



Privateer Press

# NO QUARTER

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MAGAZINE™



## WRATHFUL AWAKENING

THE FIRST PREVIEWS FROM  
WARMACHINE: WRATH

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## ON THE COVER

*Lord Arcanist Ossyan by Andrea Uderzo*

Andrea Uderzo is a rising star in the game industry. He lives in Italy, where he works as a freelance illustrator collaborating with several major game companies, including Privateer Press. Andrea loves to collect books on illustration and listen to movie soundtracks. View more of his artwork at <http://andreauderzo.deviantart.com/gallery>.

## BERSERKER MADNESS!

Privateer Press art director Kris Aubin is certifiably insane. Evidence of his mental instability is shown here. First, Kris agreed to take part in the Impossible Dream Challenge, wherein Privateer Press staff members were challenged to paint a 100-point WARMACHINE army in a month. Secondly, the Khador list he chose to paint contains a whopping 13 Berserker warjacks...and little else.

For more Impossible Dream insanity, check out the Privateer Insider blogs for Kris Aubin, Jen Ikuta, Adam Johnson, and Will Shick.



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





# OPENING SALVO

## WRATH & RETRIBUTION

I have a confession to make, one that often sets me apart from others working and playing within the gaming industry. Since this is a new year and a time for resolution, I think it's high time I get this off my chest.

I don't like elves.

I know they are a traditional staple of the fantasy genre, but they do nothing for me. I think it's largely because elves typically embody a level of restraint directly counter to my play style in both miniatures games and RPGs. I much prefer the in-your-face-with-an-axe attitude embodied by more violence-prone races.

I'll admit, I carried my disdain of all things elven into my position here at Privateer Press. I was prepared to dislike the elves of the Iron Kingdoms as much as those of any other setting . . . and then I got a look at the Retribution of Scyrah.

*Wow, these guys are really mean*, I thought to myself as I flipped through *Forces of WARMACHINE: Retribution of Scyrah*. Most of the standard elven tropes were absent, and in their place were a bunch of angry, vengeance-fueled bad-asses driven by homicidal xenophobia. Combine the faction's murderous disdain for humanity with their sleek armor and copious pointy and shooty killing devices—not to mention some of the coolest warjacks in the setting—and you've got a bunch of elves I can get behind.

As the newest devotee of the Retribution, I've dedicated a good portion of this issue to the glories of Iosan vengeance. Power Progression teaches you how to craft a multipurpose Retribution army that excels at dealing death in both melee and at range; Guts & Gears

focuses on the Dawnguard, presenting solid tactics for Invictors and Sentinels plus a painting tutorial for a new Retribution color scheme; and Terrain Building shows you how to create simple and thematic Iosan terrain. On top of that, perhaps you noticed the stunning cover piece depicting the newest Retribution warcaster Lord Arcanist Ossyan, who will be revealed in *WARMACHINE: Wrath*.

Want to see more *Wrath* previews? No problem. This issue also features the first *No Quarter* preview of the upcoming book, along with an article explaining the rules for the new Ranking Officer models. In addition, Concept Carnage gives you a further sneak peek at some of the awesome *Wrath* models headed your way in the very near future.

However there's much more than just *Wrath* and Retribution in this issue. Tales of the Iron Kingdoms returns with a story about the dreaded Totem Hunter, Strategic Academy covers Minions, the Gavyn Kyle Files gives you the skinny on Saxon Orrik, and studio painter Matt DiPietro teaches you how to use the underpainting technique in the first installment of Studio Secrets.

This issue also marks the beginning of a very special year. Privateer Press celebrates its 10-year anniversary in 2011, and *No Quarter* will contribute to the festivities with new articles and a few other surprises. Stay tuned for more 10-year anniversary goodness.

As we move into 2011 with a schedule full of awesome WARMACHINE and HORDES releases, I would like to thank the Retribution of Scyrah for helping me put aside my anti-elven bigotry and teaching me that elves can throw down with the best of 'em.

**Aeryn Rudel**  
-Editor-in-Chief



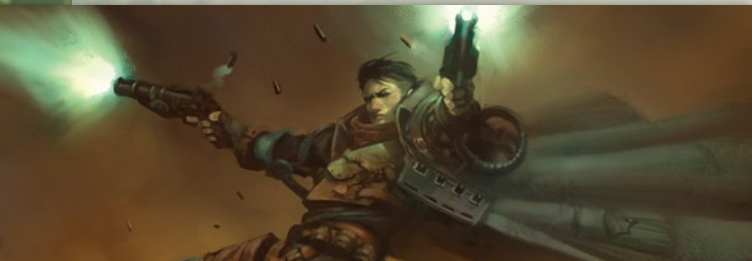
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# NEWS FROM THE FRONT

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](mailto:submissions@privateerpress.com).

## AUSTRALIAN NATIONALS

By Kelvin Henderson

Over the weekend of September 25th and 26th, Ace Comics in Brisbane played host to the Australian WARMACHINE & HORDES 2010 National Championship. Over a grueling two days, the players fought long and hard for the right to be

crowned champion for 2010. Finally, one player stood tall among his foes: James Kerr-Reeve! However, no player walked away empty-handed. A massive swag of loot was provided to all competitors!

Thanks to everyone who attended!



## BENELUX MASTERS 2010

By Marijn Bierhof & René van de Moosdijk



On the weekend of October 16th and 17th, sixty-eight players entered the second Masters tournament in the BeNeLux (Belgium, the Netherlands, and Luxembourg). The tournament was again held at the Gameforce store in Eindhoven in the Netherlands. Among the participants were players from the UK, Germany, Belgium, and the Netherlands, making it quite an international weekend.

The players met head-on in six different Steamroller 2010 scenarios: three rounds at 35 points and three rounds at 50 points. To make the format more challenging, players could play each warcaster or warlock only once every day. On the first day, the players from the UK and Germany fought their way to the top, with Martin Lipski ending the day in first with his Khador force. The tournament's

fastest assassination was achieved in round one by Tim Wischniowski. He surprised his opponent in turn one with a fast move and feat with Lich Lord Asphyxious. Ouch! Tim received a resin Slayer for his clock-beating move. After dinner, many players stayed for a game and a beer. Piet Pynket won the much-coveted Bodger's Brew ale mug for having won the drinking contest with 24 empty cans. And yes, he was able to play on Sunday again!

On the last day, the Germans and the Brits decided who would end up on top and win the Masters trophy. In the final, Jamie Perkins' Khador faced Benjamin Fūzi's Retribution of Scyrah in the "Close Quarters" scenario. It was the Old Witch of Khador against Adeptis Rahn. In the end, Jamie managed to destroy enough of the elves and score enough control points to win the game.



After six games, Jamie was the only player who managed to win all his games, and thus, he was the rightful champion of Masters 2010. Moritz Riegler scored second place with his Protectorate of Menoth and Patrick Vance's Legion of Everblight secured third place.

The Benelux Masters also featured a painting competition where players could enter in one of three categories. The judges had a hard time judging, as there were a lot of excellent paint jobs and conversions. After some heated discussions, Ivo van der Werff was awarded the "Best-Painted Army" award for his Cryx army, Christian Wellstein got the "Best-Painted Warjack or Warbeast"

award for his extreme Juggernaut, and Moritz Riegler received the award for "Best-Painted Warlock or Warcaster" for his converted Harbinger of Menoth.

Like last year, the tournament was an enormous success. With over seventy people walking around and enjoying the hobby, it was a great experience for everybody. We hope to see all the players again next year. The Germans informed us they will be arriving with even more players, as they want take the trophy back home once and for all! We're looking forward to it.

## SLAM AT THE RAM 2010

By Alex Andrews

Game Preserve's Slam at the Ram 2010 has come and gone and fun was had by all. There's nothing better than slamming a warbeast to its knees while slamming down a juicy one-pound burger! Special thanks go to the staff of The Ram Brewery in downtown Indianapolis.

Winners in each category are as follows:

**TJ Crawford – Largest VP Spread**

**J.R. Durkott – Best Sportsman**

**Jake Leeman – Quickest Caster/Warlock Kill (38m 33s)**

**Taylor Peterson – Best Painted Army**

Since this was the first Slam at the Ram using the MK II rules, it was decided the tournament would feature lists built at 50 points. After three rounds of play, a winner was determined. For the second year in a row, Michael Welling wins The Hammer.



### MICHAEL WELLING'S WINNING ARMY

Model/Unit	Points
Harbinger of Menoth	+5 warjack points
Avatar of Menoth	11
Reckoner	8
Choir of Menoth (6)	3
High Paladin Dartan Vilmon	3
Paladin of the Order of the Wall x2	4
Hierophant	2
Exemplar Errants (10)	8
Exemplar Errant Officer & Standard	2
Exemplar Errant Seneschal	2
Wrack	1
Covenant of Menoth	2
Madelyn Corbeau	2
Eiryss, Angel of Retribution	3
Anastasia Di Bray	2
Gorman Di Wulfe	2
Total	50





# NEW RELEASES



CYGNAR LANCER PLASTIC LIGHT WARJACK  
SCULPTORS: SEAN BULLOUGH  
AND JEFF WILHELM  
PIP 31085 • \$18.99



PROTECTORATE REVENGER  
PLASTIC LIGHT WARJACK  
SCULPTORS: SEAN BULLOUGH  
AND BEN SAUNDERS  
PIP 32081 • \$18.99



CRYX DEATHRIPPER PLASTIC BONEJACKS  
SCULPTOR: BEN MISENAR  
PIP 34087 • \$19.99



LEGION OF EVERBLIGHT BETHAYNE,  
VOICE OF EVERBLIGHT WARLOCK &  
BELPHAGOR LIGHT WARBEAST  
SCULPTOR: BRIAN DUGAS  
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## TROLLBLOOD TROLLKIN SLUGGER UNIT

SCULPTOR:  
BENOIT COSSE  
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SKORNE VENATOR FLAYER CANNON CREW  
SCULPTORS: SEAN BULLOUGH AND EDGAR RAMOS  
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MINION FARROW RAZORBACK CREW  
SCULPTOR: ARAGORN MARKS  
PIP 75031 • \$24.99



MINION GATORMAN  
IRONBACK SPITTER  
SCULPTOR: JASON HENDRICKS  
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LEGION OF EVERBLIGHT  
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## FEBRUARY



LEGION OF EVERBLIGHT  
BLACKFROST SHARD  
SCULPTOR: JOSE ROIG  
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# NEW RELEASES



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**JONAS MURDOCH**  
 SCULPTOR: TODD HARRIS  
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**ATTENDANT PRIEST**  
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 PIP 32074 • \$11.99

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**ASSAULT CORPS**  
 SCULPTOR: EDGAR RAMOS  
 PIP 41086 • \$69.99



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**RAVAGER CHIEFTAIN**  
 SCULPTOR: EDGAR RAMOS  
 PIP 72050 • \$17.99



**TROLLBLOOD SKALDI**  
**BONEHAMMER**  
 SCULPTOR: JAMES CARTER  
 PIP 71050 • \$18.99



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# STRATEGIC ACADEMY

## MINIONS



BY DAVID CARL ▸ ART BY CARLOS CABRERA,  
BRIAN DESPAIN, DAVID KUO, MICHAEL PHILLIPPI,  
BRIAN SNODDY, ANDREA UDERZO, KIERAN YANNER



**M**inions represent a unique challenge when it comes to strategy and tactics because they are not one army but several. There are the secretive gatormen of the Blindwater Congregation, the tenacious Farrow of Lord Carver's Thornfall Alliance, and there are minions throughout the Iron Kingdoms who serve faction armies in their own pursuits. No matter their allegiances, there are certain common elements to making the most out of minion models in games of HORDES. This installment of Strategic Academy will shed some light on these free agents of the wilds.

## MINION BASICS

For HORDES faction armies, Minions give players an additional pool of options in terms of army building. The balancing factor of this versatility is that Minions do not benefit from faction-specific spells, feats, and abilities used by faction models. Because of this limitation, Minions should be used predominantly to enhance an army's strengths or to overcome its weaknesses.

Minions that enhance an army's strengths fit smoothly into an army's existing game plan. A Gatorman Posse that joins an army of warbeasts and heavy, multi-wound infantry maintains an army strength of virtual immunity to low P+S melee attacks and small-arms fire. A Farrow Bone Grinder unit, on the other hand, is the perfect complement to a spell-slinging warlock

since Craft Talisman allows him to hurl offensive magic from a slightly safer position. There are plenty of other opportunities for Minion models to enhance an army's inherent strength.

On the opposite end of the spectrum, Minions are great at covering an army's weaknesses. To use the exact same examples from earlier, a Gatorman Posse might be the perfect unit to face down an opposing unit of archers or riflemen that would shred lighter infantry choices. The Farrow Bone Grinder crew can pick off a pesky Feralgeist or Pistol Wraith that other models have no chance of damaging. Rather than fitting into an existing game plan, these Minions allow that game plan to function past a particular barrier an opponent might throw into its way.

## FIELD SUPPORT

Much like their Mercenary brethren on the battlefields of WARMACHINE, Minion models are a diverse lot that offer all sorts of useful abilities to a canny commander. Examples include Saxon Orrik's ability to guide warriors through rough terrain, Viktor Pendrake's ability to bring down enemy warbeasts, Lanyssa Ryssyl's ability to cast spells that turn the tide of battle, and the Thrull's ability to unravel the spells of an opponent. Minions truly offer a full spectrum of battlefield support.

It's important to find the right balance between support models/units and

combat models/units. This is true of any army list, but it can become a bigger decision when adding Minions to an army list. It's great to have answers to an opponent's tactics, but such answer models rarely also provide game-winning threats. Balance out supporters like Pendrake and Lanyssa with powerful faction models/units that can squash an enemy warlock or warcaster given half a chance.

## BONUS WARLOCKS

The Minion lesser warlocks and their character warbeasts represent a unique army building option that bears special attention. These character solos and warbeasts come with a pretty hefty point cost (9 points each). Some players find this cost rather high for an army resource that hinges on the life of a solo. Others find it rather low for a character solo *and* a character heavy warbeast. The truth lies right in between. A lesser warlock and his character warbeast are a bit of a bargain while the lesser warlock is alive yet creates a significant blow to the army when the lesser warlock falls in battle.

Armed with that knowledge, players can work to keep their investment fighting fit. Shield Guard models are great protectors for warlocks, but they are also a perfect fit for lesser warlocks who often have lower fury reserves for transferred damage. A Troll Bouncer or Cyclops Brute can take a lot more punishment than Dahlia or Rorsh and can help keep the lesser warlock in the fight. The Swamp Gobber Bellows Crew is an economical Minion option for aiding a lesser warlock's defense via the Cloud Cover order and is particularly synergistic with Dahlia's Mist Walker spell. Additional defensive measures such as elevation, cover, or blocking line of sight outright are also beneficial.

In addition to these tools, lesser warlocks have their own protective measures. They can transfer damage like full warlocks, but they also have a wealth of defensive abilities. Dahlia's aforementioned Mist Walker, Brun's Lifebond and Stonehold, Rorsh's Dig In and Diversionary Tactic, and Wrong Eye's Submerge are all key tools for delivering these powerful duos to an opponent's front lines intact.





With their safety assured, lesser warlocks are free to function as valuable support elements while their warbeasts offer a heavy-hitting threat. This dual purpose mitigates the usual concern of overloading on support elements at the expense of threats. The combination of support abilities like Charmer, Haunting Melody, Pigpen, and Voodoo Doll contrast with the beat down potential of combat abilities like Flank, Bear Hands, Critical Consume, Pig Farm, and Blood Thirst. Put together, lesser warlocks and their character warbeasts make an efficient one-two punch of support and combat ability that adds a lot to any army list when lent a bit of support in getting to the action.

## ALLIES OF THE KRIELS

Generalized Minion tactics are difficult to isolate since Minion models are so diverse and the options for their army lists are so plentiful. Trollblood warlocks and Trollblood support models are

laden with faction-specific spells, feats, and abilities, giving many players the impression that Minions are a poor fit for Trollblood armies. While the faction focus of the Trollbloods is a definite army-building consideration, there are two places for Minion models to shine.

First, models that provide support elements that stack with Trollblood buffs are excellent choices. Combine Viktor Pendrake's Beast Lore with a Fell Caller Hero's War Cry and a Chronicler's Charge of the Trolls to allow a unit to hit even the highest-DEF warbeasts with ease. Combine Lanyssa Ryssyl's Hunter's Mark spell with the Rush animus for free charges at +4 SPD before even factoring in warlock-specific spells or feats. Players should also look for warlock-specific ways to enhance the army's strength like combining Ironhide's Sure Foot with the concealment of Swamp Gobbers' Cloud Cover or Doomshaper's long-range spells with the Farrow Bone Grinders' Craft Talisman.

Second, self-sufficient Minion models make excellent flanking elements for a Trollblood army. Trolls tend to stick together to take advantage of spells, feats, and support abilities; so free-ranging Minion models/units make a good complement to the army's core. Models like Bog Troggs, Totem Hunters, and Gudrun the Wanderer don't require a great deal of support and boast abilities that make them ideal flankers. While the bulk of the united kriels powers down the center of a gaming table, such Minions can apply pressure from the sides of the table or claim unattended control zones. Greygore Boomhowler & Company and Dannon Blythe & Bull are a pair of Minion units that do not work for any other HORDES factions. Both units benefit from the self-sufficiency mentioned above. Boomhowler's boys function as a combat unit with its own built-in fell caller while Blythe & Bull have no need for additional support when attacking their specified prey.

### Warlock of Note: Hoarluk Doomshaper, Rage of Duhnna

As a very warbeast-oriented warlock, epic Doomshaper does not have the same focus on faction troops that warlocks like Bloodsong or Kegslayer have. The versatility and support of Minion models/units can be the perfect complement to Doomshaper's own abilities. Farrow Bone Grinders allow Doomshaper to sling his impressive spells at opponents from a greater distance while Swamp Gobbers make him a tougher target for opposing ranged attacks. Lanyssa Ryssyl is also a great fit due to the interaction of Hunter's Mark with Doomshaper's Scroll of Grimmr feat. Add Rush and Goad to the benefits of Hunter's Mark and no model is safe from the threat range of Doomshaper's hulking dire trolls.

### Warlock of Note: Calandra Truthsayer, Oracle of the Glimmerwood

Truthsayer is arguably the greatest Trollblood warlock for Minion-heavy army lists. Her feat supports Minion models just as well as it does trolls, and her amazing Star-Crossed spell is not faction-specific, debilitating all foes in the area. This allows Truthsayer to field





wildly unconventional Trollblood armies. A unit of Farrow Brigands under Dig In or a cloud-shrouded Gatorman Posse with Dirge of Mists is virtually immune to the ranged attacks of Star-Crossed foes and can strike back with alarming accuracy due to Good Omens.

## OATH AND DUTY

With so many warbeast-oriented or offense-oriented warlocks, the Circle Orboros does not have the same hesitation towards using Minions that Trollbloods have. They do have their own faction-specific considerations to weigh, however, making some Minions a much better fit than others.

Circle armies often play very aggressively with a focus on models with a higher speed than their foes. This often generates an alpha strike from which an enemy cannot recover. Add in faction-specific teleportation effects and the lightning strike occurs that much sooner. Due to this common thread, fast Minions and Minions with Advance Deployment are some of the better choices for Circle Orboros commanders. Alten Ashley, Gudrun the Wanderer, and Feralgeists are models that can keep up with the early pressure applied by Circle forces.

The Circle also has access to a wide array of forest-related abilities. This meshes smoothly with Minion models with Pathfinder, Camouflage, or Hunter. Even better, most such models have high SPD and/or Advance Deployment, further solidifying their place in Circle armies. Totem Hunters, Cylena Raefyll & Nyss Hunters, and Croak Hunters are all great choices for army lists that include forest abilities, animi, spells, or feats. With a sufficient quantity of Circle and Minion models with Hunter along with forest-oriented models, an army can strike from the safety of the woods and systematically eliminate opposing threats.

### Warlock of Note: Krueger the Stormwrath

With a powerful offensive feat and an exceptional faction-blind buff spell (Lightning Tendrils), Krueger is a great choice for Minion-heavy Circle Orboros armies. Plenty of players have felt



the pain of charging Gatorman Posse models that suddenly have Reach on their bite attacks and whose every hit can arc electricity into nearby enemies. Add in a few solos like Viktor Pendrake and Alten Ashley who specialize against warbeasts, and Krueger's army can deal with swarms and tanks alike before even adding Circle models/units to the army list.

### Warlock of Note: Cassius the Oathkeeper

The Totem Hunter, Cylena Raefyll & Nyss Hunters, and Croak Hunters all work great with Mannikin 3" forest AOE's or Woldwarden 4" forest AOE's, but Cassius offers a forest AOE nearly 22" in diameter. Use the Forest of Judgment feat early to bog down enemy models as well as eliminating their line of sight, and use Minion and Circle models with the Hunter advantage to impale enemy models from the dark, wooded shadows.

## SLAVER'S LASH

The Skorne army not only has room at the table for Minion models, but they have dedicated Minion support in the form of the Paingiver Task Master solo. This model takes Minions to a whole new level by granting nearby Minions immunity to knockdown and special actions that increase their battlefield performance significantly. The Gatorman Posse unit is a natural fit for the Paingiver Task Master, but models like Gudrun the Wanderer and the Totem Hunter are great solos to consider. The Slave Driver abilities won't affect as many models at once, but No Sleeping on the Job and Pain Driver are impressive additions to these brutal solos.



An important consideration in Skorne army building is the soul token abilities within the faction. An army list that heavily features Ancestral Guardians or Extoller Soulwards should lean away from spending a significant quantity of points on Minion models. These models require plenty of Skorne souls to function at peak performance, so Skorne troopers must remain a priority.

A number of Skorne warlocks also tend to be very faction-centric. Warlocks like Archdomina Makeda, Supreme Archdomina Makeda, and Tyrant Xerxis have faction-oriented feats as well as numerous faction-specific spells or abilities. Supreme Aptimus Zaal combines both of these limitations with a reliance upon Skorne souls *and* faction-specific spells, feat, and abilities. Minions are not completely out of the question in such armies, but a low-cost support option or two is a better bet than packing the list full of gators and Task Masters.

### **Warlock of Note: Lord Tyrant Hexeris**

Much like Krueger the Stormwrath, Hexeris has an offensive feat along with a great support spell that works just as well on Minions as it does on faction

models. Hexeris, a few good warbeasts, some Paingiver Beast Handlers, Gudrun, a Gatorman Posse, and a couple of Paingiver Task Masters make a solid start to a potent army list. These assets hit like a ton of bricks for dealing with enemy armor, and the Dark Dominion feat is an optimal vehicle for churning through enemy swarm models.

### **Warlock of Note: Supreme Dominar Rasheth**

The Gatorman Posse is a great unit. They possess two base attacks with P+S 13 each, they can charge at an effective SPD 7 against living foes, are ARM 18 when they're where they belong (in melee), and they've even got a whole menu of additional abilities to choose from. Now give them immunity to knockdown and +2 STR from a Task Master. Then give them an effective +2 STR and ARM by weakening the enemy with Rasheth's Plague Wind. To add insult to injury, just think of the poor Blood Marked sap facing down a whole posse of effective P+S 19 and ARM 20 gators with slaving maws and bloodied polearms.

## **BLIGHTED ALLIANCE**

With the leanest Minion roster and with multiple Abomination models, the Legion of Everblight has a number of obstacles to traditional Minion use. Add in the Legion's heavy reliance upon and support for their warbeasts, and Minions begin to seem even more out of place.

That said, there are a number of Minions who do make a good fit with the dragon's armies. Low-cost support elements are some of the most popular selections. Farrow Bone Grinders can be a good fit with Thagrosh or Saeryn, granting additional spell range without burning through Spell Martyr solos. The Swamp Gobber Bellows Crew is a great little defensive assist as always, but in a Legion list they have bonus flexibility. Thanks to Eyeless Sight, gobbers can place their Cloud Cover AOE before activating faction warbeasts.

Just as a player must be cautious when combining non-Fearless Legion models with Abominations, the same caution must apply to blight-friendly Minions. Positioning must be monitored closely, and depending on an opponent's maneuvers, one may be forced to risk a command check anyway. Feralgeists and Thrullgs are a couple of Minion options that need not fear Abominations and also provide low-cost support to the army. Feralgeists grant the Legion's impressive warbeasts a second shot at carnage while a Thrullg can strip off debilitating spells like Crippling Grasp from friendly units or defensive measures like Defender's Ward from enemies.

### **Warlock of Note: Thagrosh, Prophet of Everblight**

Though he's not widely regarded as a Minion-friendly warlock, Thagrosh is better suited to Minions than many of his peers. His feat and his Fog of War spell are faction-neutral, and his great Death Shroud ability can help protect friendly Minions just as it protects Legion models. The Farrow Bone Grinders are particularly fitting with Thagrosh since making the most out of Mutagenesis requires Thagrosh to cast the spell himself rather than through a Spell Martyr. Remember to include a good Draconic Blessing target as well as some warbeasts, but beyond that, a number of Minions could find a home with Thagrosh.

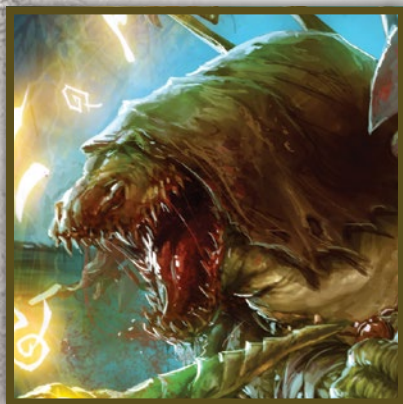
### **Warlock of Note: Bethayne, Voice of Everblight**

With an amazing three Minion-friendly upkeep spells, Bethayne is arguably the most Minion-friendly warlock outside of the Thornfall Alliance or Blindwater





Congregation. She does, however, still have the limited Legion Minion choices with which to contend. Bog Troggs with Ashen Veil, Farrow Brigands with Blood Thorn, or a Gatorman Posse with Carnivore are all viable options for the Legion's newest warlock, though, and her options will only expand with future Minion releases.



## BLOODY BARNABAS

Faction warlocks typically make a choice between a wealth of options (standard army construction) and a list of bonuses (Theme Force army construction). For Minion warlocks, this choice changes to a selection between minion pact bonuses and Theme Force bonuses instead. In the case of Barnabas, the pact offers a pair of swamp AOE's and access to some support solos. His Theme Force is most attractive when players shoot for that final brass ring, the tier four bonus of a 1-point discount on Barnabas' heavy warbeasts.

The minion pact version of the Barnabas list gives a player more available answers due to the increased options. The Thrullg grants a way to deal with spells that get in the way of victory, the Totem Hunter can deal with non-water rough terrain features, and Viktor Pendrake makes it easier to hit high-DEF enemy warbeasts (as well as providing an accurate RNG 12 weapon, something gators have in short supply).

Barnabas' Apex Predators Theme Force is all about cheap heavy warbeasts. Sure, it also allows +1 on the starting roll and swamp AOE's, but 8-point Blackhide Wrastlers and 7-point Ironback Spitters are the real selling point.

Beyond army list construction favoring an extra heavy warbeast or two, the

two armies share a similar play style. Swamp Pit and Iron Flesh allow the army to approach the enemy relatively unscathed, and then the combination of Warpath and Black Tide allows the hungry gators to wade through their enemies leaving bloody bits in their wake. Correctly estimating threat ranges is a key element to success with Barnabas. The Blood Thirst ability gives an extra boost to threat range that allows Bull Snappers and Gatorman Posse units to crash into the front lines early so that Blackhide Wrastlers can follow up to deal with heavier foes. When the bodies begin to pile up, don't hesitate to charge (or Counter Charge) Barnabas into the mix to lend his own considerable melee strength to the battle.



## CALABAN THE GRAVE WALKER

Unlike any other warlock, Calaban's Theme Force grants him more unit



choices than *not* using the Theme Force. While Farrow Bone Grinders will almost never land the killing blow against an enemy warlock or warcaster, they do something that no model from the minion pact does. They directly improve Calaban's feat. Death Harvest is not as straightforward a feat like Black Tide, and the Bone Grinders' Craft Talisman ability increases the flexibility of this subtle feat substantially.

In addition to access to Bone Grinders, Calaban's Theme Force gives easy access to army-wide Stealth during the first round of the game and Advance Move for Feralgeists. Depending on some slightly tougher choices, Calaban can also claim a 2" deployment zone adjustment and cheaper warbeasts for Wrong Eye, making the Theme Force the go-to choice for most players.

To make the most out of the Death Harvest feat, Calaban plays just as aggressively as Barnabas, if not more

so. Barnabas can choose to play a bit of an attrition game using Swamp Pits to run interference, but Calaban is all about the one big turn. Fortunately, a gatorman army is well suited to big, bloody turns. Use Occultation and liberal application of the Spiny Growth animus to get into a favorable position, even if it means casualties along the way. A spare unit of Bone Grinders can also be a good screen for the more valuable gator troops.

Once in position, Calaban should feat at the start of his turn, advance towards as many enemy threats as possible, and set up a couple of channel points with his Heart Stopper ranged attack. Add in Craft Talisman, and Calaban can cast at targets within 8-12" of himself or within 6-10" of one of his Heart Stopped channellers. Throughout the turn, use Hex Blast for spell-stripping AOE's, Bone Shaker to pick off an individual target and then turn it against its owner, and Carnivore to buff melee models and heal Calaban if needed. Most importantly of all, cast Parasite on an enemy model/unit each time the

last Parasite target falls. With already-impressive damage output, the gatorman army will have no trouble ripping through their foes with -3 ARM in effect. Once the Death Harvest is complete, there should be little if anything left standing in Calaban's way.



