Privateer Press

FURIOUS FORCES II MORE FORCES OF HORDES PREVIEWS

A FIERY PATH TO POWER

THE PROTECTORATE OF MENOTH IN POWER PROGRESSION

MORE MINION MAYHEM

THE BLINDWATER CONGREGATION MINION PACT

EAT LEAD! THE CYCLONE IN GUTS & GEARS

WARMACHINE



ISSUE Nº 32 Sept. 2010

1.5

MAGAZINE



The evil Drule Empire threatens to enslave the entire galaxy. Against this evil stands the Galaxy Alliance, lead by the legendary Voltron, Defender of the Universe! Now, in the darkness of space, the fate of untold galaxies is about to be decided.

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ON THE COVER Pureblood Warpwolf by Carlos Cabrera

Carlos Cabrera is an Argentina-based digital artist, concept artist, and illustrator who has been working in the industry for eight years. He creates conceptual art and character designs for video game companies as well as illustrations for gaming companies like Privateer Press. In addition to his illustrative work, Carlos has launched a successful free video tutorial series called Watch and Learn for the artist community.

COMIC-CON KILLS MAN!

The Privateer Press crew had a blast at Comic-Con, but we didn't make it back to Seattle without casualties. After running a grueling 173 Voltron demos in a row, David "DC" Carl gave up the ghost. We laid him to rest beneath the Monsterpocalypse banner and continued with the show.

But there's no need to worry about losing the talents of our excellent development manager (we have quite a supply of necrotite at Privateer HQ). Our necrotechs have rebuilt DC as a develothrall, and he's back at work, stronger than ever and ready to tackle Gen Con.



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32 A.R.

I'm not a big believer in fate, but there are a number of startling signs within the Iron Kingdoms that seem to point to my ascension as editor-in-chief of *No Quarter*. For example, my first name, Aeryn, is also the name of a tribe of Nyss. Mere happenstance? Perhaps. But what about the dating convention in the Iron Kingdoms, After Rebellion or A.R., that just happens to be my initials? Yep, strange but true. Finally, when Jason Soles, our lead developer, mentioned my name in one of his recent blog posts, some folks immediately thought that I was a new Legion warlock, even though last time I checked I am not, in fact, a buxom Nyss lass.

Are all of these signs and portents just mere coincidences? Uh, yeah, absolutely. However, this issue of *No Quarter* does mark an auspicious event, one perhaps missed by the various prognosticators of the Iron Kingdoms: though I implemented a number of aesthetic and content changes to the magazine in issue 31, issue 32 marks the beginning of my overall vision for the magazine. There's still much to do, and I will always be looking for ways to make *No Quarter* the best hobby gaming magazine on the market, but I think issue 32 is truly the beginning of my "era" as editor-in-chief. We can call this issue 32 A.R. (after Rudel?) if you like.

So let me tell you about it.

First off, we've got another horde of HORDES previews (rim shot), featuring a sneak peek at nine new models, plus a first look at one of the vicious gatorman warlocks for the Minion faction. More HORDES goodness resides in the Gavyn Kyle Files, where we delve into the mysterious background of Morvahna the Autumnblade. WARMACHINE players, you can rejoice in a plethora of articles aimed in your direction, including Guts & Gears, which focuses on the infantryshredding power of the Cyclone. Strategic Academy gives you the skinny on how to get the most out of your Cryx army, and Power Progression teaches you how to turn your 25-point Protectorate force into a 100-point crusade power bent on setting the world ablaze with holy fire.

How about some modeling and terrain articles? We have you covered there as well, starting with Terrain Building, which features a tutorial on how to build an awesome Legion encampment. On top of that, expert painter Todd Arrington shows you how to create realistic camo schemes for your warjacks in Modeling & Painting. Finally, a new article series, Campaign Terrain, lets you take an existing terrain piece and add both a backstory and new game elements.

For you fiction fans, one of our new features should be of particular interest. Tales of the Iron Kingdoms brings you new setting fiction from the perspective of the rank and file within each faction, kicking off with the story of a beleaguered journeyman warcaster and his perilous slog through the Fenn Marsh.

So welcome to the A.R. era; I hope you enjoy it. I'll do my best to usher in a time of peace and prosperity, where everyone plays nice, plays fair, and of course Plays Like They've Got a Pair!

Aeryn Rudel -Editor-in-Chief



Forces of HORDES Preview II 13 Another horde of previews for Forces of HORDES, focusing on Circle Orboros, Legion of Everblight, and Minions



Guts & Gears: Cyclone 34 Discover the origins of the infantry shredding heavy warjack and its revolutionary Metal Storm chain guns



The Gavyn Kyle Files: Morvahna 42 Gavyn Kyle delves into the mysterious background of Morvahna the Autumnblade



Strategic Academy: Cryx 70 Delve deep into the powers of death and turn your Cryx army into the soul-eating terror it should be

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Power Progression: Protectorate 24 Turn your 25-point army of zealots into a 100-point crusade potent enough to consume the world in holy flames



Concept Carnage! 40 More fantastic art from Privateer concept artist Chris Walton, including a first look at the new Legion warlock



Modeling & Painting 66 Expert painter Todd Arrington shows you how to create realistic winter camouflage paint schemes for your warjacks



Tales of the Iron Kingdoms84Journeyman warcaster Berik Havlan struggles to survive the
monstrous perils of the Fenn Marsh

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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*.

UK MASTERS 2010

By Peter Buxton

The UK has a new Master!

ongratulations to Jim Lawrence, who blazed to victory over six rounds of Steamroller competition in the 4th annual UK Masters tournament. The event was held over two days and featured a massive 384 games. It was a great weekend that saw a large part of the UK community participate. Tickets sold out within a week, which demonstrates the surge in popularity we have seen in the UK with HORDES and WARMACHINE since the launch of Mk II.



The overall results of the event were:

lst Place: Jim Lawrence (Circle Orboros)

2nd Place: John Snape (Skorne)

3rd Place: Jamie Perkins (Khador)

Best Painted: Nick Roberts (Circle Orboros)

> Most Sporting: Ant Evans (Cryx)

Best Painted was a hard-fought category, with a number of excellent armies making a showing this year. With so much skillful painting, the judges had a difficult job in determining the winner. In the end, the prize went to Nick Robert's superb Circle army, which featured excellent painting, imaginative basing, and some wonderful conversions. Honorable mentions in this category went to Gary Moore's Protectorate army and Rich Paget's purple Legion army, with a special mention going to Press Ganger Jon Webb's Pirate Cryx army—which had kept him painting well into Friday night.

This year's event also included the ever-popular "Beat the Press Ganger" challenge board. This year, the challenge pitted a Cygnar army against a Retribution strike force who assaulted the boys in blue from all sides. The challenge awarded prizes for—what else?—beating the Press Ganger and offered demo games by the Press Gang.

A big thanks to all who participated in the tournament, including the guys from Tanelorn, the Tyrants, the Viet-Taff, the Marple Marauders, Team Octopi, and Barbed Thorn. Finally, much thanks to the Cerberus guys, Lee Bray and Steve Herbert; Head Overseer and EU Press Gang Quartermaster Mike Williams for organizing the event; the judges Helen Easterbrook, Phil Clarke, Mark Payton, and Peter Buxton; Press Gangers Stuart Harris,

Chris Cawthorn, and Rob Marriott for manning the booth; and last but not least, Vishal Odedra.

See you all next year!







COMIC-CON INTERNATIONAL By Aeryn Rudel Photos by Julia Frank Miller

n annual spectacle in sunny San Diego, California, Comic-Con International offers its 125,000+ attendees a stunning array of treats for the eyes. This year the Privateer Press crew braved the crowds (not to mention the temptation to spend weeks' worth of salary on shiny, new toys) to run demos of the new Voltron: Defender of the Universe battle miniatures game along with all the other great Privateer Press games.

Since this was my first Comic-Con, what immediately struck me was the size and splendor of the mammoth exhibit hall. It appeared no expense was spared to present a feast for the eyes, and many booths boasted truly aweinspiring exhibits—a fifteen-foot-tall Bumblebee from the *Transformers* movie series being one of my favorites. Another awesome bit of bait was the full-scale replica of the cryo-chambers from the movie *Alien*; the line to get sealed inside one of those things and watch a three-minute preview of the new *Alien Anthology* set went halfway around the exhibit hall.

I've attended and worked numerous gaming cons, such as Gen Con, and while there is certainly some crossover among the attendees, Comic-Con definitely draws a slightly different crowd. For Privateer Press, Comic-Con presents an awesome opportunity to introduce thousands of people to our games by running demos, talking to attendees, and generally just having a presence at the con.

This year we ran demos of HORDES, WARMACHINE, Monsterpocalypse, Grind, and Scrappers in addition to the new Voltron game. I ended up running a lot of Monsterpocalypse demos, and I have to say, a game designed around giant monsters smashing the hell out of a city wasn't exactly a hard sell to thousands of comic fans. My favorite demos were those I ran for kids; they really dug the general mayhem that is a key part of the game, and I found myself making explosion and monster sound effects right along with them.

The highlight of Comic-Con, however, was when Voltron himself showed up to take the game bearing his likeness for a spin. It turns out the defender of the universe is a pretty sore loser. After having his robotic butt handed to him by Privateer Press Marketing Manager Will Shick, Voltron smashed the game aside and stalked off. I guess we're just lucky he didn't "form blazing sword" and treat Will like a tiny, gamer-

shaped robeast.

In all, Comic-Con International 2010 was a lot of fun, and the Privateer Press crew is already looking forward to next year.





"DC" shows a famous plumber and caped crusader that its way better to be Voltron!

Voltron gets ready to go up against Will!



Grind is a rolling success!

NEW RELEASES



CYGNAR BATTLEGROUP PLASTIC BOX SET

This starter box contains quick start rules and a complete battlegroup of four plastic models, each featuring a completely new sculpt and corresponding stat cards for WARMACHINE Mk II. Models included: Charger light warjack, Ironclad heavy warjack, Lancer light warjack, and warcaster Commander Coleman Stryker.

Sculptors: Sean Bullough, Brian Dugas, and Jeff Wilhelm PIP 31063 • \$49.99



PROTECTORATE BATTLEGROUP PLASTIC BOX SET

This starter box contains quick start rules and a complete battlegroup of four plastic models, each featuring a completely new sculpt and corresponding stat cards for WARMACHINE Mk II. Models included: Crusader heavy warjack, Repenter light warjack, Revenger light warjack, and warcaster Grand Exemplar Kreoss.

Sculptors: Sean Bullough, Brian Dugas, Ben Misenar, and Steve Saunders PIP 32062 • \$49.99



CRYX BATTLEGROUP PLASTIC BOX SET

This starter box contains quick start rules and a complete battlegroup of five plastic models, each featuring a completely new sculpt and corresponding stat cards for WARMACHINE Mk II. Models included: 2 Deathripper bonejacks, Defiler bonejack, Slayer helljack, and warcaster Warwitch Deneghra.

Sculptors: Ben Misenar, Jose Roig, and Steve Saunders PIP 34067 • \$49.99



KHADOR BATTLEGROUP PLASTIC BOX SET

This starter box contains quick start rules and a complete battlegroup of three plastic models, each featuring a completely new sculpt and corresponding stat cards for WARMACHINE Mk II. Models included: Destroyer heavy warjack, Juggernaut heavy warjack, and warcaster Kommander Sorscha.

Sculptors: Sean Bullough, Jason Hendricks, Ben Misenar, and Steve Saunders PIP 33064 • \$49.99



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LEGION OF EVERBLIGHT SPELL MARTYRS Sculptor: Edgar Ramos PIP 73053 • \$12.99



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NEW RELEASES



CIRCLE ORBOROS DRUID WILDER SCULPTOR: STEVE SAUNDERS PIP 72049 • \$7.99



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ALL ALL ALL

Legion of Everblight Ravagore Sculptor: Brian Dugas & Felix Panigua PIP 72045 • \$45.99

Skorne Nihilators Sculptor: Todd Harris PIP 74048 • \$49.99



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PROPHET OF EVERBLIGH

LEGION GALLERY



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ORGOTH BARROW MOUND By Aeryn Rudel

errain is an essential part of HORDES and WARMACHINE, and a board featuring well-executed terrain pieces can create dynamic and visually appealing games. Campaign Terrain takes your terrain pieces a step further by adding a compelling backstory and a new in-game effect for various types of terrain. It requires no additional modeling, and each installment of Campaign Terrain provides a simple template that can be used with any existing terrain piece.

ORGOTH BARROW MOUND

The Orgoth were driven from the shores of western Immoren centuries ago, but they left a stain upon the land that lingers still. Ancient ruins dedicated to their blasphemous gods still stand in dark corners of the continent, harborers of forbidden arcane knowledge.

Both the iron liches of Cryx and human sorcerers from Khador have long plundered Orgoth ruins for their magical secrets. In fact, the fellblades of the infamous Khadoran doom reavers are relics of the Orgoth occupation. Not every cache of Orgoth magic has been discovered, however. Some remain beneath the ground, infesting the very earth with foul, necromantic power.

The most dangerous of these hidden caches are the burial mounds of prominent Orgoth warwitches, who were often interred with the occult artifacts they wielded in life. Some warwitches commanded dark sorcery so powerful not even death fully severed them from it, and they exist in a dormant state of semi-undeath.

If a living creature dies near an Orgoth barrow mound, a portion of its soul is drawn into the mound and slowly devoured by the warwitch within. Some conjecture this stolen soul energy may feed an eventual apotheosis, allowing a dormant warwitch to rise as a greater undead monstrosity. While the dormant warwitch devours a trapped soul — a process that can take up to a week — it becomes a font of magical power that augments the abilities of nearby warcasters, warlocks, and other arcane practitioners.

The process by which a dormant warwitch absorbs soul energy, however, has developed organically over the centuries and is not a refined process like the soul cages used by Cryx. There is evidence suggesting that too much soul energy collected at one time can overload the fragile necromantic matrix within a barrow mound. A sufficient overload can trigger an immense release of necromantic energy that will destroy the warwitch, the barrow mound, and anything else in the vicinity of the blast.

Despite the dangers an Orgoth barrow mound represents, those intrigued by the ancient magics of the Orgoth eagerly seek them out and will fight for the priceless artifacts and necromantic secrets contained therein.

IN-GAME EFFECT

If both players agree at the beginning of the game, one hill currently on the table may be declared an Orgoth barrow mound. Place a 5" AOE on the center of the designated hill. This AOE remains in play until the end of the game. The barrow mound gains 1 soul token anytime a living model is destroyed within the AOE and no other model is eligible to gain that model's soul token. The barrow mound can have up to 3 soul tokens at a time. While it has soul tokens, models entirely within the AOE gain a +1 bonus to attack and damage rolls with spells or animi for each soul token on the barrow mound.

If the barrow mound has at least 1 soul token, and a model casts a spell or uses an animi within the AOE, its player must roll d6 once the spell is complete. If the player rolls a number equal to or less than the number of soul tokens currently on the barrow mound, the barrow mound explodes, unleashing a powerful blast of necromantic energy. All models currently within the AOE take a POW 10 damage roll and suffer a -1 penalty to their Focus/Fury stat for one round. The hill containing the barrow mound becomes rough terrain until the end of the game.



FORCES OF HORDES MODEL PREVIEWS

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

This issue of No Quarter continues the Forces of HORDES model previews with new faction models along with a number of new minions. Bloody Barnabas, the Blackhide Wrastler, and the Croak Hunter are new models that will work for the Blindwater Congregation, the second new minion pact from Forces of HORDES: Minions. The rules for this swamp-oriented minion pact can be found on page 64





Attachment [Shifting Stones] – This attachment can be added to a Shifting Stones unit.

KEEPER

Advance Deployment

Officer

🜔 Pathfinder

Disorientation – This model cannot advance this turn after being placed by Shifting.

Granted: Stealth – While this model is in play, models in its unit gain Stealth ($\frac{1}{2}$).

Magic Ability [6]

- Rock Hammer (*Attack) Rock Hammer is a RNG 8, AOE 3, POW 14 magic attack. On a critical hit, models hit are knocked down.
- Stone Form (★Action) For one round or until it advances, this model gains +4 ARM, its base DEF is reduced to 5, and it is automatically hit by melee attacks.

Stone Heart – This model never flees and automatically passes command checks.

VOULGE

Magical Weapon

(>) Reach

Stone Keeper

Stone keepers are unwavering devotees of the earthshaping path of druidic magic. These stoic blackclads share a deep connection with the magic-infused stones of the Circle. Calling upon the earth itself to do their bidding, stone keepers enshroud their rocky charges in mystical fog, shower their foes with a hail of rock, or warp their own flesh to stone-like rigidity.

Using the Stone Keeper

Most players probably did not expect to receive a unit attachment for the Shifting Stones unit in *Forces of HORDES: Circle Orboros*, but the Stone Keeper is a real boon to any Circle player. For a cost of just 1 point, the Stone Keeper adds a POW 14 AOE magic attack to the unit. It also grants those models Stealth, increasing the chances of keeping the Stones around for their Serenity, Healing Field, and Teleportation.

Perhaps the greatest benefit is not an ability at all but rather the Stone Keeper's CMD 8. With a Stone Keeper in play, Shifting Stones need to be within 8" of the *middle* of a triangle rather than within 4" of one of its corners. This greatly expands possible uses for the Teleportation ability as well as making it easier to position Serenity and Healing Field.

REEDES OF ORBOROS GHIEFTAIN & STANDARD

Reeves of Orboros Chieftain & Standard

The Reeves of Orboros are capable hunters in their own right, but a Reeve chieftain brings deadly coordination to a hunting pack. Under the totem of the unit's battle standard, a Reeve chieftain orchestrates destruction of the Circle's enemies as well as clever feints to keep danger at bay. Enemies of the Circle know well to beware of the woods, for there is no telling when a pack of hidden crossbowmen lie in wait.

Using the Reeves of Orboros Chieftain & Standard

Snap Fire is a great ability for ranged attackers, allowing them to fire off a second shot if their first shot destroys its target. The Reeves of Orboros is the first unit to have this ability, and their unit attachment is geared toward letting them make full use of this powerful advantage.

First, a unit with a Chieftain gains Ranked Attacks, enabling its members to ignore one another when making crossbow attacks. More importantly, however, while the Chieftain is in play he grants the unit Swift Hunter, allowing them to move 2[°] after each kill. This can enhance the threat range to secondary targets, open up movement lanes for other

AND DECKNON

Attachment [Reeves of Orboros] - This attachment can be added to a Reeves of Orboros unit.

CHIEFTAIN

- Combined Ranged Attack
- lefticer 🛞
- Pathfinder

Granted: Swift Hunter

- While this model is in play, models in this unit gain Swift Hunter. (When a model with Swift Hunter destroys an enemy model with a normal ranged attack, immediately after the attack is resolved it can advance up to 2".)



Hunter - This model

ignores forests, concealment, and cover when determining LOS or making a ranged attack.

Snap Fire – When this model destroys one or more enemy models with a ranged attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Snap Fire do not count against a weapon's ROF and cannot generate additional attacks from Snap Fire.

Tactics: Ranked Attacks – Models in this unit gain Ranked Attacks. (Friendly Faction models can ignore models with Ranked Attacks when determining LOS.)

STANDARD BEARER

The second s

Standard Bearer

Circle models, or allow the Reeves to shift toward safer ground. In many cases, it will be beneficial to shoot the enemies farthest away *first* in order to cover 4" of retreat via Swift Hunter movement.

RAVAGORE LEGION HEAVY WARBEAST



RAVAGORE Eyeless Sight Pathfinder

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as

its frenzy target. **Soulless –** This model

does not generate a soul token when it is destroyed.

BLIGHT BLAST

Damage Type: Fire

Scather – This attack's AOE remains in play for one round. Enemy models and non-Faction friendly models entering or ending their activations in the AOE suffer 1 point of corrosion damage .

TALON (P) Open Fist

ANIMUSCOSTRNGAOEPOWUPOFFDRAGON'S FIRE16--NONOTarget friendly Faction warbeast's ranged weapons gain
Continuous Effect: Fire (a). Dragon's Fire lasts for one turn.

Using the Ravagore

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And the second

The Ravagore offers Legion players heavy ranged damage output with an exceptional threat range (SPD 6 + RNG 14). The ranged AOE also includes a control element thanks to the Scather template that sticks around to damage enemy models. Pair a Ravagore with a couple of Scather Crews to litter the battlefield with zones of death for enemy singlewound models.

Beyond its raw combat capabilities, the Ravagore's Dragon's Fire is an amazing animus. For a mere 1 fury point, the Ravagore can grant a model's ranged weapons the Continuous Effect: Fire ability. This can be beneficial on the Ravagore itself but is also a great fit for Typhon or a Carnivean. For a similar but less expensive option, a warlock can throw Dragon's Fire on a swarm of Stingers for just 1 fury each.

Ravagore

Most races are forced to rely on the tools nature provides, but dragonspawn provide infinite variety limited only by the imagination of their creators. The ravagore is a walking siege engine with a deadly payload. Its blighted explosions can rip through enemies and the walls they hide behind. Once foes close with the ravagore, its heavy talons finish the job begun by its blighted breath.

SPELL MARTYR LEGION SOLO

Spell Martyrs

The forces of Everblight do not thrive due to numerical superiority or fortified holdings but rather due to their adaptability. Everblight's spell martyrs are a gruesome example of this ruthless cunning. These blighted Nyss are imbued with the dragon's blighted energy, allowing warlocks to tap into their essence to unleash powerful spells. The overwhelming flow of arcane energy consumes the spell martyr just as it consumes the bodies of Everblight's enemies.

SPELL MARTYR Fearless

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

Spiritual Conflagration – While this model is not in melee and is in a friendly Faction warlock's control area, the warlock can channel a spell through it. Remove this model from play after the spell is cast.



Using Spell Martyrs

Contraction of the second second second second second

Spell Martyrs have a singular purpose: channeling spells. Each Spell Martyr allows a Legion warlock a one-shot chance to channel a spell or animus. Some players may perceive this as wasteful at first glance, but the channeling ability is well worth the sacrifice.

Fury management is a critical part of any HORDES game, but there are plenty of times a warlock will have spare fury points after upkeeping and/or casting support spells. Enter the Spell Martyr. That spare fury can be used to squish, spine, or 'splode enemy models from afar through the blighted conduit of a Spell Martyr. Support spells and animi are not as common for channeling, but a DEF or ARM buff in the right place at the right time can save an expensive heavy warbeast for another turn, an asset well worth the tradeoff of a 1-point Martyr.

BLOODY BARNABAS MINION GATORMAN WARLOCK



FEAT: BLACK TIDE

When Barnabas raises his axe and invokes a guttural call to the primal and savage powers worshipped by the gatormen, there arises a black flood of brackish waters that sweeps aside all who oppose him.

Non-amphibious enemy models currently in Barnabas' control area are knocked down.

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

BARNABAS

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.

Counter Charge – When an enemy model advances and ends its movement within 6" of this model and in its LOS, this model can immediately charge it. If it does, it cannot make another counter charge until after your next turn. This model cannot make a counter charge while engaged.

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

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

BITE

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

BONE CLEAVER

Magical Weapon

🕭 Reach

Blood Boon – Once per activation, immediately after resolving an attack in which it destroyed a living enemy model with this weapon, this model can cast a spell with COST 3 or less without spending fury

TACTICAL TIPS

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

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

SPELLS	COST	RNG	AOE	POW	UP	OFF
FLESH EATER	3	10	-	13	NO	YES
When a living enemy mod		2				
play and this model or a li	0	east in it	s battleg	roup in i	ts cont	rol
area heals d3 damage poir	nts.					
IRON FLESH	2	6	-	-	YES	NO
Target friendly warrior mo	odel/unit g	gains +3	DEF but	suffers -	1 SPD	
SWAMP PIT	2	CTRL	5	-	NO	NO
Place a 5" AOE anywhere	completely	in this r	nodel's	control a	rea wh	ere it
does not touch a model's h						
play for one round. While	1	2	1	AOE, a	model	with
Amphibious cannot be tar	geted by r	anged at	tacks.			
WARPATH	2	SELF	CTRL	-	YES	NO
When a friendly Faction m	nodel in th	is model	's contro	l area de	stroys	one
or more enemy models wi		0		0		
immediately after the attac						
battlegroup that is in its co	ontrol area	can adva	ance up	to 3″. A v	varbea	st can

advance only once per turn as a result of Warpath.

