



Privateer Press

NO QUARTER

MAGAZINE™

ISSUE N° 33
Nov. 2010

PRIVATEER PRESS AT GEN CON®

MASTERS, P3 PAINTING COMPETITION & MORE!

HOG HEAVEN

LORD CARVER IN THE GAVYN KYLE FILES



SWAMP STOMP!

BATTLE REPORT: BLINDWATER CONGREGATION
VS. THORNFALL ALLIANCE



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BATTLE MINIATURES GAME



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SCALE



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ON THE COVER

Calaban the Gravewalker 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.

THAGROSH & CO. AT PAX

This year at the Penny Arcade Expo, each HORDES faction had a lot of great, new models to showcase. However, the dragon Everblight wanted to ensure his faction was given top billing and sent a representative to make certain we gave the Legion their due.

We were more than a little surprised when the towering form of Thagrosh appeared out of the crowd with Rhyas and Saeryn in tow. Needless to say, we made sure all the new Legion models were displayed front and center to avoid the wrath of the Prophet of Everblight.



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



OPENING SALVO

FINAL STRETCH

No Quarter #33 represents and showcases the final stretch on a number of projects for Privateer Press. Firstly, it is the final issue of 2010, marking the end of another great year of *No Quarter* material. The magazine saw a number of big changes in both design and content this year and is looking great. In addition, some guy from California took over the position of editor-in-chief.

Secondly, NQ 33 marks the symbolic end of the convention season, with coverage of all the great Privateer Press events at Gen Con. Traditionally, that's been the case for the final *No Quarter* of the year, and this issue continues that tradition. Check out our coverage of the Masters and Hard Core tournaments as well as the results of the 2010 Formula P3 Grandmaster Painting Competition inside.

Lastly, *Forces of HORDES: Minions* hits the shelves this December, heralding an end to the yearlong release of Mk II for WARMACHINE and HORDES. Although I've only experienced the second half of the monumental undertaking to revamp Privateer's two flagship products, I'm proud to have been a part of it. Twelve books in a year is no mean task, especially when you factor in all the development, playtesting, writing, and editing that must go into each one. However, looking back on the six books I was part of, I can honestly say they're easily the best gaming

sourcebooks I've worked on in my professional career. Of course, *No Quarter Magazine* was a big part of the 2010 Mk II push, featuring articles, previews, and other material to support the new rules set.

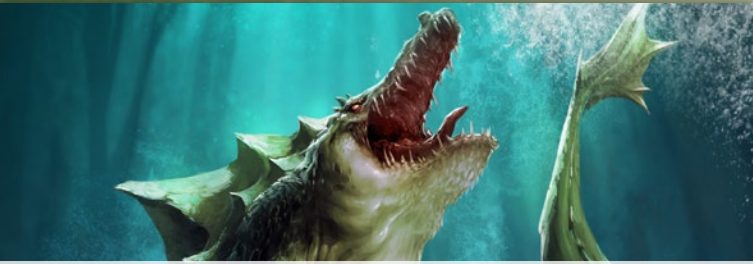
This issue has a lot more to offer than what I've outlined above. Inside, you'll find the final preview of the *Forces of HORDES* books, which features a look at more upcoming Circle and Minion models. Power Progression teaches you how to build a whelp-tastic Trollbloods army guaranteed to keep your opponents on their toes. Gavyn Kyle takes a trip to the animal farm and roots out the dirty secrets of farrow warlord Lord Carver, and Guts & Gears gives you all the icky details on the nephilim. Finally, Josh Sauter gives you the lowdown on Khador in Strategic Academy.

This issue also features an article of great personal interest to me: the triumphant return of the Battle Report. In this riveting confrontation, Ed Bourelle and I go head-to-head with armies built from the new Blindwater Congregation and Thornfall Alliance minion pacts. It's a vicious battle between gators and pigs, and only the tastiest—er, strongest will prevail.

In all, it's been a great year for Privateer Press and *No Quarter Magazine*. As fantastic as this year was, I'm already excited about what Privateer Press has planned for next year. As always, *No Quarter* will continue to be a bountiful source of news, previews, and articles for all the great things coming your way from Privateer Press in 2011 and beyond.

Aeryn Rudel
-Editor-in-Chief

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Take your 25-point Trollbloods army and build it into a face-pounding 100-point behemoth

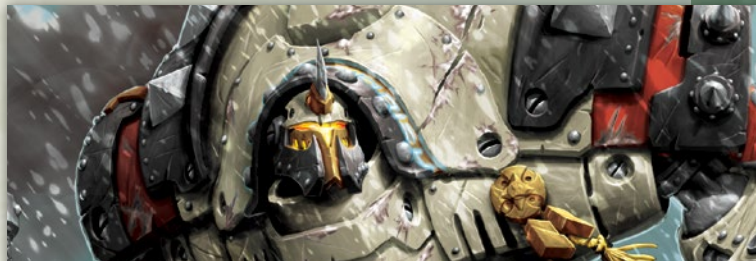
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Full coverage of the 2010 Formula P3 Grandmaster Painting Competition



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Learn the secrets of the Khadoran military and build an army worthy of the Motherland!



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NEWS FROM THE FRONT

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

FOODMACHINE 2010

By Norbert Brunhuber

It's time for the Privateer Press community to band together again and help fight hunger through the annual Foodmachine charity drive. For four years, Privateer Press gamers around the world have held Foodmachine charity events combining their love of gaming with their desire to help the needy. This year is no exception, and everyone can get involved!

A Foodmachine event can be any kind of tournament format with one twist: built in cheating! By donating canned goods, players can "cheat" during their games. The more cans you donate, the more you can cheat. To get started, visit foodmachine.njsobs.com to download a packet with a full list of suggested cheats. The website also has additional information on how to contact the local media and coordinate the event with your local food pantry to make your event a huge success.

To bodge Foodmachine up to Page 5 standards, Privateer Press will be awarding prizes to help recognize the donations. Additionally, the group that donates the most cans overall wins the traveling Foodmachine trophy, currently in possession of the New Jersey SOBs for the past two years running. Schedule your event anytime between October 30th and January 2nd and then submit your results to foodmachine.njsobs.com to enter. A running tally will be kept to show how groups are ranking. Don't worry! Only rankings will be shown, no totals until the end. The winners will be announced in February at TempleCon 2011.

If you're interested in making a difference in the lives of others while playing a game you enjoy, host a Foodmachine event at your game store. For additional information, email foodmachine@njsobs.com.

DONATE LIKE YOU'VE GOT A PAIR!



Just a couple pictures from some of the many Foodmachine 2009 events!

SPORECON 2010

By Wong Wai Liong

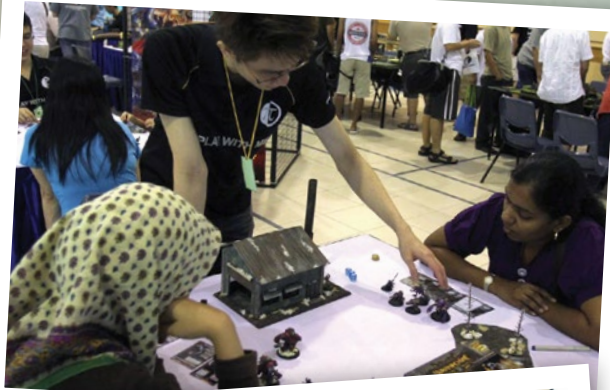
S porecon 2010 was held at the Pasir Ris East Community Centre in Singapore on June 6-7, and for three years running has been the only annual gaming convention in the South-East Asian region. WARMACHINE and HORDES featured heavily within the two-day event, with tournaments, demo games, and open gaming tables available for experienced gamers, casual gamers, as well as any interested newcomers.

Gamers came from all across Singapore and even from as far as the United States to throw down and roll dice in the first official Steamroller Mk II tournament in the region. While the battle to the top was an absolute nail-biter, Keith Lee (below) stood triumphant as the dust cleared, with Terminus and his horde of undead ultimately proving too difficult for the forces of Immoren to withstand.

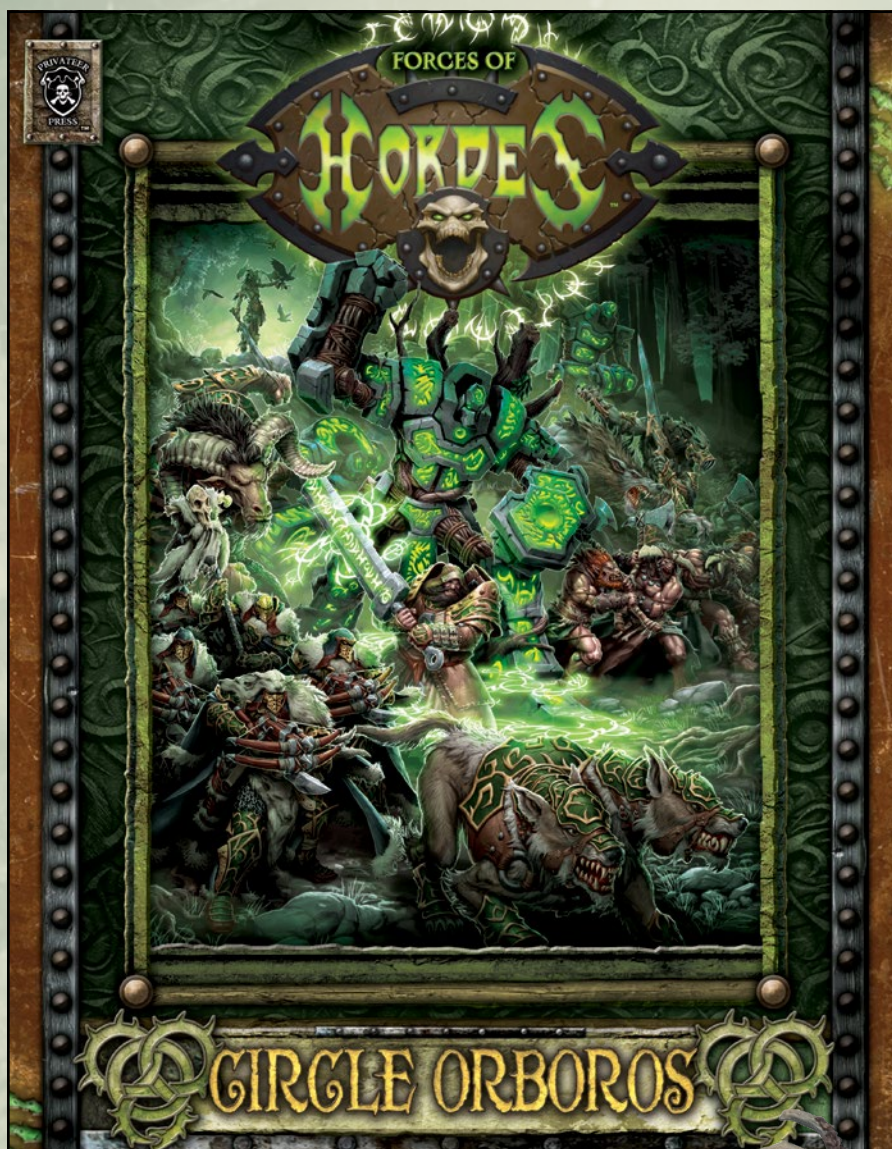
Sporecon has always been about introducing the fun of gaming to the local community, which is why it has never had any entry fees. The event has always been situated within the residential community and is open to the public. All tournament participants are also encouraged to play fully painted in order to fully represent the mind-blowing awesomeness that is a WARMACHINE or HORDES army in full swing.

The next Sporecon will certainly have more WARMACHINE and HORDES on the agenda and will even include special scenarios taken from Gen Con 2010. So if you're in the neighborhood when we're next holding Sporecon, make sure you come down and join the South-East Asian gamers, where more tournaments and games will be available.

As always, PLAY LIKE YOU'VE GOT A PAIR!



NEW RELEASES



FORCES OF HORDES: CIRCLE ORBOROS

The Power of Stone and Storm

The Circle Orboros is humanity's most ancient organization, composed of powerful mystics who watch over natural places steeped in ancient power. While few in number, these druids wield the boundless power of nature and can call upon savage beasts such as ferocious warpwolves and satyrs that stalk the forest as well as armies of human Wolves of Orboros and inhuman tribes of bloodthirsty Tharn. The most powerful druids can even shape stone into mighty fighting constructs called wolds. Where the Circle walks all should fear to tread, lest the power of Orboros be brought against them.

PIP 1041 • \$31.99
(SOFTCOVER)

PIP 1042 • \$41.99
(HARDCOVER)



CIRCLE ORBOROS WARLOCK CASSIUS THE OATHKEEPER & WURMWOOD, TREE OF FATE SOLO

The enigmatic Circle warlock Cassius the Oathkeeper is bound to serve the ancient Wurmwood, Tree of Fate. Wurmwood passes harsh judgment on all who fall beneath its branches, harvesting their souls to fuel Cassius' magic. Those who stand against the Circle Orboros face an unpredictable battlefield, as whole forests spring fully-grown from the earth, entrapping enemies within their deadly green depths.

SCULPTOR: JOSE ROIG
PIP 72043 • \$30.99





SKORNE HAKAAR THE DESTROYER
SCULPTOR: EDGAR RAMOS
PIP 74050 • \$15.99



**TROLLBLOOD FENNBLADE
 OFFICER & DRUMMER**
SCULPTOR: BENOIT COSSE
PIP 71052 • \$21.99



**CIRCLE ORBOROS NUALA
 THE HUNTRESS**
SCULPTOR: YANNICK HENNEBO
PIP 72048 • \$11.99

**LEGION OF EVERBLIGHT BLIGHTED
 NYSS GROTESQUES UNIT**
SCULPTOR: EDGAR RAMOS
PIP 73048 • \$59.99

NEW RELEASES



**CYGNAR TRIUMPH CHARACTER
WARJACK UPGRADE KIT**

SCULPTOR: SEAN BULLOUGH
PIP 31083 • \$9.99



**CRYX MALICE CHARACTER
WARJACK UPGRADE KIT**

SCULPTOR: BRIAN DUGAS
PIP 34085 • \$9.99



**KHADOR TORCH CHARACTER
WARJACK UPGRADE KIT**

SCULPTOR: SEAN BULLOUGH
PIP 33082 • \$9.99



**RETRIBUTION OF SCYRAH DISCORDIA
CHARACTER WARJACK UPGRADE KIT**

SCULPTOR: BEN MISENAR
PIP 35043 • \$9.99



**PROTECTORATE OF MENOTH
SCOURGE OF HERESY CHARACTER
WARJACK UPGRADE KIT**

SCULPTOR: SEAN BULLOUGH
PIP 32079 • \$9.99



**LEGION OF EVERBLIGHT BAYAL,
HOUND OF EVERBLIGHT**

SCULPTOR: TODD HARRIS
PIP 73050 • \$11.99



FORCES OF HORDES: MINIONS *Adapt and Survive*

Whether fighting for their own agenda or offering assistance to others, minions possess unique skills that can be used to turn the tide of battle. As war continues to embroil these tribal cultures into a desperate fight for survival, new and more dangerous beings emerge from the darkness of the wilds. From bloodthirsty gatomen and savage and unruly farrow to the few brave adventurers who blur the lines between the civilized and wild worlds, generals can find minions to suit any battlefield role.

PIP 1043 • \$29.99
(SOFTCOVER)

PIP 1044 • \$39.99
(HARDCOVER)



TROLLBLOOD JANISSA STONETIDE
SCULPTOR: JOSE ROIG
PIP 71053 • \$12.99



MINION WARLOCK DR. ARKADIUS
SCULPTOR: EDGAR RAMOS
PIP 75028 • \$11.99



CIRCLE ORBOROS REEVE HUNTER
SCULPTOR: TODD HARRIS
PIP 72052 • \$12.99

NEW RELEASES



**CYGNAR TRENCHER
INFANTRY UNIT BOX**
SCULPTOR: TODD HARRIS
PIP 71073 • TBD



**MINION GATORMAN
BULL SNAPPER**
SCULPTOR: JASON HENDRICKS
PIP 75025 • \$18.99



**MINION GATORMAN WARLOCK
CALABAN THE GRAVEWALKER**
SCULPTOR: STEVE SAUNDERS
PIP 75021 • \$18.99



**SKORNE VENATOR REIVER
OFFICER & STANDARD**
SCULPTOR: VLADD JUNGER
PIP 74049 • TBD



LEGION OF EVERBLIGHT BLIGHTED NYSS HEX HUNTERS
SCULPTOR: TODD HARRIS
PIP 73050 • \$49.99

SCRAPPERS

IT'S A FRENZY ON THE FACTORY FLOOR!



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



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

THE FACTORY IS OPEN! AVAILABLE NOW!

Find out more at www.privateerpress.com

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A **BODGERS** GAME

by Josh Saulter

Vayl

Teraph

6"

5"

Nephilim Soldier

Nephilim Soldier

6.5"

Mauler

Lug

Brun

7"

Nephilim Protector

Madrak

• Fury Points

• Rough terrain/ snow drift

[illegible]



FORCES OF HORDES MODEL PREVIEWS

By David "DC" Carl and Aeryn Rudel.
Art by Carlos Cabrera, Adam Gillespie, and
Chris Walton.

The final issue of *No Quarter* in 2010 contains the very last of the Forces of HORDES model previews from the *Forces of HORDES: Circle Orboros* and *Forces of HORDES: Minions* books. Nuala the Huntress and the Reeve Hunter solo represent the last of the Circle Orboros previews before the book is released in November, while the Bull Snapper light warbeast is the final Minion preview before its book releases this December.



REEVE HUNTER

CIRCLE REEVE OF ORBOROS SOLO

*It is a poor hunter who lies in wait for his prey to stumble across his path.
Far better to seek out your quarry and bring it down on the run.*

—Hunter Karin Telmos

HUNTER

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



DOUBLE CROSSBOW			
RNG	ROF	AOE	POW
12	1	—	10



BATTLE BLADE	
POW	P+S
3	9



CLEFT SWORD	
POW	P+S
5	11

DAMAGE	5
FIELD ALLOWANCE	2
POINT COST	2
SMALL BASE	

HUNTER

Pathfinder

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

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

Leadership [Reeves of Orboros] – While in this model's command range, friendly Reeves of Orboros models gain Camouflage.

Quick Work – When this model destroys one or more enemy models with a

melee attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Quick Work do not count against a weapon's ROF.

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.

Swift Hunter – When this model destroys an enemy model with a normal ranged attack, immediately after the attack is resolved it can advance up to 2".

CLEFT SWORD

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

hunter is also armed with a deadly cleft sword, which he uses simultaneously with his crossbow, cutting down one enemy in melee and feathering another before his initial target hits the ground.

Using the Reeve Hunter

WARMACHINE and HORDES include a fair number of dedicated sniper models from Kell Bailoch to Widowmaker Marksmen to Strider Deathstalkers. While the Reeve Hunter may appear at first glance to fill the same niche, his role is a bit broader. A Reeve Hunter is at his best when he can charge into combat cutting down foes *and* snapping off crossbow shots.

The combination of Quick Work, Snap Fire, Swift Hunter, and a pair of melee attacks means that the 2-point Reeve Hunter has the potential for massive carnage. Thanks to the 2" move between each bow attack, a Powerful Charge sword attack can lead to a Quick Work crossbow attack to a Snap Fire crossbow attack to a battle blade attack to a Quick Work crossbow attack to a Snap Fire crossbow attack. Sure, a hunter may not *always* find his mark, but a pair of Hunters on a good day can wipe out a dozen enemies in a single turn.

Reeve Hunter

Alone or leading a group of reeves, the reeve hunter is a stealthy predator who uses the forest and his own mastery of woodlore to remain unseen. When the reeve hunter chooses to attack, it is usually with a volley of well-placed bolts, unleashed in a split second from his double crossbow. However, the reeve



NUALA THE HUNTRESS

CIRCLE CHARACTER UNIT ATTACHMENT

She reads prophecy in the blood of our enemies and carves a destiny from their flesh.

—Kromac the Ravenous



Nuala the Huntress

Tharn bloodtrackers are savage killers who become even more bloodthirsty and formidable when led into battle by their legendary hero, Nuala the Huntress. Pushed into a veritable frenzy under Nuala's command, each bloodtracker moves with increased speed and agility, gutting her prey with one hand while pitching sharpened javelins with the other.

Using Nuala

Tharn Bloodtrackers are an impressive combat unit even before the addition of Nuala. Highly maneuverable skirmishers who are ranged Weapon Masters, Bloodtrackers can slay their Prey with ease. Nuala enhances the unit's strength in two ways. Her Granted: Reform ability allows the unit to reposition after throwing their javelins to set up their attacks for the following turn or to skulk away into woods or cover.

Quick Work is an impressive ability. When Nuala's unit has targets within 10", they have the potential to double up their attacks by dispatching one enemy with a Fighting Claw charge attack and then a second with a Thrown Javelin. Performed effectively, Quick Work even has the

Attachment [Tharn Bloodtracker] – This attachment can be added to a Tharn Bloodtracker unit.

NUALA

👤 **Advance Deployment**

👤 **Officer**

👤 **Pathfinder**

👤 **Stealth**

Granted: Reform – While this model is in play, after all models in its unit have completed their actions, each can advance up to 3".

Prey – After deployment

but before the first player's turn, choose an enemy model/unit to be this model/unit's prey. This model gains +2 to attack and damage rolls against its prey. When this model begins its activation within 10" of its prey, it gains +2" movement that activation. When the prey is destroyed or removed from play, choose another model/unit to be the prey.

Tactics: Quick Work – Models in this unit gain Quick Work. (When a model with Quick Work destroys one or more enemy models with a melee attack during its combat action, immediately after the attack is resolved it can make one normal ranged attack. Attacks gained from Quick Work do not count against a weapon's ROF.)

THROWN JAVELIN

👤 **Weapon Master**

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

NUALA							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
7	6	8	7	14	11	9	

THROWN JAVELIN			
RNG	ROF	AOE	POW
7	1	—	3

FIGHTING CLAW	
POW	P+S
3	9

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

potential to increase a threat range since a throw that follows up a charge can be as much as 3" farther forward than a throw after advancing.



BULL SNAPPER

MINION GATORMAN LIGHT WARBEAST

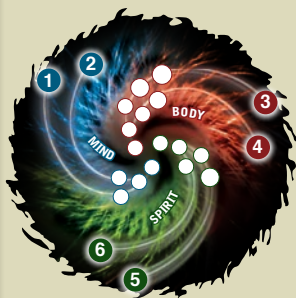
Careful. He's only asleep now because he's still digesting the last poor guy who didn't think he'd wake up.

— Alten Ashley

BULL SNAPPER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	5	1	13	14	6



BITE	
POW	P+S
5	12



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

activation ends immediately after the attack is resolved and you can remove 1 fury point from this model.

BITE

Sustained Attack – During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

BULL SNAPPER

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.

Blood Thirst – When it charges a living model, this model gains +2" movement.

Man-Eater – This model can charge living warrior models without being forced.

Torpid – If this model destroys a living enemy model with a normal melee attack, this model's

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

SPINY GROWTH 2 6 - - NO NO

Target friendly Faction model gains +2 ARM. If a warjack or warbeast hits the affected model with a melee attack, the attacking model suffers d3 damage points immediately after the attack has been resolved unless the affected model was destroyed or removed from play by the attack. Spiny Growth lasts for one round.