## LORD CARVER, BMIMID, Esq. III

Lord Carver is an impressive warlock with plentiful support for warbeasts and warriors, along with a feat designed to crush any foe in brutal melee combat. Much like the Blindwater Congregation, the Thornfall Alliance minion pact grants access to a number of support solos unavailable in the Theme Forces (Alten Ashley, Gudrun the Wanderer, Saxon Orrik, and Viktor Pendrake) along with Advance Deployment for Farrow units.

For Lord Carver, the minion pact is frequently superior to the Theme Force at tiers one and two, but beginning at tier three, the Theme Force quickly and decisively eclipses the minion pact with discount Farrow Brigands and Advance Move on Carver's warbeasts. The main decision to make is whether to jump in with both feet to high tiers of The Golden Horde or to maintain a bit more flexibility by playing the Thornfall Alliance pact.

Whether the army includes Viktor Pendrake and Gudrun the Wanderer or Rorsh & Brine, Lord Carver's signature army contains plenty of Farrow Brigand units and warbeasts. Between Inspiration making them Fearless, Elite Cadre giving them Combined Ranged Attack, and Hog Heaven effectively turning them into weapon masters with their clubs, Carver's Farrow Brigands are much more impressive than Brigands following Calandra Truthsayer or even Dominar Rasheth. Lord Carver's beasts are equally impressive with the powerful spell duo of Batten Down the





Hatches and Mobility. These spells take War Hogs and Gun Boars from slow, sturdy warbeasts to fast, indomitable ones. During the aforementioned Hog Heaven, War Hogs can wade through enemies, cleaving them with ease.

Lord Carver can function effectively at a fairly rudimentary level, using Batten and Mobility to deliver a host of War Hogs to obscene levels of carnage via Hog Heaven. As great as these spells are, it's Carver's use of Quagmire and Rift that separates a good Carver player from a great one. Under the right circumstances, both can be used as denial tools for an opponent's most threatening models. Never hesitate to place a Quagmired unit of Farrow Bone Grinders in harm's way to tie down numerous powerful threats with a cheap, expendable resource.



## DR. ARKADIUS

Dr. Arkadius can be summed up fairly accurately in a single word: potential. Not for the faint of heart, Arkadius has low ARM, a feat that requires some careful planning, and several temptations to place him in the line of fire. Those who master the nuances of the mad doctor, however, will find him a powerful and unpredictable warlock that can trip up even veteran opponents.

The debate between Thornfall Alliance and Arkadius' own Mad Science is quickly cut short upon reading the tier one benefit for Mad Science. Discounted War Hogs are pretty tough to beat.



Many aspects of Dr. Arkadius have a face value along with additional elements below the surface. His Monster Mayhem feat is a perfect example. It can be used a lot like Thagrosch the Messiah's Dragon Storm feat, allowing a late-turn move and attack outside of his warbeasts' activations. Below the surface, Monster Mayhem is also a fury management tool. Fury-laden War Hogs that have already activated can discard their fury after the frenzy move and attack, allowing them to avoid frenzying next turn or opening them up as potential transfer targets. Monster Mayhem can also be a powerful pre-activation threat range enhancement. Moving a War Hog 7" before it activates is awesome, but it is not easy to set up. Expert Arkadius players must be very careful with model positioning and facing to ensure that their upcoming frenzy will place them where they are needed most.

Arkadius has an impressive spell list and should have 8 fury points on most turns thanks to Maltreatment. Maltreatment and the War Hog's Aggression Dial

both fit naturally with Psycho Surgery, giving health back to Arkadius' hogs to enhance their survivability. Forced Evolution and Aggravator increase his beast's raw power or potential maneuverability respectively.

When facing enemy warbeasts, Arkadius' access to Gun Boars should also not be underestimated. Their Counterblast animus gives him amazing defensive measures against low- to mid-DEF enemy warbeasts. The Mind Control Serum option can turn that beast against its owner and move it out of position, and Anesthesia is perfect for blocking line of sight to Arkadius as well as dropping the warbeast's DEF for a round.

## CONCLUSION

Whether supporting the factions of HORDES or in an army of their own, Minions provide a great deal of versatility and power to their commanders. With manifold support elements, solid combat models, and a roster of lesser warlocks with their own character warbeasts, Minions have something for everyone.



# CAMPAIGN TERRAIN

## CEPHALYX SLAVE PIT By Will Hungerford

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

### CEPHALYX SLAVE PIT

Little is known about the enigmatic creatures called the cephalyx. These alien enslavers are barely mentioned by the surface-dwelling races of Immoren, yet they present a very real and terrible threat. Were the Iron Kingdoms to learn what horrors existed beneath their feet, panic and terror would grip all but the most courageous heroes.

In recent years, the once-unseen cephalyx are becoming more involved in the wars of Western Immoren. An agreement has been made between the cephalyx and the undead lords of Cryx that appears to benefit both parties. The armies of Lord Toruk have been given access to the underground tunnel network of the cephalyx but what the cephalyx gain from the arrangement is unknown.

During the chaos of battle, the wounded and dead litter the ground like fallen leaves. In this chaos, those cephalyx not directly involved in the battle retrieve the wounded. However, they occasionally abscond with fallen enemy soldiers as well as their own. These unfortunate souls are dragged across the battlefield and dumped into pits filled with the bleeding, crippled bodies of their enemies.

The cephalyx slave pits are built to protect their newly acquired resources from stray bullets and mortar shells. The pits are also marked to indicate to cephalyx allies that the bodies within are not to be stripped for thrall parts. As a battle rages on and the pit fills to its brim with moaning victims, the very sight of the pit can make even hardened soldiers flee in terror. Occasionally, foolhardy warriors make their way into such a pit to save a fellow soldier but often find themselves added to the gruesome abattoir.

As war engulfs western Immoren, the sight of these slave pits has become more common. Perhaps most disturbing is when such a pit appears when the armies of Cryx are not present. While the cephalyx are allied with Cryx, they have their own agenda that requires them to operate independently. When more slaves are needed than the current quota provides, cephalyx specifically trained to operate far from the comfort of their tunnels set out to kidnap the wounded from foreign battles. The cephalyx scavengers set to these tasks are more adept at stealth than their peers and often conceal the location of their pits to avoid notice from either foreign army.

When a battle draws near its bloody end, regardless of the victor, the cephalyx are quick to remove their new assets from the battlefield. The wounded are hastily removed from the field by the hulking drudge mind slaves and taken deep into the underground laboratories.

Soldiers who awaken in the tunnels of the cephalyx soon learn there is indeed a fate far worse than death.

### IN-GAME EFFECT

If both players agree at the beginning of the game, one trench currently on the table can be declared a cephalyx slave pit. When a living grunt model is destroyed within 5" of the cephalyx slave pit, roll a d6. On a roll of 1-3, the model is destroyed as normal. On a roll of 4-6, the model is captured by the cephalyx slave pit. Captured models are destroyed but can be rescued from a cephalyx slave pit by an allied living model within 1" of the pit. A rescue is a special action that returns one destroyed Faction Grunt model to play with one unmarked damage box. It must be placed within 3" of another model in its unit and within 5" of the cephalyx slave pit. Only one Faction Grunt model can be returned to play in this fashion per turn.







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# WARHAMMER

## RULES



### RANKING OFFICERS

BY DAVID "DC" CARL AND WILLIAM SHICK  
ART BY CARLOS CABRERA AND CHRIS WALTON



## NEW RULES

*WARMACHINE: Wrath* introduces players to the first in a new breed of model type: Ranking Officers. Much like Cavalry models or 'Jack Marshals, Ranking Officers follow a number of core rules for their model type. However, these rules do not appear on the individual cards. The core rules for Ranking Officers appear in *WARMACHINE: Wrath* and are previewed below.

Note that because all Ranking Officers are also Unit Attachments, they follow the rules of that model type. Namely, a unit can only have one Unit Attachment and that weapon crew units cannot have attachments (see Attachments in *WARMACHINE: Prime*, page 71).

### RANKING OFFICER RULES

Ranking Officers are Unit Attachments that can be added to any Mercenary unit in the army. While the Ranking Officer model is in play, the models in its unit are considered to be models of its Faction rather than Mercenary models.

If any other model in this model's unit has Officer (👤), it loses it while this model is in play.

A Ranking Officer model cannot issue orders that are not on its card.

If the Ranking Officer model's unit has Advance Deployment, the Ranking Officer model gains Advance Deployment (👤).

If the rest of its unit has an ability or Advantage that keeps models in the unit from fleeing, such as Fearless (👤) or Undead (👤), the Ranking Officer model also never flees.

A Ranking Officer Attachment cannot be added to an Ally unit of the same Faction because if they can be in the same army, the Ally unit would be considered a Faction unit and not a Mercenary unit. For example, if the Precursor Knights were part of a Cygnaran army, Captain Jonas Murdoch could not be attached to the unit because the Precursor Knights would be considered Cygnar models and not a Mercenary unit.

### RANKING OFFICERS AND 'JACK MARSHAL

A Ranking Officer can never gain the 'Jack Marshal advantage and can never take control of a warjack controlled by a model in its unit. If the Ranking Officer is part of a unit with the 'Jack Marshal advantage, it does not become the 'Jack Marshal.

A 'Jack Marshal in a Ranking Officer model's unit can control the types of Mercenary warjacks that model could control normally. The warjack is not considered to be part of the Ranking Officer's Faction, and the 'Jack Marshal does not gain the ability to marshal Faction warjacks of its new faction.

### OFFICERS' ORDERS

#### WITH RANK COMES PRIVILEGE

While including Mercenary units in a faction army is a tried-and-true practice, Mercenary models have never been able to become part of the team fully. While they were able to benefit from spells and abilities that specified "friendly," they often found themselves excluded from the fun by the phrase "friendly faction model." Thanks to the new Ranking Officer unit attachments, however, those days are gone and now Mercenary units can be granted access to faction exclusive effects.

Captain Jonas Murdoch opens up plenty of great faction benefits for the Mercenaries under his command. From increasing their survivability thanks to spells like Deflection and feats like Invincibility to upping their offensive potential with spells like Positive Charge and feats like Blitz, Murdoch is the sellsword's best friend. Some of the most tailored support comes in the form of Cygnar's ranged superiority. Under the effects of the Rangers' Mark Target and Captain Kara Sloan's Firing Squad feat, even low-RAT mercenaries can tag their targets with ease.

Due to the high degree of faction-specific spells, feats, and abilities within the Protectorate of Menoth, Mercenary units are a bit rarer in Protectorate armies than they are among other

factions. Support solos certainly have their place, but 10-man Mercenary units that don't provide Protectorate souls and rarely benefit from Protectorate feats are less desirable than true warriors of the faith. Attendant Priests bridge that gap and open up all manner of buffing spells, feats like Strength of Arms and Penitence, and the support of the Covenant of Menoth. They also convert the unit's souls into a reclaimable resource to support Menoth's righteous crusade.

Khador has less emphasis on faction-specific abilities than the Protectorate, but they have numerous faction-specific means of increasing the brutality of loyal Khadoran troops. Spells like Signs & Portents, Hand of Fate, Transference, and Battle Lust are a solid start, but the Blood Frenzy, Feel the Hate, Blood Legacy, Undying Loyalty, and Iron Fist feats are what really allow these sellswords to fight like Khadorans.

### HEROES IN THEIR OWN RIGHT

While the Ranking Officer ability opens up a whole realm of in-faction abilities and benefits, the Unit Attachments themselves are no slouches on the battlefield. Each one provides powerful benefits to an attached unit and often adds potent attacks of its own to an army's offense. Combined with the various innate abilities of their attached Mercenary units, the new Ranking Officers open up new and deadly combos to unleash upon your foes.

The hard-bitten trencher captain Jonas Murdoch brings the gritty fighting style of the trenchers to any Mercenary unit. Most notable is the Assault order, which allows his unit to make a ranged attack against the charge target before its melee attack. This allows Murdoch's

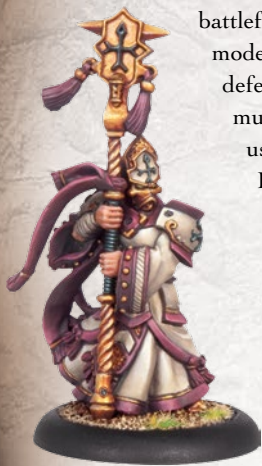




unit to soften up multi-wound targets like Man-O-War or Gatormen before finishing them off with a charge attack. Assault can also be used to provide extra threat range, as affected models still get to make ranged attacks even if they fail to get into melee with their target. Murdoch's Go to Ground once-per-game ability lets his unit gain the benefits of the Trencher's Dig In special action for one round and doesn't require it to sacrifice its action. Clever use of Go to Ground allows Murdoch's unit to play aggressively early by limiting the danger from enemy ranged attacks. It can also be used if the unit finds itself in an exposed position after destroying its initial quarry.

The Attendant Priest is unique among the new Ranking Officers because it is the only one that has FA 2, which allows Protectorate armies twice as much flexibility when bringing Mercenaries into the fold. While not a formidable combatant in his own right, the Attendant Priest provides plenty of flexibility on the

battlefield. Incorporeal models find their defense against mundane weapons useless thanks to Empower, March allows the unit to traverse difficult terrain with ease, and Warding provides protection against magical attacks or debuff spells.



Koldun Kapitan Valachev provides a lot of the same benefits as the Attendant Priest but in a different fashion. Disbinding allows his unit to shrug off enemy upkeep spells while Zephyr provides a maneuverability option. Zephyr's 3" of additional movement can be used to great effect to give extra threat range to a ranged attack or to disengage



from an unfavorable melee. Unlike the Attendant Priest, Valachev is more than happy to bring the pain to the enemy himself and boasts a nasty spray attack in the Frostbite spell. Add in a Magic Ability of 7 and a properly placed Frostbite can shred troops even in the most defensible positions.

## CHOICES, CHOICES

Of course the number of combinations and tactics each Ranking Officer provides its faction would take up much more than even a full issue of *No Quarter Magazine* could handle, and this article provides just a few examples of how to get the most out of this new model type. The full potential of the Ranking Officers is limited only by the imagination of their commander.

## DAMN DIRTY PIRATES

The pirate units—Sea Dog Crew, Press Gangers, and Aiyana & Holt—work with all three Ranking Officer unit attachments. Note in the case of the Sea Dog Crew, attaching a Ranking Officer means foregoing Mr. Walls. The correct choice depends on the models' relative abilities and how much they benefit from their newly granted faction status in a given army list. The great part about Sea Dog units is they still gain potent benefits from all of the pirate support solos. They gain the best of both worlds when using numerous pirate synergy abilities *and* faction synergy abilities simultaneously.

Captain Jonas Murdoch takes plenty of advantage of this synergistic double dipping. Use Rockbottom's Money Shot and Rangers' Mark Target along with Murdoch's innate Assault ability for some serious Sea Dog Crew carnage. Warcaster-specific abilities can enhance this massacre even further or can minimize the crew's losses during the inevitable counter-attack.

Attendant Priests are an interesting pirate attachment due to the ability to attach priests to both a Sea Dog Crew unit and Press Ganger unit in the same single-warcaster army list. Vindictus' True Path spell along with Lord Rockbottom's Payday ability, for

example, can allow entire swathes of enemy soldiers to be press ganged into Sea Dogs for Menoth. Then Penitence can punish the enemy for every pirate who falls in battle.

Small, points-intensive units are not typical choices for unit attachments, but Kapitan Valachev works very effectively with Aiyana & Holt. His Zephyr spell helps to make the most out of their own abilities, and Aiyana's Kiss of Lylyth couples beautifully with Khadoran feats. The Kiss plus Blood Frenzy allow Holt and Valachev to rip through heavy infantry or to dismantle light warjacks or warbeasts with their hand cannons and Frostbite.

## RANKING RHULIC OFFICERS

The following Rhulic units will all work for Jonas Murdoch: Hammerfall High Shield Gun Corps, Herne & Jonne, Horgenhold Forge Guard, and Ogrun Assault Corps. The Forge Guard, Herne & Jonne, and Ogrun Assault Corps will work with the Attendant Priest, but only the High Shields and Herne & Jonne will work with Valachev.

The Ogrun Assault Corps are a natural choice for Captain Jonas Murdoch due to their mixed melee/ranged expertise. Assault allows a player to make the most out of this versatile unit, and proper timing of the Go to Ground ability makes the sturdy ogrun seem nearly invincible. Add in a Trencher Master Gunner or two for better deviation control or to aim a battlecannon shot right into the middle of melee combat free of risk.

Horgenhold Forge Guard are a solid melee unit but suffer a bit from low threat range and an unreliable weapon special ability. The Harbinger's Crusader's Call and Guided Hand spells improve threat range admirably and vastly increase the chance of critical hits, while Martyrdom protects the units' all-important Attendant Priests.

Rhulic units aren't particularly attractive for Kapitan Valachev, but there are a few notable exceptions to the rule. For example, consider the impact of Supreme Kommandant Irusk's Fire for Effect spell on Herne & Jonne.



## RANGED GAME

The remaining Mercenary ranged units will all work for Koldun Kapitan Valachev: Croe's Cutthroats, Cylena Raefyll & Nyss Hunters, Dannon Blythe & Bull, and Steelhead Riflemen. Jonas Murdoch can lead all those except Croe, and the Attendant Priest can lead all except Cylena and her Nyss.

Due to Cygnar's extensive roster of abilities related to ranged combat, Jonas Murdoch is a valuable addition to any of these units. Dannon Blythe & Bull are an interesting choice due to their ability to support him actively in return. Murdoch can benefit from Blythe's Huntsman ability for the unit, creating a trio of models adept at felling their chosen prey.

The Protectorate army as a whole is not as ranged-oriented, but an Attendant Priest allows these Mercenary units to take advantage of the vast protective abilities of the faction. He protects them from spells while faction buffs such as Defender's Ward and Power of Faith enhance the unit's survivability even further. Though ranged buffs aren't plentiful, the combination of Eye of Menoth and Flames of Wrath on Croe's Cutthroats is a true terror against HORDES opponents.

Valachev's Zephyr is a great fit with ranged units. It allows a unit to reposition while still aiming or can be used as a mini-Bushwhack after a unit makes ranged attacks. Faction-specific buff spells, feats, and abilities can also be quite inspiring on already capable units like Cylena Raefyll & Nyss Hunters.

## CLOSE & PERSONAL

At closer range, Alexia Ciannor & the Risen, Greygore Boomhowler & Co., Sam MacHorne & the Devil Dogs, and the Steelhead Halberdiers will all work with Jonas Murdoch. Alexia and Boomhowler are unwelcome with the Protectorate's Attendant Priests, and there is no love lost between Sam MacHorne and Valachev's motherland.

Devil Dogs become a far more attractive option for Cygnar armies with Assault from Murdoch to grant an extra 3" of threat range to their stubby slug guns or to allow POW 14

slug gun attacks followed by charging pick axe melee attacks in the same turn. Bonuses like Mark Target or Deadeye can lend additional accuracy to these attacks, but Earthquake, a well-placed power attack, or an attack from that new warjack in *WARMACHINE: Wrath* (Spoiler!) will maximize the slug guns and pick axes alike.

Knockdown tricks with Devil Dogs are also an option in the Protectorate where the Sacrosanct spell turns casualties into opportunities to call down the Devil Dogs' wrath. Steelheads are also a viable option with Attendant Priests handing out magical weapons, pathfinder, or spell ward to Steelhead units while Stannis Bocker leads them to victory.

Valachev and Alexia make a powerful spell-slinging duo guarded by hordes of the Undead. Their Zephyr, Craft Thrall Rune, and Raise Dead abilities allow for movement tricks that optimize the thralls' ability to bog down key enemy assets. In tandem with Kommandant Irusk's Undying Loyalty feat, the Khadoran legion of undying undead is a truly daunting tar pit.

## CONCLUSION

Mercenaries are a common sight among the armies of the Iron Kingdoms, and the new Ranking Officers are a perfect way to integrate these sellswords into faction armies. Opening up the benefits of faction-specific spells and abilities as well as adding their own lethal abilities to their unit, Ranking Officers provide players an unprecedented amount of customization when building an army. However, such power is not without its downfalls. Without the stern oversight of the Ranking Officer, the Mercenary unit quickly reverts to its old independent ways, so exercise caution in the face of danger and utilize powerful faction-specific abilities early in the battle.

Whether fighting for the Cygnus, the Lawgiver, or the Motherland, the new

Ranking Officers make the lives of Mercenaries in western Immoren a lot more interesting.







# WRATH

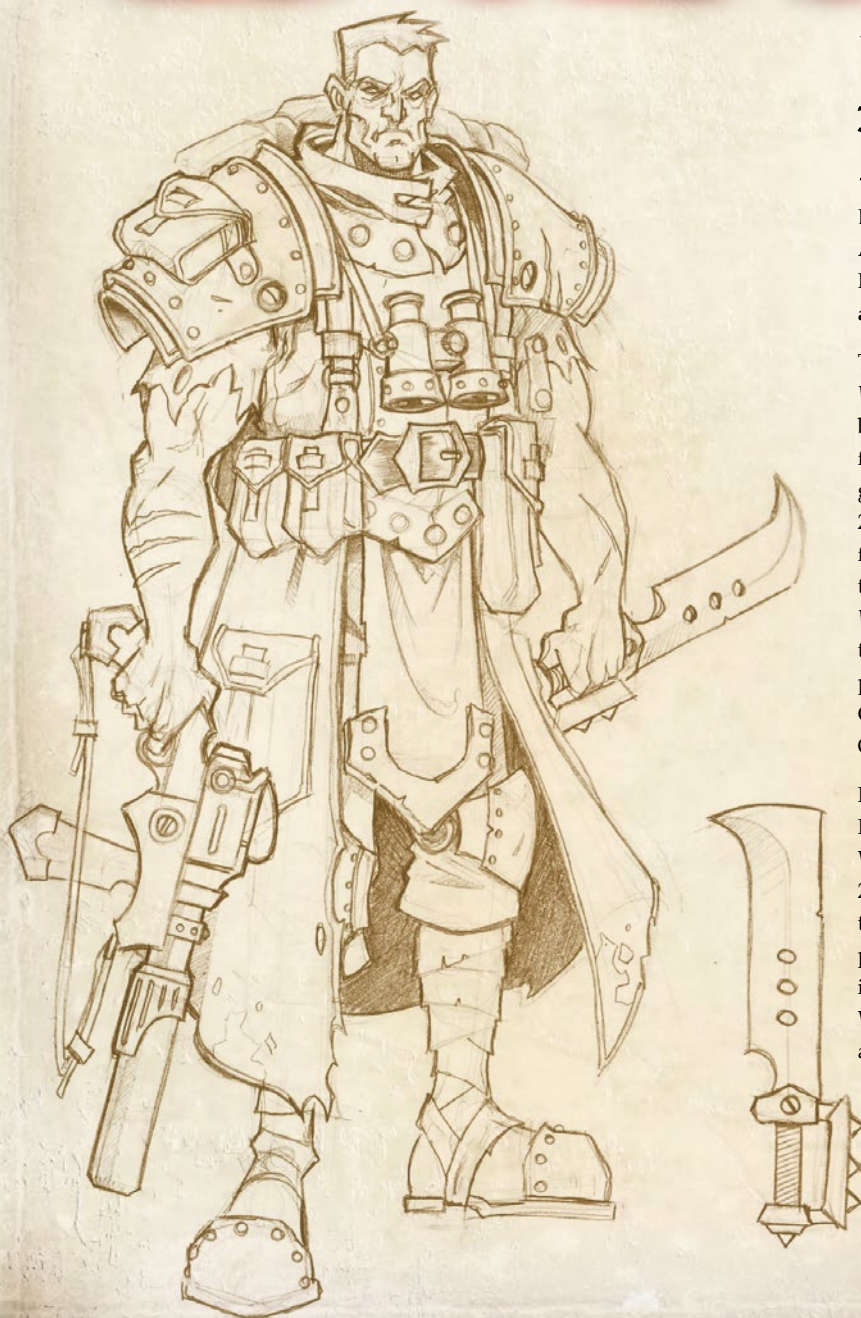
## MODEL PREVIEWS

By David "DC" Carl

Art by Carlos Cabrera, David Kuo,  
Michael Pillippi Christer Sveen,  
and Chris Walton

Throughout 2010, the *Forces of WARMACHINE* and *Forces of HORDES* books presented new models on a faction-by-faction basis as the entire game was revamped for the Mk II rules. 2011 returns players to the anthology format that showcases models from all the factions rather than one at a time. *WARMACHINE: Wrath* is the first of these Mk II anthology books, and we're proud to preview the Ogrun Assault Corps mercenaries as well as the Ranking Officer models that appear in the book.

For additional information on the Ranking Officer game mechanic, see *Wrath Rules: Ranking Officers* on page 20. Due to the wealth of options available to Ranking Officer models, the tactics presented here are merely the tip of the iceberg, and players should reference *Wrath Rules: Ranking Officers* for additional tactical information.





# OGRUN ASSAULT CORPS

## MERCENARY RHULIC UNIT

*Round that hill and lay into them, boys! Show them you're a damn sight more mobile than their big guns!*

—Gorten Grundback



### Ogrun Assault Corps

Strong enough to wield handheld battle cannons that fire explosive shells across the battlefield, the ogrun assault corps serve their employers as highly mobile artillery. Their great strength and fearsome axes allow them to effectively deal death in melee as well as at range.

### Using the Ogrun Assault Corps

The Ogrun Assault Corps don't have a very busy stat card, but don't let that fool you. This unit brings something very special to the table: AOE weapons on a unit with the CRA ability. This is the first time this particular combination is available to players, and it is a potent one. CRA adds to all the damage rolls from the combined ranged attack rather than adding to the attack's POW. This means that blast damage from a full unit CRA mimics that of a POW 22 weapon.

A high wound count also gives the Assault Corps survivability, while the CMA ability allows them to make

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

#### LEADER & GRUNTS

☒ Combined Melee Attack

☒ Combined Ranged Attack

strong, accurate melee attacks when necessary. This unit is sure to be a staple for Durgen Madhammer army lists but is a versatile package for other Mercenary, Cygnar, or Protectorate armies as well.

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	8	6	5	12	15	9	

BATTLECANNON				
RNG	ROF	AOE	POW	
12	1	3	12	

HAND AXE		
POW	P+S	
4	12	

<b>DAMAGE</b>	<b>8 EACH</b>
<b>FIELD ALLOWANCE</b>	<b>2</b>
<b>LEADER &amp; 2 GRUNTS</b>	<b>6</b>
<b>LEADER &amp; 4 GRUNTS</b>	<b>9</b>
<b>MEDIUM BASE</b>	





# ATTENDANT PRIEST

## PROTECTORATE UNIT ATTACHMENT

*Menoth guides all his servants, whether willing or not.*

—Hierarch Severius

### PRIEST

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



### BATTLE STAFF

POW	P+S
2	6

<b>DAMAGE</b>	<b>5</b>
<b>FIELD ALLOWANCE</b>	<b>2</b>
<b>POINT COST</b>	<b>2</b>
<b>SMALL BASE</b>	

**Attachment [Small- or Medium-Based Mercenary] —** This attachment can be added to a Small- or Medium-Based Mercenary unit.

### PRIEST

**Officer**

**Prayers —** This model can recite one of the following prayers each turn anytime during its unit's activation. Each model in this unit gains the benefits listed.

- **Holy Blessing** — Affected model's weapons gain Magical Weapon for one turn.
- **March** — Affected models gain Pathfinder for one turn.
- **Warding** — Affected models cannot be targeted by enemy spells for one round.

**Ranking Officer** — This model is a Ranking Officer. While this model is in play, models in its unit are Protectorate models instead of Mercenary models.

### BATTLE STAFF

**Reach**

### TACTICAL TIP

**OFFICER** - Because this model is an Officer, when it is destroyed it does not replace a grunt in its unit. Instead either another Officer in the unit or the unit leader becomes the unit commander.

Typical Protectorate army lists utilize mercenary units less than most factions due in large part to the depth of faction-specific effects within their ranks. Simply allowing the Reclaimer's Reclaim and Covenant of Menoth's Power of Faith abilities to work on mercenary units shifts their value drastically, however. Then the Protectorate warcasters' faction-specific spells, feats, and abilities really make units with Attendant Priests a powerful option.

## Attendant Priest

The attendant priest brings the power of Menoth to mercenaries who choose to accept the True Law of the deity. Through his earthly vessel, Menoth blesses the weapons of those who do battle in his name, moves aside obstacles in their path, and wards them from the heathen magic of their enemies. Under his watchful gaze, these warriors learn to act in concert with Menoth's crusades.

## Using the Attendant Priest

The Protectorate of Menoth takes the missionary message of "turn or burn" very literally and can make converts from even the most hard-hearted heretics. Attendant Priests watch over the converted and demonstrate the glory of Menoth first-hand by blessing them with magical weapons, the ability to traverse treacherous terrain, or protection from enemy spellcasters.





