



Privateer Press

NO QUARTER

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UNBOUND!

LARGE-SCALE BATTLES IN THE IRON KINGDOMS

FORCES OF DISTINCTION III

NEW THEME FORCES FOR LEGION AND MERCS

FINAL WRATH

THE FINAL WARMACHINE: WRATH PREVIEWS

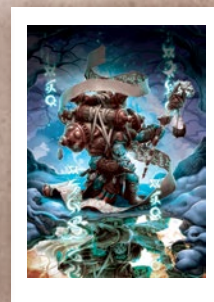
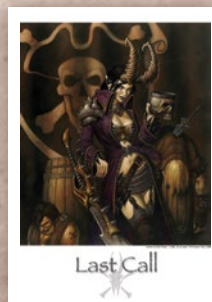
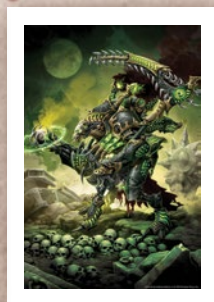
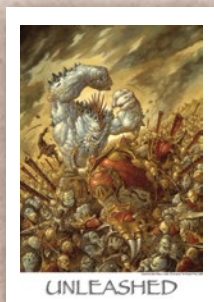
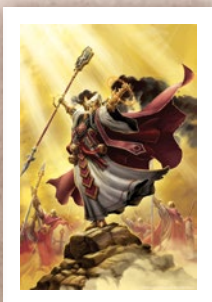
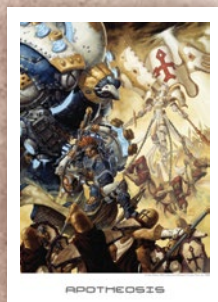
HORDE

WARMACHINE



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ON THE COVER

WARMACHINE: Wrath 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>.

GIVING NO QUARTER

Those of you who attended AdeptiCon may have noticed a mysterious, mini-issue of *No Quarter* floating around the convention hall. This free promotional issue is aimed at those new to *No Quarter* and Privateer Press in general but is full of new material for players of all skill levels.

Look for the *No Quarter* promotional issue throughout the year at various conventions attended by Privateer Press. In addition, you may find one at your local game store or even tucked inside your next WARMACHINE or HORDES purchase this summer.



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OPENING SALVO

COMING UNBOUND

Last issue I dropped a hint that “something big” was coming to WARMACHINE. Naturally, my mysterious announcement spurred all manner of speculation in our player community. Conjectures included more battle engines, a new faction, and even a return of the Orgoth. However, I dare say what we actually have in store for you this issue is much bigger than any of those things.

Before I go into more detail, I want to set the stage a bit. To a wargamer, there’s no more breathtaking scene than a terrain-bedecked table strewn with hundreds of models. Just imagine 150+ points of your favorite faction moving across a 4’ x 6’ table like a great, metal battering ram and smashing into an opposing army of the same size! Now imagine there is a fun, streamlined set of rules that allows you to easily manipulate that vast army on the table.

As you may have guessed, the Privateer Press development team has created a new set of rules for large-scale battles for WARMACHINE and HORDES, and this issue of *No Quarter* gives you the first look at what we call Unbound.

This issue presents the basic rules for Unbound, giving you everything you need to start staging WARMACHINE and HORDES battles of truly epic proportions. Future issues of *No Quarter* will add to the Unbound experience, first with special scenarios designed for large-scale battles and then with a rules expansion designed to enhance Unbound games.

How’s that for big?

While we’ve certainly devoted a large portion of this issue to Unbound, *No Quarter* #36 is still brimming

with your favorite content. The final *WARMACHINE: Wrath* preview gives you the details on two more battle engines; *Forces of Distinction* gives you new Theme Forces for Legion of Everblight and Mercenaries; *Guts & Gears* offers up an entry on the fearsome War Hog; *Power Progression* covers Circle Orboros; and *Strategic Academy* checks in with a detailed account of all things Cygnar.

On the hobby side of things, *Modeling & Painting* presents an article on creating fantastic gems and jewels, and *Terrain Building* shows you how to create awesome Iron Kingdoms-themed hills. Yet more awesome content can be found in the new Rotterhorn Shattered Grounds league, event previews for Lock & Load and Gen Con, and much, much more.

Now that the cat is out of the bag, I encourage you to take your copy of the Unbound rules, slap together a 150-point (or bigger) army, and start learning the true meaning of epic. Personally, my own giant Unbound army is well under way, and I’m already envisioning a massive horde of gators bursting out of the Fenn Marsh to devour half of Cygnar. Joy.

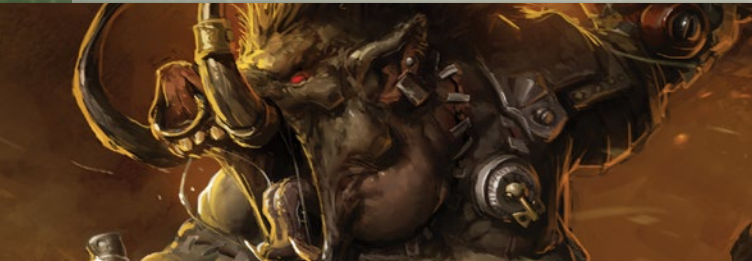
Aeryn Rudel
Editor-in-Chief

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The first look at the new large-scale battle system for *WARMACHINE* and *HORDES*



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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.

DIECON 11

By Ray Bailey

Starting June 3rd, WARMACHINE and HORDES enthusiasts will converge on St. Louis, Missouri for DieCon and three of the most spine-crushing, cortex-smashing, endurance-challenging days Midwest gaming has to offer. That's right; it's time for Privateer Weekend IV. Over the course of the weekend, competitors can play in seven events, including official Hardcore, three Steamroller tournaments, and a WARMACHINE Weekend qualifier.

In addition to the already stacked schedule of tournaments, there will also be a painting competition. Painters can vie for supremacy in any of four categories: Warrior, Unit, Warjack/Warbeast, and Battlegroup.

You can also look forward to a treasure trove of prizes, with random drawings, Saultydog's Brain Teasers, and Tide of War. Of course, there will be plenty of room for casual play as well.

Below is a list of events taking place at Privateer Weekend IV:

FRIDAY JUNE 3RD

2:00 p.m. - 35-point Theme List Event: This is an SR 2011 variant.

- Theme Forces: Tier 3 Required
- Accelerated Time Limits

7:00 p.m. - 20-point Mangled Metal/Tooth and Claw Hardcore: Played under Hardcore rules but restricted solely to battlegroups. Three-minute turns with a 1-minute extension.

SATURDAY JUNE 4TH

9:00 a.m. - Hardcore: The tour de force of Privateer Weekend, this is 50-point official Hardcore!

- Hardcore Painting Required
- Assassination Scoring
- Scenario (Killbox)
- Hardcore Time Limits
- One List Required

9:00 a.m. - 75-point Steamroller Event (concurrent with Hardcore)

- Accelerated Time Limits
- Scenarios will be posted in advance on the Privateer Weekend Blog.

2:00 p.m. - 35-point Steamroller Event

- Accelerated Time Limits
- Scenarios will be posted in advance on the Privateer Weekend Blog.

SUNDAY JUNE 5TH

9:00 a.m. - WARMACHINE Weekend Invitational Qualifier: This is a Steamroller event. The first place winner also earns a coveted spot in the WARMACHINE Weekend Invitational.

9:00 a.m. - Escalation Event: This is a growing event. The rounds proceed as follows, depending on the number of participants: games will be played at 25-, 35-, and 50-point levels, with the number of rounds played at each level proportionate to the number of participants.



For more information, see us online at <http://privateerweekend.gamestlouis.com> or <http://diecon.com>.

You can also follow us on Twitter @PrivateerWknd and like us on Facebook.

Ye be warned!

ADEPTICON 2011

By Simon Berman

Privateer first went to AdeptiCon in 2010, where we scouted the landscape and started paving the way for our huge return to Lombard, Illinois in 2011! Having been invited to one of the biggest miniatures wargaming cons in North America, we knew we'd have to bring our A-game.



We wanted to be sure all the gamers at AdeptiCon weekend would have the opportunity to explore the steam-powered world of the Iron Kingdoms, so we donated one thousand (!) battlegroup box sets for the pre-registered attendees! New WARMACHINE players could get a demo and then compete in four-player tournaments for copies of *WARMACHINE: Prime Mk II* and other awesome Privateer swag! Over three days, Privateer staffers and Press Gangers helped hundreds of new players assemble their first warjacks and then learn how to smash them apart (with dice, we hope)!



AdeptiCon wasn't just exciting for new players, though. Privateer ran seventy-two consecutive hours of events, including our popular Team Tournament format and our first Hardcore at AdeptiCon! Naturally, Iron Arena was available for casual games all weekend, and a few times we had to score extra tables to accommodate all the WARMACHINE and HORDES madness!



The only thing as awesome as our events was the terrain we brought to showcase the world of the Iron Kingdoms. AdeptiCon attendees were the first to get a look at the mind-blowing hand-made Corvis bridge table crafted by our hobby manager Rob Hawkins. Over three hundred points of Cygnar and Skorne battled it out on the bridge, a diorama sneak-peek at the upcoming battle report in our 10-year Anniversary issue of *No Quarter Magazine* (debuting at Lock & Load GameFest this June).



Privateer Press has definitely established AdeptiCon as part of its major convention circuit, and everyone here is excited to return next year!

NEW RELEASES



CRYX BANE THRALLS (RE-SCULPT) • SCULPTOR: TODD HARRIS • PIP 34091 • \$79.99



MINION FARROW
SLAUGHTERHOUSERS
SCULPTOR: BENOIT COSSE
PIP 75035 • \$44.99



RETRIBUTION OF SCYRAH ARCANTRIK FORCE GENERATOR • SCULPTOR: BEN MISENAR & EDGAR RAMOS
PIP 35039 • \$84.99

CLASSIC WARMACHINE
MODELS NOW AVAILABLE IN FULL-SIZE UNITS



CYGNAR
FIELD MECHANICS - MAY
PIP 31092 • \$24.99



CYGNAR LONG
GUNNER INFANTRY - JUNE
PIP 31087 • \$49.99



PROTECTORATE OF MENOTH
CHOIR OF MENOTH - MAY
PIP 32087 • \$31.99



KHADOR
BATTLE MECHANICS - MAY
PIP 33089 • \$27.99

JUNE



MERCENARY ALEXIA,
MISTRESS OF THE WITCHFIRE
SCULPTOR: JOSE ROIG
PIP 41091 • TBD



WARMACHINE: WRATH

Fuel the Engines of War!

As the fury of war shatters the all too temporary peace following the events of WARMACHINE: Legends, the nations of the Iron Kingdoms prepare to unleash all new weapons against their foes. While old grudges bring about new hostilities, a sinister force prepares to cast its shadow across all of Immoren as events unfold that will change the Iron Kingdoms forever!

PIP 1045 • \$34.99 (SOFTCOVER)

PIP 1046 • \$44.99 (HARDCOVER)



**KHADOR KOMMANDER HARKEVICH,
THE IRON WOLF**

SCULPTOR: BRIAN DUGAS
PIP 33088 • \$15.99



CRYX LORD EXHUMATOR SCAVEROUS

SCULPTOR: STEVE SAUNDERS
PIP 34094 • \$36.99



CRYX WRAITH ENGINE
SCULPTOR: JASON HENDRICKS
PIP 34080 • \$84.99



PROTECTORATE OF MENOOTHYRA, FLAME OF SORROW
SCULPTOR: JOSE ROIG
PIP 32086 • \$14.99



CYGNAR CONSTANCE BLAIZE, KNIGHT OF THE PROPHET
SCULPTOR: YANNICK HENNEBO
PIP 31090 • \$14.99



RETRIBUTION OF SCYRAH LORD ARCANIST OSSYAN
SCULPTOR: EDGAR RAMOS
PIP 35046 • \$14.99



WRATH

MODEL PREVIEWS

By David "DC" Carl
& Aeryn Rudel
Art by Carlos Cabrera,
Andrea Uderzo,
& Chris Walton

This article wraps up the *WARMACHINE: Wrath* previews with a look at the next two battle engines: the Wraith Engine for Cryx and the Arcantrik Force Generator for the Retribution of Scyrah. It also covers the new mercenary warcaster, Steelhead Captain Damiano, and the first model entry from *HORDES: Domination*, the hard-hitting Farrow Slaughterhousers.

The *WARMACHINE: Wrath* release is just around the corner, but stay tuned to *No Quarter* for future *HORDES: Domination* previews in coming months.



WRAITH ENGINE

CRYX BATTLE ENGINE

It is no mere machine; it is a force of destruction sent to consume our enemies, body and soul.

—Master Necrotech Mortenebra



TACTICAL TIP

WRAITH WALKER – This model loses Incorporeal when it makes a melee or ranged attack.

Wraith Engine

The Wraith Engine stalks the battlefields of western Immoren shrouded in the impenetrable shadow of death and pain. Ephemeral and elusive, it can become incorporeal at will or hide its presence in a cloud of ectoplasmic smoke. Like a great, necromechanical specter, the Wraith Engine appears suddenly among its victims, slashing them to ribbons with its scything talons and drawing their souls into the glowing green furnace of its innards.

Using the Wraith Engine

Between the placement bonus from Apparition and the option to use Wraith Walker to move right through other models, the Wraith Engine is the most maneuverable battle engine. This is an important factor to consider since the Wraith Engine is also the only battle engine without one or more ranged attacks. Its melee damage potential is quite considerable, however, with a pair of accurate, hard-hitting reach attacks along with the Dark Shroud debuff to further ensure its target's destruction.

WRAITH ENGINE

Terror

Undead

Apparition – During your Control Phase, place this model anywhere completely within 2" of its current location.

Dark Shroud – While in this model's melee range, enemy models suffer –2 ARM.

Ectoplasm – During this model's activation, it can spend one or more soul tokens to place 3" AOE cloud effects on the table anywhere completely within its command range, one AOE per soul token spent. The cloud effect remains in play for one round.

Soul Collector – This model gains one soul token when a living enemy model is destroyed in its command range. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

Unhallowed – While another friendly Faction model is Incorporeal and in this model's command range, the other friendly Faction model gains +2 ARM and does not suffer blast damage.

Wraith Walker – At the end of your Control Phase, this model can gain Incorporeal for one round unless it gained Incorporeal during the last round.

SCYTHING BLADE

Reach

WRAITH ENGINE

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	7	4	10	18	10

SCYTHING BLADE	POW	P+S
L	5	15

SCYTHING BLADE	POW	P+S
R	5	15

DAMAGE	20
FIELD ALLOWANCE	2
POINT COST	9
HUGE BASE	

The Soul Collector ability allows the Wraith Engine to store up souls to empower future attacks against enemy warjacks or warbeasts. It also doubles as a pseudo-Berserk ability, allowing the Wraith Engine to continue scything down foes until none remain within 2" of its huge base. Spare soul tokens can also be used to place cloud effects, a very beneficial defensive measure for allied models.

Unhallowed is just icing on this ghostly death-machine cake. It protects models like Machine Wraiths and Ghost Raiders from spell blast damage, as well as increasing the chances that Blackbane or a Pistol Wraith will survive an Arcane Bolt or Force Bolt. In the most extreme case, a pair of incorporeal Wraith Engines become next to invincible with ARM 20 and immunity to most attacks.



CAPTAIN DAMIANO

MERCENARY STEELHEAD WARCASTER

Blood shines gold.

—Damiano family motto

DAMIANO									
SPD	STR	MAT	RAT	DEF	ARM	CMD			
6	6	7	6	15	16	9			



JUDGMENT				
RNG	ROF	AOE	POW	
12	1	—	12	



GLORY		
POW	P+S	
6	12	

FOCUS	6
DAMAGE	16
FIELD ALLOWANCE	C
WARJACK POINTS	+6
COINS	5
SMALL BASE	

FEAT: CONQUEST

After waiting for battle to reach its peak, Captain Damiano unleashes his sorcery to empower his soldiers' sinews with inhuman strength. At his command the army charges forward to cleave through enemy ranks, heedless of retaliatory harm. Impelled by his will, Captain Damiano's men fight past all limits and will not rest until their conquest is assured.

While in Damiano's control area, friendly Faction models gain +3 STR and ARM and can only move or

be moved during your turn. Conquest lasts for one round.

Mercenary – This model will work for Cryx, Cygnar, Khador, and the Protectorate.

DAMIANO

Paymaster [Steelhead] – During this model's activation, you can mark one or more coin boxes on its card. For each coin box you mark, you can use Paymaster once. When you do, choose one of the following incentives. Incentives are RNG CMD and can target only friendly Steelhead units. A Steelhead unit can be affected by an incentive only once per turn. When all five of its coin boxes have been marked, this model loses Paymaster for the rest of the game.

- **Battle Maneuvers** – Affected models gain Reform this turn. (After all models in a unit with Reform have completed their actions, each can advance up to 3".)
- **Money Shot** – Affected models gain +2 to ranged attack and damage rolls for one turn.

JUDGMENT

Magical Weapon

Blaster – When this model makes an attack with this weapon, before the attack roll it can spend 1 focus point to give the attack a 3" AOE.

GLORY

Magical Weapon

Captain Damiano

Captain Amador Damiano fights for glory, fame, honor, and the certainty that he will in time become a living legend. His Steelheads march in perfect lines and display a unity and responsiveness on the battlefield equal to or surpassing the infantry of any army in western Immoren. Damiano sees himself as much more than a mercenary captain. Each contract he takes is not simply a paycheck, it is another conquest, another chance to show the world he is a battle commander without equal.

SPELLS

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

CONVECTION 2 10 – 12 NO YES
When Convection destroys a living enemy model, allocate 1 focus point to a warjack in this model's battlegroup that is in its control area.

DEADEYE 2 6 – – NO NO
Target friendly model/unit gains an additional die on each model's first ranged attack roll this turn.

DEATH MARCH 3 6 – – YES NO
Target friendly unit gains +2 MAT and Vengeance. (During your Maintenance Phase, if one or more models in a unit with Vengeance were destroyed or removed from play by enemy attacks during your opponent's last turn, each model in the unit can advance 3" and make one normal melee attack.)

SURE FOOT 3 6 – – YES NO
Target friendly Faction model gains +2 DEF and cannot be knocked down. While within 3" of the affected model, friendly Faction models also gain +2 DEF and cannot be knocked down.

WARPATH 2 SELF CTRL – YES NO
When a friendly Faction model in this model's control area destroys one or more enemy models with a melee or ranged attack during its activation, immediately after the attack is resolved, one warjack in this model's battlegroup that is in its control area can advance up to 3". A warjack can advance only once per turn as a result of Warpath.

TACTICAL TIPS

PAYMASTER – Each unit can only be affected by a single Incentive each turn.

CONVECTION – A warjack cannot exceed normal focus allocation limits as a result of Convection.

Using Damiano

Captain Damiano does not have the raw melee potential of some warcasters, but when it comes to battlefield support, there are few warcasters or warlocks that can hold a candle to the Steelhead Captain.

Damiano's support elements begin with his Paymaster ability. Five times per game, he can grant a Steelhead unit Reform or a bonus to ranged attack and damage rolls. The former is a great boon for Halberdiers, the latter for Riflemen, and either can be helpful for the Steelhead Heavy Cavalry unit.

The Conquest feat is another solid support element. It increases both the offense and defense of Damiano's army by a substantial margin and also protects it against pesky movement effects.

Last but not least, Damiano's spell list reads like an army support "greatest hits" album. From Deadeye's ranged accuracy buff to Death March's melee unit support to Sure Foot's zone of defense to Warpath's control area wide warjack threat range enhancement, Damiano is loaded with amazing support options for his army. With so many attractive spells, Damiano works best with self-sufficient warjacks that can get by with a low focus investment on most turns.





ARCANTRIK FORCE GENERATOR

RETRIBUTION BATTLE ENGINE

It is not necessity that spurs innovation, but vengeance.

—Adeptis Rahn

ARCANTRIK GENERATOR

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	10	—	7	10	19	10



TELEFORCE CANNON

RNG	ROF	AOE	POW
14	1	—	14

DAMAGE 20

FIELD ALLOWANCE 2

POINT COST 10

HUGE BASE

ARCANTRIK GENERATOR

Construct

Gunfighter

Polarity Field – This model cannot be charged by a model beginning the charge in this model's front arc.

