton of paintings, but his face is almost always partially obscured by his armor and the goggles. In addition, each of the artists painting him has taken his own liberties with the character, so he looks a little different under each artist's interpretation. We have to take all that information and synthesize it into a single high-detail character that looks the way everyone imagines Stryker looking, even though each person probably imagines him a little differently. It's a huge challenge.

Scott: I think our biggest addition to WARMACHINE will be the appearances and styles of the environments and battlescapes of the world. We've been agonizing over making the details of the stories come to life, trying to

establish a definitive look and feel for the architecture of various cities and ruins and for the flora and fauna of the forests, swamps, and deserts of the Iron Kingdoms. Working closely with PP, we're breathing life into the previously unseen places of the world.

Kevin: Though there's a lot of art in the WARMACHINE universe depicting the characters, paintings and drawings of the environments are relatively rare. In figuring out what the city of Riversmet might have looked like before it was destroyed, we studied a lot of the architecture of Bruges and other early-1800s architecture from Belgium and Germany and then explored ways architecture in that style would have been expressed in the Iron Kingdoms. Much of this thinking arose not so much from looking at art but from reading descriptions of the cities and the people who lived there from the *Iron Kingdoms Character Guide* and *World Guide* and then imagining how these people would have built their city. We'd do concept drawings and then discuss them



Flanked by hard-edged trenchers, this Cygnaran Charger prepares to give the enemy a double dose of pain from its dual cannon.

with Matt and begin to hone in on an aesthetic for each of the environments we'll be exploring in the game. This part of the process has been pretty exciting for everyone involved, because in many cases, this is stuff nobody's ever seen before except in their own minds. It's exciting to explore it deeply enough to be able to build it.

Scott: I gotta say, having a consistent world history is also very cool. We don't have to wrestle with conflicting stories or try to figure out which canon to adopt for our game. This also means that we don't need to make lots of stuff up. The rich history of the Iron Kingdoms provides so many opportunities for storytelling and setting up amazing situations that we're able to build from research, not fabricate from nothingness.

NQ: Understandably, there will be some big differences translating the video game from the tabletop version of WARMACHINE. What will players of regular WARMACHINE find familiar?

Scott: Players who are familiar with the characters and abilities of WARMACHINE will immediately identify with most everything in the game.

Kevin: We wanted to make sure we kept that fast, hard "Page 5" action going without sacrificing the tactical depth of the tabletop game.

Scott: The warcasters' feats and many of their spells from the tabletop game will be represented in the game. Kreoss can cause his enemies to erupt into flames with Cleansing Fire. Sorscha's Tempest pummels enemies with icy shards before blasting them to the ground. The unique play styles of each warcaster will be faithfully translated.

Kevin: Experienced players will find that units and warjacks have tactical strengths and weaknesses very similar to what they're used to. It matters who you bring to the battle and how you use them.

Characters use the same weapons they use in the tabletop game, brought to life here. Stryker can target a Juggernaut

with his disruptor pistol, sight down the barrel, and see the warjack wracked by the disruption effect, then move in for the kill, Quicksilver at the ready.

Scott: Just so you know, we at WhiteMoon aren't interested in changing a thing about the established characters or stories; our goal is to fortify the greatness that already exists. It ain't about a re-imagining of the license or a unique retelling of the story. It's about treating a great world and great characters with respect and giving the fans what they expect out of a WARMACHINE game.

NQ: If you can say, is there anything new in the game that WARMACHINE players haven't seen before?

Kevin: There sure is, and I wish I could tell you more about it right now! Gotta save some surprises, right?

Scott: We'll be in touch as the game continues to develop! Stay hungry!



WHITEMOON
DREAMS

WhiteMoon Dreams is an independent videogame developer located in Pasadena, CA. Founded in 2007 by veterans of the *Fallout* and *Medal of Honor* franchises, WhiteMoon Dreams provides development services for numerous industry clients, in addition to developing new titles internally. WhiteMoon Dreams is a registered developer for Microsoft Xbox 360, Sony PlayStation 3, and Nintendo Wii.

KEVIN MACK, GAME DIRECTOR

Kevin brought two loves together to forge his path in videogame development. Originally trained in film production and writing at NYU Film and later earning an MFA in film directing from the American Film Institute Conservatory, he began his career in television production. He soon found himself indulging his other love—computer programming and information design—through several years' work developing relational databases for analysts and traders in New York's capital markets and then through later work as an information architect at Razorfish.

In 1996, Kevin began his career in game development as a game designer at Disney Interactive. From there, he went on to work as a gameplay engineer at Creative Capers Entertainment, game designer at Kronos Digital Entertainment, and senior game designer at Electronic Arts working on the *Medal of Honor* series. In July 2007 Kevin left EA to assist in the founding of WhiteMoon Dreams.

SCOTT CAMPBELL, CREATIVE DIRECTOR

Scott began his gaming career as a play tester for Interplay in 1991. He parlayed that experience into that of Lead Concept/Game Designer for the first *Fallout*. From there, he moved on to several startup companies, most often in the role of Lead Game Designer. As design lead, he created several notable titles including the original *Fallout*, *Myth III: The Wolf Age*, and Sony's *Neopets* franchise.

Scott is highly regarded by many in the industry as a forward thinker and an innovative concept designer. His expertise is story creation and mechanics design, specializing in coding rapid prototype designs.

Not to be outdone by his computer design geekery, in his spare time Scott designs board games and pencil & paper role playing games for friends and family.



Take a look inside the files and dossiers of Gavyn Kyle, the Iron Kingdoms' premier spy. Gathered at great expense and risk, these dossiers give a behind-the-scenes look at the histories and motivations of some of the warcasters and warlocks of WARMACHINE and HORDES.

The Gavyn Kyle FILES

Transcribed by Aeryn Rudel
Art by Chris Walton, Andrew Trabbold, and Matt Wilson

GRIM ANGUS

Acquiring any reliable information on trollkin, even prominent leaders, is difficult to say the least. However, Grim Angus' extensive career as a mercenary and bounty hunter has left the kind of trail of contracts, satisfied customers, and human wreckage one can expect from years of activity. Many of the outfits that employed him are still in operation today—in some cases still under the same leadership. Their accounts of his exploits are particularly informative.

—G.K.



Grim Angus Summary

Year of Birth: 559 AR.

Location: Grim's birth kriel is unknown. There is some speculation he came out of one of the small, isolated kriels near Ord's Wythmoor.

Kith & Kriel Notes: Grim wears no quitari that might identify him as a member of a kriel. His activities in southern Ord between 601 and 603 AR suggest that one of the kriels displaced by the chaos embroiling the Thornwood at that time might be his birth kriel. Reports of revenge killings of Tharn warriors in this area fitting Grim's style indicate that his kriel may have been decimated or destroyed by the Tharn.

Mercenary History: Employed by Dragon Tongue Trade, 582-583 AR; Czavyana Trading Post, 585-586; Wolves of Kos (Ohk), 591-592; independent contractor 593-601.



Grim stands apart from many trollkin in that he can read and write in many human languages. Thus, instead of accepting verbal agreements from mercenary contractors, he was issued written contracts. I found the following document in the archives of Dragon Tongue Trade, a rather shady organization running goods into and out of Five Fingers. To my knowledge, this crude contract, which details a security assignment, is the first Grim signed in his career. This is one of only four contracts I could find issued to Grim by Dragon Tongue Trade. Not too surprising, really, considering the contract's harsh terms.

-G.K.

You hereby swear to protect all Dragon Tongue Trade goods, people, and property between Five Fingers and Carre Dova. You are required to remain within five yards of Dragon Tongue Trade caravans at all times, even when sleeping, eating, or relieving yourself. If anyone or anything threatens Dragon Tongue Trade goods, people, or property, you are to stop them by any means necessary, including the use of deadly force. The cost of any Dragon Tongue Trade goods damaged as a result of any security action will be deducted from your pay.

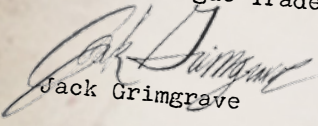
You will be paid the sum of 35 gold crowns when you reach Carre Dova with all our goods intact. On top of that, you will be reimbursed for any food, drink, or gear you purchase between Five Fingers and Carre Dova. Total reimbursement will not exceed 2 crowns for each day of the trip, or 20 crowns, whichever is less. Dragon Tongue Trade does not pay for gambling losses or money spent on other recreational activities.

You are required to devote all your attention to protecting Dragon Tongue Trade goods and interests. While in our employ, you may not be affiliated with or serve the interest of any other organization. Any such action shall be considered moonlighting. Dragon Tongue Trade considers moonlighting to be a threat to our goods, people, and property. You are to be advised that, if you are found to be a threat, Dragon Tongue Trade has retained mercenaries who will deal with you in the manner Dragon Tongue Trade deems appropriate, including the use of deadly force.

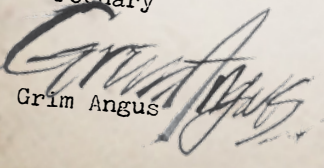
If at any time you fail to perform your duties as detailed above, your employment with Dragon Tongue Trade shall be immediately terminated. If it is found your dereliction resulted in damage to our goods, people, or property, you will be considered a threat to Dragon Tongue Trade, as described above, henceforth, until all associated costs are repaid.

By signing below, you agree to all terms set forth in this contract.

Dragon Tongue Trade


Jack Grimgrave

Mercenary


Grim Angus

After Grim left the employ of Dragon Tongue Trade, I could find no references to him until 585 AR, when he went north to take work with Czavyana Trading Posts. Grim was initially employed as a caravan guard, but after proving himself an expert scout and tracker, became Czavyana's head guide to and from Uldenfrost. A small bribe left me in possession of this letter sent from Czavyana's head trader in Uldenfrost to his superior in Korsk in 586 AR. Apparently, the Czavyana Trading Post made the mistake of underestimating Grim's intelligence and paid for it in blood.

—G.K.

I HAVE FOLLOWED YOUR ORDERS REGARDING THE PAY AND TREATMENT OF NONHUMANS IN OUR EMPLOY TO THE LETTER, AND AS I FEARED, IT HAS COST US FAR MORE THAN THE FEW SILVERS WE SHAVE OFF OUR EXPENSES EACH MONTH. WHILE IT IS CERTAINLY TRUE THAT MOST OF THE TROLLKIN AND OTHER RIFFRAFF CAN'T TELL THE DIFFERENCE BETWEEN AN HONEST CONTRACT AND THE LEAVES THEY WIPE THEIR ARSES WITH, THE EXCEPTIONS CAN BE VERY DANGEROUS INDEED.

IN THE LAST YEAR, I HIRED A TROLLKIN GUARD NAMED ANGUS. IT WAS IMMEDIATELY CLEAR HE WAS SAVVIER THAN THE OTHER TROLLKIN ON RETAINER—HE ACTUALLY READ THE CONTRACT. HOWEVER, PER YOUR ORDERS, I DREW UP HIS CONTRACT WITH THE STANDARD TWENTY-PERCENT "TROLLKIN TAX." HE SAID NOTHING AT THE TIME AND WENT ON TO PROVE HIMSELF BOTH CAPABLE AND RESOURCEFUL IN THE FIELD. RECENTLY, I PROMOTED HIM TO LEAD SCOUT, AGAIN WITH THE STANDARD REDUCTION IN PAY.

ANGUS WENT ABOUT HIS BUSINESS FOR SEVERAL MONTHS, BUT AFTER SPEAKING YESTERDAY WITH ANOTHER OF OUR LEAD SCOUTS—A SKIROVITE—ANGUS STORMED INTO MY OFFICE DEMANDING BACK PAY FOR THE DISCREPANCY IN HIS CONTRACT. ANGUS IS ONE OF THE MORE REASONABLE TROLLKIN I'VE MET, AND I LIKELY WOULD HAVE BEEN ABLE TO TALK HIM DOWN, IF ONE OF THE IDIOT BODYGUARDS YOU ASSIGNED ME HADN'T PULLED HIS WEAPON. I KNEW GRIM WAS SKILLED WITH THAT AXE-RIFLE OF HIS, BUT GODS ABOVE! BEFORE I COULD UTTER A WORD OF PROTEST, HE SHOT PIOTR IN THE HEAD AT A DISTANCE OF TWO PACES AND SPLIT IVAN DOWN THE MIDDLE WITH THE RIFLE'S AXE BLADE. OBVIOUSLY, HE LET ME LIVE, AND LAST I HEARD HE WAS HEADED SOUTH. MY MAN IS STILL PICKING BITS OF PIOTR'S SKULL OUT OF THE CEILING, AND I'M AFRAID THE VERY NICE RUG MY SISTER SENT FROM PORT VLADOVAR IS QUITE RUINED.

I'D LIKE TO INFORM YOU THAT, EFFECTIVE IMMEDIATELY, I'M AMENDING ALL THE CONTRACTS FOR OUR NONHUMAN CONTRACTORS AND EMPLOYEES TO REFLECT PARITY IN PAY LEVELS WITH THEIR HUMAN COUNTERPARTS. IF YOU HAVE ISSUE WITH THIS, THEN I SUGGEST YOU SEND MY REPLACEMENT FORTHWITH. I'VE ENOUGH BLOOD ON MY HANDS, THANK YOU VERY MUCH. THE NEXT MASSACRE CAN LAND SQUARELY ON YOUR HEAD.

PLEASE ALSO NOTE THAT I WILL BE REQUIRING TWO ADDITIONAL BODYGUARDS.

—TRADEMASTER BARAK LICHKO

I picked up Grim's trail again in Ohk, where he spent some time working as a bounty hunter and mercenary. After 592 AR, he appears to have worked solely as a bounty hunter.

I have a number of reliable contacts in Ohk and a few within the Winter Guard itself. One of them was able to procure a copy of the following report from the garrison's kommander, dated to 593 AR. Apparently, the kommander had to resort to hiring a bounty hunter to track down a bandit gang that was giving him trouble. This small excerpt offers some insight into Grim's character and his burgeoning bitterness toward humans.

—G.K.

I am pleased to report the Starov gang, led by Alexi Starov, has been brought to justice. Unfortunately, my men were unable to track down these bandits while attending to their other duties, so I was forced to seek out a bounty hunter. With the Starov Gang robbing the Uldenfrost-bound caravans on a weekly basis, I determined the expenditure necessary.

The bounty hunter I hired—he calls himself Grim Angus—is a trollskin of extraordinary talents: a tracker and woodman with skill to match Alexi Starov's considerable woodlore. This trollskin proved far more civilized than the other trollskin I've encountered. Professional and to the point, he demanded a written contract and two weeks to complete the assignment.

However reluctant I was at first to hire a bounty hunter, let alone a trollskin, my reservations proved unfounded. He returned on the thirteenth day with a badly beaten Alexi Starov chained in tow. When I asked about Alexi's gang, Grim responded that the contract he signed stipulated only Alexi himself was to be apprehended. The cold gleam in the trollskin's eye and the terror on Alexi Starov's face told me all I needed to know. No doubt the wolves along the cold passes to Uldenfrost are feasting well this week.

—Kommander Levani Zhivo

I followed up on Kommander Zhivo's report, and as fortune would have it, Alexi Starov, the bandit leader captured by Grim, is still serving out his life sentence in that notorious Khadoran prison, the Khardstadt in Skirov. Alexi is hardly a prisoner of note, and getting in to the Khardstadt to see him cost me nothing more than a handful of silvers and bottle of Rhulic rum.

—G.K.

I don't remember much of that night. I try not to, you see. The events that led me to this dark and awful place are not ones I wish to recall. But I have not drunk uiske in twenty years, and this bottle you so generously provided might lubricate my memory. Give me a moment to savor one more sip, and I will tell you what I remember.

There were eight of us, all hard young men eager to make our names as bandits. For a while that is exactly what we did. The garrison out of Ohk didn't have the manpower or skill to track us through the cold wilds. We took what we wanted from fat merchant caravans on their way to Porsk, Tverkutsk, and Uldenfrost, and then disappeared into the Wolveswood or Scarsfell.