# CAPTAIN JONAS MURDOCH

## CYGNAR CHARACTER UNIT ATTACHMENT

*He'll make something out of you boys. Whether soldiers or corpses, time will tell.*

—Captain Jeremiah Kraye



### TACTICAL TIPS

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

**OFFICER** – Because this model is an Officer, when it is destroyed it does not replace a grunt in its unit. Instead either another Officer in the unit or the unit leader becomes the unit commander.

### Captain Jonas Murdoch

Jonas Murdoch is a tough-as-nails trencher captain who can take even the worst mercenary scum and whip them into soldiers any officer would be proud to lead. Under his command, a mercenary unit functions as part of the Cygnaran Army.



**Attachment [Small- or Medium-Based Mercenary]** – This attachment can be added to a Small- or Medium-Based Mercenary unit.

### MURDOCH

⊗ Officer

⊗ Tough

**Assault (Order)** – Affected models must charge or run. As part of a charge, after moving but before making its charge attack, an affected model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of the affected model's activation. Models that received this order cannot make combined ranged attacks this activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, the affected model must still make the ranged attack before its activation ends.

**Go to Ground** – Once per game while in formation during its unit's activation, this model can use Go to Ground. For one round or until they move, are placed, or are engaged, models in this unit in formation gain cover, do not suffer blast damage, and do not block LOS.

**Ranking Officer** – This model is a Ranking Officer. While this model is in play, models in its unit are Cygnar models instead of Mercenary models.

**Trencher** – This model is a Trencher model.

MURDOCH							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	7	6	13	14	9	

CARBINE			
RNG	ROF	AOE	POW
10	1	—	10

TRENCH KNIFE	
POW	P+S
3	9

<b>DAMAGE</b>	5
<b>FIELD ALLOWANCE</b>	C
<b>POINT COST</b>	2
<b>SMALL BASE</b>	

### Using Captain Jonas Murdoch

The Ranking Officer models are difficult to encapsulate since they have such varied options available. Murdoch is a fitting officer for everything from nimble Sea Dogs to the hulking Ogrun Assault Corps. Murdoch's Assault ability is a great tool for extending the threat range of ranged weapons by 3" or allowing units to make ranged and melee attacks during the same turn when they could not normally do so. Go to Ground is also a big selling point, as it provides high-ARM units with great DEF for a round or high-DEF models with immunity to blast damage.

The Granted: Cygnar part of Murdoch's Ranking Officer ability can be just as important as his own skills. It enables everything from Horgenhold Forge Guard with Rolling Thunder to Nyss Hunters with Firing Squad boosted ranged attack rolls.





# KOLDUN KAPITAN VALACHEV

## KHADOR UNIT ATTACHMENT CHARACTER

*Men can be motivated to fight by many things. Valachev prefers fear.*

—Koldun Kommander Aleksandra Zerkova

### VALACHEV

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	6	4	13	13	9



### SABER

POW	P+S
4	9

**DAMAGE** 5

**FIELD ALLOWANCE** C

**POINT COST** 2

**SMALL BASE**

### Attachment [Small- or

### Medium-Based Mercenary] —

This attachment can be added to a Small- or Medium-Based Mercenary unit.

**Ranking Officer** — This model is a Ranking Officer. While this model is in play, models in its unit are Khador models instead of Mercenary models.

### VALACHEV

**Officer**

**Greylord** — This model is a Greylord model.

**Magic Ability** [7]

• **Disbinding (★Action)** — Enemy upkeep spells on this model and/or its unit immediately expire.

• **Frostbite (★Attack)** — Frostbite is a RNG SP 8 magic attack. Models hit suffer a POW 12 cold damage roll

• **Zephyr (★Action)** — Models in this unit that are in formation can immediately advance up to 3". They cannot be targeted by free strikes during this movement.

### SABER

**Magical Weapon**

## TACTICAL TIP

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

and Strakhov are also great warcaster options for an army list that features the Greylord Kapitan thanks to their impressive faction-specific spells or feats.

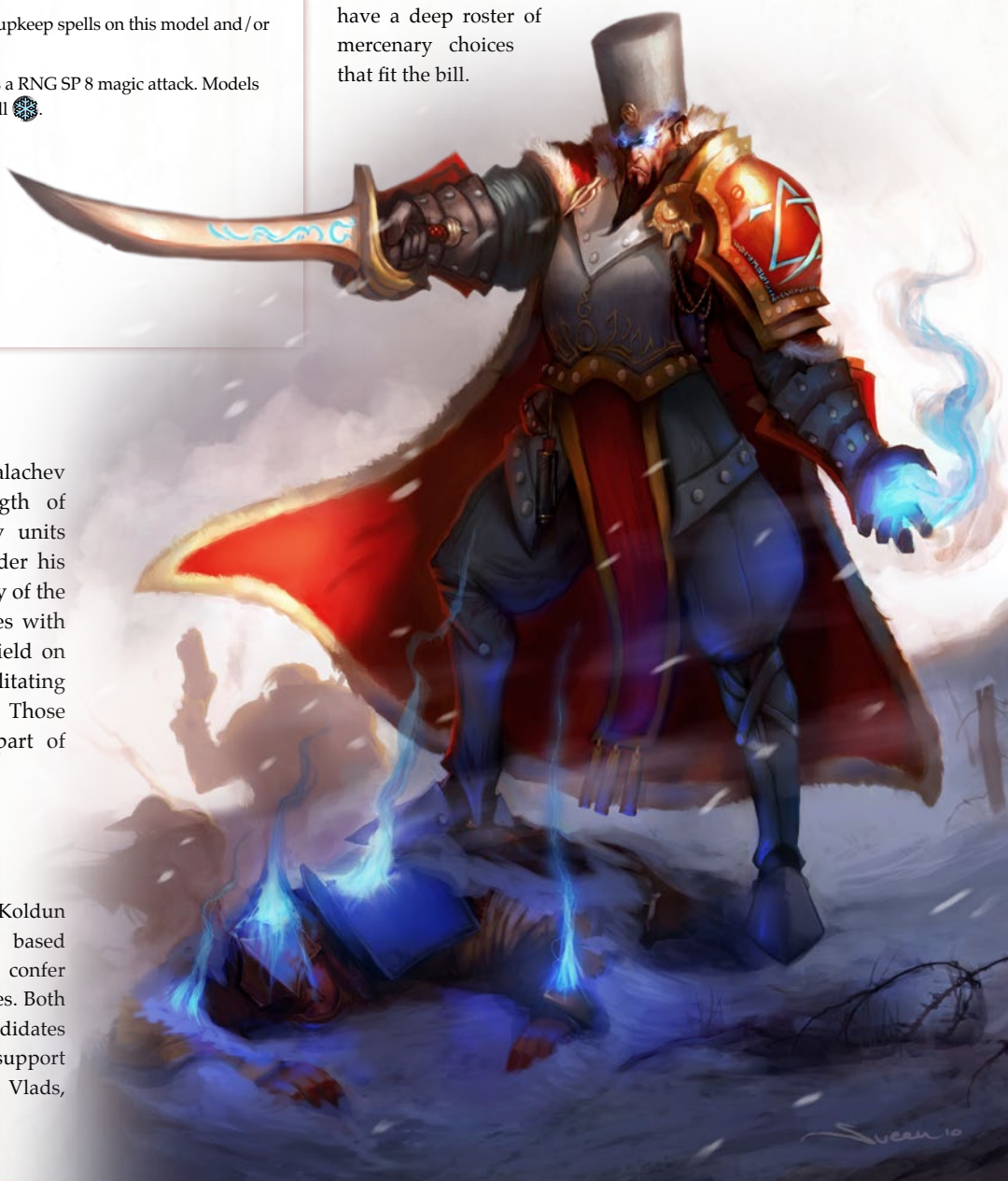
Valachev's own abilities are a handy toolbox with options for anti-magic, crowd control, and a placement effect, but note they cannot be used on a turn his unit charges. This makes Valachev a better fit for ranged or mixed-combat units rather than pure melee units. Fortunately for the Motherland, they have a deep roster of mercenary choices that fit the bill.

## Koldun Kapitan Valachev

Koldun Kapitan Valachev demonstrates the iron strength of the Motherland to mercenary units fortunate enough to serve under his command. Skilled in the sorcery of the Greylords, he can chill enemies with icy blasts, propel his unit upfield on swift winds, or remove debilitating magic afflicting his men. Those serving under him become part of Khadoran military machine.

## Using Koldun Kapitan Valachev

As with all Ranking Officers, Koldun Kapitan Valachev's value is based in large part on his ability to confer Khadoran status upon his charges. Both versions of Irusk are clear candidates as faction-specific troop support warcasters. Both Butchers, both Vlads,







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# TALES OF THE IRON KINGDOMS



## PRELUDE

By Aeryn Rudel

Art by Brian Despain, Matt Dixon, Karl Richardson, and Brian Snoddy



The hunter beat aside another heavy blow from the trollkin's axe with its buckler and then leapt away, letting its *kelkax* lick out in mid-jump to halt the prey's forward momentum and maintain distance.

The trollkin howled in fury and slapped at the wavering point of the hunter's weapon with his axe. The spines on the back of his hairless head quivered with rage, and he clenched his heavy jaw hard enough to grind his broad, flat teeth together.

The hunter had enjoyed few opportunities to stalk the blue-skinned brutes called trollkin, but their reputation for strength, resilience, and crude but effective fighting prowess was not undeserved. This trollkin, one of the largest and strongest males of his band, far surpassed others of his kind in both strength and skill, making him worthy prey.

The trollkin was nearly as tall as the hunter, yet far more massive. The prey wielded an enormous, cleaver-like axe in two hands, maneuvering the cumbersome weapon with surprising speed and accuracy. Despite the lack of a shield, the hunter's *kelkax* had been unable to penetrate the trollkin's defenses. He had swatted away each probing strike with the flat of his axe or the leathery palm of his hand.

They fought on a field of slaughter, surrounded by the corpses of trollkin and the dead, pale flesh of draconic beasts and blighted elves. The outcome of the battle that had unfolded here was unclear, as both sides had retreated into the nearby forests after taking heavy losses. War was everywhere in this cold, northern land, and although the reasons for such encounters were unimportant to the hunter, they provided it ample opportunity to stalk the most dangerous prey.

The hunter was anything but hasty, and in the first few moments of fighting it had done little but probe its prey's defenses, testing the trollkin's speed and stamina. As the battle had progressed and the hunter had realized it faced a creature of great skill, it had changed tactics. Attempting to capitalize on its superior speed, the hunter had moved

in and out of the prey's striking range, using the reach of its weapon to keep the trollkin from launching more than a single attack at any time. Often, this tactic caused an opponent to overextend and create an opening the hunter could exploit. It had worked for a time, but this prey was not so easily fooled. On one pass, the trollkin had not backed away from a thrust of the hunter's *kelkax*. Instead, he had stepped forward, letting the point of the hunter's weapon slide harmlessly beneath his left arm. He had then grasped the haft of the *kelkax* and yanked the hunter forward, directly into the spike atop his axe. The hunter had been able to twist aside and avoid most of the blow, but the spike had ripped into the flesh of its left shoulder, drawing blood. Blood that now ran freely down its arm.

To be wounded by prey was rare. To be fooled and then wounded by prey was unthinkable. The injury was painful, but the pain carried a thrilling revelation. The hunter had never faced a creature so skilled it was unclear who would emerge as victor from the confrontation. The very real threat of death added a delicious sense of the unknown to this battle and made the trollkin warrior that most special of prey: a near equal.

The hunter moved back another step, flipped its *kelkax* into an underhand grip, and brought its buckler in tight against its body. The buckler was more than a defensive tool; it was also a potent offensive weapon. Its sharpened edge could slice flesh as well as any blade, especially when propelled by the hunter's considerable strength. In this battle, however, the hunter had not used its buckler to attack. A warrior as experienced as the trollkin must know the shield could be used as a weapon, but the hunter had so far forced him to focus on the *kelkax* and nothing else, removing the offensive threat of the buckler from the prey's mind. Now it was time to see if the ruse had been successful.

The prey, perhaps sensing their battle was nearing its conclusion, raised his axe skyward in a high guard. The trollkin warrior had seen the hunter change its grip on the *kelkax* and had

changed his own guard to match. Worthy prey indeed.

The trollkin spat guttural words the hunter could not understand, but his meaning was clear: the prey was ready to finish the fight. The hunter surged forward, leading with the *kelkax*. In response, the trollkin brought his axe whistling down in a mighty overhand cut. The hunter had anticipated this and thrust the barbed head of its weapon at the descending axe, catching the heavy edge in the notches along the *kelkax*'s blade. A deft twist of the *kelkax*'s haft deflected the energy of the prey's strike and pulled him off balance, causing the trollkin to stumble forward and in range of the hunter's buckler. Before the prey could bring his weapon up to ward off the blow, the hunter smashed the razor edge of its shield down between the trollkin's head and left shoulder, shattering the collarbone and driving the metal edge of the buckler deep into his flesh. Blood gouted hot and wet across the hunter's face, filling its mouth with the coppery taste of victory.

The shock of the blow and resulting rapid blood loss drove the prey to his knees, and the trollkin's axe fell to the ground with a hollow metallic thump. The hunter instantly seized the advantage and jerked the buckler from the prey's flesh, eliciting a coarse grunt of pain, and then slammed a taloned foot into his chest, smashing him to the ground and flat on his back.

The hunter quickly reversed the *kelkax*, taking the long-hafted weapon in an overhand grip and then moved to stand over the prey. The hunter placed the point of its weapon on the hollow of its prey's throat. A quick thrust, and death would be almost instantaneous.

The trollkin whispered something sharp, his face a rictus mask of hatred and pain, but he did not close his eyes, as so many did before the final blow was delivered. The hunter was glad for it and inclined its head ever so slightly—a sign of respect it showed very few.

The hunter took a deep breath. The long, powerful muscles in its arm tensed, and the point of the *kelkax*



sank a fraction of an inch into the prey's flesh, drawing a tiny bead of scarlet. A howling war cry suddenly shattered the sacred moment, and the hunter's head snapped up, orienting on the new threat.

Three trollkin, each armed with a pair of thick-bladed battleaxes, charged across the battlefield toward the pair. The hunter loosed a long, ragged hiss of frustration and leapt away from its prey, keltax and buckler poised to meet the new threat.

It could easily slay one, possibly two of the trollkin warriors, but engaging three of them at once would be lethal folly. The hunter was nearly overcome with rage. To steal the kill out from under its rightful owner was the height of savagery. To steal *this* prey, this most worthy of kills, was an unimaginable insult. The hunter briefly considered defending its kill, regardless of the risk. However, it had not survived so long

in this strange land by acting rashly, and after a moment's hesitation, it leapt away, breaking into a dead run the moment its feet hit the ground.

The hunter knew the trollkin could not catch it. They were a strong and hardy race but were not fleet of foot. It raced toward the tree line on the western edge of the battlefield, leaving the shouts and curses of the trollkin warriors behind.

A short way into the forest the hunter stopped beneath a tall tree and then clambered up its trunk, using the long talons on its fingers and toes to grip the hard wood. When it reached the top of the tree it faded into the green

They were a strong and hardy race but were not fleet of foot. It raced toward the tree line on the western edge of the battlefield, leaving the shouts and curses of the trollkin warriors behind.

depths of the foliage, disappearing almost completely from view. The tree offered a commanding view of the battlefield, and there the hunter perched to wait and watch.



"Agnar! Father!" Harga cried and fell to her knees at her father's side. The ground was wet with Agnar's blood, and his axe lay at his side. To her horror, Harga Stonebones found the dire wound her father had suffered was the least disturbing thing about the scene. She was no stranger to catastrophic injury on the battlefield. As a champion of the kriels, she had seen and inflicted her fair share of death and dismemberment. It was the shock of seeing her father *defeated* that drove a cold dagger of pain into her heart. Agnar Stonebones had never

met his equal on the battlefield, and Harga had grown up believing he never would.

"Is he dead, Harga?" the hushed voice of Jendek asked over Harga's shoulder. She turned to look up at the soft-spoken trollkin warrior and summoned up a slight smile.

"No, Jendek," Harga said. "My father is made of stronger stuff than that. It will take more than this paltry wound to fell him."

"Paltry?!" Varok boomed. The third member of their group was a massive trollkin, nearly as broad as he was tall, the left half of his face a flame-scarred wreck thanks to an encounter with dragonspawn several years ago. "You could put your whole poxy head inside that wound!"

Harga surged to her feet and glared at Varok. "Then I suppose you'd better get to stitching it closed," she said, iron in her voice. It was the same iron they had heard many times from her father, the leader of their small band of champions.

"I'll help, Varok," Jendek said and knelt down beside Agnar.





Varok suddenly chuckled, the laughter twisting his scarred face into an ugly mockery of amusement. "Right, then. I guess old man Stonebones will have a pretty little scar to boast about for a while." The big trollkin dug into his pouch and produced a length of fishing line and a crude metal hook. Despite his size, Varok had nimble hands and was quite skilled at dressing wounds on the battlefield. "Jendek, push the wound closed."

Jendek nodded and placed his hands on either side of the gaping tear in Agnar's shoulder. He pushed the ragged edges of the cut together as gently as possible, aligning the severed ends of Agnar's collarbone as best he could. The movement forced fresh blood from the wound and Agnar's whole body jerked, although he didn't regain consciousness. "Damn," Jendek hissed. Trollkin veins and arteries sealed off quickly, even with severe injuries. Something was very wrong.

Varok grunted as he examined the wound closely, prodding the surrounding tissue and cursing under his breath as more blood leaked from the wound at each movement. "I think a piece of that creature's shield is still lodged in there, way deep down. Too deep to get to out here. Looks like it'll keep cutting into him until we can remove it, but that's a matter for later. Come on, Jendek, hold the bloody wound closed!" Varok bent to the task, his large, deft hands plying hook and line with quick, practiced ease. "Harga, keep an eye out for that creature," he said as he worked. "I don't want that damn thing sneaking up on me with my kilt over my head."

"I saw where it ran," Harga said and pointed one of her axes toward the tree line on the western edge of the battlefield. "Don't worry, Varok. I won't let it stick you in your fat arse."

Varok snorted. "Those in thatch huts shouldn't fling torches, my dear."

"Shut your head and keep your mind on your work, Varok," Harga shot

back, although she had to suppress a smile. Varok's gruff and often crude jibes had a way of easing the tension in the group.

"What was that thing, anyway?"

Jendek said, his eyes wide with obvious fear. Jendek was the youngest of the three, and although he was a skilled warrior, Harga often wondered if he wasn't too sensitive for his own good.

"I have no idea," Harga replied. "I've never seen anything like it."

"Some kind of blighted creature, you think?" Varok asked. "I think it was fighting alongside those bloody spawn."

Harga shook her head. "I don't think so. It didn't seem to be really helping them. In fact, I didn't even notice it during the battle until it went after Father."

"Why him?" Varok asked.

"I don't know," Harga said. "It doesn't really matter at this point."

"There, that should hold," Varok announced and stood up. "But the gash won't close as long as that cursed piece of shield is in there, and bleeding won't stop entirely. I also think one of his lungs has collapsed. Have a look, Harga. I'll keep an eye on the tree line."

Harga knelt and examined Varok's handiwork. The wound was closed, the stitches tight and evenly spaced. It was good work, but blood continued to ooze through the ragged lip of the cut. "Well done, Varok," she said.

*He pushed the ragged edges of the cut together as gently as possible, aligning the severed ends of Agnar's collarbone as best he could.*

"You expected less?" Varok grunted in response.

"We can't stay here, Harga," Jendek said. "We've got to get Agnar somewhere safe so we can extract that shard."

"Calandra's rally point?" Varok offered. The battle between

trollkin and dragonspawn had been indecisive, and the two sides had retreated into the forest. What remained of the force led by the warlock Calandra Truthsayer had fled to the west, while the dragonspawn and blighted elves had fled to the east. The three trollkin champions had doubled back from the general retreat when they had realized Agnar was not among the rest.

"No. I don't want to move him until he heals up a bit," Harga replied.

"I understand," Jendek nodded. "But there are still blight spawn in the area. They might come back anytime. Also, I have a feeling that creature might come back and try to kill Agnar again."

"You realize the encampment is in the same direction that damned creature ran, right?" Varok said.

"I think we have to chance it," Jendek said. "We still outnumber it three to one, and it did retreat when we challenged it. I don't think our odds would be nearly as good against even a token number of blight spawn."

"That thing retreated because it was out in the open and facing superior numbers. If we enter the Thornwood, we give up the advantage of open ground," Harga said matter-of-factly.

Jendek stood and looked down at Agnar, his face grave. "I don't think he'll survive more than a day, two at most, if we can't get that weapon shard out of the wound so it can

close. Calandra's magic is his best hope now."

Harga stared at the tree line to the west, frowning. "Anything that can defeat my father in a one-on-one duel is not something I want to fight in the middle of a deep, dark forest. You both saw the way it moved. I'm sure it can maneuver among the trees a hell of a lot better than any of us."





"You're right," Varok said with a shrug of his meaty shoulders. "But as much as I hate to agree with the junior member of our band, I think he's right, too. Your father might be as mean as a dire troll, Harga, but he can't heal like one."

"It's midday," Jendek said. "If we leave now, we could reach Calandra's encampment by nightfall."

Harga simply stared at the tree line, her mouth set in a hard line. She wondered what her father would do. No—actually, she knew. He'd leave a mortally wounded soldier behind if there were any chance it would cost the lives of three healthy, capable ones. She looked down at her father's still form, his chest rising and falling weakly, and knew that was not something she could do.

"Very well," Harga said after a few moments of silence. "Let's see what

we can scavenge for a litter. I want to get moving in the next thirty minutes."



The hunter watched the three trollkin enter the forest, dragging the prey behind them on a makeshift sling cobbled together from spear shafts and clothing looted from the slain. They passed beneath its tree without noticing the danger above. The hunter momentarily considered simply dropping down among them, finishing its kill, and then retreating, but such action would be very dangerous while the three trollkin were together. Instead, it let them pass, knowing they would be more vulnerable the deeper they went into the forest.

Following the trollkin was not difficult. The hunter could easily discern the particular sounds of their metal armor and resonant voices,

even within the dense forest. It leapt from tree to tree, following half a mile behind them. It would let the group move unmolested for the moment, hoping to lull them into the false hope that it had abandoned its kill. It could not wait too long, however. It could smell the lingering scent of many trollkin who had passed this way not long before, the remnant of the great force that had battled the dragonspawn. The trollkin it now followed seemed to be taking its prey to where the rest of their kind had fled. It could not allow them to reach their destination.

The sounds of their progress through the forest quieted, and the hunter realized the small band had stopped moving. It stood motionless upon a thick branch of a tall tree, listening. It knew the trollkin could not have spotted it; it had come to recognize the actions of prey in distress, and the trollkin had given no sign they were aware of the hunter's presence.

The hunter leapt to another tree, its powerful legs propelling it through the air with predatory ease. It landed with only a slight rustling of the boughs in its new perch, making no more sound than a soft breeze blowing through the leaves. Two more leaps placed the hunter directly above the trollkin. All three were squatting over the sling carrying its prey.

The trollkin's voices drifted up through the canopy. Their harsh, alien tongue was incomprehensible, but the hunter recognized the tone and posture of doubt, worry, and fear. It felt its body tense in alarm. Was the prey dead? To lose such valued prey to something so paltry as blood loss was an almost unbearable shame. Death must come to the prey by the hunter's hand alone.

One of the trollkin, the female in the group, was washing the prey's wound with water, sluicing away the dried blood that had accumulated around the injury. Her concern seemed greater than that of her companions, and she showed an unmistakable gentleness in her ministrations. There was a link between her and the prey that the others did not possess. She looked up at her companions, and her



mouth twisted up in the expression the hunter had learned meant happiness or contentment. It then noticed the steady rise and fall of the prey's chest. With relief, it realized the prey still lived.

The voices of the trollkin changed tone, and their body language became looser and more expressive. They had hope now. The two males grasped the ends of the litter, and the small group began to move again. They were proceeding through the forest at a fairly rapid pace and would likely reach the large group of trollkin to

listened to the trollkin's breathing as he pulled the heavy litter and to the grunts of effort that might signify muscle fatigue. Finally, it took in the rank odor of sweat and the stale breath that meant dehydration. In a matter of seconds, it had gathered all the information it needed to hunt its target in the most efficient way possible.

The hunter drew a deep breath and dropped silently to the ground well behind the trollkin. A sharp, electric thrill sang through its body: a new hunt was beginning.



"Do you think it's following us, Harga?" Jendek asked, his voice weary. He and Varok had been carrying Agnar for the better part of two hours. They hadn't removed Agnar's heavy armor for fear of reopening his wound and his great axe lay atop his chest; the litter and its passenger weighed easily four hundred pounds.

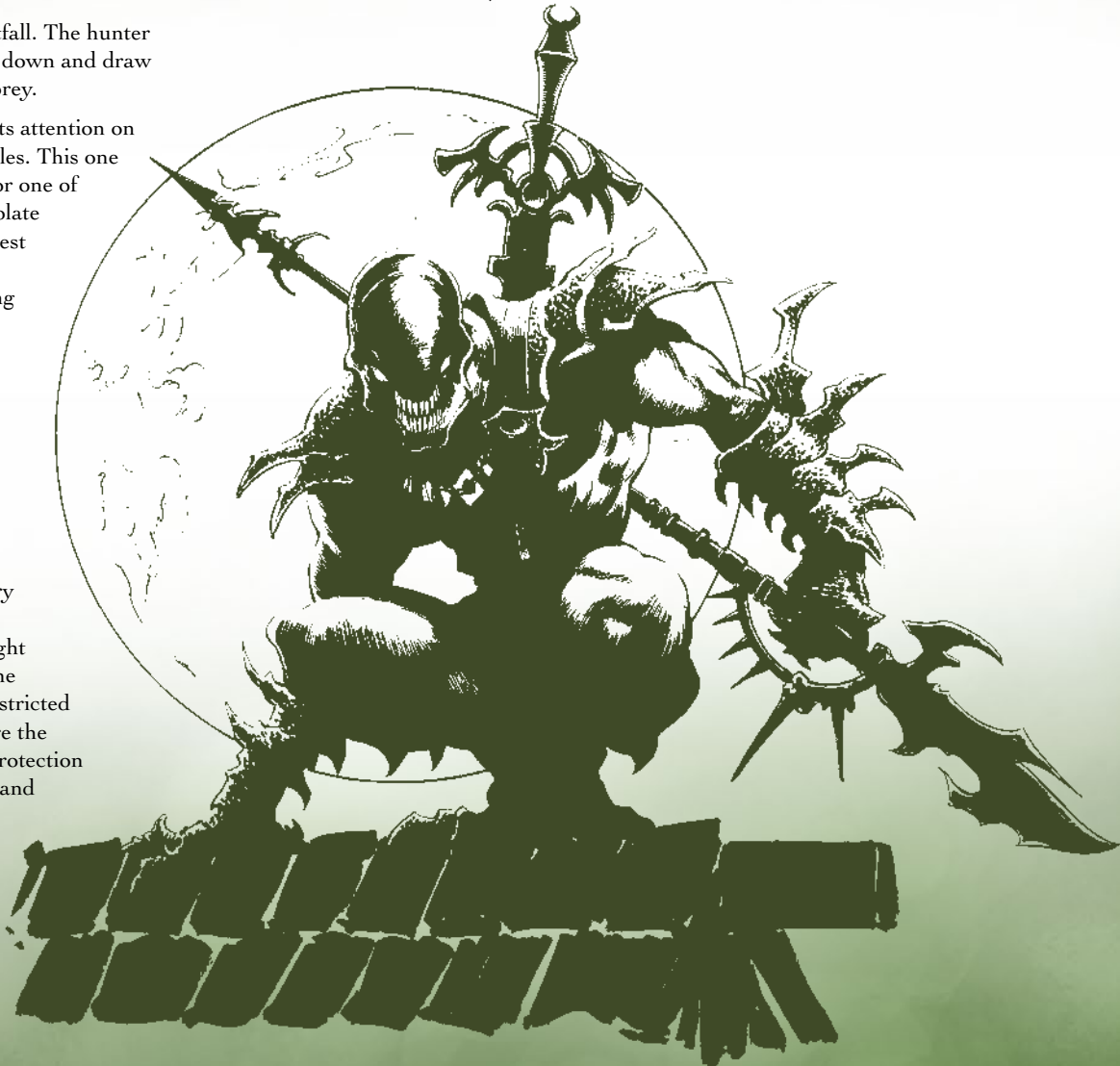
"Less talk, more hoist," Varok grunted behind him. The bigger

Its eyes scanned every inch of the trollkin's body, noting the weight of its armor, where the encumbering steel restricted movement, and where the armor provided no protection at throat, underarm, and behind the leg.

the west before nightfall. The hunter needed to slow them down and draw them away from its prey.

The hunter focused its attention on the smaller of the males. This one was the best target for one of its favored tactics: isolate and wound the weakest member of a group, thereby compromising the stronger ones when they slowed to aid their injured companion.

The hunter blocked out all other stimuli but what it could see, hear, and smell of its chosen target. Its eyes scanned every inch of the trollkin's body, noting the weight of its armor, where the encumbering steel restricted movement, and where the armor provided no protection at throat, underarm, and behind the leg. It







trollkin was clearly having an easier time of it, and he had barely broken a sweat.