Range Booster – If this model forfeits its movement during its activation to gain the aiming bonus, its range weapons gain

+2 RNG this turn. If this model gains the aiming bonus, while B2B with this model friendly myrmidon models also gain +2 RNG on their range weapons for one turn.

TELEFORCE CANNON

Magical Weapon

Ammo Type – Each time this weapon is used to make an attack, choose one of the following abilities:

- **Blasted Earth** – This activation this weapon's base POW becomes 16 and it gains AOE 4. This weapon's AOE is rough terrain that remains in play for one round.
- **Momentum** – Instead of suffering a normal damage roll, a small- or medium-based, non-incorporeal model hit by this attack is slammed d3" directly away from this model. The POW of the slam damage roll is equal to the POW of the weapon. The POW of collateral damage is equal to the POW of the weapon. In addition to suffering a normal damage roll, large-based models hit by this attack are knocked down.
- **Rapid Fire [d3+1]** – When you decide to make initial attacks with this weapon at the beginning of this model's combat action, roll a d3+1. The total rolled is the number of initial attacks this model can make with this weapon during the combat action, ignoring ROF.

represents the very pinnacle of Iosan arcane science. Blasts from the force generator shatter anything they touch, reduce the ground to craters and rubble, and fling enemies aside like broken dolls.

Using the Arcantrik Force Generator

The Arcantrik Force Generator is a versatile firing platform. It can fire 2 to 4 times with a high-RNG, high-POW weapon, inflict a slam or knockdown effect on a critical enemy, or fire an AOE with the secondary impact of creating rough terrain for enemies to navigate.

Use the Retribution's force magic effects to set up the Arcantrik Generator with the perfect shot. Force Bolt can give the generator a great angle for a Momentum shot while Magno Blast can set up the 4" AOE to cause even more carnage than one might expect. The generator's own Range Booster can enhance its already-impressive range, as well as increasing the range of adjacent myrmidons.

The Arcantrik Force Generator is no glass cannon, however.

With ARM 19 and the Polarity Field ability, the Generator can continue firing long after lighter artillery would be destroyed. Add in the Gunfighter ability, and enemies will be unable to stop its guns until they chew through all 20 points of damage.

Arcantrik Force Generator

The arcantrik force generator is a massive engine of war that houses one of the most devastating and complex weapons in the arsenal of the Retribution of Scyrah. Its teleforce cannon, which fires concentrated bursts of kinetic energy,



FARROW SLAUGHTERHOUSERS

MINION UNIT

They cut down men like butchers among cattle.

—Lord Carver



Farrow Slaughterhousers

Bloodthirsty, tough as nails, and strong enough to hack the arms off a gorax, slaughterhousers serve as vicious shock troops in farrow warbands. Heedless of danger, slaughterhouser units charge recklessly into battle, cutting a wide swath through the enemy with their massive pole cleavers and shaking off wounds that would kill or incapacitate lesser farrow.

Using Farrow Slaughterhousers

Farrow Slaughterhousers provide the Thornfall Alliance minion pact with something they've been missing—a dedicated melee unit. Sure, Farrow Brigands will fight up close in a pinch, but these armored farrow are built for hacking. With Reach, Powerful Charge, and Finisher, Slaughterhousers excel against a wide variety of targets from high-DEF troopers and solos to warjacks and warbeasts.

Slaughterhousers are also ARM 15 and Tough while denying the Tough ability of their enemies. Whatever target might be

LEADER & GRUNTS

☒ Fearless

☒ Tough

Finisher – This model gains an additional die on damage rolls against damaged models.

Take Down – Models disabled by a melee attack made by this model cannot make a Tough roll. Models boxed by a melee attack made by this model are removed from play.

POWER CLEAVER

☒ Reach

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

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	4	12	15	8



POLE CLEAVER

POW	P+S
4	11

FIELD ALLOWANCE 2

LEADER & 5 GRUNTS 6

SMALL BASE

within Lord Carver's sights, the Slaughterhousers have the tools to get the job done.



FORCES OF DISTINCTION III

By David "DC" Carl & Douglas Seacat

Art by Carlos Cabrera, Karl Richardson, Brian Snoddy, & Matt Wilson

MORE THEME FORCES FOR WARMACHINE & HORDES!

Theme Forces offer players the opportunity to play thematic armies that spotlight particular aspects of a warcaster or warlock'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.



Shortly after the overthrow of Vinter Raelthorne IV, a conspiracy was hatched to organize those officers and soldiers still loyal to the deposed king. This conspiracy sought to identify and connect those who now found themselves on the wrong side of the new regime. Asheth Magnus was at the heart of this group when he was first pardoned and demoted, and he remained in frequent contact with its members even after he fled Cygnar. Over the years, Magnus used his mercenary earnings to retain the loyalty of these men and in doing so created a small but thoroughly compromised cabal inside the Cygnaran Army.

The highest-ranking officers and nobles who initiated the conspiracy did so for various reasons. Some were cajoled into helping out of fear their secrets would be revealed by well-informed inquisitors now on the run, others from genuine loyalty to the old regime. Many of the members of the conspiracy stood ready to offer military support whenever their king was ready to reclaim his crown. When Vinter disappeared for nearly a decade into the Bloodstone Marches and Leto's reign became increasingly entrenched, the priorities of the group shifted. Over time, their

plans changed to focus less on retaking the crown and more on the protection of their members and securing a continuous flow of illicit income. Members of the conspiracy became adept at rooting out and eliminating threats to their own safety, such as guilt-ridden officers or rogue inquisitors.



MAGNUS THE WARLORD

BAD SEEDS BY DOUGLAS SEACAT

WARJACKS: Renegade and Talon light warjacks, Mangler, Mule, Rover, and Nomad heavy warjacks.

TIER 1

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

Benefit: Magnus' battlegroup can include Charger and Sentinel light warjacks and up to one Defender heavy warjack. This army can include Sword Knight, Ranger, and Trencher units and Sword Knight, Ranger, and Trencher non-character solos. These models are considered to be friendly Mercenary models instead of Cygnar models and can include attachments.

TIER 2

Requirements: The army includes one or more Ranger units.

Benefit: Add Kell Bailoch to the army free of cost.

TIER 3

Requirements: The army includes Orin Midwinter and three or more warjacks.

UNITS: None

SOLOS: Kell Bailoch, Orin Midwinter, Saxon Orrik

Benefit: Warjacks in Magnus' battlegroup are each allocated one focus point at the start of your first Control Phase of the game.

TIER 4

Requirements: The army includes Saxon Orrik and one or more Sword Knight units.

Benefit: Saxon Orrik and one Sword Knight unit without a 'Jack-Marshaled warjack gain Ambush. If these models ambush, they must be placed during the same control phase. (You can choose not to deploy these models at the start of the game. If these models are not deployed normally, you can put them into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place all models within 3" of the chosen table edge.)

In addition to including those once loyal to Vinter, the conspiracy recruited heavily from the embittered dregs of the military. It sought out those with a predilection for violence and criminality or those more motivated by greed than duty. Such men proved to be capable soldiers-for-hire when organized by those who were willing to give them the opportunity to fight on their own time, for different masters. Even the motivations of the old loyalists have become thoroughly corrupt as they grew accustomed to protecting their secrets at any costs, abusing their power for personal gain.

Magnus retains his hold on these men through bribery and extortion, leveraging their crimes against them. Those who do not cooperate he can threaten to expose. Coin serves as the carrot to lure them into the life, while the threat of blackmail is the stick to keep them in line. This small cabal has become a secret industry inside the Cygnaran Army that exploits blind spots and bureaucratic loopholes to reap profit from graft as well as the careful reallocation of resources and manpower.

Magnus can often arrange for these soldiers to serve him secretly. Such men “take leave” for several days, smuggling gear and ammunition with them, fight at Magnus’ behest, and then return to the Army with pockets laden with coin or send their illegal pay back to family for safekeeping. Supply sergeants and requisition officers have long been a key component of these covert plans, as they can arrange for an old warjack or two to go “missing” for a week or more. By applying leverage in high places, Magnus and influential agents such as Saxon Orrik can sometimes summon knights retained by nobles once affiliated with Vinter IV to reinforce key battles, their arrival expertly timed to shift the odds in Magnus’ favor. Ranking members of the conspiracy quash any inquiries before anyone can delve too deeply into these irregularities.

The conspiracy has most deeply pervaded Cygnar’s disreputable Fourth Army, once stationed near the relatively peaceful border with Ord. These garrisons have since been sent to reinforce those on the front line, making these soldiers more readily available for Magnus’ needs.



Rhyas peered cautiously over the ridge at the Khadoran garrison in the valley below. She estimated that her strike force was outnumbered at least four to one. Subconsciously, Rhyas reached out to the minds of her warbeasts and gathered strength from the latent ferocity ready to explode from the dragonspawn. "Are the Ogrun in position?" she asked, turning to the blighted Nyss champion at her side.

"Yes, Sigil," the veteran Nyss replied with deference. "Their attack from the woods to the west will drive the northmen right into our waiting blades. The element of surprise will carry this day."

Rhyas thought back to her audience with Thagrosh just a few hours earlier. Though she was honored Thagrosh sent her on a preemptive strike against this garrison, she was reluctant to undergo the mission absent her sister. She reached out to Saeryn through the athanc within her and could barely sense her sibling's presence. Everblight himself felt a distant shadow relative to the overwhelming presence she felt in the midst of her fellow warlocks.



Rhyas, Sigil of Everblight

REARGUARD BY DAVID CARL

WARBEASTS: Non-character warbeasts, Typhon

UNITS: Blighted Nyss Swordsmen, Blighted Ogrun units

TIER 1

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

Benefit: Models/units gain Stealth (S) during the first round of the game. Additionally, the FA of Blighted Ogrun War Chief solos increases by +1 for every ogrun unit included.

TIER 2

Requirements: The army includes one or more Blighted Nyss Swordsmen units.

Benefit: Add one Blighted Nyss Swordsmen unit attachment to the army free of cost. This attachment does not count toward FA restrictions.

SOLOS: Blighted Nyss Shepherd, Blighted Ogrun solos, Succubus

TIER 3

Requirements: The army includes Typhon.

Benefit: Friendly models/units can begin the game affected by Rhyas' upkeep spells. These spells and their targets must be declared before either player sets up models. Rhyas does not pay fury to upkeep these spells during your first turn.

TIER 4

Requirements: The army includes two or more Blighted Ogrun units.

Benefit: Blighted Ogrun models gain Advance Deployment (A).

Thagrosh's handpicked blighted ogrun did little to ease her reticence, but his chosen warbeast was another matter entirely. Typhon's instincts were sharper than any warbeast Rhyas had ever felt, and his very presence bolstered her resolve. More than that, it bolstered her confidence and her cunning. Rhyas reached out to the great beast and allowed its predatory instincts to consume her. As a gleam of sunlight flickered from an Ogrun war cleaver across the valley, Rhyas allowed the briefest of smiles to cross her lips.

"Prepare yourselves," she commanded her Nyss in a harsh whisper. "Bloodshed approaches."

Forsaking all pretense of stealth, the ogrun fell upon the western side of the garrison with screams to make blood run cold.

Heavy spears sent men tumbling from makeshift wooden guard towers, gasping futilely for their last breath, and flashing war cleavers dispatched Winter Guardsmen in droves. A pair of veteran war chiefs led the charge down the dirt road of the encampment, shrugging off the sting of rifle fire.



The Khadorans responded as expected, with a fighting retreat to the East. With their attention fully on the savage ogrun before them, they never saw the swordsmen and dragonspawn at their backs. Rhyas' forces flew down the embankment into the valley, slaughtering enemies with a flash of blade, tail, and teeth.

As Rhyas' confidence swelled, a crash of shattering timber rose above the din of combat. A pair of hulking warjacks strode from the rubble with a robed wizard at their back. He pointed his magic-rimed axe towards Rhyas' Angelius, and the first warjack bounded forward. The Marauder smashed into the Angelius with both ram pistons, sending the serpentine beast crashing into a nearby wall. The koldun's Decimator then finished off the flailing dragonspawn with a pair of shells from its cannon.

Rhyas glanced around her and quickly took stock of the situation. Only with the loss of her Angelius did she realize how many ogrun and Nyss had already fallen in battle. She waved the swordsman champion over to her side and reached out to her battlegroup in preparation for retreat.

Before she could give the command, Typhon rounded a nearby corner and charged the Decimator with no instruction from her. With a great heave of its triple jaws, the warbeast sent the Decimator careening back into the Marauder, knocking both machines from their feet.

Sensing an opening in the enemies' defenses, Rhyas summoned a magical burst of speed, charged past the nearest guardsmen, and struck a mighty blow against the fallen Decimator, leaving its Rip Saw

badly mangled. A surge of inky darkness consumed Rhyas' form for a moment, and the Sigil of Everblight disappeared from sight to reappear in another flash of shadow before the warjacks' master. Rhyas plunged her blade Antiphon deep into the koldun lord's breast. Without his guidance, the heavy red machines posed little threat to her nimble swordsmen and dragonspawn.

The remaining Legion forces dispatched the battered warjacks and broken Khadoran soldiers, running down even those who sought to flee the valley. Limping from a bullet wound in his leg, the Nyss champion walked slowly over to Rhyas. "I guess these northmen had a few surprises of their own," he grunted.

Rhyas ignored the blighted elf as she stood triumphantly in the garrison's streets, Antiphon's blade dripping crimson onto the pristine white snow. Her mind was elsewhere, however, thanking Typhon for its initiative and quickly regenerating the wounds it had sustained in the battle.

Following their success at the garrison north of Hellspass, Rhyas' strike force became the preferred weapon for protecting the flanks and rear of the main body of the Legion's armies. Though tasked only with limiting reprisal from such enemy forces, Rhyas' Rearguard is an efficient killing machine that frequently leaves no survivors at the Legion's back.



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.

THE WAR HOG

By Simon Berman
Art by Carlos Cabrera,
Eric Deschamps,
& Andrea Uderzo



Excerpts from the personal journals of Dr. Arkadius, former Professor of Zoology, Ceryl University, Doctor of Applied Mechanical Studies, Corvis University

Donard 5th, Rowen 599 A.R. – My colleagues are pitiful fools. The scope of my great labor is far beyond the confines of their narrow vision. Their own experiments and philosophies suggest the rational course that I would follow, but they are cowards who fear what they might learn should they guess what I have begun to comprehend. Flesh and bone are governed by the same alchemical laws as all other matter, what of it should I wish to test the limits of those laws; press the boundaries to their breaking point and beyond? After all, if flesh can be manipulated, it can be perfected. Life itself can be perfected beyond the blind choices the gods made in remote antiquity!

The professors of Corvis are as ignorant as their peers in Ceryl. They call my experiments “blasphemous,” whine that I must not “play the Creator.” But if not myself, then who shall? Our so-called “civilization” has given

me all it can. To continue my work I require solitude without interruption. Without judgment.

Malleus 3rd, Goloven 600 A.R. – My efforts to equip this facility were well worth the cost in coin and, I am sad to say, spilled blood. Still, there is no questioning the quality of my laboratory. I fancy that I now possess the finest alchemical and mechanical facility in all of the Thornwood! It is unfortunate the laborers who built this place could not be allowed to leave.

It is here I hope to advance my experiments a thousand fold, not merely alchemically altering the anatomy of my subjects, but also restructuring



them mechanically. In this, my research has proven an abysmal failure. While humans are subject to rapid maturation through artificial growth induction, they lack the stamina for greater manipulation. Here, the lack of fortitude exhibited by such hardy specimens of humanity is disconcerting. My research journals record a startling set of failures. I know that my hypotheses are correct, but perhaps man is not the species required by my studies in these early stages?

Donard 7th, Trineus 601 A.R. – Numerous test subjects have failed. Humans too weak, trollkin interminably regenerative, dregg too difficult to restrain. But the farrow seem ideal in all ways. Their anatomy is close to human in key ways but their flesh is... malleable. It responds to my alchemical solutions like clay to the potter's tools. The pig-men will serve. Excitingly, their species naturally generates particularly large individuals who will no doubt be able to bear the strain of extensive modification. Many beasts respond to my commands, but the largest and seemingly most brutish farrow are particularly susceptible to my mental domination. Likewise, their hardy forms and dull nerve centers are tailor-made for the most invasive mechanical augmentations.

Gorim 2nd, Rowen 601 A.R. – The farrow will never comprehend my goals. The betterment of their species will naturally carry with it a necessary purgation of the unsuitable among them. I have subjugated a small tribe through the judicious application of my serums to dominate the minds of their leaders, but force will be necessary as I expand my control over the local population. Thus, I must accelerate my experiments upon the largest of their number. A lesser mind would be daunted by the fact that he lacks the time to engineer larger specimens, but I have no need to submit to the vagaries of nature like some farmer breeding his stock. Instead, I shall narrow the scope of my experimentation to those farrow naturally possessed of exceptional strength. This task is not without its own long-term merits—one day I may be able to apply the fruits of my experiments to man himself!

Gorim 3rd, Katesh 601 A.R. – Early experiments are promising, although

the quantities of anesthetic necessary to subdue these huge beasts is expensive in the extreme. Even rendered unconscious, I dare not operate upon the massive farrow subjects without the heaviest restraints available lest one should re-awaken in agony and lash out. I've begun in earnest my efforts to generate new muscle tissues with limited success. It seems there are limits to the amount by which muscle may be grown alchemically. Even the powerful constitution of the largest farrow cannot endure the toxic properties of my treatments in large doses. Although muscle continues to grow, even exceeding my hopes, the subject invariably dies from second order effects, including skeletal features being crushed in the grasp of wildly growing tissue or simple toxicity resulting in irreparable brain damage. Alchemy will provide a starting point for my creations, but I must break new ground to create the specimens I require.

Note, consider spinal reinforcement. Mechanical bracing may alleviate some problems.

Vendarl 4th, Cinten 602 A.R. – My new line of experimentation is exciting, and precisely the sort of groundbreaking work that would be frowned upon by the pitiful academicians whom I have escaped. The work is bloody and not for the squeamish, but the rewards are limitless. I have pioneered a new field of medicine: muscle grafts. By removing muscles from a living creature I can "graft" them upon the muscles of another. Delicate alchemical salves and tinctures are required to prevent the recipient's body from rejecting its new flesh. I admit that the cost in life has been high, but what of it? I now possess a pair of farrow that are living weapons at my disposal. On the morrow I will turn them on a nearby tribe of farrow in hopes of securing fresh resources for experimentation.

Vendarl 5th, Cinten 602 A.R. – Disaster! All went well at first. The farrow village was ill-prepared for our assault, and I had hoped the initial show of violence would be sufficient to quell the rest into servitude. But as my creations gored the champions of the village, one strained its grafted muscles beyond their ability to bear the load of its frame and fell, its muscles visibly torn loose.

Emboldened by this turn of events, the farrow managed to weigh down my remaining hog with their numbers. Although it survived the initial conflict, the beast was so thoroughly injured I was forced to euthanize it once it had returned to my facility. My creations are strong but not yet strong enough. It seems that I have reached the outer limitations of biological strength. With the perimeters now established it is time to begin the next phase of my experiments.

Malleus 7th, Casteus 603 A.R. – A lesser mind might turn away from a work such as mine. It takes an uncompromised resolve to do the things that I have done. But it is here, on the precipice of horror that genius is found. Mechanika and more mundane mechanical prosthetics are well established, but never before has anyone so thoroughly married steel to flesh. Where the bones of a farrow will not suffice to bear the necessary loads, I have replaced them with structures of steel. Simple mechanical devices *interface* with the body itself, alchemical treatments soothe the raw flesh, tricking the farrow's body into believing the devices are part of its natural form. But none of this would be possible were it not for my greatest accomplishment in this endeavor: the installation of a fully functioning steam engine within a living creature!

The difficulties in achieving this miracle of progress were intimidating. In my earliest efforts, the engine invariably resulted in the death of the subject. A steam engine generates a tremendous amount of excess heat. The first farrow upon which I attempted this improvement was regrettably cooked alive, internally. Upon being fired, the engine mounted upon its back killed it within moments. The scent of roasting pork was distracting in the extreme.