That gods-be-damned trollkin Kommander Zhivo hired to find us was one hell of a tracker; I'll give him that. He must have followed us for days before finally deciding to strike. I don't even know how he could see us in the middle of the night, but Malko and Radu were dead before the sound of the shots had even awakened me. Sergei and Irdan began firing wildly into the dark forest, but he took them each with a single shot to the head. After that, the bastard didn't even bother to reload. He simply walked out of the night like death itself, pale and merciless, turned his rifle around and used the axe blade on its butt to slay Andrei, Dragash, and Mishka with a butcher's precision.

With my men slaughtered at my feet, I went mad, I think. I flew at this trollkin like a berserker in the throes of battle fever. I was no fool with a blade, but despite my skill and rage, he turned aside my saber with ease. Finally, I tired, and he struck me a blow with the flat of his axe blade that knocked me senseless to the ground. Before I could gather my wits, he had me disarmed and manacled. After that, there was nothing I could do. I was dragged back to Ohk, found guilty for my crimes, and sent to the Khardstadt to rot away the rest of my life.

My men did not deserve such a fate. He killed them all and refused to even bury them. Why did he do this? I'm sure a greater bounty would have been his had he brought all of us back to Ohk. But there was no compassion or mercy in that one, only cold, murderous efficiency.

That is all I remember. Now leave me to my bottle.

I found numerous contracts and reports of bounties claimed by Grim across western Immoren in the years between 593 AR and 601 AR. He was quite successful and plied his trade far and wide. After 601 AR, however, I can find little record of Grim's activities. He likely returned to his kriel in the bogs of southern Ord and became embroiled in the battles overrunning the nearby Thornwood. Finding any trace of Grim's activities at this time was difficult, but I did interview an aging hunter from Pt. Bourne who made a grisly discovery that smacked of Grim's handiwork.

—G.K.

I stay out of the Thornwood. Those damn blackclads will do horrible things to a man caught trespassing in their woods. When I was younger, though, I hunted a bit on the outskirts. It was a damn foolish thing to do, I know, but those woods are full of some of the best game a hunter could hope for.

One day, I went a little farther in than I usually did, and I stumbled upon a scene so horrible I still see it in my nightmares. I was tracking the biggest damn buck I'd ever seen—twelve points at least—when I found them. In a small clearing, six Tharn warriors had been strung up by their heels from a large oak tree. They had each been killed by single shots to the skull, but that wasn't the worst of it. Their throats had been cut, and then the corpses were dangled upside down to bleed out. I've never seen so much blood.

I got the hell out of there right quick, I can tell you. Anything nasty enough to treat Tharn like so much meat wasn't something I had any desire to run into.



Grim Angus is obviously no longer a trollkin for hire. It seems likely he now spills blood for something more personal than coin. As a leader of the united kriels, Grim leads trollkin into battle, using his innate sorcerous powers to command full-blood trolls. I tracked down a survivor of the battle of Crael Valley, a battle in which Grim played a large part, and spoke to him about his recollections of the trollkin leader. This survivor, a Steelhead halberdier, had more information to give beyond his account of Crael Valley. In his youth, he worked as a mercenary for the Czavyana Trading Post during Grim's tenure with the company.

—G.K.

Grim Angus? Sure, I remember him. I worked with Grim for a short time with the Czavyana Trading Post. That was long before I joined the Steelheads, when I was young and dumb enough to accept any work that paid hard coin. Grim and I worked as guards on the run between Tverkutsk and Uldenfrost. He was pretty social for a trollkin and didn't seem to mind humans much; well, he didn't then, anyway. I think it's safe to say his opinions have changed on that matter.

Anyway, I was nothing more than a snot-nosed kid at the time, but Grim treated me well enough. He was a damn sight kinder than the other human guards: all mercenary scum who'd kick the hell out of the low man on the pole—that'd be me—just to see him bleed. Grim didn't go in for that kind of nonsense. Hell, once this hard-arsed Kossite named Vigo decided to beat me half to death because he thought I'd stolen his whetstone. He probably would have killed me if Grim hadn't stepped in. Grim didn't need to do much; he just stared hard at Vigo and asked him to stop. That's all it took. There was something, I don't know, powerful about him, even then. Not to mention he was murder with that gun-axe of his.

Crael Valley? Yeah, I was there. I was part of a Steelhead Halberdier unit attached to the Cygnaran 4th Army. Grim was there, too. He was commanding the right flank of the trollkin forces, and doing a pretty shabby job of it, if you ask me. He came within an inch of getting pinched between the Cygnaran 4th Platoon trenchers and my halberdiers. My unit was beating the hell out of his line while the trenchers were filling his ranks full of lead. Grim and his trollkin would have been slaughtered if the cavalry hadn't arrived—literally. But those damn buffaloes the trollkin ride can trample a man in full armor without even slowing down, and even a halberd blow won't do much more than piss one off.

Well, long story short, my unit took one hell of a beating that day.

I tell you, Grim is still murder with that rifle, though. While we were retreating—running away like our arses were on fire, more like—Grim took a potshot at me. That pale-skinned bastard nailed me from 600 yards, while I was on the run and mixed in with a dozen other halberdiers. Luckily, with the range, he didn't do more than dent my helmet and cause me to piss myself with terror.

I guess he didn't recognize me. Or, maybe he did.

—Sergeant Gralan Kaddock

STRATEGIC ACADEMY

CIRCLE ORBOROS



BY JARRED ROBITAILLE • ART BY ANDREW ARCONTI,
CARLOS GABRERA, ERIC DESCHAMPS, ANDREA UPERZO,
BRIAN VALENZUELA, AND KIERAN YANNER

The first installment of the Strategic Academy will focus on the enigmatic and dangerous cabal of druids known as Circle Orboros. Circle Orboros unites nature's raw power, the savagery of warbeasts, and the mastery of terrain to form a highly mobile, aggressive force that engages and destroys without mercy. The Circle Orboros faction offers many valuable tools; for every situation, Circle has an answer.

This article will take a look at the major themes that define Circle Orboros, then examine more closely the specific warlocks that make each force unique. The many and varied secrets of this vast and complex faction, however, make it naive to think that such a short space as this article could do Circle justice. This treatise will thus attempt to grant the uninitiated a closer look and perhaps shed new light on the faction for those already familiar.

MASTERS OF MAGIC

One of the most prominent Circle features, their magical dominance, allows Circle forces to launch magical attacks at any range and in very high volumes. The druids of Circle have also mastered the art of denying and punishing the enemy for attempts to wield their own arcane powers.

The iconic symbol of Circle's magical superiority, the Druids of Orboros unit and their unit attachment can output a powerful AOE attack known as the Devouring, along with up to six Force Bolts per turn. The Counter Magic spell from the unit Leader can render large areas of the Circle force untargetable to enemy spells. The Vortex Cloud spell allows them to provide line-of-sight blocking as well as concealment and attack roll penalties. For their 9-point price tag, Druids and their Overseer thus provide astounding versatility and magical offense.

Models like the Woldwyrd intensify the magical onslaught. Its Purgation ability and Arcane Suppression animus make it an anti-magical monster that devastates models/units with enemy upkeep spells on them. Lastly, the Woldwarden and Megalith both offer the potent Geomancy ability. Not only

some of the most survivable warbeasts available to Circle, these heavies can cast any spell of cost 3 or less. They also bring magical melee attacks to the table for the occasional incorporeal model, Vilmon's Impervious Wall, and the like.

GUERRILLA WARFARE

To their great advantage, Circle can negotiate and oftentimes create terrain and thus play with the home field advantage. Very few opposing forces possess the ability to navigate the battlefield like Circle, and opponents often need to invest in specialist models/units or rely upon spells to aid their troops. Nearly every model in Circle comes with built-in Pathfinder. Only the living warbeasts lack Pathfinder, with the exception of Laris and the Stalker. The Argus and Pureblood, however, can easily help with that. Too, the Shadowhorn's Leap gives it some extra mobility, leaving Circle with the ability to advance and charge uninhibited in nearly any situation.

To stop opposing charges and block line of sight, Circle relies on its

terrain-generation capabilities: Baldur, Morvahna, Mohsar, and Kromac all possess ways to create difficult terrain or obstacles. Meanwhile, the Sentry Stone can effectively drop multiple forest templates where needed and provide a solid base of spray templates to back it up.

Circle's battlefield mobility is crowned by their easy access to placement effects. A number of spells and abilities grant this advantage, but it is the teleportation ability of the lowly Shifting Stones that appears most often. This ability enables them to place a model anywhere within 8", or nearly 10" if base size is factored in for a large-based model. This way, Circle can get the drop on opponents from behind terrain or jump over other models that would impede a charge.

SKILL AND PRECISION

One overarching theme emerges among the troopers of Circle Orboros: They tend to hit you—a lot. Although stopping power may not be their forte, most Circle units can earn an attack



score of at least 7 or better without outside assistance, even on the move. Wolves have CMA and Powerful Charge to make MAT 8 and 10 attacks commonplace. Reeves with CRA and Snap Fire can output an impressive volume of RAT 7 shots without aiming. Ravagers and Druids start with attack scores of 7, and Ravagers stack Powerful Charge on top of it. Meanwhile, Bloodtrackers and Wolf Riders remain MAT and RAT 8 against their prey; their Bloodweaver sisters have Gang. The new Warborn Skinwalkers also possess CMA to get MAT 8 attacks and foster a resilience Ravagers lack with base ARM 16 and Unyielding.

Circle troopers possess other high-end stats besides attack scores, however. Many have above-average DEF as well. With the exception of the sticks and stones, almost all Circle troopers have at least 13, often 14, DEF. The Circle tendency to play in and around terrain increases this against shooting and magic, while models like the Ravagers can have a DEF of 15 in melee when partially within the woods.

To balance these higher scores, Circle troops tend to have lower P+S and ARM values compared to their opponents. Launching the first strike thus becomes critical to the typical Circle force and means they cannot

afford to forgive mistakes. In the hands of a skilled and experienced player, the flexibility of Circle forces and the reliability with which they hit thankfully mean a well-planned turn is less likely to go wrong; the self-sufficiency of many units allows greater freedom with activation order and support models.

LOCATION, LOCATION, LOCATION

As previously mentioned, Circle are not exactly built for the attrition game. Typically low ARM values mean that when the enemy manages to pin down a Circle force and hit it, they can inflict some serious hurt. Also given the troopers' low P+S, a charge bonus for damage can mean the difference between killing the enemy and merely scratching his armor. Winning as a Circle player takes skill, practice, and the ability to force opponents to engage on your terms. Luckily, Circle Orboros comes equipped with a vast array of tools to help players crush those who would attempt to stand against the forces of the Devourer Wurm.

The Gnarlhorn Satyr's Counter Slam can deny your opponent safe access to certain areas of the battlefield and makes a terrific piece for engaging arc nodes—even if it does not get to slam. Offensively, the

Druids of Orboros unit employ their Force Bolts to alter the location of the battle. To ensure your heavies get the jump on your opponents, send a unit of Druids "fishing," then pull a target into charge range of your heavy warbeast or other hard target remover, and your opponent will never truly be safe, even if he stays out of your charge range.

ONE MAN ARMY

Many devastating solos enhance Circle's battlefield prowess. Quite literally a one-man wrecking

crew, the Lord of the Feast can charge a unit, kill all within reach before raven-shifting to another target, then repeat the process using heart tokens. The Tharn White Mane can perform similar feats with Overtake before sprinting away. Wolf Lord Morraig, on the other hand, is less a thresher of men than he is a highly mobile truck. Flanking with his trusty wolves, Morraig can deal a MAT 12 charge attack with a damage roll of $13 + 5d6$. His mount attack can trigger Cleave for an additional Cleft Blade attack. Target a heavy with a charge, a nearby enemy trooper with the mount, then the heavy with the second Blade attack. With Flank and a nearby trooper on which to use Cleave, Morraig will crush a heavy in a single charge.

COME, MY MINIONS

Minions offer some choice selections to help fill in the gaps and offer utility. Farrow Bone Grinders solidly support the squishier offensive spell-slingers such as Mohsar and Morvahna. One of the few 1-point options in the game, Swamp Gobbers add even more to Circle's high DEF and board-control abilities. The high ARM option of Gatormen does not benefit from infaction bonuses like Skinwalkers do, but Gatormen can offer a higher volume of attacks as well as their own built-in benefits. A solid troop choice for any list, Cylena Raefyll and her Nyss Hunters may not be able to put out as many CRAs as Reeves, but they perform considerably better in melee.

The Minion lesser warlocks offer some interesting play options. They all operate well as a strong flanking presence and work particularly well with Morvahna, whose Harvest spell allows her to operate with a smaller battlegroup.

FORCES OF NATURE

The warlocks of Circle Orboros are as varied as the harsh elements of the wild and just as deadly. Each brings a unique array of abilities to help crush those who would try to bring order to the wild. This article takes a brief look at all these powerful leaders as calling out particular warbeast and unit suited to each.





BALDUR THE STONECLEAVER

The rock of Circle Orboros and the undeniable go-to man for constructs, Baldur combines a strong denial and control game with solid assassination potential and troop support. Baldur can accomplish a lot with his Rapid Growth spell: deny opponents line of sight, impede charges, or provide concealment and Tree Walker bonuses to his own troops. The spell also grants him unprecedented mobility when combined with Forest Walk. Many an opposing warlock thought he was safe—until the trees appeared. Solid Ground grants Baldur the perfect means by which to support his fragile high DEF units from blast damage and protect himself and his warbeasts from being

knocked down. The defensive feat, Broken Earth, can deny an opponent a solid charge and slow the movement of his army. Also remember it can grant cover to all friendly models—an often-overlooked secondary effect that can be a savior against a gunline that doesn't rely on charging and redeployment.

Unit of Note: Sentry Stone and Mannikins

Powerful against HORDES opponents with fury to steal on warbeasts, properly deployed Sentry Stone units can create headaches for experienced WARMACHINE players as well.

Teamed with Baldur, the Mannikins provide cheap grouped spray attacks—up to three each turn with the POW 10 magical damage of Splinter Burst. They may not look too impressive, but they can spend fury to boost attack and damage rolls. Sentry Stone can provide Baldur a forest for his Forest Walk. Drop Mannikins behind enemy lines to intensify the threat and forces opponents to waste attacks on them or risk Baldur's Forest Walk assassination.

Warbeast of Note: Woldwarden

In addition to Elemental Mastery, the Woldwarden's animus allows Baldur to Forest Walk any turn he chooses. For the cost of 2 fury, Baldur's sudden "disappearance" into a forest will force opponents to maintain a 14" berth around him or risk a confrontation with Tritus. The Stone Skin spell can increase the ARM of otherwise fragile

Circle units at the expense of

DEF. It truly shines, though, on the

Woldwarden and Megalith, which can charge the opponent without forcing, then use Geomancy to grant themselves +2 STR and ARM to crush their enemies and weather the counterattack.



KAYA THE WILDBORNE

Kaya's play style epitomizes guerilla warfare. Her signature Spirit Door spell allows her to redeploy herself or her warbeasts rapidly. Though the spell has two primary uses, it is used more commonly to pull an attacking warbeast to safety. Because they can be sent great distances to crush the opponent's most heavily armored targets, Feral Warpwolves and Warpwolf Stalkers become the primary beneficiaries. Spirit Door can also be used early in the game to allow slower beasts such as the Wold Guardian and Gorax to be advanced upfield quickly. She can use her Occultation spell to protect either herself or a particularly valuable asset to her forces. Shifting Stones can make for a useful target because Kaya can often utilize them exceptionally well, and their low DEF makes them susceptible to incoming fire. Soothing Song helps Kaya run her beasts hot and then cool them off in a pinch. Spirit Fang enhances her hit-and-run persona by denying her opponents a countercharge with key models and serves as a solid direct damage spell in its own right. Kaya's Wild Mastery feat can help cool down her beasts on a big turn while simultaneously allowing her to heal damage and dole out animi and spells at a furious pace.

Unit of Note: Shifting Stones

The Shifting Stones provide Kaya various key elements to enhance her hit-and-run style. First, they increase her already unprecedented mobility with Teleportation. That gives any warbeast a 10.5" threat range and the Stalker 12". Kaya is then free to use Spirit Door to get the model to safety. Next,





Kaya likes to run beasts and run them hot, so the Shifting Stones' Serenity ability allows her to run multiple beasts over the limit without fear of frenzy checks. Then, their ability to heal her warbeasts frees Kaya to spend her fury on other tasks besides patching up some aspects, which she is loath to do. Finally, they make solid charge blockers and obstacles with which to impede your opponent while Kaya and her battlegroup ready the next assault.