Bloody Barnabas

Bloody Barnabas is an aged gatorman warlock and a veteran of countless battles. In the wilds of western Immoren, only a gator of surpassing strength and tenacity could hope to reach his level of combat expertise. Barnabas calls upon the great warbeasts of the swamps to combat his foes, and he directs their attacks with cunning precision. Before his hungry children swarm, Barnabas summons a magical black tide to choke the enemies of the congregation, leaving them vulnerable.

Using Bloody Barnabas

Bloody Barnabas is a tough, vicious warlock with a diverse suite of support spells and a powerful feat. With Counter Charge, a pair of P+S 14 attacks, Unyielding, and the ability to transfer damage, Barnabas is a warlock quite capable of leading from the front. Hardy models like Gatorman Posses and Blackhide Wrastlers can join this champion in the charge, while Bull Snappers (Spoiler!) protect the heavy hitters and gobble down stragglers.

Barnabas' spell list gives him a wide array of tools for assisting his forces. Iron Flesh is a perfect defense mechanism for Gatorman Posse or Bog Trog Ambusher units, giving these hardy swamp-dwellers the DEF stat of Gun Mages or Striders. Swamp Pit AOEs can protect the Blindwater Congregation's amphibians from enemy ranged attacks, slow down incoming melee troops, or even allow warbeasts to extinguish a warjack's furnace with a wellplaced power attack. Add Flesh Eater for offense/healing and Warpath for a warbeast maneuverability advantage, and Barnabas truly has a spell for any occasion. The Blood Boon ability combines Bloody Barnabas' melee strength with his exceptional spell list. While Blood Boon affects only spells costing 3 fury or less, for Barnabas that's all of them. Use a free Flesh Eater to kill an enemy at a distance, Iron Flesh to raise Barnabas' DEF to an impressive 16, or Swamp Pit to cut off angles of attack against the ancient gatorman champion. Warpath can be a particularly compelling choice for Blood Boon when Barnabas wades into a host of his enemies. Each kill can allow one of his warbeasts to advance 3", opening up new avenues of attack. Black Tide tops off this impressive warlock with a heaping helping of awesome. Knockdown feats like Menoth's Wrath and Typhoon are always potent, but Barnabas has the survivability to activate his feat right in the heart of the enemy. With the foes on the ground, the Blindwater Congregation's Gators and Bog Trogs can make quick work of the enemy forces.

NO DE N

BLACKHIDE WRASTLER MINION GATORMAN HEAVY WARBEAST

WRASTLER

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

While completely in deep

water, this model does not

Man-Eater - This model can

charge living warrior models

without being forced. Wrastler – While knocked

down, this model can

make attacks, has a melee

range, can engage other models, can be engaged,

and can use its animus.

Snacking - When this

with a melee attack, this

points. If this model

removed from play.

model boxes a living model

model can heal d3 damage

heals, the boxed model is

models in deep water.

block LOS



BITE

Death Roll (★Attack) – On a hit, before rolling damage you can decide to knock down both this model and the model it hit. If both models are knocked down, this damage roll is boosted.

CLAW Open Fist

Blackhide Wrastler

Gators of voracious appetites, the massive blackhide wrastlers can easily drag the mightiest foes down to be shredded in a flurry of teeth and claws. They are also highly territorial beasts that glide through the swamps and shallows to sink their teeth into anyone who wanders close to gator-held land.

Using the Blackhide Wrastler

The Blackhide Wrastler is a brutally efficient warbeast. Few warbeasts can compare for raw melee damage potential against its high STR, three initial attacks, and Man-Eater ability that allows it to charge many targets for free.

ANIMUS	COST	RNG	AOE	POW	UP	OFF
RISE	1	6	-	-	NO	NO
Target friendly	knocked dow	n mode	l imm	ediatel	v star	ds un

TACTICAL TIPS

RISE – This animus can affect a model that was knocked down this turn.

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

WRASTLER – Once knocked down, this model can remain knocked down and does not have to stand up. It can be in melee with enemy models while knocked down. While knocked down, this model's DEF is still reduced and it is automatically hit with melee attacks.

SNACKING-Because the boxed model is removed from playbefore being destroyed, it does not generate a soul or corpse token.

The Wrastler also boasts an economic and useful animus in Rise. A Gatorman warlock can simulate the ability to shake knockdown on warrior models by spending 1 fury here and there to get them to hop back into action. Rise is especially useful for the Blackhide Wrastler itself since it allows the beast to stand back up after using Death Roll and Wrastler to drag a high-DEF enemy to the ground and consume its flesh.



CROAK HUNTER

TACTICAL TIPS

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

Croak Hunter

Some few anuras, a frog-like race commonly called "croaks" for their distinctive throaty calls, have made their way from the Shattered Spine Islands to chase both prey and adventure. The scouts and explorers known as hunters have developed a strong relationship with the gatormen of the Blindwater Congregation and will not hesitate to take up arms alongside these newfound allies. Croak hunters stalk their enemies from hidden positions before attacking them with spears dipped in deadly mixtures of natural poisons, including the toxins secreted by their own skin.

Using the Croak Hunter

Croak Hunters provide a subtler element to a Blindwater Congregation army that complements the direct approach of the Gatorman Posse. These solos have Stealth and Hunter,



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

HUNTER

Advance Deployment
 Immunity: Corrosion

- Pathfinder
- (f) Stealth

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.

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

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

Vitriol – If this model is hit by a melee attack, immediately after the attack is resolved the attacking model suffers the Corrosion continuous effect () unless this model was destroyed or removed from play by the attack.

THROWN SPEAR

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

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

SPEAR

🕭 Reach

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

allowing them to thwart most ranged attacks and to attack their foes from concealed positions. Hunters cause the most damage when attacking living targets engaged in melee combat with friendly warriors, thanks to Gang Fighter and Poison.

A Croak Hunter also makes an excellent harassment solo for enemy light artillery units or ranged units, due to its Reach and Vitriol. Even if a Long Gunner or Nyss Archer gets a lucky sword hit in, they're more likely to kill themselves with corrosive poisons than they are to kill the Hunter.

TROLLKIN SOUTS



LEADER & GRUNTS Advance Deployment Pathfinder

🛞 Tough

Assault – As part of a charge, after moving but before making its charge attack, this model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of this model's activation. When resolving an Assault ranged attack,

the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, this model can make the Assault ranged attack before its activation ends.

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

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

Prowl – This model gains Stealth (2) while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

THROWN AXE

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

TACTICAL TIPS

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

Using Trollkin Scouts

Contracts of the

Whereas most trollkin models tread inevitably toward battle relying on armor, wounds, or the Tough ability, Trollkin Scouts prefer to advance cautiously until they can ambush their enemies. Prowl and Hunter make them ideal for attacking an enemy model/unit through forest terrain, and the economical Swamp Gobber Bellows Crew can protect them even when there are no trees around.

Once an enemy wanders too close to these skilled hunters, their combination of Assault and Gang can make quick work of a variety of enemies. The Gang ability is a versatile tool that allows the Scouts to hit nimble enemies more easily or deal substantial damage to armored foes.

Trollkin Scouts

Trollkin scouts stand out as rugged and resourceful in a

race known for their ability to endure. These nomadic trollkin are skilled hunters who live off the land in tightknit communities on the outer edges of trollkin society. They are peerless woodsmen capable of stealthily burying an axe in an enemy within the densest of forests or charging with a battle cry and a barrage of thrown hunting axes. A kriel that can entice these isolated cousins to join them gains superb hunters who excel at irregular warfare.

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LI METAL CHALLENGE **Uninvited Guests**

by Josh Saulter



The Setup

Iron Lich Asphyxious has gathered with the Withershadow Combine at the site of a crumbling Morrdh temple. With the aid of Gorman di Wulfe's alchemical expertise, the warcaster hopes to unearth an ancient artifact. However, the Dark Prince Vladimir Tzepesci has arrived in an attempt to ruin the lich's plans. Can Asphyxious drive the Khadoran intruders out of the temple? If the Cryxian warcaster succeeds, he might have time to grab the artifact and escape!

The Challenge

To succeed in his mission, Asphyxious needs only to control the temple area. By removing Vlad's warjacks and the Greylords from the temple's circular boundary, the lich will win the confrontation. Destroying Vlad is not necessary, although his soul would make a nice trophy for Asphyxious.

On his last turn, Vlad cast Blood of Kings and used his feat to rush Behemoth and the Devastator into the temple area. He currently



sits on 3 focus. The Devastator has not made any attacks and remains at ARM 25. Neither warjack has suffered damage.

The Koldun Lord advanced and cast Frostbite to destroy a small group of Drudges and Cephalyx. The remaining Greylord stares down the Withershadow Combine after aiding the Koldun Lord in eliminating the drudges.

Asphyxious has already used his feat during

this encounter. He has cast Scything Touch on the Withershadow Combine, increasing their melee damage rolls by 2. Gorman di Wulfe hides among the ruins and peers through a break in a wall as the Khadorans advance. The Warwitch Siren stands tête-àtête with the Koldun Lord, her witch barbs twitching in anticipation of the fight.

Asphyxious grips his weapon Soulsplitter and quietly laughs to himself. His plan is ready. Is yours?

attack and destroy the Koldun Lord with the backstrike bonus. of damage. Buy two more attacks against the Devastator and boost one of the damage rolls to inflict about 7 more points. Spend 1 focus to The charge attack will inflict about 5 points charge the warjack, making sure to leave room for the Withershadow Combine to charge in.

affect the Koldun, it will hit the Devastator, dropping its ARM by 2.

Next, activate Asphyxious and cast Parasite on the Devastator (Parasite and Rust have now reduced the Devastator's ARM to 20). Then reduced the Levastator's ARM to 20).

Then activate Gorman and fortfeit his moreoment for the aiming about. The Mouleur the Koldun Dorastistor is out of range, but the Koldun Lord is not. Toss a Rust greande targeting the Koldun Lord. Although the koldor and Although the koldun diret the Koldun Lord. Although the koldurestator.

have the Koldun Lord make a melee attack to destroy the Greylord. minutes to common endones variants or to common e more that activate the Warvitot Stream and more plact to the far side of the Koluda to the Koluda that activate the far stream of the Stream and a their the Corylord's faring places formula and that the Corylord's faring places formula and that the Corylord's far stream of the Approxime in the Is hade are C. Per Seduction. Begin by upkeeping Scything Touch for free thanks to Combine member Admonia. Next,

The Davasation basis near-impenetrable ARM, juu Kappy-auous has neurohod for dealing with the heavy armore However, the Cryx force that in the second second second second has the second second second second the neuronal second from the malicular for the second formation of the second from the second second second second second second from the second uotinio2 rul

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quickly escape with their precious artifact. will allow it to perform a double-hand throw. Once Behemoth is tossed directly out of the temple, Asphyxious and the Cryx force can Activate the Seether and attack Behemoth. Although Behemoth cannot be destroyed, the Seether's chain attack Grab & Smash

Combine to create a new heavy warjack. In this case, a Seether is ideal. and issue the charge order, sending all three members at the Devastator. Schulturg Fouch, and Dismantle will result in about 9 points and mange per attack. Combined with the Devastator should be vreecket, triggering David Industries. Their Industries allows the Combine to create a new heavy variated. In Next, activate the Withershadow Combine



When it comes to visual presentation in wargaming, few things are as awe-inspiring as a fully painted cadre of armored knights and masked fanatics marching forward, waving the slender banners and iconic menofixes of the Protectorate of Menoth. When the first Paladin of Menoth appeared on the shelf at my local game store in 2003, I was enthralled. Something about the finely detailed armor and flowing cape spoke to me. It wasn't long before I eagerly tore him from his blister and painted him in deep grays and soft purples. More than satisfied with the final product, I quickly snapped up two units of Knights Exemplar and painted them. Then came a battle box, a Choir, and some Zealots. I was hooked.

To this day I still have great affection for the Knights Exemplar and their many variations. Though I have taken a tour with nearly every WARMACHINE and HORDES army one can field, I have always kept my Protectorate forces up-to-date with new releases and make it a point to take them for a spin every so often to stay familiar with my first WARMACHINE love. Now, with the debut of the new Errant Officer and Standard Bearer and the Errant Seneschal, I'm as excited as ever about crowding a 4'x4' table with relic blades and plate mail. In this installment of Power Progression, I'm going to walk you through building a thematic, balanced, and fun Protectorate of Menoth army using the Exemplar models as a centerpiece.

As a fighting force, the Protectorate of Menoth displays four distinct attributes: prowess in melee, strong Area of Effect (AOE) and Fire attacks, good denial abilities, and also a concept I refer to as "favorable attrition." Protectorate models tend to have relatively high Power plus Strength (P+S) ratings on their melee weapons and more appearances of the Weapon Master ability, while their ranged options greatly favor AOE attacks. "Denial" in WARMACHINE terms refers to a model or unit's ability to interfere with an opposing model's ability to function. For example, Grand Scrutator Severius' spell Vision negates the damage from one attack, thus denying his opponent the benefit of that attack. Attrition is, put simply, losses suffered. Losses are inevitable in WARMACHINE, but many Protectorate models can actually gain some benefit from the destruction of their comrades. We see that frequently in an Exemplar force, from the Knights' Bond of Brotherhood ability, which can confer extraordinary power to the last survivor in a unit, to the Exemplar Seneschal's Restoration, which keeps him alive so long as his brothers-in-arms fall around him. So "favorable attrition" means bonuses that accrue as friendly models are destroyed or removed from play.

Phase I: 25 points

Since we have already decided to build our army on an Exemplar-based theme, the next step is to consider the best warcaster to lead our cadre of knights. Fortunately, the lineup of Protectorate warcasters is full of characters who epitomize the faction's unique attributes. Feora is the natural leader of the Flameguard. Vindictus can call forth legions of faithful Zealots as he carves his way across the battlefield. And of course, Kreoss is the leader of his order, the Knights Exemplar. At first glance, the High Exemplar seems like a great place to start. After all, as the warcaster packed in the Protectorate battle box, he's often the first choice for a lot of new players. On the other hand, Grand Exemplar Kreoss is a more interesting choice for our fledgling Protectorate force, as he complements the Exemplar theme more fully than his High Exemplar version. The Grand Exemplar's Elite Cadre ability directly benefits his Exemplar forces, and his Imperishable Conviction ability draws strength from a more numerous force. Grand Exemplar Kreoss' Theme Force rules are a perfect fit for an Exemplar-focused list, and his spells and abilities have a lot to offer

our army.

Since we have our eye on eventually building a 100-point army, now is a good time to also consider a second warcaster for the collection. It doesn't have to be a thematic fit like Epic Kreoss, but the second warcaster should be able to adopt most of the primary list's models with few modifications and still maintain strategic cohesion on the table; that way, the list can be played very differently without requiring a total overhaul. Feora and Vindictus are thematic analogues to Kreoss, so they might not be the best fit. However, we do have a solid addition in Grand Scrutator Severius. Even though Exemplar models do not qualify for his Theme Force, his spell list and abilities offer a solid mix of friendly buffs, offensive magic, and denial that finely complement a warrior-intense collection like an Exemplar force.

With warcaster choices in hand, it's time to make the core selections for Grand Exemplar Kreoss. Twenty-five points is fairly slender, so we'll stick with the basics for now. The Knights Exemplar pack a lot of close-up punch and staying power for a single-wound model, and they're an affordable 5 points for each 6-man unit, so we'll start with two. As an added bonus, if our choices stay within Epic Kreoss' Theme Force strictures, the list will qualify for Kreoss' Tier 2 benefit and grant the Knights a much-needed Advance Move to help compensate for their modest SPD 5. To reap

benefits from the inevitable casualties of battle, we'll add in a Knight Exemplar Seneschal to add Battle-Driven and Restoration to the growing list of effects triggered by friendly model destruction (which already features Bond of Brotherhood and Kreoss' Conviction and Sacrosanct). We'll complete our layering of favorable attrition effects by adding a bit of unique character to the list with High Exemplar Gravus. Gravus can transform the souls of felled Exemplars into additional attacks and adds some denial to the list by keeping Exemplar models from being knocked down through his Brother's Keeper ability.

> Our list now has several different effects that trigger on friendly model destruction and a bit of denial to go with Kreoss' own spell-based denial offerings. The selections so far are very

focused on melee capabilities, so it would be prudent to make sure the list isn't too heavily weighted towards close combat. We can continue the Exemplar theme and add some inexpensive sniping ability by adding an Exemplar Errant Seneschal for 2 points. Kreoss' Theme Force also allows for Deliverer Sunburst crews, which offer long-range support with solid POW and an AOE to boot. We haven't used Kreoss' warjack points yet either, so the fire support can be solidified with a ranged warjack. Since we have enough points for only one warjack, volume of shots is the paramount consideration. The Redeemer can deliver up to three AOE attacks from a long 16" away to support the advancing Knights. Adding it leaves us with just 2 points remaining. The Vassal Mechanik is allowed by the Theme Force restrictions, though it is probably not the best choice since we are starting with only one light warjack. As we look towards the horizon Fire of Salvation might enter the picture, but for now we'll hold off on the Mechanik and take the other choice: a second Exemplar Errant Seneschal.

Severius' Theme Force doesn't overlap Grand Exemplar Kreoss' much, so we'll leave Severius' Theme Force considerations aside for now. The good news is not adhering to Theme Force requirements allows us more flexibility in list building, so we'll be able to diversify and have a different play experience with Severius while still maintaining the core ideas driving our model choices. To start, we'll stick with the two units of Knights Exemplar and build around that. We'll take the Redeemer again as well. With 8 focus

List 1: 25-Point Kreoss List

Model	Point Cost	Notes
Grand Exemplar Kreoss	-6	a ser
Redeemer	6	
Knights Exemplar (6) x2	10	
Exemplar Errant Seneschal x2	4	
High Exemplar Gravus	5	12.33
Deliverer Sunburst Crew	3	
Knights Exemplar Seneschal	3	12
Total	25	in the



every turn, Severius has the resources to get the most out of the Redeemer's Skyhammer, and we want as much ranged support as we can get, especially since our Severius list does not have the advantage of Advance Move for the Knights. Let's carry over the Knight Exemplar Seneschal too, so we can maintain some of that favorable attrition value.

We can duplicate some of Gravus' support and denial abilities while adding diversity of effects by choosing a combination of less expensive solos. The Reclaimer can collect souls much like Gravus can, but instead of using those for himself the Reclaimer can allocate them to a warjack like focus. This will help Severius free up his focus for his impressive repertoire of spells. Some of those spells are both offensive and effective, so we will definitely want an arc node. The least expensive available is the durable Revenger. We'll add it in at 6 points to round out Severius' battlegroup. While one warjack operates well enough alone, once you have two in a battlegroup, you really benefit from having a unit of Choir of Menoth to deny your opponent some targeting opportunities or to increase the destructive power of the Redeemer's thrice-per-turn rocket volleys. The last thing missing from the list is some independent denial. When it comes to that, there are few options that invoke the authoritative presence of the Lawgiver like the Covenant of Menoth. Plus, it's a fine miniature that's full of character. Like Gravus, the Covenant can keep your army on its feet, deny enemy spellcasting, or add an element of fire to your list. It's a good flexible support piece and just what a small list like ours needs to find balance.

List 1: 25-Point Severius List

Model	Point Cost	Notes
Grand Scrutator Severius	-6	
Redeemer	6	
Revenger	6	NM
Choir of Menoth (4)	2	NM
Knights Exemplar (6) x2	10	
Knights Exemplar Seneschal	3	16.5
Covenant of Menoth	2	NM
Reclaimer	2	NM
Total	25	vier 2

Phase II: 50 Points

Fifty points is the sweet spot for many players. While it still supports only one warcaster, it's large enough to incorporate a lot of flexibility in list design, allowing for more varied expressions of themes and play styles. For our Kreoss list, we'll continue to build on our Exemplar theme while keeping the unique strengths of Protectorate forces in mind.

When I get into the 50-point range, I like to turn my attention towards more expensive list models that don't quite fit onto smaller lists. The Exemplar Vengers are probably my favorite of those. Much like their non-mounted brethren, the Battle-Driven ability grants them a significant boost in power when damaged, and you don't need to suffer a model's destruction

List 1: 50-Point Kreoss List

Model	Point Cost	Notes
Grand Exemplar Kreoss	-6	
Fire of Salvation	9	NM
Redeemer	6	1.
Deliverer Sunburst Crew	3	1942
Exemplar Errant Officer & Standard Bearer	2	NM
Exemplar Errant Seneschal x2	4	1
Exemplar Errants (6)	5	NM
Exemplar Vengers (5)	11	NM
High Exemplar Gravus	5	
Knights Exemplar (6) x2	10	- 25
Knights Exemplar Seneschal	Free	- sicility
Vassal Mechanik	1	NM
Total	50	- winter

to trigger it — any amount of damage will do. Inviolable Resolve from Kreoss helps enable that and gets them to an impressive ARM 21 when Battle-Driven triggers. They also add a longer charge range to offset the slower Knights, and they are Exemplar models as well, meaning the army earns more benefits from Gravus' presence.

With the melee prowess the Vengers add, the list is starting to look a little light on the ranged attacks. Since we've already chosen a pair of Errant Seneschals, we can add some ranged power and more list synergy by adding a small unit of Exemplar Errants with their new Officer and Standard Bearer. This combination of models reinforces the benefits of the Exemplar theme list while adding some spell denial and terrain management. Also, the Errants'

Bond of Life ability is a good denial tool that can interrupt opponents' effects that trigger on your models' destruction. However, this means that some of the list's other benefits will not trigger when Bond of Life is used. When losing an Errant, you'll have to make a careful decision between the effects denied your opponent by Bond of Life and the effects you gain from letting the model be destroyed.

The addition of the Exemplar Errants makes four Exemplar units for the list, which qualifies it for Kreoss' Tier 3 Theme Force benefit: a Seneschal solo, free of cost. We already have an Exemplar Seneschal on the list, so we can deduct 3 points from the list's running tally. Now we can afford to add some 'jack muscle to the list. For matters of theme, there is no better choice of heavy warjack for Kreoss than Fire of Salvation. It's efficient with its focus, brings some spell denial with Dispel, and has yet another effect that triggers when one of your models is destroyed. Just one point remains, so we'll throw in a Vassal Mechanik to back up our centerpiece warjack. Adding Fire of Salvation also qualifies the list for Kreoss' Tier 4 bonus, which extends your deployment zone 2" farther than normal. Combined with the Knights' Advance Move from Tier 2, the long threat ranges of the Vengers and the Advance-Deployed, crossbow-toting Errants, this list gets up field very quickly. The main weakness of the Exemplar models is their lack of speed and reach. Kreoss' Theme Force bonuses compensate for this and allow you to apply pressure quickly.

List 2: 50-Point Severius List			
Model	Point Cost	Notes	
Grand Scrutator Severius	-6		
Blessing of Vengeance	7	NM	
Redeemer	6	S. B. S. L.	
Revenger	6		
Choir of Menoth (6)	3		
Deliverers	8	NM	
Exemplar Errants (6)	5		
Exemplar Errant Officer and Standard Bearer	2	NM	
Knights Exemplar (6) x2	10	16 J. 2 T. 2	
Exemplar Errant Seneschal	2	NM	
Knights Exemplar Seneschal	3	1. 1/2	
Covenant of Menoth	2		
Reclaimer	2 🌂	No.	
Total	50 🛁		

Switching back to our Severius list, we'll move some models over while adding a bit of diversity. Like with Kreoss' 50-point list, we'll want to add some ranged attacks to help make the force more rounded. The Exemplar Errants do this just as well for Severius. They're a great target for Protection of Menoth, giving them an impressive DEF 14/ARM 18, and Eye of Menoth effectively raises their ranged attack (RAT) to 7. With Blessed weapons, they have a very good chance of hitting anything DEF 13 and below, ignoring many of the game's defensive buffs. That +1 adjustment to the attack roll really does make a big difference. The Covenant can aid by adding Fire to the Errants' attacks. To make sure we get the most mileage out of the Exemplar Errant models, we'll bring over an Errant Seneschal, too.