Ultimately, overcoming this obstacle proved significantly more difficult than the relatively simple procedure of surgically installing the engine without killing the subject. In the end, a combination of techniques was required. The cavity in which the engine resides must first be opened and cleared of obstructing organs. The mechanical components must be insulated and alchemically treated to reduce the risk of rejection from the body and to reduce

excess heat generated through operation. However, even the use of anesthetics is not enough to keep some subjects from tearing themselves apart in an effort to rid themselves of the machineries the bestial mind deems unnatural. At times it was necessary to mentally reach out and calm the minds of my subjects as they grew accustomed to the machineries integrated into their flesh. It ultimately proved efficacious to induce deliberate nerve damage in all organs and muscle tissues proximate to the engine. This also has the additional benefit of moderately increasing the war hog's ability to withstand pain from wounds suffered in battle.

Granted the engine, there were no limits to the mechanical weapons and prosthetic augmentation with which my creations can be improved. My farrow brought me the remains of wrecked warjacks, scavenged from a battlefield. I carefully connected mechanical reflex channels with the beast's own nervous system and then installed hydraulic systems through newly engineered channels to its engine.

Gorim 1st, Trineus 603 A.R. – The problem of secondary motive power dealt with, I was able to further refine my creation. Given that the beast's steam engine produces more power than necessary for its already prodigious strength, I put that energy to work elsewhere. With the introduction of a feeding apparatus connected to a dial I can apply my own rage-inducing alchemicals as needed, driving the war hog to unheard of feats of strength. Tomorrow, I shall return to the previous test site and set my improved creation upon the farrow who bested my earlier failures.

Gorim 2nd, Trineus 603 A.R. – Today's success was unqualified. We arrived to find that the farrow tribe had secured the aid of a few trollkin and a pair of full-blood trolls. I was curious to see how the regenerative powers of the troll would fare against the brute strength of my war hog and was not disappointed. As my farrow servants harried their counterparts, the war hog engaged both trolls. The ensuing frenzy was glorious; it hewed one of them in two even as they hacked at the hog with their own, not inconsiderable axes. The second troll was smashed back by my war hog's great tusks and then torn apart in a flurry of axe blows. Its bloodlust awoken, it crashed into the mob of farrow, laying about, roaring its satisfaction. The remaining farrow surrendered in moments, and I wordlessly commanded my creation to end its slaughter. The surviving farrow fell to their knees before it, worshipping it like some god of death.

My techniques are refined and my creation exceeds my hopes. I now have the guards and warriors I need to further my great work.



WAR HOG TACTICS

By Will Hungerford

Bizarre creations of Dr. Arkadius, the Farrow War Hogs are an unnatural combination of farrow savagery and experimental augmentation. These terrible beasts provide the Thornfall Alliance with a powerhouse capable of reducing warjacks to scrap and tearing enemy warbeasts limb from limb. Whenever a farrow warband raids an area for supplies, a War Hog or two is always at the front lines carving a bloody path for their smaller companions to follow.

Crank it up

The War Hog is a melee powerhouse, pure and simple. With 4 FURY and three initial attacks, the War Hog has enough melee versatility to either lay down a serious hurting on a single hard target with a flurry of blows or spread the pain across several softer targets within its melee range. This versatility is further enhanced by the Aggression Dial rule, which allows the Hog to increase the damage of all its attacks at the cost of a small bit of self-inflicted damage. The Aggression Dial requires that the War Hog be forced for 1 fury, so this increased damage is balanced by the loss of a single additional attack or boost. While it can often be tempting to crank the dial to "11" each time you engage the enemy with the Hog, forcing the beast to activate this ability combined with the damage inflicted to the Hog may not always be worth the extra damage. This is especially true if the enemy targets aren't tough enough to survive the beast's initial wave of attacks.

Gore! Gore! Gore!

While not as strong as the Hog's War Cleaver attacks, the Gore attack is potentially the most devastating due to its critical knockdown effect. Against multi-wound enemies with DEF 12 or higher, it is usually a good idea to begin the violence by charging with a boosted gore attack. Unless the target boasts DEF 16 or higher, this gives a boosted gore attack a good chance of knocking the enemy down with average dice rolls. Any enemy model that finds itself prone at the feet of a rampaging War Hog is in for a world of pain. If you really need to knock a model prone to secure your victory, don't forget that on any activation where the War Hog doesn't begin with more than 1 fury, it can generate two boosted gore attacks. Against DEF 16 and below that gives you good odds of knocking the victim to the floor!

The Beatdown Breakdown

While the War Hog is a dangerous warbeast on its own, the support added by the two farrow warlocks really makes him shine. Between Lord Carver and Dr. Arkadius there are several methods to tweak the War Hog into a perfect killing machine.

- Lord Carver can shift gears on his War Hogs between speedy and sturdy. The proper application of Mobility and Batten Down The Hatches is key to getting the most out of your War Hog. In most situations, you will want to use at least one of these two spells each turn. Just remember to choose carefully between enhancing the War Hog's maneuverability and its staying power if the situation doesn't allow you to cast both spells.
- With Lord Carver you can send War Hogs to places your enemy never expected them to reach. Have Lord Carver cast the War Hogs' animus Massacre on the War Hog itself, then cast Mobility, and finally, use his feat. You now have a killing machine that charges for free (with +2 SPD and Pathfinder) and gains extra movement and melee attacks from Massacre and Overtake. In a perfect case scenario that's a total of 18" you can move the War Hog in one turn, just make sure he stays in Carver's control area.
- Dr. Arkadius can truly bring the damage output of the War Hog to new levels. The combination of the War Hog's Aggression Dial and Arkadius' Forced Evolution spell puts the Hog's War Cleavers at P+S 20. Add in Arkadius' spell Crippling Grasp on the War Hog's target, and you'll find there isn't much in the game that can survive this potent combination.
- Dr. Arkadius also brings unique fury manipulation with his feat Monster Mayhem. Have the War Hog activate before Arkadius and use as much fury as you like to lay waste to the enemy. During Arkadius' activation, when he uses his feat, the War Hog will frenzy. After resolving the frenzy attack you may remove any amount of fury from the beast. You can also use this feat to blitz the enemy from unexpected angles and distances. A free frenzy charge before or after a beast's activation allows you to greatly increase that warbeast's threat range for the turn.



PAINTING THE WAR HOG

By Stuart Spengler



	Battledress Green
	Battlefield Brown
	Bloodstone
	Bootstrap Leather
	Coal Black
	Cold Steel
	Cryx Bane Base
	Ember Orange
	Exile Blue
	Greatcoat Grey
	Hammerfall Khaki
	Ironhull Grey
	Menoth White Base
	Menoth White Highlight
	Molten Bronze
	Morrow White
	Murderous Magenta
	Ordic Olive
	Pig Iron
	Rhulic Gold
	Skorne Red
	Solid Gold
	Thamar Black
	Thornwood Green
	Thrall Flesh
	Trollblood Base
	Umbral Umber

I've been on a Thrall painting kick recently, and I came up with a way to paint Thrall flesh quickly so I could knock out large units fast. After the first test models, I was able to do thirty Bile Thralls in fairly short order. After the Bile Thralls, I wanted to see how well the technique translated to larger models, so I tried out the technique on a War Hog. Since Cryx can have warbeasts through Rorsh and Wrong Eye, I set about adding a "Thrall" Hog to my Cryx collection.

Step 1-Drybrushing and Rusty Metal

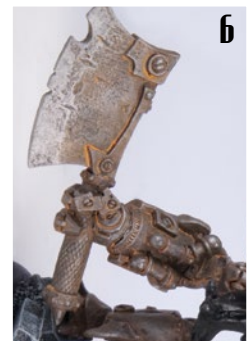
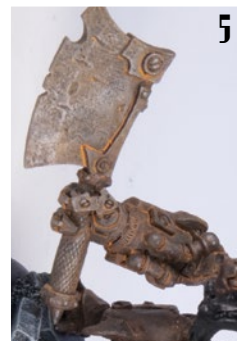
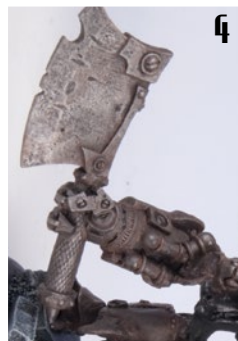
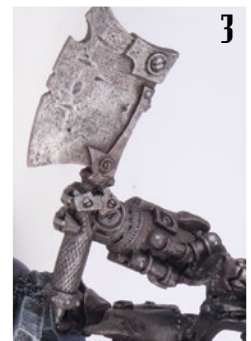
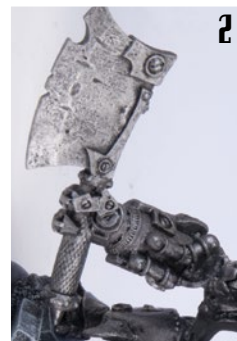
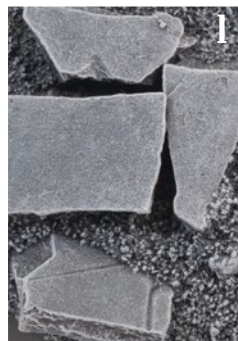
I like to do as much drybrushing as I can early in the process. Then I don't have to worry about accidentally drybrushing the War Hog's feet when I finish the base. Washes are another sloppy technique I like to do early. I apply washes fast with the largest brush I have; that ensures I end up with a smooth, even coat without overlapping edges.

- 1) Drybrush the entire base with Greatcoat Grey, followed by Ironhull Grey, and then finish with a 1:1 mix of Ironhull Grey and Hammerfall Khaki.
- 2) Start painting the metal with a 1:1 mix of Pig Iron and Thamar Black for a dark silver color. Washes show up better on a darker metal, as there is more contrast than straight Pig Iron. The mix isn't quite a drybrush, but the coverage is lighter than a standard coat.
- 3) Wash the metal areas with a thinned wash of Battlefield Brown. Use a heavier wash in some areas, lighter in others for variety. Just like the drybrushing, concentrate the wash in areas that would be the most dirty or corroded.
- 4) Wash the metal with a Bootstrap Leather wash. Again, concentrate in dirty areas and feel free to change the intensity.
- 5) Wash the metal with a thin wash of Ember Orange. It is easy to go overboard with the final wash, so thin it down (three parts water to one of paint at the minimum). It is far easier to add successive washes and build up the color than to go heavy and start again. Be even more selective where this wash goes, as the thinness doesn't allow it to cover flat areas well. Corners of armor plates, rivets, and screw heads are places the wash will "stick" and help pop out the detail.
- 6) Finish the metal with a Cold Steel drybrush. Concentrate on edges and parts that would see a fair amount of use, like joints or the cutting edges of weapons.

Colors Used:

Base: Greatcoat Grey, Hammerfall Khaki, Ironhull Grey

Metal: Cold Steel, Battlefield Brown, Bootstrap Leather, Ember Orange, Pig Iron, Thamar Black



Step 2-Skin

I don't do as many steps for painting the skin on things like Mechanithralls or Bile Thralls, as there isn't as much surface area to cover, so fewer washes will do an adequate job. I also went for more of a green tone rather than the fleshy purples and reds I use for the Thralls. Feel free to try different combinations of colors to change the tone. I like to use a green, a reddish color like Murderous Magenta or Bloodstone, and a blue or purple in different orders and combinations so the Thralls have a similar palette but variation in the final look.

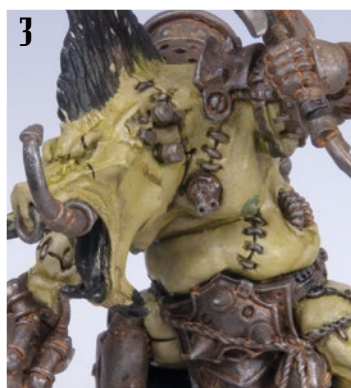
- 1) Paint the skin areas with Thrall Flesh. Use a somewhat thinned coat over the black primer and all the sloppy areas from the prior drybrushes and washes. Paint a second coat with straight Thrall Flesh, a mix with a touch of Trollblood Base, and another mix with a touch of Hammerfall Khaki. That way the skin isn't all the same tone and adds a bit of shading or irregularity to the base colors you will be working over.
- 2) Wash the skin with Ordic Olive.
- 3) Wash the skin with a thin wash of Thornwood Green.
- 4) Wash the skin with a thin wash of Trollblood Base.
- 5) Wash the skin with a thin wash of Murderous Magenta. Go back with a second, slightly heavier wash in areas where the skin meets the metal, suture areas, and around the eyes and mouth. Anywhere it would look bloody or raw gets some reddish tone for that "infected wound" look.
- 6) Wash the eye sockets with thin washes of Exile Blue, Coal Black, and Tamar Black. Darkening the sockets will create more contrast with the eyes.
- 7) The eyes start with Ironhull Grey mixed with some Morrow White. Progressively add and highlight with a final highlight of one part Ironhull Grey to three parts Morrow White.
- 8) Touch up the staples with a bit of Cold Steel. The sutures receive thin washes of Bloodstone and Skorne Red to add to the (not-so)-fresh surgery look.

Colors Used:

Skin: Hammerfall Khaki, Ordic Olive, Murderous Magenta, Thrall Flesh, Thornwood Green, Trollblood Base

Eyes: Coal Black, Exile Blue, Ironhull Grey, Morrow White, Tamar Black,

Gratuitous Gory Details: Bloodstone, Skorne Red



Step 3-Other Things

After the flesh, there isn't much left to do. The skin covers a deceptively large area of the model, so some final details are all that's needed.

Cloth: I toyed with the idea of doing the loincloths as tattered Protectorate banners, but thought the end result might look too busy, so I kept it simple.

Start with Menoth White Base, then apply washes of Battledress Green and Cryx Bane Base to give it an old and dirty look.

Gold/Brass Metal: As the overall look was one of discarded parts put back together the wrong way, I didn't want to have a shiny, pristine gold color. I also didn't want to have a green patina to the metal, as I was afraid that might look too similar to the skin.

Start the gold areas with a mix of Molten Bronze with a touch of Bloodstone. Just like the dark metal mix, the washes show up better with a higher contrast. Highlight the gold with Rhulic Gold, then Solid Gold in the extreme edges. Wash the gold with thin washes of a Coal Black and Tamar Black mix, Umbral Umber, then Bootstrap Leather.

Hair: The majority of the hair was done in black to "pop" against the skin, but I also wanted to do some variation in color to accentuate the suture line around the neck.

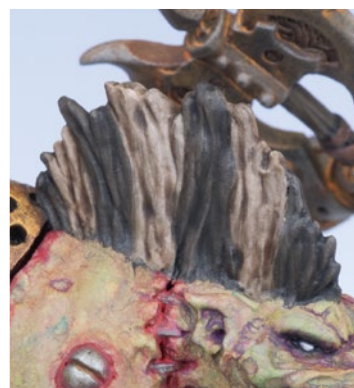
Start the black hair with Cryx Bane Base and highlight with a few mixes of Cryx Bane Base and Menoth White Highlight, and end with a mix of two parts Menoth White Highlight to one part Cryx Bane Base. Then, use this mix for the base color of the white sections. Highlight the white by mixing in more Menoth White Highlight. The final highlight should be one part Cryx Bane Base to five parts Menoth White Highlight. Wash all the hair with thin washes of an Umbral Umber and Coal Black mix to tie the colors together and give it that dirty, freshly exhumed look.

Colors Used:

Cloth: Battledress Green, Cryx Bane Base, Menoth White Base

Gold: Bloodstone, Bootstrap Leather, Coal Black, Molten Bronze, Rhulic Gold, Solid Gold, Tamar Black, Umbral Umber

Hair: Coal Black, Cryx Bane Base, Menoth White Highlight, Umbral Umber



Thrall Hog

When working for the nightmare empire, the farrow mercenary Rorsh has occasionally let Cryxian necrosurgeons "repair" his warbeasts, and the result is a horrific blending of necromechanika and Dr. Arkadius' original handiwork. Although not truly undead, those who have faced these modified warbeasts in combat have dubbed them "Thrall" hogs.



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SHATTERED GROUNDS: ROTTERHORN

Shattered Grounds: Rotterhorn takes place in the desolate region surrounding the Rotterhorn, a giant mountain on the edge of the Bloodstone Desert. Skorne, Protectorate, and the Thornfall Alliance find themselves locked in furious battle as sandstorms swirl and the indomitable mountain looms. The attached cards replace their respective models for the course of the Rotterhorn league season. They are not legal cards for any event besides Rotterhorn league games. For more information on WARMACHINE and HORDES league play, go to www.privateerpress.com/organized-play/leagues.



MANSTALKER
KHA'DOR MANHUNTER SOLO

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	8	4	14	14	9

AXE

POW 3 P+S 9

MANSTALKER

MANSTALKER

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BILLINGS
CYGNAR TRENCH MASTER GUNNER CHARACTER SOLO

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

SCATTER GUN

RNG ROF AOE POW
SP 8 1 - 12

TRENCH KNIFE

POW 3 P+S 9

BILLINGS

BILLINGS

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THE BLOODHOOK RAIDERS
CRYX ALLY BLACK OGRUN BOARDING PARTY UNIT

SPD	STR	MAT	RAT	DEF	ARM	CMD
9	12	15	5	7	6	9

HARPOON

RNG ROF AOE POW
8 1 - 12

BLOOD FORGED WEAPON

POW 4 P+S 13

LEADER & GRUNTS

THE BLOODHOOK RAIDERS

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THE BLOODHOOK RAIDERS

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HIGH SHAMAN GRADDUK STORMCHASER

ATTACHMENT (THARN RAVAGERS) - This attachment can be added to a Tharn Ravagers unit.

GRADDUK

GRANTED: ELECTRO LEAP - While this model is in play, the melee weapons of models in this unit gain Electro Leap. (When a model is hit by a weapon with Electro Leap, you can have lightning arc to the nearest model within 4' of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unavoidable POW 10 electrical damage roll.)

HEART EATER - This model gains a corpse token each time it destroys a living enemy model with a melee attack. This model can have up to three corpse tokens at a time. It can spend corpse tokens during its activation to boost an attack or damage roll or to make an additional melee attack at one token per boost or additional attack.

TACTICS: IMMUNITY ELECTRICITY - Models in this unit gain Immunity: Electricity.

TREEMALKER - This model ignores forests when determining LOS. While in a forest, this model gains +2 DEF against melee attack rolls and can advance through obstructions and other models if it has enough movement to move completely past them.

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CHRONOHYDRA

HYDRA

FIELD DEFENDANT - While its Field Generator system is crippled, this model cannot attack with the Force Cannon.

FOCUS BATTERY - During the Maintenance Phase, do not remove transport focus points from this model. Focus points remaining on this model at the start of your Control Phase count toward its focus allocation limit.

MORPHALLAIS - At the start of this model's activation, either it gains 1 focus point or remove d3 damage from it.

FORCE CANNON

FOCUS POWERED - For each focus point on this model when it declares an attack with this weapon, the weapon gains +1 RNG and +1 POW for the rest of the attack.

FORCE FIST

CHAIN ATTACK: FREEZE - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make one additional melee attack against that model. If the additional attack hits, it does not inflict damage but the target becomes stationary for one round unless it has Immunity: Cold.

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HAMMERFALL RAMPART GUARD OFFICER & STANDARD

ATTACHMENT (HAMMERFALL HIGH SHIELD CORPS) - This attachment can be added to a Hammerfall High Shield Gun Corp unit.

OFFICER

DOUBLE TIME (ORDER) - Models receiving this order must make a full advance during their normal movement. After all models in this unit have completed their actions, each can make a full advance.

EXTENDED FIRE - Once per game while in formation, this model can use Extended Fire during its unit's activation. This activation, models in this unit gain +4 RNG to their ranged attacks.

RANKED ATTACKS - Friendly Faction models can ignore this model when determining LOS.

RHULIC JACK MARSHAL - This model can control and reactivate only friendly Mercenary Rhulic warjacks.

STANDARD BEARER

RANKED ATTACKS - See above.

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CONDEMNER

SHIELD FISTS

CHAIN ATTACK: SMITE - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make one additional melee attack against that model. If the additional attack hits, the target is slammed 66' directly away from this model. The POW of the slam damage roll is equal to the STR of this model + the POW of this weapon. The POW of collateral damage is equal to the STR of this model.