Harga was walking a few paces ahead of her companions, an axe firmly gripped in each hand. Her eyes scanned the surrounding forest for any sign of movement. "Probably," she answered Jendek, "but the damn thing is sure taking its bloody time."

"Well, it shouldn't have much trouble finding us," Varok said. "We're making more noise than a pair of drunken dire trolls."

"Good," Harga growled. "I hope it finds us soon, so I can plant both my axes in its scaly arse."

"Wait!" Jendek stopped moving, forcing Varok to do the same. Harga turned swiftly, axes raised. "Can you hear that?" He pointed his chin up at the shroud of gnarled branches and leaves that all but blotted out the sky.

The trollkin froze, searching the canopy and listening hard. "It's the wind,"

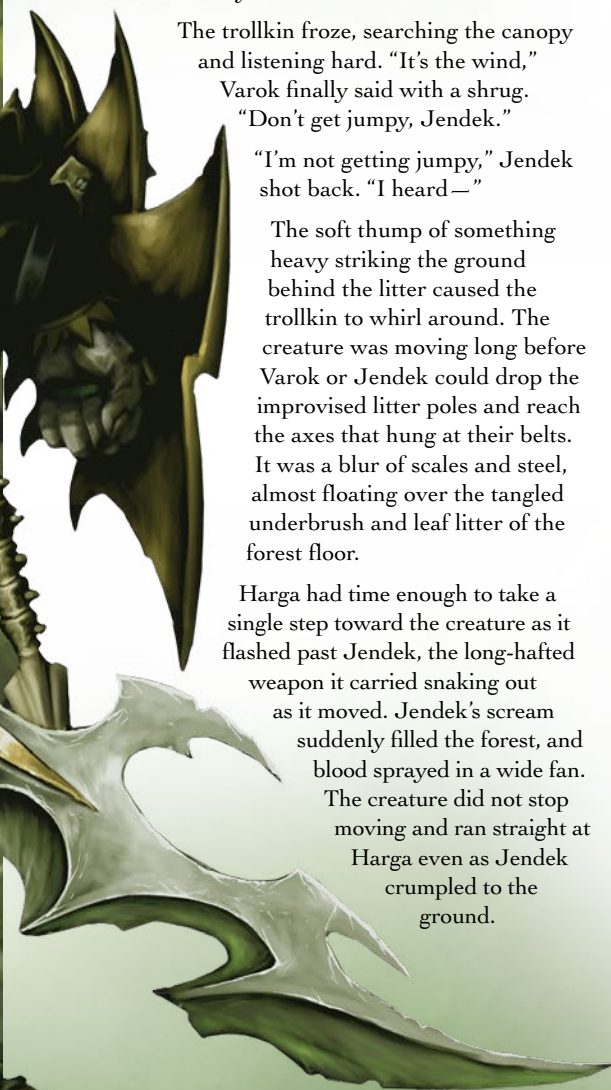
Varok finally said with a shrug.

"Don't get jumpy, Jendek."

"I'm not getting jumpy," Jendek shot back. "I heard—"

The soft thump of something heavy striking the ground behind the litter caused the trollkin to whirl around. The creature was moving long before Varok or Jendek could drop the improvised litter poles and reach the axes that hung at their belts. It was a blur of scales and steel, almost floating over the tangled underbrush and leaf litter of the forest floor.

Harga had time enough to take a single step toward the creature as it flashed past Jendek, the long-hafted weapon it carried snaking out as it moved. Jendek's scream suddenly filled the forest, and blood sprayed in a wide fan. The creature did not stop moving and ran straight at Harga even as Jendek crumpled to the ground.





Harga braced herself for the impact, bringing her axes up in a middle guard, but the creature simply vaulted over her, springing from the ground with a coiled strength that launched it thirty feet into the air. It disappeared into the forest canopy, moving among the intertwining branches with lizard-like agility.

The thing had descended from the trees, attacked, and disappeared again in the space of ten heartbeats. Harga had barely registered they were under

*"That's right, friend," she said, smiling. "You face one of Dhunia's own, and we are very hard to kill!"*

attack before it was all over. She turned her attention from the forest canopy to her two companions. Varok was standing over Jendek, both axes in hand, his face tight with rage. Jendek was on his knees, his axes on the ground before him. His hands were clamped over a wound on his right leg, and blood leaked through his fingers and dripping down his greave.

"Dhunia, that thing is bloody *fast*!" Varok breathed. "I didn't have time enough to twitch before the sneaky bastard was on top of us." He spat into the dirt in disgust.

Harga knelt down beside her wounded companion. "Let me see," she said and gently pried Jendek's hands away from the wound. The accuracy of the creature's strike was uncanny. It had slashed open the exposed flesh between Jendek's kilt and the greave on his right leg, a space of no more than six inches—at a dead run, no less, and with a weapon over eight feet in length. The deep cut sliced across Jendek's leg, severing the big muscle entirely and likely doing a bit of nerve damage as well. "Can you stand?" she asked.

The younger trollkin placed a hand on Harga's shoulder for support and gritted his teeth. He hoisted himself from the ground, standing on his left leg. He tried to put weight on his right leg. He tried to put weight on his right leg. He tried to put weight on his right leg and immediately crumpled. "I can't,"

he breathed, agony plain in his voice.

"All right," Harga said, summoning up a weak smile. "Don't worry about it. Varok will stitch you up, and you'll be as good as new in a couple of days."

"Why didn't it kill me?"

"It wanted to slow us down," Varok spat as he knelt beside Jendek with his fishing line and crude needle.

"Now you can't carry the litter and you can't walk. It's a smart son of a whore. I'll give it that."

"I'm sorry, Harga," Jendek whispered. "I wasn't fast enough."

Harga placed a gentle hand on his shoulder. "None of us were," she said. "Next time, we'll be faster."

"Or one of us will be dead," Varok muttered under his breath.



The hunter was pleased. It had accomplished precisely what it had set out to do. With one of their number wounded, the trollkin would be much slower. It watched them from the safety of a tall tree, well hidden within the green depths of leaves and tangled branches. They had begun to move again. The big male with the scarred face was dragging the litter while the female helped the wounded male along, letting him lean heavily on her armored shoulder.

Now that it had slowed them and weakened their resolve, the hunter had only to draw the two unwounded trollkin away from the prey long enough for it to finish its kill. The big male would be the key. His body language radiated anger and frustration, an emotional state in which most creatures made rash decisions when provoked.

The hunter moved through the trees alongside the group, taking extra care to remain unseen and unheard. The trollkin were warier now and would be on their guard. Still, they

were unaccustomed to the terrain and could not recognize the signs even an unskilled predator might leave, let alone one as adept as the hunter.

The female and the wounded male had gradually moved slightly ahead of the other one, leaving a gap between them of some ten yards or so. More than enough room for what the hunter had planned. It gauged the distance, then leapt from its perch to land ten feet in front of the unwounded male.

The big trollkin's eyes grew huge, and he released the handles of the litter and let it fall to the ground. The hunter stood still for a moment, making sure the trollkin could see its eyes. It then pointed its keltax at him and nodded: an obvious challenge.

The scar-faced male's axes were suddenly in his hands, and the hunter could see rage blossom hot and irrational behind his eyes. The hunter heard the female and the wounded male shout something from behind it, then the sound of the wounded male falling to the ground as the female went for her weapons. The hunter raced off to the left and into the forest, knowing it would certainly be followed.



"Varok! Wait!" Harga shouted, but it was too late. Varok loosed a bellow of rage and crashed into the forest after the creature. She'd seen the anger in his eyes when the creature had made its challenge. Varok was a skilled warrior, but he could lose himself in fury and battle lust when provoked.

"Leave me," Jendek grunted from where he sat at her feet. "Protect your father."

Harga could hear Varok crashing through the forest to the north, the sounds fading as he moved farther away. The trail was an obvious ruse, and a surge of anger flooded through her that Varok could be stupid enough to fall for it.

The forest canopy above her suddenly rustled with movement, and she glanced up to see the creature



jumping from tree to tree, making a beeline for the sling holding her father. She burst into a dead run, reaching the litter just as the creature landed softly beside it.

"Get away from him!" Harga howled and launched herself at the creature. Her axes moved like twin cyclones of destruction, weaving the intricate patterns of combat she had practiced since she was old enough to lift them. Her blows rained down on the creature, but it was obscenely fast and blocked each strike with maddening ease, beating them aside with its shield or the haft of its weapon.

When the creature took a step back, Harga followed, swinging her axes and bellowing her rage. Then it went on the offensive. The steel blade on the end of its weapon darted forward like a striking serpent—once, twice, three times in the space of a heartbeat. She managed to turn aside each lunge, but it forced her back two steps, pushing her up against the litter.

The creature made no sound, and its scaly, alien face held no expression she could recognize. It was like a force of nature; blows from its weapon and spiked buckler rained down with the unpredictable force of a thunderstorm. It moved closer to her with each strike, its long weapon beginning to pin her shorter axes to her body with a fusillade of strikes. Harga knew her defenses would crumble soon. The thing was just too fast.

Something suddenly flashed over the creature's head, causing it to duck quickly. Glancing to her left, Harga saw Jendek balancing on one leg and holding his second axe in an awkward throwing grip. He'd missed badly—the heavy axes they carried were designed for anything but throwing—but he'd distracted the creature for a fraction of an instant. Long enough for her to hammer its weapon away from her body with one axe and slam her second axe into its midriff, just below the bottom edge of its buckler.

The creature wore a form-fitting shirt of strange metal bands that turned aside the edge of her axe, but it could not completely blunt the raw strength of the blow. Harga heard the glorious sound of ribs cracking. The creature hissed in pain and leapt back, stumbling a bit as it hit the ground. Its face was not so alien now, and Harga thought she could see naked hate and rage shining through its cold, reptilian eyes.

"That's right, fiend," she said, smiling. "You face one of Dhunia's own, and we are very hard to kill!"

The creature narrowed its eyes at her words, as if it understood some of

*The hunter moved a few paces closer and slid into a low stance, ignoring the creaking pain the movement caused in its side.*

what she had said. Her tone, at least, had been universal. Harga expected it to renew its attacks against her—its wound would hamper it, but she assumed it was tough enough to endure a few cracked ribs. Instead it surged away, directly at Jendek.

Balanced on one leg and armed with only a single axe, the wounded trollkin was an easy target. The creature rushed him, beat aside his axe with its shield, and then rammed its weapon clean through his body. Jendek drew in one sharp, agonized breath, and then the creature ripped its weapon free, spilling blood and entrails onto the forest floor. Jendek collapsed like a sack of tubers at his attacker's feet.

"No. No. No," Harga whispered in stunned horror. The creature stared at her for a moment, then whipped the blood from its blade with a contemptuous flick and raced off into the forest, one taloned hand clamped over the place where she had struck it.



The hunter hunkered down beneath the spreading roots of a great tree, hissing as the movement sent shivers

of agony through its body. The female trollkin's blow had broken something inside it. The wound would heal given time, but for now it would slow it considerably.

Anger filled the hunter's mind. It had let a wounded and inferior creature distract it from its kill. The prey had been in its grasp—and better yet, the female was a skilled combatant worthy to be called prey as well. But the hunter had acted like prey itself and had allowed the wounded male's flung axe to pull its attention away at a crucial moment.

It had been so close to completing its kill. To fail to slay its prey not once

but twice was intolerable. Only by taking the prey soon could it salvage this hunt, but the female trollkin was alert and expecting another attack. She was a skilled warrior, and although the hunter was certain it could slay her at its full strength, the wound she had inflicted made the outcome of another confrontation less certain. It had to draw her away.

The female seemed to be devoted to her companions, particularly the older male. She had chosen not to leave him on the battlefield even though he was critically injured and had taken a great risk to drag him through the forest. Would she take the same risk for another of her companions?

The sound of something large moving clumsily through the underbrush to the west shattered the stillness, and the hunter rose to its feet and painfully climbed up the trunk of the tree it had been sitting beneath. The big male with the scarred face came crashing through the forest a moment later, obviously lost.

Alone and disoriented, the trollkin would be easy enough to kill... or maim. After a few moments, the hunter slung its buckler across its back



and took its keltax in a two-handed grip. It then dropped silently from the tree and followed after its newest prey.



Jendek's face had already relaxed in death when Harga rolled him over. Sorrow welled up inside her, and she fought back the cry that threatened to burst from her lungs. *A warrior does not wail for the fallen*, her father had often said. "A warrior avenges," she completed the oath aloud.

"Be at peace, warrior," Harga whispered as she gently closed Jendek eyes. "Your sacrifice will not be in vain. I promise." She grabbed the younger trollkin beneath his arms and dragged him away from the spot where he had been killed. She propped him up against the trunk of a nearby tree and placed his axes at his side.

When she returned, Agnar Stonebones was pulling himself upright in the sling, his face pale and drawn.

"Father!" Harga exclaimed and ran to his side. "Are you in pain? Has the wound opened? Are you —"

Agnar held up one ham-sized fist. "Hush, now," he said. "Tell me what happened."

Suddenly, Agnar was not her father but the leader of her band of champions, and she fell back into the familiar routine with relief. She told him everything that had happened from the moment he was felled by the creature up until he had regained consciousness.

"You should have left me, Harga," he said when she had finished her tale. "I was meant to die on that field. You risked too much by taking me with you."

"I couldn't just let that thing kill you!" Harga protested. "I knew you would recover. I knew it." She glanced at Agnar's wound, which leaked fresh blood from the effort of his movements. His left

arm hung limply by his side.

"Girl, use your head," he chided. "I'm still an invalid, and I'll just slow you down. You need to find Varok and get to Calandra's encampment as soon as you can. While you still can."

"But —" Harga was cut off by a deep, pain-filled bellow that echoed through the forest. Silence reigned for a few seconds, then a second furious howl sounded.

"That's Varok. You must go to him," Agnar said firmly.

"What?!" Harga protested. "I can't leave you here! That thing will kill you!"

"You can't stop that, and your comrade in arms needs your help. You may be able to save him. You can't save me."

"Father, *please*!" Harga pleaded. "I can save you both. I will find a way."

"Harga Stonebones!" Agnar suddenly bellowed, his voice an iron hammer. "I am your leader *and* the father who raised you and first placed an axe in your hand. You will not disobey me!"

Harga was silent for a moment, her face a mask of pain and sorrow. Finally, she straightened. "Yes, Father," she managed. She turned resolutely to go, but Agnar's hand on her shoulder stopped her.

She was surprised to see her own pain echoed in his face. He pulled her close and pressed his forehead to hers as he had done since she was little. "You make a father proud, Harga," he whispered. He pulled away, then reached to take one of her axes from her fingers, "And I can think of no





better way to meet my end than with your axe in my hand."

"May its blade and Dhunia's rage find their mark," Harga choked out in reply, the grief in her voice palpable. She kept her eyes on her father's as she took a deep breath and held out her open hand, her husky voice ringing more clearly. "I am the daughter of Agnar Stonebones, champion and hero of his people, and I claim his blade as my rightful due!"

The elder trollkin nodded approvingly, hoisted his great two-handed axe from beside him on the litter, and placed its well-worn haft into her hand. "Now go," Agnar whispered as he pushed her away. "Save Varok and yourself."

There was nothing left to say. Harga knew she could not turn Agnar from the course he had chosen. She turned and ran, toward the fading echo of Varok's last howl and away from her father's fate.



The hunter watched the prey sit up on the litter with great pleasure. To slay unconscious prey was sometimes necessary, but the kill was always better when the prey could see the end clearly. This prey deserved to face death awake and standing.

The female trollkin was in obvious distress when the prey spoke to her, and when he touched foreheads with her so intimately, the hunter suddenly understood their link. The female was the prey's spawn. This revelation put her in a whole new light. She was already a skilled warrior, but if she carried the prey's blood,

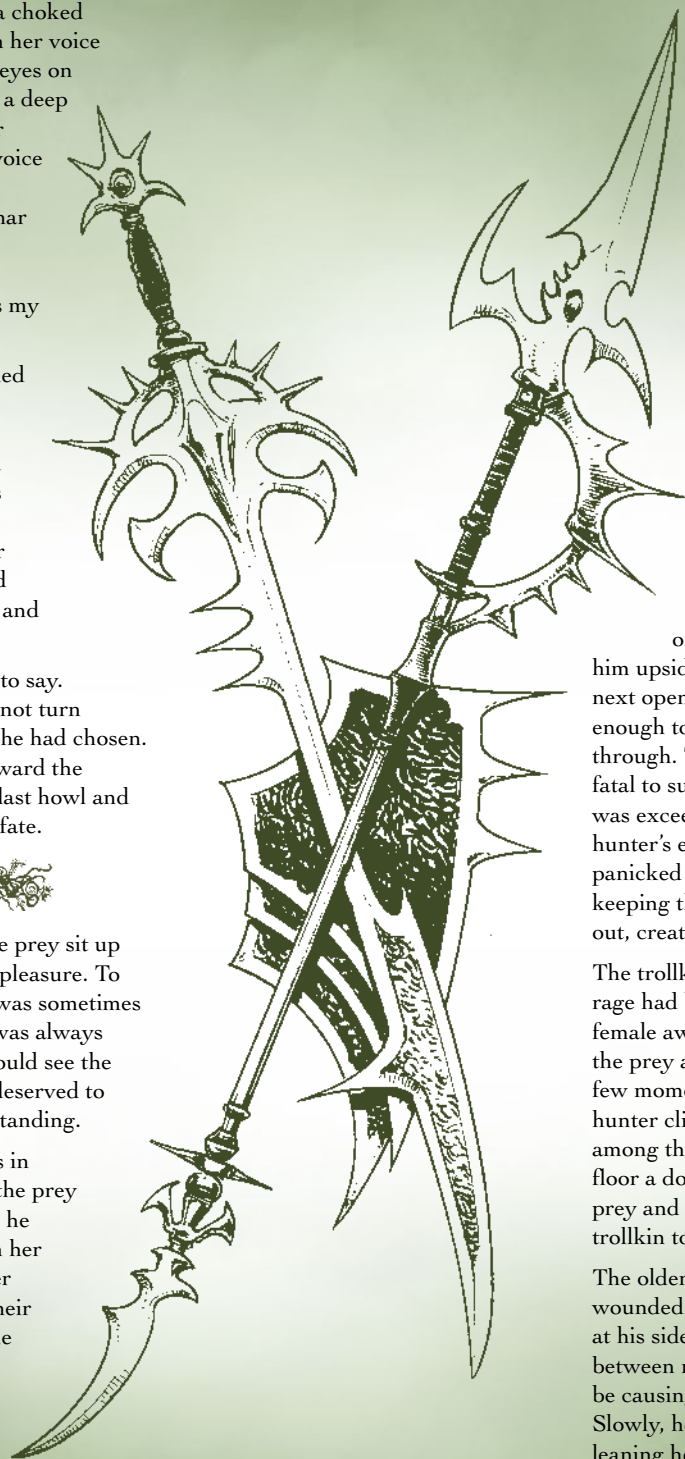
she might someday grow into a warrior as skilled as he...and perhaps even better. The idea of someday facing another creature as capable as this prey was a pleasing thought.

She was not ready yet, however, and the hunter was relieved when she left her sire to follow the cries of her remaining companion. Now it would face its original prey alone, without risking the need to kill the female trollkin before she had developed into worthy prey herself.

It would take the female some time to reach the big male trollkin. The hunter had set upon him while he blundered about in the forest, knocking him unconscious with the flat of its keltax and then hanging him upside down from a tree. It had next opened up his abdomen just enough to let some of the viscera slide through. The wound would not be fatal to such a hardy creature, but it was exceedingly painful. Also, in the hunter's experience, most creatures panicked in alarm at the challenge of keeping their entrails from spilling out, creating quite a din.

The trollkin's shouts of pain and rage had been enough to pull the female away from her sire, leaving the prey alone, armed, and ready. A few moments after the female left, the hunter climbed down from its perch among the trees, reaching the forest floor a dozen yards away from its prey and in plain view. It wanted the trollkin to see death coming.

The older trollkin was still gravely wounded. His left arm hung useless at his side, and the massive wound between neck and shoulder must be causing him considerable pain. Slowly, he hauled himself to his feet, leaning heavily upon the handle of his axe as he did so. The hunter waited. Finally, the prey lifted the





axe in his right hand with a warrior's ease, ready to bring an end to the link between them. He spoke something in his guttural tongue, then pointed the weapon at the hunter's wounded flank and smiled darkly.

The hunter moved a few paces closer and slid into a low stance, ignoring the creaking pain the movement caused in its side. It held its keltax in both hands, gripping the weapon at mid-haft and just under the blade. This grip shortened its reach but gave the hunter more control over the long weapon.

The prey grunted in recognition and hoisted its axe up in a high guard.

The hunter nodded once and then charged. The pain from its wound all but evaporated as it moved over the forest floor toward its prey. The thrill of the hunt returned, and the hunter let itself be carried away on the tide of adrenaline.

The prey's axe descended in a blur, but the hunter was faster. The butt of its keltax rose to intercept the axe as the hunter spun in a tight circle on its left foot, bringing the blade of the keltax around in a short, powerful arc. The hunter felt the shock of impact as the blade struck home, resistance as it plowed through flesh and bone, and then the graceful ease of freedom as the weapon completed its arc. Its back to the prey, the hunter heard a dull thump as the trollkin's body collapsed, followed by a smaller thud as the trollkin's head fell away from his body and hit the ground.

The hunter turned to survey its kill. It was pleased. It had slain this worthy prey with a single swift and painless stroke. A good kill. The hunter squatted down beside the corpse and lifted the severed head from the ground. It spread its fingers across the top of the prey's head and closed its eyes in silent reverence. The hunter remained motionless for several minutes until it heard the sound of the female trollkin returning through the forest. It quickly tied the trophy to its belt and then leapt

straight up, into the concealing boughs of the great trees overhead.



When Harga found Varok hanging upside down from the branch of a gnarled tree, his torso bloody and his intestines sliding between the great hands he clutched to his middle, her heart sank. She might already be too late. She cut him down as quickly as she could, then bound his abdomen with a strip of cloth from her kilt as he described the attack. She listened with only half an ear, relieved to see the wound was not as grave as she had feared but well aware of the little time she had to spare.

"Can you walk?" she asked Varok urgently as she helped him to his feet. Now that she knew he was out of the worst danger, she was desperate to return to her father. If she could get back before the creature found him, they could fight it together and possibly slay it.

Varok obviously sensed Harga's desperation and the full weight of realization crashed into him like a battering ram. His face sagged and the rage fled from his face, leaving only the haunting revelation that he had failed his companions. "Harga, I—"

"Not now, Varok," Harga said, cutting him off. "If you can walk, find your way back." She then turned and broke into a run, leaving Varok to consider his failure alone.

A few minutes of running through the forest brought Harga back to where she had left her father. At first she saw nothing but the empty stretcher, and then the cold weight of horror settled in her gut like a heavy stone as she saw her father's still form on the ground. She stumbled to where the corpse lay and forced herself to examine it, taking in every detail of his savaged body. She wanted to remember this clearly, so she could always kindle the rage and hatred that now burned brightly within her. Suddenly aware of eyes upon her,

Harga turned her gaze up to the forest canopy. The creature stood out in the open some thirty feet from the ground, upon the branch of a great oak. She retrieved her father's axe from where it hung across her back and pointed its great, notched blade at the creature. "Mark me, fiend, for I have marked you!" she shouted. "There will be a reckoning for the blood you have spilled here!"

As the words left Harga's mouth something stirred in the air, and she felt the unmistakable weight of destiny settle over her. She would meet this creature again. Of this she was certain.



The hunter heard the female trollkin's words and recognized the timbre of a sacred oath. The hunter would become the hunted. It would face this worthy prey in combat when the time was right and she had accumulated enough skill and experience to match her sire.

The hunter held its keltax aloft and pointed the tip of the weapon down at the trollkin, nodded once, and retreated into the forest depths.

The challenge was accepted.





# STUDIO SECRETS

with Matt DiPietro

## UNDERPAINTING

With a new year comes a new series of articles from me, Matt DiPietro, your most diligent studio painter. The plan for Studio Secrets is to share accessible tricks and techniques that will help you realize the lofty goal of a fully painted army. To kick off the new series, I'm going to explore the technique of underpainting.

The concept of underpainting may be familiar to those of you with formal art education. The practice of underpainting dates before the Renaissance and is widely used. In a nutshell, underpainting refers to an artist painting a monochromatic version of the painting before adding color in translucent layers over the top of the underpainting. This allows an artist to consider value contrast separately from color contrast. When adapted to miniature painting, the benefits of underpainting can be significant. By using three

tones of spray primer to apply the underpainting to a model, we are essentially applying all the highlights and shadows to the model at one time in the most efficient way possible. The model is subsequently colorized using translucent layers of washes and glazes that allow the underpainting to show through the layers of paint.

Painters who enjoy painting armies of gaming models will appreciate the underpainting technique for its timesaving advantages and how it allows a painter to focus on color scheme rather than perfect highlighting and shading. For painters who enjoy painting high-quality display models, underpainting can bridge the gap between the various advantages of white and black primer as well as providing a handy guide during the initial stages of painting.



1

### PRIMING

Step 1) To begin, apply a solid undercoat of Formula P3 Black Primer. You should use two relatively light coats as opposed to one heavy coat. Be sure to cover any hard-to-reach areas with Tamar Black before proceeding to the next step.



2

Step 2) Because of the multiple coats of primer, a cheap blow dryer is highly recommended to save time and frustration. Once the black primer coat is completely dry, spray the model from above using a gray automotive primer. As a general rule, this coat should cover about two-thirds of the model



3

Step 3) To complete the underpainting, spray from directly above the model with Formula P3 White Primer to give it a "twelve-o'clock" highlight. Apply this coat sparingly since it can easily dominate the previous layers. Once you have some practice, try applying a "ten- or two-o'clock" highlight to simulate light striking the figure at an angle.

### THE WOLD GUARDIAN

Step 1) Mix a wash of Greatcoat Grey and a drop of Brown Ink, adding water until you get the correct opacity. Apply this wash in the recesses of the stone so the black areas become dark grey and better defined.

Step 2) Mix Cryx Bane Highlight and Frostbite together and apply the mixture to the mid-tone and highlighted areas using the underpainting as a guide. The purpose of this coat is to ease the transition of color.



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2

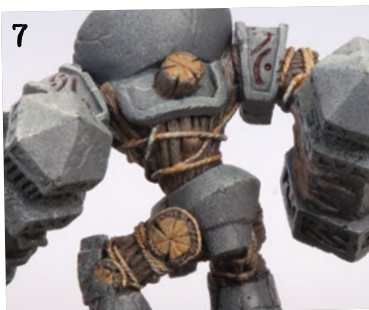


Step 3) Mix together Menoth White Highlight and Trollblood Highlight and apply highlights. If the paint used in the previous step was diluted to the correct opacity, you should still be able to see the underpainting and use it as a guide for highlight placement.

Step 4) Dilute some Rucksack Tan with water until you have a wash and apply this to the bare wood.

Step 5) Basecoat the ropes with Menoth White Base. A good way to avoid hitting the bark while painting the ropes is to use the side of your brush instead of the tip.

Step 6) Dilute some Bloodtracker Brown to make a wash and apply it to the ropes, wood, and bark.



Step 7) Apply a wash of Battlefield Brown to the bark. If you are having trouble with the wash flowing off the bark and on to other areas, you are probably overloading your brush. Wipe off some of the excess wash on a non-porous surface.

Step 8) The blood that powers our Wold Guardian is a two-to-one mixture of Brown Ink and Red Ink. Apply the spatters using the flicking method described in *Forces of HORDES: Legion of Everblight*.

Step 9) Finish the base with sand static grass. For the sand, apply a wash of Umbral Umber followed by two layers of drybrushing with Rucksack Tan and 'Jack Bone respectively.



## THE STONE WARD

Step 1) Here you can see the underpainting. The white layer was applied from a ten o'clock direction to give a slightly more dynamic look to the model.

Step 2) Apply a glaze of Midlund Flesh and water to the flesh of the model.



## STUDIO SECRETS-UNDERPAINTING

Step 3) Mix Cryx Bane Base with Brown Ink and apply it to the flesh, scarf, and boots. Using a color to shade one area and then basecoat a different area is a good way to save time and unify your color palette.

Step 4) Basecoat the loincloth with a glaze of Wurm Green mixed with Traitor Green.

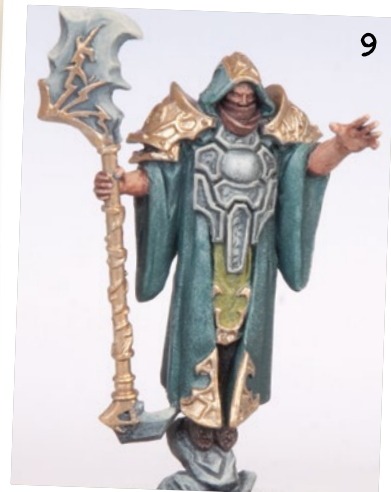
Step 5) Water down Coal Black and apply this as a basecoat wash to the druid's robes.

Step 6) Mix a wash of Greatcoat Grey and a drop of Brown Ink and apply it to the stone chest armor and to the stone blades of the druidic staff.