TACTICAL TIPS

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

BLOOD THIRST – Modifiers to movement apply only to a model's normal movement.

The Bull Snapper also has an indispensable animus in the form of Spiny Growth. Perfect for Barnabas, Calaban, Wrastlers, and Spitters, as well as for the Bull Snappers themselves, Spiny Growth gives a Blindwater Congregation army a real edge in any war of attrition. These efficient little chompers are always a bargain, but they really come into their own when charging living enemy warrior models at massive range and without being forced.



Bull Snapper

Powerful gators with an insatiable hunger for human flesh, bull snappers are terrifying monsters that lurk beneath the still surface of swamplands held by the Blindwater Congregation. Surging up from the water, a bull snapper seizes its victim in jaws that close with the force of a colossal bear trap, ensuring its target cannot escape a bloody and painful demise.

Using the Bull Snapper

Like the lesser warbeasts of the Legion of Everblight, the Bull Snapper has a FURY stat that is as high as its point cost. Unlike those 'beasts, however, the Bull Snapper can perform power attacks. Slams and Headbutts are very beneficial options for dealing with opposing warbeasts and warjacks.

A Privateer Press Forces of HORDES Battle Report

SWAMP STOMP

By Ed Bouelle and Aeryn Rudel • Art by Mike Bruinsma,
Carlos Cabrera, Matt Dixon, Mariusz Gandzel, and David Kuo

With 2010 winding to a close, it brings an end to the yearlong release of Mk II for HORDES and WARMACHINE. The final book of 2010 is *Forces of HORDES: Minions*, and to celebrate this momentous occasion, we present a Minions-themed battle report. Soon enough, you'll be able to add new Minion warlocks, warbeasts, and troops to your HORDES armies or simply play a Minion-only army via the new minion pacts. The goal of this Battle Report is to showcase some of the awesome potential a Minion army can bring to the table.

For our all-Minion Battle Report, we chose 35 points instead of the normal 50 because the number of models available for a Minion army is currently smaller than other factions. As for the players, Privateer Press Creative Manager Ed Bouelle took command of farrow warlord Lord Carver and his horde of brutal pig-men, while yours truly led ancient gatorman warrior Bloody Barnabas and

his retinue of scaly, swamp-dwelling monstrosities. It was a battle that perfectly highlighted the potential of the new minion pacts, as the masters of Thornfall Alliance and the Blindwater Congregation duked it out for Minion superiority. That's right; here you will witness the age-old struggle of gator vs. pig in all its gory splendor.

My urging to place the battle in the middle of a deep swamp fell on deaf ears—I guess farrow aren't good swimmers. Instead, the battle took place on the edge of a swamp and featured terrain that suited both warlocks without giving either a clear advantage. I was looking forward to feeding my gators a hearty meal of bacon tartar, and Ed was determined to outfit his farrow with new gatorskin shoes and handbags. In the end, it was a brutal and bloody affair that left us both with a healthy respect for the opposing warlock and his army.

Scenario Rules

For this battle, we took the gloves off and went for extreme carnage. A simple kill-the-crap-out-of-the-opposing-warlock scenario seemed to be the best fit for the violence and mayhem we knew would ensue when gator met pig.

The Battlefield

This battle takes place on the southern edge of the Bloodsmeath Marsh where it meets up with the Thornwood Forest. The Bloodsmeath is Blindwater Congregation territory and Bloody Barnabas and a handpicked group of gatormen are scouting along the edge of the swamp. Lord Carver, who has been rampaging all over northern Cygnar and into Ord, is moving toward the border of Khador-occupied Llael, skirting the edge of both the Thornwood and the Bloodsmeath and unwittingly trespassing in Bloody Barnabas' domain.

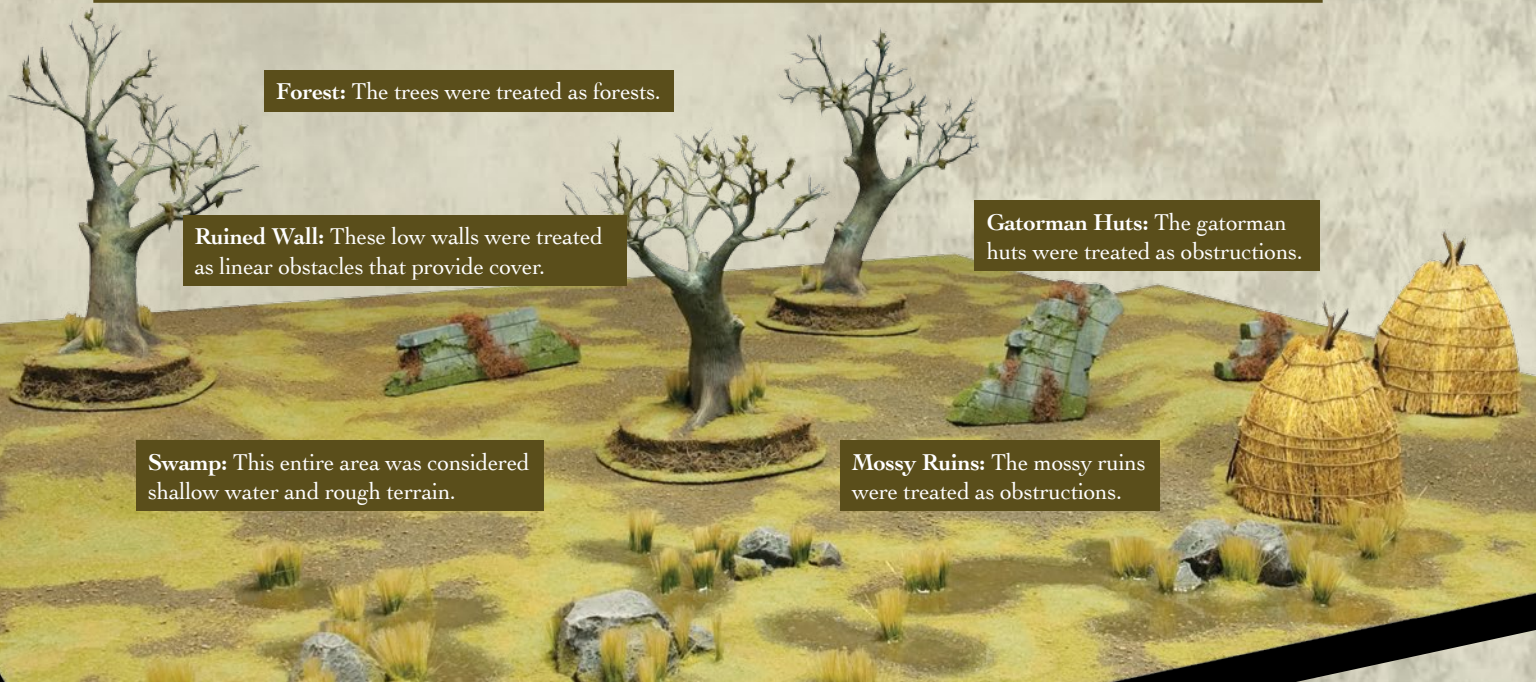
Forest: The trees were treated as forests.

Ruined Wall: These low walls were treated as linear obstacles that provide cover.

Gatorman Huts: The gatorman huts were treated as obstructions.

Swamp: This entire area was considered shallow water and rough terrain.

Mossy Ruins: The mossy ruins were treated as obstructions.



BLINDWATER CONGREGATION —AERYN

What's not to love about a bunch of anthropomorphic voodoo gators? Nothing, if you ask me. I've been itching to play gators for months now, and with the introduction of the new gatormen warlocks and warbeasts that itch became a driving need to see some scaly carnage on the table. I really dig the primal, eat-or-be-eaten vibe of the gatormen, and their brutal, chew-off-your-face melee prowess really works with my personal play style.

I chose to use Bloody Barnabas for this battle because I like a warlock that can throw down in melee. Barnabas brings a P+S 14 bite, a P+S 14 bone cleaver attack with reach, and a P+S 12 tail strike, all at MAT 7. That's a lot of melee whoop-ass if you ask me. However, Barnabas has a solid and versatile repertoire of spells, making him a well-rounded warlock in addition to one that can bite off your head.

When it came time to choose the models for Barnabas' battlegroup, I was giddy with excitement at the chance to use some of the new gatorman warbeasts. My first choice was a pair of Bull Snappers. These low-cost chompers have a nasty bite that comes with Sustained Attack and a great animus in the form of Spiny Growth. For the big boys I went with a Blackhide Wrastler for sheer beat-down ability

and an Ironhide Spitter to add a bit of versatility to my ranged-attack-deficient list.

For warrior models, I started with a full unit of the durable Gatormen Posse. Brutal in melee and with enough damage points to soak up an attack from an enemy warbeast, the Posse complement my warbeasts and will help me deal with Ed's hordes of Farrow Brigands. After that, I chose a full unit of Bog Trog Ambushers to add an element of subtlety to my list and give me a nice little surprise attack for later in the game. Finally, with only 1 point remaining, I added a Swamp Gobber Bellows Crew to help me shut down Ed's ranged attacks by obscuring my models with a few well-placed smoke clouds.





Model/Unit		Points
BB	Bloody Barnabas	+6 warbeast pts
BS	Bull Snapper x2	3 ea.
BH	Blackhide Wrastler	9
IB	Ironback Spitter	8
G	Gatorman Posse (full)	9
BT	Bog Trog Ambushers (full)	8
SG	Swamp Gobbler Bellows Crew	1
Total		35

THORNFALL ALLIANCE — Ed

What's not to love about a bunch of anthropomorphic voodoo gators? The Bringer of Most Massive Destruction, that's what! Maybe it's my love for the late-90s post-apocalyptic pig-man comic mini-series *Oink: Heaven's Butcher* and its follow-up *Blood and Circus*, but the farrow just bring out the homicidal maniac in me. In a good way.

So it goes without saying that Carver kicks things off for me. His feat is truly impressive with the melee arsenal at his disposal, and Elite Cadre gives his Farrow Brigands some serious firepower with CRA. His spell list isn't too shabby either. Batten Down the Hatches will help circumvent Barnabas' feat, the extra speed from Mobility is always handy on a low-speed battlegroup (I play Cryx, so everyone else is low speed), and Quagmire will help me control where Aeryn's models can and can't go on the table.

The limited choices for farrow warbeasts made the battlegroup decisions easy: a pair of War Hogs to capitalize on Carver's feat and a Gun Boar for its overall utility. If I'd had more choices, I'm not sure it would have changed my army list.

I elected to forgo Bone Grinders and double-up on full units of Farrow Brigands. Their utility with Carver's granted Combined Ranged Attack and melee power under his feat was just too much to pass up.

For solo support, I chose Saxon Orrik and Alten Ashley.

Saxon's Reconnaissance will help my Brigands get through any rough terrain the gators can throw out and still use their Heroic Call (instead of March). And Alten? Well, he will shoot things with Bucking Jenny. He really wants some new gator-skin boots.





Model/Unit	Points
C Lord Carver, BMMD, Esq. III +6 warbeast pts	
WH WH War Hog x2	8 ea.
GB Gun Boar	5
B B Farrow Brigands (full) x2	8 ea.
SO Saxon Orrik	2
AA Alten Ashley	2
Total	35



Deployment

Blindwater Congregation - Aeryn

Since I won the die roll to start the game, I decided to deploy first. Before I set a single model on the table, I was able to use one of the unique benefits of the Blindwater Congregation minion pact, allowing me to place two 3" swamp templates anywhere within 20" of my deployment zone. I put my two swamps in areas I thought would cut off charge lanes to Barnabas.

When I deployed my models, I placed Barnabas in the center of my deployment zone with the Ironhide Spitter on his right and the Blackhide Wrastler on his left. Both models were a few inches in front of their warlock. I placed a Bull Snapper within 6" of each heavy warbeast — one on the left and one on the right — keeping my big guns in range of the Snappers' Spiny Growth animi. I placed my Gatorman Posse on my far left flank and the Swamp Gobber Bellows Crew on the far right. Finally, I withheld my Bog Trog Ambushers, planning to make use of their Ambush ability later in the game.



Thornfall Alliance —Ed

With the Bog Trog Ambushers coming in later, deploying my four models without Advanced Deployment was easy. I put the pair of War Hogs in the center, with the Gun Boar to their left and Carver to their right and back just a little.

For my twenty-two Advanced Deployment models, I stuck to the same principal. The two units of Brigands went into tight formations in front of the warbeasts, one in front of the other. Saxon Orrik went to the left of the Brigands, with one foot in the forest, and Alten went to the right, where he could make a first-turn dash to the far forest terrain.



Round 1

Blindwater Congregation - Aeryn

With only a single ranged attack in my entire list, my goal was clear from the word go. I needed to get upfield and engage the farrow in melee before they could shoot me full of holes. Deciding to be cautious, I advanced the Blackhide Wrastler, Ironback Spitter, and Barnabas, moving them up behind a forest. I advanced both Bull Snappers, keeping them within 6" of the Wrastler and Spitter and in range



of the Spiny Growth animus. I ran the Gatorman Posse, making sure to keep them within Barnabas' control area and in position to receive the benefits of his spell Swamp Pit on turn 2. Finally, I had the Swamp Gobber Bellows Crew use Cloud Cover to screen the right side of my army from the ranks of Farrow Brigands across the field.

Thornfall Alliance - Ed

Moving straight into things with Carver, I had the warlock advance around the nearest War Hog and cast Quagmire on the forward Farrow Brigand unit. Following up with Mobility, Carver ended his activation with two fury remaining.

The Quagmired Brigands advanced to the left, Dug In to discourage the Spitter from hocking a loogie their way, and received Heroic Call from the leader. Alten Ashley made the run across the center to the forest that was screening three of the gatorman beasts from the rest of my army. The rear unit of Brigands received Heroic Call and ran forward to the right. With twenty Toughened Brigands for Aeryn to deal with, I hope the gators like to chew—that's a lot of Tough bacon!

On the Mobility-accelerated warbeast activations, the Gun Boar riled for a single fury and ran forward. Both War Hogs ran to their new positions in hopes of some melee next turn.

Lastly, Saxon Orrik made a small advance, staying just within the edge of the protective forest.



Round 2

Blindwater Congregation - Aeryn

Itching to take one of my new gatorman warbeasts for a test drive, I activated the Ironback Spitter and advanced it. I then had the giant, cranky turtle of doom fire off Venom Spit at one of Ed's War Hogs, which, along with the Farrow Brigands, had moved into range. Venom Spit is a RNG 12, POW 14 attack with a 3" AOE and carries with it the Corrosion Continuous Effect—not too shabby. The Ironback Spitter has a RAT 5, which isn't terrible, but I went ahead and boosted the attack roll anyway. I hit the War Hog easily and boosted the damage roll, dealing decent damage but nothing catastrophic. However, I did manage to catch three Farrow Brigands in the blast. Since the three little piggies were Dug In, they were immune to the blast damage, but I figured the Venom Spit's Corrosion effect would slag at least one of them on Ed's turn.

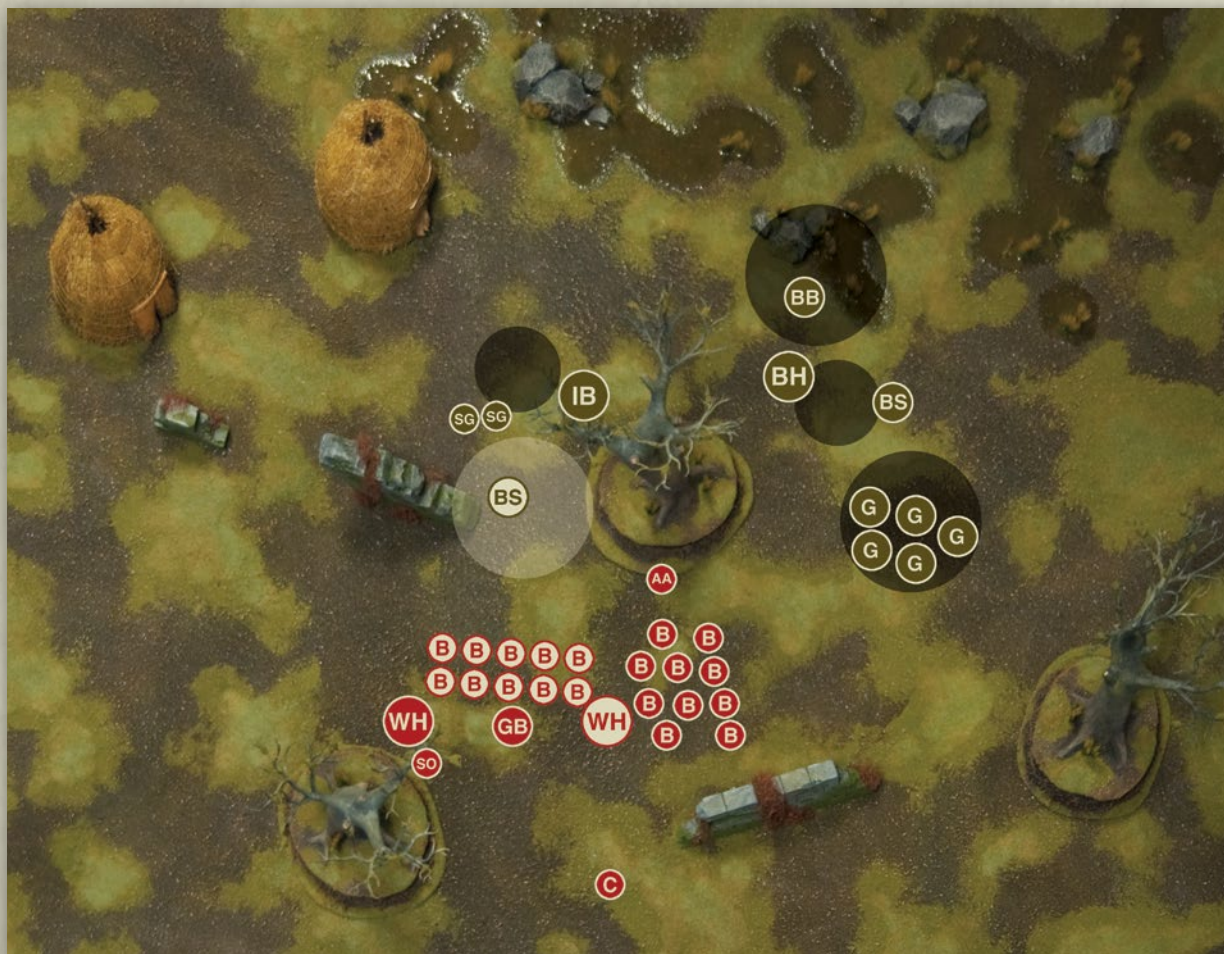
Next, I advanced the Blackhide Wrastler, keeping it partially behind the forest to make it difficult for the Farrow Brigands to get off a good Combined Ranged Attack with their pig irons. I advanced the Bull Snapper on the right side of my army and had it use its Spiny Growth animus on the Ironback Spitter. I then advanced the Bull Snapper on the left side of my force and had it use Spiny Growth on the Wrastler. Gatormen heavy warbeasts are already pretty

tough, but I knew Ed's Brigands and Gun Boars could make life unpleasant for the two scaly colossi if given the chance. Spiny Growth gave me a little extra cushion in the form of +2 ARM in case a volley of pig-iron fire was sent my way.

My next move was to activate Barnabas. Right off the bat, I had him cast three spells. First he cast Swamp Pit a few inches in front of his own position. Then, he cast Swamp Pit again along the path my Gatorman Posse would take on their activation. Finally, he hit the Posse with Iron Flesh and then advanced into the nearest Swamp Pit, ensuring immunity to any ranged shenanigans Ed might get up to on his turn.

The Gatorman Posse came next, and I had them run straight for the Swamp Pit. Inside the Swamp Pit, my Posse was safe from ranged attacks and should any Brigands be foolish enough to charge into melee, they'd face a DEF 15, ARM 18 wall of gator flesh thanks to the Iron Flesh spell and the Posse's own Unyielding ability.

My last bit of business was to advance the Swamp Gobbers and have them drop another Cloud Cover to effectively screen my army from the Farrow Brigands on the right side of the field.



Thornfall Alliance —Ed

The Spitter's shot dealt a bit of damage, and the resulting Corrosion rolls went fifty-fifty during the Maintenance Phase. One point of damage was dealt to the War Hog, one of the Brigands dissolved into bacon grease, and the other two shrugged off the turtle saliva. In the Control Phase, Carver leached fury and upkept Quagmire.

Alten Ashely made a short move into the forest to get line-of-sight on the Spitter and fired Bucking Jenny. I rolled boxcars on the damage, adding an additional 4 points of damage from Alten's Monster Hunter ability. Take that, Spiny Growth!

Leaving his forest, Saxon Orrik advanced to the right and used Reconnaissance on the Brigands with Quagmire, who then received Heroic Call from their leader and charged the beasts to the left of the forest ahead. Several of the Brigands had to run in order to tie up the Spitter, and of the four that charged the Bull Snapper, only one landed a hit, taking out the beast's mind.

The second unit of Brigands also got Heroic Call and charged into the Gatorman Posse but only hit a single time due to Iron Flesh. In the end, all five of the Posse remained.

After casting Mobility, Carver made a short advance and cast Batten Down the Hatches to limit the effects of what Aeryn was sure to hit me with on his next turn. With no good targets for the farrow warbeasts, each of them riled and ran into a position that would allow them to bring the pain next turn.



Round 3

Blindwater Congregation - Aeryn

Whee! Carnage!

Turn 3 is where the proverbial poop hit the propeller. Ed had managed to inflict a solid hit on my Ironback Spitter courtesy of Alten Ashley's Bucking Jenny and had effectively locked down my entire right side thanks to Quagmire. However, I still had plenty of room to kick a little bacon tail.

After leaching, I brought in my Bog Trog Ambushers on the left side of the board, placing them within charge range of Ed's Brigands and maybe one of his War Hogs. Then I activated Barnabas and popped his feat, Black Tide, which knocks down non-amphibious models within his control area. That worked out to be every single one of Ed's models except Carver, his battlegroup, and Saxon Orrik. (I really hate Batten down the Hatches). I followed the feat by casting Warpath and then targeting a Farrow Brigand with the spell Flesh Eater. That poor little piggy didn't stand a chance against Barnabas' badass voodoo, and its life force was used to heal 3 points from the Ironback Spitter's Mind, which had taken a beating from Alten's Bucking Jenny. Next, I sent in my Bog Trogs. Two of the fish men charged Farrow Brigands while the rest ran forward into melee range. The two Farrow Brigands were easily dispatched by my charging Bog Trogs, clearing a path for two members of my Gatorman Posse to attack a War Hog. I also triggered Warpath with the destruction of the second Brigand and advanced my Blackhide Wrastler 3".