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HIGH SHAMAN GRADDUK STORMCHASER
CIRCLE THARN RAVAGER CHARACTER WEAPON ATTACHMENT

SPD	STR	MAT	RAT	DEF	ARM	CHD
8	6	7	6	13	14	8

GRADDUK

P+S	POW
15	5

STORM STAFF

P+S	POW
15	5

DAMAGE

1	2	3	4	5	6

CHRONOHYDRA
RETRIBUTION HYDRA HEAVY MYRMIDON

SPD	STR	MAT	RAT	DEF	ARM	CHD
9	10	6	5	12	18	-

HYDRA

P+S	POW
15	5

FORCE FIST

P+S	POW
15	5

FORCE FIST

P+S	POW
15	5

FORCE CANNON

RNG	ROF	IDE	POW
12	1	1	12

DAMAGE

1	2	3	4	5	6

HAMMERFALL RAMPART GUARD OFFICER & STANDARD
MERCENARY HAMMERFALL HIGH SHIELD BRULIC UNIT ATTACHMENT

SPD	STR	MAT	RAT	DEF	ARM	CHD
4	6	6	6	11	15	9

OFFICER

P+S	POW
9	3

AXE

P+S	POW
9	3

STANDARD BEARER

SPD	STR	MAT	RAT	DEF	ARM	CHD
6	11	5	5	9	4	7

DAMAGE

1	2	3	4	5	6

CONDEMNER
PROTECTORATE VIGILANT LIGHT WARJACK

SPD	STR	MAT	RAT	DEF	ARM	CHD
5	6	6	6	12	17	-

CONDEMNER

P+S	POW
11	2

SHIELD FIST

P+S	POW
11	2

DAMAGE

1	2	3	4	5	6

STUDIO SECRETS

with Matt DiPietro

MINIMALIST MEGA-ARMY

Last year for convention season, certain brave members of the Privateer Press staff joined together to paint massive armies for an epic mega-battle. For my part, I contributed the template by which each army would be painted. The project was so successful we decided to repeat it this year. In addition, these giant armies will be featured in an epic Battle Report in the pages of an upcoming *No Quarter*. Once again, I provided the step-by-step method we used to paint 150 points of Skorne in a paltry six weeks. I knew I needed to come up with a method that was quick and could be executed by staff members who would be picking up the brush for the first time. In this installment of Studio Secrets, I'll show you my speed-painting method so you can paint a Skorne army like this one or use the techniques presented here to develop your own lightning-quick paint scheme

COLORS USED

Formula P3 Black Primer

Gold spray paint

Rust-colored auto primer

■ Armor Wash

■ Brown Ink

■ Cold Steel

■ Ironhull Grey

■ 'Jack Bone

■ Menoth White Highlight

■ Midlund Flesh

■ Red Ink

■ Rhulic Gold

■ Rucksack Tan

■ Skorne Red

■ Tamar Black

UNDERPAINTING

The key to speed-painting the Skorne is a special use of the underpainting technique.

Step 1) Prime the miniature with a coat of P3 Black Primer

Step 2) Spray the model from a steep angle using rust-colored automotive primer.

Step 3) Spray from directly above with a gold spray paint.

It is important to find a gold spray that allows good coverage without running, so test spray before applying the paint to your model.



1



2



3

PAINTING TYRANT XERXIS

Over half the mega-army consisted of troops and beasts wearing heavy armor. The underpainting technique and gold spray work wonders to cut reduce the painting time on these complicated models. I painted Tyrant Xerxis first to serve as a prototype for the Skorne speed-painting method and recorded the process so it could be repeated later.



Step 1) Apply Red Ink to the armor plates, leaving the trim gold and the plates themselves a metallic red.

Step 2) Paint the skin with a solid coat of Rucksack Tan mixed with Midlund Flesh.

Step 3) Paint the weapons with Cold Steel.

Step 4) Mix Red Ink and Brown Ink together and apply a second coat of ink to the armor and the flesh in the same way as in step one.

Step 5) Basecoat the horns with a layer of 'Jack Bone.

Step 6) Highlight the cloth using Skorne Red. The rusty color should be left in the recesses to simulate shadows.

Step 7) Basecoat all straps, stones, and trim in Thamar Black. Water down the black to a wash consistency and apply the wash to the horns.

Step 8) Paint the eyes and teeth using Menoth White Highlight and finish the base.

STUDIO SECRETS-MINIMALIST MEGA-ARMY

PAINTING NIHILATORS

The Nihilators are an example of a unit that does not have enough armor to make the gold spray underpainting worth applying. However, the rest of the Skorne speed-painting method can be used to paint these savage warriors quickly.

Step 1) Follow the first two underpainting steps but leave off the gold spray step.

Step 2) Basecoat the robe and tabard with Thamar Black.

Step 3) Apply Rhulic Gold to the armor and jewelry.

Step 4) Paint the skin with a solid coat of Rucksack Tan mixed with Midlund Flesh.

Step 5) Use thinned Brown Ink to shade the flesh.

Step 6) Apply Red Ink to the armor plates leaving the trim gold and the plates themselves a metallic red.

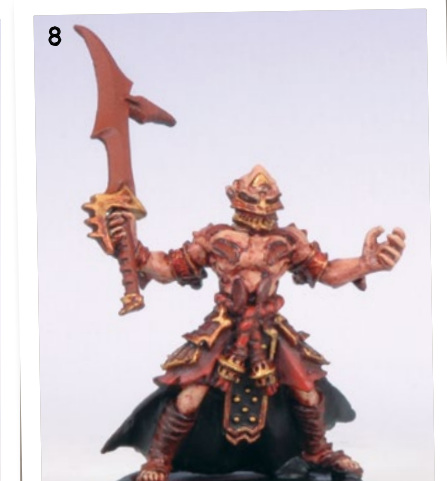
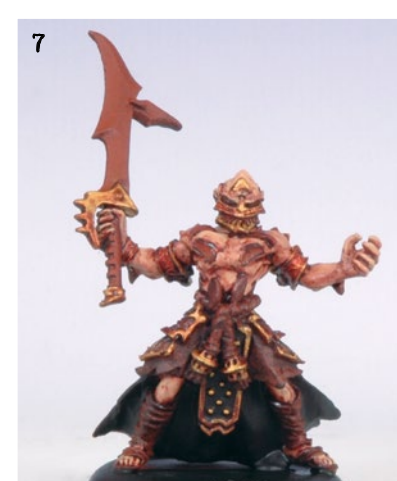
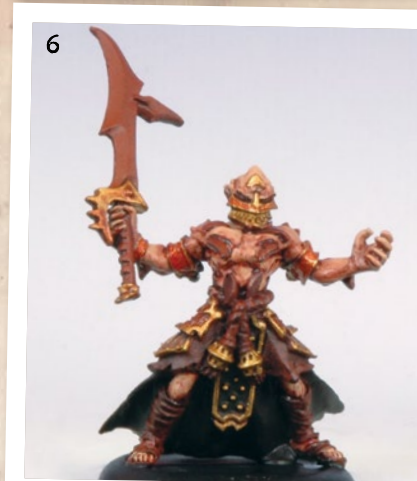
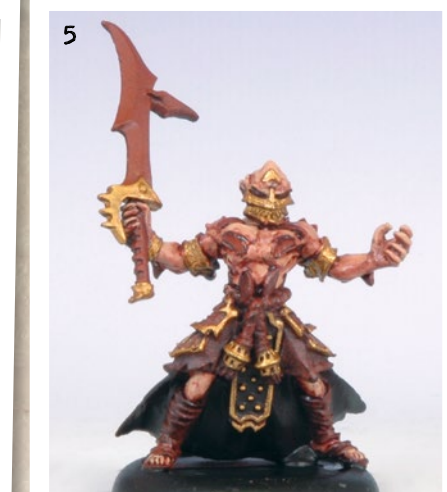
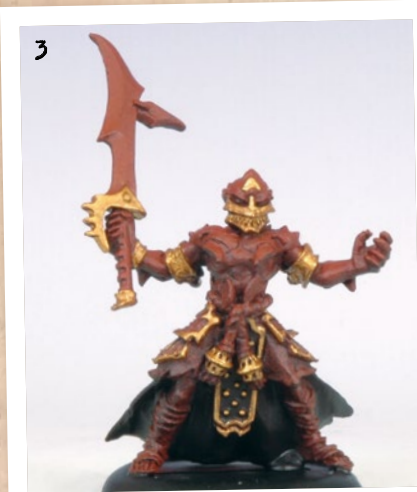
Step 7) Mix Red Ink and Brown Ink together and apply a second coat of ink to the armor in a similar way as in the previous step.

Step 8) Highlight the cloth using Skorne Red. The rusty color should be left in the recesses to simulate shadows.

Step 9) Basecoat the sword blade and pain spikes with Cold Steel.

Step 10) Apply Armor Wash to the steel areas to add some shading.

Step 11) Paint the eyes with Menoth White Highlight and finish the base.



9



10



11



PAINTING THE BRONZEBACK TITAN

At first glance, the massive Skorne warbeasts might look challenging to paint. However, with the underpainting and speed-painting methods presented here, you can knock out a Bronzeback Titan in no time flat.

Step 1) Follow the first two underpainting steps but leave off the gold spray step. Then apply Rhulic Gold to all the armor areas using the drybrushing method.

Step 2) Apply Red Ink to the armor plates leaving the trim gold and the plates themselves a metallic red.

Step 3) Basecoat the tusks and teeth with a layer of 'Jack Bone.

Step 4) Apply a wash of Ironhull Grey to the skin. While the wash is still wet, wipe off the Bronzeback's back with a scrap of blister foam to create the mottled bronze flesh seen in the illustration.

1



2



3



4



STUDIO SECRETS-MINIMALIST MEGA-ARMY

Step 5) Basecoat the studs and tusk weapons with Cold Steel.

Step 6) Mix Red Ink and Brown Ink together and apply a second coat of ink to the armor in a similar way as in step two.

Step 7) Apply a wash of Thamar Black to the ropes, hair, armor plates that have a sun pattern, and the base of the tusks. Paint the eyes with Menoth White Highlight and finish the base.

5



7



6



CONCLUSION

Painting a giant, 150-point army doesn't have to be a daunting task. The methods described in this article make it possible to paint huge amounts of troops, warbeasts, and warjacks at a highly accelerated pace. But you don't have to take the advice in this article to such extremes. The process used here can, of course, be used on smaller armies. Just imagine, you could be Hardcore-ready for your next tournament in no time.



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UNBOUND

LARGE-SCALE BATTLES IN THE IRON KINGDOMS



In this issue of *No Quarter*, I have the pleasure of introducing you all to Unbound, a new way of playing WARMACHINE and HORDES that puts you in command of vast armies and amps up the scope of conflict to truly calamitous, world-shaping battles. More than just an escalation in size, Unbound is a retooling of the WARMACHINE and HORDES systems that provides a truly unique play experience. Throughout Unbound games, you and your opponent take turns activating portions of your armies, giving you the chance to react to your opponent's moves and keeping you both engrossed and focused on the game with little downtime. We wanted to bring massive battles to the tabletop without massive waiting between player turns.

Unbound is for players looking for the opportunity to play truly large-scale games of WARMACHINE and HORDES with lots of models. Like you, we yearn to play with our entire collections and field vast armies in epic battles. Unbound is an opportunity to pack in one more Pistol Wraith, Gun Carriage, or battlegroup—the chance to field all your favorite models on the same battlefield.

Unbound is not focused on the competitive aspects of WARMACHINE and HORDES. It is for those of us who want to savor the rising and falling action of war. This is not about a sprint across the finish line but rather, orchestral and systematic destruction wrought by two matched armies on a field of honor. This is total war!

—Jason Soles



The following rules are intended to augment the experience of playing large-scale WARMACHINE and HORDES games. These rules are optional and feature a new alternating sequence of play that keeps both players involved constantly throughout the game. Instead of replacing the rules of WARMACHINE and HORDES, these rules instead modify the structure of play while leaving the core mechanics untouched.

While the standard play rules can accommodate large-scale play, these rules present a new way to play WARMACHINE and HORDES that keeps the action fast and furious by removing downtime between players' turns that can sometimes bog down big battles. Instead of each player taking turns moving all of his models each round and then waiting while his opponent takes a turn and moves all *his* models, when playing Unbound, rounds are divided into several turns in which players alternate activating *portions* of their armies. In this way, Unbound simulates the ebb and flow of actual battle, giving players ample opportunity to act and react to the fortunes of war.

As a result of this new alternating sequence of play, some existing model rules have been modified to integrate better into Unbound games. Unbound games do require a handful of tweaks to existing rules and abilities, and those changes can be found at the end of this article.

Stay tuned to future issues of *No Quarter* for additional Unbound content, including new scenarios intended for this larger game size as well as Unbound battle reports.

GAME SIZE

Unbound is a system for playing games of WARMACHINE and HORDES in which each player fields 150-point or larger armies with three or more warcasters or warlocks on each side. An additional warcaster/warlock is added to each army for every additional 50 points of models fielded by each player.

In addition to two-player games, Unbound has been designed with multiplayer and team play in mind. See below for rules covering multiplayer and team play.

TABLE SIZE

Because of the scope of Unbound games, it is recommended that players use a 4'x6' table instead of the standard 4'x4'. Truly massive games may require even larger tables to accommodate play.

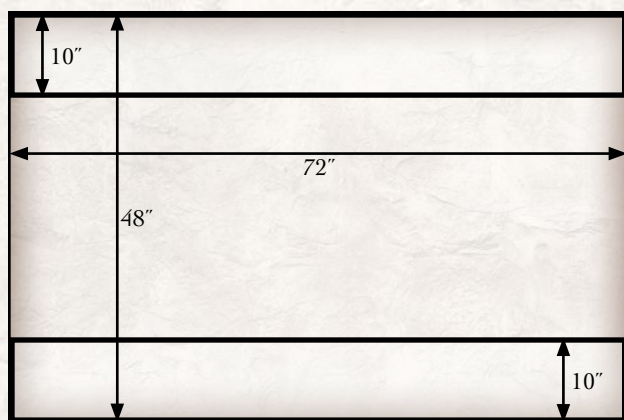
DEPLOYMENT ZONES

Unless otherwise noted, players deploy into standard 10" deployment zones along the long edge of the table, giving each player a 10" x 72" deployment zone.

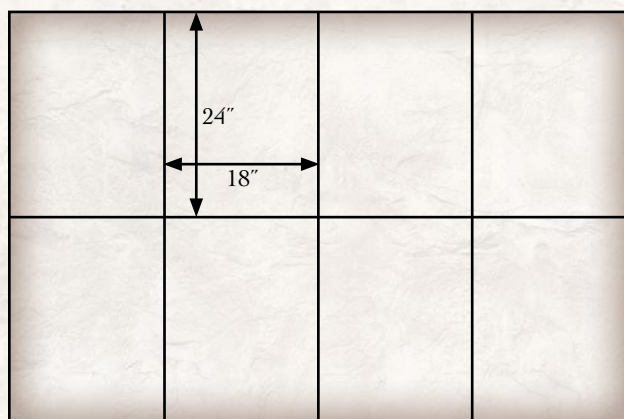
SEIZING THE INITIATIVE

At the start of the game, players roll to determine which player sets up first and takes the first turn as in a normal WARMACHINE or HORDES game.





DEPLOYMENT ZONES



DOMINATION TERRITORIES

However, when playing Unbound the order of play is not static as it is in normal WARMACHINE and HORDES games. Instead, at the start of each round, beginning with the second round, players roll to determine which player takes the first turn that round. Each player rolls a d6. The higher roller takes the first turn that round. This player is said to **have the initiative**.

Note any modifiers to the starting roll, such as those from the Intelligence ability, do not affect the initiative roll.

DOMINATION BONUS

The more ground a player controls, the greater his chances of seizing the initiative. When playing Unbound, the table is divided into eight 24"×18" zones. Starting with the beginning of the second round, a player gains +1 on his roll to seize the initiative for each territory he controls at that time. A player controls a territory if he has one or more models completely within it and his opponent does not.

ALTERNATING PLAY

When playing Unbound, rounds are divided into a variable number of turns based on the number of warcasters and/or warlocks each player has at the start of the game.

The number of turns each player takes during a round is equal to the number of warcasters and/or warlocks each player has at the start of the game +1. Once the number of turns a player takes during each round has been determined, it does not change as play progresses and warcasters and warlocks are destroyed or removed from play.



As in standard games of WARMACHINE and HORDES, a player must activate each model/unit in his army once each *round*. Contrary to standard games, however, only a subset of models will activate in a given *turn*. During each of his turns each round, a player can activate one battlegroup and an assortment of other models and units.

During each round, players alternate taking turns, starting with the player who has the initiative. Once both players have completed all their turns, the current round ends. A new round then begins, starting with a new roll to determine who has the initiative.

For game effects, a **round** is measured from the current turn to the end of the last turn of the round. A game effect with a duration of one round expires at the end of the current round.

This does change the familiar timing of the game considerably and forces players to approach their model and unit activations carefully. Notably, many spells and feats that can be stacked in normal WARMACHINE games are limited to affecting only the models activating in the current turn. Plan accordingly!

ANATOMY OF A ROUND

Each **round** has three phases: Maintenance, Control, and Activation.

MAINTENANCE PHASE

During the Maintenance Phase, players take turns performing the following steps, beginning with the player who has the initiative that round. Once the player with the initiative completes all these steps, the next player will then resolve them.

1. Remove all focus points from your models. For each of your models with the Fury Manipulation ability, remove all fury points in excess of its FURY stat. Leave fury points on warbeasts at this time.
2. Check for expiration of continuous effects on any models you control. After removing all expired continuous effects, resolve the effects of those that remain in play. All damage dealt by continuous effects is resolved simultaneously.
3. Resolve all other effects that occur during the Maintenance Phase.

CONTROL PHASE

During the Control Phase, players take turns performing the following steps, beginning with the player who has the initiative that round. Once the player with the initiative completes all these steps, the next player will then resolve them.

1. Each of your models with the Focus Manipulation ability, like warcasters, replenishes its focus and receives a number of focus points equal to its current FOCUS. Each of your models with the Fury Manipulation ability can leech any number of fury points up to its current FURY from warbeasts in its battlegroup that are in its control area.

2. Each model with the Focus Manipulation or Fury Manipulation ability can spend focus or fury points to maintain its upkeep spells in play. If a model does not spend focus or fury points to maintain a spell requiring upkeep, the spell expires and its effects end immediately.
3. Make a threshold check for each of your warbeasts with 1 or more fury points left on it. Any warbeasts that fail the check immediately frenzy.
4. Resolve all other effects that occur during the Control Phase.

Note that shaking knockdown and stationary effects in an Unbound game occurs at the start of a turn in which a model activates.

Focus is allocated at the start of each turn rather than at the start of the round.

ACTIVATION PHASE

During the Activation Phase, players take turns activating their models as defined below. All models you control must be activated once per round.

TAKING TURNS

Except for his last turn, each round a player must declare his intention to activate one warcaster- or warlock-controlled battlegroup at the start of each of his turns. Though the models in the battlegroup are still activated separately, all models in the declared battlegroup must be activated that turn.