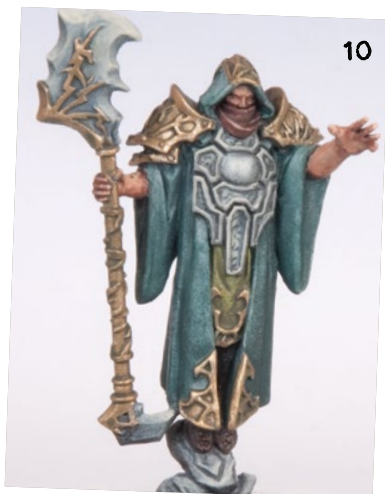
Step 7) Mix Cryx Bane Highlight and Frostbite together and use this to highlight the stone areas. The underpainting will guide you in the placement of your highlights.

Step 8) Next, mix Menoth White Highlight and Trollblood Highlight together and apply the final layer of highlights to the stone areas.

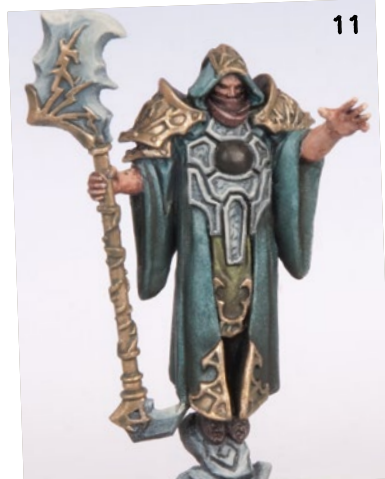
Step 9) Mix Coldsteel, Rhulic Gold, and Molten Bronze together to make a cool bronze color. Apply the mixture to the shoulders, staff, and clothing detail.







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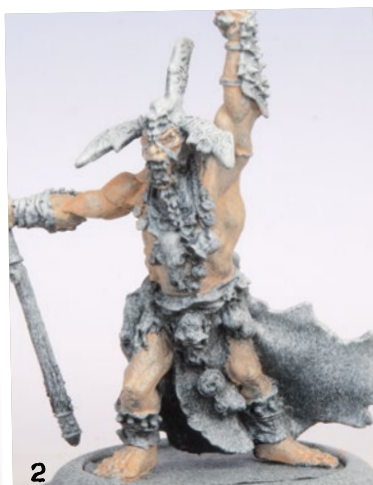
Step 10) Use a paint wash of Cryx Bane Base to shade the metal areas as well as the loincloth.

Step 11) Thin down some Thamar Black and use this to shade the robes. The black is also used to add some black lining and to basecoat the gemstone.

Step 12) Finish the base to match the Wold Guardian and paint the gemstone with Coal Black. Mix in Menoth White Highlight for the highlights. Paint the glowing eyes with a coat of Menoth White Highlight followed by a glaze of Necrotite Green.



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## THE THARN RAVAGER SHAMAN

Step 1) Pictured here is the underpainting used for the Tharn Ravager Shaman. The white was sprayed from directly above to emphasize the shadows cast by his headdress.

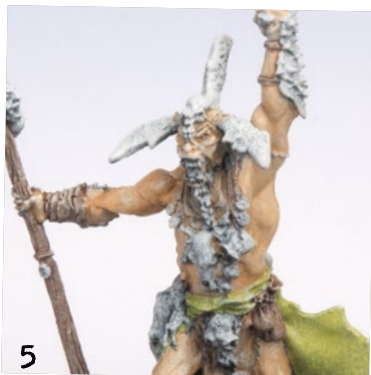
Step 2) To start out, wash the skin with a mixture of Rucksack Tan and Midlund Flesh.

Step 3) Next, wash the loincloth, hood, ankle clothing, and apply shading to the flesh with a mixture of Gun Corp Brown and Battledress Green.

Step 4) Basecoat the cloth wrapped around the shaman's waist with a thin glaze of Wurm Green mixed with Traitor Green.



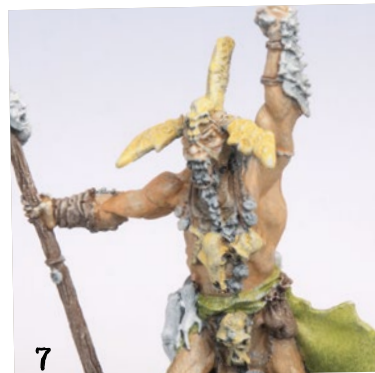
## STUDIO SECRETS-UNDERPAINTING



5



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7

Step 5) Dilute Battlefield Brown to the consistency of a wash and then basecoat the leather straps and pouches, the wooden shaft of the shaman's staff, and the wrappings on his right arm.

Step 6) Paint over the dead flesh of the shaman's grisly trophies with a mixture of Carnal Pink and Frostbite.

Step 7) Wash all the bone areas of the model with Moldy Ochre.

Step 8) Next, apply Bloodtracker brown in a wash to the bone areas to add some shading.

Step 9) Mix Coldsteel, Rhulic Gold, and Molten Bronze together to make a cool bronze color. Apply this color to the staff blade and the various coins and medallions hanging from the shaman's clothing.

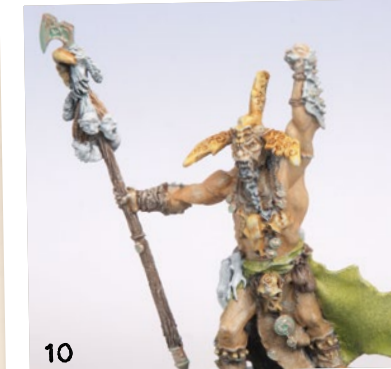
Step 10) I wanted the metal objects on the shaman to be a bit more weathered than the metal on the druids. To achieve this effect, glaze the metal objects with Arcane Blue mixed with Thrall Flesh to simulate verdigris.



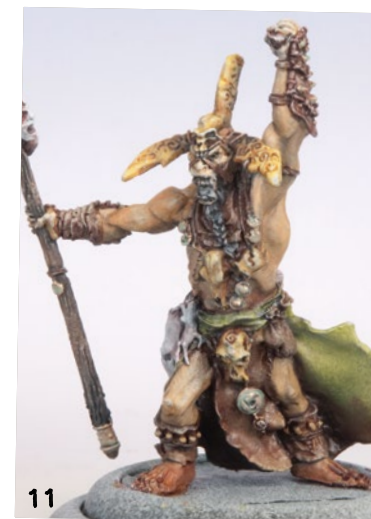
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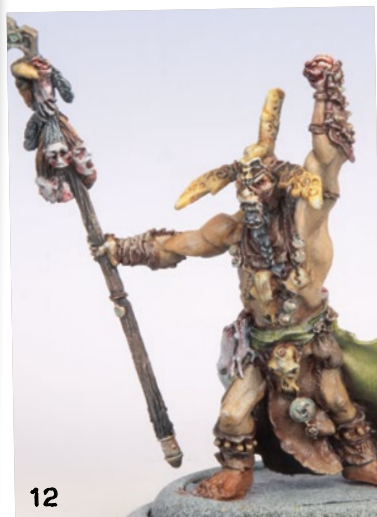
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Step 11) In this photo, you can see two coats of paint have been applied. The first is a glaze mixed from Sanguine Base and Coal Black. Use this colorful gray to shade the bone, wood, green cloth, dead flesh, and basecoat the hair and feathers. The second coat of paint is a mixture of Brown Ink and a dot of Tamar black. Use this mixture to shade the leather, loincloth, and hood. Use the mixture again to basecoat the gauntlets and to apply some mud to the feet and cloth.

Step 12) Apply a blood mixture consisting of one part Brown Ink and two parts Red Ink to the trophies and heart.



Step 13) The shaman's face is fairly detailed, so some extra attention is needed to bring it to life. Start by applying Menoth White Highlight to the eyes and teeth, and then paint a coat of Carnal Pink onto the tongue and gums.

Step 14) Use the same blood mixture in Step 12 to glaze the eyes, teeth, tongue, and gums.

Step 15) Lastly, dot the eyes and teeth a second time and apply a glaze mixed from Red and Yellow Ink.

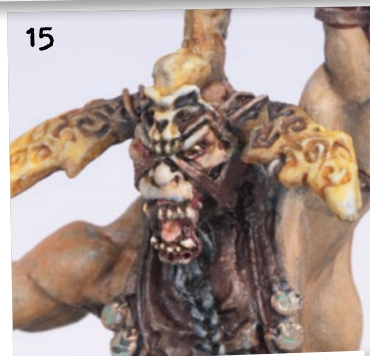
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## CONCLUSION

I hope you've been able to take something away from this first installment of Studio Secrets. If I was able to inspire even a few of you to lay down paint on some shiny new metal, I'll consider it a success. If you liked your results from the underpainting technique, I'd love to see what you've come up with! So snap those photos and send them to: [submissions@privateerpress.com](mailto:submissions@privateerpress.com). Who knows? You may just see them pictured in an upcoming issue of *No Quarter!*





# 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.*

## DAWNGUARD

By Douglas Seacat  
Art by Néstor Ossandón &  
Andrea Uderzo

**Addressing:** His Grace, Visgoth of the North, High Scrutator Enjorran Sollers, Tower Judgment

**Concerning:** Hostilities southeast of Leryn with soldiers of Ios

Your grace, per your command I shall provide an account of recent hostilities against foreign powers threatening our theocracy. I share this information not to cast aspersions on the decisions of our hierarch, long may he reign, nor the leading officers, knights, and priests of the Northern Crusade. Rather, I relate this incident so the Synod has a complete understanding of threats abroad that could impact the holy capital or our sacred southern lands.

This incident transpired on a field southeast of Leryn. I can confirm this field to be clearly outside the borders of Ios. This area has been home to Llaelese farmers for many generations, and by all reports they never experienced hostilities or contact with the elves dwelling in the forest to the east. I had no reason to expect a sizable contingent of heavily armored Iosans might emerge from the forest and initiate an attack. There was no time to parley to determine their intent; rifle fire erupted from the Iosan soldiers almost as soon as they appeared. All of those we faced wore similarly heavy armor, enameled all in white, of a configuration and with decorations entirely unfamiliar. Their weapons were peculiar in appearance and nothing like the bores of Cygnaran or Khadoran rifles. The stocks of each of these peculiar firearms were fitted with long sharpened blades that were skillfully turned to melee when our Flameguard closed upon them.

I marshaled additional Flameguard to advance to meet the foe. Even while occupied at this task, I observed the smooth coordination of the enemy. Their movements were crisp and disciplined, rivaling our own, and clearly evidenced extensive drills or battle practice. The Iosans with the firearms stepped aside to make way for even more heavily armored soldiers to rush forward wielding oddly curved greatswords that carved effortlessly through the shields and armor of our forward ranks. In their coordination and battle concentration I was greatly reminded of Knights Exemplar and Exemplars Errant in battle. Completely silent they were, not shouting to rally or command, as if each soldier knew his part and needed no direction. Those whose eyes I could see were cold and possessed none of the inner fire given to humanity by the Creator.

Fighting alongside us were several Vigilants bestowed by the generosity of the grand exemplar. These warjacks obediently engaged the foe but were met in turn by smokeless counterparts among the Iosans. Iosan warjacks displayed

unholy mystical fields that shimmered in the air and turned away blows. The Iosan knights fought alongside their peculiar machines as smoothly and effortlessly as among their brothers in arms. I will admit to feeling horrified awe and a certainty of our doom. I hope this is not taken as a lapse in faith or conviction in our cause. Indeed, so sure was I of Menoth's will that I knew those who fell here had been recalled to Menoth to wage his battles in Urcaen. This calmed my spirit as the certainty of looming death solidified with the emergence of their cavalry, which quickly





hammered into our flanks to pierce our brave and pious soldiers. The mounts were barding as peculiar and unfamiliar as the soldiers' armor so all encompassing it was difficult to be certain their steeds were in fact horses. The weapons wielded by these mounted knights as lances proved just as swiftly transformed into rifles, killing at a distance or in close range with equal ease.

We were routed and driven back—a shameful defeat. I offer no excuses, and I am prepared for any punitive measures. When it was clear we were outmatched, I gave the order to retreat toward the phalanxes stationed at the garrison north of the field. Their cavalry rode after and took another toll from the faithful before they tired of the chase and allowed us to withdraw. When we filled our ranks yet again with eager youths ready to avenge their brothers-in-arms, we marched south to find the enemy vanished. To this day, I have no theory as to their aims aside from the joy of seeing resolute men bleeding in the field. Perhaps it was a warning, but we have been closer to that border before and since. I cannot say they sought plunder, for there was no evidence of

looting. Perhaps they sought only to reinforce upon us that they might emerge to strike at any time with no warning.

While this was a defeat, we learned much of their weapons and tactics. When next they come, they will find us better prepared. Despite this, I advise against antagonizing the Iosans if it can be avoided.

*Garitor Barius*

Temple Flameguard Preceptor Garitor Barius





# THE RISING SUN

## THE ROLE OF HOUSE NYARR IN THE SALVATION OF IOS, BY CONSUL CAELCYR NYARR

Each of the Hallytyr endeavors to elevate itself above the rest. Each high house is proud of its history and seeks to connect to the Empire of Lyoss and the era that followed when the Divine Court dwelled among us. Proud boasts are plentiful among the Great Military Houses in particular, justified by claims of tireless efforts to protect Ios from the enemies who would despoil our great nation and eradicate our legacy from the world. Amid this clamor House Nyarr stands silent and alone. We need not boast or posture, for our preeminence is clear to all. The desire of the other houses to match or surpass our history only underscores the singularity of our legacy. While we are silent among our peers, possessed of greater dignity than they can comprehend, among our own brothers and sisters we can speak freely. These words are set down so we never forget the steps taken to maintain us at the forefront of our people. We do not demand recognition or approval. We lead and let others follow behind, for we are Dawnguard.

All citizens of Ios learn of the sacrifice made by the Dawnguard after the Cataclysm. It is safe to say that without the Dawnguard, Ios as we know it would not exist. Yes, the gods sheltered our forebears from the destruction of the Cataclysm, but what is not well known outside our ancient house records is how weakened the Divine Court was by this effort. During the exodus, the gods were staggered and nearly insensate. Word of this has been largely erased from the records of other houses in the wake of the founding of Ios, for such accounts were considered blasphemous. We of House Nyarr do not fear the truth.

It was in this hour that our order's mettle was tested and our resolve forged. While we were sworn to the service of Nyrrro, the Arsyrr of Day, we offered our own bodies as sacrifice to save all the refugees of Lyoss. The gods walked among us and guided us toward Ios, but they were exhausted from shielding the survivors from the aftermath of the fall of the Bridge of Worlds. Our house warriors drew blades to defend those who could not protect themselves, and they fought an interminable battle against countless enemies that harassed our people on their trek across the wasteland that is now the great desert dividing the continent. The uncivilized savages called skorne sent their warbands upon us, relishing the downfall of an empire that had long overshadowed their crude culture and pushed them into the barren fringes. Vile beasts and monstrous horrors rose up, awakened from the unnatural weather and seismic upheavals, and were stirred to frenzied violence against us. Countless soldiers of the old house perished so those less courageous could live and prosper in later centuries. All the Hallytyr owe us this debt, and many have forgotten that their very existence depends on our blades. They have no authority or right to cast aspersions on our choice to join the Retribution of Scyrah, as we are not beholden to them or their limited vision.

One of the conspiracies of lies to which House Nyarr has been subjected is the suggestion that all the old bloodline were extinguished during these ancient efforts. Our peers pretend to make this claim as an acknowledgement of the sacrifice of our ancestors, but in truth this is a means to divide us from our heritage and deny the integrity of our house. It is tantamount to making the claim that House Nyarr was made extinct before the settling of Ios and that we have no claim to stand among the Hallytyr. Further attempts to discredit the proud heritage of our house have been made related to the tragedy that consumed the city of Eversael when the Cult of Nyrrro perpetrated the hoax that the Arsyrr of Day had returned among them. We had no part in the perfidy executed by the priests of the Fane of Nyrrro, as we had ever been the most loyal and true servants of the god.





Even today we continue to offer him the respect and reverence he is due in our private ceremonies.

Such prayers have fallen from favor due to the actions in Eversael, but we do not confuse respect for one of our divine patrons with the reprehensible acts undertaken by those who falsely claimed to serve him. The Dawnguard still stand for the virtues and qualities of excellence passed down to us by Nyrro. House Nyarr was always high in that god's favor. It was the Dawnguard who descended with full vengeance and fury upon Eversael to cleanse its streets with the blood of those who blasphemed against the god. We have ever been protectors of the righteous virtues set forth by our ancestors and the Divine Court.

That we fight to restore Scyrah now is understandable, as the goddess is the sole inheritor of the responsibilities once possessed by Lacyr, our creator. Yet the true lesson both of the exodus from the Cataclysm and the incident in

Eversael was that we as warriors of Ios must stand ready to draw our blades to preserve the interests of Ios, even when the gods themselves are too weak or unable to do so. It is for this reason we joined the Retribution of Scyrah: to take action rather than to await miracles.

No other house has done so much to prepare for the wars into which we have been hurled. We have worked to refine and improve our weapons, armament, and tactics, to study the enemies of our people, and to drill and train the finest warriors of our nation and our race. It is only right that we shall stand at the fore of the efforts to restore Scyrah and to reinvigorate Ios. One day the other Hallytyr will bow before us and acknowledge our supremacy. Upon our success, the reins of this nation will be properly placed in our hands. We are the leaders of Ios, the generals of the Retribution, the sword wielded in the name of the Divine Court. We are Dawnguard.





# DAWNGUARD TACTICS

By Tim Simpson

Defending Ios since the fall of Lyoss during the Cataclysm, the Dawnguard are part of an ancient legacy and a potent weapon in the hands of the Retribution of Scyrah. Seeking vengeance for their dying goddess, the Dawnguard are martial powerhouses who stand at the forefront of the Retribution's battles abroad. These elite troops stop at nothing to reach their goal and obtain victory.

## A Shared Tradition

While their battlefield roles might be different, the Dawnguard Invictors and Dawnguard Sentinels do share some common abilities due to the similarities in their training. Both the Invictors and the Sentinels have the ability to marshal 'jacks, allowing you potentially to free up a myrmidon from a Retribution warcaster's battlegroup. This helps a Retribution warcaster stretch his or her focus points a bit further. Each Dawnguard tradition has trained with myrmidons in its own way to provide a unique benefit to Retribution warjacks. The Dawnguard Invictors have Flank [Faction Warjack], which provides a +2 to melee attack rolls and an additional damage die when in melee range of a myrmidon. That means the Invictors can hit nearly as hard as the melee-oriented sentinels with an effective MAT 9, P+S 10 and an additional die of damage when a friendly warjack engages their target. While their warjack synergy is not as straightforward as the Invictors, the Sentinels do have the Drive: Pronto ability, which can grant their 'jack-marshaled myrmidon a full advance out of activation. This allows the myrmidon to keep pace with the Sentinels, providing a potent double threat.

The shared training is also represented on both Dawnguard units in the Defensive Line ability. Defensive Line grants a +2 ARM to models in the unit in B2B contact with other models in the unit. The ARM bonus pushes the Dawnguard's respectable ARM 15 to an impressive ARM 17. This ability is a major asset to both units, allowing them to shrug off most blast damage rolls and survive incoming ranged attacks long enough to close with the enemy. Defensive Line helps offset the Invictors' and Sentinels' lower DEF of 12.

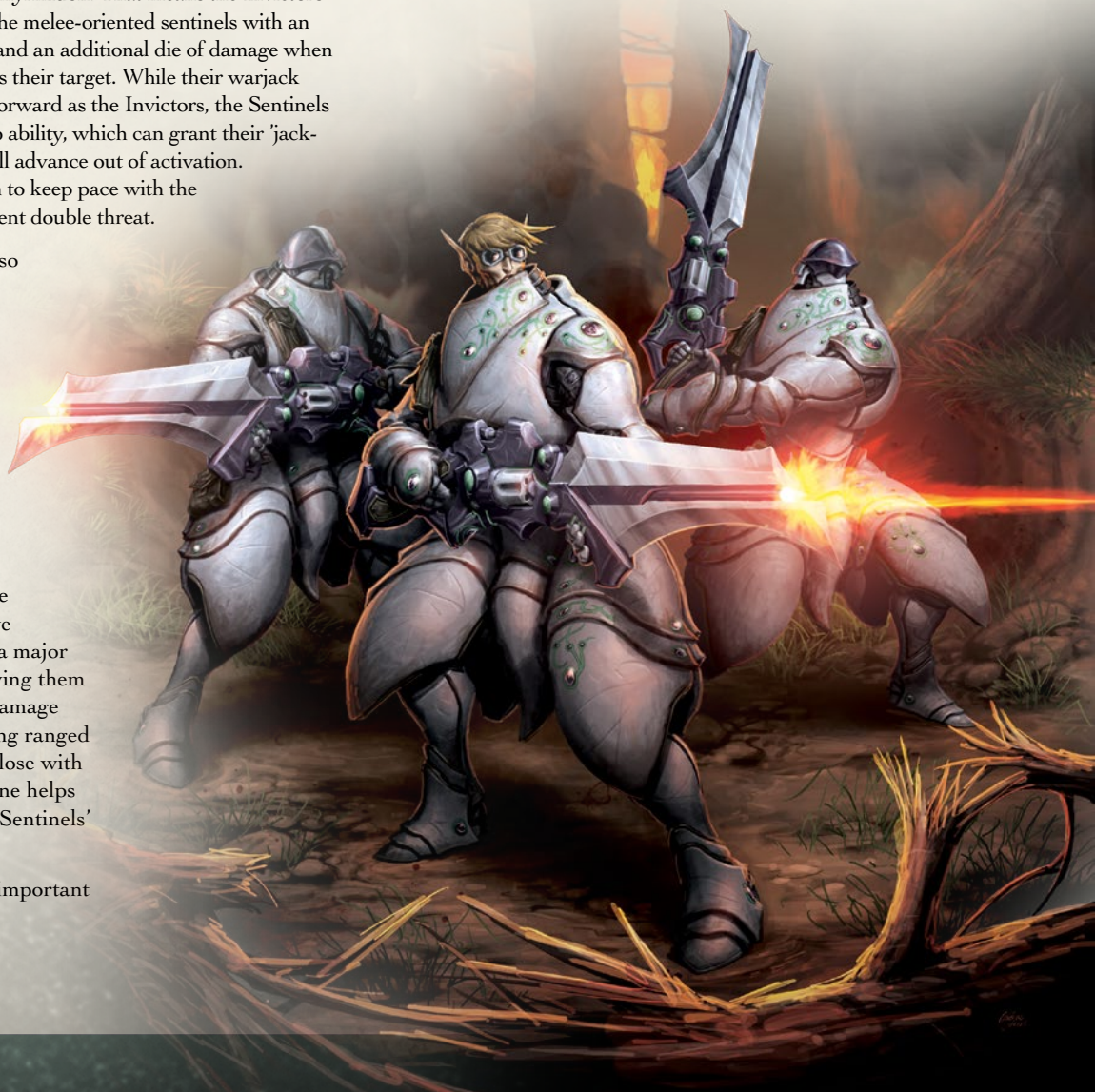
Finally, one of the most important

but often-overlooked aspects of the Dawnguard training is discipline. Both the Invictors and Sentinels have a respectable base CMD of 9. Once you add in the Officer and Standard Bearer for both units, not only does the Officer bump the CMD to 10 but the Standard Bearer grants the unit a reroll on failed command checks. Failing is not an option for the Dawnguard.

## Defined Roles

While the Invictors and Sentinels have a shared background, it's their battlefield roles that define them.

The Invictors are a potent ranged element of Retribution armies often used in conjunction with myrmidons. Slightly less maneuverable than their Mage Hunter counterparts, the Invictors make up for that with better ARM and a sword cannon that hits much harder than the Mage Hunters' crossbows. The sword cannons' RNG 10, POW 12 is nothing to scoff at, especially with a base RAT of 6. Add in the Invictors' Combined Ranged Attack and you have a potent ranged unit that can tear even heavily





armored opponents to pieces. When an Officer and Standard Bearer join the unit, their potency is enhanced tenfold. Not only does the better CMD score from the Officer increase your overall threat range, he also brings two important abilities to the tabletop. First, he has Granted: Combined Arms, allowing the unit to reroll missed Combined Ranged Attacks while in formation. This ability means smaller 2- or 3-man CRAs become more reliable against high-DEF targets. RAT 6 plus the CRA bonus makes such attacks fairly likely to hit, and an added reroll will nearly guarantee that the attack finds its mark. The officer also brings a once-per-game ability called Extended Fire, which allows the unit to gain +4 RNG to their ranged attacks during the activation it is used. With Extended Fire, the Invictors sit at RNG 14, POW 12 before factoring in any CRA bonuses. If aiming under Extended Fire, a 2-man CRA is RAT 10, RNG 14, POW 14 with a reroll on a miss. When all else fails, the Invictors can do the job in melee with a base MAT 7, P+S 10 blade with the added potential of charging or Flank bonuses.

The Sentinels have a more straightforward role. They are the masters of melee within the Retribution. The Sentinels come loaded for bear with a P+S 12 greatsword made even more imposing by Reach and Weapon Master. On the charge, a single Sentinel can easily make a dent in most heavy armor. Adding in an Officer and Standard Bearer compounds the overall threat Sentinels provide. As with the Invictors, a higher command increases the unit's formation range. The Granted: Vengeance ability allows you to punish the enemy for casualties the unit suffers. If one or more models in the unit is removed from play or destroyed, the entire unit may move up to 3" and make one normal melee attack during its next maintenance phase. This ability may make it worthwhile to sacrifice a model early to gain an increased threat a turn later.

## Dawnguard Destruction!

- 'Jack Marshal a Gorgon and use its Force Lock ability to maximize the destructive capability of both Dawnguard units in melee.
- Use Mirage from Garryth to increase the threat range of either Dawnguard unit.
- Banishing Ward from Kaelysa can help the Dawnguard survive enemy spell attacks, including direct attacks and debuffs.
- Kaelysa's Feat can allow a Dawnguard unit to survive another turn without having to face a lot of ranged and magic attacks, as well as provide potential first-strike capability in melee.
- Use Adeptis Rahn's Polarity Shield spell to keep enemy units from charging into melee with Dawnguard units.
- Adeptis Rahn's Telekinesis spell is great for an increase to a model's overall threat range, especially one that might have been out of charge range without

it.

- Use Ravyn's Snipe spell with the Invictors Extended Fire ability to increase their range to an amazing 18" before moving. Add her Feat, Fire Storm, and you'll almost never miss with boosted attack rolls and a reroll from the Officer.
- Ravyn's Vortex of Destruction spell is a great way to help Sentinels break through almost anything, especially heavily armored warcasters and warlocks.
- Inviolable Resolve from Dawnlord Vyros not only increases Dawnguard ARM to a monumental 19, it also allows either unit to overcome one of their only weaknesses and become Fearless.
- Vyros's Feat, Perfect Execution, is greatly augmented by both Dawnguard units. It lessens his focus expenditure for one turn, which could completely turn a game around in the Retribution's favor.





# PAINTING THE DAWNGUARD

## The Golden Guard

By Todd Arrington



	Battledress Green
	Blighted Gold
	Bloodtracker Brown
	Blue Ink
	Cold Steel
	Cryx Bane Base
	Cygnus Yellow
	Green ink
	Hammerfall Khaki
	Menoth White Highlight
	Mereditus Blue
	Pig Iron
	Quick Silver
	Wurm Green
	Yellow Ink

### Step 1

Take it slow and steady with the armor color. Most of the layers are applied thinly and work best when a layer allows a lot of the previous layer to show through. Only the Pig Iron basecoat should be opaque.

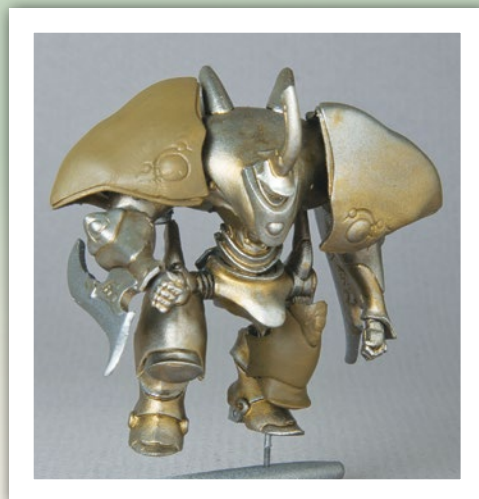
- 1) Base the bronze armor with Pig Iron. Next, apply a thin wash of Blighted gold, followed by another layer of Blighted Gold in the deeper-toned areas.
- 2) Base the verdigris on the armor with Battledress Green.
- 3) Base the silver metals on the model with Cold Steel.

### Colors Used:

**Bronze Armor:** Blighted Gold, Pig Iron

**Silver Metals:** Cold Steel

**Verdigris:** Battledress Green



### 5th Company of the Vanguard: The Golden Guard

The secondary strike army of the Retribution of Scyrah is called Scyrah's Blade and is led by Dawnlord Cyrsyll Nyarr, a senior member of House Nyarr and blood cousin to Dawnlord Vyros. She ably leads the Dawnguard in aggressive attacks intended to broaden a zone of control beyond Ios. One of the most effective and brutal companies of the vanguard is the 5th Company, whose distinct bronzed armor has been seen in the northern Bloodstone Marches delivering merciless punishment to any armed foreign elements mustering too close to the impenetrable Iosan borders.