Warbeast of Note:

Warpwolf Stalker

The new Stalker is everything Kaya could ever want. The Prowl warping allows her to utilize Occultation elsewhere during the approach. Berserk grants her a heavy warbeast that can destroy units and truly capitalize on Pack Hunters with a high volume of attacks. Warp Strength gives the Stalker a P+S 18 Reach weapon (the highest unaided P+S in the entire faction). Finally, the stalker's animus seems to be custom-made for Kaya. Lightning Strike grants Kaya the option to either use Spirit Door or Sprint for one fury less. Note that Sprint can be used after a Shifting Stone Teleport because only the model's regular movement must be sacrificed.



KAYA THE MOONHUNTER

Kaya the Moonhunter takes her hit-and-run play style to a whole new level. The Moonhunter's spell list is designed almost purely to help her battlegroup engage and destroy. Shadow Pack ensures that she and her warbeasts close the gap with minimal damage, while Forced Evolution makes even the Gnarlhorn Satyr a high-DEF target and a Warpwolf nigh-unhittable to common and even elite troopers. Dog Pile allows Kaya to extend the threat range of her battlegroup while simultaneously granting Pathfinder to her crew of furry vengeance. Alpha helps mitigate possible efficiency issues with fury, but the Moonhunter should consider Shifting Stones for all the reasons the Wildborne did. Her Call of the Hunt feat truly embodies guerilla tactics and allows her to move to safety, continue forcing her warbeasts despite her CTRL, then whisk them back to safety. When fury management spirals out of control, consider leaving a warbeast behind as a large, angry roadblock.

Unit of Note: Tharn Bloodtrackers

Self-sufficient, solid hitters made for a unit that needs minimal support, Bloodtrackers can tie up an opposing force with their high DEF long enough for Kaya's battlegroup to move into position. What more could the Moonhunter want? Their stealth and speed

also allow them to keep up with the pack and not get shot up on the way into battle. With Shadow Pack, your opponents can shoot only whatever lacks Stealth. Prey also allows these lovely ladies to take down medium infantry and light warbeasts in a pinch and help the Moonhunter set up her critical kills.

Warbeast of Note: Laris

The Moonhunter's personal warbeast, Laris, can channel her spells in the same manner as an arc node. This ability can keep opposing warbeasts at a long distance from Kaya with her Muzzle spell, allow animi to be passed out over long distances, and place Dog Pile where Kaya would rather not go herself. Laris makes a fair combatant with a high enough DEF to survive all but the most dedicated retaliation. Laris' Spirit Shift animus can also be used to pull him to safety, which makes him a great dedicated slammer. Finally, Spirit Shift makes Laris the perfect companion for the Moonhunter because it allows her to get anywhere Laris can. Between Flank and Guard Dog, Laris can dish out a beating and retain DEF 18 against melee attacks. As long as Laris can reach the melee range of an opposing warlock or warcaster, Kaya stands a respectable chance of taking down many an opponent herself.





KROMAC THE RAVENOUS

Kromac brings to Circle a warlock who can single-handedly kill all but the most heavily armored models in the game. Kromac complements his melee beatdown ability with a solid mix of Circle standards: magic denial, terrain creation, mobility enhancement, and accurate attacks. Bestial remains Kromac's ultimate answer to enemy spellcasters. Because most opponents tend to avoid melee with the big man, he need only bring a Woldwatcher or Wold Guardian to protect him from shooting and advance nearly uncontested across the battlefield. Rift gives Kromac access to a solid AOE damage spell that doubles as a charge deterrent, while Warpath grants extra

mobility to his warbeasts. Kromac's warbeasts can use this movement to move into charge distance of the enemy; if they are already close enough, they can use the movement to follow up after a kill of their own. Wild Aggression takes one of Kromac's warbeasts to the next level of killing power, allowing it to constantly boost damage or buy additional attacks without worrying about hitting. The only "problem" with Kromac is finding yourself torn between too many good options.

Unit of Note: Warborn Skinwalkers

Although Kromac may be a Tharn, he will find tremendous use in the new Skinwalkers. As a relatively cheap medium-based unit, they can screen Kromac during the approach. Once they get stuck in, they become ARM 18 with Unyielding and become great targets for Inviolable Resolve, which pushes their ARM to 20 while engaged. Yes, Circle now has access to an 8-wound, medium-based, ARM 20 unit. Although mobility may be a key advantage, Circle players no longer lack an anvil with which to tie down their opponents.

Warbeast of Note: Woldwatcher

As a medium-based caster, Kromac can take advantage of the Woldwatcher's Shield Guard, which protects him from high-POW incoming fire. Meanwhile,

the Woldwatcher's animus helps prevent any sort of drop-and-pop assassination attempts.

Kromac's Bestial spell and his large CTRL tender purifying the Woldwatcher's animus impossible to all but the Harbinger.

In fact, the combination of Bestial and Earth's Blessing allow Kromac to withstand some of the most powerful feats in the game, such as Kreess' and Krell's.



KRUEGER THE STORMWRATH

Krueger represents the raw power of nature within Circle. He can unleash a volume of lightning-powered death that would make even Nemo blush. Krueger's feat and Chain Lightning spells make him a veritable lawnmower of opposing light infantry. Electro Leap from his staff or from any model/unit under the effects of Lightning Tendrils only enhance this whirlwind of POW 10 damage rolls. Skyborne not only provides Krueger with a high movement rate and Flight to get him where he needs to be but elevates him to a very respectable DEF 17. Although he employs Sustained Attack as his melee attack, his low MAT of 5 makes an assassination attempt risky unless you can lower your opponents' DEF first. Megalith's animus comes in handy here.

Unit of Note: Bloodweavers

Tharn Bloodweavers prove a fantastic match for the Stormwrath. Their Gang ability becomes far more reliable and easier to position with Lightning Tendrils. Electro Leap on top of Blood Burst allows even a small unit of Bloodweavers to take on units twice their size. Deflection, meanwhile, helps them survive AOE attacks on the approach, while their natural stealth prevents most direct fire from hurting them. Blood Spiller provides Krueger a melee unit that can deal with multi-wound infantry, warbeasts, and even opposing warcasters and warlocks that his POW 10 onslaught cannot.

Warbeast of Note: Feral Warwolf

Krueger alone can handle a large horde of infantry. He cannot, however, kill an opposing heavy warbeast or



warjack. Thankfully, none but a Feral Warpwolf can do it better. Although the Stalker may have the single highest P+S attack in the faction, it cannot match the Feral in total damage output. With an extra point of MAT and STR and an additional initial attack, the Feral Warpwolf remains king when it comes to single target takedown. With Lightning Tendrils, the Feral can also match the threat range of the Stalker—all for a point less than his sword-wielding cousin.



KRUEGER THE STORMLORD

Recent experiences have done nothing to calm Krueger and have simply redirected him toward loftier goals. Although the Stormwrath focuses on an aggressive all-out lightning assault, the Stormlord plays a strong denial-and-control game while supporting his troops. Storm Wall protects him and his force from all but the longest range shooting attacks and minimizes the effectiveness of AOE's. Telekinesis allows him to reposition key pieces to extend threat ranges as well as reposition the enemy to open charge lanes and allow friendly models to avoid free strikes. In addition to Telekinesis, Gallows helps the Stormlord drag his opponents to their doom. The Stormlord can be a potent ranged killer in his own right, with a ranged attack rivaling that of the Thunderhead. The true power of the Stormlord, though, is derived from his Hurricane feat. It can be used to clear obstacles, prevent countercharges, open charge lanes, reduce opposing threat ranges, and break apart units with Defensive Line and Shield Wall. Combine Hurricane with Stormwall and Counter Magic from Druids, and

opposing players will find their options for retaliation extremely limited: no charging, slow advances, shorter ranges on shooting, and no offensive spells.

Unit of Note: Reeves of Orboros

The Reeves match well with the Stormlord for many reasons. Their RNG 12 Crossbows afford them greater benefit from the protection of Storm Wall, while Inspiration quells any CMD issues. Hurricane can free up any engaged Reeves and allows them to commence their potent CRA Snap Fire attacks. With the opponents' ability to countercharge severely hampered, the Reeves can enjoy another round of shooting up the stragglers.

Warbeast of Note: Pureblood Warpwolf

Kreuger the Stormwrath can deal with mass infantry quite well and needs only the killing power of a Feral, but the Stormlord prefers the versatility of the Pureblood. Telekinesis and Ghostly allow the Pureblood to move places few other warbeasts could reach. The Pureblood's spray attack helps clear infantry, and the Wraithbane animus proves a potent match for opposing upkeep's like Iron Flesh or Arcane Shield. The Stormlord himself finds Wraithbane a great boon in attempts to gun down an opposing warlock or warcaster with his Sustained Attack Lightning Bolts.



MOHSAR THE DESERTWALKER

With an ability and spell list that covers all the essentials, the warlock Mohsar is a veritable Swiss army knife. He can support his troops, eliminate infantry crowds, debuff high ARM, control the board, and redeploy rapidly. His signature spell, Crevasse, allows for the removal of enemy infantry units; if cleverly used, the spell allows Mohsar to kill models with Stealth using the spray effect generated by the initial attack. Note that Crevasse does not specify the destruction of an enemy model. Mohsar suffers no compunction about sacrificing his underlings to achieve total victory. A sacrifice will grant him Sands of Fate to get him into or out of enemy range as the situation demands. A fantastic board control spell, Pillar of Salt will force an opponent to either waste attacks and activations to destroy the pillars or waste time avoiding them. They can also be used to set up additional collateral damage on slams and throws or to block line of sight as a defensive measure. Mohsar's Disjunction feat can cripple an opposing HORDES army by depriving the opposing warlock of fury and forcing numerous frenzy checks on opposing warbeasts.



Unit of Note: Woldstalkers

The Woldstalkers gain extra advantage from Mohsar's Mirage spell. They can use Apparition either to close the gap with the enemy or to disengage from melee with the opponent. Combined with Zephyr, a Woldstalker unit can be repositioned up to 5" and still maintain an aiming bonus. Woldstalkers' Concerted Fire ability also stacks nicely with Curse of Shadows to make the first shot an effective POW 14 and the last shot up to an effective POW 18. These little guys can drop a light warbeast or warjack with relative ease and can even inflict a serious hurt on a heavy.

Warbeast of Note: Gorax

Though not the first warbeast most Circle players associate with Mohsar, this 4-point investment rates serious consideration. Consider this: Mohsar can maltreat the Gorax to activate pain response at will. A Gorax under the effects of its animus is MAT 8 with P+S 14. Mohsar, however, is the one warlock with an ARM debuff. Curse of Shadows makes a Gorax an effective P+S 16. If Mohsar casts the animus, the Gorax can charge for free and make six of these attacks. Some quick math reveals the little guy can put down an Ironclad on average die rolls. Not bad for 4 points.



MORVAHNA THE AUTUMNBLADE

The warlock Morvahna brings some necessary attributes to a faction known to be full of glass cannons. Her signature Regrowth and Harvest spells especially make her best suited to an attrition-based playstyle. Regrowth allows a small-based living unit of your choice to be nigh unkillable, as Morvahna returns four to five warrior

models to play each turn with relative ease. To counter Regrowth reliably, your opponent will be forced to either wipe out the entire unit or remove the upkeep; otherwise, the unit will continue to return to the table, charge, and return to the table again. Harvest further plays into Morvahna's unique style and allows her to spend all her fury during the Control Phase on upkeeps. It also provides her with fury even when her beasts have been killed. Harvest can allow Morvahna to cast spells like Influence and Eruption of Life at little to no effective cost. Influence works perfectly for high-MAT, high-P+S, low-DEF troopers. Cygnar Stormguard, Retribution Sentinels, and Cryx Bane Knights all make ideal targets. As long as they hit and kill their targets, Morvahna can continuously recast Influence. Eruption of Life works in a similar fashion against tightly packed enemy infantry, with the added bonus of leaving a forest in play.

Unit of Note: Tharn Ravagers

A typical charge by Tharn Ravagers can be devastating but is prone to counterattack. Ineligible for Regrowth, Ravagers can instead derive a much-needed boost to ARM from Restoration and gain further aid through Morvahna's Eruption of Life and her Seeds of Destruction feat. Thus armed, Morvahna's Ravagers can deliver a crippling charge and follow it with a

wall of forests populated by DEF 15 ARM 16 models with 8 wounds.

Warbeast of Note: Wold Guardian

These monstrous mountains of stone, wood, and clay protect Morvahna and other warlocks in more ways than one. Though its animus is usually better suited for higher-ARM warlocks, Morvahna may still find it—and its Girded ability—advantageous when she runs out of Sacrificial Pawn targets. The Pawn protects Morvahna from direct hits, but the Guardian can protect her from AOE's and other blast damage to which her low ARM renders her vulnerable. Because Morvahna needs to be close to the front to get the most out of Harvest and her offensive spells and feats, anything that keeps her safe becomes crucial. Two magical weapon P+S 17 fists with Ram are none too shabby either.

CONCLUSION

Although Circle Orboros comprises a potent force that can engage on their own terms, the majority of their troops are just glass cannons. New players, though, should not be frustrated by the steep learning curve this presents. Once mastered, Circle can devastate opponents and deny them any significant counterstrike, inevitably crushing them like an avalanche. Circle Orboros harbors many, many more secrets to be discovered on your own, so go forth and adapt, evolve, and always play like you've got a pair!



Minion MADNESS:

THORNFALL ALLIANCE

By David 'DC' Carl Art by
Carlos Cabrera & Matt Dixon



Ever since the announcement of Minions as a HORDES faction, the Privateer Press forums have been abuzz with excitement and speculation. With the release of the minion warlock Lord Carver and the War Hog heavy warbeast, it's time for some of that speculation to come to an end with the public release of the Thornfall Alliance minion pact rules.

Minion Pacts

To field a minion army, a player must choose a minion pact (or a minion warlock's Theme Force as detailed in the *Forces of HORDES: Minions* book). Each minion pact includes rules for building the army. In addition to the guidelines presented in a minion pact, minion armies follow all the normal army composition rules, such as field allowance and a warlock's battlegroup bonus points for warbeasts.

While players need to wait until the release of *Forces of HORDES: Minions* to see the full background for Lord Carver and the Thornfall Alliance, this article provides players with the basic information needed to get started with a Thornfall Alliance army. It serves as an excellent showcase for this brutal warlock and the patchwork monstrosities he leads in battle.

Thornfall Alliance

Many players are familiar with the tenacious Farrow race thanks to their ability to fight alongside the wild factions of HORDES. The Farrow Brigands and Farrow Bone Grinders have long lent their support to other armies, but now players can field these units alongside Farrow warlocks and warbeasts in a cohesive army under the banner of the Thornfall Alliance.

ARMY COMPOSITION

An army constructed under the Thornfall Alliance pact can include any Minion Farrow model/units.

An army constructed under the Thornfall Alliance pact can also include Dr. Arkadius, Alten Ashley, Gudrun the Wanderer, Saxon Orrik, and Viktor Pendrake.

Increase the FA of all non-character Farrow models and units included in the army by +1.

SPECIAL RULES

Farrow units in this army gain Advance Deployment 🌀.



BLOOD MAGIC OF THE THARN



By **John Meagher & Larry Wile**
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For generations, the Tharn had been suffering a steep decline. Until recently, the only reminders of their continued existence were fragmentary accounts from the fringes of the civilized world and easily dismissed third-hand tales. For a time, many scholars considered them only a small and bloody anecdote in the annals of history: a race that consorted with dark powers to prey upon mankind before beginning their inexorable drift toward extinction. Yet as more frontier scouts fail to return from their patrols, and as soldiers' stories from the front lines continue to spread, it is becoming clear that the Tharn not only endure, they are thriving. And they are on the move.

The tales told of the Tharn speak of their ruthless cunning, their inhuman prowess in battle, and most of all, of their horrific rituals. All of these rumors are true. The Tharn do consume the hearts of their victims, but to the Tharn, this carries no greater significance than consuming the heart of any predator, whether it walks on two legs or four. This is no exaggeration. The Tharn are

a primitive people, and their magic is focused on the shedding of blood.