During a turn in which a player activates a battlegroup, he can also activate any combination of the following:

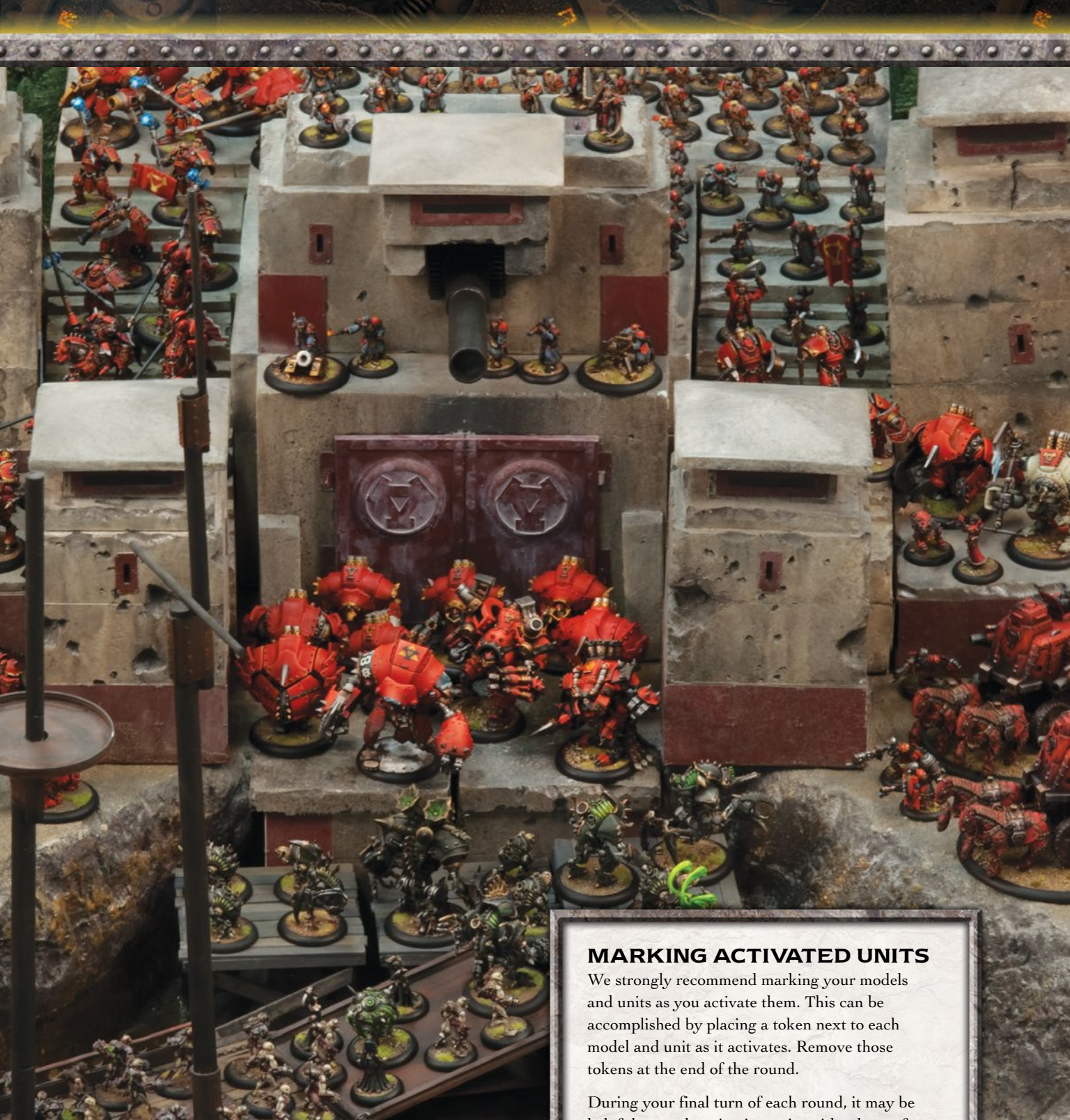
- Up to 4 units
- Up to 4 solos
- Up to 2 independent warjacks and/or wild warbeasts
- Up to 2 battle engines

A player can exercise any of these options or none, as he chooses.

Models and units can be activated in any order during a turn. The models in a battlegroup do not have to be activated before other models and units a player is activating that turn.

All of a player's warcaster- or warlock-controlled battlegroups will have activated before his last turn each round. During his last turn, a player activates his remaining models and units each round. If a player has already activated all his models and units before this turn, he will not be able to activate any models or units during his last turn of the round. Models and units activated during a player's last turn of the previous round cannot be activated during his first turn of a given round. This means a model can never activate two turns in a row. Note that this rule applies only to models that were activated during each player's last turn of the round (the turn after all warcaster or warlock battlegroups have already been activated).

When a model or unit activates, any warjacks or warbeasts the model or unit controls must also activate that turn. This includes warjacks and warbeasts controlled by 'jack marshals and lesser warlocks.



For example, Brent and Jack are playing a 150-point Unbound game and each is fielding three warcasters. Because each player is fielding three warcasters, each will take four turns every round. During each player's first three turns, each round he must activate one battlegroup. In addition to activating the models in that battlegroup, each player can also activate any combination of the following: up to four units, four solos, two independent warjacks and/or wild warbeasts, and two battle engines. During each player's fourth turn of the round he must activate any models or units he has not yet activated that round. Any models/units activated during that fourth turn cannot be activated during the first turn of the upcoming round.

MARKING ACTIVATED UNITS

We strongly recommend marking your models and units as you activate them. This can be accomplished by placing a token next to each model and unit as it activates. Remove those tokens at the end of the round.

During your final turn of each round, it may be helpful to mark activating units with tokens of a different color to denote they activated during your last turn of the round. Leave these secondary tokens in place when the other activation tokens are removed at the end of the round so players will remember which models/unit cannot activate during the first turn of the next round. After that turn ends, remove the secondary tokens, since these models are now eligible to activate.

LOST WARCASERS & WARLOCKS

If one or more of a player's warcasters or warlocks have been destroyed or removed from play, that player is not required to activate a warcaster- or warlock-controlled battlegroup during each of his turns and can choose which turns to activate his remaining warcaster or warlock-controlled battlegroups. However, he must still activate all his remaining battlegroups each round, can only activate one warcaster- or warlock-controlled battlegroup each turn, and cannot activate a warcaster or warlock-controlled battlegroup during his last turn each round.

For example, Jason and DC are playing a 150-point game with each player taking four turns each round. Ordinarily, each player must activate a battlegroup during his first three turns each round. However, if one of Jason's warcasters is destroyed, he can activate his remaining two battlegroups on the first, second, or third turns and must activate both by his third turn each round. If Jason loses another warcaster, he can choose to activate his remaining battlegroup during the first, second, or third turns but cannot activate it on his fourth.

FOCUS ALLOCATION

At the start of each of a player's turns, each model with the Focus Manipulation ability activating that turn can allocate focus points to warjacks in its battlegroup that are in its control area.

In order to allocate focus, a player must declare at the start of the turn that the models allocating focus will be activating that turn. This includes non-warcaster models with the Focus Manipulation ability he wants to allocate focus that turn.

Note that warcasters that have not yet activated will still have their full focus allotment and therefore will be exceptionally difficult to damage. Players should consider this when determining their order of activation.

SHAKE EFFECT

A model that can spend focus to shake the knockdown or stationary effect does so at the start of its activation rather than during the Control Phase.

A model that can be forced to shake the knockdown or stationary effect does so at the start of its activation rather than during the Control Phase.

FREE-FOR-ALL GAMES

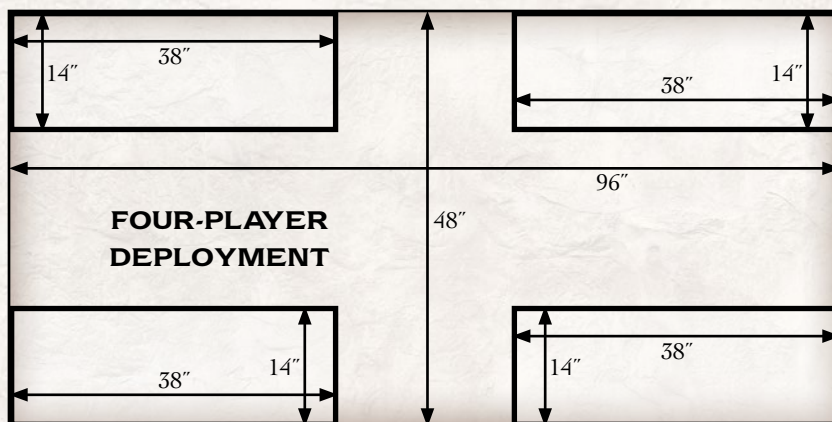
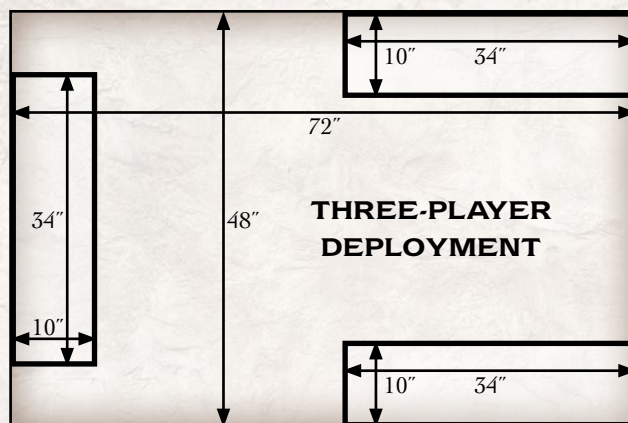
Unbound can accommodate three or four players in free-for-all games. At the start of the game, all players roll off as normal to determine the order of play. At the start of subsequent rounds, players roll to determine who has the initiative. Reroll ties.

In a three-player game, each player deploys his models into a 10" x 34" deployment zone.



One player deploys in the middle of the west table edge, the next player in the northeast corner of the table, and the third player in the southeast corner of the table.

For a four player game, increase the table size to 4' x 8'. Each player deploys his models into a 14" x 38" deployment zone, each in a different corner of the table.



TEAM GAMES

In team games players are split between two or more players on a side, with each player controlling one or more battlegroups. Each team must have a declared faction, but a team's army can include models that will work for that faction. Players should decide which battlegroups each player will control before the start of the game. Models fielded by a team that are not part of a battlegroup are not generally assigned to any team member. Instead, players on the team will take turns controlling the models that are not part of one of their battlegroups. Remember that each team's army can include only one of any character model.

At the start of the game, the teams roll to determine which will set up first and take the first turn. Starting on the second turn, teams will roll to determine who has the initiative. When calculating a team's Domination bonus, count all models on the team.

Throughout each round, teams alternate taking turns. Except for their last turn each round, the players on a team must declare their intention to activate one warcaster- or warlock-controlled battlegroup at the start of each of their turns. The player in

control of that battlegroup will then activate all the models in the battlegroup that turn. Additionally, other team members can activate and move additional team models and units that are not part of a battlegroup. On a turn he activates his battlegroup, a player on a team cannot also activate other team models and units. Those are left to his teammates to activate.

During a turn in which a team player activates a battlegroup, the other members of the team can activate any combination of the following:

- Up to 4 units
- Up to 4 solos
- Up to 2 independent warjacks and/or wild warbeasts
- Up to 2 battle engines

For example, Ed and Kris are playing a 150-point game against Bryan and Will. Ed controls two warcasters and Kris controls one. During their first turn of the game, they decide Ed will activate one of his battlegroups. In addition to Ed activating the models in his battlegroup, Kris can activate up to four units, up to four solos, up to two independent warjacks and/or wild warbeasts, and up to two battle engines.





UNBOUND MODEL RULE CHANGES

GENERAL

Incorporeal Advantage.

Replace the last line of Incorporeal with the following:

When this model makes a melee or ranged attack, before the attack roll is made it loses Incorporeal until its next activation.

CYGNAR

Major Victoria Haley. Temporal Shift.

Replace the text of Temporal Shift with the following:

Enemy models/units activating while in Haley's control area forfeit either their movement or their action during their activations, as their controller chooses. At the start of your opponent's turns, he must declare which affected models/units he intends to activate that turn. Those models activate first that turn in the order you choose. Temporal Shift lasts for one round.

Commander Adept Nemo. Supercharge.

Replace the text of Supercharge with the following:

When this model allocates focus during your turn, it can allocate up to 5 focus points to one warjack in its battlegroup that is in its control area.

Ol' Rowdy. Counter Charge.

Replace the second line of Counter Charge with the following:

This model can use Counter Charge only once per round.

Precursor Knights. Shield Wall (Order).

Replace the first line of Shield Wall with the following:

Until the start of its next activation, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit.

PROTECTORATE OF MENOTH

Grand Scrutator Severius. Divine Might.

Replace the text of Divine Might with the following:

Remove focus points from enemy models with the Focus Manipulation ability that are currently in Severius' control area. Enemy models cannot cast spells and lose the Arc Node advantage while in Severius' control area. Divine Might lasts for one round.

Hierarch Severius. Fires of Communion.

Add the following line to the end of Fires of Communion:

These models are activated in addition to the up to four solos you can activate this turn.

Thyra, Flame of Sorrow. Elite Cadre [Daughters of the Flame].

Change the last line of Elite Cadre [Daughters of the Flame] to the following:

(During your Maintenance Phase, if one or more models in a unit with Vengeance were destroyed or removed from play by enemy attacks during the last round, each model in the unit can advance 5" and make one normal melee attack.)

Sanctifier. Cenotaph.

Replace the last line of Cenotaph with the following:

At the start of the turn this model's battlegroup activates, you can remove all soul tokens from this model to allocate it focus points, 1 for each token removed.

Fire of Salvation. Righteous Vengeance.

Replace the text of Righteous Vengeance with the following:

If one or more friendly Faction warrior models were destroyed or removed from play by enemy attacks while within 5" of this model during your opponent's last turn, at the beginning of your next turn, this model can make a full advance followed by one normal melee attack.

Temple Flameguard. Shield Wall (Order).

Replace the first line of Shield Wall with the following:

Until the start of its next activation, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit.

Wrack. Suffering's Prayer.

Replace the second line of Suffering's Prayer with the following:

At the end of your Control Phase, this model receives 1 focus point if it does not have any.

KHADOR

Supreme Kommandant Irusk. Tactical Supremacy.

Replace the text of Tactical Supremacy with the following:

During a turn it activated, target friendly model/unit can advance up to 5" after all models have ended their activations that turn.

Kommander Orsus Zoktavir. Arcane Dementia.

Replace the third line of Arcane Dementia with the following:

If he destroyed three or more enemy models with melee attacks since the beginning of your last Maintenance Phase, do not roll to determine his base FOCUS; it is automatically 7.

Assault Kommandos. Shield Wall (Order).

Replace the first line of Shield Wall with the following:

Until the start of its next activation, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit.

Iron Fang Pikemen. Shield Wall (Order).

Replace the first line of Shield Wall with the following:

Until the start of its next activation, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit.

Man-O-War Shocktroopers. Shield Wall (Order).

Replace the first line of Shield Wall with the following:

Until the start of its next activation, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit.

Man-O-War Drakhun. Counter Charge.

Replace the second line of Counter Charge with the following:

This model can use Counter Charge only once per round.

War Dog. Counter Charge.

Replace the second line of Counter Charge with the following:

This model can use Counter Charge only once per round.

CRUX

Lich Lord Asphyxious. Spectral Legion.

Add the following line to the end of Spectral Legion:

These models are activated in addition to the up to four solos you can activate this turn.

Pirate Queen Skarre. Ritual Sacrifice.

Change the text of Ritual Sacrifice to the following:

Remove target friendly warrior model from play. Skarre gains D6 additional focus points at the start of her next activation. Skarre can gain the benefit of Ritual Sacrifice only once per round.

Bane Knights. Vengeance.

Change the text Vengeance to the following:

During your Maintenance Phase, if one or more models in this unit were destroyed or removed from play by enemy attacks during the last round, each model in the unit can advance 5" and make one normal melee attack.

Machine Wraith. Machine Meld.

Change the fifth line of Machine Meld to the following:

You cannot activate the warjack this round.

RETRIBUTION OF SCYRAH

Hydra. Granted: Focus Battery.

Change the last line of Focus Battery to the following:

Focus points remaining on this model count toward its focus allocation limit.

Dawn Guard Sentinel Officer & Standard.

Granted: Vengeance.

Change the last line of Granted: Vengeance to the following:

(During your Maintenance Phase, if one or more models in a unit with Vengeance were destroyed or removed from play by enemy attacks during the last round, each model in the unit can advance 5" and make one normal melee attack.)

Houseguard Halberdiers. Shield Wall (Order).

Replace the first line of Shield Wall with the following:

Until the start of its next activation, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit.

MERCENARIES

Captain Damiano. Death March.

Change the last line of Death March to the following:

(During your Maintenance Phase, if one or more models in a unit with Vengeance were destroyed or removed from play by enemy attacks during the last round, each model in the unit can advance 5" and make one normal melee attack.)

Hammerfall High Shield Gun Corps. Shield Wall (Order).

Replace the first line of Shield Wall with the following:

Until the start of its next activation, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit.

TROLLBLOODS

Skaldi Bonehammer. Counter Charge.

Replace the second line of Counter Charge with the following:

This model can use Counter Charge only once per round.

Trollkin Fennblades. Vengeance.

Change the text Vengeance to the following:

During your Maintenance Phase, if one or more models in this unit were destroyed or removed from play by enemy attacks during the last round, each model in the unit can advance 5" and make one normal melee attack.

Trollkin Fennblade Officer & Drummer. Vengeance.

Change the text Vengeance to the following:

During your Maintenance Phase, if one or more models in this unit were destroyed or removed from play by enemy attacks during the last round, each model in the unit can advance 5" and make one normal melee attack.

CIRCLE ORBOROS

Mohsar the Desertwalker. Disjunction.

Replace the text of Disjunction with the following:

While in Mohsar's control area this round, enemy models cannot be used to channel spells. During your opponent's next Control Phase, his models cannot leach fury and cannot have fury leached from them while in Mohsar's control area.

Gnarlhorn Satyr. Counter Slam.

Replace the second line of Counter Slam with the following:

This model can use Counter Slam only once per round.

Feral Warpwolf. Baying of Chaos.

Replace the second line of Baying of Chaos with the following:

A warbeast can be affected by Baying of Chaos only once per round.

SKORNE

Lord Tyrant Hexeris. Death March.

Change the last line of Death March to the following:

(During your Maintenance Phase, if one or more models in a unit with Vengeance were destroyed or removed from play by enemy attacks during the last round, each model in the unit can advance 5" and make one normal melee attack.)

Supreme Archdomina Makeda. Elite Cadre [Praetorian Swordsmen].

Change the last line of Elite Cadre [Praetorian Swordsmen] to the following:

(During your Maintenance Phase, if one or more models in a unit with Vengeance were destroyed or removed from play by enemy attacks during the last round, each model in the unit can advance 5" and make one normal melee attack.)

Bronzeback Titan. Counter Charge.

Replace the second line of Counter Charge with the following:

This model can use Counter Charge only once per round.

Cataphract Cetrati. Shield Wall (Order).

Replace the first line of Shield Wall with the following:

Until the start of its next activation, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit.

Immortals. Vengeance.

Change the text Vengeance to the following:

During your Maintenance Phase, if one or more models in this unit were destroyed or removed from play by enemy attacks during the last round, each model in the unit can advance 5" and make one normal melee attack.

Praetorian Karax. Shield Wall (Order).

Replace the first line of Shield Wall with the following:

Until the start of its next activation, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit.



Hakaar the Destroyer. Righteous Vengeance.

Replace the text of Righteous Vengeance with the following:

If one or more friendly Faction warrior models were destroyed or removed from play by enemy attacks while within 5" of this model during your opponent's last turn, at the beginning of your next turn, this model can make a full advance followed by one normal melee attack.

LEGION

Blighted Nyss Legionnaires. Vengeance.

Change the text Vengeance to the following:

During your Maintenance Phase, if one or more models in this unit were destroyed or removed from play by enemy attacks during the last round, each model in the unit can advance 5" and make one normal melee attack.

Captain Farilor & Standard. Vengeance.

Change the text Vengeance to the following:

During your Maintenance Phase, if one or more models in this unit were destroyed or removed from play by enemy attacks during the last round, each model in the unit can advance 5" and make one normal melee attack.

MINIONS

Bloody Barnabas. Counter Charge.

Replace the second line of Counter Charge with the following:

This model can use Counter Charge only once per round.

PRIVATEER PRESS EVENTS AT GEN CON 2011



After revolutionizing the Privateer Press organized play convention experience last year, Iron Arena returns with new challenges and more prizes than you can shake a gorax at. The Iron Arena system tracks all your Privateer Press activities and rewards them with a currency called “skulls.” You will emerge from each and every challenge with skulls whether you were victorious or not. That’s right: it’s all about participation. You don’t have to win any games; you just have to have fun!

Once you have earned enough skulls, you can trade them in for prizes at five different levels, ranging from convention swag all the way up to unique items you can’t get anywhere else. You will have to complete a lot of challenges to earn that many skulls, so let me tell you what the challenges entail. Most challenges consist of casually playing our games in a variety of ways. Skulls are awarded for playing 35- to 100-point games of WARMACHINE and HORDES, single- or double-monster battles of *Monsterpocalypse*, or our board games *Grind* and *Scrappers*. You can increase the number of skulls you earn in each challenge by playing new opponents, particularly those from a state or country different than your own. You will also be rewarded with skulls for participating in our convention tournaments, and this year the schedule is more ambitious than ever!