## Step 2

- 1) Wash the bronze armor with a mix of Bloodtracker Brown and Armor Wash.
- 2) Wash the pieces with verdigris with a mix of Cryx Bane Base and Mixing Medium. Try to keep the wash toward the bottom third of the armor and be willing to wick back any excess paint on the top.
- 3) Wash the silver metals with a mix of Bloodtracker Brown and Armor Wash.

### Colors Used:

**Bronze Armor:** Armor Wash, Bloodtracker Brown

**Silver Metals:** Armor Wash, Bloodtracker Brown

**Verdigris:** Cryx Bane Base



## Step 3

- 1) Wash the bronze armor with a mix of Cryx Bane Base, a touch of Blue Ink, and Armor Wash.
- 2) Highlight the verdigris with Hammerfall Khaki.
- 3) Wash the silver metals with Cold Steel and Quick Silver.

### Colors Used:

**Bronze Armor:** Armor Wash, Blue Ink, Cryx Bane Base

**Silver Metals:** Hammerfall Khaki

**Verdigris:** Cold Steel, Quick Silver

## Step 4

- 1) Add small touches of a mix made from Armor Wash, Meredius Blue, and a very small touch of Green Ink to the bronze armor. Then edge the armor in spots with Cold steel and bring up a few small highlights on the face of some armor plates with Pig Iron and Cold Steel. This should only be done in a few small areas, as it quickly shifts the overall tone if overdone.
- 2) For the glowing runes use thinned-out Wurm Green and let it run into the grooves of the runes. Allow some of the paint to overrun the runes in areas you feel should glow more. Then, let thinned-out Cygnus Yellow flow into the grooves of the runes only. Next, use thinned-out Menoth White Highlight to do very, very small touches in the grooves where the light is shining the most from the runes. Once this is done, paint the orbs with Pig Iron, and then glaze over part of the orbs and all the runes with thinned-out Yellow Ink. This glaze should not cover too much, and it can be thinned-out further with Mixing Medium if water isn't doing the job.
- 3) Highlight the edges of the silver metals with Cold Steel and Quick Silver.

### Colors Used:

**Bronze Armor:** Armor Wash, Cold Steel, Green Ink, Meredius Blue, Pig Iron

**Runes:** Cygnus Yellow, Menoth White Highlight, Pig Iron, Wurm Green, Yellow Ink

**Silver Metals:** Cold Steel, Quick Silver





NEW THEME  
FORCES FOR  
WARMACHINE



# FORCES OF DISTINCTION

By David "DC" Carl & Jason Soles • Art by Andrea Uderzo & Chris Walton

Theme Forces offer players the opportunity to play thematic armies that spotlight particular aspects of a warcaster's character or history. From time to time, Privateer Press will introduce new Theme Forces in the pages of *No Quarter Magazine*. These Theme Forces are "fair game" upon publication and usable in our organized play events.





## CAPTAIN ALLISTER CAINE

### THE STREET SWEEPERS BY JASON SOLES

#### WARJACKS

Cygnar non-character warjacks with SPD 6 or more

#### UNITS

Trencher Commandos, Trencher Infantry

#### SOLOS

Non-character Trencher solos

#### TIER 1

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

**Benefit:** Warjacks controlled by Trencher 'Jack Marshals ☼ gain Advance Deployment ➡.

#### TIER 2

**Requirements:** The army includes one or more Trencher Commando units.

**Benefit:** Add one Trencher Commando Scattergunner weapon attachment model to each Trencher Commando unit free of cost. Trencher Commando units with Scattergunner attachments can include up to 3 additional Scattergunners.

#### TIER 3

**Requirements:** The army includes two or more Trencher units.

**Benefit:** For every two Trencher units, place one wall template anywhere within 20" of the back edge of Caine's deployment zone after terrain has been placed but before either player deploys his army. Walls cannot be placed within 3" of another terrain feature, including another wall template. The walls are linear obstacles that grant cover.

#### TIER 4

**Requirements:** Caine's battlegroup includes three or more warjacks.

**Benefit:** Models in this army gain Pathfinder ☯ during your first turn of the game.

The 23rd Trencher Company of the Second Army fought with distinction throughout both the war in Llael and the occupation of Sul, where they earned a reputation as gritty urban combatants. From the ruins of Riversmet, to the streets of Merywyn, and finally to the steps of the Great Temple of the Creator, the 23rd has fought bravely in some of the bloodiest battles to ravage western Immoren in a generation. Often fighting house-to-house under the most brutal conditions imaginable, the Trencher company came to be known as the "Street Sweepers," men who could take the fight to the enemy and silence all opposition.

At the time of Khador's invasion of Llael in 604 AR, the 23rd was stationed in Corvis as part of the garrison that defended that city. Among the first Cygnaran forces rushed into Llael to halt the Khadoran advance, the company was ordered to join the futile and already floundering defense of Riversmet. Marching overland at an incredible pace of over thirty miles per day, the 23rd reached Riversmet in the first days of 605 AR. There they fought for the first time alongside the notorious gun mage warcaster Lieutenant Allister Caine. Though ultimately Riversmet was lost and

the Cygnarans were forced from Llael to protect their own borders, the 23rd proved themselves time and time again.

Later, when the 23rd was assigned to Lord Commander Stryker's Storm Division, the Trenchers once again served with the newly promoted Captain Caine. Having learned much of what to expect from one another, the soldiers of the 23rd became increasingly adept at supporting the reckless warcaster. Mounting a bloody guerilla campaign across the streets of Sul, the 23rd drew out Menite leaders in traps and ambushes, enabling Caine to remove key commanders with an executioner's precision. The officers of the 23rd came to so respect the gun mage they often covered for him when he could not be located by Stryker's own staff. The men of the 23rd went so far as to make Caine an honorary member of their company.

Following Cygnar's withdrawal from Sul and the successful defense of Caspia, the 23rd returned to Corvis where it waits for its next chance to join the fight, likely in support of the gun mage warcaster whom they regard as one of their own.





# KOLDUN KOMMANDER ALEKSANDRA ZERKOVA

## HUNTING WOLVES BY DAVID "DC" CARL

### WARJACKS

Khador non-character warjacks with ranged weapons, Marauders

### UNITS

Greylord units, Kayazy units, Widowmaker units

### SOLOS

Gorman di Wulfe, Greylord solos, Kayazy solos, Widowmaker solos

### TIER 1

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

**Benefit:** Zerkova's battlegroup can include Vanguard light warjacks. These warjacks are considered to be friendly Khador warjacks. Additionally, increase the FA of non-character Greylord and Kayazy units and unit attachments by 1.

### TIER 2

**Requirements:** The army includes Gorman di Wulfe and one or more Greylord units.

**Benefit:** For each Greylord unit in the army, place one 3" AOE cloud effect anywhere completely within 20" of the back edge of Zerkova's deployment zone after both players

have finished deploying their armies but before the first player takes his first turn. These cloud effects leave play after the first round of the game.

### TIER 3

**Requirements:** The army includes one or more Kayazy Assassin units.

**Benefit:** Your deployment is extended 2" forward.

### TIER 4

**Requirements:** Zerkova's battlegroup includes three or more warjacks.

**Benefit:** Reduce the point cost of warjacks by 1.

Koldun Kommander Aleksandra Zerkova is regularly given remarkable latitude from the Prikaz Chancellery to travel abroad in search of weapons for the Motherland. Following the "Night of Howling Wolves," when Zerkova distinguished herself by leading the attack on Merywyn's Fraternal Order of Wizardry guild house, she was granted complete access to the newly conquered lands of Llael. Her only mandate was to search for mystical, occult, and alchemical weapons to bring

to bear on Khador's enemies. Both the coffers and the assassins of Prince Pasha Orlovski, a wealthy kayazy merchant, further supported Zerkova's expedition. Upon the recommendation of Orlovski, Kommander Zerkova enlisted the aid of alchemist-for-hire Gorman di Wulfe. His expertise in alchemical reagents and intimate knowledge of Llael would ensure that Orlovski's investment was returned several times over, while his battle mettle would help protect the Koldun kommander during her journeys.

Her early expeditions into western Llael were constantly harried by loyalist guerillas harassing Zerkova, her Greylords, and her bodyguard of assassins. Sniper reinforcements were requested in order to combat the perilously heavy casualties the small force had begun to sustain.







The conquered cities of Llael had much to offer in the form of alchemical supplies and weapons, hidden stores of gold and art, and a number of Vanguard light warjacks in peak operating condition. With a great deal of patience and the blood and sweat of her Greylords, Zerkova eventually broke through the Llaelese cortex locks and was able to begin integrating Vanguard warjacks into her own operations. Prince Orlovski and the Prikaz Chancellery deemed the operation a resounding success due to the vast military and manufacturing discoveries. Zerkova, however, always considered her five months exploring the bounty of Llael to be wasted effort since it did not yield any discoveries of notable mystical nature.

However, the expedition had resulted in the honing of Zerkova's force into an efficient and expert special operations group. Although Zerkova herself was required to return to more mundane frontline duties in her capacity as a military Kommander, she arranged to keep the elements of her incursion force under special retainer. These units and individuals could be summoned from their battalions under her orders to carry out any special operations she or the Prikaz Chancellery deemed to be of sufficient interest or import. The mercenary alchemist Gorman di Wulfe remains in Zerkova's employ through a standing contract. He and Zerkova developed as much of a rapport as two such individuals can, and he unhesitatingly answers her summons. Di Wulfe's involvement makes some of her superiors uneasy, but Zerkova has been adamant about his inclusion, and he is now the most highly cleared non-Khadoran to operate under contract.

The unit has no public name and is only recorded in official, internal Prikaz documents as Wolf Pack Delta Archo, a designation derived from the codename of Zerkova's original operation in the final days of the Llaelese invasion. Zerkova is afforded significant lenience in arranging her operations, and her Hunting Wolves have been active in some of the most dangerous and archaeologically significant areas of the Iron Kingdoms, including a highly classified incursion into Sul during the Cygnaran occupation.



# M&P

MODELING & PAINTING

# BATTLE WOUNDS

By Jason Nichols

A beautifully painted model atop an equally stunning terrain table will stop a person in mid-step. Drawn like a moth to flame, the eyes move closer, the mouth begins to fall, perhaps a drop from uncontrolled salivation forms — there may be a Pavlovian experiment here. Pristine upon the 4-foot-square battlefield, our models' action hero auras declare to our opponents they can't be touched, nicked, hurt, slammed, or bled. There is no history of fighting.

Let's go another way.

Give your model the look of an action hero that took a hit, got cut, bruised, and bloody. We're going to storm the Nakatomi building in this article and show you a few tips that'll transform your pretty boys into the types not taken home for dinner.

Find yourself a pretty model, paint one, or kidnap a friend's favorite. My beast du jour: the Dire Troll Bomber.





## CUTS

Painting cuts on an organic model is a very similar process to putting nicks and scratches on a Warjack, except, of course, for the blood factor.

- 1) Using the highlight color of the area you're going to bleed as a base, you need to move one up the highlight scale. For most, this will be the simple addition of a bit of Morrow White to the mix. However, colors such as red require orange or yellow added to brighten the highlight and greens might need a yellow. Most important is that you paint a line brighter than the area surrounding it. Here on the Dire Troll Bomber's left pectoral, the area is a Trollblood Base with a lot of Morrow White. Obviously, this means I'll be grabbing for the Morrow White to make the initial line scratches.
- 2) Within the initial line scratches, you'll want to place a deep shadow line. Adding Thamar Black to a base color is a natural instinct and will usually work. However, just as the initial scratch may have required a less intuitive color grab, you may find adding a bit of Beaten Purple to a red base or Battlefield Brown to a green or yellow base will work better, as it won't overpower the area. Our hope is to lay down a basis for depth to make the illusion of a cavity.

3) Now the fun. Blood. This step should be performed away from any vampire-obsessed tweens who may steal your Formula P3 for their next fan club meeting. I'm going to assume my Troll bleeds red, but if the Predator can bleed glow-stick green, anything's possible. The key here is translucence and viscosity. For most of us, an iron-rich red blood type will work. Mix Sanguine Red, Red Ink, and Mixing Medium so that a few brush strokes are still transparent but thick enough to keep a well defined line. The mix is equal of all three and a drop or two of water.

Now, use a fine brush to dab the "blood" onto the wound. Try to leave the top edge of the "cut" clear, but a bit of over-the-line is fine. Keep in mind where gravity would pull the blood and make irregular lines along that path. Start small, this needn't be an anime death scene, and build up the lines to whatever amount of wounding you feel is appropriate. Remember, it's not the quantity of lines that show history of a wound but the length of the line. The greater the wound, the further the line will go.

Repeat in a few other spots if you play HORDES. Repeat a lot if you play Skorne.



## BRUISES

Bruises don't always accompany a cut. A bruise can be the backdrop for a cut, especially if a wound from a firearm tears into the skin with blunt trauma. Cuts alone would be fine if you're a sleep-deprived teen living on Elm Street, but battles in the Iron Kingdoms inflict a more diverse palette of wounding. A bruise alone might be all you need.

An important note before you begin: bruises darken an area. If you've got a model with a dark skin tone, bruising will be less effective.

- 1) The formula for bruises shares a lot in common with our mix of blood. Translucence and viscosity are keys to the trick. For my Dire Troll Bomber, I've mixed up Blue Ink, a small bit of Beaten Purple, and Mixing Medium. This color base should work for most any red-blooded beast. Again, the bruise mix should be transparent even after a few brush strokes and will look closer to ink. Begin tinting the area with dabs of the brush. You may have to repeat this a few times, so allow the area to dry before adding another coat to prevent the bruise-mix from running. You want a noticeable tint not a birthmark.
- 2) To deepen the bruise, add a tiny bit of Sanguine Red to the bruise-mix. This is best done on a wet palette, as you don't want to completely change your original mix since you'll likely need it in other places. Dab this new, darker mix onto the area you've established as the bruised area. This should be within the tinted portion of step 1 and works best if it is an irregular splotch or two.





## BLEEDING BRUISE

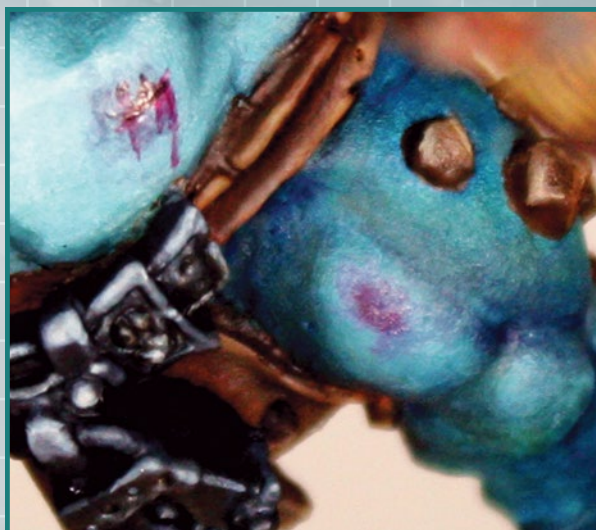
A combination of bleeding cuts and bruises is the best cocktail for battle wounds, as it's likely the most common that would appear. Even the Dire Troll Bomber's fists have a salad of pointy rocks served with that knuckle sandwich.

1) Begin with step 1 of the BRUISES method. Again, remember to allow the area to dry before applying each coat and definitely before the next step.



2) Now perform the method of applying CUTS. Be creative; don't just stick to the slash lines. This wound looks best if the areas of highlight and depth—the cavities—are irregular in both shape and size.

As you apply the blood, you might simply allow one or two dabs to settle without pulling a line from it. This will have the appearance of internal bleeding just under the skin, as shown in the wound at the bottom right on the inside quadriceps.



Applying this technique in a variety of places really adds a sense of brutality to your model.

Add this to your model's fists and people might ask if they can get a D.N.A. sample to find out who your model murdered.



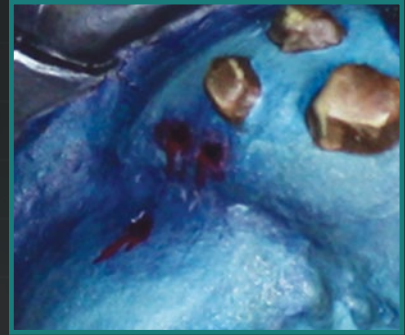


## BULLET WOUNDS

If you're going to play against Cygnar, you have to bite the bullet at some point. The "boys in blue" have more guns than an NRA rally, and those who survive a Cygnar assault definitely earn the moniker "bullet dodger." However, even the most nimble troll has a slim chance of emerging from a scrape with Cygnar unscathed. The following tutorial shows you how to create Cygnar's "calling card" on your own models.

1) Once you're comfortable with the techniques for bruises and bleeds, you simply repeat the processes anew, but in a more controlled manner. The catch with bullet wounds is the patterning. Bullet wounds usually cluster in our modern ballistic minds, and it's fine to assume rifling is a common enough feature of the Iron Kingdoms' gunnery and arsenal. To our contemporary eyes, too tight a cluster and you've got bleeding freckles; too far apart and we're looking at Orion's Belt.

Keep the wound cavities small. These are entry wounds. Exit wounds would require sculpting putty and a drill.



## DROOL

Not a battle wound to be sure, but a little drool goes a long way to adding that something-something to your beast. The technique for creating a decent pearl of drool can also be used to make a string of blood by simply adding red ink and Sanguine Base to the mix. There are many techniques for making drool, but I've found this one a fast and reliable means of creating a spittle-string resistant to breaking and suitable for rough and tumble handling on the table. This technique is also gravity defiant, so you can pull off tricks like the sudden air flung salivation of Mr. Pygmy's wild ride.

Here's the catch: you need a kitty. More accurately, you need kitty fur.

If you don't have a kitty deep in thought, as mine so often appears to be, go find one. Be nice, you don't want to actually receive battle wounds in your hopes of painting battle wounds.

If you're allergic to cats, there's only so much I can offer. Try another mammal and keep things cordial.

You'll also need gloss varnish, tweezers, and a paperclip.

- 1) Bend the paperclip to form an arm to hang drool from.
- 2) Pour a pool of the gloss varnish.
- 3) Repeatedly dip a piece of fur into the pool of gloss varnish. Keep the tweezers clean, but dip the fur so more of it is dipped into the pool of varnish than you'll need. After several dips, beads will begin to form.
- 4) After these few drops form on the fur, place it onto the paperclip rack. Repeat the process with other fur strands.
- 5) After a few minutes, pull the fur strands carefully off the rack and again dip them repeatedly into the pool of gloss varnish. The drops will begin to get larger, and you should concentrate dipping the end more than the whole in order to form larger drops at the bottom.
- 6) After a few more minutes, pull the fur strands again. Be careful to pull from below the rack and perpendicular to the strands. Pulling from the strands above the rack may cause the fur to pull inside the cured varnish and curl it. The longer the varnish sits, the thicker the beads. Repeat dipping each strand. As the fur cures this last time, it may begin to bend. This is expected and desired since drool in motion curves as it is flung.
- 7) After an hour, the drool should be ready. Simply cut the sections you want and glue where you need it. You'll only need a small amount of glue to set the drool. It dries quickly, so be sure it's the piece you want.

## CONCLUSION

Have fun with this one. You might start a campaign or league series of games with pristine and untouched models. As you satisfy Conan's to-do list of what is best in life, you can proudly apply the battle wounds to your army's models like kill marks on a fighter plane. As you put your army on the table with the eyes approaching and mouths falling, you can wryly look to your opponent and jest, "Your army sure is pretty."



# M&P

MODELING & PAINTING

EXTRA

## BETHAYNE & BELPHAGOR, ASSEMBLE!

By Rob Hawkins

The Legion of Everblight warlock Bethayne and her warbeast Belpagor form a unique duo with rules unlike anything else in WARMACHINE or HORDES. During battle, the pair may combine to form a single model of exceptional power. We wanted to represent this new ability with a suitable feature in the model kit.

Belpagor, therefore, has an open chest cavity with two interchangeable components. The first part represents the warbeast's chest with clawed arms splayed open awaiting its master's presence. The second part is the "melded" form of Bethayne, encased within her dragonspawn.

A magnet allows the parts to be swapped in and out and stay securely in place during gameplay.





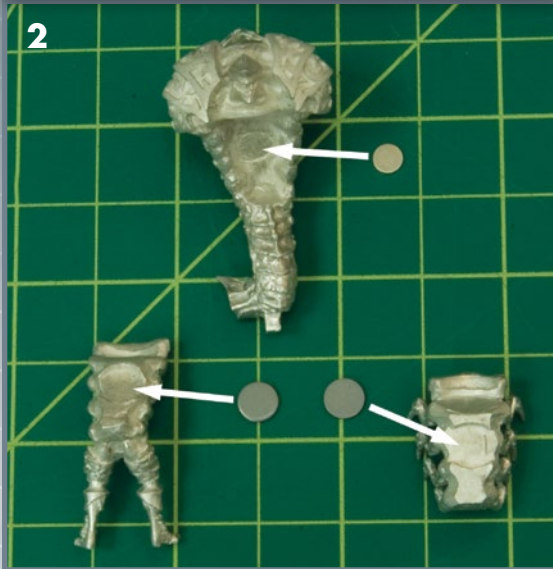
## ASSEMBLING THE MODELS

Building this model is not nearly as daunting as it appears. However, care should be taken to ensure the interchangeable components can be attached and removed easily to avoid damaging the model's paint job.

The model kit includes all the parts needed to assemble the warcaster and warbeast combo, as well as two metal plates and one magnet. As you would with any model, clean all of the parts with your hobby knife and files so they are free of mold lines and flash. Dry fit all the components without glue to ensure they fit together properly.

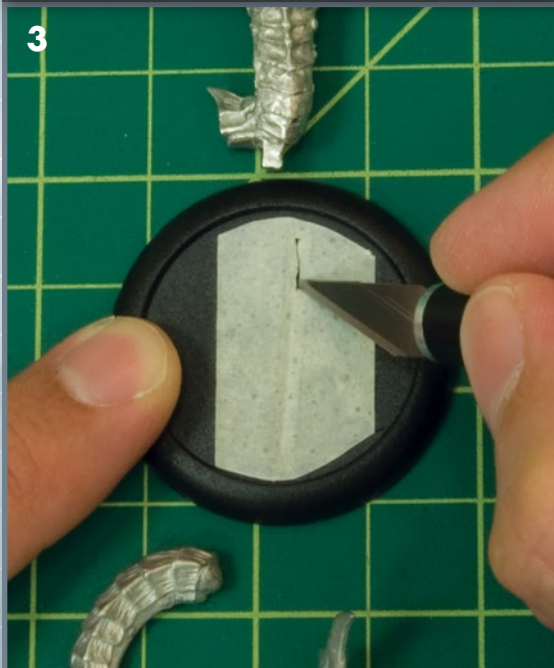


2



Start the rest of the assembly by attaching Belphagor to his base. First, cover the slot in the base with a piece of masking tape. Using your hobby knife, cut a small slit in the tape at the top of the base where Belphagor's tab will be inserted. Note the slot in the 40mm base is off-center. The larger portion of the top should be to Belphagor's right to allow enough room for his tail.

3



Glue Belphagor's body to the base and then attach his tail. At this time, I recommend adding the texture to your model's base. The reason for this is that the "melded" chest plate has Bethayne's legs extending to the ground. It can be very easy to assemble the model so that everything fits, but when adding basing material as the final step, you may discover the millimeter or two of sand has made it too tight for the melded component to fit properly.

4





By adding a very thin layer of sand or ballast, you can check the fit of the "melded" part to ensure that Bethayne's feet touch the ground and that she can be easily attached and removed. If the fit is a little tight or Bethayne's feet don't touch the ground, the situation can easily be remedied by gently flexing Belpagor's body or bending Bethayne's legs downward.



Once the fit of the "melded" chest piece is well established, super glue the arms to the part. There are two sets of arms. The arms with the small pegs are for the "regular" Bethayne model. The ones without pegs are for the chest plate.



Glue Belpagor's arms into position. Pinning them in place may be beneficial, but I found the join was snug enough that pinning was not necessary.



At this point, Belpagor's assembly is complete. Double check the fit of the interchangeable parts to make sure everything will properly sit in place.





Assembly of Bethayne's model is straightforward. Glue her to the base and attach her arms. For consistency when painting the models, you may want to add the basing material to Bethayne's base at this stage.



Here are the assembled models for each combination: Belpagor and Bethayne apart and the pair merged in their unholy union! All that remains is a paint job suitable for the Voice of Everblight and the models are ready for the tabletop!





# POWER PROGRESSION

## RETRIBUTION OF SCYRAH

By Will Shick

Art by Neil Roberts and Andrea Uderzo

Building an army for WARMACHINE from the ground up is always an exciting prospect to me. The opportunity to assemble, customize, and learn a whole new force is what keeps me coming back time after time. Even small tweaks here and there can lead to a whole new project. Sometimes, however, all it takes is a new kid on the block.

The Retribution of Scyrah is the newest WARMACHINE faction, but they boast some of the most powerful troops and warjacks (commonly called myrmidons) ever seen on the battlefields of the Iron Kingdoms. From the disciplined ranks of Dawnguard to the elusive and deadly Mage Hunters, a Retribution general is spoiled by the amount of elite troops he has at his disposal. This supremacy comes at a price, however, as the forces of the Retribution usually find themselves outnumbered by their opponents.

Anyone who has played against me in a game of WARMACHINE knows I am a big fan of the multipurpose troop. I *want* chocolate in my peanut butter. Sure, quantity can make up for quality, but at the end of the day, I want to know I threw my lot in with the best of the best. I want to go into a fight with tactical flexibility, and the Retribution of Scyrah has tactical flexibility in spades.

In this installment of Power Progression, I am going to change things up a bit. First, I will only be focusing on a single warcaster until I get to the 100-point mark. Second, we are going to step away from the Theme Forces and instead focus on building an army around threat vectors.

While I enjoy the modeling and tactical challenges Theme Forces present, they aren't the only way to determine a focus for your army. Instead of basing army selection on an aesthetic or narrative theme, this time around I want to build an army based on a play style. Specifically, I'll be focusing on the idea that everything in the army provides at least two

threat vectors. To put that more colloquially: there are two ways to kill something's face. Of course, the Retribution is filled with plenty of ideal candidates for this theme, as nearly every model in the army has a combination of the three threat types: magic, melee, and ranged.

With the basics out of the way, it's time to get to the business of army selection.





# PHASE I: BATTLE BOX

Collecting an army usually begins with the purchase of the super-handy battle box or warpack, giving you everything you need to begin learning your new faction. However, a battle box is currently not available for the Retribution of Scyrah, so if you want to jump in with Retribution, you are going to need to put a little more thought into this initial stage than you otherwise might.

Without a doubt, the key component of building any army in WARMACHINE is the warcaster. *Forces of WARMACHINE: Retribution of Scyrah* presents five potential warcasters to choose from, each with his or her own strengths and weaknesses on the tabletop. However, since I am setting out to slow-grow this army over time from the battle-box level to the mighty 100-point level, there are things I need to consider that might not otherwise come to light in my warcaster selection.

The most popular battle box configuration for Retribution includes Kaelysa, a solid, all-around warcaster; a Griffon for a maneuverable threat, a Chimera for the arc node, and a Manticore for the heavy hitter lead. While Kaelysa features a

feat that is solid at all levels of play, a nice well-rounded spell list, and a great anti-HORDES ability in Siphon, she isn't our only warcaster option.

Of the four remaining warcasters, both Adeptis Rahn and Garryth stand out as potential battle box candidates thanks to a combination of solid spell lists, and most importantly, feats that have a strong impact regardless of the size of the game. While I certainly love Dawnlord Vyros, his feat just doesn't see its full potential in smaller games, as it requires a decent number of potential kill targets. In the same vein, Ravyn's feat is another that becomes quite a bit better once you get above 35 points.

With this in mind, I've chosen Garryth, Blade of Retribution to be the lynchpin of my Retribution force. Not only is he a stone-cold slayer on his own with Arcane Killer, Grievous Wounds, and Weapon Master, his feat is absolutely devastating in battle box games. Depriving enemy warjacks and warcasters of focus and shutting down spells for an entire turn greatly hinders the killing potential of any opponent. It is also a great way to set up an assassination run on your next turn or give yourself time to regroup when things aren't going your way. My warcaster choice epitomizes the army's dual-threat theme, as Garryth can reliably dish out both ranged and melee damage.

With the warcaster chosen, it's a simple matter of filling out the battlegroup with a Griffon, a Chimera, and a Manticore. The Manticore is another prime example of our dual-threat theme, as it boasts the highest melee damage potential of any Retribution myrmidon and can dish out three POW-12 shots from its Cyclone Cannon.

The Griffon's superior mobility and relative resilience allows me to force my opponent to react. While I don't expect the Griffon ever to survive a battle, careful use of it as a roadblock allows the other elements of my force to get into a proper striking position. The Chimera's arc node can be used to put Death Sentence on whatever needs killing and facilitate the use of Gallows by opening up charge lanes to whatever has been marked for death.

## List 1: Battle Box List

Model	Point Cost	Notes
Garryth, Blade of Retribution	-5	
Chimera	6	
Griffon	4	
Manticore	8	
Total	13	



## PHASE II: 25 POINTS

With 12 points to spend to reach the 25-point mark and considering our dual-threat theme, there are two units that immediately move to the forefront: the Dawnguard Invictors and Mage Hunter Strike Force. Both units boast impressive ranged and melee capabilities, but the Mage Hunters squeak out the victory in this early round by benefit of a fantastic UA in the Mage Hunter Strike Force Commander. The Commander's Advance Deployment allows you to place the Mage Hunters closer to the enemy after regular deployment, giving you the chance to position them so they pose the greatest threat to your opponent. Arcane Assassin means your opponent's warcaster needs to stay wary, but the Commander's real value is Phantom Seeker, which lets the entire unit ignore LOS when making ranged attacks. Coupled with RNG 12, this lets the Mage Hunters stay safely hidden while raining death down upon their foes. As an added bonus, the 'Jack Hunter ability means this unit can threaten just about any model your opponent puts on the table.