Now let's add some diversity. Like matching Fire of Salvation with Kreoss, Blessing of Vengeance is a natural choice for Severius' battlegroup. Adding Blessing will give him two arc nodes to extend the range of his offensive spells while increasing their power through Blessing's affinity with Severius. Blessing is Severius' personal Revenger, so its addition adds a unique character to our army and changes our play style from the first list. With 9 points left, it's time to add in some AOE support. We didn't include any AOE support outside of the Redeemer in Phase I, but this list doesn't engage the enemy as quickly as Kreoss' Tier 4 Theme Force, so it can't skimp on the fire support. Deliverers offer a heavy saturation of AOEs to soften up opposing groups of infantry and potentially give the Exemplars a numerical advantage; we'll add a full unit of ten. The Reclaimer doesn't mind that their souls are not Exemplars, so we are still gaining some favorable attrition by adding them. With our last point we'll expand the Choir to a full unit to support the larger battlegroup.

NM - New model for this point level/list

Phase III: 100 Points

Our lists can easily combine to make a 75-point list. Since the lists overlap well, we're getting the most out of this modest collection while still maintaining two distinct lists with unique play experiences. With just a few more additions we can combine both lists into a 100-point behemoth of melee attacks, AOEs, and fiery spell fury. Since there are no theme lists for two-warcaster games, the last few choices can be made without worrying about Theme Force restrictions. So far, there are only four warjacks between the two warcasters. We'll assign one Revenger to Kreoss and allow him to keep his favored Fire of Salvation, while Severius keeps Blessing and the focushungry Redeemer. Another heavy hitter would help beef up these two battlegroups. I'm partial to the Guardian. It packs a mean swing with its pike and also offers another arc node for Severius. Three warjacks and upkeeps might have Severius stretching his focus thin, so remember to keep the Reclaimer close by. Also, be mindful of Gravus; he'll be competing with the Reclaimer for souls. Make sure the two keep a healthy distance so you're not wasting soul tokens. With two full battlegroups, one Choir is not going to be enough to ensure all the 'jacks benefit from the Choirs' versatile support. We'll add

in a second minimum unit, and round that out with a Vassal of Menoth to offer a bit more support for the front line warjacks. The Vassal of Menoth works well with Fire of Salvation, giving the big bruiser access to a second out-of-turn movement effect.

Up to now, we've been working with minimum unit of Exemplar Errants in both lists. Having room to breathe at 100 points, we can expand that to a full unit. A second Exemplar Seneschal crossed my mind, but for just one more point we can get the venerable Visgoth Rhoven and two character Exemplar models, Guis and Cassian. Each of them packs as much of a wallop as any Exemplar model and also brings another favorable attrition bonus with their Battle Driven ability. Rhoven also adds a new denial tactic with Sanctuary.

My next choice might seem a bit odd. With 10 points remaining, I spent a lot of time considering what I could add to the list that wasn't already being offered. Bastions and Cinerators are Exemplar models, but they would take up a lot of space on an already busy table, and their SPD 4 puts them at risk of getting in the way of the army's many Knights and Errants. Likewise, the defense-minded Temple Flameguard would threaten to clog up our own advance and don't add much to the list. Idrians and Zealots wouldn't fit well with the



theme, and each overlaps somewhat with unit choices already made. Finally, I turned my eye to the Daughters of the Flame. Advance Deploy would keep them ahead of the main force, while their impressive SPD 7 and Acrobatics ability would help them stay out of the way of the more ponderous Exemplar models. Their ability to charge through models and inflict guaranteed damage with their Anatomical Precision ability would add new unique capabilities to our army. The Daughters would work well as a follow-up unit behind Exemplar Errants or Vengers, allowing the tougher units to absorb the brunt of the enemy's offense while they lie in wait to spring a deep-punching counter-offensive, ignoring the swirling melee in front of them. Additionally, since they are a Flameguard unit, they could be used for Grand Exemplar Kreoss' Theme Force, adding some flexibility for when you revisit smaller point levels. Let's add a full unit.

Conclusion

The final product is quite a monster. All kinds of melee prowess, many layers of denial, deep synergistic model interactions, both direct and indirect ranged attacks for support, and a laundry list of beneficial effects that trigger when any one of your models dies. We built the collection on these foundations and expanded on them as the lists grew. While we stuck close to the tenets of the Protectorate play style, we made versatile lists able to handle different opponents without losing sight of our Exemplar theme. This list-building methodology can be used for any of the Protectorate's themes, and all of them can maintain the feel of a Protectorate force if you remember the core values of the faction: melee, AOEs (and Fire!), denial, and favorable attrition. Whether you build a theme around Flameguard cadres, Paladins of the Wall, newly initiated Zealots, or any other Protectorate theme, the Protectorate makes for aesthetically pleasing, character-driven, competitive, and fun play.

Final 100-Point List

Model	Point Cost	Notes
Grand Exemplar Kreoss	-6	
Fire of Salvation	9	18-25- BE
Revenger	6	RALL
Grand Scrutator Severius	-6	CITY AN
Blessing of Vengeance	7	
Guardian	9	NM
Redeemer	6	
Choir of Menoth (6)	3	
Choir of Menoth (4)	2	NM
Daughters of the Flame (6)	5	NM
Deliverer Sunburst Crew	3	
Deliverers (10)	8	
Exemplar Errants (10)	8	
Exemplar Errant Officer and Standard Bearer	2	
Exemplar Vengers (5)	11	Contraction of
Knights Exemplar (6) x2	20	
Exemplar Errant Seneschal x2	4	
Knights Exemplar Seneschal	3	
Covenant of Menoth	2	
Reclaimer	2	
High Exemplar Gravus	5	
Vassal Mechanik	1	
Vassal of Menoth	2	NM
Visgoth Juviah Rhoven & Honor Guard	4	NM
Total	100	in S



NM - New model for this point level/list

BLOOD OF BRAGG

HEMEPORCE

By David "DC" Carl • Art by Andrea Uderzo

Grissel Bloodsong is an exceptionally versatile warlock with access to a free Fell Call buff every turn in addition to her spells. Her Fell Chorus feat is also one of the most impressive feats around. It provides raw damage output, added maneuverability, and even a control element to limit an opponent's counterstrike. This queen of the calls is an exceptional leader for any trollkin army, and the Blood of Bragg Theme Force only further highlights her skill and power.

Birthright

FEATURED

Grissel Bloodsong's Tier 1 restrictions allow her a fairly broad selection of Trollblood units but insist on an interesting warbeast requirement: no heavy warbeasts. For some factions or warlocks, this could prove quite limiting, but Bloodsong's abilities are at their best when used with large units like Kriel Warriors.

When facing high-ARM targets, models like the Caber Thrower, Pyg Burrowers,

Troll Axer, and Slag Troll make a solid foundation that can be further reinforced. Consider, for example, a Caber Thrower with Fervor, Acidic Touch, and Stone Strength attacking a target under Calamity. This gives an effective MAT 9 and P+S 20. Toss in Bloodsong's Heroic Ballad to double the pain. Remember, too, that control elements like the Troll Impaler and Thumper Crew may allow players to push enemies with high ARM out of the way rather than attempting to crush them under hammer or caber.

NO QUARTER MAGAZINE: FEATURED THEME FORCE



GRISSEL BLOODSONG, FELL (ALLER BLOOD OF BRAGG

UNITS

WARBEASTS

Trollblood non-character light warbeasts

11.22

Krielstone Bearer & Stone Scribes, Kriel Warriors, Scattergunners, Thumper Crew, Trollkin Sluggers, Pyg units SOLOS

Fell Caller Hero, Troll Whelps, Alten Ashley

TIER 1

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

Benefit: Reduce the point cost of Fell Caller Hero solos by 1. Additionally, up to one warbeast in Bloodsong's battlegroup gains Advance Move for each Fell Caller Hero solo in the army. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)

TIER 2

Requirements: The army includes two or more Kriel Warrior units.

Benefit: All Kriel Warrior units can be affected by Bloodsong's fell call Hoof It during your first turn of the game. Bloodsong can still make a fell call that turn normally.

TIER 3

Requirements: The army includes two or more Pyg units.

Benefit: Pyg units can be redeployed 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: Bloodsong's battlegroup includes three or more warbeasts.

Benefit: Your deployment zone is extended 2" forward.

BRAGG-ING RIGHTS

Building a Tier 4 Blood of Bragg list is just barely possible at the 25-point level but becomes much more achievable at the 35-point level or higher. The full-fledged Tier 4 Theme Force gives a Blood of Bragg list a massive edge in scenario games. Advance Moves, extra deployment area, reactionary deployment opportunities, and extra Hoof It Fell Calls combine to make this Trollblood army so much faster than their SPD stats imply. These abilities allow Bloodsong's army to take any portion of the battlefield and maneuver into defensive positions based on the composition of an opponent's forces.

The Fell Caller Hero solos may not always have a good target in a Blood of Bragg army, especially during the feat turn. For a mere 2 army points, however, Fell Caller Heroes offer impressive damage output in both ranged and melee combat in addition to their Advance Move bonus. Don't hesitate to use Fell Caller Heroes aggressively in a Blood of Bragg army. With a couple of the damage boosts noted above, they are a great way to deal with heavier elements of the opposing army thanks to their Weapon Master ability.

TROLLINIT TIDAL WAVE

For players who wish to play just a portion of Bloodsong's tiers in a Theme Force army list, Tier 2 is an interesting stopping point. By the end of turn 1, as many as forty-one Kriel Warriors can advance 17" forward, which is a greater distance than most cavalry units. A Krielstone unit with Hoof It and the Run order can keep pace with this massive blue tide to ensure the army's safety within the Protective Aura. As early as turn 2, unleash the Fell Chorus along with the Stone Strength Krielstone Warp to bring the full might of the kriels to bear against the Trollbloods' enemies and then press forward with Hoof It once again. After charging and Hoof It, many Kriel Warriors will be several inches into the opposing deployment zone, leaving no room for retreat from the oncoming horde. The Cacophony portion of Fell Chorus adds insult to injury by preventing the beleaguered enemy army from using spells or orders.



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 mechanikal workings of hulking warjacks and what it takes to get these multi-ton constructs to dominate the battlefield.

Date: Gorim 1st, Octesh 597 A.R.

To: Master Mechanik Lassiter Polk, Cygnaran Armory

CLONE

From: Chief Mechanik Darias Marek, Engines East

Subject: Design notes for the Cyclone heavy assault warjack

As always, we at Engines East are honored to fulfill our contractual and patriotic obligation to the Cygnaran Armory. Your contract for a heavy warjack utilizing synchronous rapid-fire chain guns has proved a challenging proposition; however, our engineers and mechaniks are up to the task. The diagrams I have sent along should illustrate our willingness to deliver the very best in warjack design.

We have dubbed our new warjack the Cyclone—an apt name, we think, as this design employs our new Metal Storm chain guns and has the potential to bring a veritable "storm" of firepower to the battlefield. As you will see, its antipersonnel applications, as well as the fire support it could provide our troops, offer any commander an incredibly versatile weapons platform.

By Aeryn Rudel

Art by Mariusz Gandzel.

Luke Mancini, and Chris Walton

Figure 1. As shown here, the Cyclone is built on the existing Ironclad chassis with few modifications. The addition of the two arm-mounted chain guns will increase the weight of the Cyclone, but we expect it to remain as nimble on the battlefield as the Ironclad.

Figure 2. The size of the boiler and steam engine has been increased slightly over that of the standard Ironclad to accommodate a heavier fuel load of roughly 650 pounds. With a full load, we predict a burn usage of five hours for the Cyclone during general,
<u>NO QUARTER MAGAZINE: GUTS & GEARS</u>

non-combat operations. In combat, we expect a burn usage of fifty minutes, somewhat less than the Ironclad, but still within operational parameters for the majority of combat engagements.

Figure 3. The Cyclone's guns are loosely based on the Sentinel's chain gun; however, we have made a number of modifications to adapt this technology to a heavy warjack chassis. Firstly, like the Sentinel, the Cyclone's Metal Storm chain guns use brass-cased cartridge ammunition. The Cyclone's chain guns, however, fire the No. 50 cartridge over the Sentinel's No. 30. We are certain this larger slug will provide more complete stopping power against infantry and prove powerful enough to threaten enemy warjacks with sustained fire.

Secondly,theMetalStorm'sdrummagazineholds20smaller"stick" magazines.Eachstickmagazineholds20rounds,foratotalof 400roundsperdrum.TheCyclone'sdrumscanbechangedoutin amatterofseconds,andbecausetheammunitioniscompletely housed within themagazine, the delicate firing mechanism is protected from grit, dirt, and other battle field detritus that can foul barrels or cause jams.

Each Metal Storm chain gun features a small hydraulic motor that rotates the weapon's nine barrels to provide a smooth and steady rate of fire. We predict a rate of fire of between 200 and 220 rounds per minute. In addition, tiny hydraulic pumps within the Metal Storm chain gun siphon small amounts of freshly condensed water from the Cyclone's boiler to cool the barrels during sustained fire and vastly reduce the chances of barrel warping due to overheating.

Lastly, we believe the Cyclone's guns can provide a unique advantage on the battlefield unmatched by any enemy warjack. With their high rate of fire, the Metal Storm chain guns can carpet the battlefield with lead, restricting the movements of enemy infantry and providing unequaled covering fire to friendly troops.

Figure 4. Equipping a warjack with Metal Storm chain guns requires little retrofitting. A simple yet sturdy brace connects each chain gun to the warjack's wrists and allows the 'jack to retain near complete functionality in its hands.

Figure 5. To attach the Cyclone's chain guns, an existing Ironclad chassis must be retrofitted with the new Cyclone's forearms. This is a simple process, and our mechaniks estimate that such a retrofitting would take less than three hours.

Figure 6. Here you can see the Metal Storm chain gun attached to the Cyclone's wrist. We have designed each chain gun so that it can be easily removed for maintenance or swapped out when damaged.

With your approval, we can begin production immediately on the parts necessary to retrofit a number of existing warjack chassis and start prototype testing within the year.

Yours, Chief Mechanik Darias Marek Engines East



FIELD REPORT: CYCLONE HEAVY WARJACK

Donard 5th, Trineus 599 A.R.

Northguard

131st Field Mechanik Squadron, 11th Trencher Company, 3rd Division, Cygnaran First Army

Lt. Casner Durst, Chief Field Mechanik

SITUATION OVERVIEW:

This report concerns the new Cyclone heavy warjack and its first battlefield test near the Khadoran/Laelese border. My squad was designated to service a Cyclone prototype stationed at Ft. Redwall. Shortly after we ran preliminary field tests, however, we were ordered to escort the prototype south to Northguard.

We left Ft. Redwall escorted by two platoons of trenchers and a Charger. Enemy activity near Ft. Redwall has been subdued, and we did not expect to encounter Khadoran forces. As we passed through a pine copse eight miles south of Ft. Redwall, we came upon the ruins of an ancient structure, possibly Orgoth, and the site of Khadoran excavation.

We engaged the Khadoran forces overseeing the ruin's excavation.

ENGAGEMENT SUMMARY:

The Khadoran forces included two squads of Winter Guard riflemen, nearly a dozen doom reavers, several field gun crews, and a single member of the Greylords Covenant, who was obviously commanding. Because we had two warjacks in tow, the Khadoran forces had plenty of forewarning of our approach.

The guardsmen opened up first and focused fire on the Charger, which had taken the lead along with Captain Avers. The field guns downed the Charger, Captain Avers, and four trencher riflemen in the first volley. I took command and ordered our trenchers to return fire while I maneuvered the Cyclone to provide covering fire.

I ascertained we should pull back into the forest while the Cyclone laid down suppressing fire to pin down Khadoran forces in the ruins. As we pulled back the Greylord ordered the doom reavers to charge, and they came howling like demons.

The Greylord was clearly not acquainted with chain gun technology to send such soft targets into the Cyclone's field of fire. The doom reavers were literally torn apart and, with the corpses in pieces, I found it hard to determine the number of their casualties. The remaining Khadoran forces did not pursue us as we retreated.

We arrived at Northguard without further incident.

EVALUATION:

Because the Cyclone is based on the Ironclad chassis, a model with which I have extensive experience, I expected it to be as dependable. I had my doubts, though, regarding the new warjack's Metal Storm chain guns. Specifically, I had serious concerns regarding both the rate of fire and the efficacy of the new barrel coolant system designed by Engines East.

Although we suffered serious casualties at the hands of the Khadoran forces we encountered en route to Northguard, the presence of the Cyclone allowed to make a detailed analysis of its new weapon systems under live fire conditions. Below is my evaluation.

Ammunition: The Cyclone's Metal Storm chain guns fire the No. 50 brass cartridge, a much larger round than that used by the Sentinel. Initial tests of this round promised increased penetration and killing power over the smaller No. 30 cartridge. From what I saw against the doom reavers, the No. 50 inflicted mortal wounds with only a single round.

Although quite heavy, the Metal Storm's drum magazines were easy to remove and replace, even under grueling combat conditions. During the battle, my crew and I cycled through a magazine for each chain gun without incident.

Rate of Fire: The hydraulic motor installed in each Metal Storm chain gun spins its barrels at an incredible rate. I can only approximate the rate of fire based on the ammunition we used and the time elapsed during the battle, but I calculate a truly withering 200 rounds per minute.

As promised by Engines East, the Metal Storm chain guns performed well in both direct fire and suppressing fire roles. When used to provide covering fire against the Winter Guard riflemen, they created a nearly impassible barrier.

Coolant System: The hydraulic coolant system in the Metal Storm chain guns proved surprisingly effective. After what I estimate to be two minutes of continuous fire, and roughly 400 rounds of ammunition run through each gun, the Metal Storm barrels became noticeably hot. A thorough examination after the battle, however, showed no cracks, warping, or any of the other deleterious effects of extreme heat.

Final Evaluation: Although I would like to see more strenuous tests performed on the Cyclone's chain guns in combat situations, this warjack has the potential to be an invaluable asset to field commanders throughout the Cygnaran military. The firepower a single Cyclone brings to any battlefield extricated myself and my men from what could have been a slaughter.

Lt. Casner Durst, Chief Field Mechanik



By David 'DC' Carl

The Cyclone heavy warjack has remarkable ability to shape the battlefield around it. Its twin Metal Storm chain guns can chew through light to medium-armored targets or lay down covering fire to blast any enemies that dare to walk within its firing lanes.

Blazing Barrels

The Metal Storm guns grant the Cyclone a truly impressive volume of attacks. These attacks are not reliant upon enemy positioning like Strafe weapons, and they are not reliant upon allocated focus like high-ROF weapons. Every turn a Cyclone has enemies in its sights, players can rely on two to six POW 12 rounds sailing straight towards their foes.

POW 12 is not the highest POW that Cygnaran guns have to offer, but it is sufficient for damaging a wide variety of targets, especially when boosting a damage roll or two. The additional attacks can also make up for the lower damage per attack. Even so, it is important to keep that POW in mind. Use Cyclones to decimate enemy troop formations or tear up light warjacks rather than ping off of heavy warjacks with shields.

The Arcane Tempest Gun Mage Officer makes a great Cyclone 'Jack Marshal due to the Rune Shot ability. Two to six shots per turn are even more impressive when each one can claim a Gun Mage attack type bonus for increased range, increased potential damage, or the ability to push enemies around. Rangers are another good Cyclone enhancer thanks to Mark Target. Their attack roll bonus is an ideal way to hit more reliably without using precious focus points.

The Dead Zone

As great as the Metal Storms are on offense, they are arguably even more impressive when turned to a different function – board control. Dual Covering Fire can completely shut off portions of the table from an opponent with its automatic POW 12 damage roll. This is an effective deterrent against the usual Metal Storm targets, but it doesn't end there. Dual Covering Fire gets

> around high DEF or Stealth, and it makes it nearly impossible for units to benefit from Defensive Line or Shield Wall when they suffer the damage.

Beyond the raw POW and impressive auto-hit nature of the ability is its sheer coverage. Resist the urge to place the two templates side-by-side and separate them by roughly one inch. That gives an approximately 7"-wide region of death rather than 6", and small bases will still clip a template if they try to sneak between AOEs.

Couple Dual Covering Fire with a Trencher Chain Gun or two providing standard Covering Fire, and vast portions of an enemy's offense can be stopped in their tracks by Cygnar's whirring chain guns.

Cyclone Support

Cyclones can be fairly focus-efficient warjacks that require little special attention from their warcaster. With the right 'caster, however, their capabilities can be magnified exponentially.

- Stryker and Caine's Snipe spell is an even better range-enhancer than the Rune Shot ability because it allows Dual Covering Fire templates to be placed much further afield in addition to increasing the attack range. Sloan's Fire Group gives a similar, smaller benefit while helping out the rest of her battlegroup as well.
- Movement buffs such as Nemo's Locomotion, Epic Nemo's Energizer, or Darius' Crane can prove very useful for getting the Cyclone's shots or Dual Covering Fire templates to the right board position.
- Haley and Kraye can vastly increase the Cyclone's accuracy with Temporal Barrier and Guided Fire respectively. Add in some Rangers for Mark Target, and Cyclones can hit even the highest-DEF targets.
 - Siege may be the best fit of all for the Cyclone. His feat, Breach, allows the Cyclone's Metal Storms to tear the heaviest enemy infantry and cavalry to shreds with even average die rolls.

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PAINTING THE CYCLONE





Cyclones of the 25th

By Todd Arrington

Base Coat

Base the armor with Rucksack Tan, the shoulder plate with Gun Corp Brown, and the arm joint plate with Cygnar Blue Highlight. Base all gold metals with Rhulic Gold, except the gun cradle and the shoulder ball joint, which uses a base of Blighted Gold. Finally, base all steels with Cold Steel.

Colors Used:

Armor: Rucksack Tan Arm Joint Plate: Cygnar Blue Highlight Gold Metals: Rhulic Gold Gun Cradle: Blighted Gold Shoulder Ball Joint: Blighted Gold Shoulder Plate: Gun Corp Brown Steels: Cold Steel



Cyclones of the 25th Reconnaissance Company

Operating out of Eastwall, the 25th Reconnaissance Company has largely abandoned the traditional blue and gold of the Cygnar military. The deep browns and muted golds found on the hulls of the 25th's warjacks and the uniforms of its soldiers are far better suited to the desert environment in which they operate.



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Shading

Wash the armor with a mix of Rucksack Tan and Formula P₃ Mixing Medium. In addition, wash the lower parts of the hull and arms with a mix of Battlefield Brown, Brown Ink, and Matte Medium. Wash the shoulder plates with a mix of Umbral Umber, Brown Ink, and Mixing Medium. Wash the arm joint plate with a mix of Exile Blue, a small touch of Sanguine Base, and Mixing Medium. Wash gold metals, the gun cradle, the arm ball joint, and all steel metallics with a mix of Bloodtracker Brown and Armor Wash.

Colors Used:

Armor: Battlefield Brown, Brown Ink, Rucksack Tan Arm Joint Plate: Exile Blue, Sanguine Base Gold Metals: Armor Wash, Bloodtracker Brown Gun Cradle: Armor Wash, Bloodtracker Brown Shoulder Ball Joint: Armor Wash, Bloodtracker Brown Shoulder Plate: Brown Ink, Umbral Umber Steels: Armor Wash, Bloodtracker Brown





Highlighting

Highlight the armor up with Rucksack Tan with small amounts of Menoth White Highlight in a few areas. Highlight the shoulder plate with Gun Corp Brown and a small amount of Menoth White Base near the inner edge. Highlight the arm joint plate with Cygnar Base Blue and slowly mix in Menoth White Highlight toward the top. Wash all steel metallics with a mix of Bloodtracker Brown, Exile Blue, and Armor Wash.