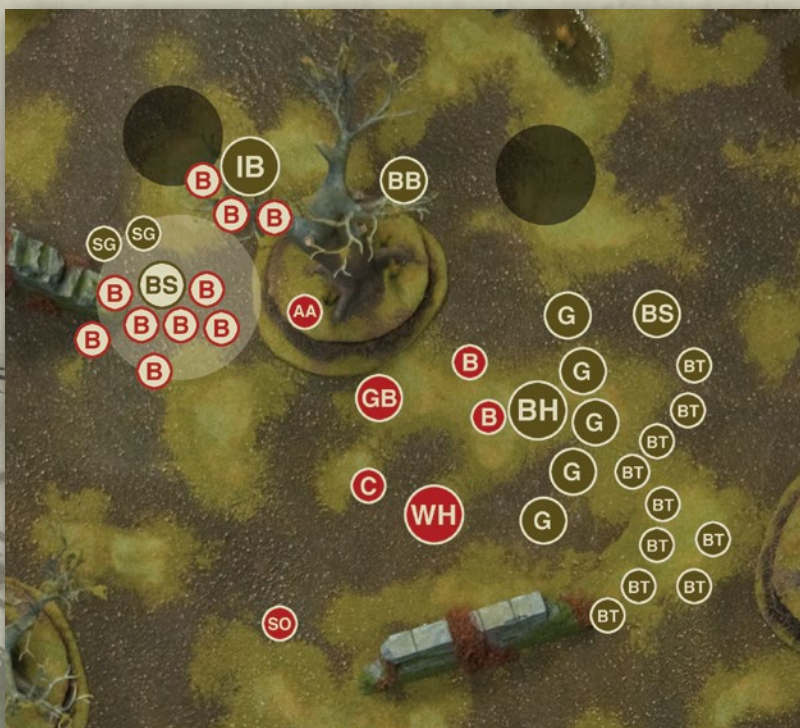
The Gatorman Posse went next. Two of them charged the closest War Hog, hitting the massive farrow warbeast. However, War Hogs are tough as nails, and I only managed

moderate damage despite the charge attacks. The other three Gatormen focused their attacks on the Farrow Brigands right in front of them and destroyed them easily.

With most of the Farrow Brigands out of the way, a charge lane was open for my Blackhide Wrastler to run in and pound on one of the War Hogs. However, before I sent my Wrastler rushing in, I advanced the Bull Snapper on the right side of the field and had it hit the big gator with Spiny Growth. This would ensure my Wrastler was a little tougher in case it failed to kill one of the War Hogs and ended up facing two giant, angry pigs on Ed's turn. With the Bull Snapper's activation over, I activated the Wrastler and charged the nearest War Hog. One boosted bite attack and one boosted claw attack later and the War Hog was ready for the deli counter. My Wrastler had one claw attack left, which it used to eviscerate the nearest Farrow Brigand.

Next up was my Ironback Spitter. Even though it was surrounded by knocked down Farrow Brigands, I was still smarting from Alten Ashley's attack on turn 2. In addition, Alten and Bucking Jenny could prove exceedingly dangerous if allowed free range to snipe at my warbeasts. So instead of devouring the piggies in front of it, the Spitter launched a Venom Spit attack at the famous monster hunter. Knocked down and at DEF 9, Alten was hit and destroyed without need of boosting.

To end my turn, I advanced the Bull Snapper on the right side of my army and let it kill a Farrow Brigand, removing a point of fury thanks to the Torpid ability. I then had the Swamp Gobbers drop yet another Cloud Cover and turned the table over to Ed.





Thornfall Alliance —Ed

We got a War Hog down. We got a War Hog down.

The Black Tide was brutal. Making a few more Tough rolls would have been nice, but one must move on from such setbacks. With all but four of my models knocked down (thank you, Batten Down the Hatches), my melee options were limited this turn. What's a farrow to do?

After leaching all his fury back and upkeeping Quagmire, Carver popped his feat, Hog Heaven, which gave all the Farrow models Overtake and an additional die on melee damage rolls. He followed that up by casting Mobility and Batten Down the Hatches and then charged the leftmost Bull Snapper, turning it into his own personal slop trough with a single blow from Hand of God. Without a point of

fury to his name, it was now up to the rest of Carver's army to protect their leader.

After standing up, the Brigands on the left that engaged the Spitter made melee attacks that left the cranky old turtle with only 4 points on his damage spiral. The remaining batch made a pair of Combined Ranged Attacks against the Swamp Gobbers and killed them both. The two Brigands making up the second unit also got to their feet and attacked: one killed the wounded Gatorman with a shot from his pig iron and the second failed to damage the Wrastler with his club.

With Mobility up, the Gun Boar walked easily into the forest in front of him and boosted a shot at Bloody Barnabas—a one-gun salute to his recently deceased buddy Alten. The shot from the Big Gun connected, and the damage was transferred by the gatorman warlock to the remaining Bull Snapper.

Next, my fresh War Hog cranked up his Aggression Dial and hefted his war cleavers to go to work. First, he hacked apart two gatormen, using Overtake each time to advance into melee range of the Blackhide Wrastler. Having reserved his gore attack for the Wrastler, he boosted the attack on the off chance of landing a critical; instead, he failed to hit entirely. His final two attacks with the cleavers did connect and did some serious damage thanks to the additional oomph from the Aggression Dial and Hog Heaven. However, it wasn't enough to take the scaly luchador out of the game.

With a clear charge lane, it was up to Saxon Orrik to Dismember the giant gator with his Skinning Knife. When he failed to connect with the attack, my heart sank, and I passed the turn over to Aeryn.



Round 4

Blindwater Congregation - Aeryn

I took some solid damage on Ed's turn 3, mostly due to Carver's feat, although I managed to keep both of my heavy warbeasts. Ed killed off more than half of my Gatorman Posse, one of my Bull Snappers, and wounded my Blackhide Wrastler. In addition, he tore my Spitter a new one with three Hog—Heaven—enhanced melee attacks from his Brigands and massacred my poor little Swamp Gobbers with a volley of pig-iron fire. Then, to add insult to injury, he shot up Barnabas with a Gun Boar, forcing my warlock to spend 1 fury to transfer damage to one of the Bull Snappers.

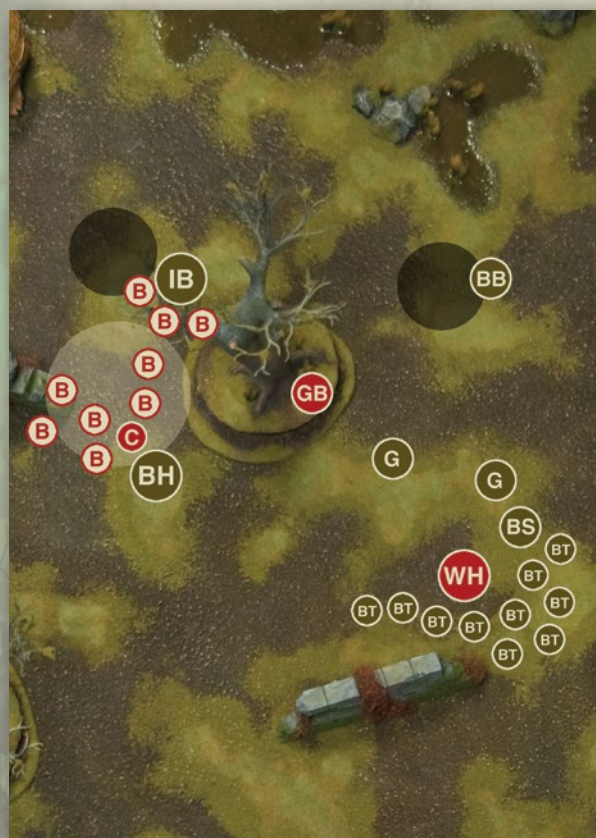
Ed had advanced much of his army into melee with mine, including Lord Carver. His already tough warlock and warbeasts were further enhanced with Batten Down the Hatches, making them exceedingly difficult to damage

(+3 ARM) and impossible to knock down. However, as I scanned the table at the beginning of my fourth turn, I saw my shot at winning the game. Carver was out of fury and his back was turned to my Blackhide Wrastler. If I could clear a charge lane, I could bring a couple tons of scaly destruction right down on the farrow warlord's head. I had my opportunity. It was time to make the most of it.

I began the round by activating Barnabas. I started off by casting Warpath followed by Flesh Eater on one of the Farrow Brigands blocking my Wrastler's charge lane to Carver. The Brigand was destroyed, allowing me to heal 3 points on my Wrastler, bringing it back over the halfway point. Now that Barnabas had gone, I had one objective: clear the charge lane to Carver. In order to do so, I had to remove one more Farrow Brigand, Saxon Orrik, and the remaining War Hog. The Brigand and Saxon Orrik didn't worry me much, but that War Hog was going to be a problem.

After Barnabas, I activated my remaining Bull Snapper and sent it charging in at the War Hog. The first attack hit, but failed to pierce the War Hog's thick hide, made thicker by Batten Down the Hatches. So I bought another attack, hit, and again failed to do any damage.

After the Bull Snapper's dismal failure, I hoped my Bog Trog might fare better. I had two of them charge Saxon Orrik, four more charge the War Hog, and the remaining four made standard melee attacks against the giant farrow





warbeast. Saxon Orrik died easily, and the Bog Troggs hit the War Hog solidly, knocking out its Body.

Next up were the two remaining members of the Gatorman Posse. I had the Bokor use the Cold Blood prayer, just in case I missed with an attack roll. I had one member of the Posse focus its attack on the remaining Farrow Brigand while the other attacked the War Hog. I hit the War Hog easily, but managed only minimal damage. Still, it was enough to knock out the War Hog's Mind. I only needed a 5 to hit the Farrow Brigand, so of course I rolled a 3. Luckily, Cold Blood saved the day, and I hit and killed the Brigand with the reroll.

Once the last Brigand blocking my Wrastler's charge lane went down, I triggered Warpath and moved the Blackhide Wrastler 3" closer to Carver. Unfortunately, my inability to kill the War Hog meant my Wrastler had to weather a free strike from the big pig. With its Body and Mind gone, its chance to hit my Wrastler and do any meaningful damage wasn't great. So, naturally, Ed managed to hit with his War Hog's single attack die, dealing enough damage to knock out my Wrastler's Spirit. Lucky S.O.B.

Despite Ed's super-lucky, kissed-by-the-gods free strike, I had the charge lane to Carver open, and with the Wrastler's Man Eater ability, it could charge without being forced.

Sadly, with my Spirit gone, I couldn't boost attack and damage rolls once I reached the farrow warlord. Still, I had to give it a shot. The Wrastler has three solid attacks, and since I was charging, one of them (the bite) would get a boosted damage roll. So I sent my Wrastler hurtling down the field at Carver. I hit with the charge attack and managed to do 9 points of damage. Not bad, considering Carver was ARM 20. I followed up the bite attack with a claw, and managed to hit with that attack as well, doing 3 points of damage. That left Carver with 4 points of damage and me with one un-boostable claw attack...

Pork chops all around!

The last claw attack struck home and dealt 5 points of damage, just enough to put down Lord Carver and win the day for the gators.

GATORS WIN!

Conclusion

Blindwater Congregation - Aeryn

Awesome game. As I said in the intro, I've wanted to play a gatorman army from the moment I learned such a thing was possible. I was not disappointed. Bloody Barnabas and the Blindwater Congregation minion pact proved to be a fun versatile army with all the flesh-tearing mayhem a carnage hound like me could want.

Although the gators don't have much of a ranged game, Bloody Barnabas can ensure they don't take the brunt of an enemy's long-distance attacks before his own army can come to grips with its foes in melee. Once in melee, gatorman warbeasts are sheer engines of destruction, with solid staying power when supported by spells like Flesh Eater and the Snacking ability. The always-tough Gatorman Posse complements the warbeasts well, and once you throw in a little ambush and screening with the Bog Trog Ambushers and the Swamp Gobber Bellows Crew, you've got a solid list that is a lot of fun to play.

I'm sure I'll be squaring off with Ed again soon. He's not a fan of losing, especially to a relative noob like me. I expect my Cygnar army will suffer at the hands of his beloved Cryx in the very near future.

Thornfall Alliance —Ed

Hindsight is twenty-twenty. My final turn was taken all out of order. Had I waited to see what happened on the right side of the battlefield with my War Hog and Saxon Orrik, I could have made a better decision with my leftmost unit of Brigands and moved them into a position to block any potential charge lanes. "D'oh!" moment aside, I didn't leave Carver that vulnerable, and Aeryn's excellent tactics to get the Wrastler into position for the charge was all it took. I thought I had a chance after my lucky shot from the injured War Hog, but the DEF penalty from Batten Down the Hatches wasn't worth the ARM bonus when the Wrastler lost its Spirit. In the end, this was a great game with a great opponent, and I had a lot of fun. I'm definitely looking forward to what the future holds for the farrow, and knowing what I know, you should be, too.



HARDCORE Mk II

WINNERS OF THE 2010 HARDCORE CHAMPIONSHIP



The Hardcore tournament format is a long-standing tradition for Privateer Press at Gen Con. This year, players participated in the first Mk II Gen Con Hardcore, so there were a few changes along the way. As always, though, Hardcore features fast and furious action with strict time limits as well as a strict painting requirement.

After 5 rounds of frenetic WARMACHINE and HORDES action, our top four players continued to battle it out until there was just one overall champion: the Vanquisher. He was joined by the player with the most army points destroyed: the Executioner; the player with the fastest warcaster/warlock kill: the Mage Hunter; and the player with the most exquisitely painted Hardcore army: the Master Craftsman.

After their arduous battles, we had a chance to chat briefly with each of these champions.

WHAT IS HARDCORE?

- 50 points of WARMACHINE or HORDES models
- Any faction, including Mercenaries
- 7-minute turns
- Assembled and fully painted models
- "Killbox" scenario
- Top 4 players qualify for Master's Tournament
- Players earn Hardcore Veteran stamp for their Battle Journals
- Players earn Hardcore Veteran title and 4 skulls

HARDCORE AWARDS

- Vanquisher Award — Most Games Won
- Executioner Award — Most Enemy Army Points
- Mage Hunter — Fastest Warcaster/Warlock Kill
- Master Craftsman — Best Painted Army

VANQUISHER BRANDON ANDREWS

Congratulations! Care to tell us about how you picked your warcaster of choice, Captain Jeremiah Kraye, and the list you ran?

Captain Kraye! I used his Tier 4 Theme Force, straight through the Mobile Strike Force! With this list, I try to strike first, with a strong flank. This army may not have the highest POW, but it's hyper-accurate. Each flank is made up of Rangers, with a Gun Mage Captain Adept and a Hunter as backup. So you have a six-man squad on each side and an Adept handling Stealth, and then Hunters who can move away after they shoot making them just uncatchable. If those flanks go unchecked the Rangers can get to RAT 10 standing still, and the Gun Mage gets to 12. Provided targets are marked, the Hunter is up in the atmosphere with RAT 11! No more boosting to hit.

In the middle you have a Centurion, which has unexpected mobility thanks to the Full Tilt spell, enabling him to get his charge-prevention ability into use from turn one. He's your center brick. He has Advance Deployment because the army is Tier 4, so he can actually move halfway across the board on turn 1 if he wants. The Centurion prevents charges, and a Stormclad and a Cyclone move up. The Cyclone's role is more board control, keeping things off the Rangers. To round out the list, you have the best unit in the game: the Black 13th.

The whole weekend, I always made the first strike. Against Cryx, I dealt with Asphyxious, killing his Seether, Tartarus,



and his Deathjack on the first turn I engaged. That opponent was a hell of a player, but I put him on his back foot immediately. The Circle Orboros player actually got the jump on me, but the Centurion lived through it—an ARM 21 against most attacks is not to be underestimated! My Rangers gave back some of the pain, and they never miss. My army just takes a lot of the dice out of the game.

Model choices are certainly important, but a warcaster's spells, feat, and abilities are what truly make the man. How did Kraye's own assets play into your strategy?

Full Tilt is his signature spell to me, and the Centurion is the best target for that one since it allows me to get very aggressive while keeping the Centurion safe with Polarity Shield. Easy Rider is also worth the focus if you need it that turn. (It doesn't matter what the cost is if you need something.) I also used Mage Sight at times to deal with Stealth and such. Although Guided Fire is not always worth the focus to me, it does have some use when helping 'jacks like the Cyclone try to fill an assassination role. A Cyclone affected by Guided Fire and with 3 focus can get three fully boosted, POW 12 attacks, which can kill many 'casters. And Pursuit is an amazing spell. I didn't use it in the finals, but it won my game against Legion. I dropped it on a Scythean and then could just evade it. If you can get that going it's vicious, as your 'jacks can simply walk away from the biggest threat.

Iron Horse is the glue that holds it all together, and it doesn't even cost focus! This ability made my Hunters

BRANDON ANDREWS' ARMY

MODEL/UNIT	POINTS
Captain Jeremiah Kraye	+6 warjack points
Centurion	9
Cyclone	9
Stormclad	10
Hunter x2	12
Black 13th	4
Rangers x2	8
Gun Mage Captain Adept x2	4
TOTAL	50

impervious by letting them move away from danger, and the ability to make cavalry charges with my heavies won my finals: I impact attacked through a Satyx Raider to charge Skarre on my feat turn! I got a critical sustained attack, and it was over.

Any closing thoughts, comments, or shout-outs?

This was my first Gen Con as well as my first time playing outside of Florida. I play at Emerald City in St. Petersburg and Rhubarb in Orlando, and that's where I learned everything. One important lesson is that every model has its place. I won Vanquisher with Kraye and the Centurion, which some people underestimate. Not everyone likes Kraye's Theme Force, but I've obviously had great success with it!

EXECUTIONER

JUSTIN HERRING



How does it feel to have taken Executioner for Gen Con Hardcore 2010?

It feels good, of course! I really didn't give any thought to winning this award, but it ended up falling to me because my opponents and I played so many demolition-derby-type games in the tournament. There

were a lot of caster kills and general carnage inflicted on both armies. I think two or three of my games ended with complete army kills—every model destroyed. Most of the games ended well before time was called.

It was a lot of fun. Fast, furious WARMACHINE!

How did you choose your list?

I went with what I was comfortable with. I switched back to Cygnar for Mk II in 2010—it's the only faction I've played in Mk II. This was going full circle for me, since Cygnar was my very first faction, but I hadn't played them since 2006. Epic Haley is just a beast, and I've always favored lists that give you control over the board and the ability to hit first, so she was a natural choice.

I ended up running a Defender and a Stormclad by accident, though! The Steamroller version of my list had two Stormclads, but on the morning of Hardcore, I put my army on my tray and noticed that one Stormclad was fully painted but not based. Whoops! So I swapped it out for a Defender and an extra Stormgunner.

By the time the tournament was over, I was glad to have the

Defender. The Defender allowed me to get in some early hits, and the threat of a Temporal Accelerated Defender forced some opposing warcasters to hang pretty far back. Since I was playing Killbox—with no zones to contest—I didn't miss the second melee warjack as much.

Did you practice much?

By my standards, yes! Before Gen Con I probably played forty games of Mk II WARMACHINE, and eight to ten of those with Epic Haley. I needed the practice to get the hang of Mk II, which has really changed the game. The Mk II changes are superficially subtle, but they've really altered the dynamic of the game in profound ways. Although I love most of the changes, I've still got a ways to go before I feel as comfortable as I did in Mk I.

Any closing thoughts, comments, or shout-outs?

I've been playing since 2005, and this was my 6th Gen Con playing WARMACHINE. Since I've been playing for a while, my interest has waxed and waned during the last six years. I'm happy to see that the Mk II changes have revitalized interest

in the game, both my own interest and—if the scene here in Maryland is any indicator—the interest of many others.

JUSTIN HERRING'S ARMY

MODEL/UNIT	POINTS
Major Victoria Haley	+5 warjack points
Stormclad	10
Defender	9
Lancer	6
Squire	2
Black 13th	4
Stormblade Infantry	5
Stormblade Infantry UA	3
Stormblade Infantry Storm Gunner x2	2
Cylena Raefyll & Hunters	10
Rhupert Carvolo, Piper of Ord	2
Gorman di Wulfe	2
TOTAL	50

MAGEHUNTER

ALAN MILLER

Your time for fastest 'caster kill was 8:01. That's pretty awesome!



It was a surprise to me! My opponent and I knew the times, but he was the one actually going for Magehunter! I was actually just playing to win the game, but I ended up getting the fastest kill anyway!

What was your game plan for assassinating the enemy warcaster or warlock?

It worked like this. Reinholdt reloads Siege. Sieges shoots, boosts the to hit roll, pops his feat, and boosts damage. One shot, one kill on Epic Makeda. He stood still and shot her in the face. Honestly, if my opponent's Molik Karn missile hadn't failed, he'd have won the fastest caster kill and not me!

ALAN MILLER'S ARMY

MODEL/UNIT	POINTS
Major Markus "Siege" Brisbane	+5 warjack points
Defender	9
Ironclad	7
Lancer	6
Squire	2
Black 13th	4
Long Gunner Infantry	10
Long Gunner UA	2
Precursor Knights	5
Precursor Knights UA	2
Rangers	5
Trencher Master Gunner	2
Reinholdt, Gobber Speculator	1
TOTAL	50

Any closing thoughts, comments, or shout-outs?

This is my first hardcore and first Gen Con. It is an absolutely wonder winning a Hardcore award. In previous events, I only won door prizes, so this is a big deal!

MASTER CRAFTSMAN

JEFF LONG

Your army is truly gorgeous! What can you tell us about the process that went into it?

I had no clue how the army would turn out when I started. I figured out a test model on the Egregore to try the colors and glow effects. From there, I took a best guess as to what colors were going to work for it. Every model was a different hurdle.

I had no test models for a lot of my glows and skin tones. I'd seen people do similar conversions on the Deathjack, things like the eyes turned on the back of the hands.

It was an attempt to try out the basic studio colors. I never could make Cryx Bane Base and Highlight work right without using them as a wash. So I based with those and just cleaned up with highlights where needed. Usually I prime in black, but with these I had to prime some things in white, mostly

for the souls and soul furnace. I had no clue if the colors would come out right with the different primers.



JEFF LONG'S ARMY

MODEL/UNIT	POINTS
Lich Lord Asphyxious	+6 warjack points
Cankerworm	5
Deathripper x2	8
Deathjack	12
Bane Knights	10
Soulhunters	6
Withershadow Combine	5
Bane Lord Tartarus	4
Darragh Wrathe	4
Warwitch Siren	2
TOTAL	50

Do you have any favorites among all these beautifully painted miniatures?

The Deathjack and Epic Asphyxious are my favorites. I picked him because he is my favorite caster model, and it was nice that he turned out fairly strong in the rules. I'm also a big fan of how the Cankerworm came out. I get dirty looks when I say I purchased the pieces for this army a month ago. I painted it in less than a month, which left me with almost no time to practice for the tournaments!

PRIVATEER PRESS MASTERS TOURNAMENT 2010

ALL HAIL THE CHAMPIONS

This August at Gen Con, the finest WARMACHINE and HORDES players from across the land assembled to take part in the very first Mk II Masters Tournament. In addition to being the first Mk II Masters, this year's format featured one other change. Each player needed to demonstrate an absolute mastery of their chosen faction by fielding four distinct lists each led by a different warcaster or warlock. The competition was fierce, the battles grueling and carnage-filled, but in the end, one player stood above the rest and was crowned champion.

No Quarter Magazine spoke briefly with the winners of the 2010 Masters Tournament, as well as the first two runners up.

CHAMPION JASON FLANZER



How did you choose your tournament list? What attributes were you looking for that might help you succeed in tournament play?