With 2 points to spare, the House Shyeel Magister hits the sweet spot by providing brutal close-combat capability thanks to Combo Smite and a decent magic attack in Force Bolt. Judicious use of Combo Smite allows the Magister to free up models that may be engaged by enemy models and knock down targets you don't want to get back up again. Since both the Magister's attack types are magical, he can help even the playing field against models that are immune to mundane attacks, such as those with Incorporeal.

### List 2: 25-Point List

Model	Point Cost	Notes
Garryth, Blade of Retribution	-5	
Chimera	6	
Griffon	4	
Manticore	8	
Mage Hunter Strike Force (Full)	8	NM
Mage Hunter Strike Force Cmmdr.	2	NM
House Shyeel Magister	2	NM
<b>Total</b>	<b>25</b>	

NM – New model for this point level/list





## PHASE III: 35 POINTS

With only 10 points to reach the 35-point level, the Dawnguard Invictors—passed over in favor of the Mage Hunters last round—are really an easy choice. Combining the power of heavy infantry with the ranged threat of a riflemen unit, the Invictors pack a ton of options into a nice 10-point package. Combined Ranged Attack lets them take down high-DEF or high-ARM targets reliably, and Defensive Line gives them ARM 17 while B2B with another model in the unit, vastly improving their survivability against lower-POW weapons and blast damage. Add in

Flank [Faction Warjack], and you have a unit that hits accurately and extremely hard no matter the distance.

The Invictors, while a great fit overall, do pose a difficult question in the scheme of the army's myrmidons. With the 'Jack Marshal ability and the obvious benefits of Flank, the question becomes whether or not to take the Griffon out of Garryth's battlegroup and Marshal it with the Invictors. This takes some strain off Garryth's limited focus resources and provides the Invictors with greater mobility on the battlefield, as they won't need to worry about lacking myrmidon support. However, without focus, the Griffon cannot use its Fleet ability or recharge its force field. Ultimately, the choice is based on how independent you want the unit to be while retaining its maximum killing capacity.

With the inclusion on the Invictors, the army now has a few different styles of deployment that affect overall game strategy. The Invictors can provide a solid core that can act as a second line after the Mage Hunters are Advance-Deployed in front of them. Supported by Garryth's myrmidons, they can also act as an anvil to bear the brunt of the enemy assault, allowing the Mage Hunter Strike Force to pick off targets of opportunity on one of the flanks.

You can also use Garryth's Mirage spell to allow the Invictors to move through intervening models, bypassing the enemy army's shield and getting right into its soft, chewy center. You can pair this up with a Chimera's Phantasmal Field to set up a one-two punch and take maximum advantage of the Invictors' Flank ability.

### List 3: 35-Point List

Model	Point Cost	Notes
Garryth, Blade of Retribution	-5	
Chimera	6	
Griffon	4	
Manticore	8	
Dawnguard Invictors (Full)	10	NM
Mage Hunter Strike Force (Full)	8	
Mage Hunter Strike Force Cmmdr.	2	
House Shyeel Magister	2	
<b>Total</b>	<b>35</b>	

NM – New model for this point level/list





## PHASE IV: 50 POINTS

Now that we are getting into the larger point levels, it's about time to hand Garryth a shiny new myrmidon. With the greater area that needs to be covered, the army needs a heavy hitting myrmidon that can function efficiently even if it finds itself outside Garryth's control range. Enter the Hydra, a focus-efficient powerhouse. While it may not hit as hard as the Manticore or Phoenix, its slew of abilities allows it to operate nearly independently of its controlling warcaster in the middle and later stages of the game. Focus Battery lets the Hydra retain unused focus points during the Maintenance Phase, allowing its warcaster to load it up in the first turn of the game as an investment for later turns. This ability alone makes the Hydra standout, but when coupled with Kinetic Capacitor, the Hydra becomes a perpetual motion machine of destruction! Kinetic Capacitor gives a single focus point to the Hydra every time it's hit by an enemy attack, which it can save for later turns thanks to Focus Battery.

However, all the Hydra's advantages come at a price: its melee damage potential is fairly low for a heavy myrmidon. With only P+S 14 on its Force Fists, the Hydra will be boosting damage rolls a lot to bring down heavily armed opponents. Even then, it will likely rely on Chain Attack Grab & Smash to put some extra hurt on resilient foes. In addition, all Retribution myrmidons rely on their Field Generator systems to perform many of their special abilities, so it's important to keep them running at peak efficiency in the later stages of the game. Enter the next addition: an Arcanist.

While the Arcanists don't directly add to the army's threat, their host of support abilities means the army's myrmidons can hit harder and last longer. Power Booster gives Garryth more opportunity to retain focus on the turns he needs it without sacrificing the ability to augment a myrmidon's performance. Power Booster is also the perfect ability to pair with the Invictors' 'Jack Marshal' ability, as it can provide the focus power the Griffon needs to boost additional attack and damage rolls or gain access to its Fleet ability.

The Arcanists' Concentrated Power special action, however, is what really sets them apart. An additional +2 to melee damage rolls gives the Hydra the extra punch it needs to deal with high-ARM opponents. In addition, Concentrated Power can make the Manticore hit at a whopping P+S 25 when combined with its Force Generator ability and Combo Strike. However, in most cases, it is better to use each Saber Fist individually for two potential P+S 20 hits. Add in two additional attacks, and *voilà!* Instant scrap marker!

Adding a Dawnguard Invictor Officer & Standard UA to our list provides a lethal boost to the army's mainline unit with Extended Fire and Combined Arms. The former adds +4 to the Invictors' range while the latter allows models in the unit to re-roll missed CRA attacks. However, it's important to note if the officer is

killed, the unit loses both these advantages. So you want to protect him from direct harm as much as possible.

Last but certainly not least, Eyriss, Angel of Retribution provides a great multi-purpose support solo to the growing list. The epic version of Eyriss trades in outright deadliness for a host of debuff abilities. Of special note is Arcane Interference, which strips away all magic from her target on a direct hit, including upkeep spells, animi, and focus points, with the added benefit of disrupting enemy warjacks. In addition, Technological Interference prevents enemy warjacks within 5" from channeling spells or being allocated focus. Like her non-epic counterpart, Eyriss works best from the shadows, using her abilities to remove a target's magical defenses and leaving it to the mercy of her army.



### List 4: 50-Point List

Model	Point Cost	Notes
Garryth, Blade of Retribution	-5	
Chimera	6	
Griffon	4	
Hydra	9	NM
Manticore	8	
Dawnguard Invictors (Full)	10	
Dawnguard Invictors Off. & Std.	2	NM
Mage Hunter Strike Force (Full)	8	
Mage Hunter Strike Force Cmmdr.	2	
Arcanist	1	NM
Eyriss, Angel of Retribution	3	NM
House Shyeel Magister	2	
Total	50	

NM – New model for this point level/list



## PHASE V: 100 POINTS

Having created a solid 50-point army list of elven doom, it is time to turn the dial up to 11. Not only will we be adding 50 points, but more importantly it is time to shop for our new warcaster.

Though particularly lethal, Garryth is not much of a leader of elves. His primary focus is on delivering the kill via one of his myrmidons or preferably by his own gun blades. His feat does provide some measure of protection for the army when used properly, but on the whole Garryth lacks any noticeable buff spells beyond Mirage and trusts in the innate abilities of his chosen troops. Therefore, the ideal candidate for our second warcaster needs to fit into a support role within the army as well as continue the dual-threat theme established for the force. In my mind, there is no better choice than Ravyn, Eternal Light.

Boasting an impressive range of abilities and spells,

Ravyn encapsulates the features needed in a support warcaster and brings

plenty of destruction to the table all by herself. She excels at both ranged and melee combat,

and thanks to the Virtuoso special rule she can make both types of attacks in a single round. Adding insult to injury, Quick Work allows her to make an additional ranged attack after destroying an enemy model with a melee attack while Swift Hunter gives her a 2" move every time she destroys a model with a ranged attack. Put all this together and you have a model that can slice right through the enemy army like a hot knife through butter. If everything goes perfectly, Ravyn can wade through over a dozen foes, hacking and blasting through everything in her path.

While being an absolute terror on her own, Ravyn's ability to greatly enhance the destructive potential of her troops is what truly puts her over the edge. Since nearly every model in our army is proficient in both melee and ranged attacks, Ravyn's Fire Storm feat provides a turn of devastating firepower coupled with some minor mobility. In addition, Snipe offers one unit an extra 4" on ranged weapons. If your opponent thought Mage Hunters with Phantom Seeker were a nightmare, imagine how difficult neutralizing them will be when they have a 16" RNG! Or place Snipe on your Invictors with the Officer & Standard for an 18" RNG when combined with the Officer's Extended Fire ability. On top of all that, you get boosted ranged attack rolls from Ravyn's feat and CRA with Combined Arms allows you to reroll any shots that somehow happen to miss.





Of final note is Ravyn's Veil of Mists spell, which provides a 4" AOE cloud that doesn't block your troops LOS and gives friendly Faction models inside it Pathfinder and the ability to move through other models and obstructions. Clever use of Veil of Mists can open up charge lanes to models your opponent thought safe behind a wall of screening troops or even those blocked by your own models. This alone is the reason Garryth invites Ravyn to all his fields of slaughter.

To fill out Ravyn's battlegroup, I've chosen two Manticores. On her feat turn the Manticores can pump out six boosted ranged attacks for only 4 focus. This is in addition to another three shots from Garryth's Manticore. To make sure each Manticore is a nightmarish powerhouse in melee, I am adding three additional Arcanists to the mix. With plenty of myrmidons in the force, including two 'Jack-Marshaled Griffons, a full FA of Arcanists ensures each myrmidon is capable of performing at peak efficiency by providing much-needed repairs or using their Power Booster or Concentrated Power special actions.

With the new warcaster in place, it's again time to look at units. One benefit larger-point games provide is the ability to factor in redundancy. As a strategic tool, redundancy makes it more difficult for your opponent to neutralize potential threats. It's one thing to eliminate a single unit of Mage Hunters, it's quite another to eliminate two. Not only does the prospect of eliminating the threat become harder, but the actual threat of the units is greatly increased. With this in mind, I have added a second full unit of Dawnguard Invictors along with the Officer & Standard UA. You really can't beat the combined threat the Invictors pose, especially with

Ravyn. I've also added another Griffon escort for this unit to ensure it poses the exact same threat as the other unit. I am also going to add another full Mage Hunter Strike Force unit with UA to make sure my opponent feels the full sting of Phantom Hunter.

Lastly, I'm going to add cavalry to the army in the form of Dawnguard Destors, providing a heavy hitting, heavily armored unit that is also extremely mobile on the battlefield. The Destors also have the distinction of being able to provide fantastic ranged support thanks to their Dual Shot ability. While this does require them to forfeit their movement, their tall in the saddle rule allows them to ignore smaller-based models when making attacks, meaning they can unleash a hail of bullets safely behind a screen of friendly troops.

## CONCLUSION

Even at the 100-point level, this army isn't very numerous. Each element poses a significant threat that is very difficult to neutralize for enemy lists focused on a single threat vector. The army is comfortable at range and in melee and mixes in a great deal of mobility without sacrificing accuracy. In the end, it epitomizes the elite nature of the Retribution forces. Like a Swiss Army knife, it will almost never find itself without the tools to get the job done.

However, even a lowly gobber mechanic can bring down a mighty Dawnguard, and there will always be more gobbers than Dawnguard in the world. When faced with overwhelming numbers of cheap troops, it is important to prioritize targets. Sure, cutting down Mechanithralls





always brings a smile, but in a sea of Mechanithralls, you have to know which to hit and which to ignore. NEVER go blow for blow with a numerically superior army. You can't win the attrition game; they can. Accomplishing this in the heat of battle requires a cool head and a clear focus on the objective. Keep the initiative on your side. Use your units in tandem to blast through the unimportant meat shields and then send in the second squad to hit the enemy army in its juicy bits. Garryth's Mirage spell and Ravyn's Veil of Mists are key candidates to get you to the opposing army's soft underbelly. Remember, you don't have to eliminate every last thing to win, just the important stuff.

No matter the game size, this force has the firepower and melee power to win the day. The mix of troops allows plenty of variety in single-caster games and allows you to tailor the force however you see fit.

Retribution is at hand! So get out there and show the Iron Kingdoms what elven vengeance can do.

## Final 100-Point List

Model	Point Cost	Notes
Garryth, Blade of Retribution	-5	
Chimera	6	
Hydra	9	
Manticore	8	
Ravyn, Eternal Light	-6	NM
Manticore x2	8 each	NM
Dawnguard Destors (Full)	11	NM
Dawnguard Invictors (Full) x2	10 each	NM(1)
Dawnguard Invictors Off. & Std. x2	2 each	NM(1)
Griffon x2	4 each	NM(1)
Mage Hunter Strike Force (Full) x2	8 each	NM(1)
Mage Hunter Strike Force Cmmdr. x2	2 each	NM(1)
Arcanist x4	1 each	NM(3)
Eiryss, Angel of Retribution	3	
House Shyeel Magister	2	
<b>Total</b>	<b>100</b>	

NM – New model for this point level/list





# TERRAIN BUILDING

## RETRIBUTION OF SCYRAH TERRAIN



By Rob Hawkins & Pat Ohta

**T**hemed terrain is a great way to spice up your gaming table and show your faction allegiance. Every faction in both WARMACHINE and HORDES has iconic visual elements that can make awesome terrain pieces. This article focuses on the Retribution of Scyrah and includes step-by-step instruction on how to create four terrain pieces that are unmistakably Iosan.

### WHAT YOU'LL NEED

#### Materials

Basswood strips  
Formula P3  
Modeling Putty  
Heavy myrmidon  
Hot glue gun  
Popsicle sticks  
Sand  
Tree armatures  
Wooden buttons  
Wood filler putty  
Wood glue

#### Tools

Foam cutter  
Formula P3 Hobby Knife  
Steel ruler

#### Formula P3 Paint

■ Arcane Blue  
■ Armor Wash  
■ Battlefield Brown  
■ Coal Black  
■ Hammerfall Khaki  
■ Menoth White Base  
■ Menoth White Highlight  
■ Morrow White  
■ Pig Iron  
■ Umbral Umber





# DEFENSIVE WALL

This freestanding chunk of masonry is representative of Iosan architecture. The bottom portions serve as an obstruction, while the remains of the second floor present an ideal place to set up snipers and give them a bit of cover to boot.

1) Start by making the upper sections of the wall. You will need two 4 1/2" X 4" pieces of foam. Make a template for the wall out of foam board. Taking inspiration from *Forces of WARMACHINE: Retribution of Scyrah*, I added a slight lip to the wall. I also added a walkway for troops to stand on. Use the template to cut out the walls.

2) Cut a 45-degree angle into the walls and join them together with hot glue.

3) Next, score a line across the walls using a hobby knife.

4) To make the lower half of the wall, cut two 3 1/4" X 1 1/4" pieces of foam.

5) Draw bricks into the foam using a ballpoint pen.

6) Cut a 45-degree angle into the ends of the wall sections and join them together.

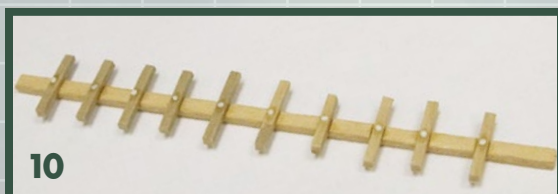
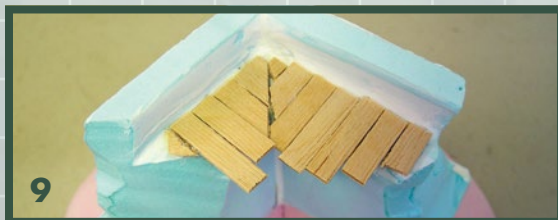
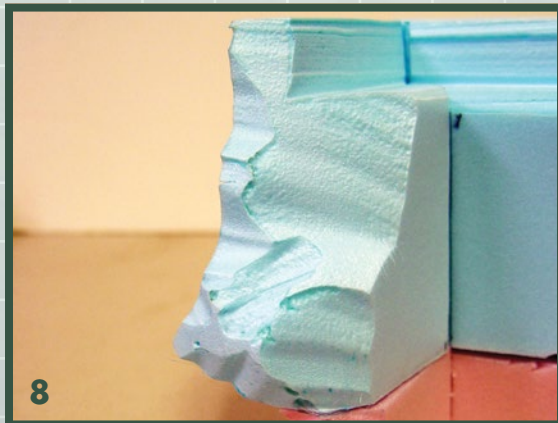
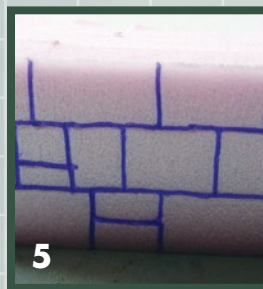
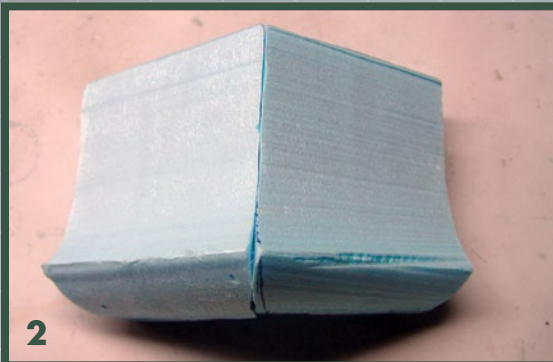
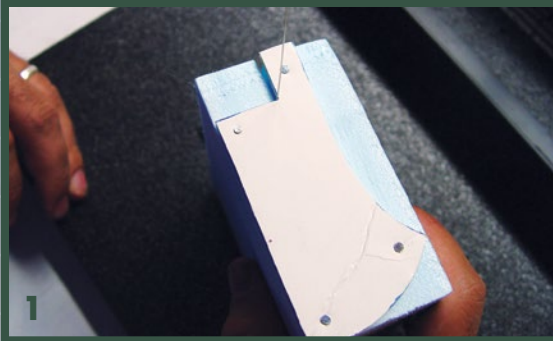
7) Patch up any imperfections in the wall with wood filler putty.

8) Add battle damage to the wall with a hot wire cutter. Around the base, glue some larger chunks of foam representing the fallen rubble.

9) Make the walkway by cutting up popsicle sticks and gluing them into place.

10) Construct a simple ladder using strips of basswood. Glue rivets cut from plastic rod to the rungs of the ladder.

11) Finish up the piece by painting on glue and applying sand.





## BURNT FOREST

*Forces of WARMACHINE: Retribution of Syrah* is filled with illustrations of burning forests, as the Iosan homeland is set ablaze by the fires of war. The tutorial below shows you how to make a burnt woodland and add this terrible fingerprint of battle to your own table.

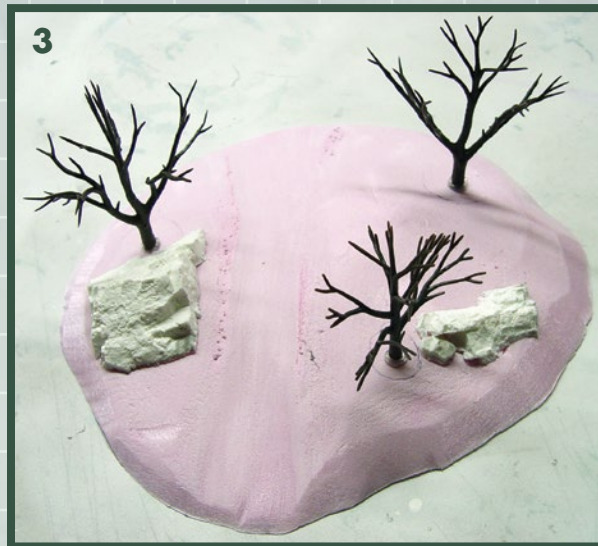
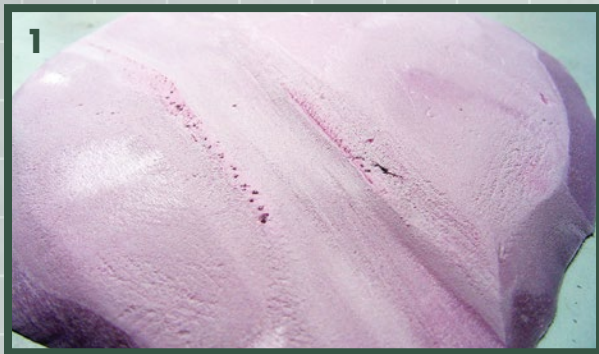
1) Start by cutting your base out of foam. Sand the edges down so models can stand on it. To make it more interesting, add a trail through the forest. You can do this by sanding down the area where you want to place the trail.

2) Next, cast up some rocks using Woodland Scenics Rock Molds and plaster of Paris. Glue these into place.

3) For the trees, Woodland Scenics Tree armatures are a perfect solution. These armatures are made out of a bendable plastic that makes shaping the trees very fast and easy. Once you are happy with the look of the trees, glue them into place.

4) To make the forest fit the *Retribution of Syrah* theme, add a destroyed Phoenix myrmidon.

5) Finish up the piece by painting on glue and adding sand.







## FALLEN STATUE

The slow decline of the Iosans is perfectly represented in this ancient, weathered statue. It once stood proud and regal but is now only toppled wreckage, soon to be little more than a featureless chunk of stone.

An easy way to make a fallen statue is to find an old action figure that is appropriate for the look you want. Use clippers and files to distress the figure and attach it to a scenic base to be painted.

Another way of making a fallen statue is to sculpt it. I based mine on the statue from the cover of *Forces of WARMACHINE: Retribution of Scyrah*.

- 1) To do this, start with a foam armature.
- 2) Glue the armature onto a base and then use Formula P3 Modeling Putty to sculpt the statue's form and add details.
- 3) Once the statue is finished, glue sand to the base and set it aside to dry.

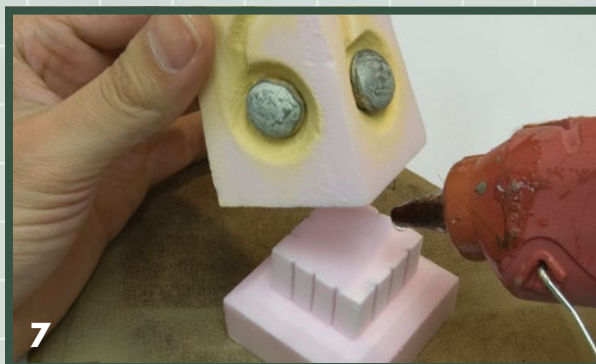




# IOSAN OBELISK

This obelisk features the classic power nodes present on Iosan myrmidons and many of their buildings.

- 1) To make the tall obelisk, start with a 2" square column of pink insulation foam. Create the tapered shape by cutting each side at a slight angle. Measure in about 1/8" at the bottom and 1/2" at the top and cut the edge with a steel ruler and an extendable blade. Cut out both wedges and then turn the foam on its side and repeat the measurements and cutting.
- 2) The finished obelisk.
- 3) For the power node icon, use a round lid to press a circle into the foam. The power node will sit in the center of this circle.
- 4) With a pencil, draw out the rest of the icon and then use a sharp hobby knife to cut out a V-shaped channel.
- 5) Once the entire channel of the rune is cut out, use wood filler putty to smooth over the surface.
- 6) For the power nodes themselves, wooden buttons, found at a local craft store were used. Any semicircular object will suffice and will allow you to make nodes of varying size. Once the wood filler putty has completely dried, glue the power node into the center of the circular area.
- 7) Cut a base out of MDF board and cut some small foam squares of varying size. Decorate these foam squares with beveled edges or vertical grooves. Attach all the components with hot glue, stacking the foam squares to form the base of the obelisk.





## PAINTING GUIDE

The four terrain features in this article were painted with the following colors:

### Ground

Base: Umbral Umber

Mid Tone Drybrush: Battlefield Brown

Highlight Drybrush: Hammerfall Khaki

### Marble Stonework

Base: 50/50 Menoth White Base & Coal Black

Shading: Armor Wash

Mid Tone Drybrush: Menoth White Base

Highlight Drybrush: Menoth White Highlight

Marbleizing: Thinned Coal Black

### Power Icons

Base: Arcane Blue

Mid Tone: 50/50 Arcane Blue & Morrow White

Highlight: Morrow White

Power Node: Pig Iron



## IOSAN POWER NODES AND RUNE AESTHETICS

The icons are based on one large central circle and three smaller satellite circles. Two of the satellites are always attached to the central circle. The third circle orbits and intersects at least one line from the first two.

There can be instances of lone circles with a single "tail." When creating these, be sure to use sharp angles so they don't look like tadpoles.

These power icons are always inscribed and never raised.







2010  
Sander



# The Gavyn Kyle FILES

Transcribed by Aeryn Rudel

Art by Carlos Cabrera, Mariusz Gandzel, and Chris Walton

## SAXON ORRIK

One would think the crimes of the Cygnaran traitor Saxon Orrik are exceedingly well documented, and this is true...to a point. His expulsion from the Cygnaran military and subsequent imprisonment is a matter of record. Documentation pertaining to Orrik's career is nearly impossible to find, however, and what files do exist are so vague they are nearly useless. I think it fairly clear the Cygnaran government turned a blind eye to Orrik's activities during the reign of Vinter Raelthorne IV, and there are numerous unconfirmed reports of Orrik operating deep inside Khadoran, Llaelese, Protectorate, and Rhulic territories. In addition, there is little doubt that any records detailing Orrik's activities were destroyed—likely by the remnants of Vinter's regime to hide their crimes.

After his dismissal from the military, Saxon Orrik became an instrumental part of the Inquisition. Once Vinter was removed from power, Orrik's trail all but disappears. Discovering the nature of his activities during these later years was no easy task, and your gold was well spent.

—G.K.



### Saxon Orrik Summary

**Born:** 547 AR

**Entered Military Service:** 566 AR; joins Cygnaran Reconnaissance Service, First Army, Stonebridge Castle. Trained with the scouts and rangers operating out of Northguard.

**Service Promotions:** Unknown, Corporal, 567 AR. Sergeant, 568 AR. Swift Sergeant, 570 AR.

**Reassignments:** 568 AR; assigned to 1st Reconnaissance Company, First Army.

**Massacre at Voskov:** 571 AR; while in command of mercenary irregulars, Orrik destroyed a Khadoran village near the northern Cygnar border. Many civilians were killed. Incident reported by Corporal Viktor Pendrake.

**Discharge from Cygnaran Army:** 571 AR; court-martialed for his actions at Voskov. Discharged from the Cygnaran Army and sentenced to 20 years' hard labor at the military prison in Point Bourne.

**Imprisonment:** 571-577 AR. Escaped from Point Bourne in 574 AR; recaptured a few months later and returned to prison. Served another three years before receiving a pardon from Vinter Raelthorne IV in 577 AR.

**Inquisition:** 579-594 AR; key member of the Inquisition during the reign of Vinter IV. A number of unverified reports indicate Orrik was instrumental in tracking and locating Inquisition strike targets.

**The Lion's Coup and Exile:** 594-603 AR; fled Cygnar after Vinter IV was deposed. Orrik appears to have begun his mercenary career at this time, likely as a means to survive and create allies among Cygnar's enemies. At some point during this time he crossed the Bloodstone Marches and joined Vinter among the Skorne. After this crossing, there is some indication he acted as a courier for his liege, carrying missives to those still loyal to Vinter IV.

**Current Activity:** Many sources indicate Orrik still plies his trade as a scout and guide. He has been known to sell his services to both the Skorne and the Protectorate of Menoth. He operates under a variety of aliases including: Orrus Sannik, Garsus Vintor, and Oxus Sarrik. In addition, I think there is little doubt Saxon Orrik still aids those loyal to Vinter IV and may even be in personal contact with the deposed monarch.



Saxon Orrik joined the Cygnaran military as a scout at the age of nineteen. He quickly gained a reputation for efficiency and a mastery of the wilds unmatched by his peers. In addition, he identified himself as a man willing to sacrifice anything—his men, himself, and anyone in his path—to achieve his military goals. This grim pragmatism was quite at home with the rather brutal nature of the Cygnaran military at the end of Vinter III's reign. Orrik's reputation for completing his mission no matter the cost earned him the attention of his commanding officers.

As I mentioned previously, finding documentation regarding Orrik's military career is very difficult. However, I did find the following evaluation report dating to Orrik's early career, which provides some insight into how he was perceived by his superiors.

—G.K.

**Personnel Evaluation Report: Corporal Saxon Orrik**

**Date:** Donard 3rd, Rowen 568 AR

**Commanding Officer:** Lieutenant Orin Wallach

Corporal Orrik has proven himself a reliable and skillful ranger and has demonstrated a mastery of wilderness lore far exceeding my expectations for one so young. He has been instrumental in gathering intelligence on Khadoran outposts along our northern border and has on many occasions helped his platoon evade detection and capture by enemy forces.