Colors Used:

Armor: Menoth White Highlight, Rucksack Tan Arm Joint Plate: Cygnar Base Blue, Menoth White Highlight Shoulder Plate: Gun Corp Brown, Menoth White Base Steels: Armor Wash, Bloodtracker Brown, Exile Blue

Detailing

Glaze all armor area with a mix of Yellow Ink, a small touch of Brown Ink, and a good bit of Mixing Medium. Color the outer edge of the shoulder plate with Hammerfall Khaki and color the rivets with Pig Iron. Highlight the edges of the arm joint plate with Cygnar Blue Highlight and the rivets with a mix of Cygnar Blue Highlight and Menoth White Highlight. Highlight the edges of gold and steel metallics and any associated rivets with Cold Steel. Highlight the edges of the gun cradle and shoulder ball joint with Cold Steel as well. Finally, bleed thinned out Arcane Blue into the gaps of the Cyclone's face plate to create the arcane glow effect.

Colors Used:

Armor: Brown Ink, Yellow Ink Arm Joint Plate: Cygnar Blue Highlight, Menoth White Highlight Face Plate: Arcane Blue Gold Metals: Cold Steel Gun Cradle: Cold Steel Shoulder Ball Joint: Cold Steel Shoulder Plate: Hammerfall Khaki, Pig Iron Steels: Cold Steel





By (HRIS WALTON . ART BY (HRIS WALTON



Janissa Stonetide

When the rules brief for Janissa came across my desk, the following note was printed across the bottom: *Attractive female trollkin. Sorry, Chris.* Braver men than I have attempted to

draw the ever-elusive trollkin "hottie," but I put forth my best effort. I tried to link her with the Runeshapers, seeing how she is one by trade, while still giving her a feminine and cultured look. Just because a lady can rip 10-ton stones out of the ground with a gesture doesn't mean she can't look her best when doing it. When drawing trollkin women it's best to emphasize their non-chin qualities. To that end, I tried to maintain feminine shapes with her gear: a wide coat with skirt-like qualities and long gloves. I'm very pleased with how Janissa turned out; I think she'll fit in well with her troll-sisters Grissel and Calandra.

Ironhide Spitter

As a boy, I used to catch turtles and keep them as pets over the summer. Invariably, I would release them a day or two after imprisoning them, my guilt at confining them too much to bear. I like to think maybe one of my former hostages will someday grow to the dimensions of the Ironhide Spitter and rampage through the streets of my childhood town. I think there is something inherently awesome about turtles - they are like miniature grumpy old people who will take your fingers off if you poke them too much. The Ironhide Spitter tries to capture that attitude, except he can take your whole arm off and level your house if you irritate him. One of the main things I kept in mind designing the Spitter was to give the modeler a great assortment of texture all across the model for painting.



Bethayne

The new warlock for the Legion is a bit of an enigma with a lot of surprises up her sleeve. She was a very unique challenge to concept. In the end, we were looking to combine the lithe grace of the Nyss with the physical presence of a dragon. Her design subtly reflects this goal. For example, her clawed fighting gauntlets are intended to be reminiscent of the "fingers" of a webbed wing, and her armor is an attempt to reflect the organic scales of a dragon.

Belphagore

The Legion's newest warbeast is perhaps its most unique. We were truly attempting to make Belphagore look like nothing in the Legion bestiary. We wanted something totally unique. Its connection with Bethayne is unlike anything else in HORDES, and its design needed to reflect that. After a lot of rough drawings, I think where the concept ended up is an excellent balance of sinuousness and brute force. I also like that it has a unique visual silhouette as compared to the other Legion warbeasts. It cannot be mistaken for any other creature in Everblight's army.

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> ORGANIC TYLING TO ARMOR



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.

ne CI Transcribed by Aeryn Rudel Art by Andrea Uderzo, Brian Valenzuela, and Matt Wilson

VAHNA THE AUTUMNBLADE

Finding credible information regarding the ranking druid known as Morvahna the Autumnblade-or, indeed, about any blackclad-is akin to pulling teeth from a gorax. However, I was able to scare up these meager bits concerning her past and recent activities. As before, my sources of information on blackclads and their activities are often suspect at best, so measure the worth of the following information with that in mind.

-G.K.

Morvahna the Autumnblade Summary

Aliases: Unknown

Born: c. 560 AR. Like other blackclads, it appears Morvahna has not suffered the effects of aging. Recent accounts describe her as a vibrant and beautiful woman of no more than thirty.

Family Status: Unknown. Her association with the power of life and earth leads me to believe she originally hailed from an agrarian community, perhaps in the Midlunds of northern Cygnar or Southryne in southern Llael, based on her complexion; however, these are rough guesses at best. Because druids commonly take infants and children they suspect of having mystical ability, which they call the "wilding," it is quite unlikely Morvahna is in contact with any of her surviving family members. I have found no indication Morvahna has had any children of

Mentored: Unknown, but likely one of the mysterious druids from high within the hierarchy of the blackclad order.

Territories: Morvahna has been associated with the following areas, and it is likely they constitute the territories she oversees: Blackroot Wood, Cloutsdown Fen, the Gnarls, Gallowswood, northern Glimmerwood, a variety of islands nearest Cygnar along the Broken Coast, eastern Wyrmwall, and numerous other smaller regions.

Authority: Morvahna is apparently a potent within the Circle Orboros, a position of great influence and leadership.

As I mentioned previously, the blackclads have long had a reputation for abducting children who might someday develop druidic power. Morvahna is probably no exception, and although I can find no trace of her particular origins, the following document may give some indication of what she endured.

-G.K.

To: Constable Artis Caylan

From: Odger Rolfe, Reeve of the Highwater Marches

As you are well aware, the Highwater Marches are little more than a collection of motley fishing villages, and folks here tend to keep to themselves. However, recent events have led me to believe that something dire is a foot in our little corner of the world, and as much as I would like to handle this situation myself, I believe it is time the authorities in Mercir became involved.

Children sometimes go missing in Highwater. Usually, a child will wander too close to the waterline, get dragged out into the sea-the tides can be swift and the currents savage in these parts-and drown. Although it's certainly terrible, it's not much of a mystery. Also, sometimes little ones run afoul of predators in the marsh and are never seen again. It's not common, but it happens often enough that there's little cause for concern beyond the grief of the family involved. However, a fortnight ago Aris Conner's nine-year old son disappeared, and although you'll probably dismiss this as the wagging of backwater villagers' idle tongues, other strange events that coincided with his disappearance mark it out.

First, we've had fog roll in off the ocean from the west almost every night for the past two weeks. In late winter or early spring that wouldn't be unusual, but in the middle of high summer? I've had a dozen villagers tell me they've seen strange, dark shapes moving in that fog and heard the terrible howling of savage wolves. Korin Conner disappeared on a night when the fog was thickest.

If that doesn't strike you as odd, then what about the strangers who have been passing through our villages but never lingering? We have seen them as regularly as the unseasonable fog, and usually soon after. They travel in groups of three or four, sometimes accompanied by an individual in black robes, always moving south. I've never seen such men, armed to the teeth and cloaked in wolf skins. They never say more than a few words when any villager was brave enough to talk to one of them, but if you ask me, I'd say they were looking for something. Or maybe

Finally, there are a few strange things about the missing child himself. Korin Conner was always an odd lad, but in the weeks leading up to his disappearance he became downright wild. I know children that age can be a handful from time to time, but Korin's behavior was just not natural. The boy growled and snapped like a rabid dog when anyone but his family came near. He even took a bite out of Tob Harrik's hand when the man offered him a sweet. A few times his mother found him naked outside in the dead of night, rolling in the dirt and howling at the moon. I've never seen anything like it.

You'll laugh at me for saying this, but this whole affair—the missing child, the fog, the strange, armed men-it smells like dark magic. You know the rumors as well as I do: blackclads doing Morrow-knows-what on those nameless islands off the coast. Well, maybe they aren't rumors

after all.

The following journal entries are the earliest accounts of Morvahna I could find. The entries are dated almost exactly two years apart. The journal apparently belonged to an elder of an isolated village near the Gallowswood that found itself in dire peril. The village was rescued by a young druid approximately matching Morvahna's description, but her aid came with a price that proved costlier than the village had anticipated.

24th of Katash, 585 AR

Thank Morrow, for he has sent what must be one of his agents to save us. Blessed be his name!

The rain this year has been unrelenting. Between what we would lose to late harvest, flash flooding, and grain rot, our crops were in grave peril. Without the harvest, we would have little to use and trade for foodstuffs to last us through the cold winter months. I was considering the extreme measure of harvesting a month early in an effort to save something from the ceaseless rains. Thank Morrow that won't be necessary.

Alone and fearlass, she appeared out of the northern woods, walked into the middle of our village, and called us out to speak with her. Although she seemed quite young, her beauty seemed ageless, as timelass as the seasons and surely born of things sacred to earth and water and sky. She was armed with a sword of such size and weight I do not know

When she spoke, her voice was wondrous to hear, rich and sonorous—it stirred something primal within us all. She said little, but her words carried our salvation. She promised to stop the rains, save our crops, and blass us with prosperity that would last two years. Not until the end of that time would she demand payment for her aid.

All of we could feel the power of this strange young woman from the forest. I heard the word "druid" on the lips of many in our village, and perhaps her magic does spring from the natural power of the earth. However, I will always see her as an agent of Morrow himself, for it is to him that I have prayed each night, and I believe it is he who has

After we agreed to her price, she walked out of the village and back into the forest, leaving not a trace of her passage. That was ten days ago, and we have not seen a drop of rain since. Even more miraculously, our crops, bolstered by the druid's magic, have grown high and plentiful. In all my years, I have never seen such bounty. We will all eat

14th of Katash, 587 AR

We are doomed. Two years ago we entered into a pact with an individual I believed to be an agent of Morrow, but it is now clear she is a servant of Thamar. Today, three savage men entered our village and demanded half our harvest as payment and tribute to the "Autumnblade" for the service she rendered our village two years ago. We have three

It is true we have seen much favorable weather and an increase in the yield of our harvests, but now I wonder if this has anything to do with this druid, the Autumnhlade. Perhaps she merely wished to take advantage of us in the vulnerability of our darkest hour. Our recent fortune could merely be the work of happenstance. It matters not, I suppose. She will take what she wants.

These men who came to collect their mistress' payment seemed barely men at all. They were dressed in animal skins and carried great war-axes that had seen much use. Their manner was like that of an animal, and when they spoke, their volces were guttural, like the growling of beasts. Their demand of half our harvest was terrible enough, but they required payment in flash as well. One of them seized Elisha Finn, who stood near at hand, come forth from her home to stare at the savages. I do not think they cared who they took. She screamed and struggled, but the one that grabbed her clamped a hand over her month, and they bound her with quick motions. They had done this before. Elisha's betrothed, Bernal Masei - brave Bernal! - was not about to let these beast men take his intended and set

upon them with his wood axe. Before he could land even a single blow they knocked him aside like a noisy dog. sending his weapon flying from his hands. One of the beast-men smashed his fist into Bernal's face, and the boy crumpled to the ground, senselass. We were too shocked to move, too scared, even as they quickly dragged Elisha away. How could we have stopped them? We are not warriors, and the only weapons we possess are a handful of axes and hunting bows. Still, I feel guilt I did not try.

These creatures of the Autumnhlade promised they would return in three days to collect what belonged to their mistress. Perhaps they will return Elisha then, or perhaps she is already dead, offered in some brutal sacrifice to the horror they call a god. I shudder to think of it. We will give them what they demand. We must. Some of us will surely starve come winter, but better an unsure fate in winter than certain death right away.

-G.K.

The following is an excerpt from an essay written by Professor Pendrake in 606 AR regarding an observed rise in the Tharn population. His research has uncovered some interesting intelligence regarding Morvahna's involvement with the Tharn, especially the aid they received from her in lifting a curse that had nearly destroyed them.

It is fairly common knowledge that the Tharn once teetered on the brink of extinction. They were a people ravaged by an unknown ailment that produced widespread infertility and very low birth rates. As one can imagine, a culture as violent as the Tharn's can hardly survive such an affliction, and as recently as a thirty years ago their numbers had dwindled to the barest fraction of their former strength. In the last two decades this mysterious condition has disappeared, and the Tharn are thriving. Births of twins and triplets are quite common, and the number of young, able warriors has grown to the point that Tharn raids into civilized areas are becoming a serious threat.

-G.K.

So whence this drastic reversal of fortunes? How did the Tharn, who were facing the very real possibility of extinction, grow into the vigorous and plentiful race we see

The Tharn are not forthcoming with information concerning their history and culture, and they are dangerous and untrusting at the best of times. I recently spent some time among a tribe on the southern edge of the Thornwood, working ceaselessly for many weeks to gain their trust. At first my inquiries fell on deaf ears or were met with open hostility. In fact, were it not for the respect the Tharn hold for my prowess in battle they likely would have slain me out of hand for my impertinence. Finally my tenacity bore fruit, and an elder female steeped in the dreaded blood magic of her people deigned to speak with me. Her name was Athara, and she proved an invaluable wellspring of information regarding the Tharn's remarkable resurgence.

widespread infertility mentioned previously. This is a common bit of folklore, and I am well versed in its specifics, especially from the Cygnaran perspective. In 295 AR, the Tharn of the Thornwood were convinced to aid the Thamarite Queen of Khador in ambushing the Cygnaran Army, and the Cygnarans suffered heavy casualties. Shortly thereafter the Tharn began to suffer the effects of the Ten Ills. It is a widely held belief among Morrowans that the curse was levied by Morrow against the Tharn for allowing themselves to be suborned into the service of Thamar and the Devourer Wurm. I don't know how much stock I put in such vague religious explanations, but I have How was this bane abolished? Athara tells me this was accomplished by a single

Athara told me her people believe they once labored under a dire curse called the Ten Ills. This curse inflicted much suffering on the Tharn, the greatest of which was the

during the conjunction of Caen's three moons and a celestial body known as the Eye of the Wurm. To this day Morvahna's name is spoken among the Tharn with nothing short of reverence. Their devotion to this druid goes well beyond simple gratitude for freeing them from the Ten Ills. The Tharn believe Morvahna, who apparently commands great enjoyed in recent years.

power over life and death, is also responsible for the incredible fertility they have No doubt this Morvahna is a powerful druid, likely one of the potents who lead the blackclads. Why she freed the Tharn form their affliction is not entirely clear, but in doing so she earned the loyalty of a fierce people who are quite willing to fight

powerful druid known as Morvahna the Autumnblade. Several decades ago, Morvahna came to the Tharn and broke the curse through a series of exhausting rituals performed

The following document is a confession taken from a Tharn warrior shortly before he was executed in an Ordic prison. It is an excellent example of the devotion the Tharn display toward Morvahna and the lengths to which they will go to carry out her orders. This Tharn warrior was part of a tribe that slaughtered the inhabitants of a logging camp in the Gallowswood at Morvahna's behest. Understandably, the Ordic crown didn't take kindly to the wanton massacre of fifty loggers and their families. Its army marched from Boarsgate into the Gallowswood and annihilated the Tharn responsible.

3 Rowen, 601 AR

Though it fills my heart with daggers to do so, I will say these words if that will let me die where I can see the sun, and smell the wind. I don't want to die in this stone-walled cage that has held me for countless days. It is not fitting for a warrior to die meekly

Your masters wish to know why we slaughtered the invaders. These men of Ord and their machines came boldly into our domain to take what they wanted. These men who defiled the sanctity of our forest had to be removed before their destruction could spread. That alone would be sufficient reason to seek their blood, but we were not even aware of them until the Autumnblade came among us. She told us we must take our warriors to the southern edge of the wood and fall upon those we found there. Our people owe the Autumnblade a great debt, and when she demands our service, it is freely given.

so we gathered our warriors and went howling through the forest, letting the Beast drive our flesh into a frenzy of blood and slaughter. We descended upon the camp in the dead of night, smashed their machines, and slew them all. Even their young did not escape our blades. We left the corpses for the ravens as tribute to the Devourer Wurm, save those few whose hearts were worthy

We knew the spilling of so much blood would call for revenge, but we had the Autumnblade at our side — or so we believed. When your soldiers fell upon us, we called out to Morvahna. Our pleas fell on deaf ears. She did not appear, and now I am all that is left of my tribe. One of your cannons took my legs, but you would not let me die the warrior's death I had earned.

I have nothing more to tell you on this; you not understand. In the many days I have spent here, I have come to know you and your kind. That you would keep a warrior trapped in this broken body speaks to the honor of your people. You have none.

Go and tell your masters I am ready to die.

Transcribed by Captain Vasco Garza



Corruk

The renowned monster hunter Alten Ashley has long been a valuable source of information concerning the blackclads. Although he has never worked directly for Morvahna, he did relate an intriguing tale of a mercenary who had. This colleague of Alten's apparently met a bad end as a result of his involvement with the druid potent.

Druids are all right in my book. They pay well, and often as not, they set me to hunting something actually worth the effort. They pay my fee and point me in the direction of whatever it is they want killed. However, I've worked for them enough to know they're a fractions lot, and some of them are quite willing to let another do the dirty work.

As much as it pains me to admit it, I'm not the only expert monster hunter for hire. I used to have a fairly capable rival out of Llacl by the name of Clias Gustyn. Clias was a big bastard and bandy with a blunderbuss. He was not exactly discerning when it came to clientele.

What I hear is that he was hired by Morvahna to hunt a rogue warpwolf somewhere in the Blackroot Wood. Now, I've worked for the druids on a number of occasions, and I've yet to see one of those beasties they control go rogue for more than a few minutes. I seriously doubt one of them could lose control over a critter for so long.

Anyway, Elias took the job to hunt this warpwolf. Morvahna tells him it's easy to spot because it has a patch of blue-black fur in the shape of a lightning bolt. So without another question, Elias sets to hunting, finds the warpwolf, and blows it to holy hell. He collects his gold and a "job well done" from Morvahna, and heads to Five Fingers for a

Unfortunately for Elias, the "rogue" warpwolf he killed was the favorite of another druid: the one named Krueger, who some call the Stormwrath. Apparently Morvahna wanted to tweak Krueger's nose-who the hell knows why?-and decided Elias would make a good dupe. My guess is hiring Elias allowed Morvahna plausible deniability when Krueger came looking for his favorite critter. Elias never made it to Five Fingers. His lightning-scorched remains were found nailed to a signpost outside Carre Dova.

Alter Ashley

-G.K.

RIDE THE LIGHTNING CHALLENGE

The stench of ozone... A battlefield split by bolts of azure file... Let your model ride the lightning!

Cygnar has all but mastered the galvanic power of lightning, and many of their warcasters and warjacks can unleash blistering gouts of electricity on their foes. However, we're certain other factions have stolen this technology, so show us your models harnessing the unpredictable mayhem of voltaic power!

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

privateerpress.com/no-quarter/no-quarter-challenges ENTRIES DUE BY 11-1-10

You could win a \$50 US spending spree at the Privateer Press Store (store.privateerpress.com) and the adoration of thousands as we publish your model!

See the Winner of the Enthralling Challenge from No Quarter #30 on p. 95!

The GARGERS TO THE Private Press Staff

Staff Challenge 2010 • Part 4

Ready for more staff-inspired carnage and destruction? We've got plenty of both in the fourth installment of 2010's Staff Challenge. So far, over a dozen Privateer Press staffers have met on the field of battle. Some have emerged from the heated conflict victorious, battlehardened, and ready for more action. Others have fallen honorably, defeated by opponents of greater skill or by the fickle fortunes of war itself.

If you're unfamiliar with the Staff Challenge, here's how it works. We asked Privateer Press staff members to spin the dreaded Wheel of Factions to determine randomly which faction they would play. Players can either accept the Wheel's decision or trade with other players to get the faction they want. Once the factions are chosen, the players construct a 25-point army and head off to do battle with their coworkers.

Our first matchup pitted development manager David "DC" Carl and his veteran Cygnar army against the unsuspecting Protectorate force of staff writer Simon Berman. Both armies were expertly painted, but DC—a former Master's winner—came out well ahead on skill and experience. Simon is no slouch with painted pewter, however, and his devotion to his Protectorate strike force rivaled the zealotry of the High Reclaimer himself.

Our second battle featured another Protectorate force led by quartermaster Jen Ikuta squaring off against project director Bryan Cutler's Retribution army. The opponents were well matched in this conflict, and the battlefield was sure to be consumed by holy flames and eldritch magic.

The stage was set for two compelling battles. Who would emerge the victors?



NO QUARTER MAGAZINE: THE GAMERS' JOURNAL



MODEL/UNIT					COST
Captain Kara	Sloan		+6 ша	rjack p	oints
Charger					q
Hunter					6
Defender					g
Horgenhold H	^c orge Gi	uard (11]]		8
Squire					5
Captain Arlar	1 Strang	jewaye	25		5
TOTAL					25
Squire Captain Arlar					2

I wasn't too worried about the Wheel of Factions since I already have at least some portion of a painted army for all ten factions. I was hoping for Retribution or Skorne since they're most in need of paint, but I wound up with Cygnar.

Modeling and Painting

Cygnar, coincidentally, is my faction that was closest to fully painted before the start of the Staff Challenge, so I had to dig around a bit to find some models I

David "DC" Carl: Cygnar

wanted to add to the collection that I would also need to paint. Kara Sloan was an easy choice for my warcaster since she wasn't even out yet at the time I spun the wheel.

I decided to stick with painted warjacks since I already had numerous painted Cygnar warjacks, but I went with completely unpainted warrior models: Captain Strangewayes, some Horgenhold Forge Guard, and the Squire (a model I'd been meaning to paint for some time).

I'm not the greatest painter around the office by any means, but I blame that on the fact I'm one of the most prolific. I painted my models up to match my other Cygnar models and my other Rhulic models as appropriate, using basic techniques like washing and drybrushing to get the models done quickly.

Gaming

For my official Staff Challenge game, I played against Simon Berman's High Reclaimer army list. In the first turn of the game, I had very little to do thanks to the massive wall of smoke and ash protecting the entire Protectorate army. My nimble Hunter could have shifted to the side to draw a bead on one of Simon's warjacks, but the Choir of Menoth's Passage Hymn thwarted even that attack vector. It looked bleak.

In the second turn, Simon advanced up further and relied a bit less on smoke and more on a wall of bodies. Some of those bodies were warjacks I couldn't shoot, and others were ARM 21 Temple Flameguard. Despite the daunting defenses, I noticed one little chink in Simon's armor and had no choice but to attempt to exploit it. My Charger made a slam power attack against Simon's Castigator, knocking down the High Reclaimer and clearing up my line of sight problems. Then, with the aid of Sloan's Firing Squad feat, she and her Defender sent the silent priest to Urcaen.

Next Steps

I took this same army list up to TempleCon earlier this year after quickly fleshing it out to 35 points. I added Kara's little buddy Reinholdt along with a minimum unit of Trencher Infantry with Officer and Sniper. These changes added a lot of flexibility and versatility to the army list.

I had the opportunity to play some great folks over the course of the weekend, and I'm already looking forward to next year's TempleCon. Folks shouldn't plan on facing Sloan again, though, because it's impossible to predict what faction or warcaster I'll be playing at the time.



NO QUARTER MAGAZINE: THE GAMERS' JOURNAL

When I spun the Wheel of Faction and landed on the Protectorate of Menoth my choice of warcaster was obvious: the High Reclaimer. Dude is a stone badass. Obvious badassitude aside (like the fact he has a rad mask and that Menoth tells him who to kill), the guy wandered into the afterlife like it was no big thing, fought his way through millions of souls, and came back with a fancy rock.

As I chose my list, I knew I'd want to focus on the idea of the High Reclaimer taking a picked band of Flameguard and priests to assist him in his divine mission. I also knew that since this was a totally new faction for me, I would mostly focus on painting and thinking about where my battlegroup would fit into our setting's canon. Since I suppose I have to discuss game play a little, I will say that DC killed my 'caster with Kara Sloan on turn 2 via a well-planned slam, and I didn't cry very much or for very long. Now here is some fiction...

9th Flameguard Interdiction – "Repent, Relinquish, Return"

During the Khadoran invasion of Llael in 605 AR, the Protectorate ordered several interdictions into that embattled region. Most Protectorate forces were under the command of then Grand Scrutator Severius and were largely concerned with gaining converts while laying the groundwork for what would eventually become the

Simon Berman. Protectorate

Northern Crusade. However, not all of the Protectorate's leaders shared such material goals.