The stories of savagery and blood rites, while true, only scratch the surface of Tharn culture. In ancient times the Tharn were just one of the countless tribes of barbarians roaming Immoren. Most of these savages are long forgotten, and the Tharn would likely have vanished as well—destroyed by the Priest Kings—had they not learned the powers of the blood. Shamanic magic was not uncommon among the barbarian tribes,

but the Tharn's shamans excelled in tapping the vitality in all living things. The Tharn learned how to transform themselves into raving predators, the match for any found in the wild. They



The Curse of the Ten Ills and Morvahna's Cure

Three centuries ago the Tharn were a mighty and numerous tribe. While most of the great northern tribes were decimated after their defeat following their attack on the Ordric city of Midfast in 305 AR, the doom of the Tharn came several years earlier. The curse that would befall them was rooted in a conflict between Cygnar's King Malagant, a devout worshiper of Morrow, and Khador's Queen Cherize, an alleged Thamarite.

In 295 AR, most of the Thornwood Tharn were goaded into joining with Khador to ambush the Cygnaran Army. What began as a conventional war quickly became a clash of religions, as the Morrowan clergy and knights pitted their faith against that of the Devourer-worshipping shamans of the Tharn. The exact supernatural nature of this conflict is a debated topic, but orthodox

Morrowans hold that the Tharn were suborned into serving both Tamar and the Devourer Wurm. Whatever actually transpired, the Cygnarans and their mercenaries were slaughtered in great numbers. Shortly thereafter, Queen Cherize disappeared without explanation and King Malagant succumbed to a mysterious wasting disease. Soon the Tharn began to feel the effects of the curse called the Ten Ills. Some say it was brought down by Morrow himself while others believe it was the result of the collective effort of Morrow's wrathful clergy. Whatever the source, the Tharn began to suffer from widespread infertility, and over the following centuries, their numbers dwindled to a small fraction of their former might.

This supernatural ailment was at last unknotted several decades ago

by Morvahna the Autumnblade, a potent druid of the Circle Orboros. The precise rituals Morvahna used remain unknown but are believed to have included exhausting days of preparation culminating in a ceremony on a rare conjunction of Caen's three moons and the celestial body known as the Eye of the Wurm. With this act, Morvahna proved her power over life and death and cemented the loyalty of the Tharn for generations. This ceremony did more than restore fertility to the Tharn, it augmented it; it is now a regular matter for Tharn women to deliver twins or triplets. The shamans have long held that the druids are prophets of the Devourer Wurm and now preach that the Wurm intervened directly, using Morvahna as its emissary, to restore their numbers. Thus the Tharn are more than eager to march to war alongside the druids of the Circle Orboros.

ritually consumed the raw flesh of their kills, drawing strength from the power contained within. The shedding of blood itself releases potent life energies—the first blood magicians learned that devouring a still-beating heart, the source of blood and therefore life itself, would grant them the strengths of the devoured. Over time the Tharn developed a reputation for brutality and unspeakable acts that caused even the most barbarous of their enemies to quail.

As shamanic traditions became part of daily life, this obsession with predation spread through all aspects of Tharn culture. Every Tharn ravager—well steeped in blood magic—learned to consume the heart of each enemy he

kills, while the women of their tribes focused their traditions around the letting of blood. Over the centuries, this ritualized cannibalism and blood magic tied the Tharn ever more closely to their patron and god, the Devourer Wurm. The Tharn are no longer precisely human, having become something closer to the perfect predator they revere.

The Tharn themselves not only expect to be eaten, they look forward to it. While their souls travel on to hunt in the afterlife, their mortal remains are consumed to return their strength to the tribe. Tharn will attempt to recover their dead from a battlefield and consume the bodies, or at least their hearts, in a ceremonial ritual. However,

if the Tharn find a body that has already served as food for crows or other wild scavengers, they leave it be. Crows upon a corpse are a sign the Devourer Wurm has already claimed the body for itself. However, this grace only extends to natural scroungers; curious anatomists in search of fresh material would be well advised to leave fallen Tharn where they lie. Tharn will violate truces and alliances to exact their revenge on someone who has removed a Tharn from the cycle.

The tradition of blood magic among the Tharn originates far back in prehistory and was an ancient practice even before the rise of the Molgur. Over the centuries, the widely scattered Tharn



tuaths have developed many variations of the oldest rituals, but at their core, these rites bear similarities that remain constant from tribe to tribe. It is these oldest rituals that keep the Tharn united, no matter how far their tribes may spread.

While the Tharn suffered under the Curse of the Ten Ills, the shamans and the tradition of blood magic as a whole lost respect among the Tharn. Many of the old secrets were lost as elder shamans died with no one to succeed them. With the breaking of the curse, blood magic has retaken its place as the cornerstone of Tharn society. Now the shamanic caste once more serves the chieftains of the Tharn and helps steer the destiny of their people.

Blood magic is not the exclusive province of the shamans. Blood magic has seeped into many aspects of Tharn society, and many of their warriors practice minor rituals as part of their daily lives. Every male Tharn is capable of a shocking transformation into bestial form. Imbued with the life force torn from the hearts of their enemies, they pay a gory homage to the Devourer Wurm.

No less savage, but perhaps more subtle, Tharn females practice their own blood-fueled rites. They have learned to shed tiny quantities of their own blood in return for the Devourer's favor. Multiple traditions have arisen among Tharn women, notably those of the bloodtrackers and the bloodweavers. The former invoke the Devourer to grant them the stealth of shadows and the strength to endure as they hunt their prey. The bloodweavers further refine the manipulation of energies present in blood. They find numerous applications of this power, turning their victims' own life blood into a terrible weapon and performing nightmarish sacrifices to the great Wurm.

Freed of their ancient curse, the Tharn have begun to investigate the hideous rituals of their ancestors. Rites long believed lost are being rediscovered and shared around the ceremonial fires.

Blood Magic Rites

Few outsiders who have observed a Tharn ritual lived to tell of it, and

far fewer have seen enough rituals to observe any differences between them. But Tharn culture has a great many rites. Some mark the changing of seasons or lunar cycles, while others are performed during social events such as funerals or preparation for battle. Virtually all of them have one common element: the sacrifice of living prey to the Devourer, who rewards such bloody offerings with savage and terrifying power.

Heart Eaters

This ritual is the fundamental sacrament of Tharn blood magic. Tharn ravagers perform this rite in every battle, tearing the hearts from the chests of their enemies and prey and consuming them whole after dedicating their victim's life to the Devourer. ravagers draw vitality from the hearts they ritually consume: the more powerful the prey, the more strength granted. There are variations on this ritual in which an entire tuath may ritually consume portions of a victim or victims. These rituals are often performed on the eve of a great battle.

The ritual has a great number of variations throughout the tribes of Tharn. Some tribes adjust the ritual to suit specific purposes. For example, sacrificing an argus to the Devourer grants the warriors preternatural alertness and speed, and the gift of a Thornwood mauler brings tremendous physical strength. The Terth Cearban, who live on the island of Gharlgast, venerate the Devourer as a giant shark, and their unique transformation is said to grant them gills and webbed fingers, multiple rows of razor-sharp teeth, and the ability to scent blood in the water from miles away.

In contrast, the Liath Búir (the Grey Howlers), who reside in the Glimmerwood north of Ternon Crag, believe that their god has no one

true shape but is ever-changing, an unknowable blend of all predators at once. They incorporate this devotion to chaos into their rites and never choose a specific prey to be sacrificed, believing that whatever crosses their path was put there by the Devourer as a test of their strength. Be it a bear, a tatzylwurm, or a patrol of skorne, they attack the first thing they encounter each day. Liath Búir are always eager to discover what new and unexpected powers the Devourer will grant them from the ritual.

Three Hungry Moons

The time called the Longest Night, when all three of Caen's moons hang



full in the sky, is the most celebrated event for the Tharn. Every three years, for three days and nights, all Tharn engage in riotous and violent celebration. Most tribes perform at least two or three of the array of rituals associated with this event, but the second night's observances are the same for all. During the second day, Tharn eat very little, stoking their hunger for the night ahead. Then at sunset, they light immense bonfires and whirl about them with ever-increasing speed

and fury, howling and roaring. Before long, the tribe scatters in all directions, roaming through the wilderness in search of prey. Male Tharn remain in their bestial aspect for the entire night and kill any living thing they encounter. The Tharn eat some portion of the kill but do not gorge themselves. Instead they move on in imitation of the Devourer's endless appetite, until sometime after dawn they stagger back to camp, gluttoned.

The Wurm's Hunt

On nights when no moon is visible in the sky, the Tharn engage in their most solemn observation. On this darkest of nights, the Devourer itself stalks the land, and the Tharn accept the role of prey, retreating into their homes and refusing to set foot outside. They light no fires and make no noise, only stare into the darkness, every sense alert for the coming of the Devourer. It is a little-known bit of wilderness lore that although this night of utter darkness



is generally one of the most dangerous nights to travel, it is the safest time to cross Tharn territory.

In recent years, rumors have begun to spread that there are some shamans who dare to travel abroad on the darkest night, meeting in secret to share in dark rituals known only to their kind. Some who hear these rumors cannot help but be reminded this night is revered by Thamarites as the Night of Dark Ascension, and they wonder at this coincidence.

Warpnight & Wurmsglare

These are lunar holidays when Laris is not visible in the sky. These ceremonies are the loudest of all Tharn rites, for the Tharn believe the Devourer has turned away from Caen and they must draw its attention back to the world and its children. These rituals are variants of the Heartfountain, for while the shaman is sacrificing the hearts of prey to the Devourer, the other participants make as much noise as possible, by such means as yelling at the top of their voices, banging hammers against a metal shields, or swinging wailing whistles over their heads.

Returning the Fallen to the Fold

Tharn ravagers who fall in battle are reclaimed by their brethren if at all possible. When time permits, funerary rites are performed upon their bodies. The participants each consume a mouthful of their comrade's dead flesh, thus rejoining his essence to the tribe and ensuring his spirit endures. The hearts of the dead are preferred, but in battles where fire and explosions have left little behind, any edible portion will do.

In a variation of this ritual, the Terth Cearban always eat the brain of a fallen shaman rather than the heart. Then, after several days have passed to ensure the soul has moved on to Urcaen, the body is burned. The Terth Cearban have lived too long in the shadow of Cryx to leave anything behind for scavenging necrotechs, whom they believe seek to steal the secrets of blood magic from them. This modification of the rite is one of the reasons mainland Tharn look upon their southern cousins with

some distrust, but as Cryxian raiders penetrate further into the wilderness, other tribes of Tharn are beginning to adopt this practice out of prudence.

The Culling

The Tharn consider all living things prey and gladly test their power and skill against the mightiest beasts in the forest to prove their faith in the Devourer. But they also know it is the duty of all predators to cull the weak and sick from the ranks of the prey so the prey may grow stronger and provide a greater challenge in the future. This duty extends to their own people.

Most Tharn born crippled or perceived as deficient in some way are killed at an early age. This practice fell into disuse during the later years of the Ten Ills, when it became obvious that every Tharn child, crippled or not, was crucial to the race's survival. Now that the curse is lifted, the old practice of eliminating the infirm has returned. These unworthy children are offered up to the Devourer in sacrifice and the remains are unceremoniously thrown out of the camp. No Tharn would consume such weak flesh, lest the taint of that weakness infect them. A mother who has given birth to one of these failures is shamed in the eyes of the tribe, though if she herself offers up the child in sacrifice, her guilt is expunged and the tribe accepts her as an equal once more.

The Last Hunt

Tharn rarely live to old age. As their bodies slow and their strength wanes, they are typically slain while pursuing dangerous prey, either on the battlefield or in the wild. But there are some who survive: those who use experience as a substitute for raw power. As their hair turns silver, they join the elders of the Tharn, their wisdom now a gift to the tribe. However, even these elders know that at some point they will turn from a treasured resource to a burden.

This ritual is performed on nights of Larisfull, when the eye of the Devourer may see most clearly. It allows those elders to die as all Tharn wish to: on the hunt. Alone, carrying only their weapons, they set off in search of the

mightiest prey they can name, vowing to return with its body or not at all. The prey named can be almost anything, but it must be something the rest of the tribe recognizes as all-but-certain death to confront alone. It is worth noting that on rare occasions, the elder actually wins the fight, and returns to the tribe carrying the carcass of this deadly prey. His name is howled in triumph for this feat, and upon the next Larisfall he repeats the ritual, naming an even more dangerous prey.

The White Fur tuath of northern Khador tells the tale of Bronn, a legendary elder of his tribe who undertook the Last Hunt thirteen times. For the first twelve, this grizzled hunter returned with proof of his kill and a wondrous tale of his victory. At last, having no other prey to challenge him, Bronn named the dragon Halfaug as his thirteenth quarry and departed the next morning. The Bán Fionnadh confidently awaits its hero's inevitable return.

Heaven's Spear

This ritual requires the sacrifice of a devoted Tharn warrior, but there has been no shortage of volunteers. During a battle, the shaman cuts deep runes into the sacrifice's skin, drinking in the blood that flows. With the link established, he calls to the skies above, summoning the power of the storm. The chosen warrior then charges into the fight, most often heading directly for the command tent of the opposing force. The shaman lets the power above build and build, holding the spell back for as long as he can. Upon the warrior's death, the effect is released, and a massive bolt of lightning stabs down to incinerate his body and everything else within several yards.





FEATURED THEME FORCE AUGURIES OF WAR

By David 'DC' Carl • Art by Andrea Uderzo

The Auguries of War Theme Force from *Forces of WARMACHINE: Cryx* is deceptively versatile. It allows players to enhance the Witch Coven's prodigious warjack-oriented expertise, create an effective Soulhunter-themed army list, or create a mixed force that strikes with lightning speed, even by Cryx standards.

Regardless of the army's direction, remember that the Witch Coven can cast spells during three separate activations (or four, if the army includes Deathjack). The ability to shift spells around during

a turn makes upkeep spells like *Infernal Machine* and *Curse of Shadows* far more deadly on the Coven than they would be on other warcasters.

PATH OF HELLEANA

The first method of building an Auguries of War army list focuses on Cryx's helljacks. This list is most effective at Tier 1 or Tier 4. A Tier 1 Path of Helleana list includes numerous helljacks, along with a good number of Warwitch Sirens. Sirens can remove Disruption and/or provide a point of

focus via *Power Booster*. They can also clear away enemy grunts with *Venom* or *Seduction*. Such a list should also include a bonejack or two to juggle the *Infernal Machine* spell between helljacks. In conjunction with the *Perfect Conjunction* ability and the Coven's multiple activations, a well-positioned arc node can give helljacks +2 MAT and SPD whenever they need it.

At Tier 4, this list becomes exceptionally aggressive, and its warjacks can dominate the middle of the board by the



end of the first turn with ease. The list does require players to field Darragh and the Withersshadow Combine for the privilege, though. In this sort of army list, Beyond Death will often be Darragh's best spell, blunting the melee offense of enemy troops and warbeasts to effectively enhance the ARM of the Cryxian helljacks. The Combine can help the Sirens clear away models that hinder their 'jacks' maneuverability and even has the potential to add a whole new helljack to the army under the right conditions.

PATH OF MORGAN

The second army-building style for Auguries of War shifts the focus to the Soulhunters and is typically built to meet Tier 2 requirements. This light cavalry unit has great maneuverability, three base attacks (Scythe, Sickie, and Mount), and the Tier 2 benefit grants each Soulhunter a soul token at the start of the game. This bonus' value may not be as readily apparent as a free solo or UA, but do not underestimate it. The ability for a warrior model to

boost an attack or damage roll can make a significant difference in combat performance. When fighting groups of enemies, the first soul token often helps a Soulhunter earn a second, perpetuating the violence.

In this list, a bonejack is critical for spreading the love of Curse of Shadows to different enemy models/units. This spell has all sorts of Soulhunter-related bonuses. It increases their damage against a specific target, allows them to ignore a unit's free strikes during their light cavalry move, or even allows them to move straight through one enemy to get at another.

PATH OF SELENE

Perhaps the ultimate example of the potential of Auguries of War is a combination of both tactics. A Tier 4 list with Advance Deploy helljacks alongside soul-laden Soulhunters can quickly threaten any area of the board. Ideal for aggressive scenario play, opponents of a Path of Selene style list can expect a lot of early pressure and a lot of upkeep spell juggling to put MAT buffs, SPD buffs, or ARM debuffs exactly where they're most needed.