TOURNAMENTS

In WARMACHINE and HORDES, four separate qualifier tournaments will lead the chosen few to the fortune and glory of the championship tournament on Sunday. The qualifier tournaments are: Rite of Passage, Triple Threat, Deadly Duos, and Hardcore! Each event will take its top 4 players to the 16-player Masters Finals to decide who is the best of the best. If a player qualifies twice, the next-highest ranked player not yet qualified will move on to the Masters tournament. Once all the qualified players are decided, they can bring any faction they want to the final Masters event — no holds barred!

RITE OF PASSAGE

This 50-point tournament challenges players by requiring two lists that must be played equally. Players can bring any two different warcasters or warlocks they choose, but players who opt to bring the normal and epic version of the same character will be eligible for a special Rite of Passage award each round.

MIDNIGHT MADNESS: TRIPLE THREAT

This 35-point overnight tournament challenges players by requiring three lists that all must be played at least once. Players must bring three different warcaster or warlock characters to the fight (remember epics are the same character). In a different twist, players who lose three or more rounds by the end of the tournament will be eligible for a special Triple Threat award.

DEADLY DUOS

This 100-point event is sure to challenge even the most hardened of generals. Unleash the full might of your faction and wage epic battle to earn your place in the Masters Finals!

HARDCORE!

Are you ready for Hardcore? Pit one fully painted 50-point list against all comers. Vie for the title Mage Hunter, Vanquisher, Master Craftsman, and Executioner.

MASTERS FINALS

This 50-point tournament is the ultimate challenge requiring three lists that all must be played at least once. Players must bring three different warcaster or warlock characters to the fight (remember epics are the same character). The winner of this event will be declared WARMACHINE and HORDES champion of Gen Con 2011!

We are also offering three challenge tournaments this year: Blood, Sweat, and Tiers; Death Race; and the Gen Con Team event. No matter what time it is, a tournament will be underway!

Monsterpocalypse roars back onto stage for another year of *kaiju* action. Two qualifying tournaments will send the top 4 players each to the Championship event on Sunday.

GEN CON - SMASH!

This single-monster tournament will send the top 4 players to the championship event on Sunday.

GEN CON - RAMPAGE!

This single-monster tournament will send the top 4 players to the championship event on Sunday.

CHAMPIONSHIP

This single-monster tournament challenges players by requiring three lists that all must be played at least once. Players must bring three monsters from the same agenda to the fight. The winner of this event will be declared *Monsterpocalypse* champion of Gen Con 2011!

GEN CON 2011 APPENDIX GLOSSARY:

5-Round Event: This event will not be more than five rounds long, regardless of the number of players who sign up to play. We expect our tournaments to fill up fast, so sign up early!

Accelerated Time Limits: This event will use the time limits for rounds and turns from the point level directly below it. For example, a 50-point tournament will use 35-point round times and 10-minute turns. Each player will still receive a 5-minute extension once per match.

X Lists Required: Players must bring X army lists and must field all X army lists at least once during the event. Each list requires a different warcaster or warlock. This rule adds a requirement for diversity and in turn creates a new challenge for even veteran players

Warcaster/Warlock Characters Restricted: Warcaster/warlock characters cannot be included in more than one of a player's lists. Remember that the epic version of a character is considered the same character.

Divide and Conquer: Divide the number of tournament rounds by the required number of lists for each player. The result (rounded down) is the number of times each list must be played during the tournament. For example, if a tournament requires that each player brings two army lists and has four rounds, each player would have to play each list twice (4 divided by 2). This rule encourages a balanced approach by a player, ensuring he is equally skilled with all of his selected lists.





Do you enjoy the awesome gameplay of WARMACHINE, HORDES, and *Monsterpocalypse*? If you do, there is a good chance you will love our other products as well. Take some time at Gen Con to learn how to play *Grind* or *Scrappers*. These great games will be available several times a day and will also be a part of Iron Arena's challenge system.



PRIVATEER



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IRON ARENA

As you can see, the Iron Arena is full of challenges and rewards for players of all types. But wait, there's more! If you are participating in the Shattered Grounds league for WARMACHINE and HORDES this year, be sure to bring your Battle Journal to Gen Con (or buy one at the booth).

Your participation and achievements in each WARMACHINE and HORDES event will be recorded in your Battle Journal with stamps unique for each event only available at Gen Con 2011!

Keep an eye out on the website, Twitter, and at Gen Con itself for some secret challenges. These secret challenges will be more difficult than most, but will be well worth the effort!

Check out the full schedule of events at:
<http://privateerpress.com/organized-play/conventions/gen-con>



2011 PRIVATEER PRESS' FORMULA P3 GRANDMASTER PAINTING COMPETITION

Show up at Gen Con Indy, fill out an entry form at the Privateer Press booth, and drop off your entries on Thursday and Friday starting at 1:00 p.m. and Saturday from 10:00 to 11:00 a.m. All entries must be received by Saturday 8/6/2011 by 11:00 a.m.

IT'S NEVER TOO EARLY TO START PAINTING LIKE A FORMULA P3 PRO!



**2010 GRANDMASTER CHAMPION
NATALYA MELNIK**

THE CATEGORIES & PRIZES

WARJACK/WARBEAST

A single light or heavy warjack or warbeast.

1st Place Prize: \$200 US

WARRIOR MODEL

A single trooper, solo, warlock, or warcaster.

1st Place Prize: \$200 US

BATTLEGROUP

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

1st Place Prize: \$200 US

UNIT

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

1st Place Prize: \$200 US

DIORAMA

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

1st Place Prize: \$200 US

GRANDMASTER

Selected from the winners of the above categories.

Grand Prize: \$1,000 US

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

AWARDS:

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

We feel this system enables participants to judge the progress of their work from year to year without regard to what other competitors may enter. This also ensures each entry is recognized for the individual effort of the contestant despite his or her entry being in a category with an abundance of entries.

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

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

RULES

- All entries must be Privateer Press miniatures. Conversions and scratch-building is allowed but must fall within the scope and atmosphere of the Iron Kingdoms game world and be either scratch-built or made with parts from Privateer Press models. No third-party parts permitted.
- All entries must be modeled and painted by the person entering. The person entering must personally hand in the miniatures at the specified time. Entries must also be collected from the display case at the specified time. Any entries not collected by the end of the show automatically become the property of Privateer Press.
- All entries must be accompanied by the appropriate entry form. The form must be filled out correctly and clearly. Competitors will be issued a numbered ticket when they hand in their miniatures. In order to collect their miniatures at the end of the show, competitors must present this ticket and a valid ID in person.
- Competitors can only enter categories once. However, competitors can enter as many of the categories as they choose.
- All entries must be presented on the appropriate size base for which the model was designed, but extra scenic details may be added. Models presented as part of a diorama do not require bases.
- While every care possible will be taken with the entries, the miniatures are entirely at the risk of the competitor. Privateer Press will not be responsible for any damage or loss that might occur while the miniatures are in their care.
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- Cash winnings are subject to all state, local, and federal laws. Winnings will be paid in US Dollars with a US check.
- The judges' decisions are final in all cases.

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POWER PROGRESSION CIRCLE ORBOROS

By Eric Mumper

Art by Carlos Cabrera, Matt Dixon, Emrah Emlasi, Adam Gillespie, and Andre Uderzo

It was the aesthetic and back-story of Circle Orboros that first drew me to the faction and ultimately to HORDES. As a Celtophile, the opportunity to field a *tuath* of shape-

shifting barbarians or element-wielding druids held huge appeal. And the play style of Orboros circled it as my primary faction for tabletop battles.

Few factions can compete with the mobility offered by Circle Orboros. Virtually every unit and solo has access to Pathfinder and even the SPD 5 Warpborn Skinwalkers can achieve a 12" threat range. Speed alone doesn't win games, though.

Circle couples extreme mobility with a punishing offensive punch. Feral Warpwolves, Tharn Ravagers, and Wolves of Orboros are just a few examples of models that can hit high-DEF models.

In order to defend these hard-hitting mobile units, Circle Orboros players can bring models that create difficult terrain or shut down enemy magic. Woldwyrd and Druids of Orboros can punish enemy magic users or stop their spellcasting outright. Sentry Stones, Woldwatchers, and many Circle warlocks create terrain where and when you need it most.

In this installment of Power Progression, I'm going to build a Circle Orboros force from the ground up.

The main focus of these lists is a combined arms strike-force that can hit hard and fast while



keeping its distance from the enemy. This style of play is dynamic, exciting, and exemplifies the method of warfare utilized by Circle Orboros druids.

PHASE I: BATTLEGROUP

The Circle Orboros battlegroup consists of Kaya the Wildborne, two Argus light warbeasts, and a Feral Warpwolf heavy warbeast. This selection offers players an economical way to start a Circle force, and provides an excellent sampling of the sort of play style indicative of the faction.

Kaya the Wildborne is very much a support warlock. Her innate ability Pack Hunters effectively gives all her living warbeasts a MAT boost. Of her spells, two offer benefits directly to her battlegroup. Occultation can give a model or unit Stealth; Spirit Door allows her to rapidly redeploy a member of her battlegroup, which can get a model out of trouble or prevent enemy retaliation; Spirit Fang can debuff an enemy model and prevent it from charging for a round; and finally, Soothing Song allows Kaya to manage fury effectively.

Kaya's feat Wild Mastery is perhaps one of the most versatile feats in HORDES. On the surface, the feat enables Kaya to place and then leach fury points from her warbeasts, giving her access to up to 12 fury in a single turn. I can use this wellspring of extra fury to charge Kaya forward and buy a large number of attacks and then use Spirit Door to escape; redeploy your entire battlegroup through repeated castings of Spirit Door; cast Spirit Fang multiple times to assail a target with POW 12 ranged attacks; or get valuable warbeasts back in the action by healing up to 12 damage from my battlegroup. Whatever the use, this feat's adaptability is a huge advantage.

The Argus provide my battlegroup with a pair of fast, hard-hitting light warbeasts that can combine both initial attacks for a single P+S 16 bite. This allows them to damage even

heavily armored targets. Alternatively, the Argus can move forward and use Doppler Bark on living targets to lower DEF and prevent running or charging. The Argus' animus is a great asset to any Circle Orboros list since living Circle warbeasts, unlike the faction's infantry, tend to lack Pathfinder. The Argus' Tracker animus grants a model Pathfinder and Circular Vision for a turn, all for a single fury point.

The Feral Warpwolf is the wrecking ball of the battlegroup. Its high MAT ensures it can hit enemy targets consistently, and it boasts a high P+S on its three initial attacks, which can be further augmented by Controlled Warping. Controlled Warping enables the Feral to boost its strength, speed, or armor. This goes a long way to increasing the versatility of the Feral on the tabletop.

This handful of models provides a solid foundation from which to construct my Circle Orboros list. Kaya excels at low-point games where she can use the open field to her advantage and conduct hit-and-run strikes on the enemy. At higher point levels, Kaya relies on infantry and her Theme Force benefits to keep enemy maneuvers in check.



List 1: Battlegroup Kaya List

Model	Point Cost	Notes
Kaya the Wildborne	+6 warbeast pts.	
Argus x2	4 each	
Feral Warpwolf	9	
Total	11	

PHASE II: 25 POINTS

Moving on, I'm going to add a number of infantry and push this list to tier 3 of Kaya's Theme Force. My purpose in doing this is twofold. First, Kaya's battlegroup already contains enough warbeasts to manage her fury and transfer needs for the time being. Second, at 25 points it's easy to focus exclusively on warbeasts and solos and end up outnumbered. Kaya's Theme Force offers some significant bonuses to her infantry models. Bonuses are always a good thing.

The natural first choice for infantry is a minimum unit of Wolves of Orboros. For only 4 points I'm getting six models with Reach, Pathfinder, and Combined Melee Attack. Powerful Charge means I can hit most anything I charge. Kaya's tier 3 benefit grants the unit Advanced Move, which gets them into the fray even sooner than usual.

Next, I'll choose Wolf Lord Morraig. He gains Flank from friendly Wolves of Orboros, and the Wolf Lord is a powerful Dragoon solo who packs a nasty punch. Because he's light cavalry, he is extremely mobile, and between Pathfinder and Prowl, he can be really hard to hit. Because Morraig and the Wolves both have Reach, it is easy to arrange situations when you can charge Morraig into combat and hit with an effective MAT 12, P+S 13 attack and roll five dice! Between their CMA ability and Morraig's follow-up attacks, this 9-point combo should wreck enemy heavy warjacks or warbeasts.

The final choice for my 25-point expansion is a minimum unit of Reeves of Orboros. Kaya's Theme Force brings their cost down and allows me to deploy a forest for each unit I field. The Reeves have both Combined Ranged Attack

List 2: 25-Point List

Model	Point Cost	Notes
Kaya the Wildborne	+6 warbeast pts.	
Argus x2	4 each	
Feral Warpwolf	9	
Reeves of Orboros (Min)	5	NM
Wolves of Orboros (Min)	4	NM
Wolf Lord Morraig	5	NM
Total	25	

NM – New model for this point level/list

and Snap Fire, a combination of abilities that allows them to team up in pairs, firing at RAT 7, POW 12. If a model is killed, the attacking Reeve can loan its extra shot to the next Reeve, and so on and so on. Even a six-model unit can pump out five POW 12 attacks in a single turn. Not bad for 5 points.

Kaya's list at this point has a little something for everyone. It can handle a number of threats through combined-arms maneuvers. By keeping enemy models at arm's length with abilities like Doppler Bark, Spirit Fang, and Spirit Door, it can apply concentrated attacks at specific targets. This sort of dynamic committal of force ensures I won't find myself in a position where the enemy can win by attrition.



Phase III: 35 Points

While Morraig and the Feral Warwolf can help against heavy warbeasts and warjacks, my list is a bit light on heavy hitters. However, I still have some building to do before I add another warbeast. This is one of those list building crossroads that every player approaches differently. It would be very easy to grab a heavy warbeast and fill the 10 points I have to spend. In truth, there would be nothing wrong with that choice. However, since this is a slow-grow list, choosing to fill out more infantry prevents me from having to paint a large number of infantry models at the 50-point level. It also helps make the list tactically flexible on the tabletop by keeping the model count relatively high and building on existing advantages.

To add some substance to the offensive capacity of the list, I'm going to add the Wolves of Orboros Chieftain and Standard unit attachment. The Chieftain's ability Power Swell gives the unit an extra die on melee damage, which makes their Combined Melee attacks capable of putting some serious damage on high-armor models. In a single turn, this 6-point unit can take down a heavy warbeast on the charge.

Adding a second minimum unit of Reeves of Orboros lends some additional anti-infantry power to my list with another forest thanks to Kaya's Theme Force benefit. Having multiple forests allows for even more control of my side of the board and provides some

cover to my army no matter what the table. With two units of Reeves, I can deal with most infantry threats, freeing up my Wolves and warbeasts to go after enemy warjacks and warbeasts.

Finally, I'm going to add a trio of War Wolves. These solos are among the cheapest in the faction but bring Gang Fighter and a respectable melee attack to the table. Their primary role in this list will be triggered by Sic 'Em, allowing them to charge a target hit by the Reeves of Orboros. I can hit a target with a single Reeve's crossbow and follow up with multiple War Wolf charge attacks. These charges are out of activation, so a War Wolf triggered by Sic 'Em can still make its initial attacks during its activation.

By layering ranged attacks and charges, I can engage from multiple vectors and at my opponent's weak or isolated models. All the while, I can screen my army with inexpensive models, such as War Wolves and Wolves of Orboros, while pulling my more expensive and more valuable models back to safety. The objective here is to engage the enemy on the Circle's terms and get out of retaliation range after making my attacks. This style of play requires quick adaptation, but if done correctly, my army should be extremely hard to pin down.



List 3: 35-Point List

Model	Point Cost	Notes
Kaya the Wildborne	+6 warbeast pts.	
Argus x2	4 each	
Feral Warwolf	9	
Reeves of Orboros (Min)	5	
Reeves of Orboros (Min)	5	NM
Wolves of Orboros (Min)	4	
Wolves of Orboros Chieftain & Standard	2	NM
Wolf Lord Morraig	5	
War Wolf x3	1 each	NM
Total	35	

NM – New model for this point level/list

PHASE IV: 50 POINTS

At 50 points this list really comes into its own. First, I'm going to add a Warwolf Stalker to the list. This brings my list to tier 4 of Kaya's Theme Force, giving my army an extended deployment zone. Better yet, the Stalker offers considerable versatility to the list as both a threat to heavy warjacks and warbeasts and a threat to enemy heavy infantry. As with the Feral Warwolf, the Stalker's access to Controlled Warping allows me to customize its output each turn. The Stalker can warp for Strength against high ARM targets, Berserk against infantry, or Prowl as it approaches an army. The Stalker's animus compliments the hit-and-run nature of Kaya's battlegroup. Its Lightning Strike animus can target other friendly models, allowing a model like Morraig to charge 11", take out an enemy, Sprint for 8", and then use his light cavalry move for an additional 5"—that's 24" in a single activation!

I'll also toss in a few utility solos to the mix. A fourth War Wolf can take advantage of that Sic 'Em charge granted by my Reeves units. For crowd control, I'll add a Reeve Hunter. This versatile solo can take down six enemy models per turn plus grant camouflage to nearby Reeve units.

List 4: 50-Point List

Model	Point Cost	Notes
Kaya the Wildborne	+6 warbeast pts.	
Argus x2	4 each	
Feral Warwolf	9	
Warwolf Stalker	10	NM
Reeves of Orboros (Min)	5	
Reeves of Orboros (Min)	5	
Wolves of Orboros (Min)	4	
Wolves of Orboros Chieftain & Standard	2	
Druid Wilder	2	NM
Reeve Hunter	2	NM
Wolf Lord Morraig	5	
War Wolf x4	1 each	NM (1)
Total	50	

NM – New model for point level/list



Finally, I'll add a Druid Wilder attachment for Kaya. With the addition of a fourth warbeast, fury management becomes an issue. The Wilder can help me mitigate frenzy checks by removing fury from a warbeast. It can also extend the usefulness of the Stalker's animus by casting it on friendly models. This saves precious fury for other applications. Between Soothing Song and the Wilder, I can manage up to 8 fury points per turn without leaching, allowing me to push warbeasts harder than would otherwise be possible without the danger of threshold checks.

Phase 1: 100 Points

Now that my core 50-point list is complete, I can look toward expanding this collection to the 100-point level. Cassius the Oathkeeper is the newest addition to the pool of Circle warlocks and shares a number of models with Kaya's Theme Force. He's a great-looking miniature to boot. His overlap with Kaya's Theme Force makes it possible to eventually break the 100-point list into a 50-point Cassius Theme Force as well.

Cassius the Oathkeeper and his companion Wurmwood bring a very different dynamic to the table. While Kaya acts as a support warlock who lends strength to her battlegroup, Cassius is a very selfish warlock. He gives his army almost no support whatsoever. In fact, he actually demands quite a bit from his army in order to fuel his abilities. Cassius' only support-oriented spell is Curse of Shadows, which can be very useful in bringing down high-ARM targets.

Cassius' selfishness can be overlooked in light of his raw capacities as an offensive warlock. The initial reaction to Cassius and Wurmwood may be to play defensively. After

List 5: 100-Point List

Model	Point Cost	Notes
Kaya the Wildborne	+6 warbeast pts.	
Argus x2	4 each	
Feral Warpwolf	9	
Warpwolf Stalker	10	
Cassius the Oathkeeper & Wurmwood, Tree of Fate	+6 warbeast pts.	NM
Megalith	11	NM
Woldwarden	9	NM
Druids of Orboros	7	NM
Druids of Orboros Overseer	2	NM
Reeves of Orboros (Min) x2	6	
Shifting Stones	2	NM
Stone Keeper	1	NM
Tharn Wolf Riders (Min)	6	NM
Warpborn Skinwalkers (Min)	5	NM
Warpborn Skinwalkers (Min)	5	NM
Wolves of Orboros (Max)	6	NM (Max)
Wolves of Orboros Chieftain & Standard	2	
Druid Wilder	2	
Lord of the Feast	4	NM
Reeve Hunter	2	
Wolf Lord Morraig	5	
War Wolf x4	1 each	
Total	100	

NM – New model for this point level/list



all, Wurmwood is easily hit and Sympathetic Link means Cassius suffers any damage Wurmwood takes. However, the pair has abilities that demand they get into the fray.