I was really looking for diversity. That's what you need. We had a really diverse group going into this round of sixteen. We knew each other really well, and I had to think about what my preferred scenarios would be depending on the matchups. What's cool about this format is that everyone starts with four lists, so at first it's kind of a crapshoot, but by the end you have to use whatever list is left. It was a lot of fun; it was exactly what I wanted!

How would you describe your playing style?

Usually, it's really aggressive. Of course, when you get to go first in WARMACHINE, you can really put the pressure on with fast models. There were a lot of times when I could control the center of the board, which let me control the scenarios Khador specializes in: hitting hard and hitting fast. That really exemplifies the way I play. I'd say a couple of times I was forced to play defensively, but generally, I like to get up there and really use deception to my advantage.

Who was your toughest opponent and why?

It's gotta be the finals, right? To explain, Chuck went first, ran up, and did a lot of damage. I kind of positioned for a counter to his next turn and even allowed him to get a control point. He tried to block things off and make sure the control point

JASON FLANZER'S WINNING ARMY

MODEL/UNIT	POINTS
Karchev the Terrible	+5 warjack points
Beast 09	11
Drago	8
Winter Guard Infantry	4
Winter Guard UA	2
Winter Guard Infantry Rocketeer x2	2
Great Bears of Gallowswood	5
Kovnik Jozef Grigorovich	2
Orin Midwinter	2
Eirys, Angel of Retribution	3
War Dog	1
TOTAL	35

was grabbed by less relevant models. Fortunately, I was running Sorscha, and she was able to really drop everyone's defenses between the Winter Guard and the Great Bears. I was able to clean up with the Behemoth and destroy the Deathjack. However, he managed to take control of my Behemoth and turn it into a Harrower with the Withershadow Combine. That totally flip-flopped the game. It came down to kill-or-be killed, and Sorscha barely managed to finish off Goreshade with her scythe!

What was the pivotal moment for you in the tournament? Any big setbacks or victories snatched at the last second?

I would say the last one was a big victory snatch. Everyone played really tight, and we had great judging all weekend. Anytime you play at this level, you have to nitpick on rules, and you expect your opponent to do the same. You need to play as tight a game as possible.

How does it feel to win masters?

Two years ago I came in second, and I was so excited to get here and to do this! To be honest, I kind of back-doored my way in by qualifying in Hardcore after a very tough day. I feel that I play my best game at 35 points, so that was great!

SECOND PLACE

CHUCK ELSWICK

How did you choose your tournament list? What attributes were you looking for that might help you succeed in tournament play?

To be honest, we'd just gotten back from DieCon, and I couldn't decide which army to take. My buddy Justin says, "Take Cryx!" It was as simple as that! I went with Epic Goreshade because he doesn't get played much and Venethrax because he's new. The other two casters were just two I've known for years.

How would you describe your playing style?

I'd say lucky! I really try to find a surprise my opponent won't see coming and then just try and luck out with it!

Who was your toughest opponent and why?

I'd say the finals. He had a great list. Sorscha's stationary scares the crap out of me, and I hung my guys back too much. He didn't make many mistakes, so it was just impossible to defeat him.

What was the pivotal moment for you in the

tournament?

Any big setbacks or victories snatched at the last second?

In the semifinals, I had a lot of bad dice rolls in the third round. He was playing Protectorate and cast Gaze of Menoth, stopping my arc node from moving. I had to actually measure every time I moved, but I was able to finally get a line up to his caster and killed her with 5 damage left!

You were so close to winning masters. If you play next year, what changes do you plan to make, if any?

Next year, I'll ask a different friend what to play!



CHUCK ELSWICK'S FINAL ARMY

MODEL/UNIT	POINTS
Goreshade the Cursed	+5 warjack points
Deathjack	12
Bane Thralls	8
Bane Thralls UA	3
Black Ogrun Boarding Party	6
Bane Lord Tartarus	4
Skarloek Thrall	2
Withershadow Combine	5
TOTAL	35



THIRD PLACE

BRIAN GYLLING

BRIAN GYLLING'S FINAL ARMY

MODEL/UNIT	POINTS
High Exemplar Kreoss	+5 warjack points
Avatar of Menoth	11
Reckoner	8
Redeemer	6
Choir of Menoth	2
Covenant of Menoth	2
Vassal of Menoth x2	4
Vassal Mechanik	1
Gorman di Wulfe	2
Visgoth Juviah Rhoven & Honor Guard	4
TOTAL	35

How did you choose your tournament list? What attributes were you looking for that might help you succeed in tournament play?

Since the championship rounds were 35 points and very restrictive, I wanted less models. So I took mostly 'jacks, favoring those that could take out infantry and other 'jacks.



How would you describe your playing style?

I'd say I'm very patient as a player, not extremely aggressive. If I can take bites out of my opponent like a little piranha and hold my ground, I'm more than happy to do that.

Who was your toughest opponent and why?

I would say it was Chuck. It was my only loss. He was playing Cryx with Venethrax and put the pressure on me right away. He beat me by weakening my battlegroup with Feedback from his Satyxis Raiders and then took me out with spell-assassination. He put the pressure on and kept it on.

What was the pivotal moment for you in the tournament? Any big setbacks or victories snatched at the last second?

In the team tournament I forgot my feat! I was tired and just forgot. In a tournament setting you have to be not only good, you must have mental endurance!

You were so close to winning masters. If you play next year, what changes do you plan to make, if any?

I think I'm really solid on some casters and weak on others. Everyone is good with one or two, but having to know three or four for Masters is hard. I'm cursed with Epic Feora. She's great on paper, but I can't quite get it right with her. So I'm going practice a lot with her and regular Feora! I had a blast this year, and all my games were great. I can't wait until next year.



PRIVATEER



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INKED UP CHALLENGE

Skin is your canvas.
Your tattoos a legacy in ink.
Show off your freehand
with a tatted-up model!

Tattoos can say a lot about a person, and that's as true in the Iron Kingdoms as it is right here in the real world. We'd like to see you show off those freehand skills by inking up your models with tattoos. These tattoos can represent the model's faction, allegiance, or just serve as a reminder of a past girlfriend or even dear old mom.

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 01-1-11

See the Winner of the Unleash the Beast Challenge from No Quarter #31 on p.95!

2010 FORMULA P3 GRANDMASTER PAINTING COMPETITION

THE MASTER'S TOUCH

This year at Gen Con, miniature painters from across the world assembled for a chance at fortune and fame in the annual P3 Grandmaster Painting Competition. The level of artistry in the entries was phenomenal, and it was quite clear each contestant spent months (maybe years) crafting and painting a model worthy of consideration by our judges.

This year, the format for the competition changed a bit. Instead of a single gold, silver, or bronze award winner in each category, each entry was judged on its own merits, irrespective of the other entries in its category. The judges awarded worthy models a gold, silver, or bronze and category winners were selected from the gold award winners. The overall winner of the competition was selected from models that earned a gold award. Award winners received gold, silver, or bronze coins, while category winners received the coveted "Skully" trophy.

However, as in years past, one entry emerged as the clear overall winner, and its owner was crowned 2010 P3 Grandmaster. Natalya Melnik's breathtaking Commander Adept Nemo featured a flawless paint job, evocative basing, and expert freehand. It captured the judges' attention, the Warrior Model category award, and finally the top prize in the competition.

In the following pages, we'll show Natalya's winning model, the winning models for each category, and a sampling of gold, silver, and bronze award winners. We at Privateer Press would like to thank all the participants in this year's competition for the blood, sweat, and tears we know went into each entry and for helping us bring together some of the finest painters and modelers in the hobby.

THE CATEGORIES

WARJACK/WARBEAST

A single light or heavy warjack or warbeast

WARRIOR MODEL

A single trooper, solo, warcaster, or warlock

BATTLEGROUP

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

UNIT

A unit or a game-legal group of models

DIORAMA

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

THE PRIZES

FIRST PLACE

\$200 per category

GRANDMASTER

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

NATALYA MELNIK

2010 GRANDMASTER AWARD WINNER



Tell us a little about yourself.

My name is Natalya Melnik. I'm 33 years old, and I live in Ulyanovsk, Russia. I have an artistic education, and I've been working with paints and brushes all my life, so miniature painting came naturally to me.

What inspired you to start painting?

It all started in 2002 when I moved to Moscow and started working in a hobby shop as a salesperson. There were a lot of wargamers and miniature painters there, and when they found out I was an artist, they would ask me why I didn't paint miniatures. I laughed at these questions until I saw that many of the miniature painters were making money with commission work. I decided to start painting because I didn't want to work as a salesperson anymore, but then I realized how interesting and exciting the hobby was. I soon quit working as a salesperson and started working as a full-time freelance miniature painter.

Tell us about your entry.

I had never painted miniatures from Privateer Press or the WARMACHINE range because the miniatures are not available in Russia. Since I had no idea about the background for the miniatures, I just choose WARMACHINE miniatures that I liked when I entered the P3 Painting Competition. My initial choices were Pirate Queen Skarre, Captain Bartolo Montador, Ashlynn d'Elyse, and Commander Adept Nemo. When I received the minis I decided to paint Nemo because I liked his sculpt the best. I didn't dare change the original color scheme because I didn't know if the judges would like that. However, I made the base with pipes, gears, and then treated with it with acid water to give Nemo a more "steampunk" look.

How many hours were spent on your entry?

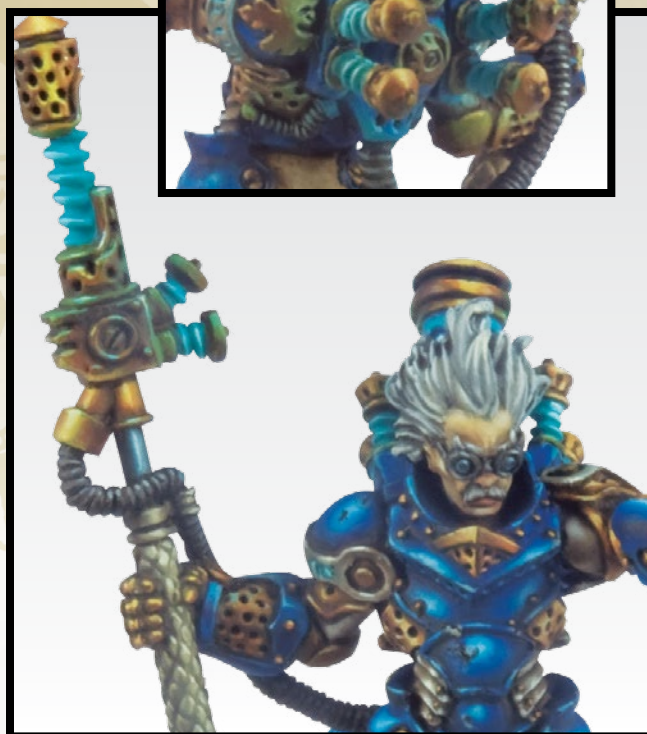
I usually spend 20-30 hours on a single miniature. I paint 5-6 hours per day, so I need 4-6 days to finish a mini. The Russian post works so slow that I received Nemo from eBay only three days before I had to leave for the U.S. I started working on Nemo at home but finished him on the second day of Gen Con, putting the total painting time at two days.

What painting techniques do you primarily use?

I use wet blending on all my miniatures. I mix paints on a palette like I do with oil paints, and then paint the miniature. I use a lot of half-transparent layers for good blending.

What are you working on now?

As usual, I have a lot of commission work to do, so that's what I'm working on now.



WARRIOR

ZACH LANIER

ADEPTIS RAHN



OTHER WINNERS

GOLD

Jessie Carlile
Adam Huenecke
Natalya Melnik
(Category Winner)
Tracey Taylor
Jason Thompson

SILVER

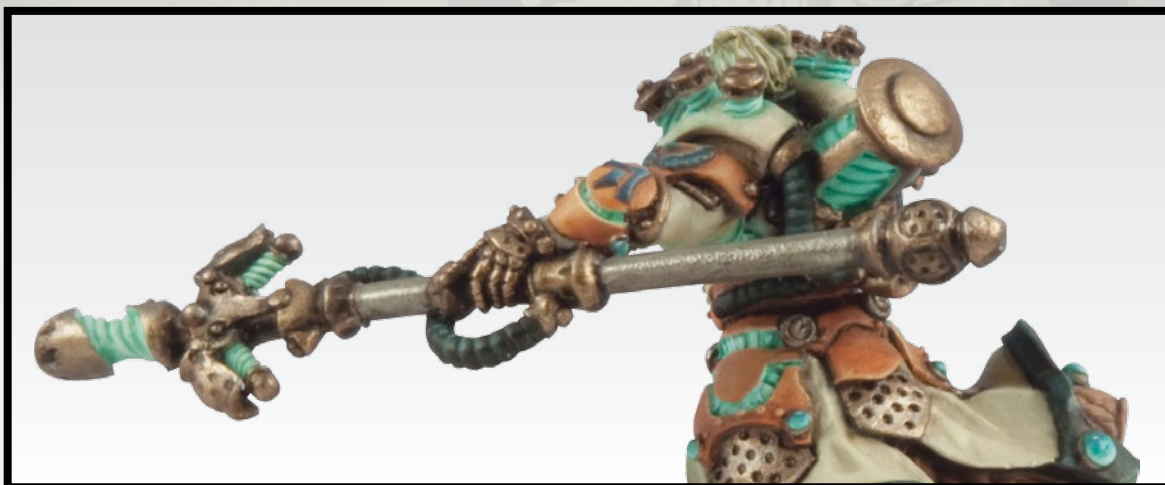
Rebecca M. Chockley
Jess Hodges
Kris Johnson
Drew Olds
Tom Schadle
Larry Snodgrass
Casey Willis

BRONZE

Donesh Gillin
Hank Raab
Adam Rubright
James Russell
Jason Watt
Andrew Whiting

DAVID DIAMONDSTONE

EPIC NEMO



JON WEBB

REVENANT CREW



WARJACK/WARBEAST

ADAM HUENECKE BEST IN CATEGORY - WAR HOG



Tell us a little about yourself.

I am a former Abrams tank gunner, a PhD student of modern European history at Northern Illinois University, and as of this past February, a father.

What inspired you to start painting?

I started painting miniatures at about age ten, which means I have been at it for about twenty years. Inspired by my interest in history, I first started painting 1/35 scale military models. I eventually moved on to gaming miniatures because they have a more practical application as part of a more well rounded hobby. However, I think my experience painting dioramas and military vehicles shows through in some of my current work.

Tell us about your entry.

Originally, I was going to convert and paint an Extreme Juggernaut for the competition, but when I saw the concept art for the War Pig, I knew I had to make it my entry this year. As soon as the first pictures of the model hit the Internet, I started sculpting the base (which is based closely on Goreshade's artwork in *Forces of WARMACHINE: Cryx*). I looked at how the War Pig fit on the large base in the pictures and sculpted a base that looked like it would accommodate its stance. Once the model finally came out, I plugged it right in and started painting.

How many hours were spent on your entry?

Because I had done so much pre-planning for my color scheme and modeling (I actually painted my Brine model beforehand in order to figure out my flesh tones), the actual painting on the War Pig only took about three days, working maybe five hours a day. Sculpting the base took about a day, but only because I had to sculpt some of the roots and then let them set before I could continue (several times).

What painting techniques do you primarily use?

I use a kind of hybrid technique somewhere between wet blending and glazing. I paint a base color on an area, allow it to dry, and then create my shadows using a darker shade mixed with a bit of retarding additive. This changes both the texture and consistency of the paint, allowing more time to work with it (by a few minutes) and the ability to pull pigment from one zone into another to create a nice transitional shade without having to lay down a million layers or frantically blend two wet paints. For highlights, I do the same with a lighter shade and slightly less retarder. I also use the occasional wash in order to quickly shade areas of models.

What are you working on now?

Right now, I am trying to get my Khador army ready for the AdeptiCon two-man tournament next year, though my list keeps changing (requiring me to buy and paint more stuff).

AARON WILSON

Ol' Rowdy



TOM SCHADLE

MARINER



WARJACK/WARBEAST

ANDY WELTON

AVATAR OF MENOTH



OTHER WINNERS

GOLD

Jess Hodges
Jason Thompson
Wai Liong Wong

SILVER

Nigel Brooks
Kris Johnson
Drew Olds
Jason Watt

BRONZE

Peter Cornelius Dyhre-Poulsen
Stephen Frantz
Derek Mathews
Adam Rubright
James Russell
Scott Vaughn

ADAM HUENECKE BEST IN CATEGORY - ASSAULT KOMMANDOS



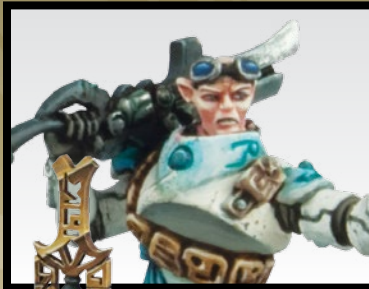
Tell us about your entry.

When Strakhov was released earlier this year, I was inspired to create a unit of elite Assault Kommandos to accompany him into battle. My color scheme and basing theme were inspired by the trench raiders of the First World War, including the addition of the Imperial-German-esque helmet spikes in order to denote these Kommandos as elite.

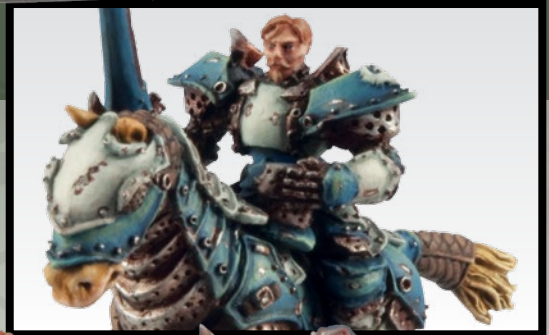
How many hours were spent on your entry?

The unit of Assault Kommandos actually took longer than any of my other entries. I worked on them on and off for about a month, putting a couple of hours of work in whenever I could manage (between my school and parenting schedules). I think it was all the detail and separate components of the models that took additional time to complete.

TOM SCHADLE DAWNGUARD INVICTORS

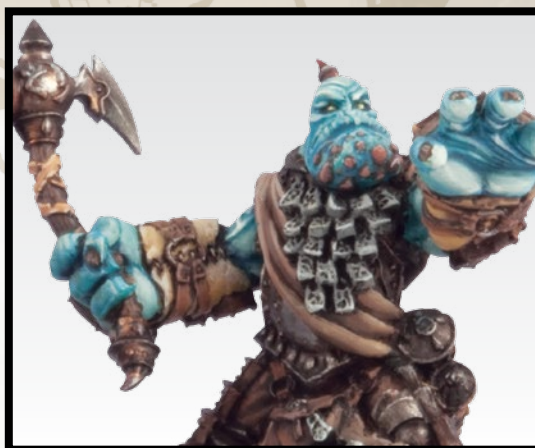
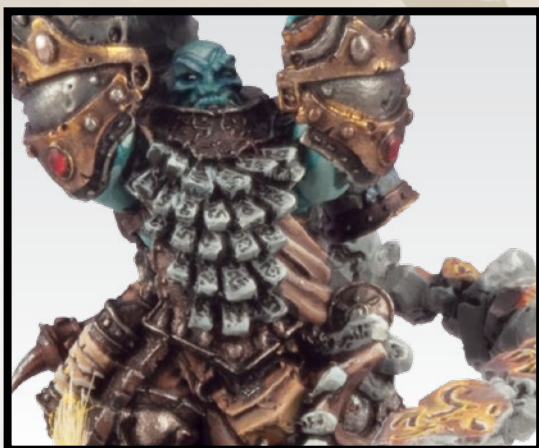


DREW OLDS STORM LANCES



NIGEL BROOKS

RUNESHAPERS



OTHER WINNERS

SILVER

Jess Hodges
David Patten

BRONZE

Jerry Cooper
Leith Olson
Adam Rubright
James Russell

BATTLEGROUP



TOM SCHADLE

BEST IN CATEGORY - IRUSK BATTLEGROUP

Tell us a little about yourself.

Hi, my name is Tom. I am 37 years old, I paint little men, and I occasionally actually get to PLAY WARMACHINE. I'm a big NFL fan (go Eagles!), and I bowl and golf, but not very well. I'm also a very enthusiastic home cook that watches WAY too much Food Network.

What inspired you to start painting?

I remember reading the Red Box D&D book in 3rd grade, and that Christmas my sister got me a set of adventurers—probably from Grenadier—painted by her friend Rodney. I thought they were the coolest things ever. I guess I started getting more serious about painting around '92 or '93 when I first got into actual miniatures war games. So I've been painting for 17 years "for real."

Tell us about your entry.

I love, Love, LOVE all the new Mk II warcaster sculpts. New Irusk is friggin' beautiful, and since I'm a Khador guy, I painted him right away.

Most of my Khador is in a "Fifth Border Legion" sort of olive scheme, but I saw the new Irusk sculpt as an opportunity to start switching over to the traditional red of the Motherland. The Extreme 'jacks are just that, so the choice was easy. Paint three of the coolest models ever to start the new paint scheme? Check.

As far as the style, I was half trying to copy Matt DiPietro's awesome studio models and half drawing inspiration from the absolutely unbelievable artwork of Andrea Uderzo.

How many hours were spent on your entry?

I never really keep track, but if I had to guess, I'd say each Extreme 'jack took a good 18 hours. I mean, they ARE pretty big models! I probably spent 8 or 12 hours on Irusk.

What painting techniques do you primarily use?

I primarily use layering. I don't think I'm coordinated enough to pull off this

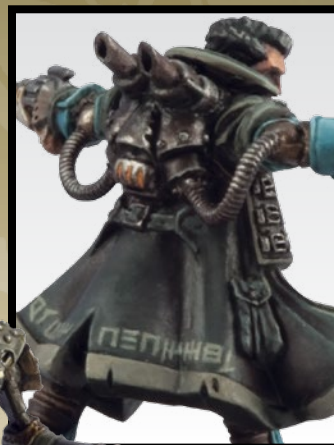
two-brush kung fu that the studio guys talk about. I will typically lay down an opaque layered highlight and then overlap the edge of that highlight with some translucent layers of the highlight color, "fuzzing out" the edge to create the blend. I'm also a big fan of glazes and washes.

Here's a cool trick I used to weather those 'jacks. Use the corner of some blister pack foam to stipple the paint onto the model for that dirty and damaged look I achieved on the armor. Take most of the paint off like you would for drybrushing.

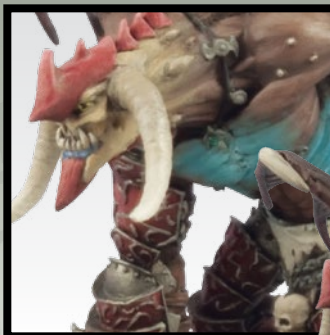
What are you working on now?

I have all the Retribution models and only 13 of them painted. So I should be working on those. I get easily distracted, though, and on my "assembled and primed, ready for painting" shelf are Mercenary pirates, a bunch of Khador, some Trolls, Rhulic 'jacks, a small Cygnar contingent, and a lot of Minion bacon. Sigh.