WITCH COVEN OF GARLGHAST AUGURIES OF WAR

WARJACKS

Cryx non-character warjacks,
Deathjack

UNITS

Bane Knights, Satyxis Blood
Witches, Soulhunters,
The Withersshadow Combine

SOLOS

Necrotechs, Scrap Thralls,
Pistol Wraiths, Skarlock Thrall,
Warwitch solos, Darragh Wrathe

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Soulhunter units become FA 2. Additionally, the FA of Warwitch Siren solos increases by +1 for every helljack included.

TIER 2

Requirements: The army includes Darragh Wrathe.

Benefit: Soulhunter models each begin with one soul token.

TIER 3

Requirements: The army includes The Withersshadow Combine.

Benefit: You can redeploy one model/unit after both players have deployed but before the first player's first turn. The redeployed models must be placed on the table in a location they could have been deployed initially.

TIER 4

Requirements: The Coven's battlegroup includes three or more helljacks.

Benefit: Up to one helljack gains Advance Deployment (▶) for each Warwitch Siren solo in the army.

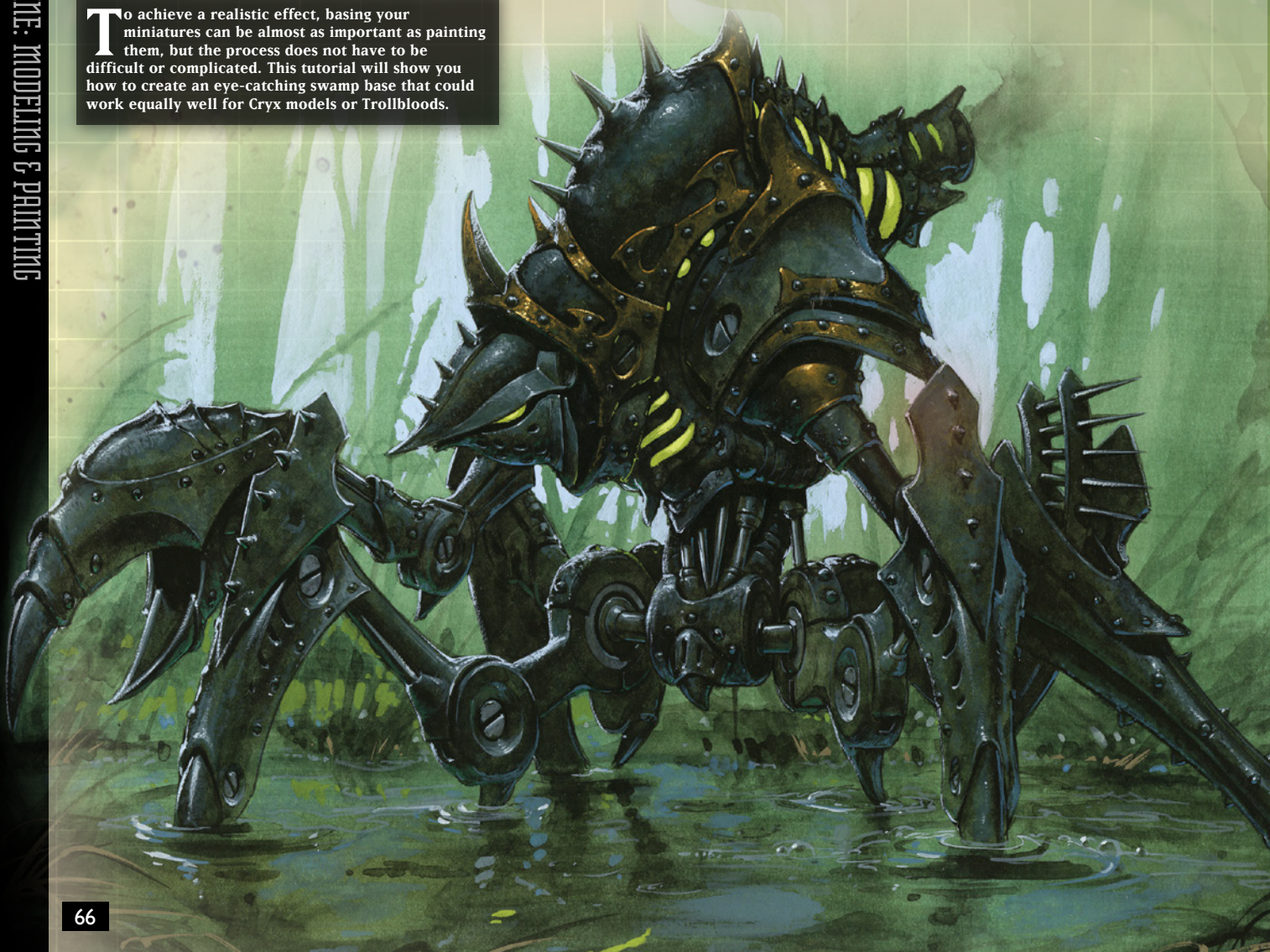
M&P

MODELING & PAINTING

SWAMP DISPLAY BASES

By **Piotr Mikians** Art by **Brian Snoddy**

To achieve a realistic effect, basing your miniatures can be almost as important as painting them, but the process does not have to be difficult or complicated. This tutorial will show you how to create an eye-catching swamp base that could work equally well for Cryx models or Trollbloods.



WHAT YOU'LL NEED

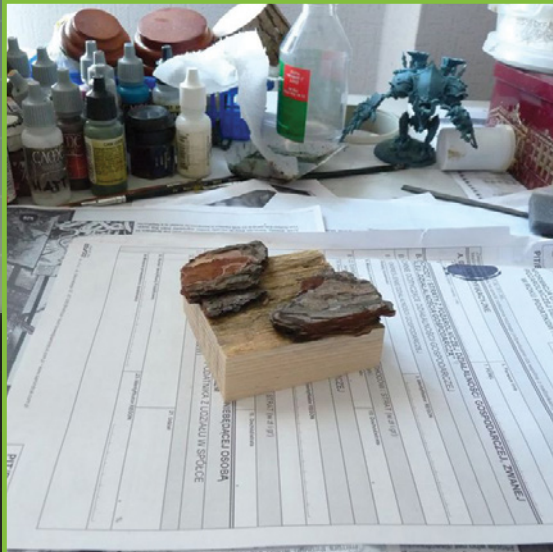
Tools: A P3 Hobby Knife and sandpaper. (Alternatively, use a power sander to save time).

Chemicals: Modeling masses such as Formula P3 Modeling Putty (or something similar), Formula P3 Super Glue, white glue, artificial water, and Formula P3 paints (preferably natural colors).

The Base: A block of wood or pre-made resin or wooden plinth, some twigs, static grass, gravel, sand, small rocks, some skulls, or other details to enhance your swamp.

PREPARATION

Step 1) Choose the proper material for the base. You can use a wooden/resin plinth, some kind of pre-made base, a piece of thick branch, a block of wood, or even a piece of rock or other material. (Examples of possible bases are pictured here.) A simple piece of wood was used for this tutorial, especially because its structure can be seen through paint.



Step 2) With a saw, cut the wood to the desired size and shape. (Power tools can save plenty of time, but for Toruk's sake, watch your fingers! They are no match for a rotating blade!) This base was made large enough to support models such as the Leviathan or Harrower.

Step 3) Sand the edges and the bottom of the block, either manually or with a power tool. (Even if you still have all your fingers after using the saw blade, you should still be cautious.)

Step 4) Here, rocks are added to both sides of the base to help show off the warjack's "all-terrain" abilities as it patrols the swamp. Tree bark works perfectly for this and can be left to stick out over the base's outline at this point. Of course, other material can be used (such as real rock or something you sculpt yourself), but bark can be cut and shaped easily, which will become critical in the next steps.

FILLING THE GAPS

Step 1) To help enhance the look and feel of your swamp, sink the base under artificial water. To prevent any resin from leaking under the bark, fill each and every crack you can find with P3 Modeling Putty



Step 2) Allow the P3 Modeling Putty enough time to be 100-percent cured. (Do not work on it if it can still be shaped, even a little bit.) Use a P3 hobby knife to cut off any bark overlapping the base's outline (or simply break it off manually). You do not need to be precise at this point.



Step 3) Smooth the edges of the base. (Here, you will discover why bark works better than real rock.) Using sandpapers of different thicknesses will give the base a tidy, display-ready appearance. Again, proper power tools can be used to save time.

PLACING THE MODEL

Step 1) If you have not done so already, decide where the model will stand. Here, places for the helljack's limbs have been marked out with orange paint. (A striking color will allow you to see the area even through a layer of paint.) Most models will be relatively easy to place, but helljacks are not the easiest to assemble and can therefore pose extra difficulties. Pay extra attention to detail especially if you plan to place the legs on different levels.

Step 2) Either detail your swamp or forgo this step for a more desert-like effect. Nasty killer-machines such as Leviathans or Harrowers, though, could easily march through dangerous swamps on an endless search for prey. Add some twisted twigs for withered and degenerated vegetation. Enhance the look and feel of your base with other elements such as bullfrogs and skulls. Sculpt these yourself or visit the Privateer Press store online for extra help.



SAND & GRASS

Step 1) Add some texture to your swamp. Paint the desired area with white glue, sprinkle some gravel on top, followed by sand. These elements do not have to be glued down hard because they will eventually be sunk under the artificial water. (Resin also makes for a strong glue.) Of course, you can add more elements (such as more vegetation or swamp creatures) but the base should not distract from the model it supports.

Tip: Because bark can be fragile and brittle, paint it with a mixture of diluted white glue. This should harden the bark and prevent any damage caused by drybrushing or other detailing.



Step 2) Finally, add static grass and some small leaves. (These can be added after painting, but adding them now will give you time to paint them if you like. Matching the colors used on the model with those on the base will also give the display a more unified, visually pleasing look.)



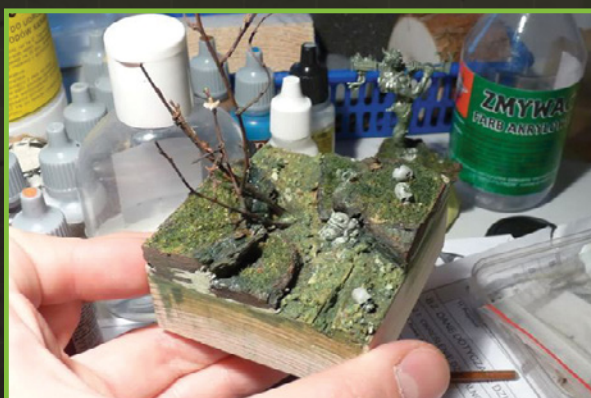
PAINTING

Step 1) Painting bases might be easier than you expect. Start by covering the whole base with a diluted mixture of Ordic Olive and a bit of Exile blue and Battlefield Brown. Use several layers of this mixture for an effective basecoat. This will not only create natural shadows in the cavities, but will make all the elements appear unified. Again, use the same (or similar) colors on the model that you use on the base to create a uniform and cohesive appearance.

Tip: When using watered-down paints, be sure to let each layer dry before painting the next. This can take some time, especially when painting a block of wood, but haste at this stage could potentially ruin the paint job.



Step 2) Create highlights by glazing the sand on the base with a very diluted Sulfuric Yellow. Add several diluted layers (rather than just one thick layer) to brighten the bottom and make it more visible under the artificial water. Highlight the tree with Gun Corp. Brown. Use a subtle layer for a more natural appearance. Lastly, drybrush the static grass with some Iosan Green to "freshen" its appearance. (Swamps—especially Cryx swamps—contain plenty of strange vegetation, though, so almost any color can be used.)



PAINTING (CONT.)

Step 3) Paint details such as skulls and toads. Once again, use almost any color you like. Depending on the environmental conditions in which the body decomposed, bones can take on many different tones. Here, bones were painted various grays to contrast with the vibrant life around them.

**FINAL TOUCHES**

Paint the sides Tamar Black and seal them with varnish. Add some of the more fragile foliage that could have been damaged during painting. Place the model on the base.

**JUST ADD WATER!**

Step 1) To create an underwater effect, start by securing the edges of base with masking tape or duct tape. Be careful. Artificial water leaks easily and can be expensive — creating one pricey mess.

Step 2) Make sure the tape is secured and double check for possible leaks, then pour the water onto the base. Take your time to avoid splashing.

Step 3) Wait for the artificial water to dry completely; with some types, this may take up to 24 hours. Remove the tape, polish the edges, and voilà!



Pictured is my version of the Cryx navy's Leviathan helljack. For this tutorial, it was made a few weeks before the base but using the same methods described here. Much more artificial water was added, however.



Guts & Gears

Guts & 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.

RHINODON

By Aeryn Rudel • Art by Mariusz Gandzel, Andrea Uderzo,
and Matt Wilson



*From the journal of Nolan Helwick,
Professor of Extraordinary Zoology,
Corvis University:*

Although we suffered greatly at the hands of the skorne, we have persevered, and the invaders have been repelled from our city. In their wake, the skorne have left a battlefield filled with the corpses of strange beasts seen by few western eyes. Although the death toll was high, and I have no wish to see such a calamity befall any Cygnaran city ever again, we at Corvis University have been given a rare opportunity. This chance to study the monstrous warbeasts used by the Skorne Empire is invaluable.

We recovered specimens of several different skorne beasts from the battlefields of Corvis, each more fearsome than the last. One of the largest—a beast

Professor Pendrake calls a rhinodon—is being stored in a converted meat locker to slow the decomposition of its colossal carcass. As a professor of extraordinary zoology at Corvis University, it has fallen to me to dissect the corpse and learn what I can from it.

The rhinodon specimen I examined was in fair shape—there *was* the gaping cannon wound that had slain the beast, but otherwise only minor damage from small-arms fire. Luckily, there was very little damage from scavengers or decomposition. From the tip of its beak-like snout to the end of its clubbed, sinuous tail, this rhinodon measured some twelve feet in length. Although I was unable to weigh the carcass, I would estimate its weight to be around four tons, roughly equivalent to one of our lighter warjacks. Upon first seeing the rhinodon, I was struck by its primeval appearance. Its size and form reminded me of creatures I have seen only as fossils. Perhaps the rhinodon is a descendent of the great antediluvian beasts that roamed Immoren before the continental cataclysm many thousands of years ago.

The beast was covered in a thick gray hide stout enough to require my sharpest knives and considerable effort to penetrate.

Its back was armored in thick plates

reminiscent of a turtle's shell from which a double row of tall spines projected.

The spines were knife-sharp and measured six inches long at the base of the tail, lengthening to nearly two feet at its neck and shoulders. The purpose of these spines is quite clear: they serve as an incredibly effective deterrent against attacks against the creature's rear.

The rhinodon's head was fairly small for its body size, and its tiny

brain suggests an intellect at the level of common herd animals, such as cattle or bison. Its eyes were deep set, small, and possessed of an underdeveloped optic nerve suggesting poor eyesight. However, the olfactory bulbs and nerves were fairly large, so rhinodons likely have a keen sense of smell. Its ears were small, located near the base of its skull, and could be rotated, raised, and lowered. My guess is rhinodons have hearing on par with most herd animals, which is well above human capabilities but below that of wolves and other predators. A sharp, horny beak and the lack of incising teeth suggest rhinodons are herbivorous. While Professor Pendrake's notes further support this conclusion, I find the idea of such monstrous creatures subsisting on plant matter alone quite uncharacteristic of the savage aggression reported on the battlefield.

The beast's pillar-like back legs and robust front limbs equipped with prehensile hands suggest the rhinodon is capable of both quadrupedal and bipedal locomotion. Eyewitness accounts report rhinodons standing upon their back legs to smash Cygnaran warjacks with blows from their titanic fists. However, despite those humanoid front limbs, I have been unable to find any accounts of rhinodons using tools or weapons. In fact, the only equipment found on rhinodon corpses are armored war gauntlets, presumably to add weight to blows from their fists, and heavy greaves to protect their more vulnerable hind legs.

Without doubt, the most impressive feature of the rhinodon I examined was the thick knob of bone at the base of its long flexible tail. This massive natural weapon resembled nothing so much as a gigantic mace or morningstar, and apparently it is used in the same manner. Battle reports reveal this club-like tail can be lashed about the creature's body in a wide arc, devastating anything in its path. My examinations of the rhinodon's tail revealed nearly two-dozen free caudal vertebrae between the sacrum and the tail club, suggesting incredible strength and flexibility.