Corporal Orrik has been recommended for promotion to the rank of Sergeant, which carries with it a transfer to the First Reconnaissance Company operating out of Northguard. As his commanding officer, I have had the opportunity to witness Corporal Orrik in the field, and I say without reservation that he is one of the finest scouts in the First Army.

While Corporal Orrik's martial expertise and knowledge of the wilds are exemplary, he has another quality that makes him a far more useful asset. His willingness to risk whatever is necessary to complete his mission marks Corporal Orrik as a man both ready and capable of leading his fellow scouts and rangers.

Corporal Orrik displays a pronounced emotional detachment from the men with whom he serves, allowing him to make the difficult decisions required of officers in the field. He does not shrink from sacrificing the lives of his men if it means completing his mission, and I would daresay that even his own life does not factor into his decisions where the success of his mission is concerned.

In short, we need more men like Corporal Orrik: men who are ready to do what is necessary to preserve Cygnaran dominance in the north.

*L. Orin Wallach*

Lieutenant Orin Wallach, 32nd Reconnaissance Company, 95th Infantry Battalion,  
10th Division, First Army



Saxon Orrik spent five years with the First Reconnaissance Company, eventually attaining the esteemed rank of Swift Sergeant. His grim and often brutal efficiency earned him the friendship of a young Vinter Raelthorne IV. Orrik served as a ranger under the prince's command for many months, service that would pay dividends later in life.

It is fairly common knowledge that the Cygnaran military under the rule of Vinter III was quite a bit different than it is now. A certain "ferocity" was expected of Cygnaran troops, and many actions that would be viewed with outright abhorrence today were commonplace then. Saxon Orrik was very much a product of this time; however, a young ranger named Viktor Pendrake serving under Orrik's command was anything but. Pendrake was a herald of the sweeping military reforms that would be instituted under King Leto.

The incident that ended Saxon Orrik's career was not, I think, an isolated or uncommon occurrence during the reigns of Vinter III or his heir Vinter IV. The slaughter of an entire Khadoran village would likely have been justified as a necessary measure to protect Cygnaran interests in the north. Viktor Pendrake felt otherwise, however, and decided to report the incident to Orrik's superior officers.

Despite Pendrake's report, it is likely the incident would have simply been ignored if not for a prominent Khadoran diplomat catching wind of it. This forced the Cygnaran military to act on Pendrake's report, something they were obviously loath to do, as the following, rather scathing letter from Orrik's commanding officer indicates.

—G.K.

*Date: Vendarl 6th, Solash 571 AR*

*From: Captain Utther Gedrik*

*To: Major Odran Grath*

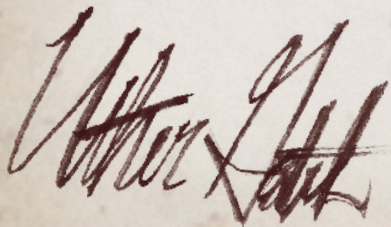
*As you are well aware, Khadoran civilians have been settling along our northern border with some frequency. Some of these villages even extend into Cygnaran territory. This is, of course, unacceptable. Such villages can and do harbor Khadoran military forces.*

*It has been standard procedure to remove Khadoran villages infringing upon our territory, and one of our senior rangers, Swift Sergeant Saxon Orrik, has led a number of successful purges of encroaching Khadoran settlements. Two weeks ago, Sergeant Orrik purged the small village of Voskov, which had been founded well beyond the Khadoran border and into Cygnaran lands. Sergeant Orrik performed his duty admirably.*

*Unfortunately, a young ranger, Corporal Viktor Pendrake, took issue with his sergeant's method of dealing with the Voskov villagers. Breaking the chain of command, Corporal Pendrake filed an incident report with me avowing that Swift Sergeant Orrik opened fire on "innocents" and "noncombatants," terms that serve to showcase his naivety and ignorance.*

*Normally I would not bring this matter to your attention, but the foolish young corporal has also sent his report to General Cosm Murrrough, well known for his disdain for civilian casualties and the "atrocities of war."*

*As you are well aware, the law strictly prohibits the killing of civilians. I would hate to lose Swift Sergeant Orrik to the impertinence of a headless recruit, but I am ready to take any action you deem necessary.*



*Captain Utther Gedrik, 1st Reconnaissance Company, 25th Infantry Battalion,  
4th Division, First Army Cygnaran Reconnaissance Service*



Pendrake's report, coupled with Khadoran inquiries and the subsequent scandal in the Cygnaran court, put an end to Saxon Orrik's official military career. He was court-martialed, convicted of murder, and sent to the military prison at Point Bourne, there to serve out a sentence of twenty years' hard labor. Orrik served only three years before escaping, murdering two guards in the process.

As a side note, I find it interesting that Saxon Orrik was sentenced to serve his time in Point Bourne. The military prison there is normally used to house criminals who have committed relatively minor offenses, not those convicted of war crimes or murder like Orrik. Bloodshore Island seems a more logical place to put a man as dangerous as Saxon Orrik. It is not surprising to me that he escaped from Point Bourne, and I have a feeling it wasn't much of a surprise to the men who'd sent him there.

The following document, sent from the officer overseeing the prison to his superior, highlights just how resourceful, patient, and deadly Saxon Orrik can be.

—G.K.

*Date: Donard 1st, Glaceus 574 AR*

*From: Captain Varos Barrigan, First Warden*

*To: Major Edmund Lamir*


*An incident occurred at the prison last night between the hours of midnight and six o'clock this morning. The prisoner Saxon Orrik has escaped, taking the lives of his two guards.*

*As you know, after the deaths of several inmates, Orrik was removed from the general population last year and placed in solitary confinement. In addition, two guards were stationed outside his cell to remain around the clock. I felt these measures were sufficient to protect our guards and inmates from Orrik. I was wrong.*

*Orrik was not allowed anything that could be used as or fashioned into a weapon. His food was served in a simple wooden bowl, and he has long been denied the use of knife, fork, or spoon. Still, this did not prevent him from making a garrote out of scraps of cloth ripped from his own clothing. I'd heard he was quite talkative with his guards, and I believe he lulled them into trusting him.*

*From what I can tell, Orrik attacked Private Jerom Lochlan through the bars of his cell shortly after receiving his evening meal. He managed to strangle Private Lochlan, take the private's keys to unlock the manacles around his own arms and legs, and then escape from his cell to confront his second guard. Apparently, Orrik disarmed Private Aidan Scully and beat the poor boy to death with the butt of his own rifle. Orrik did all of this without raising the alarm, and we're still uncertain how he made it over the prison walls.*

*It is with great regret that I make this report. An exceedingly dangerous man is now at large in Cygnar, and I am to blame. I intend to resign my post and accept full responsibility for this incident, including whatever punishment is deemed appropriate for my failure.*



*Captain Varos Barrigan, First Warden*

For several months, Saxon Orrik evaded capture after his prison break, although he apparently did not flee far from Point Bourne. Shortly before he was recaptured, Orrik sought refuge from a ranger who had once served under his command. Unfortunately, this proved no safe haven, and Orrik's former subordinate promptly turned him in to Cygnaran authorities.

Again, I find it strange that a man as dangerous as Orrik wasn't sent directly to Bloodshore Island. Instead he was returned to a prison that had already proven incapable of holding a man of his "talents." Saxon Orrik was returned to Point Bourne and sentenced to life without possibility of reprieve.

However, he did not have to remain there long. One year after Vinter Raelthorne IV took the throne in 576 AR he pardoned Orrik; later, he inducted the former ranger into the Cygnaran Inquisition. Although there are few surviving documents detailing Orrik's service to the Inquisition, I did manage to find one coded dispatch sent from High Inquisitor Dexter Sirac to Saxon Orrik in 581 AR. I was able to find the cipher for the message, and it appears Orrik's skills as a master scout were highly valuable to the Inquisition.

—G.K.



A coven of sorcerers has been located along the Khadoran border in a small, nameless village near the Bloodsmeath Marsh. These wretches seek to escape the king's justice by seeking refuge in Khador. Among these sorcerers is the traitor Colm Murrough, a former general in the First Army and a man with whom you may have some experience. The king is resolute Colm Murrough and his fellow sorcerers be brought to justice; if he and his allies will not submit to the king's will, however, you are authorized to use whatever force necessary to prevent these villains from escaping into Khadoran lands.

You are to meet Senior Inquisitor Midwinter and a team of inquisitors in two days outside Bainsmarket. From there you will lead the team through the Bloodsmeath and deliver them safely to the village where Colm Murrough and his conspirators are hiding. You are also to aid the team in any other way Senior Inquisitor Midwinter deems necessary.

Dexer Sirac, Head Inquisitor (Signature)

After the Lion's Coup, like many of those loyal to the ousted king, Saxon Orrik was presented with a difficult decision. He could stay in Cygnar and hope for mercy from Leto or he could retreat into exile. It is abundantly clear that Leto had no interest in retaining the services of those loyal to his brother and many top agents in the Inquisition were jailed for their crimes or killed resisting the new regime.

Canny and resourceful as ever, Saxon Orrik fled Cygnar to eke out a meager existence as a mercenary scout and guide on the fringes of civilization. I have reports from the Protectorate of Menoth and the Kingdom of Khador that mention a particularly skilled mercenary scout by the name of Orrus Sannik, a name I have identified as an alias for Saxon Orrik.

My research has turned up a number of clues regarding Saxon Orrik's activities immediately after the Lion's Coup, but I can find nothing but the vaguest rumors about his activities in the successive years. What follows is simply my own conjecture based on my research and what knowledge I have gained regarding Orrik's personality and motivations.

The most accurate way to ascertain Saxon Orrik's activities during his exile is to pay close attention to those of Vinter IV. Vinter disappeared into the Bloodstone Marches on an airship in 594 AR. We can presume that once established amongst the Skorne, he began to contact those still loyal to him in Cygnar. But how did he do this? How did Vinter get his messages across thousands of miles of trackless desert and into the hands of Asheth Magnus, Dexer Sirac, and others? The only possible answer is that Vinter had an agent, a courier who had made that near-impossible crossing and learned how to navigate the scorching wasteland of the Bloodstone. In my mind there is little doubt this courier was Saxon Orrik.

I believe Orrik crossed the Bloodstone Desert into the east for the first time around 596 AR, likely after receiving word from Vinter. I have no idea how he made this crossing alone, and I must admit to some grudging respect for the man's tenacity and skill to even attempt such a feat, let alone succeed. Once Orrik was familiar with the safer routes across the Bloodstone, however, it would have been a simple matter for him to carry instructions back and forth across the desert between Vinter and his operatives in western Immoren. Obviously, the Skorne Empire also benefited from Orrik's expertise in the Bloodstone Marches, and I suspect their recent invasions would be impossible without Orrik's aid.

—G.K.

This final document was penned by Viktor Pendrake and was written only a few months ago to urge Cygnaran Scout General Bolden Rebal to consider Saxon Orrik a grave threat to Cygnaran interests. It seems the good professor has been tracking the movements of his old enemy and is quite concerned Orrik is aiding the skorne in crossing the vast reaches of the Bloodstone Marches.

—G.K.

Lord General,

Please forgive my impertinence, but the gravity of this matter compels me to contact you directly. As you are well aware, the skorne are a grave threat along our eastern border, and more and more of that race are crossing the vast desert of the Bloodstone Marches into Cygnaran lands. Having spent some time held by them, I have a keen insight as to how they accomplish this crossing, and I believe it to be largely the work of a single man.

The traitor Saxon Orrik was an instrumental part of the Inquisition of Vinter Raelthorne IV and continued to serve his master when Vinter seized power among the skorne. Orrik was one of the most skilled rangers and fighting men I have ever encountered when he served Cygnar, and I believe he now uses his skills and the expertise he has gained in the desert to aid the skorne. I believe he has shown them how to survive in the harsh wilderness of the Bloodstone Marches and identified the least arduous routes across it.

In addition, I believe Orrik is using his skills to aid other enemies of Cygnar. I am certain he is operating under the name Orrus Sannik among the Protectorate of Menoth, leading their troops from Imer across the Bloodstone Marches into occupied Llael. As I reported in a previous message, I believe he also instigated the events leading to the attack by the Fourth Army on the armed trollkin camp formerly occupying Crael Valley, needlessly exacerbating that situation before I could intervene.

I urge you, Lord General, to find Saxon Orrik before he can cause further damage to Cygnaran interests both in the Northern Midlands and along our eastern border. I stand ready to aid you in this endeavor in whatever capacity I can. I cannot stress how dangerous Saxon Orrik is to our national security. He must be brought to justice quickly.

Viktor Pendrake



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ENTRIES DUE BY  
**03 / 1 / 11**

SEE THE WINNER OF THE RIDE THE LIGHTNING  
CHALLENGE FROM NO QUARTER #32 ON PAGE 95!



# FULL METAL CHALLENGE

## SCUFFLE IN THE SANDS

by Josh Saulter

### What You'll Need:

#### Protectorate of Menoth:

High Exemplar Kreoss

Fire of Salvation

Holy Zealots x 3

Exemplar Errants x 10 + UA

#### Retribution of Scyrah:

Adeptis Rahn

Phoenix

Fane Knight Skeryth

House Shyeel Battle Mage



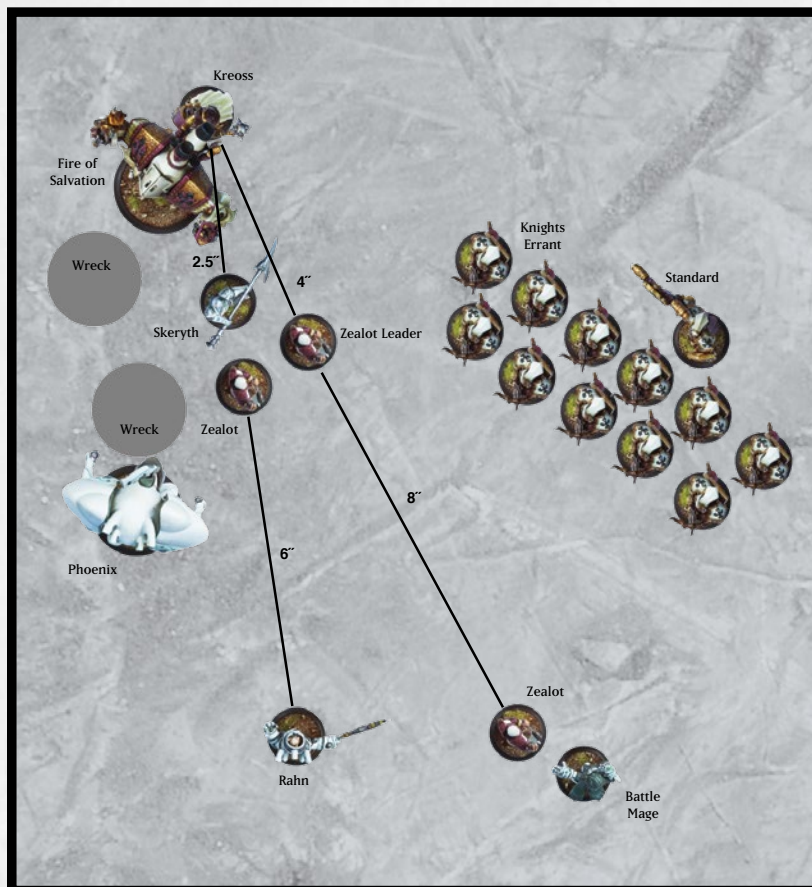
### The Setup

Adeptis Rahn has ventured south with a retinue of House Shyeel warriors after receiving word of a weakened Protectorate force in the area. However, the army led by Mikael Kreoss has proved to be more formidable than expected, and Rahn must act quickly if he is to return to his homeland unscathed!

### The Challenge

On his last turn, Kreoss placed 3 focus on the Fire of Salvation while upkeeping Defender's Ward on the Knights Errant and Lamentation on himself. The High Exemplar also used his feat Menoth's Wrath to knock down all of Rahn's army except for a single Battle Mage. Kreoss rests on 2 focus, bringing his ARM to 17.

The Fire of Salvation, fueled with righteous vengeance, advanced in front of Kreoss and turned a nearby Hydra into a heap of burning scrap. The Fire of Salvation has not been damaged in the fight and interposes itself between Kreoss and Rahn's force.



Although most of their unit perished on a previous turn, the Holy Zealots charged into the fray. With the help of Menoth's Wrath, the zealots destroyed a pair of House Shyeel Magisters, engaged the remaining (and still standing) Battle Mage, and dismounted Fane Knight Skeryth Issyen. The zealot leader invoked a prayer of warding to prevent the elves from using their blasphemous spells on the unit.

Finally, a unit of Exemplar Errants advanced and loosed a volley of arrows that found its mark on a unit of Houseguard Riflemen, destroying it completely. The

Errants fear no reprisal as their standard wards off enemy spells with its holy purity.

Rahn finds himself knocked off his feet and facing down a relentless foe. He has already used his feat in this encounter. His Phoenix myrmidon has suffered negligible damage, but only the warcaster and two other warriors remain. The Adeptis has but one chance left to eliminate Kreoss and his so-called righteous force!

make attacks on the turn the promotion occurs. This will allow the Battle Mage to advance away from the Zealot with no fear of free strikes. Activate the Battle Mage and move him up near the Exemplar Errants. Use his Force Bolt spell to attack directly away, slightly past Kreoss. A Fire of Salvation and push the jack forward and place the jack forward and to 7 points of damage to Kreoss.

But Solution:  
During Rahn's control phase, give 2 focus to the Phoenix. Have the Phoenix shake the knockdown, leaving the myrmidon with a single point of focus.  
In the activation phase, begin with Skeryth by forfeiting his movement to stand up. Skeryth can then attack a Zealot in front of him to destroy it. Rapid Strike allows a second attack on the Zealot leader, destroying it as well. Since the leader was destroyed, the remaining Zealot engaging the Battle Mage must be field promoted, it cannot be field promoted.

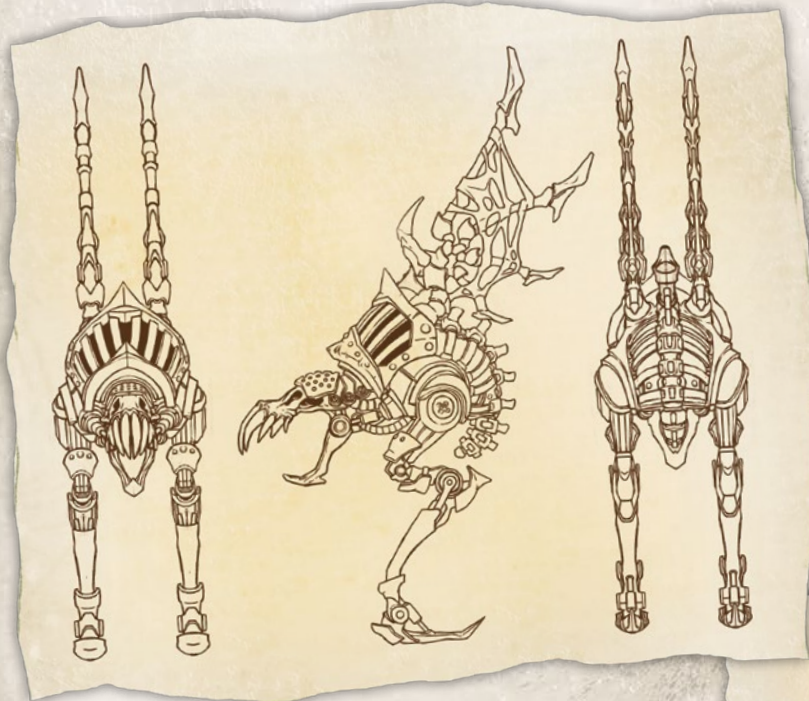


# Concept Carnage!

## Concepting Wrath I

By ED BOURELLE • ART BY CRISTIAN PENAS, GEOFF SHUPE, AND ANDREA UDERZO

In this installment of Concept Carnage! we'll be taking a look at some of the awesome concept art for models in the upcoming *WARMACHINE: Wrath*. In this issue, the spotlight falls on Cygnar's new Morrowan warcaster, Cryx's flying bonejack, and Khador's Battle Mechanik unit attachment.

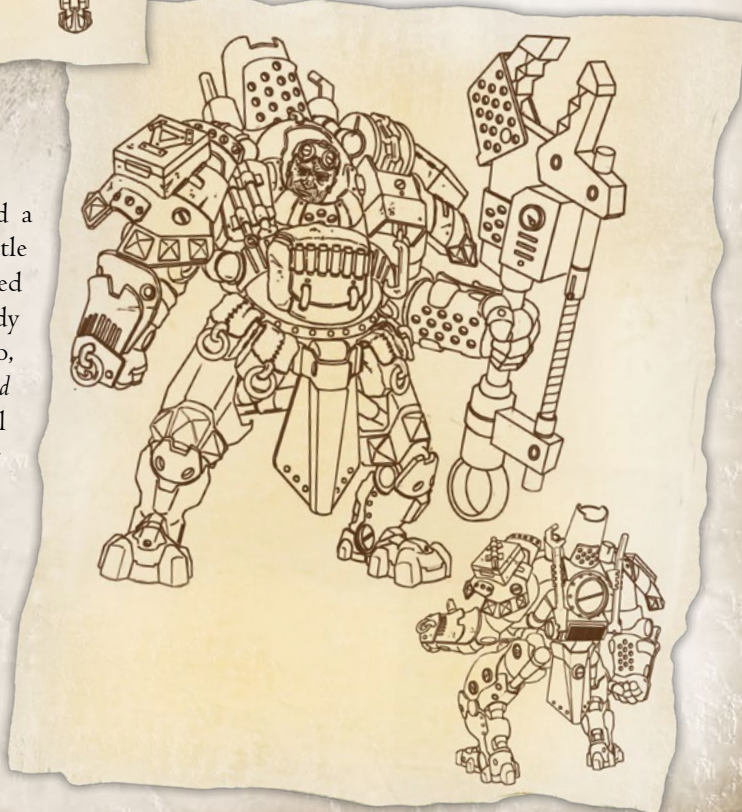


### Scavenger

It's a bird. It's a plane. It's a flying bonejack! To keep the Scavenger light, we wanted its chassis to be around the same size as the Stalker. However, the Scavenger's wings make it seem a bit larger than the Stalker. We also wanted to make sure its head looked like a wicked, bestial weapon while still giving it a different feel from that of a Deathripper. For the final concept, I think artist Cristian Penas was channeling Leonardo DaVinci reanimated as one of Cryx's vile necrotechs. Not surprisingly, that worked out just fine for us.

### Battle Mechanik Officer

For the Battle Mechanik Officer, we needed a mechanic that could survive the heat of battle and still get his job done. Although not trained as a Man-O-War himself, he shares their sturdy Man-O-War armor. It's a good thing, too, since no man could carry that much gear and an industrial wrench without some mechanical assistance. The Battle Mechanik unit already has a lot of character and visual appeal, so artist Geoff Shupe really had his work cut out for him when he tackled their unit attachment. I think he nailed it, though, with a concept that's packed with character and evokes the same gritty, ready-to-work style for which his unit is famous.





## Constance Blaize



Constance Blaize reintroduces the Morrowan faith to Cygnar, and she is the first Morrowan model since the release of the Precursor Knights in *WARMACHINE: Legends*. Based on our design brief, artist Andrea Uderzo was able to define the perfect union of Cygnar warcaster and Knight of Morrow. In her beautifully ornamented armor, complete with boiler and exhaust, she can jump straight from a formal religious ceremony onto the battlefield. When it came time to create the quote

for her entry in *Wrath*, my suggestion, “I kick ass for the Lord,” was shot down along with my dreams of getting more movie quotes into our books. Other features unique to Blaize’s design include her shield, a first on any warcaster, and her color pallet, which reflects her Morrowan side and not her Cygnaran affiliation.



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## LEO CARSON - ORANGEBLOODS!



Hobby Assistant Leo Carson wanted an eye-popping paint scheme for his trolls that would set them apart from other Trollblood armies. Most of the models are chosen for their ass-kicking qualities in the game, but Leo also wanted to present the full troll evolution: from whelp to dire troll.

## ED BOURELLE - DEMONIC CIRCLE



Ed Bourelle's Circle Orboros army looks like they crawled up out of the very fires of hell. His choice of warbeasts complements the demonic style of his army perfectly. With Satyrs standing in for the classic goat-headed demons of old and the Warp Wolf Stalker serving as a fairly literal hound of hell, Ed's army is one the devil himself would be proud to field.



# THE PLAYER GALLERY

## BRONZE CYCLONE



We inadvertently left the name of Jason L. Kotz off the list of winners in the Formula P3 Grandmaster Painting Competition article in issue 33. Jason's awesome Cyclone took home a bronze award in the Warbeast/Warjack category. So, Jason, please accept our humble apologies and this full page showcasing your award-winning model.





## RIDE THE LIGHTNING CHALLENGE

The Painting Challenge of No Quarter #32 was to show your model harnessing the voltaic power so common in the arsenal of Cygnar. We received a ton of fantastic submissions that covered everything from voltaic Gators to lightning-wreathed warjacks from various factions. Great job, all!

### WINNER TIMOTHY BLACK

Timothy Black's "Storm King" is a truly awe-inspiring conversion. It consists primarily of an Epic Vladimir, voltaic bits from various Cygnar models, and a heavily modified sword courtesy of Stannis Bocker. Despite the fact the Dark Champion is painted Cygnar blue, this is a Khadoran model, as is the army he leads. Great work, Timothy!

*Check out page 88 for the next Painting Challenge and see if you can Paint Like You've Got a Pair!*



### RUNNER-UP

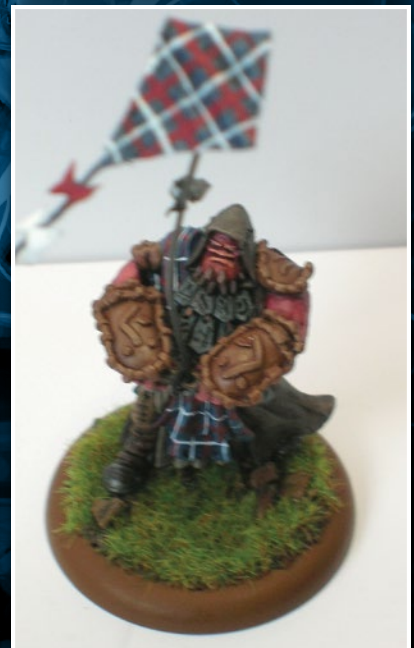
#### "KILLAWATT" BY CHAD ERWAY

What's not to love about a giant, lightning-fueled gator? Nothing, if you ask me. Chad Erway's galvanic Snapjaw—called Killawatt—features a great conversion job and top-notch painting. Chad also gets extra points for originality.



### HONORABLE MENTION

#### "GO FLY A KITE" BY SIMON FOSTER

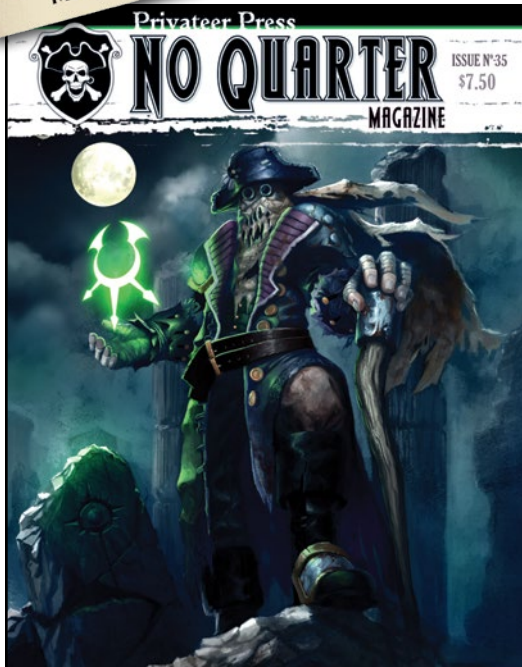




# THE POOP DECK



IN THE NEXT  
**NO QUARTER**  
MAGAZINE



## The Engines of Wrath

More previews of *Warmachine: Wrath*, including rules for the exciting new battle engines.



## Into the Wild Blue Yonder

Cygnar in *Strategic Academy*

**PLUS**, Four-Star Mercs in Power Progression, Deathjack in the Gavyn Kyle Files, and tips on playing bigger battles.

## MANGLED MODEL

Assembled from myriad warjack parts, a War Hog is as happy as a pig in mud when chopping through its foes. Hogwash, you say? You would be sure to squeal if you sow one on the battlefield! Identify the parts that make up this raging swine to keep away the boar-dom.



Answer: Brine, Devastator, Kodlak, Mule, Freebooter





# NO QUARTER

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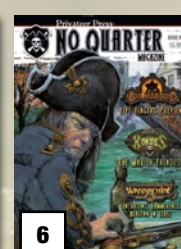
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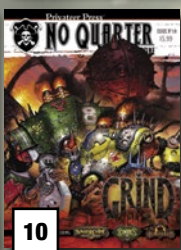
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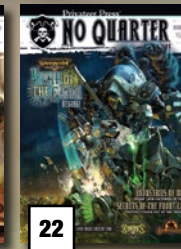
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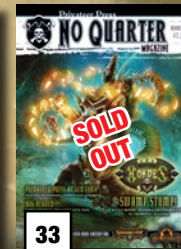
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