DAVID DIAMONDSTONE EPIC CAINE BATTLEGROUP



DAVID PATTEN EPIC THAGROSH BATTLEGROUP



LEGION

BATTLEGROUP

HANK RAAB EPIC KAYA BATTLEGROUP



OTHER WINNERS

GOLD

Jess Hodges
Adam Huenecke

SILVER

Drew Olds
James Russell

BRONZE

Greg Gammons
Kris Johnson
Jason Watt

DIORAMA

GUILLERMO HERNANDEZ BEST IN CATEGORY - SORSCHA'S FEAT



Tell us a little about yourself.

I'm an engineer working on energy solutions and emissions reduction, and I'm about to take up hang gliding in my new home in Albuquerque, New Mexico.

What inspired you to start painting?

I always wanted to make a custom chess set. Four years ago, a coworker told me about a local gaming store that might have what I was seeking. I found more than I could ever want, but I still haven't made that chess set.

Tell us about your entry.

I've always wanted to see a warcaster's feat in action. I went through all the available models to assess which one would



DIORAMA



lend itself best to an easily recognizable feat and how the feat would look with other models. The display is foam with hand-carved plasterwork and painted with a wet/drybrush technique. The ice wave was made with two part resin poured into a self-made mold. The freeze effects were constructed with acrylic paste, glue, snow effects, and bicarbonate plus satin sealer.

How many hours were spent on your entry?

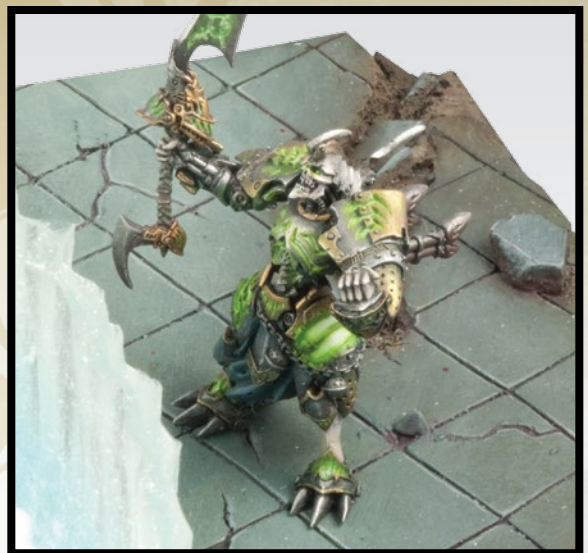
I spent roughly 130 hours on the display and another 105 hours on the models.

What painting techniques do you primarily use?

I used brush-on primer in varying colors; Michigan is too humid for spray primer. Models are painted with general blending techniques, some OSL, and light wet-feathering.

What are you working on now?

I always have four or five projects going across different systems: display pieces, terrain tables, miniatures, etc.



ADAM HUENECKE
FOR THE MOTHERLAND!





DIORAMA

DREW OLDS
VIKTOR PENDRAKE DIORAMA



LEITH OLSON

IOSIAN LEGEND





LOCK & LOAD

GAMEFEST 2011



In June 2011, Privateer Press will be holding the Lock & Load GameFest in Seattle, Washington! Complete details for the event can be found at www.pplockandload.com, but here's a sneak peak at what to expect from Privateer Press' first annual Lock & Load!

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Guts & Gears

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

NEPHILIM

By Aeryn Rudel

Art by Carlos Cabrera, Mariusz Gandzel, & Karl Richardson

To: Koldun Lord Dmitri Kutzor

From: Koldun Malash Radazar

Date: Vendarl 3rd, Goloven 607 AR

Lord Kutzor, I submit to you the following report, which provides new intelligence on the growing presence of draconic abominations within the confines of the Motherland. Although our understanding of these creatures is still rudimentary, I have lately discovered something profoundly interesting with regards to how these beasts may have spread across our lands so quickly.

Winter Guard stationed at Tverkutsk have encountered small groups of blighted creatures near the Scarsfell on numerous occasions. These minor skirmishes can be costly in both men and resources, but they have also enabled the procurement of a number of draconic specimens for examination. Most of these specimens have been of the bestial types with which I am growing more familiar, but recently the corpse of humanoid spawn was recovered on the southern edge of the Scarsfell.

I had never seen nor heard a description of such a beast, so I was quite eager to study its remains. More intriguing beyond its form, however, was the fact it was armed with a large, two-handed sword. Nothing in my experience with these blighted creatures has ever led me to believe them capable of anything so sophisticated as armed combat.

Upon receiving the specimen I set about performing a number of alchemical experiments on its blood, flesh, and internal organs and discovered something quite fascinating. There were startling similarities between the physiological makeup of the creature and the blighted Nyss so often encountered with draconic spawn. Such a parallel seems laughable when observing the external forms of the two, but the creature's internal structures bore an uncanny resemblance to those of the Nyss. My initial theory was that the monstrosity had begun life as a Nyss and was transformed into its current state by dragon blight. As it turns out, I was only half right.



One specimen is obviously not enough to conduct proper research, so two weeks ago, I led a ternion supported by a small contingent of Winter Guard into the Scarsfell Forest. My hope was to locate and secure more examples of the humanoid spawn for study.

We entered the Scarsfell just before dusk and were not more than an hour in when we heard the unmistakable sounds of battle. I had with me a pair of manhunters familiar with the Scarsfell, and I sent them ahead to ascertain the scope of the combat taking place ahead of us. The manhunters were gone for only a short while and returned with an account of a furious battle between blighted Nyss and a group of Tharn less than a quarter mile ahead. In addition, they reported large humanoid creatures of unmistakably draconic origin clad in armor and bearing weapons.

Expecting the Tharn and Nyss would be so focused upon each other they would not detect a small group on the outskirts of their confrontation, I decided to accompany the manhunters back to the scene of the battle, relying on their wood lore to hide our presence. I gave orders to the rest of my small force to advance thirty minutes after my departure. With my orders in place, I set off through the thick woods slightly behind the manhunters. We reached the battle quickly, arriving in time to see its final moments unfold.

It appeared the Nyss had walked into an ambush in the middle of a small clearing, but their ferocity and the presence of the larger draconic spawn had quickly evened the score against the more numerous Tharn. Tharn and Nyss corpses littered the clearing, and the final combatants—two of the strange humanoid spawn and four Tharn warriors—were moments away from a bloody end.

Oddly enough, I saw no evidence of the Nyss sorcerers that have been observed orchestrating the actions of draconic spawn in battle. The spawn we have previously encountered seem little more than mindless brutes and no doubt require whatever mental yoke the Nyss beast masters use to control their actions. In stark contrast, these humanoid spawn operated entirely on their own.

I have seen Tharn warriors in action, and the savage magic that transforms their bodies into bestial killing machines is quite intriguing. What captivated my attention on this day, however, were the two blighted, draconic creatures they battled. Each was nearly eight feet tall and triple the mass of a large human. Their bodies were covered in grayish-white skin and protected in many places by bony armor and calcified spikes. Like all draconic spawn I have seen, these had no

eyes—although this appeared in no way to hamper them—and their faces had few features beyond massive, fang-filled jaws. Stubby wings jutted from their shoulders, far too underdeveloped for me to believe they could support flight. The two were ferocious, if not skilled, combatants that fought with weapons of possible Nyss manufacture. One gripped a mammoth sword much like the one I described earlier, while the other wielded a giant crossbow.

The sword-wielding spawn was locked in combat with an elder Tharn warrior, and the two exchanged blows with the frenzied grace of wild animals. Axe and sword clashed repeatedly, and then the Tharn warrior slipped on the blood-slicked ground and stumbled to a knee, letting his guard down for a single fatal second. The draconic creature took his head off with a quick slash and then leapt away to aid its companion.

The second abomination was rapidly firing and reloading its crossbow, a weapon that pitched yard-long, iron-tipped bolts. When one of the bolts took a Tharn in the throat, the enormous, barbed head nearly decapitated him. The two other savages reached the dragonspawn before it could span its crossbow and load another bolt. It slashed open the abdomen of one with the jagged blade affixed to the stock of its weapon before it went down beneath their axes.

The other abomination was left facing two Tharn warriors—although one of them was severely injured. The Tharn and spawn came together in a flurry of violence, filling the clearing with the brash clangor of battle for the space of a few heartbeats—then silence. The battle was over, and not a





single combatant had survived it. The sword-wielding spawn had cut down both Tharn, even as one of their axes clove its skull in twain.

When the rest of my force moved up to join me, I ordered them to search the battlefield for survivors. The conflict had been so fierce I did not expect anything more than corpses, but it was a day full of surprises. Near the center of the small battlefield we found a large number of Nyss and Tharn corpses. Beneath was another of the humanoid spawn, this one wearing incredibly heavy armor of thick, interlocking plates and armed with an immense halberd. When we moved the corpse of the armored spawn we discovered a Nyss female beneath it. Her warm flesh and shallow breathing indicated she was very much alive and her massive, swollen belly indicated that she was quite pregnant and likely close to term. She was unconscious but seemed otherwise unwounded.

I surmised the Nyss female had taken cover beneath the corpse of the armored spawn during the battle. The Tharn and Nyss bodies that fell atop the slain creature had trapped her there, and I have no doubt she would have suffocated if we had not pulled her from beneath the piled bodies. I have never seen a parturient Nyss female, so instead of slaying her outright, I decided to take her back to Tverkutsk for further study.

It is a two-day trek from the southern tip of the Scarsfell to Tverkutsk, and the Nyss had still not regained consciousness when we stopped for the night and made camp. I placed her inside in a tent very close to my own, wrapped her in fur and blankets, and posted two guards nearby with orders to notify me should her condition change.

I awoke a few hours later to the sound of agonized screaming. The voice was unmistakably female. I hastily donned my robes, snatched up my axe, and rushed from my tent. Outside, the two guards I had posted and a number of other Winter Guard were running toward the tent's opening, obviously drawn by the screaming within—which had ceased almost as soon as it began.

I ordered the Winter Guard outside to stay put, snatched a torch from the hand of the nearest rifleman and ducked into the tent. Inside, the Nyss had thrown aside her furs and blankets and lay sprawled in a spreading pool of blood. I noticed immediately her once-swollen belly was flat and soft, and by the amount of blood and her still form, it was quite obvious she was dead.

Movement caught my eye, and it was then I saw the ghastly horror that squirmed atop its birth gore at its "mother's" feet. It was the size of a dog, its grayish skin slicked with blood and some type of birth fluid that carried a sharp, acrid odor. I thrust the torch toward the beast and saw it resembled the draconic spawn I had witnessed battling the Tharn in the Scarsfell.

Suddenly, alarmed by my torch, the beast opened its fanged maw, loosed a bloodcurdling screech, and surged to its feet. I attempted to slay the creature with my axe, but though it was but minutes old it dodged the blow with reptilian grace and skittered past me into the cold night. I turned to run after the fleeing horror, but before I could take a step I heard the deafening report of Winter Guard rifles.

I burst through the tent opening to find the Winter Guard surrounding a spot some twenty yards away. They were standing around a dark form, the spawn birthed by the Nyss woman moments before. Two bullet wounds pierced its body, each leaking a thick, black ichor. I praised the two soldiers who had felled the beast before it could escape into the night and ordered the spawn and the Nyss corpse packed in snow to preserve them for the trip back to my laboratory in Tverkutsk.

Obviously, the ramifications of what we encountered in the Scarsfell are more than a bit sobering. Blighted Nyss women birthing draconic spawn that can wield weapons, wear armor, and make tactical decisions without need of a sorcerer's guidance constitute no small threat to the empire. Now that I have arrived at my laboratory with the specimens, I plan to commit myself immediately to studying the remains of the Nyss female and her spawn. I hope to learn much from them. I will, of course, send you any findings relevant to your needs at my first opportunity.

Malash Radazar

—Koldun Malash Radazar

NEPHILIM TACTICS

By David 'DC' Carl

The Legion of Everblight has no shortage of powerful and versatile warbeasts. Their range of dragonspawn includes weapons for every occasion, and many a foe has fallen to their slashing claws, gnashing teeth, and hellish flame.

The Nephilim light warbeasts stand apart from their brethren due to their ability for independent thought, an aspect that manifests in the humanoid weaponry and armor that enables them to fulfill battlefield roles unsuited to more feral dragonspawn.

A Breed Apart

From a game play standpoint, Nephilim constitution is represented in a number of ways, some more critical than others from a tactical standpoint. Nephilim lack the Soulless rule of

most Legion warbeasts, for example, but this is rarely a significant tactical advantage or disadvantage.

A far more important aspect of Nephilim from a tactical standpoint is their tradeoff of higher Threshold stats in exchange for the Blood Creation rule. Other Legion warbeasts have a Threshold stat of 7 to 9, meaning they will frenzy fairly often when fury is left on them. Blood Creation guarantees that those warbeasts will not attack their warlock but provides no greater control over them. The Nephilim Bolt Thrower, Protector, and Solider each boast a THR 10, making them some of

the most disciplined warbeasts in the game. This allows a canny commander to maintain battlegroup control while running slightly higher on fury points than his warlock's fury stat indicates.

Nephilim arms and armor are another differentiating factor. The Nephilim Bolt Thrower and Soldier have damage output that competes with some of their heavy warbeast counterparts when it comes to ranged and melee attacks respectively, and the Nephilim Protector has an ARM value greater than all but the sturdiest heavy warbeasts.

Beyond their differences, however, it is important to remember their shared strengths. Like other Legion warbeasts,

Nephilim have the Eyeless Sight advantage for ignoring clouds, forests, and Stealth. They also benefit greatly from the warbeast support of Blighted Nyss Shepherds, Blighted Nyss Sorceresses, and the Forsaken.

Soldier's Blade

The Nephilim Soldier's two-handed sword places it towards the top of the heap when it comes to light warbeast/warjack melee damage output. At P+S 14, the Soldier can harm even heavy warbeast/warjack targets and has no difficulty dispatching enemy warrior models.



Its combination of SPD 6, Eyeless Sight, Flight, and Reach also give the Soldier plenty of opportunities to choose its victim. Regardless of clouds, forests, or friendly models, a Soldier can threaten any target within an impressive 11" threat range.

Add in the Massacre animus to extend that threat range yet another inch, allow the Soldier to charge for free, and provide an extra attack. Remember to cast Massacre with a warlock whenever possible to leave plenty of fury for additional MAT 6, P+S 14 attacks. Massacre is also an excellent option for other warbeasts. A free charge and a free additional attack are excellent buffs for Typhon but are also attractive for a lowly Shredder (don't forget Rabid during those two bonus attacks!).

Protector's Plate

In a faction known far more for its speed than its armor, the Nephilim Protector's heavy plate armor really sets it apart. The Protector has a base ARM 18 while still maintaining a SPD 6. This is unparalleled among light warbeasts/warjacks and is relatively rare even for models with the Shield advantage.

This heavy plate armor is not for show but to maximize the benefits of the Shield Guard ability. Once per round, each Protector can take a bullet meant for a Forsaken, unit officer, lightly armored warbeast, or even a warlock. In a faction that depends on fragile yet powerful models, Shield Guard is a godsend.

Empathic Transference and Safeguard provide yet more defensive incentives to use a Protector or two. Empathic Transference allows transfers even at full fury capacity while Safeguard can protect any model from knockdown as well as reducing slam distance. Reducing slams can be helpful against Satyrs and Titans, but safety from knockdown is an excellent defense against any foe. All too often, knockdown on a warlock spells imminent defeat.

Thrower's Bow

The Nephilim Bolt Thrower is the newest of the three Nephilim warbeasts and has a very clear role of mobile fire support. Even the impressive threat range of Everblight's melee dragonspawn cannot match that

of opposing ranged elements. This Nephilim evens out that disparity with its impressive 18" threat range and POW 14 ballista.

The ballista lays claim to the highest-POW ranged weapon among all light warbeasts and warjacks aside from the Renegade's single-shot Obliterator rocket. It also has one of the higher RNG stats along with an excellent critical effect. Eyeless Sight is the icing on the cake, allowing the Bolt Thrower to ignore the DEF bonus of concealment or ignore forests or smoke clouds in its way.

Beyond the threat range, POW, and critical on its ballista, the Bolt Thrower offers an interesting animus in Glider. Flight opens up numerous maneuverability options to a Legion warlock, and 1 fury point is a small price to pay for that versatility.

Angelic Artifice

Regardless of warlock selection, the Nephilim are self-sufficient warbeasts that become even more impressive when factoring in the Legion warbeast-support models. Even so, some warlocks have a special affinity for particular members of the Nephilim brood.

- Lylyth, Herald of Everblight favors *Nephilim Soldiers* due to her Blood Lure ability and Field of Slaughter feat, both of which enhance the Soldier's innate damage output substantially. Add in her Parasite spell to guarantee the destruction of any target in her Soldiers' sights.
- Lylyth, Shadow of Everblight leans more towards *Nephilim Bolt Throwers*. The added RNG and the additional attack from her Decimation feat is tailor-made for the ballista beasts, while her Pin Cushion spell can increase the attack, damage, and odds of criticals against a target model/unit.
- Thagrosh, Prophet of Everblight gains a lot of utility from a *Nephilim Protector*. The medium-based warlock is easier to tag with ranged attacks, so Shield Guard is an important counter. Thagrosh's Attuned Spirit also eliminates the cost of Safeguard against enemies with knockdown abilities, spells, or feats.
- Thagrosh, the Messiah favors the *Nephilim Soldier* due to its

accuracy- and damage-enhancing characteristics. His Manifest Destiny spell and Dragon Storm feat are both a perfect fit with the brutal Soldiers.

- Vayl, Disciple of Everblight is an equal-opportunity Nephilim supporter. Chiller, Incite, and Leash are great spells for the *Nephilim Soldier* and the *Nephilim Bolt Thrower* alike, while Shield Guard makes the *Nephilim Protector* an exceptional bodyguard for the icy sorceress.
- Rhyas, Sigil of Everblight is a natural *Nephilim Soldier* fan due to her Tide of Blood feat, but she also benefits greatly from the Soldier's Massacre animus. If a Soldier uses Massacre on Rhyas, it will stack with Tide of Blood to grant her yet another movement option along with an additional attack.
- Saeryn, Omen of Everblight has versatile appeal much like Vayl. *Nephilim Soldiers* and *Nephilim Bolt Throwers* benefit greatly from Foreboding, Blight Bringer, and Breath Stealer, while Saeryn herself could always use a *Nephilim Protector's* protection.
- Absylonia, Terror of Everblight typically favors heavy warbeasts for her battlegroup since they derive the most benefit from her upkeep spells. At least one *Nephilim Protector* is a key addition to the battlegroup, however, to guard Absylonia and her support solos.
- Bethayne, Voice of Everblight not only enjoys the company of *Nephilim Protectors*, but they enable an entire secondary play style for the warlock. Rather than relying on Belphagor, her ARM 19 'beast suit, Bethayne can utilize her favored pet as a spell channeler while a pair of Protectors take over the duty of guarding her from attacks.



PAINTING THE NEPHILIM



Blackfrost Spawn

By Todd Arrington

Step 1

Base the skin with Ironhull Grey with Midlund Flesh roughed in. Base the metals on both the armor and sword with Cold Steel. Base the sword handle with Skorne Red. Finally, base the cloth wrappings around the Nephilim's legs with Hammerfall Khaki.

Colors Used:

Armor Metals: Cold Steel

Cloth Wrappings: Hammerfall Khaki

Skin: Ironhull Grey, Midlund Flesh

Sword Handle: Skorne Red

Sword Metals: Cold Steel



Blackfrost Spawn

Although most of Everblight's horrors are spawned with the white flesh and black, bony armor most commonly seen in Legion hordes, other color schemes are possible. In fact, some Legion warlocks have enough control over the monsters birthed from their blood they can radically alter the color of both flesh and armor. Such is the case with the black-skinned Nephilim that often work their murderous deeds in the dead of night. The few victims that have survived the attacks of these stealthy slayers have dubbed them "blackfrost spawn."

-  Armor Wash
-  Battlefield Brown
-  Beaten Purple
-  Bloodtracker Brown
-  Brown Ink
-  Coal Black
-  Cold Steel
-  Exile Blue
-  Gun Corps Brown
-  Hammerfall Khaki
-  Ironhull Grey
-  'Jack Bone
-  Khardic Flesh
-  Menoth White Base
-  Menoth White Highlight
-  Midlund Flesh
-  Quick Silver
-  Skorne Red
-  Thamar Black
-  Umbral Umber



Step 2

Base the face with Khardic Flesh and the claws with Gun Corp Brown. Wash the skin with a mix of Umbral Umber, Exile Blue, and mixing medium, keeping the mix on the warm side. Wash the natural armor and spikes with a mix of Coal Black and mixing medium. Wash the armor metals with a mix of Bloodtracker Brown and Armor Wash. Wash the sword metals with a mix of Coal Black and Armor Wash. Wash the sword handle with Brown Ink. Finally, wash the cloth wrappings with a mix of Battlefield Brown and Hammerfall Khaki.

Colors Used:

Armor Metals: Armor Wash, Bloodtracker Brown
Claws: Gun Corps Brown
Cloth Wrappings: Battlefield Brown, Hammerfall Khaki
Face: Khardic Flesh
Natural Armor/Spikes: Coal Black
Skin: Exile Blue, Umbral Umber
Sword Handle: Brown Ink
Sword Metals: Battlefield Brown, Hammerfall Khaki



Step 3

On the skin, do a placed wash in the shadowed areas with a mix of Beaten Purple and mixing medium. Highlight the natural armor and spikes with Coal Black up through Frostbite, using a layered dabbing effect as you get closer to the edge. Wash the face with a mix of Beaten Purple, mixing medium, and a very small amount of Thamar Black. Wash the armor metals with a mix of Exile Blue and Armor Wash. Wash the sword metals with a mix of Beaten Purple and Armor Wash closer to the hilt. On the sword handle, highlight up with Skorne Red and small touches of Menoth White Base. Highlight up the cloth wrappings with Hammerfall Khaki and Menoth White Highlight. Finally, highlight the claws with Jack Bone.

Colors Used:

Armor Metals: Armor Wash, Exile Blue
Claws: Jack Bone
Cloth Wrappings: Hammerfall Khaki, Menoth White Highlight
Face: Beaten Purple, Thamar Black
Natural Armor/Spikes: Coal Black, Frostbite
Skin: Beaten Purple
Sword Handle: Menoth White Base, Skorne Red
Sword Metals: Armor Wash, Beaten Purple

Step 4

Highlight the skin up with Ironhull Grey though Midlund Flesh. Highlight the tips and edges of the natural armor and spikes with Menoth White Highlight using a dabbing motion. Highlight the edges of the armor metals with Cold Steel and the rivets with Quicksilver. The edges of the sword metals should be highlighted with Cold Steel and rivets and runes with Quicksilver. Use Menoth White Highlight to put the finishing touches on the claws and teeth.

Colors Used:

Armor Metals: Cold Steel, Quick Silver
Claws: Menoth White Highlight
Natural Armor/Spikes: Menoth White Highlight
Skin: Ironhull Grey, Midlund Flesh
Sword Metals: Cold Steel, Quick Silver
Teeth: Menoth White Highlight



STRATEGIC ACADEMY

KHADOR



By JOSH SAULTER • Art by CHIPPY, EMRAH ELMASLI, MARK GIBBONS,
IMAGINARY FRIENDS STUDIO, HARL RICHARDSON, JAMES RYMAN,
ANDREA UDERZO, CHRIS WALTON, AND KIERAN YANNER

This installment of the Strategic Academy delves into the forces that comprise the Khadoran Empire's military. The cold motherland ruled by Empress Vanar has produced soldiers hardened by both weather and grueling combat. Each frost-wreathed breath drives them onward to conquer new territory in the name of the Hammer, Anvil, and Forge. The warcasters who usher these forces into war combine unstoppable warjacks with cunning strategy to pierce even the most tempered enemy defenses.