Certainly, the rhinodon is a formidable beast, and Professor Pendrake's accounts of rhinodons in the wild suggest a certain amount of natural aggressiveness. However, it is quite obvious the rhinodons used as beasts of war by the



skorne are different monsters entirely. Professor Pendrake, who spent some time as a captive of the skorne, tells of a “conditioning” process to which all skorne warbeasts are subjected. A bizarre cabal of beast tamers called paingivers oversees this process, and as the name would indicate, their ministrations amount to something more akin to protracted torture than any beast training with which I am familiar.

I have compared notes with my colleagues also engaged in the study of skorne warbeasts regarding the torturous training methods used by skorne paingivers. Each specimen recovered from the battlefields of Corvis bears evidence of the paingivers’ conditioning methods, though the approach used for each beast differs. The bodies of the massive beasts known as titans, for example, were pierced by dozens of metal hooks and blades. These devices were lodged through the first layer of tissue, creating wounds that continually agitate the massive beasts. My supposition is these cruel barbs keep the titan in a perpetual state of agony, increasing its aggressiveness.

Other examples of paingiver conditioning were evident in the ghoulish surgery performed on the

brains of the savage humanoid cyclops. Each of the cyclops specimens we recovered had surgical scars at the base of its skull. The purpose of this trepanning is beyond our understanding at this time, but it certainly bears the hallmark of the paingivers’ art.

It is hard to imagine how such monstrous cruelty could be anything but counterproductive in producing obedient and reliable warbeasts. However, there is talk of a dark sorcery practiced by the skorne, and perhaps this strange magic is used to bind the wills of these creatures to their handlers. Paingivers also accompany skorne warbeasts into battle, driving their charges into destructive rages with verbal commands and applications of the whip.

There was, of course, ample evidence of the paingivers’ touch on the rhinodon carcass I examined. The corpse was covered in scores of old scars and newer lacerations that spoke of a lifetime under the lash. However, it lacked evidence of the more extreme measures practiced on other species of skorne warbeasts. I am at a loss as to why this is. Professor Pendrake’s notes on rhinodons in the wild suggest they are naturally cantankerous and dim-witted. One would think this would

make them more difficult to train, not less. Why then are the paingivers’ more brutal conditioning methods reserved for more tractable beasts? I can only guess that paingivers have other tools at their disposal that are not visible even to a detailed examination. I could conjecture that sorcery is involved, but that would be pure speculation on my part.

After I completed my physical examination of the rhinodon, I sought out my colleagues engaged in similar studies. In all, we recovered a total of six rhinodons from the battlefields of Corvis, enough to make fairly in-depth comparisons between individual beasts. When I compared my findings with those of my colleagues it revealed some fascinating information.

Although the six rhinodons studied at Corvis were of similar size, shape, and anatomy, their outward appearances differed greatly. The size and length of back spines, thickness of armor, size and shape of the tail club, and even the pigmentation of the skin all differed among the six individual rhinodons we studied. Although this could be an example of naturally occurring variation within the species, I believe it is something else entirely. Professor Pendrake’s notes on the Skorne Empire indicate that some skorne houses actively breed warbeasts. I believe that the differences among our rhinodons are the result of skorne breeders selecting for certain traits in their warbeasts, much like our own horse breeders do.

That the skorne are in the business of breeding and training monsters for battle is a frightening concept. I know the information we have gathered at Corvis will prove invaluable in future conflicts with these warriors from the east, but I fear we have only scratched the surface of skorne beast taming. I shudder to think what horrors lurk within the depths of the Skorne Empire, waiting to be unleashed upon the unsuspecting kingdoms of western Immoren.

Nolan Helwich

*Professor of
Extraordinary Zoology
Corvis University*



RHINODON TACTICS

By David 'DC' Carl

The Rhinodon is a very economical heavy warbeast selection, but it also provides a great deal of versatility. With three initial melee attacks for punishing enemy 'jacks and 'beasts or a sweeping Reach Thresher tail attack to splatter enemy troop formations, the Rhinodon is a no-nonsense warbeast for just about any occasion.

Running Amuck

One of the first things to consider with any warbeast is its animus. Even a warbeast in the middle of the pack in terms of combat capability becomes really attractive if it has the right animus. The Rhinodon's Amuck is certainly a welcome addition to any warlock's arsenal. For a cost of just one fury, Amuck boosts all of a warbeast's attack rolls for special attacks.

Casting Amuck on the Rhinodon itself is the most obvious application of this ability. Rhinodons do not have the highest MAT value, so Amuck is a great way to empower the Tail's Thresher special attack. DEF 13 is a very common DEF value for trooper models, and the Amuck animus more than doubles the odds of hitting those models. With just a few enemies in Thresher range, the animus quickly pays for itself. When board position and fury management allow, have the warlock cast Amuck rather than the Rhinodon. This allows the Rhinodon to be forced for one additional fury point to finish off tougher opponents after Threshing the chaff out of the way.

Molik Karn's Combo Strike is another potential target for Amuck, but the fun doesn't end there. All power attacks are a type of special attack, so Amuck can provide a free boost for a Titan Gladiator making a slam, a Bronzeback Titan making a double-hand throw, or a Titan Sentry making a headbutt. Perhaps the most efficient use of Amuck is the trample power attack. An Amuck trample has the potential for more boosts than even a typical Thresher attack.

Plays Well With Others

Beyond its Amuck antics, the Rhinodon fits smoothly into a wide variety of Skorne army lists due to its impressive versatility. In a list with lots of heavy hitters like Cataphract Arcuarii and Bronzeback Titans, the Rhinodon can clear the chumps out of the way. In a list with plentiful swarms of troops like Praetorian Swordsmen and Karax, an Enraged Rhinodon can go toe-to-toe with enemy heavies (or at least throw or slam them out of the way). It also has decent speed for a heavy, is a 4-fury battery for the warlock, and is a 27-point damage sink for transfers. All said and done, 7 points is a tough price to beat for a Rhinodon.

The Rhinodon becomes even more impressive, however, with the right support. Outside the infamous Paingiver Beast Handlers, there are numerous options for getting the most out of a Rhinodon. The Gladiator's Rush animus, for example, can give a Rhinodon Pathfinder along with the same threat range as an Angelus. The Basilisk Drake's Lurker can allow a Rhinodon to Thresh through some enemy troops and then advance to open up charge lanes. The Cyclops Savage's Prescience animus makes the most out of a Rhinodon's fury when making non-Thresher attacks, because it allows the player to boost after seeing attack and damage rolls.

Perhaps the best buddy of all for the Rhinodon is the Basilisk Krea. Its Paralytic Aura can grant a nearby Rhinodon +2 DEF and ARM against ranged attacks or can suck 2 points of DEF away from the Rhinodon's targets. And Because Paralytic Aura targets the Krea rather than the Rhinodon, a Rhinodon can benefit from Amuck (or Rush or Prescience) *while* gaining the bonus from Paralytic Aura.

Threshtail Tactics

The right warlock can really make your Rhinodon shine:

- Master Tormentor Morghoul's Abuse spell can really make a Rhinodon shine. Couple Abuse with Rush to take the Rhinodon's threat range to obscene levels and then use Prescience or Amuck to make every attack count.
- Archdomina Makeda is another great Rhinodon warlock. Carnage bumps the Rhinodon up to an effective MAT 7, allowing an Amuck Thresher to hit even high-DEF enemies reliably. Her Savagery spell in conjunction with Amuck can create a truly beautiful trample that renders whole swathes of enemy troops into bloody footprints.
- Tyrant Xerxis is another great fit, especially in lists that utilize Rhinodons as heavy hitters. These beasts rely little on their DEF for protection, so Fury becomes a way to ratchet up their hitting power with minimal drawback.
- Newest but not least, Rasheth is a great Rhino handler. Plague Wind and Blood Mark allow Rhinodons to hit incredibly hard and enable their Thresher attacks to carve through medium-based multi-wound infantry as well as single-wound grunts. Carnivore is another great fit, imbuing a Rhinodon with that impressive MAT 7 instead of its usual MAT 5.



PAINTING RHINODON

House Zerish Rhinodons

By Todd Arrington



What You'll Need:

Tools & Materials

Formula P3 Black Primer

Paint

-  Armor Wash
-  Bastion Gray
-  Battlefield Brown
-  Beaten Purple
-  Bloodstone
-  Blood Tracker Brown
-  Blue Ink
-  Brown Ink
-  Cold Steel
-  Hammerfall Khaki
-  Idrian Flesh
-  'Jack Bone
-  Khador Red Base
-  Menoth White Base
-  Menoth White Highlight
-  Midlund Flesh
-  Rhulic Gold
-  Rucksack Tan
-  Thamar Black
-  Umbral Umber
-  Yellow Ink

Base Coat

Base coat the carapace with Umbral Umber mixed with a touch of bloodstone. Basecoat the skin with Bastion Grey, except on the stomach area, which uses a mix of Bastion Grey and 'Jack Bone. Base coat the armor with Bloodstone and the other metals with Cold Steel.

Colors Used:

Armor: Bloodstone

Carapace: Bloodstone, Umbral Umber

Metals: Cold Steel

Skin: Bastion Grey, 'Jack Bone



House Zerish, a minor skorne house noted for breeding warbeasts, has carefully bred specific skin and armor pigmentations into their rhinodons. The gray skin and dark umber armor and spines match Zerish house colors, making their rhinodons instantly recognizable at market or on the battlefield. These house colors are also lacquered into the armor of other Zerish warbeasts, such as cyclopes, and are even present in the clothing of the paingiver beast handlers that oversee them in battle. House Zerish has recently promised to deploy a sizable force of their house soldiers and beasts to join the Army of the Western Reaches, in compliance with the tithe owed to Supreme Archdomina Makeda.



Shading

Wash the carapace with a mix of Umbral Umber, Blue Ink, and mixing medium. Wash the skin with a mixture of Bastion Grey, Blue Ink, Thamar Black, and mixing medium. Wash metals with Rhulic Gold and highlight the armor with Rucksack Tan.

Colors Used:

Carapace: Blue Ink, Umbral Umber

Metals: Rhulic Gold

Skin: Bastion Grey, Blue Ink, Thamar Black



Highlighting

Highlight the carapace with Umbral Umber up through 'Jack Bone. Highlight the skin with Bastion Grey and Midlund Flesh. Bring the horns up with 'Jack Bone. Base coat the eyes with Menoth White Highlight, the tongue and teeth with Midlund Flesh, the claws and nails with Idrian Flesh, and the ropes with a mixture of Battlefield Brown and Brown Ink. Wash the metals with a mixture of Bloodtracker Brown and Armor Wash. Glaze the armor with a mixture of Bloodstone, Brown Ink, and mixing medium.

Colors Used:

Armor: Bloodstone, Brown Ink

Carapace: 'Jack Bone, Umbral Umber

Claws/Nails: Idrian Flesh

Eyes: Menoth White Highlight

Metals: Armor Wash, Bloodtracker Brown

Ropes: Battlefield Brown, Brown Ink

Skin: Bastion Grey, Midlund Flesh

Tongue/Teeth: Midlund Flesh



Detailing

On the carapace, detail the smaller side spikes with 'Jack Bone, then glaze the entire carapace with a mixture of Blue Ink, Brown Ink, and a good amount of mixing medium. Glaze the eyes with Yellow Ink, letting the ink run into the areas around the eyes. Wash the tongue with Beaten Purple and touch up the teeth with Hammerfall Khaki. Highlight the edges of the metal pieces and the tips of armor spikes with Cold Steel. Highlight the edges of the armor with Bloodstone and Rucksack Tan. Highlight the claws and nails with 'Jack Bone through Menoth White Highlight using a streaking pattern toward the front edge. Finally, highlight the ropes with Khador Red Base with Menoth White Base mixed in for a few areas.

Colors Used:

Armor: Bloodstone, Rucksack Tan

Carapace: Blue Ink, Brown Ink, 'Jack Bone

Claws/Nails: 'Jack Bone, Menoth White Highlight

Eyes: Yellow Ink

Metals: Cold Steel

Ropes: Khador Red Base, Menoth White Base

Tongue/Teeth: Beaten Purple, Hammerfall Khaki



by Josh Saulter

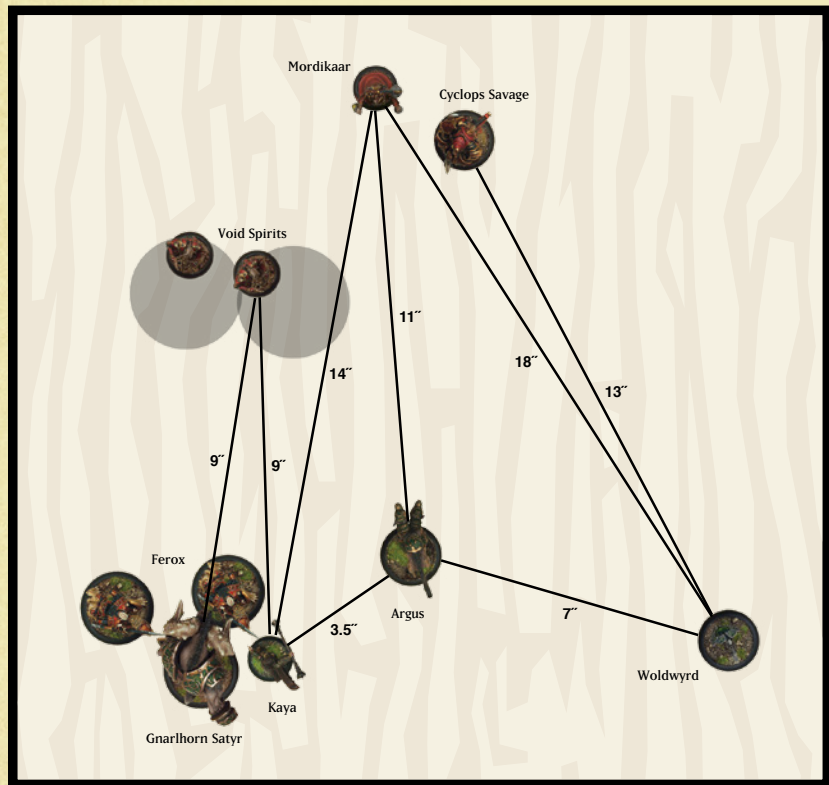
Circle: Kaya the Wildebome	Skorne: Void Seer Mordikaar
Argus	Cyclops Savage
Gnarlhorn Satyr	Ferox x2
Woldwyrd	Void Spirits x2

Mordikaar the Void Seer has ambushed Kaya the Wildborne at the site of an ancient henge. The attack was sudden and fierce, leaving the Circle force uncoordinated and heavily damaged. A score of Druids and Wolves lie dead amidst the sacred columns as Kaya quickly determines what could be her final course of action. Can you help her reach Mordikaar and drive the Skorne back to the wastes?

On Mordikaar's previous turn, he upkept Banishing Ward on himself and cast Revive to return an extra Ferox to the fight. He also cast Essence Blast, using another Ferox to destroy a few Wolves of Orboros. The Void Seer is using his feat that grants each Skorne warrior and beast an extra 3 DEF in addition to Poltergeist. Mordikaar has all 16 wounds remaining but has no fury with which to transfer damage.

The Cyclops Savage advanced and slaughtered the remaining Wolves of Orboros that Mordikaar failed to eliminate. The Cyclops has been forced for 2 fury and is in perfect health.

The two Void Spirits engaged a unit of Druids and turned their bodies into clouds of ash.



The swirling Eruptions of Ash inflicts a POW 12 damage roll to anything that enters them, be it man or beast!

The Ferox leader has 1 wound left from an encounter with the Wolves on a prior turn. The other Ferox was brought back via Revive and also has only 1 wound. The unit charged the Gnarlhorn Satyr and Kaya, dealing substantial damage. Through charge attacks and damage transfers from Kaya, the Satyr has only 3 wounds left and no Body aspect. It has also been forced for 2 fury. Kaya is at full health but is engaged by a Ferox. She has

already used her feat during this encounter
and is currently resting on no fury.

The Woldwyrd and Argus are damaged but retain all their aspects. Each beast has been forced for 2 fury.