Wurmwood is an immobile solo. This means I have to find another way to move it around. The fact that it has Advanced Deploy is good but is seldom enough to keep it in the action. The reason Wurmwood needs to be front-and-center is this tree likes to snack on souls of the fallen. For each soul token Wurmwood gets, it gains +1 ARM. During Cassius' activation, Wurmwood can transfer its souls to Cassius, who can use them as fury points. This means Cassius can have up to 11 fury in a single turn. This ability to stock up on fury points makes Cassius a potent assassination threat and a formidable spellcaster.

Cassius, for his part, can use Unseen Path to move himself and Wurmwood around. This spell is most effectively used to recall Wurmwood once souls have been gathered during the turn. However, it has other uses, including getting Cassius into position for unleashing his attacks.

Cassius also has access to Stranglehold, which, like Kaya's Spirit Fang, can stop enemy models from being effective for a turn. The spell Hellmouth makes for a great anti-infantry attack, as it pushes all models within 3" of the target towards the model hit. All models under Hellmouth's AOE suffer a POW 12 damage roll. The spell can also be used to reposition enemy models and open up potential assassination avenues. Both Hellmouth and Cassius' weapons feature "removed-from-play" rules, which can affect soul harvesting but can also interrupt a number of potential benefits gained by enemy models such as Vengeance.

Cassius' feat creates a 10" forest around Wurmwood. When timed right, this can shut down many enemy models entirely. However, models with Eyeless Sight or Hunter are still problematic.

To complement Wurmwood, I'm going to add a unit of Shifting Stones. The unit's ability to use Teleportation to place Wurmwood forward allows the tree to gather souls before being placed into the Shifting Stone triangle by Cassius' Unseen Path spell. The Shifting Stones also need a Stone Keeper in order to gain Stealth and an offensive attack. Ideally, I'll place this unit just behind my front lines, keeping Wurmwood where it needs to be. But if push comes to shove, Rock Hammer is a respectable offensive spell.

For Cassius and Wurmwood's battlegroup I'm adding Megalith and a Woldwarden. Megalith's animus can be used to lower the DEF of enemy models and then further debuff them with Weight of Stone on its Rune Fist attacks. The constructs bring a very different dynamic from Kaya's warbeasts. Circle's access to non-living warbeasts is a double-edged sword. They are slower than living warbeasts but are considerably more durable. Megalith can heal itself and Woldwardens that are in base-to-base contact with it. Also, the Shifting Stones' Healing Field ability removes damage from friendly constructs.

Both constructs offer Cassius extended spell range through Geomancy. They are also respectable melee combatants. The Woldwarden's animus can create small forests in order to trigger Wurmwood's Prowl ability and use Cassius' Treewalker.

I'll add two minimum units of Warpborn Skinwalkers to fill Cassius' Theme Force requirement and add some much-needed durability to the list. Skinwalkers are Circle's most heavily armored infantry unit. Equipped with Reach, Pathfinder, and Relentless Advance, these units are deceptively fast. They are best used for tying up enemy infantry or ranged warbeasts/warjacks.

Anti-magic and anti-range support is provided by the Druids of Orboros. This unit is perhaps one of the most versatile units available to Circle. The Druids can provide a 9" anti-magic bubble around their position and can deploy cloud effects to block enemy line of sight. By using Force Bolt, the Druids can shove enemy models around, either setting up charges or pushing threats out of range. Finally, the Druid Overseer can give the unit immunity to most damage types or strike out with a devastating ranged attack. The unit is the ultimate toolbox and benefits just about any list.

As a sort of flavor unit for the 100-point force, I've chosen a unit of Tharn Wolf Riders. While they fit into Kaya's Theme Force, they synergize best with Cassius. Forest of Judgment is relatively restricting even to some Circle Orboros models. But with Pathfinder, Hunter, and Prey, the Wolf Riders are a perfect match. The unit can assault up to 14" and can dash another 5" due to their Light Cavalry rule. With proper positioning, I can keep them back until my feat turn, have them assault from Cassius' forest, and then melt back into the woods. Having such a fast and hard-hitting unit on the board is never a bad choice.

The Lord of the Feast and four more Wolves of Orboros grunts fill out the rest of my 100-point list. The Lord of the Feast is a terribly efficient anti-infantry model and functions perfectly well on its own hunting them down. There are, conveniently, a number of animi tricks that can be performed with the Lord of the Feast.

These include putting Tracker on the model, then using Shifter to get it into the middle of a unit before making attacks. With



a 360-degree field of vision and Blood Reaper, this will maximize its initial attacks. Also, it can be a lot of fun to use Lightning Strike on the Lord of the Feast and have it Sprint away to safety after collecting a number of corpse tokens for use in subsequent turns.

The 100-point list combines many of the primary themes and strengths of Circle Orboros, including anti-magic Druids, anti-infantry Lord of the Feast, extremely fast

Thorn Wolf Riders, and slow but durable construct warbeasts. Cassius and Kaya complement each other by augmenting the hit-and-run style of Kaya's list with terrain manipulation through Cassius' expansion. In the end, this is a versatile and flexible force that can hit hard and disappear or shut down enemy movement through spells and terrain generation.



PHASE VI: UNBOUND

By David "DC" Carl

With the introduction of the Unbound format on page 40, this Power Progression article wouldn't be complete without one final phase. I'll be taking Eric's 100-point army list and filling it out one final time to create a 150-point Unbound monstrosity.

The turn structure of the Unbound format has far-reaching ramifications for game-play that change the way players look at a broad range of spells, feats, and abilities. In the case of Cassius, his Forest of Judgment feat lends itself to an early activation in a given round, as does casting his Curse of Shadows spell on a new enemy model/unit. Kaya, on the other hand, is quite versatile and can activate early to maximize Spirit Fang, late to maximize Soothing Song, or any time at all if she is using Spirit Door more heavily that activation.

With one good early-turn warlock and one versatile one, I chose a good late-turn warlock who also takes serious advantage of the scope of Unbound—Morvahna the Autumnblade. Morvahna's Harvest spell is useful in smaller games, but it really comes into its own in larger conflicts. After spending lots of fury on her great upkeep spells, Harvest can fully restore Morvahna's fury points before her activation. Then, after casting spells and animi, Harvest restores a few fury points to allow damage transfer. Though it is far from common, Morvahna can theoretically utilize 21 fury points in a single round.

For Morvahna's battlegroup, I first chose to steal one of Kaya's Argus and then put a new Gorax in both Kaya's and Morvahna's battlegroups. This spreads the Tracker and Primal animi around to lend versatility to the warlocks' spell options. Primal will prove very beneficial for cracking through the armor of an opponent's heavier warjacks, warbeasts, and battle engines.

To complement her pair of light warbeasts, I gave Morvahna a Pureblood Warwolf and a Gnarlhorn Satyr. The Pureblood has an exceptional ranged attack, solid melee capability, and increases the options of Kaya's warpwolves when they're nearby. It also packs a great animus in Wraithbane, allowing friendly models to ignore powerful defensive buffs like Arcane Shield, Defender's Ward, Iron

Flesh, and Incorporeal. The Gnarlhorn provides another melee bruiser, a tactical power attacker, and another great animus. Bounding enhances Circle's already-impressive threat ranges to help ensure the army gets the alpha strike.

With all these great animi floating around, my next addition was an easy one—two more Wilders, one for Morvahna and one for Cassius. In a vacuum, Cassius' battlegroup does not particularly lend itself to a Wilder, but that's the beauty of Circle's warlock attachment. These druids become more and more versatile in larger games. Depending on her current board position, Cassius' Wilder can cast Tracker, Primal, Bounding, Wraithbane, or Lightning Strike, even though her attached warlock does not have those options. With three of these young druids slinging animi or removing excess fury, it really frees up the warlocks' options.

My point expenditures on units fit with both the Unbound format and with the new warlock. In the first turn of a given round, it can be very helpful to have a few larger units to give plenty of bang for the buck out of those first-turn unit activations. To that end, I increased both of the Warpborn Skinwalker units and the Tharn Wolf Rider unit to full size. I also added a full unit of Tharn Bloodtrackers with Nuala the Huntress. In addition to these changes, giving a stronger turn one punch, they also enhance the strength of Morvahna's Restoration and Regrowth spells by increasing the number of models affected or adding a new unit option for the spell's target.

The final unit I added was another unit of Shifting Stones with a Stone Keeper. It never hurts to have another unit with Serenity, Healing Field, Teleportation, or Rock Hammer, but a Stealth unit with high ARM is also exceptional for claiming Domination Territories in order to seize the initiative. While one Shifting Stones unit watches over Wurmwood and some warbeasts, another can yield an initiative swing of several points, giving the Circle army an advantage in the battle's momentum.

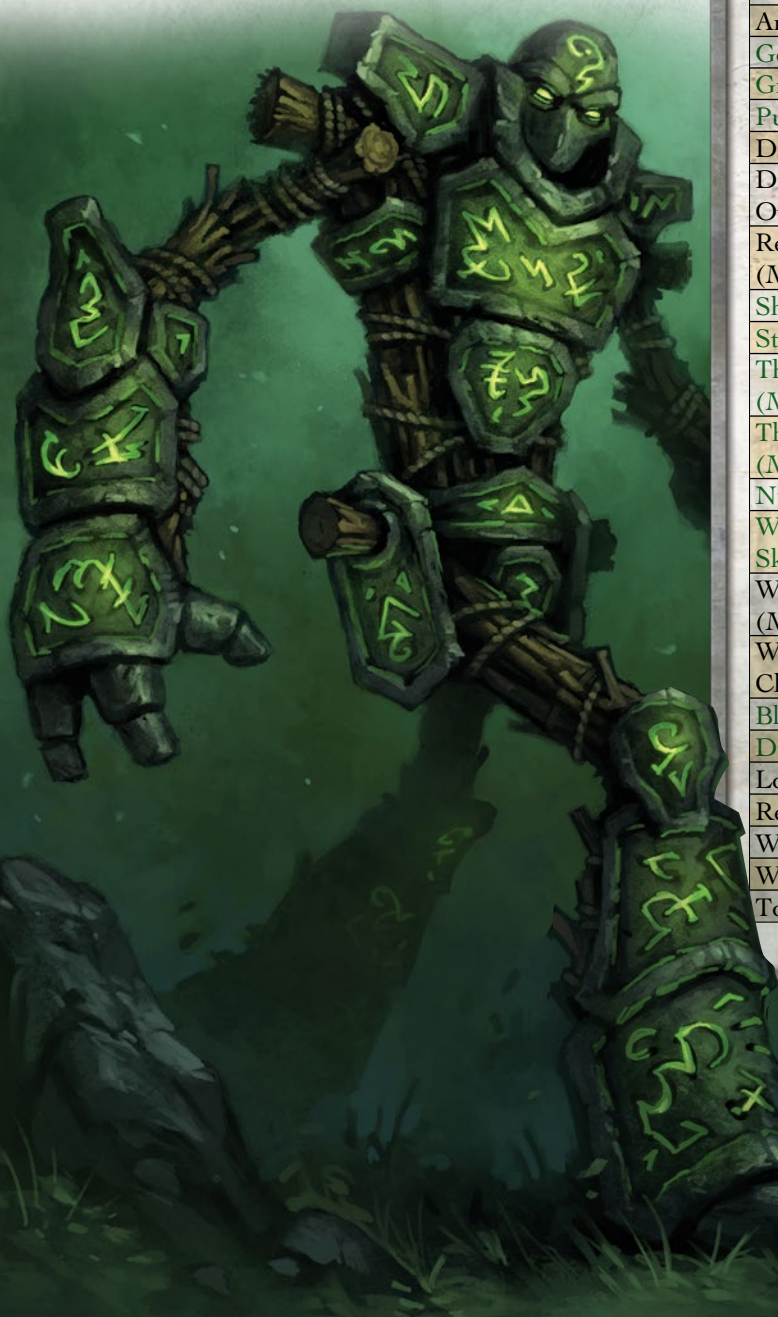
Last but not least, I added a pair of Blackclad Wayfarers. With five models that can potentially cast Bounding, the Hunter's Mark spell is too good to pass up. Between a Wayfarer's Hunters Mark, a Wilder's Bounding, and Shifting for Speed, her Feral Warwolf can charge as if it were a SPD 12 model. Throw in Kaya's Spirit Door spell a bit later in the turn to take hit-and-run tactics to a whole new level.



The overall effect of this 150-point list is a flexible force with a great deal of maneuverability and with early-, mid-, and late-round threats. Effects like Altar of Sacrifice, Spirit Door, Regrowth, and Harvest grant a significant edge in a battle of attrition while effects such as Warp Strength, Curse of Shadows, Primal, and Wraithbane allow the army to smash through even the hardest defenders.

CONCLUSION

The models selected for this Power Progression fit the tier 4 Theme Force lists for Kaya or Cassius while providing a deep bench of models for competitive and exciting forces at any point level. So get collecting and start doing your part to stave off (or perhaps incite) the coming apocalypse!



List 6: Unbound List

Model	Point Cost	Notes
Kaya the Wildborne	+6 warbeast pts.	
Argus	4	
Gorax	4	NM
Feral Warpwolf	9	
Warpwolf Stalker	10	
Cassius the Oathkeeper & Wurmwood, Tree of Fate	+6 warbeast pts.	
Megalith	11	
Woldwarden	9	
Morvahna the Autumnblade	+6 warbeast pts.	NM
Argus	4	
Gorax	4	
Gnarlhorn Satyr	8	NM
Pureblood Warpwolf	9	NM
Druids of Orboros	7	
Druids of Orboros Overseer	2	
Reeves of Orboros (Min) x2	6	
Shifting Stones x2	2 each	NM(1)
Stone Keeper x2	1 each	NM(1)
Tharn Wolf Riders (Max)	10	NM
Tharn Bloodtrackers (Max)	8	NM
Nuala the Huntress	2	NM
Warpborn Skinwalkers (Max) x2	8	NM
Wolves of Orboros (Max)	6	
Wolves of Orboros Chieftain & Standard	2	
Blackclad Wayfarer x2	2 each	NM
Druid Wilder x3	2 each	NM(2)
Lord of the Feast	4	
Reeve Hunter	2	
Wolf Lord Morraig	5	
War Wolf x4	1 each	
Total	150	

NM – New model for this point level/list

STRATEGIC ACADEMY

CYGNAR



BY JOSH SAULTER • ART BY CARLOS CABRERA, LARS GRANT-
WEST, IMAGINARY FRIENDS STUDIO, DARYL MANDRYK, LUKE
MANCINI, ANDREA UDERZO, AND KIERAN YANNER

Greetings, Cadet! Welcome to the Strategic Academy here in Corvis! You've just passed your entrance exams and are on your way to serving our crown. Before you are assigned your training company, I will ensure you have a proper understanding and respect for those who came before us. You will discover the legendary names that strike fear in the hearts of our enemies and the tools they use to protect what your momma holds most dear. Perhaps one day after graduating from this academy you may join their ranks.

Our Cygnaran army is diverse and able to meet any adversary on any front. Our kingdom is known for its superior ranged capabilities, but we do not suffer a lack of skill in hand-to-hand or combat spellcasting. Indeed, our ability to adapt to any situation is what ensures our kingdom stands against both external threats and those occasional internal ones.

Technological Ingenuity

The catalog of Cygnaran warjacks includes devices that eliminate specific enemy threats. Various anti-warjack weapons; the Lancer's Shock Shield, the Defender's Shock Hammer or the Thunderhead's Shock Fists can easily destroy an enemy 'jack cortex or

temporarily cause Disruption. Deadly ballistic weaponry can be found on the Hunter, Sentinel, or Cyclone where sprays of deadly bullets counter enemy troops or slugs crack the shell of the hardest armored foes.

Ride the Lightning

Along with electrical warmachines like the Thunderhead, Firefly, and Stormclad, the Storm Knights are a class of warrior that pervades the Cygnaran military. Storm Lances, Stormblades, and the Stormguard bristle with energy as their weapons send lightning through enemy ranks destroying multiple threats with a single hit. Often, machine and man work together for mutual benefit. The Stormclad can typically be found accompanied by Stormblades who provide it focus. Likewise, the Firefly can help the Stormcallers multiply their effectiveness by becoming a conduit for a Surge or Triangulation.

Arcane Tempest

The Arcane Tempest produces gun mages who channel their magic through magelock pistols. By utilizing arcane ammunition these mages can adapt to changing conditions in the middle of a battle, and when led by their own Captain Caine, will charge into battle with the most hardened soldiers. The

famous Black 13th Strike Team epitomizes the notion of warrior gunslingers and is often targeted early in a fight due to the threat it brings to the battle.

Dug In Deep

Among the magic and lightning lie the trencher units that form a backbone to many Cygnaran forces. Dug in on the front lines these infantry and special commando teams lie in wait under cover of smoke while arresting the forward advance of the opposition. The more fortunate trenchers are led by Captain Maxwell Finn, who ushers them on at a Desperate Pace to ensure the enemy is met on Cygnar's terms. Leading the way with his Mini-Slugger, the trenchers who follow him find targets with their rifles more easily while the veteran leader is in sight.



**MAJOR MARKUS
"SIEGE"
BRISBANE**

Siege is a warcaster blessed with the ability to find the enemy no matter where it hides. He can ignore many common defensive bonuses with the spell Mage Sight or his signature attack Ground Pounder, pelting the enemy with his own rocket volleys



or powerful fire from warjacks such as the Defender. Also consider that the spell Foxhole, which is commonly used to grant cover and immunity to blast damage, can be used to gain LOS past a screening line of models. By placing the Foxhole AOE in a precise location, even enemy warjacks fall out of the way to reveal a clear shot on the opposing warcaster. If Incorporeal models abound, Siege can use Explosivo to create magical AOE attacks. Protectorate warjacks under the protection of a choir's Passage, or Cryxian wraiths become vulnerable to otherwise mundane attacks with a casting of Explosivo. Likewise, high-DEF, low-ARM models such as Eirys have difficulty surviving when AOE-imbued shots begin firing their way. Above all, though, his feat Breach has the potential to turn any battle around by temporarily halving enemy armor. A piercing shot from a Defender or a blow from an Ironclad can finish even heavy Khador warjacks affected by the Major's feat. Aptly named, Siege excels at pressing the enemy back and rooting them out at every turn.

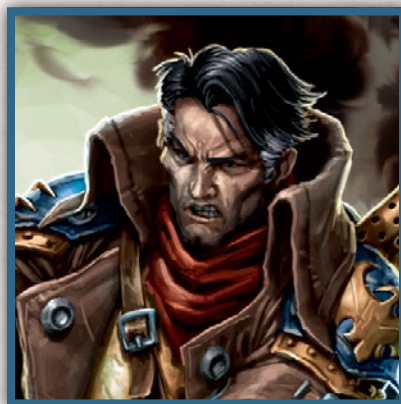
Warjack of Note – Defender

With a long range Heavy Barrel attack, the Defender is a great addition to Siege's battlegroup. When hitting a model under the effects of Breach, the

boosted POW 15 can crack open the hardest warjack shell or even destroy warcasters outright. Like the Lancer's Shock Shield, the Defender's Shock Hammer is a useful tool to knock out a 'jack's cortex with a few hits. However, keep in mind that the Shock Hammer's cortex damage effect will trigger Breach and the following damage roll will not be halved.

Unit of Note – Rangers

In a faction with a bevy of potent ranged attacks, the Rangers are useful beyond description. Through the Mark Target ability, Siege can be an effective RAT 8 when making Ground Pounder attacks. More importantly, the Mark Target bonus can remove the need to boost a warjack's attack and help Siege manage his focus reserves. A single unit of Rangers is a fantastic, yet cheap way to make every attack count.