Here, we will consider the themes that pervade the Khadoran faction as well as the warcasters that lead its armies into the fray. However, the full extent of Khador's military capability cannot be illustrated in such a finite space. The reader is urged to visit his local biblioteka and peruse *Iruck on Conquest: How to Fully Subjugate Your Enemy*. Within those pages, comrade, a more comprehensive view of Khador's glorious might can be found.

AN IRON AGENDA

Khador has spent countless resources to engineer warjacks that can withstand the punishment of multiple engagements. These warjacks are often simple in design and constructed to shrug off all but the most powerful attacks while delivering debilitating blows. The standard Juggernaut, for example, carries an Ice Axe that deals a MAT 6, P+S 19 attack with the critical stationary effect. When fully fueled with focus, this no-frills warjack can destroy nearly any enemy threat without further aid. One point of interest is that the arc node is mostly unseen in the Khador catalog. Other than the Old Witch's companion Scrapjack, warcasters must typically rely on meeting the enemy on a personal level to cast their offensive spells.

MARTIAL PARAGONS

Military tradition is at the forefront of Khadoran culture, and the various branches accept citizens from all walks of life. The Winterguard, Iron Fang, and Man-o-War, for example, take on unique roles in a Khadoran army and are led by legendary names. Jozef Grigorovich leads his Winterguard with battle cries that grant them Tough or the extra strength required to take down heavily armored opponents. Iron Fang leader Markov leads his Uhlans in deft maneuvers and rallies them even in the face of terrifying enemies. In close combat, his explosive lance provides an array of knocked down enemies for his accompanying horsemen to finish off. The Khadorans are truly feared in all aspects of battle.

ANCIENT MAGIC

The magic used by Khadoran wizards contains a connection to the Orgoth invaders from generations past. Magical implements like Zerkova's Orgoth Seal offer unique protections from

enemy spells either by limiting their range or preventing them from targeting her at all. Likewise, the dreaded Doom Reavers carry swords laden with screaming souls that drive their bearers mad. Those same fellblades provide the berserkers with protection from enemy magic so they can slaughter their opponents unmolested.

THE COLD SHOULDER

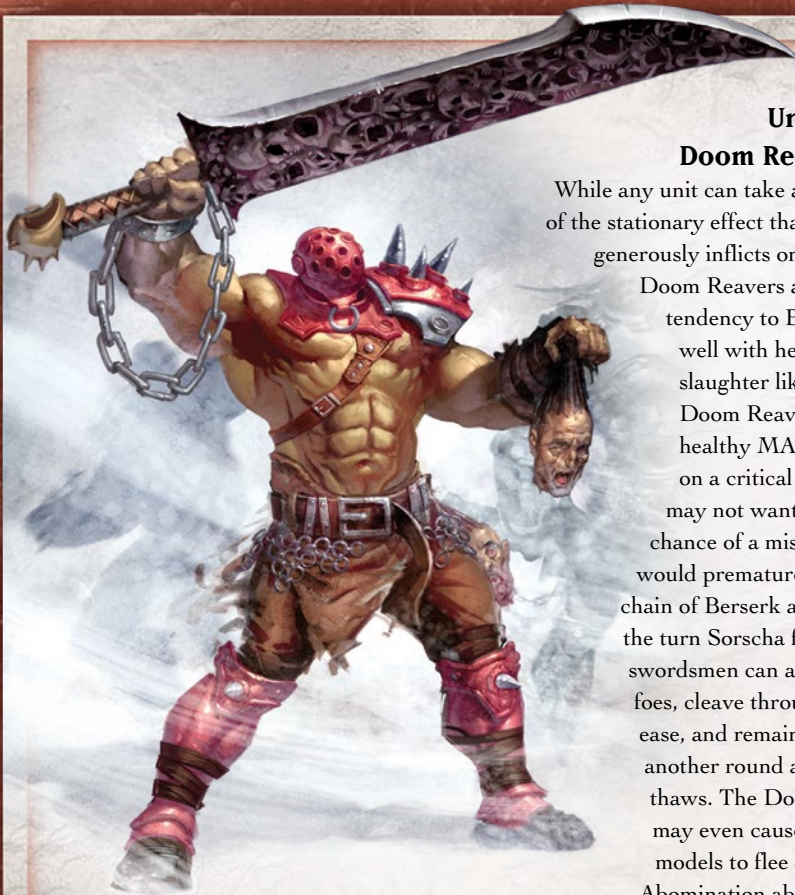
When the armies of the north venture south, they take with them a little bit of home. The snow and ice that cover the empire are embodied in warcasters like Sorscha who can make entire armies stationary with her Icy Gaze. Axes like those carried by Beast-09 and other Juggernauts freeze enemies where they stand (when they don't outright destroy them). But above all, the Greylords wield the Motherland's chill with the most terrifying results. A ternion of Greylords can easily blast apart enemy formations with Frostbite sprays or bring the most powerful warjack to a halt with Ice Cages. By stopping key models in their tracks, a Khadoran kommander can bypass dangerous foes or destroy them with ease.



KOMMANDER SORSCHA

Sorscha takes to the battlefield armed with the freezing clime of her homeland. As her forces advance, she envelops her control area with a Fog of War, providing concealment to her comrades and helping to ensure their safety. When the moment arrives, she has multiple ways to immobilize her foes. The spell Freezing Grip makes a target model/unit stationary for one turn, allowing her to easily destroy the target





Unit of Note:

Doom Reavers

While any unit can take advantage of the stationary effect that Sorscha generously inflicts on the enemy, Doom Reavers and their tendency to Berserk pair well with her to create a slaughter like no other. Doom Reavers have a healthy MAT of 7, but on a critical turn you may not want to risk any chance of a missed roll that would prematurely end a chain of Berserk attacks. On the turn Sorscha feats, the mad swordsmen can approach their foes, cleave through them with ease, and remain alive for another round as the enemy thaws. The Doom Reavers may even cause nearby models to flee due to their Abomination ability, possibly forcing stationary models to shiver in fear before they are cut down.

or ignore it altogether. Alternately, Sorscha can cast Tempest to knock down models in a 4-inch AOE, likewise removing the affected models from the equation of battle. On the turn she feats, Sorscha turns her Icy Gaze toward the enemy front and causes all models caught in her control area and in her line-of-sight to become stationary. Enemies caught in this trap can do little but watch their end arrive in the form of steel blade or gunfire.

Warjack of Note: Destroyer

With many stationary or knocked down enemy models in sight, a Destroyer can find an easy mark with its RAT 4 bombard. Sorscha should be able to provide her Destroyer with a target each turn through Icy Gaze, Freezing Grip, or Tempest. However, even a simple boost can often hit a model that strays too close to the warjack, and on a missed attack the AOE can deviate into enemy territory. The Destroyer's Executioner Axe should not be ignored, as it can easily cripple an enemy warjack's arm with a critical hit. This model is a perfect example of the simple yet deadly design of Khador's warjacks.



FORWARD KOMMANDER SORSCHA

Like her original form, Epic Sorscha provides a way to make enemy models stationary with the Freezing Grip spell. However, the Forward Kommander trades her former defensive abilities for pure destruction. Cyclone allows her to deftly move into range of a group of enemy models and make an attack against each one to open gaps in the enemy formation. Shatter Storm provides an additional method for damaging enemies. The friendly model/unit affected by the spell can cause

targets to explode into 3-inch, POW 8 AOE's. Those models boxed by the original attack are removed from play, which can ruin the day of many enemy models with resurrection or reanimation abilities. Her feat Winter's Chill allows even weak attacks to damage models, as it doubles the damage suffered by enemies caught in her control area. No matter the situation, Forward Kommander Sorscha can deliver severe punishment to those who oppose her.

Warjack of Note: Beast-09

Beast-09 combines very accurate attacks with subtle maneuverability, two characteristics that can be rare among Khador warjacks. For example, its affinity with Sorscha allows it to reroll failed charge and slam attack rolls, and its Heavy Boiler gives it the ability to run for free. If Sorscha casts Boundless Charge on Beast-09 and allocates it a full 3 focus, the warjack can charge 9 inches and produce four P+S 19 attacks with Reach as well as a single P+S 15 attack. If combined with her feat, this monster can easily wreck multiple heavy warjacks in a single turn. Add to that Sorscha's bond—which causes enemies to become stationary after ending an activation near the warjack—and Beast-09 becomes a solid front-line model. Beast-09 also presents the enemy with a painful choice. Its Hyper Aggressive ability allows it to move toward a model that damages it, forcing the opponent into a dilemma: damage the warjack and have it move into a favorable position or do nothing and leave the beast undamaged.

Unit of Note: Winter Guard

Sorscha leads a handpicked group of Winter Guard that serves as her Elite Cadre. Whether they are Infantry, Rifle Corps, or artillery crews, she ushers her comrades across the battlefield at a Desperate Pace giving affected units +2 movement. Additionally, Winter Guard models may reroll missed Combined Ranged attack rolls due to her Elite Cadre bonus. Winter Guard Infantry under her command excel at coordinating their attacks and, stationary or not, rarely miss when Sorscha is leading the way.



ORSUS ZOKTAVIR, BUTCHER OF KHARDOV

More than any other Khadoran warcaster, the Butcher of Khardov embodies pure carnage. His spells focus on delivering his battlegroup to the front line and then unleashing overpowering attacks. Iron Flesh, for example, grants +3 DEF to a friendly warrior model/unit while imparting -1 SPD. When placed on models that already have a high DEF, such as Kayazy Assassins, opposing models will have difficulty hitting. Even when cast on the Butcher himself, he arrives at a respectable DEF 17. When closing with the enemy, Full Throttle can be used to efficiently send the Butcher's battlegroup into battle. This spell allows his warjacks to charge, slam, or trample without spending focus and also grants boosted melee attack damage rolls. A

single Juggernaut gains the equivalent of at least 3 focus while under the effects of the spell and can still use focus that is allocated to it. A second or third warjack compounds the efficiency of this spell. The spell Fury increases melee damage rolls by +3 while decreasing the target's DEF by 1. When under the effects of Fury and the Butcher's feat, which grants an additional damage die to all attacks, the damage output of any model can be highly accentuated. Consider the Butcher under the effects of his feat and Fury. With the Weapon Master quality on his axe Lola, the resulting damage roll would be an effective P+S 19 with five dice of damage. Many warcasters would be destroyed by one attack with an expected damage roll of 36 points!

Warjack of Note: Juggernaut

The Juggernaut boasts a high-P+S Ice Axe and a reliable MAT of 6. With the Butcher, a pair of these warjacks becomes even more deadly. When under the influence of Fury, a single Juggernaut has an effective P+S 22 Ice Axe. When boosted with focus or Full Throttle, the warjack has a good chance to trigger Critical Freeze over the course of a round of attacks, leaving the target stationary if it survives.

Unit of Note: Great Bears of Gallowswood

The Great Bears of Gallowswood are miniature Butchers in their own right. Carrying an axe with P+S 12 and

Weapon Master, each Great Bear can deliver five dice of damage on a charge when affected by the Butcher's feat. When affected by Iron Flesh and their own Defensive Line, the Great Bears rest on DEF 16 and ARM 16, which helps to deliver them to the front lines. With Backswing granting each Great Bear two attacks, little can withstand an encounter with these brutal sons of the empire.



KOMMANDER ORSUS ZOKTAVIR

Kommander Zoktavir's Arcane Dementia presents a challenge to both his own forces as well as his enemies. With a variable amount of focus each turn (anywhere from 2 to 7 points), he must be able to adapt and use every resource available to mitigate his own madness. However, if Zoktavir destroys at least three enemy models with melee attacks on a previous round, he is automatically granted 7 focus. This means that keeping him in the fight is often necessary to maximize his effectiveness. Zoktavir supports his battlegroup more than his non-epic form through his Conferred Rage and warjack-enhancing spells. After destroying an enemy model,

Conferred Rage grants his warjacks +2 SPD and +2 MAT for the turn.

When combined with Boundless

Charge, a typical warjack can charge a total of 11 inches and swing with an effective MAT 8. Enemy forces will often be caught off guard when a slow Khador warjack



suddenly screams across the field. Additionally, the spell Fury remains in Zoktavir's bag of tricks. When combined with Ravager, which grants Berserk, any warjack in his battlegroup becomes a destroyer of both warriors and warjacks alike. Finally, Zoktavir's feat, Feel the Hate, provides even more movement and attack potential. Enemy models destroyed in his control area grant Rage tokens that can be allocated to other friendly models at the end of the activation phase. A Rage token can be spent once to make a full advance and attack, which when under Conferred Rage can be as much as 6 inches for a warjack. More tokens can be spent for extra melee attacks or to boost a roll. No matter what the enemy has left on the battlefield, it can be destroyed with proper allocation of Rage tokens.

Warjack of Note: Decimator

The Kommander can easily increase the speed of any warjack under his command. The Decimator can add to this extra movement by taking advantage of its Beat Back ability, which grants an inch of movement after hitting with an attack from the Dozer. With a ROF of 2, the warjack can adjust its position from turn to turn before charging in. Once granted 3 Rage tokens, the Decimator can then move in with a series of P+S 21 attacks with Fury applied.

Solo of Note: Man-o-War Drakhun

Kommander Zoktavir supports his non-warjack forces best with his feat. To maximize Feel the Hate, fast moving and hard-hitting models like the Drakhun are ideal. With SPD 7, the dragoon can quickly move up the battlefield, running if necessary, in preparation to receive Rage tokens. Once the intervening enemies have been cleared, a Rage token can be spent to move an additional 7 inches and deliver multiple P+S 14 Weapon Master attacks. With the option to boost, such attacks can finish off even well-armored opponents.



VLADIMIR TZEPESCI, THE DARK PRINCE

With a list of spells that provide immense defensive and offensive power, Vladimir is an army of one. Blood of Kings grants the Dark

Prince +3 to his SPD, STR, MAT, DEF, and ARM, which allows him to quickly move through a battle with little fear of reprisal. If mundane enemy ranged attacks become a problem, Wind Wall can be cast to protect Vlad and other models from non-magical volleys. When the time comes to engage the enemy, Signs and Portents can be cast to push friendly attack and damage rolls over the top. By adding an additional die, but dropping the lowest roll, the enemy may fall to attacks it would normally be able to withstand. If it's a free spell you're looking for, Blood Boon allows Vlad to destroy an enemy model and cast a spell without spending focus. This ability is a great way to conserve focus for ARM and still cast Razor Wind to destroy an irritating enemy or to invoke Wind Wall for extra protection. Vladimir supports his battlegroup with both Boundless Charge and his feat. Boundless Charge allows the target model to charge with +2 movement without spending focus while ignoring rough terrain. His feat Forced March doubles the SPD of his warjacks while also granting focus-free charges. When combining the two, a SPD 4 warjack can charge 13 inches and still be fully loaded with focus.

Warjack of Note: Drago

Drago's Affinity for Vladimir includes two effects. First, Vlad's controller may ignore Drago's Unstable rule that would normally cause the warjack to risk exploding after spending focus. Second, the Affinity grants Drago an additional die on attack and damage rolls while requiring the lowest die roll to be discarded. When boosting with focus and under the effects of Signs and Portents, Drago can roll five dice and keep the highest three. Hitting is no problem for this MAT 7 warjack, and the sheer number of dice rolled makes Critical Amputation on the Executioner Axes all the more likely. Drago's Run Riot Imprint increases the speed offered by Forced March and Boundless Charge. By spending a focus, it can move an inch when it completes an attack leaving no enemy models in its melee range. By carefully charging Drago into the right position, it can gain an extra inch or two to arrive at an enemy warcaster's doorstep.



Solo of Note: Fenris

The Dark Prince can increase any friendly model's effectiveness through Signs and Portents. Fenris is especially capable of wrecking enemy formations while under the influence of that spell. Charging 11 inches, Fenris has no problem catching multiple enemies within the 2-inch Reach of his fellblades. Fenris can keep three of the four charge damage dice rolled under Signs and Portents thanks to Weapon Master. Two initial attacks, a potential impact attack, and Berserk ensure the dragoon destroys whatever targets Vlad has assigned to him.



VLADIMIR TZEPESCI, THE DARK CHAMPION

The Dark Champion lends his magical power to his forces in the form of the spells Transference and Hand of Fate. Transference allows friendly non-warcaster warrior models to boost attacks and damage using the warcaster's focus. Although Vlad's focus is a limited resource, a key boost can turn the tide of many battles. Hand of Fate acts as a limited, but cheaper version of Signs and Portents, as the target model/unit gains additional attack and damage dice but must discard the lowest roll. Since Transference is cast on Vlad himself, the target of Hand of Fate may benefit from both effects. The Dark Champion replaces Boundless Charge with Assail, which allows an extra 2 inches of movement on a free charge or slam. Additionally, slammed models are moved an extra 2 inches, which is often just enough to collide with and knock down a vital enemy model. Above all, however, the ancient heritage of Vladimir has awakened

new abilities. Might of Kings grants a bonus to Vlad each time he is damaged, potentially granting him +3 SPD, STR, DEF, and CMD for the rest of the game. Additionally, his feat allows Vlad to stir the ancestral blood in his forces to grant them a similar but less permanent bonus. When using his feat Blood Legacy, d3+3 friendly faction warrior models gain +3 SPD, STR, MAT, RAT, DEF, ARM, and CMD for one round. Although characters cannot be affected by his feat, Vlad has many options to make use of his countrymen's newfound strength of arms.

Warjack of Note: Kodiak

A Pathfinder, the Kodiak can lurk in forests or other rough terrain while preparing to burst out and smash the enemy to pieces. When affected by the spell Assail, a Kodiak can charge without spending focus with an additional 2 inches of movement. Once in melee with an enemy warjack, the Kodiak can utilize its Chain Attack: Grab & Smash ability to throw the enemy model back into its own lines to disrupt formations and knock down key models. The combination of charging with extra movement from Assail while still having the option to perform a throw can easily catch the enemy off guard.

Solo of Note: Manhunter

Epic Vlad's feat gains maximum efficiency when used to increase the power of models with multiple attacks. The Manhunter, already a quick and fearsome solo, is made even more

deadly by augmenting its SPD, MAT, and STR. A single Manhunter becomes an effective SPD 9, MAT 11, and P+S 14 while under the effects of Blood Legacy. With Weapon Master, the solo can deliver an accurate 12-inch charge with four dice of damage. A second axe attack at P+S 14 and three dice (or four if Transference has been cast) can quickly dispatch many troublesome targets. With a Field Allowance of 2, the Manhunter is a solid choice for Vlad to bring in any list.



KOMMANDANT IRUSH

The author of the quintessential manual on war supports his fellow troops in all areas of combat. The Iron Flesh

spell helps them advance up the field safely by adding +3 to the DEF of a model/unit, although the spell comes



with a penalty of -1 SPD. Additionally, casting Inhospitable Ground forces the enemy to treat Irusk's control area as rough terrain, which can often guarantee that his own forces execute the first charge. Before that crucial charge, the spell Battle Lust can be cast to grant a model/unit an additional die on melee damage rolls, benefitting nearly any unit the Kommandant cares to take with him. Finally, Irusk's feat Undying Loyalty keeps his troops on their feet and in the thick of things by granting Fearless, Tough on a roll of 4-6, and immunity to knock down. Irusk can also increase the effectiveness of his battlegroup by casting Superiority on a friendly warjack. The spell prevents the warjack from being knocked down while providing extra SPD, MAT, and DEF, which allows it to keep up with the rest of army. By protecting his army before and during an engagement, Kommandant Irusk maximizes the attacks his forces bring to the fight.

Warjack of Note: Devastator

Although most of the Kommandant's abilities combine better with warriors rather than warjacks, he can easily provide support for another battlegroup model. The Devastator is already equipped with a high ARM,

but like most Khadoran warjacks, suffers from limited movement. The additional +2 SPD from Superiority allows the warjack to run 12 inches a turn alongside the rest of the army, Bulldozing enemy models away when advancing into base-to-base contact. Rain of Death is the Devastator's signature attack, causing an automatic POW 18 blast damage roll to models in base-to-base with it. Models simply within 3 inches of the blast suffer a POW 9, but enemies with abilities like Force Barrier ignore the attack altogether due to an immunity to blast damage. When the time arrives for the Devastator to produce a Rain of Death, the extra speed allows it to not only distance itself from friendly models but Bulldoze deeper into enemy territory to reach important targets.

Unit of Note: Iron Fang Pikemen, Officer & Standard

The effect of Irusk's spells and feat increases with the number of warriors under his command. One or more units of Iron Fang Pikemen provide a solid wall of armor and offense that can inflict a fearsome charge, or when necessary, receive one with few losses. By marching in a Shield Wall formation under the effects of Iron Flesh, a group of Pikemen can achieve DEF 16 and ARM 18 with ease. When on the attack, the same unit can combine melee attacks with a base MAT 6, Critical Knockdown, and P+S 13. Add in Battle Lust and well armored foes quickly fall before the Iron Fang.



SUPREME KOMMANDANT IRUSK

Since his failure at Northguard, Irusk has perfected new tactics to bring his opponents to ruin. His spell Artifice of Deviation provides a 5-inch AOE through which his forces can move, even through impassable obstructions and models, while the enemy must treat it as rough terrain. An enemy warcaster hiding behind a wall of models may find himself unexpectedly under attack when the artifice is in play. The Kommandant augments the movement of his forces through use of spells such as Energizer and Tactical Supremacy. Proper execution of these maneuvers creates a bubble of deception and maneuverability that can misdirect many opponents. Energizer allows Irusk and the rest of his battlegroup to immediately move up to 3 inches, allowing for a sudden relocation prior to a charge or a slight shift to reveal a critical line of sight. Tactical Supremacy allows a model or unit to advance 3 inches at the end of the activation phase, allowing movement into protective terrain, back into Shield Wall, or even through friendly models due to Irusk's Martial Discipline ability. When attacking at range, Fire For Effect adds an additional die to a model's first ranged attack and damage roll. Whether cast on an AOE-producing warjack such as a Destroyer or even a simple Mortar, Fire For Effect can drastically increase the impact of a direct hit as well as blast damage. The Supreme Kommandant's feat Desperate Ground offers his army the chance to strike from behind clouds and forests, ignoring the line-of-sight





issues they typically present. Affected models also immediately stand up and gain Pathfinder. Furthermore, enemy models caught in the feat suffer -2 SPD and cannot give or receive orders. When Desperate Ground is used at the right time, the enemy finds itself surrounded and attacked from what was once a safe position.

Warjack of Note: Behemoth

The Behemoth can benefit from Energizer along with the rest of Irusk's battlegroup. By advancing under that spell, the Behemoth can still forfeit its movement for the aiming bonus and unleash a barrage of AOE attacks. Fire For Effect can add an attack and damage die to the Behemoth's first ranged attack each turn if the spell is upkeep. Additionally, while affected by Irusk's feat the warjack can ignore any clouds and forests. The Behemoth's AOE's will always find a target while under the Supreme Kommandant's command.