Kaya has little time to consider her options. If she can reach Mordikaar, her dwindling band may be able to send the Skorne menace back to the void!

[illegible]

DEF SOLUTION:
Mordbreaak's feat gives him a DEF of 17 and Spirit Fling to lower his DEF. However, with Spirit Fling and prevents him from using the Rock Hunter's ability and a well-placed up his ultimate destruction.
Begin by leeching all 6 fury available on the Spirit, Wounded, and Argus.
Activate the Spirit and boost a Horus attack against the Feox closest to Mordbreaak's feat, the Hunters from Kaya and Mordbreaak's feat, the Spirit needs an 8 to hit. Boost the damage roll to compensate for the lost body, destroying the Feox on a roll of 5 or better. Finally, have the Spirit put its Bounding armys on the Argus. With the Feox gone, have Kaya charge the rightmost Void Spirit, she will take a POW 12 damage roll from the eruption of Vash that

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**ENTRIES DUE
BY 9-1-10**

Concept Carnage

Forces of Hordes, Part I

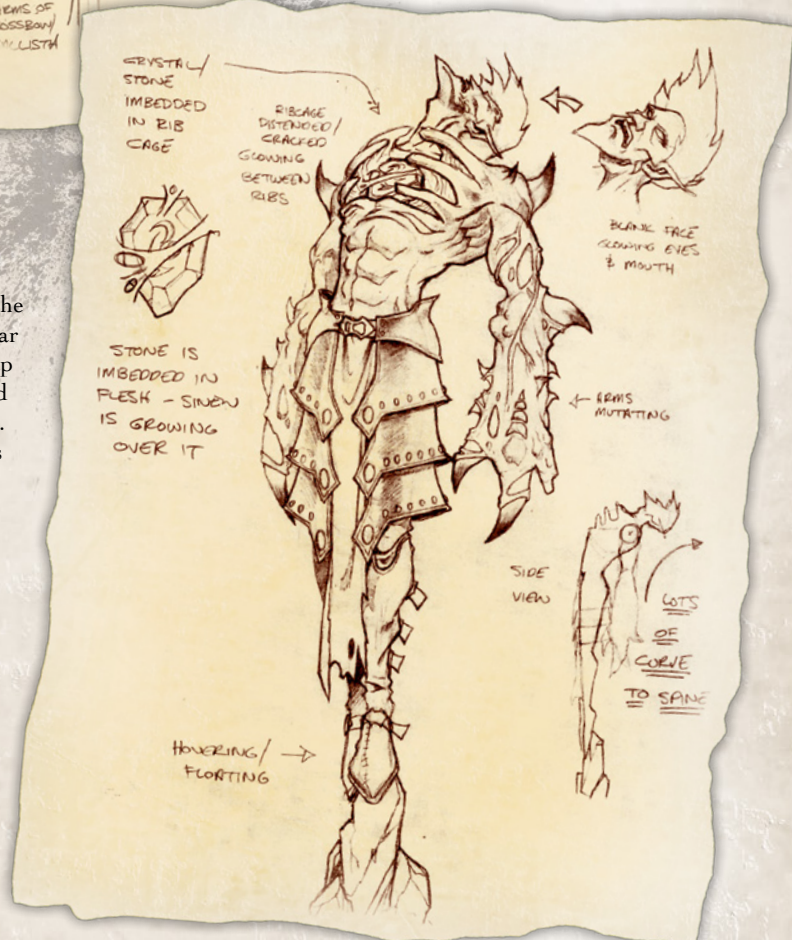
By CHRIS WALTON · ART BY CHRIS WALTON

Nephilim Bolt Thrower

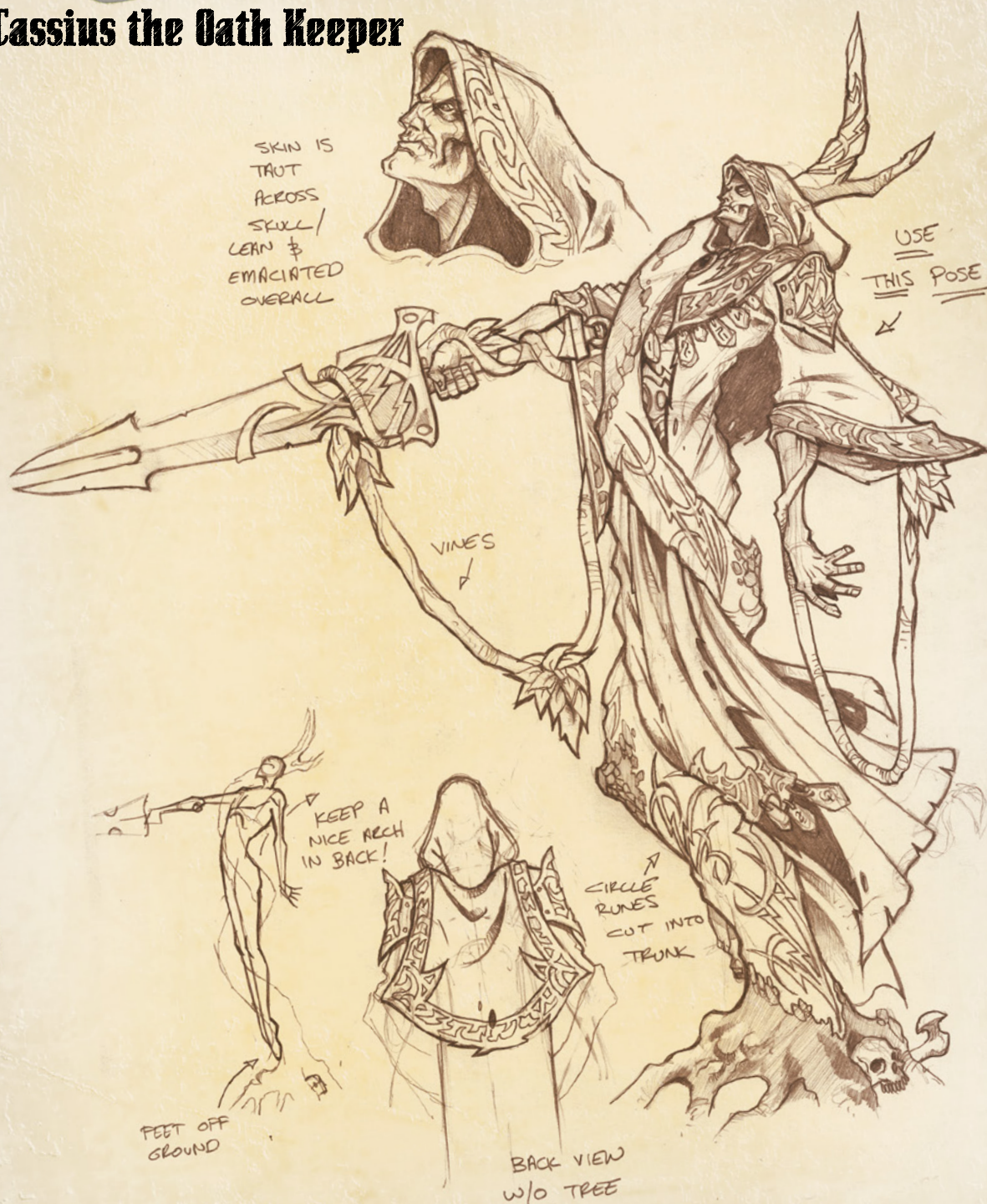
The latest light warbeast for the Legion of Everblight is a variant of the deadly Nephilim. Taking its place alongside the Soldier and the Protector, the Bolt Thrower adds an excellent ranged option for this type of beast. To me, the Nephilim are probably the coolest beasts in the Legion arsenal; a nightmare combination of beast and humanoid that is unrelenting in battle. Since I was happy for the chance to draw a new variant, the only real design challenge here was bringing a Nyss aesthetic to the Bolt Thrower itself. Really, that was just a matter of designing a cool blade to impale things on and then strapping a giant crossbow to it!

Spell Martyr

Living conduits of magic, Spell Martyrs channel the raw force of Everblight's power in a manner similar to a warjack's arc node. It took me a while to wrap my head around the concept, but I knew we had an opportunity to do something creepy and weird. Eventually, I began to envision twisted Nyss stepping forward with religious fervor, willing to sacrifice their minds and bodies to become vessels for the Legion's magic. I tried to make the Spell Martyrs appear as floating puppets of Everblight's will, ready to lash out at his command or remain passive shells waiting to be filled with a warlock's magical power. I really dig how this model turned out, and I think it's got a nice balance of strange and cool.



Cassius the Oath Keeper



The best part of my job is when I get to design the look of a new warlock or warcaster. Helping define the look of the characters that define the Iron Kingdoms is a pretty daunting task at times, but the end result is always worth it. Here's a sneak peek at a part of the Circle of Orboros' latest warlock. He combines aspects of nature, judgment, and eternity; I really wanted this model to have a unique

presence. By integrating Cassius with the roots of a tree, the model gains some height that adds to the character's dominating personality and mysterious motivations. The end result is a sculpt I think Circle players will love. The final model and all its parts are certainly different from anything else in the range.



FEATURED THEME FORCE

LEGIONS OF THE ABYSS

By David 'DC' Carl • Art by Kieren Yanner

Void Seer Mordikaar is an enigma. A mortitheurge who overcame death itself, the void seer calls upon forces that make even the stoic and indomitable Skorne uncomfortable. If you wish to showcase Mordikaar surrounded by a roiling swarm of vengeful spirits, the Legions of the Abyss Theme Force is calling your name.

Beyond Death

Mordikaar's Tier 1 requirements create a very focused direction for his Theme Force. A Legions of the Abyss army foregoes many of the typical Skorne support elements and elite warriors and instead focuses on Mordikaar himself, restless spirits under his control, and the wary soldiers sent to escort him.

These restrictions push Mordikaar directly towards one of his preferred play styles: strength of numbers. With swarms of Praetorian Karax, Praetorian Swordsmen, and/or Nihilators, an opponent never knows from which direction the next Essence Blast might strike. In addition, opponents will be unable to stop Mordikaar from channeling the souls of the fallen into additional blasts of arcane energy.



VOID SEER MORDIKAAR LEGIONS OF THE ABYSS

WARBEASTS

Skorne non-character warbeasts

UNITS

Nihilators, Praetorian Karax, Praetorian Swordsmen

SOLOS

Agonizer, Feralgeists, Void Spirits

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Models in this army gain Incorporeal (☠) during your first turn of the game.

TIER 2

Requirements: The army includes two or more units.

Benefit: For every two units, add one Void Spirit solo to the army free of cost. These solos ignore FA restrictions.

TIER 3

Requirements: The army includes five or more solos with Incorporeal (☠).

Benefit: Solos with Incorporeal (☠) gain Advance Deployment (➡).

TIER 4

Requirements: Mordikkaar's battlegroup includes three or more warbeasts.

Benefit: Your deployment is extended 2" forward.

TOTAL ANNIHILATION

It is possible to build a Void Seer Mordikkaar Tier 4 Theme Force army for games as small as 25 points. With a couple of minimum-strength Praetorian units, a few sundry spirits, and some warbeasts, Mordikkaar can gain all his Theme Force benefits. This leaves little room for variation, but Tier 4 armies at the 35- or 50-point level allow for plenty of variance.

The deployment bonuses and extra Void Spirit(s) help Mordikkaar apply pressure to the opposing army list, while the army's strength in numbers serves to fuel Mordikkaar's power via the Hollow spell. When building a Legions of the Abyss army, warbeasts with Set Defense or high natural DEF make excellent choices. Within the duration of the Void Wind feat, an entire Mordikkaar army can be DEF 16 or better. The Basilisk Krea is also a great fit since her animus can enhance her own DEF against ranged attacks as well as that of nearby models.

JUST MOSTLY DEAD

For many Mordikkaar players, Tier 2 also creates a very compelling Legions of the Abyss army. Swarms of Karax,

Nihilators, and Swordsmen backed by evil spirits can prove effective even without the deployment bonuses. When playing a more infantry oriented Mordikkaar army, don't forget Shield Wall is not always the right choice for Praetorian Karax. Keep Karax up near the Nihilators and Swordsmen for the Girded ability, preventing blast damage from harming the single-wound troops. Note, too, Girded allows Mordikkaar to fire his POW 13 Death Blast AOE with far less risk of harming friendly models.

Another major thing to remember in a swarm style Legions of the Abyss army is the troops are expendable. If ten Hollow Karax die, the loss is tempered by a gain of ten fury points. Mordikkaar can do a lot of damage with seventeen fury points in a single turn. Even the cost of using the Essence Blast spell multiple times in a single turn is often within acceptable losses. After all, sooner or later, all soldiers meet the void's embrace.



POWER PROGRESSION

CYGNAR

By Will Shick

Art by Daren Bader, Carlos Cabrera, Luke Mancini, Andrea Uderzo

One of the best parts about WARMACHINE and HORDES, outside of actually playing, is collecting and assembling your army. Watching your forces grow over time as you add new warcasters, warjacks, units, and solos can be very satisfying. However, with so many options available to every faction, taking your force to the next level can be more than a little daunting. Just like on the tabletop, however, the key to

effectively growing your force is proper planning. This article shows you how to take a small 25-point strike force and build it into a full-fledged 100-point force of devastation. You'll learn how this can be accomplished in a precise and cost-friendly way without sacrificing the ability to have plenty of options when constructing your army for the tabletop.

Phase I: 25 points

The 25-point army provides a solid foundation as you build your force to 100 points and beyond. As such, a fair amount of initial decision making and planning for the future point levels needs to be made. The first decision is to pick out the models in a faction you like best. Because building an army is such a personal thing, there aren't any hard and fast rules you need to follow when choosing these models. It's perfectly acceptable for one person to choose models based solely on rules, while another might choose them for purely aesthetic reasons.

For this article, I've chosen to build an example Cygnar army. After examining my options, I have determined I want to focus largely on Trenchers, as I really like their background and they are some of the toughest troopers pound for pound in the Iron Kingdoms. With a theme already beginning to form, I went through the various warcaster Theme Forces in order to pick warcasters who would allow me the maximum amount of composition options with my chosen



troop type. *Forces of WARMACHINE: Cygnar* has several warcasters with Theme Forces that include various trencher units in their compositions, which provided me with several potential options when choosing my warcasters.

Picking two warcasters in your initial planning rather than just one gives you a general road map for getting to the 100-point level. It also increases the options available to you in lower-point games, as you can switch warcasters and troops freely in standard force compositions. When selecting your warcasters, decide whether or not you want to be able to use their Theme Forces. If you want to ensure Theme Forces remain a viable option, select warcasters who share troops in their compositions. Doing so ensures those units can serve double duty, fitting easily into either warcaster's Theme Force.

Another option when in the initial planning stage is to reverse the last two steps and choose your warcasters' first and your troops based on the warcasters' Theme Forces. Both methods have their benefits and drawbacks, and it really comes down to

personal preference. Above all, nothing is stopping you from picking up a third warcaster or non-theme unit throughout the army building process. In fact, throwing in something new can reinvigorate you on the long road to 100 points. I love Trenchers, but even I can only paint so many before I feel my sanity begin to crack!

For my Cygnar Trencher army, one candidate immediately jumped out as the warcaster for me. Major Markus Siege Brisbane is all about high explosives—and more importantly, Trenchers. While his Theme Force was an easy choice, his combat abilities further cemented him as a solid warcaster choice in my mind. Packing plenty of offensive tools, Siege embodies the hammer on the tabletop. His feat can bring even the most heavily armored foes to the ground, and between *Mage Sight* and *Fox Hole*, no place is safe from Siege's big guns.

For my second warcaster, I chose Commander Coleman Stryker because he is the very first warcaster I ever played in *WARMACHINE* and there is very little the "Boy Scout of Cygnar" can't do on the table. He packs magical offense in *Arcane Blast* and *Arcane Bolt*; keeps his fighting forces in tiptop shape thanks to *Blur*, *Arcane Shield*, and his *Invincibility* feat; and can personally bring the hurt to the opposing force if the need arises. Stryker's theme list also allows me a good mix of units to choose from in contrast to Siege's. Such diversity not only keeps my painting table a bit more varied, it also pays off when it comes to the variety of models I can field on the tabletop. In addition, when thinking about the 100-point level, Stryker pairs up very well with Siege as the anvil upon which Siege's hammer can smash the enemy to bits.