During the hardest fighting of the campaign, the High Reclaimer the assumed control of 9th Flameguard Interdiction on several occasions. With the authority of Menoth himself, the High Reclaimer wordlessly led handpicked elements of the Interdiction in the reclamation of several small towns and Llaelese communities. Without exception, the Flameguard and warpriests chosen were the most dedicated of Menites and followed his directives without question. On several occasions the 9th encountered Cygnaran and Khadoran forces led by warcasters in the beleaguered region. Most of these battles were militarily insignificant, but in no instance was the High Reclaimer thwarted from carrying out his mandate. Although the heathen nations referred to the 9th Flameguard Interdiction's missions as "atrocities" or "war crimes," the faithful knew better. The Interdiction's colorsvermillion and black signifiers on a field of pale cerulean with gold accents, often stained with ash and

MODEL/UNIT					COST
The High Recl	aimer		+6 war	jack po	ints
Revenger					6
Castigator					8
Choir of Meno	th (6)				3
Flameguard C	leanse	rs (6)			5
Temple Flame	guard	[6]			q
Temple Flame	guard	Officer	& Stand	lard	2
Hierophant					2
Wrack					<u>l</u>
TOTAL					25

blood—became infamous among the Protectorate's enemies in Llael. The 9th retained its reputation for unquestioning efficiency, and the Reclaimant Order still makes use of this Interdiction both inside and outside the Protectorate's borders.



NO QUARTER MAGAZINE: THE GAMERS' JOURNAL



MODEL/UNIT					COST
Grand Exemp	lar Kre	OSS	+6 ша	rjack p	oints
Devout					5
Templar					8
<mark>5 Exemplar C</mark>	inerato	rs			8
10 Exemplar	Errants				8
+Officer & Sta	ndard				+5
TOTAL					25

In typical sink-or-swim fashion, I was drafted for the Staff Challenge in my second week aboard the good ship Privateer Press. The Wheel of Factions was kind to me and stopped on a faction I already owned: Protectorate of Menoth. This was also the faction I ended up painting for the Privateer Press Invitational, so nothing like killing two birds with one stone. I figured since I was painting 19 models for the Challenge, what are another 17 to get ready for the Invitational? A total of 36 models in just under two weeks?

No problem!

Jen Ikuta: Protectorate

As this was a 25-point build, Grand Exemplar Kreoss was my first choice since he was the caster that got me into Protectorate in the first place. In all fairness, he was fully painted when I came aboard, which was why I only needed to paint 19 models for the challenge. But my full unit of Knights Exemplar Errants was covered in black primer, and I acquired the Officer and Standard as soon as I could. Cinerators sparked my interest when they were announced, and I grabbed some of those, too. The Devout was there to do that whole bodyguard thing and whack anything that got close. The Templar (who is named Terence) was new to me, but it's hard to argue with a POW 17 flail with reach.

Modeling and painting

My Knights Errant had been unpainted for quite some time, but this was going to be their moment to shine. In my world, the Protectorate is a dark and brooding force, and I chose a palette that reflects this. The models have very little Menoth White on them; that's generally reserved for the Menofixes to help them stand out.

The majority of the army is Sanguine Base and Highlight, as inspired by the Temple Flame Guard in Rob Hawkins' Legends diorama. This was a decision I made long before my arrival at PPHQ. The Errants have very little in the way of gold adornments; I save that color for warcasters, 'jacks, and elite troops like Cinerators. I also use Blighted Gold on my Protectorate models, which is amusing in my world.

Gaming

I was paired up against Bryan Cutler, who was playing the "Angry Elves" of Retribution, one of my favorite factions. I had a pretty good idea what his Rahn-led force could do and figured my Weapon Master army would do pretty well against it. The Errants did a solid job of soaking up hits and keeping the Battle Mages from getting to juicier targets, and the Cinerators can take a beating almost as well as their Bastion brothers. Sadly, they didn't kill as many pointyeared heretics as I had hoped.

The model that ended up shining was Terence the Templar. He went toe-totoe with a Phoenix and came out way ahead. With Epic Kreoss' Strength of Arms in effect, hitting the Phoenix – and hitting it again – was a non-issue. That POW 17 flail did a lot of damage to that ARM 18 myrmidon, though the Grand Exemplar had to go in and turn the Phoenix into a smoldering wreck. Gotta love Armor Piercing.

In the end, there was little I could do to prevent Bryan's mitten-handed mages from moving my models around and giving Rahn ready access to Kreoss. While I had hoped Rahn and Mikael could sit and talk about the weather – or maybe talk about the government – the Adeptis sent the Grand Exemplar to make his peace with Menoth. I thought the staff challenge would be a great way to get me back into my hobby room, break out my model tools, and remind me how much fun this hobby of ours can be. I have a nasty habit of allowing life to get in the way of my leisure activities!

When the Wheel of Factions spun my fate, we had recently wrapped up work on the Retribution book. With Iosans fresh in my head, I was pleased the spinner landed on Scyrah's defenders.

Planning the Army

Throughout work on the Retribution book, Adeptis Rahn stood out to me as the most compelling warcaster, so a Battle Mage Theme Force was right up my alley. I'm a sucker for heavy warjacks, so I built an army list that utilized the Tier Two benefit of Rahn's Theme Force. Not only would I get an Arcanist for free, but I'd also have a nice mix of heavy myrmidons and plenty of spell-slinging troops to maximize the effect of Rahn's feat. It could pose a problem if my opposition fielded several models with Stealth or if we played on a table with a lot of terrain and I faced a good deal of Pathfinder, but otherwise I figured the force would be pretty well balanced.

My Gameplan

For this army, it's all about maximizing Rahn's feat. I would need to position my battle mages deliberately to keep them on the table and in position to wreck face when Rahn used his feat. I would need to be careful about spells like Chain Lightning or Ashes to Ashes that could wipe out an entire unit with a few lucky rolls. I expected to use my feat early because I believed my force would struggle to recover from being hit first.

My Opponent

It was a fun twist of fate to be facing Jen. Recently, she has been playing a lot with the Retribution, but on this occasion she would field a Protectorate force for a change of pace. I, on the other hand, am usually a Protectorate player who was fielding Retribution for a change of pace. I might not have much experience yet with Scyrah's defenders,

Bryan Cutler: Retribution

but at least I'd have a healthy familiarity with the models hunting me down.

The Game

I was somewhat relieved that Jen didn't bring a bunch of models with Stealth, nor did she have Ashes to Ashes at her disposal. However, she did have a disgusting amount of Weapon Master marching toward me. I knew if I let any of those troops get close to my front lines, I was in for a beating. To keep the Exemplar death merchants at bay, I used a combination of the Battle Mages' Force Bolt push effect and Rahn's spells Polarity Shield and Telekinesis. Often that meant pushing Jen's troops back just far enough that she would only really have one viable charge target (one of my heavy myrmidons), but it would be affected by Polarity Shield so it couldn't be charged.

When more of Jen's army was in position than I could account for, I popped Rahn's feat and managed to destroy the majority of Jen's Exemplar Errants. After some overzealousness on my part got my Pheonix scrapped earlier than I would have liked, I hung back and zapped Jen's troops with magic as they continued their approach.

As Jen's force advanced, she ran her troops into melee contact with my troops, and then on my turn I Force Bolt pushed them back out of charge range again. The plan wasn't sustainable, and if it weren't for the few boxes of damage I did each turn whittling her troops down, it wouldn't have worked.

After a couple well-placed shots from my Hydra that put some holes in the armor of her warjacks, Jen made her move and came at me with Kreoss. He wasn't able to take Rahn out, and on my turn a lucky critical hit from a Battle Mage knocked Kreoss down. Rahn arrogantly sauntered over to Kreoss and hit him repeatedly with his elven

MODEL/UNIT				COST
Adeptis Rahn		+6 war	jack po	<u>ints</u>
Hydra				g
Phoenix				10
Battle Mages				5
Battle Mages				5
Magister				2
Arcanist				0
TOTAL				25

Pokey-Stick of Death until the match was over.

The Long and the Short of It

It was nice to see Rahn's plan work as well as it did, though to be honest it was kind of tough for me to watch Kreoss meet with anything other than the success he so richly deserves (I'm a Protectorate player, remember?) We finished the game over two lunch breaks, and it was a lot of fun. I'm looking forward to the next time Rahn can march his Battle Mage brethren back onto the field.



TERRAIN BUILDING LEGION ENCAMPMENT





By John Salmond

Conquering the world at the behest of a mighty dragon can take its toll—even on the relentless Legion of Everblight. A blighted Nyss warrior occasionally needs a bit of shut-eye before engaging in the next round of cold, merciless slaughter.

So where do the Legion rest their weary, horned, and scaly heads? This article will show you what a typical Legion encampment might look like and will teach you how to build its component parts. With the terrain featured in this article, you can build compelling Legion of Everblight game boards or add a bit of variety to your next snowbound battle.

WHAT YOU'LL NEED

1/8 [°] Masonite
White glue
2 [°] Nails
3-1/2 [°] Nails
Hot glue gun
Pins
Thread or thin wire
Formula P3 Paints
Formula P3 Brushes
Water
Styrene (plastic) strips

Baking soda Mixing cup P3 Hobby Knife Needle-nose Pliers 1/4[°] Poster board Formula P3 Spray Primer Sifted sand Small sticks 8-1/2[°] x 11[°] Card stock Formula P3 Mixing Medium











TENTS AND FIRE PITS

1. You can make the round tent from a fairly standard element: a 5[°] blast template. First, draw 1[°] squares on all the masonite to help with the measurements. On the round tent, include a 2-1/2[°] border for the tent stakes. The long tent will have a smaller border. Draw all the markers before you cut out the masonite and file the edges. Place the nails in the center of the long tent, 4[°] apart, and place the tent stakes in a straight line with the nails. Measure 2-1/2[°] from the nails to place the tent stakes for the doors, and set the stakes 1/2[°] apart. Draw a line connecting the tent stake markers. The closer tent stakes on the line should be 1-1/4[°] apart. You will also need to cut out a piece of masonite the size of a 5[°] blast template for the campfire's base.

2. Use a hot glue gun to attach the nails. Use 2° nails for the long tent. The round tent will have a center post $3 \cdot 1/2^{\circ}$ long with four 2° nails.

3. For the tent stakes, you can use a standard straight pin and make the bend with needle-nose pliers. A rounded bottom will give the glue something to cover and allow it to attach to the masonite more firmly.

On the long tent, set the stakes and hold them in place with needle-nose pliers. Use the hot glue gun to attach the pins.

4. For the round tent, draw a straight line in the center of each 1[°] square. Then draw four more going across the squares' connecting points. Measure $1-1/2^{\circ}$ from the blast circle and make a mark for the tent stake.

Glue all the stakes down on each dot.

5. Create a base that will allow a tent wall to be attached to the round tent. Cut out a piece of poster board the same size as the tent base (1/4) and attach the circle with white glue.

Once everything is dry, lightly spread white glue anywhere you want to add dirt to the round tent base, the long tent base, and the fire pit. On the fire pit, build up the walls slightly to make it appear dug out. Once the glue is dry, be sure to use primer on the metal pieces.

Use lightly watered-down Battlefield Brown to cover all the sand.

After the paint dries, use 'Jack Bone to drybrush the sand. Using only one color for a winter scene will make everything appear cold and dead. Paint the nails and the center of the long tent with Thamar Black.

6. Use thread to create a rope system, wrapping it around several times before you before you glue it with Formula P3 Super Glue. After it dries, cut off the extra thread.

















7. To attach the upper portion of the walls of the round tent, cut out 3[°] blast circles of poster board and attach them to the nails with hot glue and Super Glue. The pieces should just rest on the 2[°] nails to keep them level.

8. While everything dries, start on the fire pit by drybrushing the center with Thamar Black.

Drybrush Bastion Grey over the black.

Before attaching the wood, continue drybrushing with Skorne Red, then Khador Red Base up to Khador Red Highlight and finish with Heartfire and Cygnus Yellow.

9. Use dried sticks to make the fire. Break them to the desired size and glue them in with hot glue.

10. After the logs have dried, drybrush them with Bastion Grey to "age" them a little. Drybrush Thamar Black over any areas you want to look burnt. Lightly drybrush a 50/50 mix of Bastion Grey and Morrow White here and there to create the ash.

To create flames, paint the logs using the same process you used to paint the coals.

11. Using a hot glue gun, apply a thin layer of hot glue to the areas of the log that will appear to be burning.

To create the flames, apply a second layer of hot glue to a log, blowing on it to let it cool. Shape the glue as it cools by pulling it off or cutting it. This may take a little practice, so you may want to try it on something else first.

Drybrush the flames the same way you painted the ash and the logs.

12. Use the template for the long tent and cut the sides out of normal paper first. This will allow you to make fine adjustments to the template before you cut the final piece out of card stock paper. Bend the darkened flaps on the template along the straight line. You will use this to fold under the entrances to hold the template in place. Put white glue in the crease before placing the template. Close the flaps over the thread of the entrances.

13. For the round tent, you will need to cut out the 3⁻ circle, then the outer circle. From the inner edge of the template to the middle line, make cuts in the paper to fold over the top of the tent structure. Apply glue to the bottom of the base. Attach the tent wall by using stickpins to keep the card stock in place. Then apply glue to the top and fold the cut edges onto the top of the structure. Let this dry completely before doing anything more with this structure. Alternatively, you can use a paper cup to apply the tent wall.

14. Once your tents have dried, mix one part white glue, one part water, and one part Menoth White Base in a cup. Gently apply the mixture to the tent walls. As the walls begin to soften, gently press them in to create the folds and let dry.



















15. To create snow, mix one part white glue and one part water with baking soda until the mixture is the consistency of pancake batter.

Apply the mixture to dirt areas as desired. Try to leave some areas exposed to create contrast in your terrain pieces.

16. Once you have applied a semi-generous layer of the mixture, cover all of it with dry baking soda. Wait about five minutes, and then use the back of a Large Drybrush to make footprints in the snow. Let the terrain piece dry for more than twelve hours.

Use an old brush with some stiff bristles to gently remove most of the dry snow.

17. Next, use an old brush with long, soft bristles to remove the rest. (The soft bristles do not dig into the snow if it has not completely dried.) Put the terrain pieces in front of a fan for another six hours or so to completely dry the snow. Then use the brush again to remove the rest of the baking soda.

18. Once it has all dried, use Battlefield Brown to drybrush some mud onto the snow. To simulate snow melting, shine the snow and dirt around the fire's edge with Formula P₃ Mixing Medium. Add a shine to the mud areas as well.

Mud has not been painted on the bases of the tents because more snow will be applied later.

19. To drybrush the tents, use a Menoth White Highlight and bring it up to Morrow White on the leading edges.

20. For the entrance, fold a triangle door with a crease in the middle, and glue it to the side of the round tent, over the seam in the tent wall.

21. Glue the door in place with the glue mixture you used on the walls. You may need to work the door a little bit with a hobby knife to shape the opening.







CAGES

I. To build the cages, you can keep the walls uniform by drawing out a stencil out for them. Cut the styrene strips out to the desired length. Sharpen the top edge with a hobby knife. Place them on the stencil and lightly glue them using Super Glue. Once the piece has dried and you have removed it from your stencil, you can add more glue to reinforce the structure. Repeat this process to create two walls for each cage.

2. To attach the two walls, cut out another set of crossbars and use these to attach the two side walls together, creating the back wall. The front of the cage, where the door will be should only have a crossbar at the top and bottom. Make a door hinge out of the same vertical wall piece but add a styrene tube to the edge.

Make the door, using the hinge as one of the edges. Attach crossbars for the cage floor.

3. Slide a larger tube over the hinge piece. Place the door over the opening and slide the tube on the bottom of the hinge to check its placement. Glue the hinge in place and remove the door to let the hinge dry.

Reattach the door. Place the top tube for the upper part of the hinge and slide it up slightly so the door can move freely. Glue it in place. Once it dries, give the cage a more threatening appearance by carving small spikes and adding them randomly. 22. Each tent will feature its own set of glyphs: several glyphs will cover the long tent, while just a few will decorate the bottom of the round tent. First, draw the glyphs with a sharpened pencil.

23. The glyph here was painted Sanguine Base using a Fine Hobby Brush. If you are running short on time, you do not need to paint all the glyphs.

Next, drybrush Bloodtracker Brown along the bottom edge of the tents to create a weathered look. You can also add a <u>small amount of medium green</u>.

24. For the round tent, apply the ropes the same way you applied the ropes to the long tent.

25. Create the roof using the round roof template. Twist the roof into a cone shape and glue the flap. After it has dried, apply the roof to the top of the round tent. After that has dried, paint the roof the same way you painted the tent walls.

Next, you can indicate where snow has been shoveled and piled up to make room for the tents. Use the same process as before but make your mixture thicker. You will also need to let it dry longer. (This step can also be skipped if you like.)













4. Paint the cage with Pig Iron and let dry. Make sure to move the door so the paint does not accidentally glue it in place.

Use Armor Wash to cover the entire cage. Let this dry and remember to move the door (to keep it from sticking).

5. Once it has dried, drybrush Pig Iron over it again. Drybrush a little Bloodstone on the cage to make it appear rusty, then apply a final drybrush of Quick Silver to highlight the edges.

6. Finally, make the poles that will carry the cages. The spikes will hook in the cage to prevent it from sliding along the poles. Paint them using the same method you used for the cages.

Making your own terrain pieces can present several challenges, but it can be a great way to master new methods and techniques. Remember, too, you can always customize your pieces and make the process as simple or as complicated as you like. Your encampment should be as relaxing and enjoyable for you as it is for the Legion of Everblight.







The fighting at the frontlines continues unabated. With each passing day, more soldiers and materials are needed. In an effort to get both soldiers and goods to the frontlines as fast as possible, every possible resource has been brought to bear. The trains on both sides run day and night and every rail car, even those that have not seen service in years, has been pressed into use. Sometimes this is done in such haste the old cars' newest residents are not evicted first.

Designed for four PCs of 3rd level, this encounter takes place aboard a fast-moving train. The exact location is unimportant, only that it be in an area where there are rail lines. For the descriptive purposes of this encounter, the location is set in Cygnar traveling from Steelwater Flats towards Fharin aboard the Steelwater Screamer.

This encounter requires the *Iron Kingdoms Character Guide* and the *Monsternomicon Vol 1*.

Skigg By John Meagher & Larry Wile Art by Brian Snoddy & Carlos Cabrera

THE

It is difficult to imagine the capacity for such destruction contained in so small a package. I gaze in wonder at the strange confluence of events that led this creature from common and beloved household pet to vermin outlaw in so short a time. It is the unexpected things in history that are the most interesting. Just as Western Immoren was unprepared for the arrival of the Orgoth, we were also unprepared for the little bundles of explosive carnage that accompanied them as stowaways so many centuries ago. Those skiggs we did not capture or kill escaped into the wild and became feral. Their descendants have adapted to living on the fringe of society, building nests in the strangest of places, including abandoned rail cars. This reminds me of a story...

- Viktor Pendrake

ENCOUNTER BACKGROUND

The party could be on the train for any number of reasons. This encounter could be random or could tie into a larger plotline. Some ideas include:

- The PCs have been hired as mercenaries by the rail company in order to ensure no problems arise during the trip.
- The PCs want to try out this new mode of transportation. Perhaps something interesting will happen during the trip.
- The PCs are members of the military and are taking the train to the frontlines. As is standard procedure,

the PCs would be required to lend aid if any problems were to occur.

• The PCs are in the employ of a wealthy arcane mechanik inventor and are accompanying her and her latest invention back to Ceryl. This is one of the stages of the journey.

SKIGGS ON A TRAIN (EL 5) (ENCOUNTER DESCRIPTION)

The PCs are aboard the train traveling from Steelwater Flats towards Fharin. The PCs are in the barracks car, which is located behind the coal car and the engine. Behind the barracks car are four more storage cars followed by a series of flatbed cars carrying lumber and finally the caboose. Sometime during the trip, an explosion occurs in one of the railcars behind the barracks car. The PCs investigate the cause of the explosion either voluntarily or are ordered to do so. Considering it is a time of war, the threat of sabotage is on everyone's mind.

Once the PCs have settled in and the journey has begun, read or paraphrase the text callout below.

READ ALOUD

The journey has been rather pleasant as the miles roll by. Travel by rail is a novel, and some might say frightening, concept for most, but the steady motion of the cars and the rhythmic chugging of the mighty engine in the background is rather soothing. As you look out the windows of your car, on the left, the majestic Wyrmwall Mountains fill your vision stretching up towards the heavens. On the right, the sun has just risen in the east. This tranquil scene is suddenly interrupted when you hear a loud bang from behind you somewhere on the train.

The players should be encouraged to investigate, either by the train crew or by whichever ranking member of the military is in charge.

You pull open the back door to your car and the chill mountain wind blows into your faces. As you look down, you see the railroad ties flickering by as the train speeds on. Two large steel hooks are clasped together between the two train cars and a large metal bolt holds them together. Additionally, several lengths of thick chain run on either side of the hook mechanism. Across the gap, another door similar to the one you just opened stands closed and locked with a large padlock swaying gently with the motion of the train. To the right of this door, a ladder ascends to the roof of the car.

Either the officer in charge or a member of the train crew has the key to the padlock and hands it over to the PCs upon request. If any PC decides to look underneath the train, a Climb check (DC 10) is necessary to get to a vantage point to see anything of value. If the PCs make a Spot check (DC 10) they see sparks occasionally showering off the lower right side of the second car behind the barracks car (this is the mechanika car).

If consulted, the engineer, an ornery old Mercir native named Jack Samuelson, refuses to stop, claiming he is on a schedule dictated by the military, that the Steelwater Screamer has a reputation to maintain for timely arrivals, and this is "farrow country!" Considering the fate of the Royal Diligence (see NQ24), he's willing to take his chances. If he is informed that there are skiggs aboard, he loudly insists the PCs should "get those mother-scrumpin' skiggs off my mother-scrumpin' train!"

THE IRON HIGHWAY

Each car's dimensions are identical: they are 50' long, 10' wide, and 13' high. Some cars (detailed on the map) have doors to the front and rear, while others have them on the side of the car. Every car has hatches on the roof and ladders at each end for rooftop access.

THE RED POWDER CAR

The red powder car is lined on either side of a central aisle with barrels of red powder, enough to blow the entire train and a substantial length of rail line straight to Urcaen. There are currently no skiggs in this car, but the rather distinctive smell of red powder is in the air and is blowing back along the other cars, undoubtedly letting the skiggs know that more tasty treats await them further up the train.

THE MECHANIKA CAR

If the PCs approach this car from the front door, the first thing they notice is a large hole has been blown through the floor, just to the right of the door. The rest of the car is filled with boxes stacked along the floor and hanging from netting attached to the ceiling. Due to the maze-like stacking of crates, movement in this car is reduced by half. If the PCs look through the hole in the floor, they notice the explosion looks to have damaged the wheel casing of the car. If the party contains any arcane mechaniks, bodgers, or even just someone mechanikally inclined, they might be able to locate the necessary parts among the crates to bodge the wheel casing in order to prevent further degradation and possible derailment. A Search check (DC 10) is necessary to locate the correct parts to start the repairs. A Craft: Mechanika (DC 10)



roll is required to effect any repairs to the wheel casing. While moving through the car, the PCs stumble upon the first skigg.

READ ALOUD

As you work your way through and around the stacks of crates, you squeeze through a particularly tight opening and come face-to-face with a creature about the size of a small dog with mottled brown fur sitting on a crate staring intently at you. Its snout seems to be covered with black soot and it growls menacingly at you.

The skigg bites and claws if a PC tries to grab it. Additionally, if a PC damages the skigg, there is the potential it explodes as it has consumed black powder recently. There is a second skigg in the car, and it is just as unwilling to be manhandled.

THE ALCHEMICAL CAR

The alchemical car does not have entrances at the front and rear; instead, it has doors on the sides like a cattle car. As such, the only two ways to gain entry into the car are either by climbing the ladder to the roof, opening a rooftop hatch and dropping down, or the far more dangerous route of scaling the side

of the car and unlocking the side door. A Climb check (DC 5) is required to scale the ladder to the roof. Failure does not indicate the PCs fall, just that they need to try again the following round. The rooftop hatches are not locked. For a bit of dramatic excitement, the DM may feel free to put in an approaching tunnel so the PCs feel an additional urgency. If the PCs are insane enough to attempt it, a Climb check (DC 20) is required to scale the side of the car. As with the mechanika car, the alchemical car is also filled with crates and barrels, both stacked and hanging from the ceiling. There are three blackpowder-fed skiggs wandering around the car, just as agitated as the two in the mechanika car.