Unit of Note: Man-o-War

Whether Shocktroopers, Demolition Corps, or Bombadiers, the Supreme Kommandant provides support to his Man-o-War units. Tactical Supremacy allows these normally slow units to move quickly across the battlefield, while Battle Lust increases their

already potent melee weapons. In a pinch, Fire For Effect can be cast on a Shocktrooper or Bombadier model to boost its ranged potency.



KARCHEV THE TERRIBLE

The Man in the Machine multiplies the effectiveness of his battlegroup in several ways. His upkeep spell Sidearms increases the DEF of his battlegroup while preventing them from being knocked down. With a War Dog (and its Guard Dog ability), Karchev might reach a DEF of 16 or more against melee attacks. When casting Tow, the battlegroup can cover a surprising distance. If Karchev uses the Arcantrik Turbine to gain +2 inches of movement

and then runs, an upkeep Tow can effectively reposition his warjacks 10 inches or more from their original locations before they activate. When Karchev's warjacks go in for the attack, Unearthly Rage can grant them free boosted melee attack and damage rolls as well as the Magical Weapon quality. Focus efficiency is increased even further with Karchev's feat Total War. When under its effects, all models in the battlegroup can change facing before charging and can charge or make power attacks without focus expenditure. Karchev himself can deal out substantial damage with access to power attacks, a P+S 19 melee weapon, and a SP 10 ranged attack that knocks down models. If Karchev is accompanied by ranged support, it is trivial for him to knock down a series of models that can be further damaged from a safe distance.

Warjack of Note: Berserker

The Berserker is a warjack that typically comes at a steep price. Its Unstable rule makes spending focus a potential disaster, as the warjack may explode violently and be removed from play. However, under the effects of Unearthly Rage the Berserker becomes a reliable and cheap way to deal out significant damage. Since it can always run or charge without spending focus, Karchev can Tow a group of Berserkers forward and quickly send them ahead. When necessary, a fully focus-laden Berserker can be sent into an enemy formation with the hope that it explodes into a nearly 8 inch AOE dealing POW 14 blast damage to everything in the area.

Unit of Note: Battle Mechanics

Karchev sports a damage grid not unlike a warjack. His Man in the Machine rule prevents him from spending focus to heal boxes other than those in his Body system. Battle Mechanics, however, can use their Repair skill to remove damage from his other systems. When needed, the Mechanics can also be used to repair other models in the battlegroup. Often, repairing a single box in a critical system can be the difference between a successful turn and a failed one. By bringing a unit of Mechanics to battle, Karchev can ensure his survival while ensuring his opponent's destruction.



ZEVANNA AGHA, THE OLD WITCH OF KHADOR

The Old Witch uses a primeval magic that bends the earth and its kin to her will. The Old Witch supports her troops with spells like Iron Flesh and Weald Secrets. Weald Secrets provides Camouflage and Pathfinder to the target model/unit, which can allow a critical unit to advance under extra concealment and strike unhindered from a forest. The Old Witch herself can use Gallows to attack an enemy and drag it toward her. Repositioning a key enemy model with Gallows can bring slower friendly models into charge range or unveil line-of-sight to a previously hidden model. However, the Old Witch is perhaps best known for her spell Murder of Crows. When summoning this 5-inch AOE, the Old Witch can place it to block line-of-sight and to potentially damage other models with a POW 8 damage roll. The spell is also often used in combination with her feat Field of Talons. When the feat is in effect, it prevents enemy models from running, charging, or making special attacks. Furthermore, it damages enemies that end an advance in her control area with a POW 14. By placing Murder of Crows on a group of enemy models and using Field of Talons, the enemy must choose between suffering a POW 8 or a POW 14 damage roll. Either way, the Old Witch forces her opponent to make difficult choices that often have dire results.

Warjack of Note: Scrapjack

While the Old Witch can command any warjack, her spells Unseen Path and

Avatar of Slaughter make the Scrapjack her ultimate companion. Avatar of Slaughter is limited to targeting her or the Scrapjack, but makes either capable of a horrific killing spree. When cast on the Scrapjack, the 'jack can use the Reach on its talons to destroy entire units as the spell allows movement between attacks. When cast on the Old Witch, Avatar of Slaughter allows her to potentially cull the souls of multiple living models in one turn. After exhausting the chain of attacks, the Old Witch can then cast Unseen Path to teleport herself or the Scrapjack out of danger in preparation for the next round of slaughter.

Unit of Note: Kayazy Assassins and Underboss

The Kayazy can benefit from Iron Flesh by running or charging into position and then having the spell cast on them. At that point, they stand at DEF 17 versus ranged and magic and DEF 19 against melee attacks (thanks to the Underboss's Duelist tactic). When the Old Witch uses her feat, the Kayazy can easily move into an advantageous position in preparation for a charge the next turn. By using the Underboss' Kill Stroke ability, the Kayazy can use that subtle setup to charge through enemy models and destroy key enemies or even destroy low-ARM warcasters.



KOLDUN KOMMANDER ALEKSANDRA ZERKOVA

Zerkova maintains a toolbox of abilities and spells that enable her to engage the enemy on her terms. Her spell Twister can deny line-of-sight and Banishing



Ward prevents enemy spells from targeting the affected model/unit. When facing potent spell slingers, that brand of protection can often shut down an opponent's main offense. Zerkova is not all about defense, however, as her arsenal includes Influence and the tried-and-true Razor Wind. By using her Arcane Artifacts, Zerkova can increase her spell threat range by 3 inches, making her offensive spells all the more deadly. When range is not an issue, her Focus Sphere can decrease a spell's COST by 1, giving Zerkova the option to camp on the extra focus or use it for a free boost. Her feat Howling Wind can shut down enemy attacks for a turn by denying initial ranged attacks, charges, and special attacks. With the Koldun Kommander in the right position, an enemy army can find itself mired too close to the Khadoran force with no means for a counter attack.

Warjack of Note: Marauder

Zerkova's spell Watcher allows a warjack to advance and make a boosted attack against an enemy model that wanders too near. Often a warjack with Reach or a ranged attack, such as a Destroyer or Spriggan, is chosen for this task. However, the Marauder offers a different option. When Watcher is triggered, the selected warjack is not

required to move toward the triggering model. This frees the Marauder to move farther into enemy lines so that its Combo Smite special attack can be used to full effect the next round. If the Marauder becomes swarmed with enemies, Zerkova can cast Force Blast on it to push away the surrounding models. No longer locked into place, the Marauder can then advance into a key position and slam a model that would have been out of reach without Watcher's benefits.

Unit of Note: Greylord Ternion

A Greylord herself, Zerkova has the ability to decrease enemy DEF through the use of Icy Grip. However, by working along with a Greylord Ternion (and perhaps their brothers the Koldun Lord), the enemy can suffer from lowered DEF throughout the length of any engagement. The Ice Cage spell afflicts the target model with a cumulative -2 DEF, making the target stationary after a third Ice Cage hits. With a ternion or two in her army, Zerkova can increase the effectiveness of any unit by spreading DEF debuffs across the enemy front lines.



KOMMANDER STRAKHOV

Strakhov has the capability to win a confrontation quickly, often from a seemingly impossible distance. Through the use of Occultation he can grant Stealth to a fragile or important unit while preventing counter attacks with castings of the rough-terrain-spawning Rift spell. When close enough for a final attack, Strakhov can cast Overrun on himself and charge the enemy or simply sit back and fire his Riot Gun. After destroying an enemy model, Overrun is triggered, allowing a battlegroup model to make a full advance. Strakhov can then Sprint forward to catch critical

enemy models in his feat Iron

Fist, allowing friendly models to charge

those enemies with an additional 4 inches of movement.

Models with high SPD such as Kayazy Assassins or a warjack affected by the Superiority spell can easily arrive in melee with an enemy warcaster to suddenly conclude a battle.

Warjack of Note: Spriggan

With Reach and the Bulldoze ability, the Spriggan is a perfect companion to Strakhov. When affected by Superiority, the warjack boasts a respectable SPD 6 and MAT 8 as well as immunity to knock down. Strakhov can further enhance the Spriggan's mobility by having it advance its full 6 inches after triggering Overrun. During his feat, the Spriggan can charge without spending focus with an amazing 13 inches of movement, all the while pushing enemy models out of its way with Bulldoze. Through careful use of Overrun and Iron Fist, this typically plodding warjack can assassinate an enemy warcaster from over 21 inches away!

Unit of Note: Iron Fang Uhlands

Speed and hitting power are the two characteristics that Strakhov values most, and the Iron Fang Uhlands are gifted with both. With a base SPD of 8 and Reach on their blasting lances, this cavalry unit can execute vicious charges with or without Iron Fist in play. If enemy ranged attacks are a threat, Occultation can be cast on them to allow a safe advance. When Iron Fist is used, each horseman can charge with a 17-inch threat range along with all the advantages that a cavalry charge offers.

CONCLUSION

The frigid Motherland offers you a vast array of options with which to overwhelm and crush its enemies. Whether through the ancient magic of the Greylords Covenant or the sheer power of iron and axe, you will certainly find the tools you need to conquer your foes in the name of the Empress. Onward, comrade, and leave no opponent standing in your wake. For the Empire!



POWER PROGRESSION

TROLLBLOODS

By John Simon

Art by Jeff Axer, Matt Dixon, and Andre Uderzo

The mighty Trollbloods of the kriels have been some of my favorite models since the faction was first released. They were my first HORDES army, having drawn me in with their large, detailed models and Celtic aesthetic with an Iron Kingdoms slant. What I found when learning to play Trollbloods is that it's a very forgiving army. There's Tough, of course, which will save any given Trollblood warrior from destruction one out of three times—pretty good attrition returns on a long enough timeline. Even warlocks occasionally get saved by Tough, which usually forces opposing players to dedicate one or two more attacks than they might otherwise in order

to secure the win. Then there are the high ARM stats that permeate the faction and support models like the Stone Scribe Chronicler and the Winter Troll, which add a touch of punishment to opposing models that do succeed in destroying the mighty Trollkin.

The second aspect I enjoy about Trollbloods is how “modular” their forces are. A basic unit of Kriel Warriors costs just 4 points. For just 1 point, I can add an upgraded member to the unit with a Caber Thrower, or for 2 points, I can add the versatile Piper & Standard. If I wanted to max out the unit and the full FA of the Cabers, I could take a monstrous fifteen-model unit that rings in at 11 points. I could back them up with a Fell Caller Hero to add more abilities to the unit, then perhaps a Stone Scribe Chronicler to

layer on even more effects.

Trollbloods have a strong element of flexibility and nice gradual point costs with which to build many variations on the same themes with different models and units serving the same roles. Any two given Trollblood lists rarely look identical when built by different players. In that way, Trollbloods have a breadth of personalities players can use to express their play styles. Hoarluk Doomshaper can bring the big hurt with Dire Trolls; Grissel Bloodsong and Borka Kegslayer lead the march of the Kriels' finest warriors; while Grim Angus and Capt. Gunnbjorn show off the Trollbloods' ability to play the ranged game. In this installment of Power Progression, I'm going to show off an intimidating beast-heavy list with Hoarluk Doomshaper, Rage of Dhunia and his always-awesome coterie of Dire Trolls, along with a fast-moving march of trollkin warriors led by the wily Calandra the Truthsayer.



PHASE 1: 25 Points

I love Dire Trolls. They're big, meaty, and mean. There aren't many models in the HORDES line that are as visually impressive as the motive Earthborn and the massive Mulg. If I'm going to field them and deliver their face-punching goodness as quickly as possible, I'm going to field Hoarluk Doomshaper, Rage of Dhunia. Between his feat, Refuge, and Goad, he's got a nice arsenal of extra movement effects that can push the Dire Trolls around the table like runaway pinballs. When building his battlegroup, I always reach for the Earthborn Dire Troll first, since its animus has yet another speed buff built into it, along with some other useful bonuses. To get even more speed injected into Hoarluk's battlegroup, we'll eyeball his Theme Force, which has a Tier 3 benefit of +2 SPD



for his Dire Trolls on the game's first turn. For 25 points, though, we'll work on getting the core models into the list first before we have enough elbow room at 50 points to build for a higher tier. Doomshaper's solid fury stat of 7 needs at least another beast to give him room to force and leach, and since we're going to start building up his Theme Force, we'll pick up the reliable Mauler to round out a base battlegroup for the aging warlock.

The warbeasts have already eaten up half of our available points for this level. For the remaining 12 points, we'll need to look closely at what support is needed for Doomshaper and his featured Dire Trolls. Doomshaper himself isn't as tough as some of the other Trollblood warlocks, reflecting his advanced years. He can conditionally boost his ARM with Transmute, but lacking the Kriestone Bearer & Stone Scribes in his Theme Force, he doesn't have easy access to any more than that. Protecting him will require savvy play instead of simple bonuses. His beasts will likely be pushing deep upfield in the mid-game, so having a defensive piece to protect him would be worthwhile. The tough-as-nails Champions provide an excellent screen, and they're a deterrent for anyone who might want to take the direct route to Doomshaper. A minimum unit for 6 points will do for now.

For the warbeasts, we can look toward the Whelps for cheap and plentiful support. For just 2 points we get five potential d3 healing snacks for the Dire Trolls or 1 fury for each removed during the Control Phase to avoid unnecessary frenzy risk. Besides the advantage of not having to start the game in play, Whelps are an amusing and thematic addition to any list that features Dire Trolls. Snacking and Comfort Food really communicate the Trolls' legendary hunger as a tangible in-game effect. Adding a pack of ten Whelps leaves us with 2 more points to shore up our beginning 25-point list. That's just enough to slot in a Trollkin Skinner. While not as offensive-minded as the heavy Trolls are, he adds Advance Deploy and the Pathfinder/Sprint combination that gives the list some early board presence and the ability to troubleshoot terrain. While the Skinner's most effective role is against enemy warbeasts, he's got enough punch to threaten troublesome opposing solos that might otherwise feel safe harassing Doomshaper's Dire Trolls from the safety of terrain.

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For our second warlock, I'm going with one of my all-time favorites in Calandra Truthsayer. Her Theme

Force crosses over a good bit with Epic Doomshaper's while offering a wholly different play experience. It features my go-to beast for Doomshaper, the Earthborn, along with Trollkin Scouts, the Trollkin Runebearer, and Whelps while allowing more flexible support options and the addition of the reliable Krielstone Bearers and the plentiful Kriel Warriors and Scattergunners. As a warlock choice, Calandra appeals to me a lot because she can alter the probabilities of the game's dice. Star-Crossed and Good Omens both directly alter how the dice are rolled, while Fate Blessed allows for the occasional re-roll of a key failed attack or damage roll. Being able to tinker with the odds of both your dice and your opponent's dice has a significant and not always obvious effect on the outcome on any given game. It's a peculiar kind of control that goes beyond the boundaries of the table itself. Befuddle and Force Blow add a more familiar and direct form of control, with Soothing Song rounds out Calandra's abilities with a bit of fury efficiency to make her into a strong support warlock

who leads from the rear, a stark contrast in a faction with cavalier heroes like Madrak and Borka.

Much like Doomshaper's battlegroup, I'm starting Calandra's with an Earthborn Dire Troll. Transmute is useful and adaptable, and a smart player can ensure Calandra gets the right bonuses at the right times with smart positioning. Like Doomshaper, Calandra does not have the defensive stats of a front-line warlock, so DEF and ARM bonuses are a welcome addition. She's got Bullet Dodger in her bag of tricks, so if need be, she can push her DEF up to more than respectable levels, with the added benefit of getting out of harm's way if an enemy attack misses. Still, I like to add a bit more protection for her, so I look to the Troll Bouncer with its high ARM and Shield Guard to help out. Its animus is useful for getting out of trouble in case it's hit by an attack.

List 1: 25-Point Doomshaper List (Unbridled Fury, Tier 1)

Model	Point Cost	Notes
Doomshaper, Rage of Dhunia	-6	
Earthborne Dire Troll	10	
Dire Troll Mauler	9	
Trollkin Champions	6	
Troll Whelps (10)	4	
Trollkin Skinner	2	
Total	25	



Again, Calandra can tap the animus as a defensive measure. If done right, her battlegroup can limit the number of viable attacks sent her way, giving her more survivability than what is apparent on paper.

From Doomshaper's Theme Force allowance we can also bring over the Scouts and the Whelps. The Scouts add the same Advance Deploy presence they and the Skinner add for Doomshaper, while the Krielstone's ARM bonus is greatly needed in a list where ARM 15 is the upper threshold for most of the lists' warrior models. Also new to our collection is the backbone shock troopers of the Trollbloods, the Kriel Warriors. Kriel Warriors add an expandability and adaptability to Calandra's army thanks to their low cost, scalable Combined Melee Attack, two attachments, and two Prayers they can choose from each turn. For this point level, we'll stick with the minimum unit. We'll add in a single Caber Thrower to give the unit a bit more offensive potential. Backing them up will be the Stone Scribe Chronicler, whose Tale of Mist gives the Kriel Warriors an elevated DEF that mixes with the dice alteration of Star-Crossed to make them particularly tricky to hit at range. Charge of the Trolls can trigger if

you bring the Bouncer to bear on the opponent. Combined with a simple two-Warrior Combined Melee attack and Fervor, two MAT 5, POW 10 Kriel Warriors under Charge of the Trolls jump up into a single MAT 11, POW 16 hit. It doesn't take much to make the unseemly Warriors hit like swinging logs.

While this list doesn't have the sheer durability of Doomshaper's Dire Trolls and Champions lineup, it does crowd the board with hard-to-hit warrior models that have a repertoire of defensive and offensive abilities that are far more versatile than they appear at first glance. Backed up with Calandra's manipulation of probabilities, this small force is capable of truly amazing feats.

List 2: 25-Point Calandra Truthsayer List (Runes of Fate, Tier 3)

Model	Point Cost	Notes
Calandra Truthsayer	-5	
Troll Bouncer	5	
Earthborne Dire Troll	10	
Trollkin Scouts	5	
Krielstone Bearer & Scribes (4)	3	
Trollkin Kriel Warriors (6)	4	
Kriel Warrior Caber Thrower	1	
Stone Scribe Chronicler	2	
Total	25	



PHASE II: 50 Points

At the 25-point level, we weren't able to afford two units to qualify for Doomshaper's Tier 2 Theme Force benefit. However, 50 points gives us plenty of room, but we don't want to overdo it. The real focus here is on Doomshaper's Dire Trolls, so we should minimize the unit contingent. Picking up the Trollkin Scouts adds a nice balance to the list with their versatility and terrain management for an affordable 5 points, and we can conscript them for Calandra's 50-point list as well. Adding the unit minimizes our point investment to get us to Tier 3 while adding a second Advance Deploy option to help cover the midfield while the Dire Trolls advance. The first-turn +2 SPD benefit at Tier 3 is particularly attractive to Doomshaper's already mobile battlegroup. With just a bit of help from the Earthborn's animus, any of Doomshaper's Trolls can run a full 18" up the table if they so desire. A follow-up turn with Doomshaper's feat lets them get virtually anywhere on the table. No other Trollbloods list can push that kind of pain on an opponent so early. Just be careful not to run the beasts outside of Doomshaper's control area! Keep in mind this kind of speed will tempt you to put the pedal to the metal, but it's just as important to make sure the beasts can be protected and supported. Running them full-bore past the center-line of the table can get them killed pretty quickly if you just hand them to your opponent. Respect your opponent's threat ranges and make him fear yours. Let's punctuate that threat with Mulg the Ancient, Doomshaper's personal warbeast. He's the hardest-

hitting beast in the game, and he's got a bit of a speed boost built in with Protective Fit and Relentless. They don't always trigger, but when they do you'll be glad you have them. Mulg also triggers Doomshaper's Tier 4 benefit for a net savings on the cost of the entire battlegroup. Round out the list with the addition of the Runebearer attachment for Doomshaper, which relieves some of his fury responsibilities and gives him more room to cast and heal his beasts.

Now, with those three big monsters tromping toward your enemy at breakneck speeds, you'll want to make sure they're healthy and at their full effectiveness when the time comes to charge. The best (and by best, I mean "most hilarious") way to do that is by bringing MORE WHELPS. With three Dire Trolls in Mulg's battlegroup, we can take a grand total of thirty Whelps to keep the Trolls fed. With that many, you can afford to deploy some and save the rest for in-game spawns. Don't be stingy either. Drop a Whelp every time a Troll takes so much as a skinned knee. Before you know it, you'll be swimming in the little buggers and having your Trolls eating handfuls to heal huge chunks of their life spirals at once. Stack that with Regeneration and Snacking to really push the healing into overdrive. End result: a pack of Dires that move fast enough to make Circle players jealous, hit hard enough to bring down Khador warjacks with ease, and can heal themselves from near dead to full health in one gulp.

...

List 1: 50-Point Doomshaper List (Unbridled Fury, Tier 4)

Model	Point Cost	Notes
Doomshaper, Rage of Dhunia	-6	
Earthborne Dire Troll	9*	
Dire Troll Mauler	8*	
Mulg the Ancient	11*	NM
Trollkin Runebearer	2	NM
Trollkin Champions (3)	6	
Trollkin Scouts	5	NM
Trollkin Skinner	2	
Troll Whelps (30)	12	
Total	50	



NM – New model for this point level/list

* – Includes a 1-point cost reduction from the Theme Force

Calandra's expansion to 50 points scales up her platoon of capable warriors into an imposing mass of battle-hardened soldiers. We can start by bringing over Doomshaper's Scout unit to satisfy Calandra's Tier 3 requirement and give one of Calandra's beasts Advanced Deploy. Adding a second unit, gets another beast Advanced Deploy, and it gives Calandra the ability to cover two sides of the field and threaten much of the table center's otherwise protective terrain bits. Next up, the Kriel Warriors have room to fill out. Maxing out the unit costs just 2 points, and the effective Piper & Standard unit attachment costs 2 points as well. To finish them out, one more Caber Thrower (for a total of two) for 1 point makes them an intimidating fourteen-man unit for just 10 points. With a warrior contingent that's more than doubled, we'll want to expand the capacity of the Krielstone Bearer's unit as much as possible. Maximizing the unit size and adding in the Stone Scribe Elder gets us a seven-man unit, enough for Calandra to fill with her entire allotment of Fury and keep the Protective Aura bubble large for nearly the entire game. This many ready blades demands the attention of the well-respected Fell Caller Hero, who will team up with the Chronicler to give the huge wave of Warriors much-wanted effect support. The Fell Caller Hero's

presence also satisfies the Tier 2 requirement and helps Calandra's units gain ground early in the game with the granted +2 SPD bonus, doubling up well with the Scouts and her warbeasts' granted Advanced Deploy benefit.

The battlegroup doesn't need as much love as Calandra's units received, but a little bit can go a long way. The Swamp Troll adds another defensive animus as well as a second model with some form of movement control. To help Calandra keep up with spellcasting demands, we can call up the Runebearer to do a double shift for both Calandra and Doomshaper. Adding in a handful of Whelps helps Soothing Song keep Calandra's beasts running cool and adds a bit more adjustment to the odds by adding Annoyance to the already effective probability manipulation of Star Crossed. With multiple modifications to enemy attack rolls and a consistent ARM bonus from the Krielstone, Calandra's army should be a tricky one to bring down.