With the warcasters chosen, it was time to pick the troops. A Lancer was first, as its arc node would prove invaluable to both Siege and Stryker by extending the reach of their spells on the battlefield. With Siege's penchant for big guns, I grabbed a Defender. Its range and the high POW on its cannon make it the perfect target for *Explosivo*. To round out the general battlegroup warjacks, I picked up a Charger. As any Cygnar player will tell you, you simply can't beat the low-cost Charger for the amount of damage it can do with *Powerful Blast* on its ROF 2 dual cannon.

A unit of Trencher Infantry was an easy choice, not only because they were the focal



point of my theme, but also because they are the cream of Cygnar's infantry. Tough as nails and able to take down the enemy with both bayonet and rifle, they can also increase the survivability of dedicated combat troops with their alchemical smoke bombs. Next up was a pair of Trencher Chain Gun Crews. While they can do some decent damage to the enemy troops with multiple Strafe attacks, their real value lies in the Covering Fire special action. Being able to control where your opponent's troops can and can't go allows you to dictate the flow of battle and keeps the initiative firmly in your court.

For Stryker's list, I decided to replace the Defender with Ol' Rowdy. Not only did this get me to tier 2 on Stryker's Theme Force, but the big warjack also provides a solid melee beat stick and doubles as a great bodyguard for Stryker when the fighting is at its worst. I also picked up a unit of Stormblade Infantry as the perfect compliment to Ol' Rowdy's wrecking-ball potential.

Each list lends itself to a very different play style. Siege's list relies on mass firepower to weaken the enemy forces before delivering the killing blow during Breach. Stryker's



List 1: 25-Point Stryker List

Model	Point Cost	Notes
Stryker	-6	
Charger	4	STM
Lancer	6	STM
Ol' Rowdy	9	
Stormblades (6)	5	
Trencher Infantry (6)	6	STM
Trencher Infantry Rifle Grenadier	1	STM
Total	25	

list is more offensively styled, with the Trenchers acting as the anvil to hold the enemy force in place for Ol' Rowdy and the Stormblades to smash the key components to pieces. During Stryker's feat turn and under Arcane Shield, the Trenchers reach an impressive ARM 21, letting them survive against all but the most powerful blows.

....

Hopefully, the reason for all this initial planning is becoming clear from the lists above. Taking some time to plan out the path of my army ensured constructing it would be easier and made the most of my small collection of models.

They provided me with a lot of options for my army, even with the restrictions of each warcaster's Theme Force. In addition, if I forgo the Theme Force altogether, I have a nice selection of models to pick and choose from for a standard 25-point game. I can also throw everything together and play a 35-point game, confident the choices I made will still work together as a cohesive and thematic whole.



List 1: 50-Point "Siege" List

Model	Point Cost	Notes
Siege	-5	
Charger	4	STM
Defender	9	STM
Lancer	6	STM
Trencher Chain Gun Crew x2	4	
Trencher Infantry (6)	6	STM
Trencher Infantry Rifle Grenadier	1	STM
Total	25	



STM – Shared unit for both warcasters' Theme Forces
 NM – New model for this point level/list

Phase II: 50 Points

Once you have several games under your belt with your 25-point lists, the next major stage is the 50-point level. It's here you begin to really flex each caster's Theme Force muscle and experience the full level of WARMACHINE and HORDES as you command multiple units in support of your warcasters and their battlegroups. When adding new models to your collection, continue to follow the guidelines laid down for building your initial 25-point force. Since you have a general idea of what you want the final 100-point army to look like, be sure to look for units that move your collection toward that goal. Also, keep in mind you want to pick up units that increase your options across the various point levels if possible. Again, your warcasters' Theme

Forces and some initial planning provide a good guide to which models you might want to add down the line.

Once you have a general idea of which models you want for your 50-point list, it's a good time to look at which ones best fill the gaps in your initial force. Then you can add models to offset any weaknesses you discovered in your 25-point games.

For instance, my Siege list lacks dedicated close-combat support, and while the trenchers are certainly a jack-of-all-trades unit, after looking through my options based on both warcasters' Theme Forces and my 100-point plan, I decided to get some Trencher Commandos. The commandos can tackle any enemy close-combat troops that get through my force's firepower, and since both Theme Forces can use them, they provide me greater versatility than another unit of Stormblades.

List 1: 50-Point Stryker List

Model	Point Cost	Notes
Stryker	-6	
Charger	4	STM
Lancer	6	STM
Ol' Rowdy	9	
Journeyman Warcaster	3	NM/STM
Long Gunner Infantry (6) x2	12	NM
Long Gunner Officer & Standard	0	NM
Stormblade Infantry (6)	5	
Trencher Infantry (10)	10	STM
Trencher Infantry (6)	6	NM/STM
Trencher Infantry Rifle Grenadier	1	STM
Total	50	



STM – Shared unit for both warcasters' Theme Forces
NM – New model for this point level/list

Other choices may come naturally based on which tiers of a warcaster's Theme Force you want to reach.

For example, my Stryker force already reaches Tier 2 with Ol' Rowdy, but with the increase in point size, I decided to add two minimum units of Long Gunner Infantry in order to reach Stryker's Tier 3 requirements and earn myself a free Long Gunner Officer & Standard. The Long Gunners also add to the forces' overall firepower. The Long Gunner Officer provides a bit of needed board control, giving one unit the Suppressing Fire order. This unit will likely be tasked with protecting the weaker flank from fast attacking, low armor units such as Satyxis Raiders or Daughters of the Flame. To add more arcane might to my forces, I've also picked up a Journeyman Warcaster. He adds another

Arcane Shield to the mix and can be tasked with watching over the Charger or the Grenadier, freeing up more of the warcaster's focus for spellcasting.

In the same vein (and because I have an eye on that 100-point force), I also added a full ten-man Trencher Infantry squad to give me the option to sub them in for the Commandos and allow me to hit Siege's Tier 3 if necessary. To finish out Siege's side of things, I added a Trencher Cannon Crew, Trencher Infantry Rifle Grenadier, and a Trencher Master Gunner (which is free thanks to Siege's Tier 2). Combined with the Trencher Master Gunner's Artillerist and Close Fire special actions, these new additions give me some serious AOE firepower to drop on my opponent's head.

....

List 2: 50-Point "Siege" List

Model	Point Cost	Notes
Siege	-5	
Charger	4	STM
Defender	9	
Lancer	6	STM
Journeyman Warcaster	3	NM/STM
Trencher Cannon Crew	3	NM
Trencher Chain Gun Crew x2	4	STM
Trencher Commandos (10)	10	NM
Trencher Infantry (10)	10	STM
Trencher Infantry Rifle Grenadier	1	STM
Trencher Master Gunner	0	NM
Total	50	

Once again, you can see how the planning paid off in providing plenty of options for each list based on shared models. With so much crossover, it is easy to take each Theme Force to 75 points or create any number of standard forces from the available models. Of course, you don't have to limit your new additions to Theme Force choices.



Phase III: 100 Points and Beyond

Now it's time for the gloves to come off. It's time for all of your planning and hard work to come to fruition as you reach the 100-point level.

It may seem like a large jump to go from 50 points all the way to 100 points, but when you look at your overall collection after following the steps in this article, you'll actually be much closer than you might believe. During the collecting process, it was important to keep an eye on collecting models that could be used for multiple army builds, but there were also plenty of items that were not shared between Theme Forces. However, since we are basically putting the two lists together, those unshared models now fill out the list to 100 points and provide models with which you have plenty of battlefield experience. That cuts the learning curve that typically comes with any new model you add to your collection.

Once you have combined your existing collections together, all that's left is to decide how to fill out the remaining points. Since the Theme Force guidelines no longer apply in two caster games, this is a great opportunity to pick up models and units you may have had your eye on but didn't fit with your initial choices. However, keep in mind you can play single-caster games at the 100-point level, so this is also a great reason to continue collecting models that fit within one or both casters' Theme Forces.

Another point to consider when finishing out your 100-point force is to think about how your new models work with your 25-point and 50-point lists. By continuing to analyze how each new acquisition fits into your overall force, you can ensure your force continues to grow outward in a useful and healthy direction.

My 100-point list is designed to capitalize on the durability Stryker gives the army, so I can exploit the offensive power granted by Siege. One of the main advantages of this force is the large number of Advance Deploy units, which allows me to see how my opponent will place his troops and then deploy accordingly. Thanks to their Dig In ability, the Trencher Infantry units can move up, hunker down, and hold the front line while the Long Gunner Infantry, Defenders, and Trencher Infantry Rifle Grenadier pound the advancing enemy. Since a dug in model does not block LOS, it allows the Long Gunners to remain safely behind the main line and utilize the Trenchers' Smoke Bombs to keep them safe from enemy reprisal.

Eventually, the enemy will reach your line, and it's here that Stryker's feat comes into play. With two Arcane Shields at your disposal, your entire Trencher line should be nearly indestructible with Invincibility up. Using Invincibility at the right time is very important. Too soon, and you'll set your forces up for a pounding. Too late, and you may lack sufficient strength for the hammer provided by Siege and Breach to do its work.



NM – New model for this point level/list

One of the best things about this list is that it provides a huge array of tools to help control the flow of battle, from board control abilities and spells to great defense buffs. The key to victory is using those tools effectively and using Stryker and Siege to enhance and complement your troops on the field.

Final 100-Point List

Model	Point Cost	Notes
Stryker	-6	
Charger	4	
Lancer	6	
Ol' Rowdy	9	
Siege	-5	
Defender	9	
Defender	9	NM
Lancer	9	NM
Journeyman Warcaster	3	
Long Gunner Infantry (10)	10	
Long Gunner Officer & Standard	2	
Stormblade Infantry (6)	5	
Trencher Cannon Crew	3	
Trencher Chain Gun Crew x2	4	
Trencher Commandos (10)	10	NM
Trencher Infantry (10) x2	20	NM
Trencher Infantry Officer & Sniper x2	10	NM
Trencher Infantry Rifle Grenadier	1	
Total	100	



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Head



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Tusk



Kriel Warrior
Head 1



Kriel Warrior
Head 2



Kriel Warrior
Head 3



Karax
Shield



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2010 PRIVATEER PRESS' FORMULA P3 GRANDMASTER PAINTING COMPETITION

HOW TO ENTER:

Show up at Gen Con Indy. Fill out an entry form at the Privateer Press booth and drop off your entries on Thursday and Friday starting at 1:00 PM and Saturday from 10:00 to 11:00 AM. All entries must be received by Saturday 8/7/2010 by 11:00 AM.

IT'S NEVER TOO EARLY TO START PAINTING LIKE YOU'VE GOT A PAIR!



2009 GRANDMASTER CHAMPION
JEN HALEY

THE CATEGORIES & PRIZES

WARJACK/WARBEAST

A single light or heavy warjack or warbeast.

1st Place Prize: \$200 US

WARRIOR MODEL

A single trooper, solo, warlock, or warcaster.

1st Place Prize: \$200 US

BATTLEGROUP

A warcaster and 2-5 warjacks or a warlock and 2-5 warbeasts. No troops or solos.

1st Place Prize: \$200 US

UNIT

A unit of at least the minimum number of allowed models and no more than the maximum number of models allowed. Unit Attachments and Special Weapon Attachments may be included.

1st Place Prize: \$200 US

DIORAMA

A scene of the Iron Kingdoms, made up of components that do not exceed 12" wide, by 12" tall, by 12" deep.

1st Place Prize: \$200 US

GRANDMASTER

Selected from the winners of the above categories.

Grand Prize: \$1,000 US

The Grandmaster will win \$1,000 US for the Grand Prize and \$200 for the category that qualifies him or her, for a total of **\$1,200 US**.

NEW THIS YEAR:

This year we are introducing an alternate system of judging, based on an open format.

Each entry in the competition will be judged based on its own merit irrespective of the other entries and categories. Judges will look at each piece and award entries a gold, silver, or bronze (or possibly no award) based solely on the quality of the entry. For example, in a category with 30 entries, there may be 4 gold, 5 silver, 13 bronze, and 8 entries with no award.

We feel this system will enable participants to judge the progress of their work from year to year without regard to what the other competitors may enter. This will also ensure each entry gets recognized for its effort despite being in a category with an abundance of entries.

There will be an overall winner for each category selected from the models that earned a gold medal.

The title of Grandmaster will be awarded to one entry, the best piece in the competition, selected from the overall winners of each of the five categories.

RULES

- All entries must be Privateer Press miniatures. Conversions and scratch building is allowed, but must fall within the scope and atmosphere of the Iron Kingdoms game world and be either scratch built or made with parts from Privateer Press models. No third-party parts permitted.
- All entries must be modeled and painted by the person entering. The person entering must personally hand in the miniatures at the specified time. Entries must also be collected from the display case at the specified time. Any entries not collected by the end of the show automatically become the property of Privateer Press.
- All entries must be accompanied by the appropriate entry form. This must be filled out correctly and clearly. Competitors will be issued a numbered ticket when they have handed in their miniatures. In order to collect their miniatures at the end of the show, competitors must present this ticket and valid ID in person.
- Competitors can only enter categories once; though they can enter as many of the categories as they choose.
- All entries must be presented on the appropriate size base for which the model was designed, but extra scenic details may be added. Models presented as part of a diorama do not require bases.
- While every care possible will be taken with the entries, the miniatures are entirely at the risk of the competitor. Privateer Press will not be responsible for any damage or loss that might occur while the miniatures are in their care.
- Privateer Press has the right to photograph the competition submissions and to publish photographs on the web or in print.
- Privateer Press reserves the right to refuse entry to any competitor with or without cause. Privateer Press staff and family are not eligible to enter.
- Cash winnings are subject to all state, local, and federal laws.
- The judges' decisions are final in all cases.

WINNERS ANNOUNCED AT 5:00 PM • SATURDAY 8/7/10 AT GEN CON INDY!

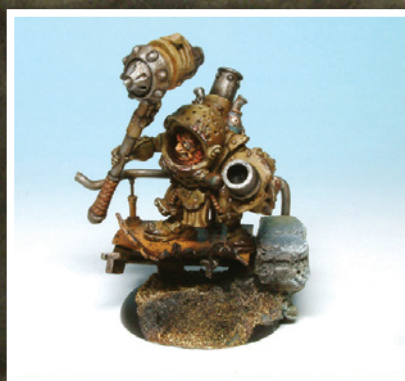
THE PLAYER GALLERY

BIG BLUE MEANIE



Richard Cullen's Epic Thagrosh looks like he's pointing to some poor schmuck off-screen. You can almost hear whole units of blighted Nyss scattering like cockroaches.

RHULIC RAMPAGE



by Tomasz Dobros

Tomasz Dobros' Durgan Madhammer and pair of Rhulic warjacks are ready to kick some ass...or maybe just dig in the dirt.

GONE MUDDIN' CHALLENGE

The Painting Challenge of No Quarter #29 was to give your model the weathered, muddy look one would expect to see on soldiers, warjacks, and warbeasts long in the field. Apparently, many of our readers enjoy playing in the dirt enough to get quite creative with muck and mud.



WINNER!

Piotr Mikians

Piotr Mikians' bile thralls look like their sinking into a swampy morass of mud, decaying plant matter, and things better left unmentioned. Seriously, just looking at these models makes me want to take a shower. Great work, Piotr!

HONORABLE MENTIONS



"Muddy Redeemer"
by Simon Foster

"Muddy Helldiver"
by Adam Huenecke

THE POOP DECK



IN THE NEXT
NO QUARTER
MAGAZINE



HORDES Comes Full Circle!

More *Forces of HORDES*:
Circle Orboros &
Legion of Everblight



**The Autumnblade
Morvahna in the
Gavyn Kyle Files**

PLUS, create a **Legion
encampment**, Minion
previews in **Concept
Carnage**, and the husk in
the Pendrake Encounters

MANGLED MODEL

As Professor Pendrake will tell you, things in the Iron Kingdoms are not always as they seem. The intrepid explorer has captured this image and needs your help analyzing it. Identify the four beasts that make up this monstrosity and Pendrake will add it to the catalogue at the Department of Extraordinary Zoology in Corvis.



Answer: Slag Troll, Winter Troll, Rhinodon, and Gnarlhorn Satyr

East meets west as Skorne and Trollblood forces square off somewhere in the deep Thornwood.