If a skigg explodes in the alchemical car, roll on the following chart to determine the extra effects of the explosion:

ALCHEMICAL MISHAP (D4)

- 1- Acid splash (1d3 acid damage, 10foot. radius)
- 2- Cold snap (1d3 cold damage, 10-foot. radius, everything is coated in frost)
- 3- Sleep gas (as per the *sleep* spell, caster level 3)
- 4- Grease (as per the *grease* spell, 10-foot radius, caster level 3)

If there are any combat alchemists among the PCs, there are sufficient alchemical components in the car to allow a combat alchemist to mix up a variety of low level (1st level only) concoctions.

THE BLACK POWDER CAR

As with the alchemical car, the black powder car must be accessed from above (or the sides for truly insane PCs). A Jump check (DC 5) is necessary to hop from the roof of the alchemical car to the roof of the black powder car. Once the PCs are in the car, read or paraphrase the following text:

READ ALOUD

The smell of black powder fills the air. Toward the front of the car, you can see several barrels have been gnawed open and the floor around them is littered with a thick layer of powder. What at first looked like two large mounds of powder are revealed to be two skiggs, as the little beasts, bloated to near bursting, roll over, tongues lolling out of their mouths. They continue to try to lick up more of the precious cargo.

CONDITIONS

The mechanika car and alchemical car are crammed full of various boxes and



barrels. Movement in these two cars is reduced by half.

The most dangerous part of this situation is the explosive nature of the skiggs. For every skigg that explodes (not counting the one that alerted the party), there is a cumulative 10% chance the train will derail. For every

CREATURE

Remember that the characters can use Monster Lore to realize some important points about the skiggs.

Skiggs (7): CR 1; Tiny magical beast; HD 1d10+2; hp 7; Init +1, Spd 40 ft.; AC 13 (+2 size, +1 Dex), touch 13, flat-footed 12; Base Atk +1; Grp -10; Atk Claw +4 melee (1d2-3), Full Atk Claw +4 melee (1d2-3) and bite -1 melee (1d2-3); Space/Reach 2 ½ ft/0 ft; SA explosion; SQ darkvision 60 ft.; AL N; SV Fort +2, Ref +3, Will -3; Str 4, Dex 13, Con 14, Int 5, Wis 5, Cha 10; Ability Focus (explosion) ^B, Weapon Finesse; Skills Hide +10, Swim +1.

Explosion (Ex): Any full skigg (one that has consumed 2 pounds of powder) that is struck with a weapon or takes damage from a magical attack (*magic missile, fireball,* etc.)

FURTHER ADVENTURES

The events in this encounter can lead to other encounters or more detailed adventures. Some possibilities are:

- Were the skiggs already aboard the unused railcars or were they placed there by a saboteur? The PCs are hired to find out.
- The PCs, accompanying their wealthy inventor patron, continue on to Bainesmarket and then to Point Bourne where they board a steamboat for Ceryl. Perhaps some wild adventure awaits them on the Dragon's Tongue.
- Caspian Rail hears of the near disaster of the Steelwater Screamer and thinks they may have found a way to upstage their competition. The PCs are approached to act as doubleagents against Steelwater Rail.
- A passenger aboard the train is impressed by the heroics of the PCs during the trip and tells them he might have use of their services if they are interested.

successful repair attempt made by the PCs, the chance is reduced by 10%. Needless to say, if the train does derail or the skiggs reach the red powder car, people as far away as Uldenfrost will hear and feel the explosion.

If the PCs uncouple the railcars behind the red powder car, the train crew or

has a 50% chance of immediately exploding (10-ft. burst, 5d6 fire damage, Reflex DC 14 half). Skiggs that consume a mixture of red and black powder explode spontaneously for half damage. The save DC is Constitution-based.

TACTICS

Each round, the skiggs in the mechanika car and the alchemical car move forward toward the red powder car. They are subject to the same movement restrictions as the PCs. There are enough rusted holes in the sides of these old cars to allow the skiggs to scurry along the chains and clasps between them. The skiggs, having consumed black powder, are agitated and bite and scratch if grabbed. However, if the PCs are careful not to injure the skiggs while trying to remove them from the train military officers inform them the train is on a slight downward slope and the uncoupled cars will continue to roll after them! Even if the skigg-infested cars are outrun, they are certain to eventually derail, causing an explosion that will very likely cut the rail line. As such, they do not let the PCs take such a drastic action.

or capture them (perhaps containing them in a large sack), the skiggs do not explode. If asked, the train crew or military officers tell the PCs to lob the volatile beasts off the side of the mountain. No Spot check is needed to see where the skiggs land, as the explosion can be seen (and heard) for several miles.

TREASURE

The skiggs have no treasure other than the powder they have so voraciously consumed. If the skiggs are killed and do not explode, Cygnar has a standing bounty of 20 gp per skigg hide delivered to any magistrate's office.

Upon safe arrival in Fharin, the PCs are offered a reward by Steelwater Rail of 250 gp per PC and the thanks of a grateful Cygnaran military.



<text>

Quarter 31 introduced players to the Thornfall Alliance minion pact along with Lord Carver, the Gun Boar, and the War Hog. This issue's model previews showcase Bloody Barnabas and the Blackhide Wrastler, two members of the Blindwater Congregation minion pact. This article gives players the information they need to play Blindwater Congregation Minion army lists.

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.

Additional background information for the Blindwater Congregation along with rules and background for many Blindwater Congregation models can be found in *Forces of HORDES: Minions*.

Blindwater Congregation

The Blindwater Congregation army heavily features the Gatorman models of HORDES but also includes other swamp-dwelling models, such as Bog Trogs and Swamp Gobbers. Between the tough, hard-hitting Gatorman Posse, the more plentiful Bog Trog Ambushers, and powerful swamp warbeast battlegroups, a Blindwater Congregation army poses a unique threat to its opponents. Remember the option for Bog Trog Ambushers to deploy normally instead of using their Ambush rule. This versatility can allow a Blindwater Congregation army to present a unified front or to strike unseen from the shallows.

ARMY COMPOSITION

An army constructed under the Blindwater Congregation pact can include all Minion models/ units with the Amphibious ability.

An army constructed under the Blindwater Congregation pact can also include Feralgeists, Swamp Gobber Bellows Crew, Thrullg, Totem Hunter, and Victor Pendrake.

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

SPECIAL RULES

• You may place up to two 3" AOEs anywhere completely within 20" of the back edge of your deployment zone after terrain has been placed but before either player deploys his army. The AOEs are shallow water terrain features. AOEs cannot be placed within 3" of another terrain feature.

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hough camouflage patterns are found more often on modern soldiers and armor than in fantasy settings, the desire to strike a pattern across a warjack's hull can be strong as you design your own paint scheme. I have always been fond of the more graphic camouflage patterns from the heyday of World War II battleships and drew inspiration from them for this Modeling & Painting challenge.

A modern camouflage pattern can be tedious to paint, and the heavy detail of most warjacks can quickly make any pattern look overly busy. The strong angles and contrast of the battleship camouflage, with their bold pattern laid across a hull, can actually make a model pop visually (ware piced or if a read rate he actually acrossificated) and (your pieces don't need not be actually camouflaged) and become something a mechanic on the war front of the Iron Kingdoms might lay down with a heavy-handed paintbrush.



By Todd Arrington

WHAT YOU'LL NEED

Formula P3 Paints: **Coal Black** Flesh Wash Gun Corps Brown Hammerfall Khaki **Ironhull Gray**

Menoth White Highlight Thamar Black **Trollblood Highlight Umbral Umber Mixing Medium**

Step I) Lay down a basecoat of Hammerfall Khaki.

Step 2) Apply a wash to the armor with a mixture of Gun Corps Brown, mixing medium, a touch of Hammerfall Khaki, and a touch of Umbral Umber.

Step 3) Paint the camo blocks with Ironhull Grey. Try to keep all the blocks a similar width and spaced toward the bottom half of any given surface. Don't be afraid to experiment with placement or even overlapping blocks. Make your pattern unique!





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Step 4) Wash the lower part of all the camo blocks with a mixture of Coal Black, mixing medium, and a touch of Thamar Black. Blend it into the shape, then line the sides of the blocks for some additional contrast. Don't worry too much about making this perfect, as later steps will allow you to crisp up the outer edges.

Step 5) On the main color, work Hammerfall Khaki into the top 2/3 of any given shape. Feel free to be loose with your brush strokes, as this creates the old-world feel of a mechanic's heavy-handed brush.

Step 6) Add Menoth White Highlight into your Hammerfall Khaki as you move toward the upper 1/3 of any given shape. Continue the stroked pattern.

Step 7) To make shapes "pop" with contrast, use almost pure Menoth White Highlight with this pattern as you move toward the very edge.

Step 8) With your main color well developed, mix a glaze of mostly mixing medium, a small touch of Flesh Wash, and water. Glaze the entire surface and let it run a little into your camo blocks if you like.









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Step 9) With your main color almost finished, start highlighting the upper half of your camo blocks. Slowly blend with Coal Black, Ironhull Grey, and small touches of Trollblood Highlight, working toward the very upper edge.

Step 10) With some thinned Menoth White Highlight, outline the camo blocks with a slight illustrative method. Imagine mechanics liberally swiping a brush a few times. To keep things visually exciting, add definition to the upper part of the blocks while easing off the lines toward the bottom.



Step 11) To put the finishing touch on your work, hit all the rivets and any other highlighted edges you missed with a mix of Hammerfall Khaki, Menoth White Highlight, Coal Black, and Trollblood Highlight.





As you design your own scheme, have fun with it and keep the pattern simple—avoid letting it become overworked. Of course, feel free to experiment, too. This pattern can be easily adapted to other terrain such as a forest or desert by simply shifting the two main colors to something appropriate. You can also add some small triangles or squares of color to make the pattern more distinctively your own. Painting your own models should be fun and rewarding and allow your armies to make an impression on the battlefield.



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PROTECTING YOUR ARMY



By Jarred Robitaille Art by Imigidary Friends Studio, Eva Widermann, Matt Wilson, Andrea Uderzo, Drew Wolf, and Kieran Yander
The forces of Cryx bring swift death to enemies of the Dragonfather with a nightmarish alliance of helljacks, bonejacks, and living and undead forces. As you build your army lists, this article will help maximize your army's fighting power by outlining some of Cryx's primary strengths, including its mighty generals. The description of each warcaster includes an associated warjack and unit or solo. With the right combination of powers and abilities on the field, your Cryx army can devastate your opponents every time.

The Many Faces of Death

Cryxian forces possess the most varied aesthetics of any WARMACHINE army. From the living Satyxis, Ogrun, and Trollkin models to the vast array of patchwork Thralls and the hearty Bane forces, the units serving Lord Toruk take all shapes and sizes. Although every unit fills its own niche, the variety of Cryxian themes allows a player to choose a force based on either utility or visual cohesion. Combining living and unliving units should be done cautiously, however. For instance, the Cryxian abominations Deathjack and Terminus could create problems with living Mercenaries and Satyxis units. Models such as Terminus and Darragh Wrathe also have some abilities that affect only the undead portions of their armies. Weigh the pros and cons of these interactions carefully when building an army list.

Arcade Addihilation

Cryx excels at crushing opponents through arcane power; among WARMACHINE factions, access to models with Incorporeal remains unique to the Nightmare Empire. Many Cryxian warcasters-nearly all of them, in fact-can cast at least two offensive spells. Cryx's direct damage efforts intensify through access to units such as the Withershadow Combine and solos such as the Warwitch Siren and Darragh Wrathe. Cryx also offers a plethora of debuffing spells; almost every warcaster comes equipped with at least one means of debuffing opposing ARM values. Stack these with the ARM debuff of Bane Thralls or Tartarus until even the mightiest

warjack is left brittle and vulnerable to the lowliest thrall. Few opponents possess a sufficient quantity of magical attacks to combat units such as Blackbane's Ghost Raiders or multiple Pistol and Machine Wraiths. Through spells or magic weapons, however, Cryx can dish out numerous magical attacks.

CLOSE COMBAT ATTRITION

Cryx comes equipped with few longrange units but a vast array of closecombat specialists. From the cheap and plentiful Mechanithralls to the more expensive, skilled, and durable Banes, nearly every unit can return models to play. The Necrosurgeon can continuously recycle Mechanithralls. Revenant Crew recycle themselves, while Rengrave can add more to the unit. Blackbane's Ghost Raiders also add to their ranks with each kill, while Tartarus adds models to the Bane units. Through their Vengeance ability, Bane Knights in particular excel in attrition, gaining multiple attacks per turn with movement in between. Cryxian troopers may not look impressive on their own, but their initial numbers can be deceiving, as their unit size may grow from turn to turn.

ODE-MAD ARMY

Cryx can access a large cast of support solos to help improve their forces' performance. Tartarus, Gerlak, Rengrave, and Darragh Wrathe improve the capabilities of their associated units and can each take down multiple enemy models per turn. The Pistol Wraith offers a different approach as an incorporeal stalker of enemy solos, UAs, and warcasters. Additionally, because it is not a shakable effect, the Pistol Wraith's Death Chill chain attack can be used to stall the approach of enemy warjacks and warbeasts. In a similar vein, the Machine Wraith can cause problems in an opponent's battlegroup or thwart a 'Jack Marshal by stealing marshaled warjacks. Only repeated damage to the 'jack will drive out a marshaled warjack's Wraith. At worst, for a single point you can deprive a key part of the opponent's force of focus. At best, you gain a free warjack.



WARWITCH Deneghra

The queen of debuffs, Warwitch Deneghra can devastate numerous enemy models all on her own. The fantastic Crippling Grasp spell can effectively take a melee model/unit out of the game. Parasite typically works best on a low-DEF, high-ARM warjack or warbeast. Her feat, The Withering, can cripple an opposing force; stacked with all her other debuffs, it is often just a matter of moving into the right position. When your opponent has -5 ARM and has been knocked down by Scourge, even low die rolls can be sufficient to crush your foes. Deneghra's debuffs deal with any hard target, but her Venom can help with crowd control or help maneuver her arc nodes into position by picking off models with Stealth. Lastly, her spell list also includes Influence. It may seem unimpressive by itself, but it combines well with her Warwitch Siren sisters. Use Seduction to position models, preferably those with Reach, before Influencing enemy troops into carving up their own. Though quite fragile, Deneghra possesses Stealth and should be able to cripple any opponent long before they can reach her.

Warjack of Note: Nightwretch

Though a powerful spellcaster, Warwitch Deneghra relies heavily on her arc nodes to extend her threat range. All four arc node bonejacks hold their own, but the Nightwretch can deliver the most powerful attack —at range, no less. Deneghra can debuff an opponent's ARM by as much as –5 during her feat, letting the POW 14 Doomspitter leap to an effective POW 19 shot with a 13" threat range. A few well-placed shots from Nightwretches can spell the end for an opposing warcaster or warlock once Deneghra unleashes her crippling debuffs.

Unit of Note: Mechanithralls

Mechanithralls have a fairly low MAT score for a dedicated melee unit. Luckily for them, though, Warwitch Deneghra can lower DEF better than anyone. Between Crippling Grasp, her feat, and knockdown from Scourge, Deneghra can perfectly overcome the Mechanithralls' biggest weakness. Two of these aids also debuff opposing ARM, a bonus that guarantees the Mechanithralls will destroy their targets.



WRAITH WITCH DEDEGHRA

Wraith Witch Deneghra offers a complete package of board control and assassination. Curse of Shadows provides her a potent unit-wide ARM debuff. It also allows her army to pass through them without taking free strikes - a perfect way to bypass tar pit units or soften high-ARM models just enough for the kill. Ghost Walk remains a useful utility spell, while the potent Hellmouth has wide applications as an offensive spell. Not only can it be used to clear out units, it can target a low-DEF model to drag in and kill pesky high-DEF solos, warcasters, and warlocks. Note Hellmouth does not require an enemy target; thralls are easy to hit and cheap enough to be expendable. Use them to get to more difficult targets without spending focus boosting to hit. Hellmouth can also be used to pull opposing models out of the way to clear charge lanes or disengage friendly models. Do not pigeonhole Hellmouth as strictly an anti-infantry spell, however. Its applications are limited only by your battlefield creativity. Venom remains a solid holdover from Deneghra's warwitch incarnation. Marked for Death perfectly complements Curse of Shadows, granting her one debuff for high ARM and another for high DEF. Though helpful, Pursuit can be a difficult spell to use. If cast early on through an arc node at opponents most likely to kill Deneghra, it can enable her to cheat death by dodging nimbly away.

Warjack of Note: Nightmare

An all-around powerhouse of a helljack, Nightmare possesses three base attacks, two of which have Reach. More critically, Nightmare possesses the Prey ability. Teamed with the Wraith Witch, Nightmare also gains Stealth to allow it to advance in relative safety. What makes these two an ideal pair, however, is the relative ease with which the Wraith Witch can help

set up Nightmare's undeniable assassination power. Rather than using Web of Shadows to help Nightmare hit his target, use it to lock his Prey in place for a turn while he gets into position. Thanks to his high MAT and Prey ability, he will have little trouble carving up the enemy. If you cast Curse of Shadows before you send in Nightmare to finish the job, killing even the highest-ARM opponent will be a foregone conclusion.

Solo of Note: Warwitch Siren

Wraith Witch Deneghra has a vast toolbox of spells to cast every turn and often needs an arc node through which to cast them. To get into position, these arc nodes typically need just the 1 focus Power Booster provides; the extra efficiency granted to Deneghra will make her turns truly terrifying. The Siren can also add her own deadly Venom to that of the Wraith Witch on turns in which a boost is not needed, freeing Deneghra to cast the more potent Hellmouth.



IRON LICH ASPHYXIOUS

The Iron Lich comes armed to the teeth with offensive capability. His only troop support spell, Scything Touch gives Cryx's hard-hitting melee troops even more offensive punch. It can be combined with Parasite to ensure that even if a unit does not hit with increased reliability, the ones that do will deal an extra 5 damage apiece. Thus, an Asphyxious force excels against multiwound and warjack-heavy opponents. The Iron Lich also comes with Hellfire and Breath of Corruption, both deadly in their own ways. Hellfire inflicts 2 more damage but stands a much greater chance of missing. When arced, Breath of Corruption is guaranteed to hit its target from within 4" away since maximum deviation at that range will not move the template off the target model. Many of Asphyxious' games are won or lost on repeated castings of these two spells under his feat, Consuming Blight. The feat can also deliver a POW 5 damage roll to living enemy models in his control area. POW 5 may not be all that high for a single, average damage roll, but this

can be deceptive because of the way rolls average out against a whole unit. Against a unit of ten ARM 12 troops, for example, POW 5 will destroy an average of four models. Throw in Parasite (effectively making Consuming Blight POW 8 against that unit), and ten ARM 14 troopers can expect about six casualties. Against a cautious opponent or one whose warcaster can be protected from spells, Asphyxious can still win a game of attrition if you combine the POW 5 damage roll with his offensive spells to soften up other areas of the opponent's army. At worst, the Iron Lich holds his own in melee with a base P+S 15. Parasite, Scything Touch, or both turn him into one of the hardest-hitting warcasters in the game. Once he lands a hit, Sustained Attack allows him to hit automatically with subsequent attacks, making him incredibly deadly against any opponent.

Warjack of Note: Deathripper

One of the cheapest arc nodes available to Cryx, the Iron Lich himself brings plenty of infantry removal to the game and does not typically need the gun from a Nightwretch or Defiler. Likewise, because he possesses plenty of ways to increase damage output, Asphyxious does not need the Armor Piercing ability of a Ripjaw. A Deathripper with a few focus points on it, however, as well as Scything Touch and/or Parasite, can unleash some serious damage in melee. To ensure ample angles of attack or provide backups should one arc node be destroyed, pack at least three into his army list.

Unit of Note: Bloodgorgers

Bloodgorgers bring so much to the Iron Lich. As medium-based models, they offer one of very few ways Cryx can block line of sight to Asphyxious. Their two attacks have a respectable MAT and Gang, giving you twice the bang for the buck with spells such as Scything Touch. Unlike Mechanithralls, which have a similar P+S, the Bloodgorgers can reliably hit their targets unassisted. In fact, the only support the Bloodgorgers need comes from Gerlak Slaughterborn in the form of No Sleeping on the Job and Overtake.



LICH LORD ASPHYXIOUS Lich Lord Asphyxious' approach to

battle differs entirely from that of his previous incarnation. Where the Iron Lich had little troop support and killed primarily through his arc nodes, Lich Lord Asphyxious plays a more in-your-face game with heavyhitting troops and solos. During his feat, Asphyxious brings back the most powerful of his vanguished warriors as spirits who move straight through enemy forces to cut down the most vital enemy models. Though he retains Parasite and Teleport, the Lich Lord has added four powerful new spells to his repertoire. Caustic Mist inflicts no direct damage, but its cloud effect will block line of sight as well as kill any single-wound troopers that enter it. Often an opponent will try to avoid death by clogging all charge lanes to his warcaster. The powerful Death Knell, however, can clear a path to the enemy 'caster on a feat turn. Use Death Knell to make a hole big enough for your models to draw line of sight through, then use Incorporeal to let them charge at whatever angle necessary. If you find targets of opportunity early in the game, Excarnate can be arced to deal with them. The Lich Lord tends to stick relatively close to his army, however, so camping focus for ARM becomes more important than adding one model to a unit. Asphyxious' last spell, Hellbound, denies your opponent the ability to charge your warcaster. Combined with focus camping, this can make

the Lich Lord nearly impossible to take down, which allows him to be close enough to use his feat and his Soul Reaper ability to best effect.

Warjack of Note: Ripjaw

Lich Lord Asphyxious' selection of spells ably support his feat, but assassination runs against high-DEF warcasters and warlocks prove to be his biggest weakness. The Ripjaw can lower the opponent's DEF to a more manageable level and provide an arc node and an Armor Piercing melee attack to boot. Should the Lich Lord advance and subsequently fail in his assassination run, Vice Lock can also hold down an opposing heavy warjack or warbeast for a turn.

Unit of Note: Bane Knights

They bring Reach, high damage output, Vengeance, and the highest ARM value of any unit in all Cryx. Bane Knights serve as solid all-around infantry, but these models also provide one of the longest threat ranges with which to perform the Lich Lord's feat. Under a curse from Tartarus, Bane Knights can charge a model up to 12" away, while Reach allows a player to maximize the number of Banes on a target. The curse also gives Bane Knights the highest effective MAT in all Cryx short of Tartarus himself. The Lich Lord's feat relies on a bit of attrition in the early turns of the game. Their Vengeance ability makes Bane Knights ideal early casualties since they gain additional movement and attacks in addition to returning as vengeful spirits.

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Pirate Queen Skarre

A well-rounded warcaster with solid offensive spells, support spells, and a powerful feat, Pirate Queen Skarre can run a large battlegroup or an infantry horde. The tried-and-true Hellfire spell will unleash direct damage, while Blood Rain, like Asphyxious' Breath of Corruption, offers a reliable AOE attack option. Though it does not have high POW, the Corrosion continuous effect can make quick work of single-wound troopers regardless of their ARM. Backlash can inflict some phenomenal early damage to an opposing warcaster, especially when paired with Satyxis Raiders. Eight to ten hits from Satyxis Raiders with Backlash will kill almost any warcaster. Dark Guidance elevates Cryx melee to levels of accuracy equal to the feats of other warcasters and warlocks, while Ritual Sacrifice, typically cast via a Skarlock, provides her with the extra focus to keep everything running smoothly. Like many Cryx warcasters, Skarre does not have a ranged attack, but her Sacrificial Strike action fills the niche and ignores typical defenses. Skarre can sacrifice a Mechanithrall, for example, to destroy an opposing Manhunter in her command range regardless of its DEF, Camouflage, or Stealth. Finally, her Blood Magic feat provides her army with an outstanding STR and ARM bonus. Combined with Dark Guidance, a Skarre force can achieve a turn of melee brutality nearly unrivaled by any other force.