List 2: 50-Point Calandra Truthsayer List (Runes of Fate, Tier 3)

Model	Point Cost	Notes
Calandra Truthsayer	-5	
Troll Bouncer	5	
Earthborne Dire Troll	10	
Swamp Troll	4	NM
Trollkin Runebearer	2	
Trollkin Scouts	5	
Trollkin Scouts	5	NM
Krielstone Bearer & Scribes (6)	4	
Stone Scribe Elder	1	NM
Trollkin Kriel Warriors (10)	6	
Kriel Warrior Caber Thrower	2	
Kriel Warrior Piper & Standard	2	NM
Stone Scribe Chronicler	2	
Fell Call Hero	3	NM
Troll Whelps (10)	4	
Total	50	

PHASE III: 100 Points

Here comes the fun part: piling in our modest collection and making a cohesive and effective 100-point, two-warlock list. So far, we've got Calandra and Doomshaper; an Earthborn Dire Troll, a Dire Troll Mauler, Mulg the Ancient, a Troll Bouncer, and a Swamp Troll; two units of Scouts, a unit of Champions, a massive contingent of Kriel Warriors and one full unit of Krielstone Bearer and Scribes with the Elder; and for solos, the Chronicler, Fell Caller Hero, a Skinner and 30 Whelps, plus the Runebearer. That leaves us with 19 points to play with, which is enough to go around.

The first thing I want to shore up is the one Earthborn that both warlocks enjoy having in their battlegroups. Adding a second is an easy choice. That gives each warlock three warbeasts and the same battlegroup configurations they enjoyed in their earlier lists. It also allows Calandra to access her Tier 4 benefit if you decide to tinker with her list later on. There's only one Runebearer to share between the two of them. I find that Calandra likes to save more fury than Doomshaper to take advantage of Fate Blessed

as much as possible, which she'll want to do given the size of a 100-point list. We'll stick the Runebearer with her and examine the choices we have for the remaining 9 points.

Our list isn't hurting for Pathfinder or for the layering of effects for which Trollbloods are known. The last has all it needs for support options. What we have neglected, however, is some long-ranged support to back up our amassed collection of blue-skinned scrappers. We're also leaning on a small unit of Champions, and we've not yet fleshed them out fully. Maxing out the unit costs us 4 points, leaving enough for a bit of ranged support. On the ranged side, the Thumper Crew offers a nice long-range complement that the list is missing. It's also FA 2, so we'll take two of those. That actually puts us a point over, so shaving off five Whelps from the mass Whelp madness brings us into 99 points. For the cherry on top, we'll drop in the Kriel Warriors' last available Caber Thrower to make an even 100 points.

CONCLUSION

All said, the 100-point creation has a great deal of flexibility with lots of varied effects and a combination of small and large



units. Some are slow while others can rush the opponent when necessary. It is consistently accurate in melee and can be quite vexing to overcome with simple brute force. It has control, lots of melee punch with its four Dire Trolls and Champions and Warriors backing them up, some terrain management, and lots of healing. This list offers an interesting way to play a faction otherwise known for its straightforward and sometimes inflexible play style. There's no one trick pony in a list like this.

Both single-warlock lists share a healthy amount of the same models but offer very different play styles. Doomshaper brings his seat-of-the-pants, break-neck Dire Troll rush enhanced with his amusing and effective Theme Force offerings. Calandra pushes a style of control unique to the Trollbloods and propagates it by additional adjustments via terrain and Concealment usage and the Whelps' Annoyance. She can stifle opposing offense and demand control of parts of the board as she desires. Both warlocks give you the opportunity to play something drastically different from the slower and steadier "take it on the chin" approach. Both individual Theme Forces have improved chances of winning the Deployment roll, offer significant speed bonuses in the early game, and an undeniable toughness that makes them challenging to remove once favorable position is gained. Trollbloods offer a big bag of enjoyable tricks, and hopefully the ideas presented here showcase the faction's diversity and fun.

Final 100-Point List

Model	Point Cost	Notes
Doomshaper, Rage of Dhunia	-6	
Earthborne Dire Troll	10	
Dire Troll Mauler	9	
Mulg the Ancient	12	
Calandra Truthsayer	-5	
Earthborne Dire Troll	10	NM
Troll Bouncer	5	
Swamp Troll	4	
Trollkin Runebearer	2	
Krielstone Bearer & Scribes (6)	4	
Stone Scribe Elder	1	
Trollkin Champions (5)	10	NM (2)
Trollkin Scouts	5	
Trollkin Scouts	5	
Trollkin Kriel Warriors (10)	6	
Kriel Warrior Piper & Standard	2	
Kriel Warrior Caber Throwers (3)	2	NM (1)
Trollkin Skinner	2	
Stone Scribe Chronicler	2	
Fell Call Hero	3	
Troll Whelps (25)	10	
Trollkin Thumper Crews x2	6	NM(1)
Total	100	

NM – New model for this point level/list





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

The Gavyn Kyle FILES

Transcribed by Aeryn Rudel
Art by Mariusz Gandzel & Chris Walton

LORD CARVER, BMMD, ESQ. III

I find it hard to believe that an individual of my skills is required to document the movements and activities of so conspicuous a creature as the farrow chieftain known as Lord Carver. Are my fees so negligible, my talents so commonplace, that they can be squandered on following the movements of Caen's least discreet would-be conqueror? For Morrow's sake! Carver has written a book describing his ridiculous notions of world domination. He's even seen to its distribution—I picked up a copy in Five Fingers for a black penny. However, if you would know what there is to know about Carver and his "empire" of farrow, I will, as I have always done, give you my most diligent effort. —G.K.



Lord Carver, BMMD, Esq. III Summary

Age: Unknown **Best Guess:** Farrow mature quite rapidly, reaching adulthood in roughly ten years. Reports of Lord Carver's mercenary activity go back about a decade, leading me to believe he is somewhere in his early twenties—middle aged by farrow standards. I would place his birth date some time within 583 AR.

Mercenary Career: As far as I can tell, Carver began his mercenary career in 594 AR, on the eastern border of Cygnar, suggesting his origins lie with one of the farrow tribes dwelling northeast of the Marchfells. Since then, he has moved continuously, often working with the trollkin kriels and various tribes of Tharn. Farrow activity among trollkin and Tharn that indicate Lord Carver's involvement have been documented near the following places: Marchfells, 594 AR; Pt. Borne, 597 AR; Northern Gallowswood, 599 AR; Midfast, 603 AR.

Recent Activity: Since 603 AR, Carver has apparently focused his efforts on consolidating his power among the farrow and has become a mercenary warlord, selling the services of his people to the highest bidder. In the last five years, he has led the farrow on a series of increasingly sophisticated raids against military outposts with sizable armories in northern Cygnar and even southern Khador. These attacks seem to indicate Carver is stockpiling weapons to outfit an even larger force than the one he already commands.

It may provide some insight into Carver's motivations if you were to understand the common perception of the farrow. The following excerpt is taken from the standard field manual given to first-year cadets at the Strategic Academy. I find it quite telling that the farrow warrant what amounts to a footnote in a section detailing the threats posed by non-human races. —G.K.

Farrow are itinerant primitive humanoids with a strong resemblance to upright boars. They are fairly intelligent, though their culture is primitive and largely tribal in nature. Their shamanistic religion resembles that of the trollkin but is far cruder and lacks organization.

Farrow display a general laziness and lack of ambition that keeps them disorganized and unmotivated to seek out anything beyond what satisfies their immediate needs. In addition, near-constant infighting among their chieftains precludes any real chance of farrow unification. Farrow are known to be inclined toward banditry, and their raid tactics can display cunning, if not complexity.

On the rare occasions they have engaged Cygnaran forces in the field, farrow have displayed an almost total lack of discipline and organization. Their weapons are exceptionally unsophisticated and are largely confined to melee weapons (axes, clubs, spears, etc.) and crude—if powerful—firearms. Nevertheless, caution should be taken when entering farrow territory. They are fairly adept at using the terrain to their advantage, and, like many uncivilized races, they are fond of setting traps for intruders. Also, their shamans command a limited and unpredictable form of magic that can be dangerous to the unprepared.

Field commanders should note farrow are extremely protective of their tribal territories, and forces unwittingly passing into farrow lands may be harassed by farrow raiding parties. This is an uncommon occurrence, however, as farrow territories are generally found in wild areas that should be avoided simply for the difficulties the terrain presents to an army on the move.

In conclusion, farrow represent an insignificant threat to Cygnaran interests and lands. They are truly dangerous only in large numbers, and then only within their own territories. Furthermore, their lack of discipline or ability to unite for a common goal generally ensures only small bands of farrow will ever be encountered.

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I thought it would be difficult to locate anything published within established academia with more to say about the farrow than what is written above. However, Professor Pendrake was able to supply me with a treatise on the farrow written by a Dr. Arkadius discussing their potential as experimental subjects. The University of Corvis, where Arkadius served as a junior professor, immediately disavowed the paper as both absurd and unethical, but Pendrake did find some small merit in Arkadius' work. Below is an excerpt from the treatise highlighting some of the sections Pendrake found compelling . . . and disturbing. —G.K.

Despite limited access to farrow, either living or dead, there is ample evidence to suggest the primitive species may be ideal subjects for surgical and alchemical experimentation. First, farrow are an exceedingly hardy species, and my research shows disease and illness are almost unheard of among them. In fact, the single test subject I was able to obtain proved entirely resistant to strains of both the black pox and the dreaded rot tongue, never developing even preliminary symptoms. In addition, lacerations made in the subject's flesh developed no infection after days of exposure, healing completely despite all attempts to introduce bacteria into the wounds. Strong resistance to infection is, of course, ideal in any surgical endeavor; if my experiments are any indication, the farrow may be unmatched in this regard.

This extreme resistance to infection and disease is similar in many ways to the innate toughness of the trollkin. They, too, seem to lack any significant record of plague within their admittedly scant records and may also be good subjects for my research. I have unfortunately not had the opportunity to experiment upon the trollkin, due to certain "political" considerations.

There is some truth here. My research into the farrow, although limited, has revealed an almost total lack of disease or illness, despite their deplorable living conditions. I agree with Arkadius' assertion that the trollkin may share a similar resistance, but I am more than a little concerned with his mention of "political restrictions" in regards to pursuing his research among the trollkin.

Pendrake

A number of myths and legends regarding the origins of the farrow suggest arcane manipulation. The staggering level of adaptability and physiological malleability they display is simply unprecedented, and I can find no natural explanation to support it. I have been able to stimulate muscle growth and cerebral improvements alchemically with ease. Their bodies take to my experimental procedures with few side effects. The rapid maturation rate of the species will allow for continued observation over generations to determine the long-term outcome and stability of my alterations.

I cannot help but be intrigued by Arkadius' vision, yet I am horrified by the utter lack of morality apparent in his purported experiments. It is my firm belief he has crossed a line that will bring naught but shame and ridicule upon this institution should he be allowed to continue his "research."

Pendrake

I sought out the farrow mercenary and brigand Rorsh in an attempt to learn more about Lord Carver straight from the pig's mouth. Normally, I would submit such an interview to you in the subject's own words. Unfortunately, I could barely understand the grunts and garbles uttered by the notorious bandit, so what follows is an account of the tale Rorsh told me and my best guess as to what he was saying. —G.K.

I managed to track Rorsh and his gigantic companion Brine to a filthy roadside tavern near Midfast, on the Ordric-Khadoran border, where the two were swilling ale by the barrel. Why the proprietor allowed the wanted brigand Rorsh inside his establishment—let alone nearly half a ton of bristling pig flesh in the form of Brine—is well beyond me. The presence of the two farrow had driven away what other dregs of society the place might call customers.

After choking down a full tankard of ale so crude it required chewing, I was able to coax Rorsh into relating a story of how he had "witnessed" Lord Carver pull off a successful raid on an Ordric merchant caravan traveling between Hearthstone and Pt. Bourne. The caravan carried, among other things, a large shipment of blasting powder (which was Carver's apparent target) and was well guarded by mercenary warjacks. Carver had led a sizable force of farrow, likely supported by Rorsh and Brine, along with—and here my ability to understand the guttural utterances of Rorsh failed almost completely—something that sounded like "war hog." I assume a "war hog" is a beast similar in stature to the gargantuan Brine.

Although Rorsh's description of the raid was delivered in monosyllabic grunts, I did get the distinct impression that it was executed with a level of coordination and skill unheard of among the farrow. Rorsh's account of Lord Carver himself told me little beyond the fact that the farrow warlord is a mighty warrior who single-handedly smashed one of the mercenary warjacks.

Perhaps it was simply beyond Rorsh's ability to articulate, but I got no sense of what manner of leader Carver may be. Though the very notion of a capable leader among the farrow is more than a bit disconcerting, I've seen how well guarded an Ordric trade caravan can be, and heavy warjacks such as Mules and Nomads are not uncommon in the employ of the wealthier merchants. It would take either overwhelming numbers or—dare I say it?—intelligent leadership for the farrow to defeat such a force.

I found it difficult to take the notorious bandit at his word, so I traveled to the spot where he said the attack on the Ordric merchants had taken place. There I found the scorched remains of several large wagons, along with the smashed wreckage of three mercenary warjacks. A pile of rotting corpses near the debris contained well over a dozen humans and a handful of farrow, their bodies riddled with bullets or hacked into barely recognizable chunks. The grisly scene corroborated enough elements of Rorsh's story to call it true.

—Gargn Kyle

The rule of man is over! And who will miss him? What has the rule of man wrought? This world is better off without him and his wars. What is built that cannot be unmade? With all the guns, steel, and gold, all man gets is tired. Weak. Stays in warm bed. Writes laws to protect his slumber. When stirred he makes war while half-blind with sleep. Or better, pays another to fight for him. Even with his machines and industry and laws, he still pays others to conduct his slaughters.

With no gold and no steel, we grow stronger. Farrow live with steel in their hearts. If man has no will to fight, we fight for him. He pays us to make war with his brother and so the tribes of man fall! We take man's gold and make war against him.

Truth told I would raise armies to clash with man for nothing. My payment would come in seeing his eyes go cold before death takes man. I could break man in half with my bare hands. Drown his city in blood and sleep in his warm bed by nightfall.

It goes on and on like this for dozens of pages. The only thing of interest I found in the rest of the book was a single mention of the transcriber's first name. Dego I wonder if this might actually be one Professor Dego Lasca, an Ordric scholar who disappeared a year ago while traveling between Merin and Midfast. If the mystery author is indeed Professor Lasca, I fear this was not what he had in mind for his final publication. —GK

As I mentioned previously, it is not difficult to ascertain what Lord Carver has planned for himself and his people. His manifesto, *The Glorious Rise of the Mighty Lord Carver: In His Own Words*, is not hard to find if you look for it. It is crudely bound and was obviously made with a printing press several centuries out of date. As for the writing, it is fairly obvious Carver did not pen the book himself. I can only imagine the fate of the poor wretch forced to transcribe Carver's rantings on pain of death.

In all, the book is a little more than a rambling collection of semi-intelligible rants, diatribes, and self-aggrandizing drivel with little organization or focus. I've highlighted an excerpt that illustrates Carver's general attitude toward humanity. —G.K.

This last bit of information is perhaps the most intriguing of what I've uncovered about Lord Carver. It is almost enough to lend some import to the fool's errand I have been given of tracking down the whys and wherefores of Carver's activities. Almost. The following is a report sent to the Cygnaran Spymaster from one of his field agents. It relates news of a farrow attack on a small Khadoran fortress near the Gallowswood. Apparently, the farrow were after the contents of the fort's armory and came with enough firepower of their own to give even the Khadorans pause.—G.K.

To: Scout General Bolden Rebald

From: Captain Roland Kirkston, 21st Ranger Company, First Army

Date: Malleus 3rd, Rowen 607 AR

Location: Khadoran border, southern Gallowswood

Summary of Events: Reports that a great farrow warlord has been amassing an army of his fellows have been trickling back to us at Pt. Bourne for some time now. These reports were largely unconfirmed, originating with merchants who had experienced an increase in farrow raids along common trade routes in central Ord. Once I began to investigate these raids, I saw an alarming pattern: merchant caravans carrying stockpiles of firearms and blasting powder were far more likely to be targeted.

Based on my investigations, I deployed a platoon of rangers to track and document farrow activity in northern Ord. They returned with a report I still have trouble believing. However, the men I sent are all excellent soldiers and veteran rangers, not the kind of men to exaggerate or tell tall tales.

The platoon picked up the trail of a large farrow host, led by an individual known only as Lord Carver, near Hearthstone and followed them as they raided their way across Ord. Questioning the survivors of these attacks revealed very specific targets. As I had discovered in my own investigations, Lord Carver focused his attentions not on caravans laden with gold and other valuables, as a common brigand would; instead, his targets carried munitions and other military hardware. The fact that he chose his targets so carefully reveals a level of planning and foresight unheard of among farrow.

Carver had quite a head start on my rangers, but a small group of men moving quickly can gain ground on a larger force with relative ease. By the time they caught up with the farrow, however, my men were across the Khadoran border. There they came upon a scene as bizarre as any I've ever heard of.

Carver and a force of two to three hundred farrow were laying siege to a small Khadoran fort nestled against the southern edge of the Gallowswood. The fort was not large by Khadoran standards, but it boasted stout walls and was manned by close to one hundred Winter Guard. The very thought of farrow conducting a raid of such complexity is beyond absurd, but my rangers were able to get very close to the action, and they attest Lord Carver pulled off what sounds like a textbook example of cracking an enemy fortification.

Carver had enough artillery--crews of farrow armed with some form of rocket-propelled explosive--to keep a steady stream of ordinance raining down on the heads of the Khadorans. Although the Khadoran fort boasted thick walls, they had no warjacks and no real way to return fire with anything but small arms; Carver's farrow were more than a match for their targets even there. His ordered ranks were armed with crude but effective rifles firing volley after volley at the Winter Guard manning the battlements.

That the fort would fall was a foregone conclusion, and my rangers pulled out for fear of being noticed by the farrow horde. Their report is chilling enough without a blow-by-blow account of the Khadorans' fate. My own researches revealed that the fort the farrow had chosen, Fort Harsk, was known to contain a fairly sizable armory housing blasting powder and hundreds of Winter Guard rifles. Carver chose his target well, and now his farrow are better armed.

We have long believed the farrow to be of little concern to the Cygnaran military, but we may need to reconsider that notion in the very near future. If Carver can defeat a well-armed Khadoran force in a fortified position, he could certainly pose a very real threat to our own outposts.

Captain Roland Kirkston, 21st Ranger Company
Pt. Bourne

BODGE BIN

Got the bodger's knack? Here are just a few parts from our massive online catalog perfect for your next inspired creation.



GRUDGE!

Privateer staffers Adam Johnson and Will Shick have again combined their skills at modeling and painting to create Drake MacBain's personal warjack. Grudge is a hodgepodge warjack built on a Nomad chassis and then "improved" with various parts pulled from the wrecks of enemy 'jacks.



Karchev
Side Flap



Drago
Spike Sprue



Berzerker
Shoulder (x2)



Steelhead Cavalry
Kite Shield



Behemoth
Loin Armor (x2)



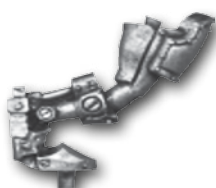
Karchev
Support



Nomad
Crown (x2)



Bouncer
Shield



Hammersmith
Right Leg



Hammersmith
Left Leg



Castigator
Tube 1



Castigator
Tube 2



Ol' Rowdy
Boiler

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THE PLAYER GALLERY

KROMAC THE RAVENOUS



Luke Wilson really captures the savage majesty of Circle warlock Kromac the Ravenous. It looks like the great Tharn leader is just itching to go all beastly and chow down on some poor schmuck's tasty innards.



BIG PIGS!

Pitor Mikians tells me these are the very first HORDES models he's painted. I'd like to thank Piotr for finally embracing the awesomeness of HORDES and choosing two incredibly timely models for this issue.



JEN IKUTA – PINK VENGEANCE!



I started my Retribution of Scyrah army the day Angry Elves were released at Gen Con 2009. Sadly, it took well over a year to settle on a paint scheme. I chose to go with metallics for all of the armored plates and myrmidons and a magenta wash and pink trim for breast cancer awareness. The Dawnlord Vyros conversion was inspired by John Christensen (PG_MenothJohn) and now resides in Boise, Idaho with James Kater (Dicewraith).

STUART SPENGLER – KHADOR 5TH BORDER LEGION



I originally made this army as part of the Staff Challenge series. Having played Cryx for years, I thought it was time for a change. Being a fan of military history and modeling, doing a 5th Border Legion Khador army seemed like a good opportunity to experiment with some color schemes and techniques I wanted to try. After briefly toying with various winter schemes, I ended up settling on a green scheme that is fairly fast for me to paint.

UNLEASH THE BEAST CHALLENGE

The Painting Challenge of No Quarter #31 was to showcase a warbeast coming off the leash and in the throes of frenzy. Of course, frenzy can mean a lot of things. Some of you chose to represent the state of frenzy by depicting a warlock being eaten by his own warbeast. Others took frenzy to mean a warbeast just pounding the snot out of whatever happened to be nearby. You know what? They're both right!

WINNER DANIEL CORTEZA

Daniel Corteza shows every Cygnar Gun Mage in western Immoren how not to confront a frenzied Dire Troll. Of course, we don't get to see the aftermath of this "battle," but I have a feeling it involved a shovel and a bucket to hold the Gun Mage's liquefied remains. Nice work, Daniel!



Check out page 39 for the next Painting Challenge and see if you can Paint Like You've Got a Pair!

RUNNERS-UP

FRENZIED RAEK
MICHAEL MEUSZ



FRENZIED SWAMP TROLL SIMON FOSTER

THE POOP DECK



IN THE NEXT
NO QUARTER
MAGAZINE



Wrathful Awakening

The first look at the exciting new models for *WARMACHINE: Wrath*.



Vengeance is Yours for the Taking!

Retribution in *Power Progression*

PLUS, Minions in Strategic Academy, Tales of the Iron Kingdoms, and Saxon Orrik in the Gavyn Kyle Files.

MANGLED MODEL

Out of the shadows steps the figure below. The nightmare beckons you with a hollow, metallic voice as it gazes into the mystical fire in its steel-clawed hand. Will it steal your soul? Turn you into a thrall? Perhaps both? Attempt to identify the parts that make up this horror, and you may be able to escape from its clutches!



Answer: Iron Lich Asphyxious, Master Necrotech Mortenebra, Necrotech, Pyre Troll



NO QUARTER

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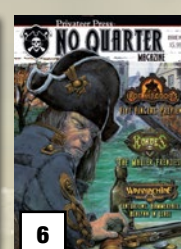
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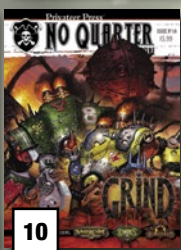
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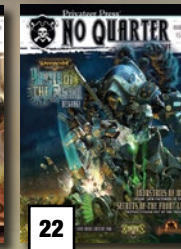
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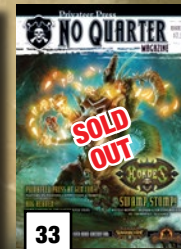
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