Warjack of Note: Stalker High DEF, Stealth, good MAT, and both Arcane Assassin and Grievous Wounds make this bonejack an inexpensive and fantastic tool of choice for Skarre. Her feat alleviates its relatively low P+S and ARM for a turn, while Dark Guidance allows the Stalker to spend its focus buying additional attacks rather than boosting attack rolls. Under Blood Magic and Dark Guidance a single Stalker can make up to five P+S 17 attacks to hit DEF 16 with nearly 75% accuracy, an offensive power that can neither be transferred nor stopped by focus camping. Stalkers become 4-point death machines under Skarre's assistance.

Unit of Note: Soulhunters

To maximize the benefits of Dark Guidance and Blood Magic, the pirate queen often prefers to run a large force of infantry. Too many models, however, often cause problems with activation order and clogged charge lanes. Under the watch of Darragh Wrathe, the Soulhunters become a force to be feared, striking from a distance with accuracy and power. Combining the effects of Darragh's Leadership with Tall in the Saddle allows Soulhunters to ignore nearly any model or obstacle in their path as they pick their charge target. Dark Guidance and Blood Magic stack with this to create a unit whose charge attacks hit DEF 18 with over 50% accuracy at an astounding P+S. If used as a unit that strikes from the second rank with Incorporeal, Soulhunters can become a powerful source of 'caster kills.



Skarre, Queen of the Broken Coast

A strong support caster, the Queen of the Broken Coast helps keep her army alive around her while she dismantles her opponent's forces or goes in for the assassination. Her disengagement spell, Admonition, can keep either herself or a member of her battlegroup relatively safe, as it thwarts enemy charges or can even help models maneuver into striking range for the following turn. Black Spot transforms Cryx's typically subpar shooting units into serious threats and makes their fearsome melee units hit with ease. The Death Ward spell makes a fantastic unit buff and the only unit-wide ARM buff in the entire faction. Many of the Queen's games,

however, will come down to proper use of Perdition and her feat. Skarre's feat prevents five friendly models from being targeted by attacks, five enemy models from making attacks, or some combination of the two. It can often be difficult to pick the right models, but you can never go wrong with the Queen herself and her main helljack. Use Perdition on the feat turn to allow one of her warjacks to make its full Perdition move around the back of the nearest enemy model without incurring a free strike. Such a warjack can often find itself in the perfect position to go for the kill, but even if it fails, the opponent still cannot target you for a turn.

Warjack of Note: Deathjack

With skills valuable to any Cryx warcaster, it is the Nightmare Empire's premier dealer of death. Moreover, two of the Queen's outstanding features make the Deathjack especially ideal for her. First, her feat maximizes the Deathjack's Advanced Deployment, as well as its high-powered melee attacks and soul-gathering capabilities, with little risk of losing the 'jack to enemy retribution. Secondly, although the Queen can cast her Perdition spell herself, she is restricted from moving toward the nearest enemy model. The Deathjack, however, can cast the spell itself, but it must first maneuver to a new position from which any additional movement will occur in the most advantageous direction possible. Done properly, the strategy can allow the Deathjack to reach engagement with previously safe models before it makes any combat actions.

Unit of Note: Black Ogrun Boarding Party

Pair these brutes with Skarre for a match made in heaven. An amazing tar pit unit, the Black Ogrun are an impressive ARM 17 with 8 wounds apiece under the effects of Death Ward. A rare Cryxian unit with a high MAT of 7, they deliver more wounds per point than any other unit in the game. The number of resources required to kill this unit will far outweigh their cost and provide a player an ample screen to advance behind in preparation for a crushing counterattack. For those who remain skeptical, the Black Ogrun's guns possess a Drag ability that can help position models for Perdition or simply clear charge lanes. Although the Black Ogrun's RAT may be lacking, they do posses CRA. Also, Skarre's Black Spot complements them perfectly to make them an effective RAT 7 on the move.





Goreshade the Bastard

Goreshade the Bastard distinguishes himself as the Cryxian denial warcaster. His signature spell Mage Blight shuts down opposing magic and feats, albeit at the high focus cost of 5. Against some opponents, especially those who rely heavily on their feats, Mage Blight can be devastating. Goreshade piles denial upon denial. Hex Blast removes opposing upkeep spells, Shadowmancer denies the opponent many shooting threats during the approach, and Soul Gate denies the opponent any counterattack against an attacking warjack. In fact, Bleed stands out as the only spell that does *not* deny the opponent anything directly. Pure denial, however, does not win games but 5 extra points of Bane Thralls in your list can, especially because the Bane Thralls that Dark Summons provides can always reach the opponent unharmed. Proper timing and use of Goreshade's feat can send a hard-hitting unit of Banes crashing into the enemy as a long-range strike or a solid counterattack, as the situation dictates.

Warjack of Note: Slayer

Fairly inexpensive as far as warjacks go, the Slayer has a respectable P+S and exceptional MAT, though its ARM and damage grid are considered subpar in the world of heavy warjacks. Thankfully, Shadowmancer ensures the Slayer will not be crippled on its approach and will deal two attacks at an effective MAT 7 and P+S 18, followed by a P+S 14 attack—an absolute bargain at 6 points.

Solo of Note: Bane Lord Tartarus The only thing better than six free Bane Thralls in your army is turning them into even more. Tartarus provides an element of extreme flexibility to Goreshade's feat. Against high-DEF targets, he can curse the enemy before Goreshade summons them. Against other opponents, Tartarus can activate after Dark Summons to use Death Toll to expand the unit's size. Tartarus' Stealth meshes well with Goreshade's Shadowmancer spell, and his high MAT, Reach, and Thresher help with much-needed crowd control.



Goreshade the Cursed

Goreshade the Cursed forgoes denial in favor of a more offensive approach. He has lost Shadowmancer but acquired Occultation, an especially useful spell for him to upkeep on himself because he prefers to be near the front. Although Occultation does not provide the Dark Shroud of Shadowmancer, Goreshade the Cursed can access Curse of Shadows, which can be upkept and denies the opponent the ability to free strike. The solid Phantom Hunter spell works well on a ranged warjack or one such as Nightmare that can move through terrain. Situationally helpful, Sudden Death will discourage an enemy solo from venturing too close to the front lines. Cast it at the beginning of the game if you can spare the focus. It becomes less useful once battle closes, though, as everyone should be engaged at that point. Goreshade the Cursed also possesses a unique feat in Reanimator. On the one hand, a player can invest in a cheap unit such as Mechanithralls, then sacrifice them to bring back more expensive models such as Bane Knights, who may be able to make Vengeance attacks the following turn. Alternatively, it may be used in scenario

play to rapidly redeploy models into an objective zone. You can't plan your game around the feat, but it may save you if you desperately need to bring models back from the dead.

Warjack of Note: Defiler

Besides serving as a worthy delivery system for Curse of Shadows and Hex Blast, the Defiler gives Goreshade a solid spray attack with which to gun down outlying models and free up models from melee. Phantom Hunter also allows a player to turn the Defiler's spray attack on enemies hidden behind smoke, forests, buildings, and so on. As a spray, it will ignore Stealth as well.

Unit of Note: Bane Thralls

The elite cadre bonus for fielding Bane Thralls is one of the best reasons to field Goreshade the Cursed. With their UA, Bane Thralls will grind their way toward an attrition victory against an opponent fielding an infantry swarm. Should the opponent field an army of 'jacks to deny your cadre bonus, you still have an army of warjack-shredding weapon masters. An obvious addition to the team, Tartarus will grant your unit an increase in threat range, accuracy, as well as yet another means of creating new Bane Thralls.



Lich Lord Terminus

The definitive melee warcaster of Cryx and quite literally a giant among men, Lich Lord Terminus leads from the front and will typically finish his opponents himself when possible. Malediction makes a terrific upkeep that should be cast on turn 1 and, in most cases, left on for the remainder of the game. Making Terminus effectively MAT 9 and P+S 18 solidifies his position of melee dominance. Ravager is best cast on either himself or a helljack with Reach, as most other helljacks would benefit more from just the 2 focus. Try to cast Ravager with a Skarlock if possible, as Terminus needs his focus for ARM if he is to lead the charge. Annihilation is a good source of souls for the Lich Lord, especially if arced early on or if the Deathjack casts it. Terminus becomes a true powerhouse, however, with Shadow of Death and his feat, Dragon's Call. Shadow of Death grants Tough to his undead models within 10"-virtually his entire army in most cases - and can make getting a clear lane to him unreliable at best. It also makes better use of his Sacrificial Pawn ability, allowing him to block multiple bullets with the same body. When you send Terminus into the heart of the enemy, cast Dragon's Call in conjunction with Ravager to kill as many living models as possible and revel in your nigh invulnerability. Abilities such as Arcane Assassin that ignore focus will not ignore souls that add to ARM. Once Terminus loads up on souls and commands a position in the center of the enemy line, opponents will be forced to either withdraw or try in vain to kill him.

Warjack of Note: Seether

Because Terminus typically enjoys keeping plenty of focus for himself, he needs an efficient and independent helljack to complement him. Luckily, the Seether makes a perfect fit, allocated a free point of focus each turn and able to charge for free. Chain attack Grab & Smash only boosts the Seether's efficiency, as does its naturally high MAT. In many games, the only opposing models that can threaten a focus- and soul-laden Terminus will be enemy heavies. Send a Seether to deal with them while Terminus focuses on the opposing army and its warcaster, and you will create a perfect pairing.

Unit of Note: Revenant Crew

What could be better than an army of tough troopers? An army of tough troopers that continuously comes back to life! With Gang and two base attacks, the Revenant Crew can put down a relatively large number of enemy models in a single turn, especially under the influence of Veteran Leader from Captain Rengrave. The strategy can be especially powerful on Terminus' feat turn. Make sure to place your Quartermaster models in a safe place — preferably behind Terminus — or else your opponent might ruin your unending cycle of Revenant onslaught.



The Witch Coved of Garlghast

The Witch Coven of Garlghast may be difficult to master, but the rewards can be great. The Coven comes with a larger CTRL and more focus than any other Cryxian warcaster. Add to this the efficiency of Perfect Conjunction and their rare need to boost hit rolls, and the witches make capable spell slingers backed by a strong variety of support spells. Interestingly, the Witch Coven encompasses multiple activations that allow them to spread their spell slinging throughout a player's entire turn. The ubiquitous Ghost Walk always helps get an arc node into position or assists in unit movement. Veil of Mists adds maneuverability and blocks some line of sight. Curse of Shadows provides a solid ARM debuff to aid the Coven's troopers against hard targets. Their large amount of focus makes the Coven quite capable of running a warjackheavy battlegroup. Infernal Machine bumps the already solid Cryxian warjack selections to the next level: +2 SPD and MAT makes this a force multiplier on any melee-oriented Cryx warjack. Finally, Stygian Abyss is the Coven's signature direct damage spell. Although the Coven typically does not need to boost their hit rolls, the critical Shadow Bind effect of Stygian Abyss ensures other assassination aids such as Pistol Wraiths can hit their targets

reliably. The Witch Coven's feat, Nightfall, gives them and their army a turn of limited reprisal. Use it either to ensure the first attack or to lessen the impact of an enemy counterstrike. Depending on your order of activations and need for Perfect Conjunction, you can activate the Egregore near the end of a turn, have it move forward, and let the last witch use the feat to cover the entire opposing force in Nightfall.

Warjack of Note: Harrower

The perfect match for Infernal Machine, at SPD 7 and MAT 8, the Harrower's Thresher attack can lay entire units low without much focus allocation. Steady and Pathfinder are built in to save the Coven's focus for other warjacks or spell targets. The Harrower's Mortifier Cannon easily picks off models in cover. Ghost Shot makes it just as accurate as the Coven themselves against a model in cover. Given a single focus point to boost the attack roll, the Harrower will pick off opponents for a smaller focus expenditure than slinging spells. Lastly, the Mortifier's 3" AOE can be combined with Curse of Shadows to give the Coven the much-needed crowd control lacking in their arsenal of spells.

Unit of Note: Bile Thralls

Although the Coven lacks crowdcontrol measures, they do come armed with the perfect set of spells and abilities to support the extreme crowd-control specialists known as Bile Thralls. Ghost Walk allows them to cross terrain and disengage from enemy models. Occultation protects them as they cross the battlefield. Even Curse of Shadows can help them disengage and/or help them put down high-ARM multi-wound infantry. The Bile Thralls, combined with the direct damage output from the Coven's Stygian Abyss and the power of Cryx warjacks, will create a well balanced Witch Coven assault.





Master Decrotech Mortedebra

Master Necrotech Mortenebra is the supreme warjack caster of Cryx. Terminal Velocity and Overrun form her signature play style. Terminal Velocity extends threat range and nearly guarantees hits against living models. Meanwhile, Overrun grants extra movement. It can be triggered before the primary threat model is activated, during a warjack's activation to move it around any models it killed, or after a warjack's activation for a retreat to safety. Spectral Steel improves survivability and allows a warjack to fully exploit Overrun by ignoring free strikes and terrain penalties. Mortenebra's Void Gate can serve as an AOE attack as well as deny the opponent focus allocation. Alternatively, Doom Spiral can inflict damage on the opposing warcaster. Mortenebra offers little support for troops beyond her feat, which makes rolling a 7 on two dice nearly 83% likely and rolling an 11 on three dice 75% likely.

Warjack of Note: Leviathan

The Leviathan provides Mortenebra a reliable fire platform to gun down opponents and trigger Overrun from a distance. Mortenebra's Interface ability prevents the Leviathan from wasting allocated focus and allows it to fully exploit its high ROF. Though not typically viewed as an assassination model, it can quite reliably kill an opposing caster thanks to the combination of Mortenebra's Recalibration feat and Interface ability.

Unit of Note: Withershadow Combine

Though Mortenebra offers little troop support, the Combine grants Mortenebra the boon of a free upkeep. Mortenebra relies on her warjacks to perform at top notch every turn, so even a single extra focus point is worthwhile. Admonia also provides a player with a means to remove opposing upkeeps. Finally, Tremulus' Puppet Master further improves the reliability of Mortenebra's force on non-feat turns for that one important roll.



LICH LORD VEDETHRAX

Venethrax plays a straightforward beatdown game. Soul Harvester grants him access to a large number of souls he can use to cast Hellfire and Blood Rain at his opponents, fuel a large battlegroup, or use as ARM and extra attacks in brutal melee. The fantastic Lamentation will shut down opposing spell slingers, while Dragon Slayer allows Venethrax to take down nearly anything in all Immoren. Especially powerful against HORDES opponents, it allows Venethrax to spend his focus killing a warbeast, knowing he will regain focus equal to the warbeast's FURY. Gauging when to use Venethrax's feat can be difficult, though. Ideally, it should be used on a turn that will inflict significant casualties while protecting your own forces behind a wall of damaging cloud effects. To make the most of Charnel Flames, on the other hand, you must plan in advance where you want Venethrax and his most important models to be positioned and try to make cloud effects in those specific locations. It can be a challenge but will be incredibly effective with practice.

Warjack of Note: Reaper

Not just for show, Venethrax's sword Wyrmbane makes him a melee monster under the effects of Dragon Slayer. Unless he happens to be camping a large amount of focus, however, sending him into melee can be dangerous. Enter the Reaper. When it is too dangerous to go to your enemy, this 'jack simply brings them to you. Without placing himself too far into harm's way, the Reaper can reliably bring Venethrax the warbeasts he wants to kill. Harpoon Dragging aside, the Reaper has a respectably high MAT with a P+S 16 Reach weapon. It can put down targets on its own with an effective charge range of 11" and Sustained Attack. Whether it softens the target for Venethrax to finish off with Drag or does the job itself, the Reaper remains a solid investment for 7 points.

Unit of Note: Satyxis Raiders

Central to Venethrax's aggressive play style, his Soul Harvester spell can be maximized only through a large number of attacks. Offering two base attacks with CMA for high-DEF targets and Reach for a large footprint of engagement, Satyxis Raiders provide the perfect complement to Venethrax. Satyxis can take out high numbers of opposing trooper models to keep Venethrax glutted with souls. Other nice bonuses are their high SPD and the Desperate Pace bonus the Captain solo provides, which you can use together to engage the maximum number of enemy models. A highly self-sufficient unit, the Satyxis Raiders provide Venethrax additional resources rather than requiring resources from him.

CONCLUSION

Whether you select your Cryxian force based on a theme like the Satyxis Pirates, Thrall hordes or a more elite force of Bane warriors, or select a force that showcases the unbridled horrors of the Nightmare Empire, the forces of Cryx represent a vast array of possibilities. Whether you enjoy using arc nodes to rain arcane ruin upon your enemies or prefer to destroy your enemies with your own hand, the myriad Cryxian legions offer something for everyone. No matter what you decide, you will find potent combinations and play styles for the multitude of warcasters, warjacks, units, and solos out there. Go forth and sow terror in the name of the Dragonfather.



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Blighted Shadows

The first year of the new Shattered Grounds league format has taken players through the blighted isle of Garlghast in Shattered Grounds: Nightfall and through the badlands of the Bloodsmeath Marsh in Shattered Grounds: Blasted Heath. The third and final season, Shattered Grounds: Blighted Shadows, is sure to close out the 2010 league year with a bang.

Shattered Grounds: Blighted Shadows brings players to the treacherous Wyrmwall Mountains, home of the dragon Blighterghast. Keep an eye out for this season's story, which will detail the conflict between Cygnar, the Protectorate of Menoth, and the Legion of Everblight.

The rules for the Blighted Shadows models found here allow players to take control of the Man-o-War Field Marshal and Mountain Dire Troll or play out the story of High Cremator Zahari on the field of battle. As factions battle it out on the online map, each game will earn individual players Shattered Grounds commendations and bring them closer to unlocking new Stratagems to enhance their armies.









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By Aeryn Rudel Art by Carlos Cabrera, Brian Despain, Luke Mancini, and Slanomir Maniak Lieutenant Berik Havlan aimed his hand cannon at the charging gatorman, centering its sights on the scaly humanoid's head. He drew in a deep breath and summoned his will, relying on his budding warcaster talents to steady his hand, sharpen his eyesight, and make almost imperceptible adjustments in his aim. He could feel the subtle shift of the wind and even the minute tremor in the tiny muscles in his index finger as it tensed around the trigger. This supernatural awareness would add lethal accuracy to his shot.

Berik squeezed the trigger. The stubby weapon unleashed a deafening report and disgorged a short plume of blue smoke. The advancing gatorman's head snapped back as Berik's shot slammed into its skull. Blood, scales, and brain matter splashed into the swamp, and the gatorman collapsed, its limbs churning the murky water as it jerked out its death throes.

Unassailed for the moment, Berik returned his focus to the Lancer thirty feet away. The warjack had been battling a second gatorman before Berik had been forced to pull his attention away. The Lancer had its back to Berik, blocking his view of the gatorman it was fighting, so he summoned forth his will and reached out to the 'jack's cortex. As his mind filled with the Lancer's primitive "thoughts," he experienced the disconcerting sensation of viewing the world through two sets of eyes: his and the Lancer's. An instant after making contact with the warjack, Berik realized the battle was over. The Lancer had skewered the gatorman with its war spear and was holding the impaled corpse aloft like some kind of macabre banner.

Berik holstered his hand cannon and waded toward the Lancer through the waist-deep marsh. Standing over nine feet tall, the Lancer was one of the smaller warjacks in the Cygnaran arsenal but also one of the most advanced. Its primary armaments were a simple, fifteen-foot spear of hardened steel and a large shield bolstered with galvanic energy. However, the Lancer also boasted an arc node, an incredibly sophisticated piece of technology that allowed its warcaster to channel spells directly through the warjack. Twin stacks jutted from the Lancer's armored back, belching black smoke into the balmy marsh air from the firebox of the steam engine that powered the massive construct.

The Lancer's head swiveled toward Berik on oiled hinges as he approached, and for a moment he saw himself through its eyes: a weathered man of nearly forty in mud-spattered warcaster's armor splashing through a mire of brackish water. He felt the warjack's satisfaction through their link as it suddenly swung its spear in a crisp overhand slash, dislodging the impaled gatorman corpse from the weapon and flinging its limp carcass across the marsh. At least, it *felt* like the warjack's satisfaction, but Berik wondered if it was just his own relief reflected back at him through the link he shared with the Lancer. He closed his eyes and shook his head, severing the link between the 'jack's cortex and his own mind. Because he was still a journeyman warcaster, his skill was often unpredictable, and sometimes he had trouble defining the boundaries between his mind and the mechanikal brains of the warjacks he commanded.

Berik placed his hand on the Lancer's hull, taking some comfort from the warmth of the steam engine radiating through the armored shell. "Good work, Blue," he said to the 'jack, patting it affectionately. He noted its shield arm hung motionless at its side. "Scaly bastard took a chunk out of you, huh? Let me have a look at that."

Taking a closer look at the Lancer's left arm, Berik realized the damage was extensive. Hydraulic fluid sluiced down from a ruptured piston high on its upper arm. Deprived of this vital fluid, the joints in the Lancer's arm had no power, rendering it immobile. In addition, the hum of the shock shield's electrified field was silent, which meant the galvanic relays in the 'jack's arm were also damaged. Gatorman weapons were primitive, but they were big, heavy, and swung by creatures strong enough to smash the vulnerable bits of a warjack's anatomy with relative ease.

"Damn," Berik said through clenched teeth. He knew the basics of 'jack repair, but this was well beyond his meager skills, even if he had access to the proper tools. "Not much I can do for that. Best to just dump the shield, rather than lug it around with us."

The Lancer complied by plunging the butt of its war spear into the water, lodging it in the thick mud beneath the surface. Then it reached across its body and pried the useless fingers of its left hand open from where they were curled around the shock shield's grip. The shield fell into the water and immediately sank beneath the surface. This taken care of, the Lancer recovered its war spear and rested it against its shoulder.

"All right, hopefully we've seen the last of these damned gatormen," Berik said, patting the Lancer's armored hull. "I don't think either of us are in any shape to handle even a pack of jumpedup swamp gobbers, let alone another gatorman hunting party."

Speaking to a warjack just felt natural to Berik, as it did to most warcasters. However, his mentor, Captain Vanin Harkus, thought it completely inappropriate to treat armored constructs with such familiarity. This ran contrary to almost everything Berik had seen and heard among other warcasters, but Captain Harkus was adamant on this point and had been conditioning him to motivate a 'jack with purely mental commands rather than spoken ones. The captain would have torn Berik a new one if he'd hear him talking to the Lancer in such a familiar tone. Warjacks are tools, Lieutenant Havlan. Berik heard the shrill, nasal voice of his commander in his head. They are not pets. They are not allies. They are weapons, and they should be treated as such Berik tried to follow the direction of his mentor, but deep down he knew the captain was wrong. Vanin Harkus had probably never heard a trencher rifleman murmuring to his rifle — a rifle that bore a name of its own and was treated with the same reverence and respect as any trusted ally-as he cleaned it or prepared for a firefight. Berik had heard it every day for the better part of two decades.

He had been a member of the Cygnaran Army's 95th Trencher Company for seventeen years: eight years as a trencher and the last nine as a sergeant. He'd actually made it to the rank of master sergeant before his warcaster talents had manifested in the middle of a skirmish between

Cygnaran and Khadoran forces on the Ordic border. His unit had been providing covering fire to a trencher captain, a 'jack marshal running a Cyclone up to the front line where the fighting was thickest. The captain caught a sniper's bullet halfway there, leaving Berik and his unit stuck with nearly seven tons of unfettered warjack in the middle of no man's land. Out in the open, they began taking heavy fire from a unit of Winter Guard riflemen, so they took cover behind the armored hull of the Cyclone. Without the guiding influence of a warcaster or even a 'jack marshal, the big warjack had to rely on its own survival instincts.

It returned fire erratically, often targeting enemies too far away or those that did not present an immediate

threat. Berik remembered being hunkered down beneath the Cyclone, his frustration and desperation mounting. Then, though he could never quite remember why, something had compelled him to reach out and touch the Cyclone's hull. As soon as his flesh made contact with the warjack's giant metal frame, it was like someone flipped a switch in his head. His mind made contact with the Cyclone's cortex, and suddenly he was staring through the eyes of the big 'jack and tearing the entrenched Winter Guard to pieces with sustained fire from his — no, *its* twin chain guns.

It had been an altogether disconcerting experience and one he still didn't fully understand. However, warcasters were a precious commodity, and even grizzled, setinto his skull. Warjacks became his entire life, from specialized field tactics to advanced mechanikal engineering. Finally, he barely managed to pass the rigorous testing that turned him from a trencher sergeant into a journeyman warcaster and a commissioned lieutenant.

As a journeyman on his first tour, he'd been placed under the supervision of a veteran warcaster to continue warcaster training in the field. The warcaster to whom he'd been assigned was a twenty-six-yearold captain named Vanin Harkus. Captain Harkus had been controlling warjacks in battle since he was eighteen and had not been thrilled

The Lancer currently at his side, lacking any prominent feature beyond a new paint job, had ended up simply as "Blue."

in-their-ways trencher sergeants who demonstrated the skill at the tender age of thirty-eight were immediately shipped off to the Strategic Academy. He'd spent the following year having vast libraries of information crammed



to take command of a middle-aged journeyman of questionable skill.

Berik had spent nearly a month under Captain Harkus, who found much to dislike about his charge. High on the captain's list of the older man's failings was the fact that he gave the warjacks nicknames. He'd named one Sentinel "Gunner," he called their Hammersmith "Smitty," and he'd once committed the unforgivable sin of calling a Defender "Biggun." The Lancer currently at his side, lacking any prominent feature beyond a new paint job, had ended up simply as "Blue."

When he was a trencher sergeant, Berik had chosen a nickname for every man in his platoon, usually based on some distinctive physical or personality trait. It had helped him remember his men as more than just surnames with rifles, but as much as he hated to admit it, the nicknames had also helped him keep his distance from the inevitable casualties. Somehow it was easier to deal with the death of "Dozer" than it was to cope with the death of twenty-yearold Private Dexer Oldham, a jovial young man who had displayed the uncanny ability to fall asleep during the middle of a Protectorate rocket assault. To Berik, the warjacks he was given to command were his

"men," and it seemed natural to treat them like any other trooper.

Berik had learned much from Captain Harkus despite the young warcaster's obvious dislike of him, but he'd been relieved last week when he was ordered to board a ship in Mercir-where he and the captain were garrisoned - and sail to Caspia to take possession of a Lancer fresh from the foundry. Any break from his mentor's constant criticism was welcome. The Lancer was being assigned to Captain Harkus, and Berik was to escort it via ship back to Mercir. The Gulf of Cygnar was usually calm this time of year, and Berik had expected a few days of uneventful travel. Instead, a freak storm had blown his galley into the shore near the Fenn Marsh, miring the big ship and leaving Berik, the ship's crew, and a platoon of trenchers with no choice but to make their way through the swamp on foot.

The ship's crew was capable, and First Lieutenant Ardin Hitch, the commander of the trencher platoon, was a fifteen-year veteran with nearly as much combat experience as Berik himself. Getting back to Mercir would mean an arduous slog, but it should be a fairly straightforward task. The biggest question had been what to do with the warjacks. There were three: Berik's Lancer and two Chargers that were being reassigned to the garrison in Mercir along with Lieutenant Hitch's platoon.

In the end, the decision was an easy one. The only road that ran through the Fenn, the Marsh Way was over one hundred miles of muddy, reed-choked byway that connected Mercir and Clocker's Cove. It was seldom used and in bad repair, but it was solid enough to support the weight of three light warjacks, so Berik and Lieutenant Hitch had fired up the Lancer and both Chargers, loading each with huge barrels of coal drawn from the ship's copious stores. It was enough fuel to serve for two days, provided the 'jacks were powered down at night. The plan had simply been to follow the Marsh Way to Mercir, warjacks in tow.

The Fenn Marsh wasn't exactly a hospitable place, especially with the local troll kriels all stirred up by the happenings up north. Most travelers making their way south from Caspia or Clocker's Cove bypassed the Fenn completely and traveled by ship. With three warjacks and a full platoon of trenchers, Berik and Hitch hadn't been too concerned about the dangers of the marsh. That had been a mistake.

The ambush they'd fallen into early this morning, a mere hour from

he could even muster a scream. Despite the chaos and facing what was surely an imminent and painful death, Lieutenant Hitch retained the composure to scream out a final order as Berik and the Lancer rushed to aid him. He told Berik to run, and despite his pangs of shame and despair that was what Berik had done. He blundered blindly into the swamp with the Lancer in tow, leaving the terrible final moments of the massacre behind.

...but the gatormen fought like monsters from a child's nightmare.

the shore, was executed perfectly. The gatormen and their beasts had been hiding in the deep water alongside the Marsh Way, and when the trencher platoon passed them, the reptilian humanoids had sprung from the water and charged from behind. The rest of the battle was a red blur in Berik's mind, the events so terrible he could scarcely bear to remember them. In his seventeen years of service, he'd seen ferocious battles against Khador, the Protectorate, and even the dreaded Cryx, but the gatormen fought like monsters from a child's nightmare. The gatorman shaman leading the attack unleashed waves of black energy that stripped the flesh from men, leaving them to die in agony, while the huge reptilian warbeasts he commanded scooped up trenchers in their terrible jaws and devoured them whole and screaming. One of the Chargers had been reduced to scrap beneath gatorman axes and mauls, and half the trenchers were slain before any semblance of defense or a counterattack could be mustered.

Berik's last memory of the battle — the one that would likely stay with him forever — was of Lieutenant Hitch, the remaining Charger, and a handful of trenchers squaring off against a bipedal gator the size of an Ironclad. The horrific beast had barreled forward, smashed the Charger to the ground with the hurtling mass of its giant, scaly body, and snapped up a trencher in its toothy maw. It bit the unfortunate soldier in half before Berik and the Lancer had splashed through what seemed like miles of reedy marsh before he finally stopped to get his bearings and realized he was hopelessly lost. The gatormen could have easily caught them — the Lancer wasn't exactly designed to slog through a swamp — but there had been no pursuit. Well, no immediate pursuit. He'd survived two smaller ambushes by pairs of gatormen who were obviously on the hunt for them.

Berik now stared up at the heavy plumes of oily smoke rising from the maimed Lancer's stacks and the smaller stack of his own warcaster armor. The smoke drifted high over the tops of the gnarled cypress trees that filled the Fenn Marsh and would mark their location for anyone, friend or foe. Berik sighed heavily and shook his head. Regardless of how visible it made him, without the Lancer and his own armor he had little chance of making it through the marsh to Mercir. Luckily, the Lancer carried a large metal barrel on its back that was filled with enough coal to keep its steam engine and the smaller arcane turbine in his warcaster armor stoked for quite some time. Provided he could ascertain the direction of Mercir, it was probably enough fuel to get him to safety.

"Where the hell are we?" Berik said to the Lancer. He felt the subtle tug of the warjack's cortex pulling at his mind as it turned its armored head toward him. It was an urge with which he was quite familiar; in fact,



before he had learned to control his power, he would frequently slip into a connection with an unattended warjack without even being aware that he was doing it. In recent months he had gained far better control and had learned to draw more distinct boundaries between his mind and a warjack's cortex, but, this required a kind of mental multitasking that, while vital to all warcasters, was exceedingly difficult to master.

Berik pulled a small, battered compass from his pack, got his bearings, then set off. The warjack followed, moving slowly through the water and the underlying treacherous terrain of rotting vegetation, felled cypress trees, and tangled roots. Berik knew Mercir was southeast of where the gatormen had ambushed them, but in his flight from that grisly scene he had become completely disoriented. He figured if he kept heading that direction he'd eventually find the coast, which he could then follow to one of the small fishing villages that dotted the southern tip of Cygnar. From there he could be directed back to the Marsh Way.

Reaching Mercir to report the attack was imperative. Travelers who braved the Fenn Marsh often were killed by gatormen, bog trogs, or even one of the more violent troll kriels, but an organized assault on an armed Cygnaran convoy by gatormen was another matter entirely. The gatormen could be bribed into aiding just about anyone, but those in the Fenn Marsh generally left Cygnaran troops alone. This was simple survival strategy on the part of the loose tribes of gatormen. The Fenn lay between Caspia and Mercir, which both boasted large garrisons of Cygnaran troops. The kind of savage attack Berik and his platoon had suffered would invite severe retaliation from both garrisons, and the tribe of gatormen responsible and possibly one or two tribes that were not-would likely be wiped from the swamp.

Berik had grown up in Clocker's Cove, and though he knew the gatormen had always been a concern for the few travelers passing along the Marsh Way, he could scarcely imagine what would prompt them to be this rash. Although primitive, the gatormen were not stupid, and to take a risk of this magnitude they had to be getting support from somewhere. Cygnar had many enemies who wouldn't hesitate to employ the services of bestial and violent creatures.

These thoughts ran riot in Berik's mind as he slogged through the Fenn. It was hard, filthy work, made harder by the weight of his armor and the tangled morass of mud and debris on the swamp bottom. Stinging clouds of biting insects and the high sun of midsummer only added to the misery.

By the time Berik sighted a strange, metallic shape thrusting up from the murky water of the swamp, the sun was low in the sky and the heat had abated somewhat. He stopped and stared at the object. The water was fairly deep in this area, well up to his waist, and the normally dense cypress trees were spread out quite a bit, creating a kind of sheltered pool within the middle of the swamp.

The sun glinted off the object and Berik caught a flash of blue reflected in the glaring sun. "What is that?" he said as the Lancer behind him came to a stop. The warjack vented a shrill burst of steam that to Berik's ear carried with it a tone of uncertainty. "Yeah, me either," he replied.

Berik suddenly felt trepidation course though his connection with the 'jack, most likely a reflection of his own emotional state but possibly the beginning of the Lancer's own primitive emotions. He knew that warjacks could develop emotional responses and even distinct personalities over time. Perhaps the rigors of combat and an almost constant connection with Berik's mind over the last twenty-four hours had sped up the process for the newly minted Lancer at his side.

"Stay here," Berik said to the Lancer

before wading toward the glinting object. As he moved forward he realized it was fairly large, most of it under the water. By the time he was a few yards away, he could tell it was the hull of a Cygnaran warjack. Excitement and dread washed through Berik, and he splashed rapidly through the water to reach the half-submerged 'jack. It was a Charger, a light warjack easily recognizable by the dual cannon on its left arm. The warjack lay on its right side, the rounded hump of its armored shoulder sticking out of the water along with the tips of its cannon. The insignia of the Third Cygnaran Army's 5th Brigade was clearly visible on its hull above the waterline. The realization that the Charger was one of the wariacks he and Lieutenant Hitch had been guiding along the Marsh Way struck him like a thunderbolt. A quick inspection revealed the type of battle damage Berik expected to see from gatorman weapons and confirmed that this was indeed one of the

The Lancer plunged the butt of its spear into the water, pushing it beneath the inert Charger's hull. Using its own knee as a fulcrum, it pushed down on the spear's haft, the heavy pistons and gears in its good arm grinding away as the 'jack applied more and more leverage to the spear's shaft. Finally, the Charger came free from the muck with a thick, squelching noise and a torrent of bubbles. As it fell over onto its back, its right arm pulled with it a body that had been trapped beneath the 'jack.

Berik staggered back a few steps as Lieutenant Ardin Hitch's corpse pulled partially clear of the mud, his face pale and ghastly in death. It was a horrific discovery, but it explained the Charger's presence. Hitch was an accomplished 'jack marshal — without warcaster ability, but trained to lead warjacks with spoken commands and he had obviously survived the gatorman ambush and led the Charger away during his escape. The two had managed to get this far out

The sun glinted off the object and Berik caught a flash of blue reflected in the glaring sun.

Chargers he'd accompanied from Caspia.

"How in the name of Morrow did you get out here by yourself?" Berik breathed. All warjacks had some degree of autonomy, but without the guiding influence of a warcaster they tended to stay in one place unless attacked or given specific orders. That this Charger had survived the gatorman ambush was shocking enough, but that it had wandered away from the battle on its own was nearly inconceivable. Unless . . . Berik scanned the area around the wrecked Charger for survivors, or at least corpses. There was nothing, only himself, his Lancer, and the still, silent water of the marsh.

"Blue, come here," Berik called over his shoulder, sending a mental nudge to the 'jack's cortex. The Lancer responded immediately and splashed through the marsh toward him, its war spear balanced across one metal shoulder. "Here, flip this poor bastard over." into the Fenn, until . . . what?

He waded over to the corpse of Lieutenant Hitch, grimacing at the grisly wounds that had killed the trencher officer. He had expected to see the massive gashes one would associate with the heavy cleaving melee weapons of the gatormen. Instead, Ardin Hitch had been ripped open from throat to crotch, exposing the spilled contents of his chest and abdominal cavity. The edges of the wound were ragged and imprecise, like a wound inflicted by an animal, but as far as Berik could see nothing had been eaten.

There wasn't much Berik could do for Lieutenant Hitch; there was simply nowhere to bury him in the water-soaked expanse of the Fenn. So he removed the patches signifying Lieutenant Hitch's rank and unit from his uniform and tucked them away. If he made it out of the Fenn, he could at least make sure the patches got back to the

lieutenant's family. With little else left to do, Berik rolled the body over, concealing the dead, staring eyes and the horrific wound that had ended the lieutenant's life. He then moved over to the inert Charger. It was quite obvious what had knocked the 'jack out of commission. A gaping hole was torn in its hull, the thick metal peeled back in strips just above where its cortex should be. The wound was eerily similar to the one that had killed Hitch, although whatever had destroyed the 'jack had apparently found the Charger's innards more to its liking. The warjack had been quite savagely gutted; very little remained of its inner workings beyond a jumble of shattered gears, pipes, and tubes.

Dread clawed its way up Berik's spine, and he noticed the swamp was as silent as a graveyard. Instantly, both his hand cannon and the mechanika blade he wore on his opposite hip were in his hands. In his years as a trencher sergeant he'd come to trust his instincts, and when he felt the cold weight of fear it invariably meant someone or something was very intent on killing him.

Berik let his mind sink into a deeper connection with the Lancer so that he could see the world from its perspective some nine feet off the ground. He then summoned it to his side with a purely mental command. The Lancer surged through the water to stand beside him, its war spear held in an overhand grip.

Through the Lancer's eyes, Berik scanned the surrounding area. He couldn't see anything, but he felt an irritating buzz growing more intense in the back of his skull. Within seconds it had become actual pain. Then, at the edge of a copse of cypress trees some fifty yards away, movement. Something large erupted from among the trees, splashed into the water, and surged toward him. Berik made out a roughly humanoid body, purplish skin, and grasping tentacles before the creature slammed into the Lancer at full tilt. Berik heard the horrendous screech of metal tearing and felt the warjack's surprise through their link, followed by a savage bolt of agony that drove through his brain, completely severing his link with the Lancer. He

suddenly lost all senses as his brain struggled to cope with the abrupt and unsubtle disconnection from the Lancer's cortex. The disorientation lasted only for an instant, and when sight and sound came roaring back into his head, the world had devolved into chaos.

The Lancer was battling a purple, slick-skinned creature spawned from nightmare. It was roughly the same size as the warjack, its sinewy body balanced on two legs. It had virtually no neck, and its head was split by a vast fanged maw and flanked on either side by two long, squirming tentacles tipped with spurs of hardened bone.

Berik realized he was standing in the middle of a melee between a threeton warjack and a scaled, tentacled horror—not the ideal place for a 180-pound journeyman warcaster to be. Worse, he was completely cut off from the Lancer's cortex; the warjack's mechanikal brain was closed to his mental commands. He could shout verbal orders but could not guide or empower its actions. The Lancer was largely on its own, its self-preservation instincts operating at full capacity. Berik stumbled backward and put his back against the wreck of the halfsubmerged Charger. He pointed his hand cannon, trying to draw a bead on the monster battling his Lancer. The creature was a blurred frenzy of motion, tearing deep gouges in the warjack's hull with slashing claws and tentacles. Without Berik's guiding influence the Lancer's attacks were slower, and the creature was able to avoid its spear thrusts more often than not.

Berik realized he had as much chance of hitting the Lancer with his hand cannon as he did its opponent, and without its shield the Lancer wouldn't last long against the creature's relentless assault. Berik drew a deep breath and summoned his will to invoke deflective magic, molding it into the necessary arcane runes. He felt the energy gathering within him, a building tide of arcane force aching to be unleashed — and then a dagger of white-hot light plunged into his brain. Berik screamed as the pain rose into a crescendo of agony, and then he felt the loathsome touch of the creature's mind, a hungry, alien presence, drawing away the arcane energy he had summoned. He heard the creature unleash a low, keening moan. He saw a nimbus of blue light gather around its body, and to his horror, a long gash on its abdomen inflicted by the Lancer's spear closed up completely.

New dread coursed through Berik as he realized what he was facing. Living in Clocker's Cove as a boy, he'd heard tales of the thrullg, a terrible beast living in the Fenn that literally ate magic - a monster that stripped away arcane skill, leaving its practitioners weak and vulnerable. What he'd dismissed as a childhood boogeyman now stood no more than a stone's throw away. The thrullg had devoured his magic, leaving Berik unable to draw upon the sorcerous skill that gave every warcaster, even a journeyman a month out of the academy, an advantage on the battlefield. Berik's options had suddenly become quite limited.

Still reeling from the creature's theft of his arcane energy, Berik again raised his hand cannon and aimed as best he could. He squeezed the trigger and the weapon bucked in his hand, filling the air with the crisp, acrid scent of blasting powder. As he feared, the shot went wide, plowing into the water a full twenty feet behind the creature.



Berik hurriedly began reloading his hand cannon, trying to watch the battle in front of him while fumbling a new cartridge into the breech of his weapon. The Lancer was doing poorly. Its hull was torn open in numerous places, exposing its inner workings. In addition, its left leg had been damaged so badly it could barely stand, forcing the warjack to use its war spear as a crutch and balance its bulk on its right leg each time it thrust its weapon. the water, and Berik clambered atop it, hunkering down well behind its twin stacks. There he was protected from the thrullg's fearsome claws and tentacles but had a clear view of its head and upper torso. He checked his hand cannon, taking slow and deliberate actions in plain view of the creature. He had no idea if it was intelligent enough to understand his actions, but its struggles became frenzied when he leveled his hand cannon at its gruesome head. Perhaps it

New dread coursed through Berik as he realized what he was facing.

Berik finished reloading his hand cannon just in time to watch the creature surge past the Lancer's spear and tear into the warjack's injured leg. Shards of metal and hydraulic fluid splashed into the marsh, and the Lancer toppled over — but not onto its back like the creature had apparently expected. Instead, as its leg collapsed the warjack planted its spear in the marsh bottom and jerked itself forward to bring its enormous frame crashing face-first on top of its assailant.

An angry hiss of steam plumed up around the two as a torrent of muddy water rushed through the tears in the warjack's armored hull. It could mean only one thing: the water had extinguished the fire driving the warjack's steam engine. Without power, the Lancer was little more than a three-ton scrap pile inert and useless.

When the steam cleared, Berik could see the Lancer had pinned the thrullg's lower body beneath its bulk, and the beast was scrabbling madly at the warjack's hull with claws and tentacles, trying to pull itself free. It was able to keep its head above the water, but it was having no luck moving the inert warjack off its abdomen and legs.

Berik knew he would get no better opportunity to dispatch the beast. He plowed through the water toward the downed 'jack and the horror trapped beneath it. The raised mound of the Lancer's back projected well above did know the battle was over and what was to follow was simple slaughter.

Berik drew upon what remained of his haggard will to steady his aim and squeezed the trigger of his hand cannon, filling the world with thunder and smoke. The shot struck exactly where Berik had aimed, smashing into the creature's head between its slitted, reptilian eyes. The thrullg's head rocked back and its limbs and tentacles spasmed as the slug plowed through its brain. Then, like a marionette cut from its strings, the creature went limp, its upper body collapsing into the swamp as the water beneath it turned from muddy brown to a dull crimson.

It was not the sight of the thrullg's still, limp form beneath the inert Lancer that allowed Berik to release a long, shaking breath of relief but the weak thrum of energy he felt stir in the back of his mind as he reconnected with the warjack's cortex. The crippled 'jack's fire had been extinguished and its steam engine stalled when the muddy water of the swamp had come pouring through its hull. Berik could see extensive damage to its hull and limbs. Worse yet, he found himself concentrating much harder than should have been necessary just to maintain contact with the warjack, which meant its cortex was likely damaged as well.

Berik holstered his hand cannon and climbed down off the Lancer to splash into the water beside it. He placed his hand on its hull, immediately feeling the absence of the warm, bubbling energy of its steam engine. "By Morrow, Blue, you're a mess," he said, smiling weakly, feeling something akin to grief through the link he shared with the warjack his own grief, no doubt, reflected through the arcane pathways of the Lancer's cortex. "But we got the bastard, didn't we?"

The Lancer's presence in Berik's mind suddenly dwindled to a single ember, faint and flickering, then disappeared. It was not truly death in the sense that a living creature might experience, but it was an end of something with both consciousness and motivations, however primitive. There was a remote chance the Lancer could be salvaged, but it was so badly damaged that even if a repair crew were able to retrieve it from the swamp it almost certainly would simply be disassembled for parts.

The sun had sunk very low in the sky, and the swamp had grown cool and thick with shadow. Around Berik, a soft susurrus of natural sounds filled the air: the chirping, trilling chorus of nocturnal creatures making ready for the oncoming night. Without his connection to the Lancer, Berik felt empty and exposed, but there was nothing to do but press on.

Berik drew his hand cannon and carefully reloaded it from his dwindling supply of cartridges. He then returned it to its holster and checked his compass. He hoped to hit the coast before he was forced to make camp. He doubted he'd survive a night alone in the swamp, for if the abomination that had attacked him and the Lancer was active during the day, he could scarcely imagine the horrors that roamed the Fenn at night.

Berik turned to the wrecked, inert form of the half-submerged Lancer and again placed his hand on its hull. "Well done, soldier," he whispered. "Rest now." He then turned and waded resolutely away, toward what he hoped was the southern Cygnaran coast and Mercir.

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THE PLAYER GALLERY CRYXIAD WASTELADD

Pat Ohta constructed this fantastic swampboard for his Cryx army, featuring creepy trees, murky water, rotting wooden bridges, and crumbling ruins. The board really conjures up an eerie atmosphere perfect for Toruk's legions.





THE PLAYER GALLERY

A WEALTH OF WHELPS

Anthony Bouvier's horde of troll whelps is a riotous lot with names to fit their individual predilections. Well, all except one. When asked why one of the whelps is named Doug, Anthony replied, "He just kind of looks like a Doug."



Stumbly



Punchy



Норру



Pointy



Smashy



Flippy



Doug



Stompy

THE PLAYER GALLERY

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Howly



Drunky

THE PLAYER CALLERY COTHRALLIDG CHALLENGE

The Painting Challenge of No Quarter #30 was to emulate the ingenuity of the Cryxian necrotechs and transform any non-Cryxian model into a bane thrall, bile thrall, bloat thrall, mechanithrall, or any type of 'thrall for that matter. There must have been a surplus of necrotite in Skell because we received a veritable horde of twisted, necrotic creations. Have a look!

<u>WINNER SIMON FOSTER</u>





Simon Foster is most certainly a necrotech in the making. His skilled necrosurgeons have taken the remains of a fearsome Pyre Troll and transformed it into one of the most terrifying Brute Thralls we've ever seen. Awesome work, Simon!

VASSAL THRALL PIOTR MIKIANS

GORAX BLOAT THRALL RICHARD CLUTTER



Check out page 48 for the next Painting Challenge and see if you can Paint Like You've Got a Pair!

BRIDGE TROLL THRALL CHAD OBENAUER





MANGLED MODEL

General Nemo has returned to his workshop to find quite a mess! The gobbers Puck, Izzy, Lug, and Riggs have decided to aid the warcaster with his next project. Analyze their infernal contraption to help Nemo determine which warjacks the gobbers used. Then put a lock on the door so the gobbers can't "help" again!



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Minion Madness! The third Forces of HORDES preview reveals more Minion terrors.



Crush All Beneath Your Iron Might! Khador in Strategic Academy

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THINK YOU'VE GOT THE METAL?

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