LIEUTENANT ALLISTER CAINE

Lieutenant Caine is adept at overwhelming his opponents with gunfire while acting as a moving target. By casting the upkeep spell Blur upon himself, Caine can raise his DEF versus ranged and magic attacks to an amazing 20. Safe from direct hits he can

then advance forward with a respectable SPD 7, fire a barrage of Spellstorm Pistol shots, and finally

Teleport to a more favorable position. When presented with a swarm of enemy models he can use his feat to let loose

a Maelstrom of attacks, picking off every model in range. Note that the feat-granted attacks are ranged attacks and cannot be made while in melee. However, you may find it useful to charge a model, friendly if necessary, and gain extra movement to maximize the reach of the Maelstrom attacks. Caine can also cast the Thunder Strike spell to slam models back, although the high focus expenditure can make this a risky proposition. When his army requires support, both Deadeye and Snipe can be cast on a model/unit to provide more RNG and accuracy. Models like the Arcane Tempest Gun Mages can use their own unique attacks on top of those spells, gaining the additional die from Deadeye to increase the chance for Critical Brutal Damage or knockdown from a Thunderbolt. When aiming and under the effects of Deadeye, Caine himself will have little trouble hitting DEF 24 with a boosted attack. By using his extraordinary mobility, Lieutenant Caine can support his army while conducting a one-man guerilla campaign against any enemy foolish enough to step into range.

Warjack of Note – Hunter

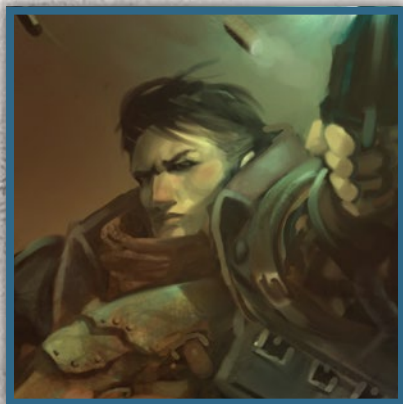
The Hunter's Long Arm can be extended to an impressive RNG 18 with Snipe and, thanks to Parry and a decent SPD of 6, can maneuver around the field targeting solos and officers at will. When defensive measures become more important, the light 'jack affected by Blur raises its DEF to 17 against ranged and magic attacks. Its Pathfinder ability allows it to easily find refuge in forests further increasing its DEF to 19. Under these circumstances, warjacks like the Hunter can become as difficult to deal with as Caine himself.

Unit of Note – Trencher Infantry

Like the Hunter, Caine can support his Trenchers with Snipe or Deadeye, increasing their threat range to 20" if they advance before shooting (even farther if Capt. Finn or the Assault order is used). By throwing an occasional Smoke Bomb, Trenchers can provide concealment for themselves or other models like the Hunter. If Blur and Dig In are combined, the Trenchers



become nearly untouchable as long as they can avoid becoming engaged in their trenches.



CAPTAIN ALLISTER CAINE

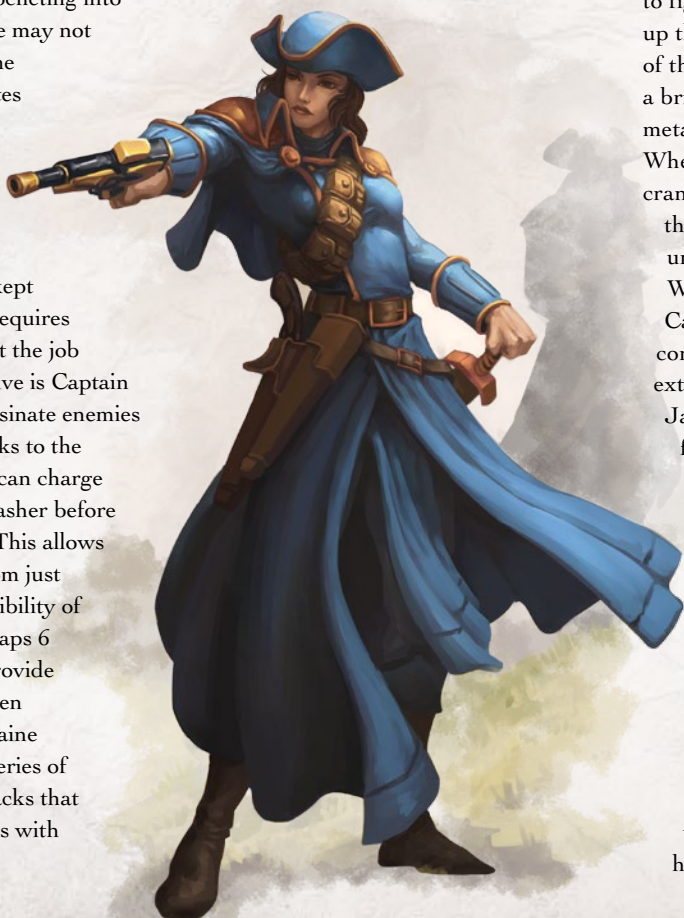
Like his non-epic form, Captain Caine can easily fight using hit-and-run tactics. Epic Caine, however, often favors a slightly more personal approach by using his spell Gate Crasher to jump into enemy lines rather than simply teleporting away. Once engaged, he can utilize his skills as a Gunfighter to clear out small formations of opponents or send Magic Bullets ricocheting into enemy models to which he may not even have line of sight. The spell True Sight accentuates Caine's impressive ranged abilities by allowing him to ignore Stealth, concealment, and camouflage. With a base RAT of 9 and an upkept True Sight, Caine rarely requires a boosted attack roll to get the job done. Even more impressive is Captain Caine's capability to assassinate enemies over long distances. Thanks to the Gunfighter ability, Caine can charge a model and cast Gate Crasher before making his initial attack. This allows him to engage a model from just over 18" away with a possibility of 5 remaining attacks (perhaps 6 if a Squire is present to provide an extra focus point). When combined with his feat, Caine can potentially deliver a series of increasingly powerful attacks that quickly destroy warcasters with low to mid-level ARM.

Warjack of Note – Grenadier

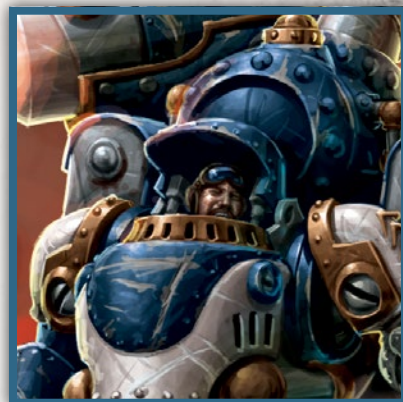
Captain Caine is not particularly battlegroup oriented. However, some warjacks, like the Grenadier, can be supported by other members of the army; in this case, Trencher models of any kind. By having Caine cast Magic Bullet on the Grenadier while making its maximum 3 Grenade Launcher attacks with the help of Trenchers, the Grenadier can pepper the enemy with four POW 12 attacks, including three AOE's.

Unit of Note – Arcane Tempest Gun Mages

When serving with Captain Caine, Arcane Tempest Gun Mages gain Gunfighter. This ability is crucial when this ranged-based unit becomes engaged. Moreover, it allows the unit to use their Magelock Pistol attack types when charging, so do not be afraid to send them into hand-to-hand combat if necessary. The Arcane Inferno order allows this unit to combine attacks into a 3" AOE without the benefit of an



attack type. Be sure to carefully weigh the value of the AOE versus the loss of a few Thunderbolt or Sniped attacks when considering the Arcane Inferno.



CAPTAIN E. DOMINIC DARIUS

While under the command of Captain Darius, the worst enemy attack becomes no more than a scratch. By repairing damage with a special action, through a halfjack's Bodging efforts or (in dire situations) through the use of his feat, even the most severely battered warjack can be brought back to fighting condition. By trudging up the battlefield under the effects of the spell Fortify, Darius presents a brick of extra-armored, immovable metal that is difficult to deal with. When in position a warjack can be craned forward for extra distance as the battlegroup charges for free under the effects of Full Throttle. With free boosted attack rolls, the Captain's warjacks can instead concentrate on spending focus for extra damage or additional attacks. Jackhammer is another method for delivering multiple powerful attacks. After running a warjack into melee range, Jackhammer can be cast several times to finish off a model that was too distant to simply charge. Beyond controlling warjacks, Darius also excels at guiding his opponents' movements by planting halfjack mines in key positions. Wary of a 4" AOE that deals POW 14 damage, many troopers would rather confront a heavy warjack than be automatically

destroyed at the hands of a halfjack. The mines are useful for funneling lightly armored enemy models into disadvantageous positions or simply keep them at bay while the battlegroup advances. In scenario games, the 4" AOE can often make controlling or contesting zones difficult for the opponent if placed tactically.

Warjack of Note – Stormclad

The Stormclad sports a P+S 19 Generator Blade with Reach, giving the 'jack a 10" threat range on a charge. While respectable for a heavy warjack, Darius can augment the Stormclad's range even more. By running the warjack into melee range, Darius can use Jackhammer to pound the target into the ground. Electro Leap from the Generator Blade will still trigger with a Jackhammer hit and destroy any lower-ARM models in the vicinity.

Solo of Note – Captain Arlan Strangeways

Strangeways' Power Booster action is useful for giving a focus point to a warjack in preparation for a run followed up by a series of Jackhammer attacks. Or, if using his Jack Marshal ability, that extra focus can be used in addition to the normal boost, charge, or additional attack. Lastly, his Voltaic Gauntlet offers another Disruption option and, being a spray, helps to

mitigate a relatively low RAT of 5. Note that his Evasive Action (good for getting warjacks out of combat safely) and Power Booster actions are Magic Abilities and therefore spells. Be on the lookout for enemy models like Goreshade that can prevent spellcasting or cause damage to spellcasters when using these special actions.



CAPTAIN VICTORIA HALEY

Captain Haley has a variety of assets that allow her army to confront nearly any threat. Her spell Temporal Barrier, while expensive, can deny foes the ability to run or charge when caught in her control area in addition to a -2 DEF penalty. This not only provides some amount of safety to her own forces, but

leaves the enemy ripe for elimination. If the DEF debuff from Temporal Barrier isn't enough, she can cast Deadeye on a model/unit to augment their ranged attack capabilities. Even the highest-DEF models have difficulty surviving when both spells are in play. When enemy warjacks are a problem, Scramble can be used to send them advancing in a random direction potentially knocking down themselves and small base models in the process. This often results in the warjack being repositioned to be ignored or destroyed. Beyond her spell list, which also includes staples like Arcane Shield and Chain Lightning, Haley possesses defensive abilities like Set Defense and Arcane Vortex which can sway an opponent from charging, slamming, or casting spells at models in her vicinity. Be wary of Haley's position, however, since another model may be slammed into her to bypass her high DEF with Set Defense. Finally, Haley's feat Blitz provides an additional attack to faction models in her army. This feat is as versatile as the composition of the army it affects, so consider a mix of melee-and-ranged attack bearing models when building your force. Stormblades, for example, have both ranged and melee weapons, giving you the option of two sword swings or a pair of lightning bolts per model. Keep flexibility in mind when choosing the models that accompany Captain Haley and you'll be prepared for anything on the battlefield.

Warjack of Note – Lancer

Chain Lightning's RNG 10 allows for a Lancer to run into position and channel the spell deep into opposing territory where support solos and Protectorate choir members hide. Similarly, being able to cast Scramble early in a battle can send a warjack backwards to cause chaos amidst its own side while Haley sits safely among her own army. The Lancer's Shock Shield, like the Shock Hammer found on the Defender, is useful for taking out an enemy's cortex. After three quick hits with this shield, the Cortex Damage ability can cripple one of the most important systems on a warjack. Even when being attacked, the Shock Field causes cortex damage while the shield is intact.



Unit of Note – Stormblade Infantry

The Stormblades carry potent Storm Glaives that can reach an effective P+S 15 when near the Leader. However, when affected with Deadeye they attack more accurately with the ranged weapon. Furthermore, a Stormblade can increase his threat range by advancing and firing an effective POW 14 blast rather than simply charging. While a charge may yield more damage, the ranged attack is often the only way to hit targets beyond 8" away. When accompanied by a Standard Bearer and Storm Gunners, the unit not only increases its threat range through the Assault order, but can potentially hit automatically thanks to Electrical Current. With Blitz and Assault, a maximized unit could deliver 22 melee attacks and 11 ranged attacks in a single activation.



MAJOR VICTORIA HALEY

Major Haley offers a more enhanced time-bending theme relative to her non-epic form in addition to an increased Focus stat and larger spell list. The POW 14 spell Time Bomb reduces the SPD and DEF of models hit by its 4" AOE, but be aware that even friendly models caught in the area will suffer the negative effects of the spell (not to mention the blast damage). For a more aggressive approach, Temporal Acceleration can be cast once per turn to give a model extra movement and a free additional attack. For the greatest effect, place this spell on a model with potent ranged or melee attacks to execute a surprisingly long charge or

to plug a warjack with a pair of Armor Piercing shots from a Hunter. Even a fellow warcaster can be drastically increased in potency by the spell. The Major can also manipulate enemy models via Domination and Telekinesis. Domination grants temporary control over an enemy warjack including a full advance and one attack. Telekinesis likewise moves an enemy (or friendly) model within 2" of its origin, often pulling a crucial model out of melee, exposing an enemy model's back arc for easier attacking, or readying a model into key position for a slam. Haley can potentially use her Replication ability to cast (and even upkeep) enemy offensive spells. An opponent will have to think twice about casting spells like Crippling Grasp or Immolation as it may easily come back to haunt them. Haley's time-warping abilities extend to her feat Temporal Shift. By dictating the order in which enemy models activate in her extensive control area, Haley can prevent attacks and force models out of position. Furthermore, each activated model must forfeit its action or movement which usually keeps the Cygnar force safe for a turn. Remember that the feat will affect all models in a unit even if only one trooper is caught in her control area, so take care when placing Haley before using Temporal Shift.

Warjack of Note – Thorn

Thorn includes all the trimmings of a typical Lancer with an extra helping of mobility. By channeling Telekinesis through Thorn (targeting Thorn) and kicking in Reaction Drive, the warjack can reposition 5" up the battlefield. This arc node can then charge a target for a total 16 inches of threat range and still channel Haley's spells despite being engaged the next round. Like the Lancer upon which it is based, Thorn sports a Shock Shield that can cripple a warjack's cortex. Unlike the Lancer, Thorn's spear causes Disruption, which can temporarily stave off a warjack if it cannot cripple the cortex with successive shield hits. Haley's warjack bond also increases the movement of the chosen warjack, increasing the range of charges as well as slams. Although Thorn may be bonded with Haley, any warjack requiring supplemental speed is an option. With an extensive control area, the bonded warjack should be able to move to wherever it is needed while Haley relocates as the fight is carried.



Unit of Note – Black 13th Gun Mage Strike Team

Through a combination of Telekinesis and Temporal Acceleration, Haley can quickly move key models into position. With the Major's help, the Black 13th can easily advance into the thick of things, stay safe with the use of Prowl and Deceleration, and pick off even high-ARM troops with Brutal Damage shots. Through judicious use of Mage Storm, the Black 13th can not only wipe out formations of troopers but also block LOS for an advancing army.



CAPTAIN JEREMIAH KRAYE

By gaining Cavalry rules via his Iron Horse ability, Kraye's battlegroup becomes more focus efficient and deadlier than ever. When charging, a warjack uses the Cavalry Charge rule, establishing LOS to the target as well as a +2 to the attack roll (which can often remove the need for boosting). Heavy warjacks can even produce impact attacks which may clear a once-cluttered charge path or simply deal

another damage roll to the charge target. For example, a Stormclad with three focus points and under the effects of an upkeep Full Tilt spell can charge 13", make impact attacks at MAT 7 / STR 11, and finally make its charge attack with a MAT 9. Having the Tall in the Saddle rule and Reach, the Stormclad could continue to make Electro Leaping attacks over medium- and small-based models to destroy an enemy warcaster and surrounding threats. Kraye's battlegroup tends to be quite mobile. His light warjacks run for free and have access to the Light Cavalry rules, including the extra 5" move following an action. This rapid repositioning combined with the Pursuit spell or Pathfinder (either on Kraye or through Easy Rider) allows the battlegroup to move about freely and engage on its terms. Through Guided Fire, Kraye also supports ranged warjacks. However, his melee warjacks shine through when his feat Horsepower is used. This lets them stand up and charge with ever more movement and accuracy. Under the effects of Horsepower, even an Ironclad becomes an accurate long-range threat with Full Tilt, a few focus points, and the power of Cavalry.

Warjack of Note – Ironclad

Kraye makes even simple and cheap warjacks like the Ironclad monsters in combat. Under the effects of Horsepower and Full Tilt, the Ironclad moves 15" with free boosted attack rolls and can still have 3 focus points to purchase attacks or boost subsequent damage rolls. Other warjacks like the Stormclad can provide slightly more damage output, but for a mere 7 points the Ironclad packs quite a punch under Kraye's command.

Solo of Note – Squire

Any warcaster can benefit from a Squire, but Kraye's battlegroup tends to range far and wide making the additional 2" to his control area very handy. An extra focus point each round can also alleviate the cost of upkeeping a powerful spell like Full Tilt. The Squire must remain within 5" of Kraye to grant its benefits, however, so carefully consider its position against Kraye's mobility when moving around the field.



COMMANDER ADEPT NEMO

Commander Nemo fears no warjack and welcomes his foes to send them in droves. Either through his melee and ranged weapons, Voltaic Snare and Disruption Field spells, or his feat Electrical Storm, this commander can disrupt nearly any warjack he wishes. If circumstances require it, Voltaic Snare can even be cast on a friendly sacrificial warjack to pin the opponent's 'jacks in place. Once those major threats have been neutralized, Nemo can eject Ball Lightning from his staff and cast Chain Lightning to clear out any low-ARM threats while maneuvering his battlegroup forward with castings of Locomotion for that extra bit of movement. While Nemo has many interesting spells available to him, they do sap his focus quickly. His Arcane Accumulator should always be in use not only to create power tokens from your own spellcasters but from your opponents' spellcasters, as well. Keep an eye out for models like Greylords, Druids, and even Cephalix Overlords whose Magical Abilities will keep Nemo fully stocked with power tokens. Nemo can optionally exchange focus points for a larger control area and, with the help of a Squire, push it to a maximum of 26". While such a large control area may not be normally necessary, it can be used in conjunction with Electrical Storm to damage enemy warjacks or warbeasts earlier than your opponent may expect to lend you an element of surprise.

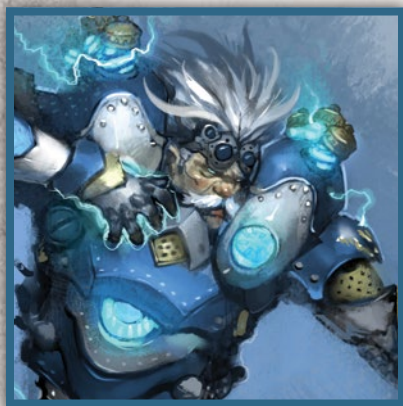


Warjack of Note – Thunderhead

With two open fists and the potential to cause Disruption, the Thunderhead can easily go toe-to-toe with enemy heavies. This warjack sports Critical Disruption and Sustained Attack on all its weapons and, if affected by Lightning Shroud, the Disruption is automatic while the P+S of the Shock Fists increases to 18. Nemo's Supercharge ability allows him to allocate up to 5 focus points to the Thunderhead. With 5 focus points, it can carry out three attacks from the Lightning Coil, starting with an Energy Pulse, and automatically hit with a boosted POW 12 followed by two boosted POW 14 damage rolls.

Unit of Note – Sword Knights

Commander Nemo is normally accompanied by troopers immune to the electricity that flows among Cygnaran ranks. However, the Sword Knights are another option that works well with him. First, a Journeyman Warcaster can cast Arcane Shield on the Knights, providing a Power Token to Nemo. Then by casting Deflection and putting the Knights in Defensive Line, they can run up the field at a comfortable ARM 21. If Nemo includes a warjack with Reach, for example a Lancer or Firefly, the Sword Knights can more easily use Flank and maximize their damage.



GENERAL ADEPT NEMO

General Nemo has refined his ability to manage focus and presents his forces to the enemy in a direct, controlled manner. With his Focus Matrix, Nemo has the option of allocating focus during

his activation in addition to the Control Phase. Furthermore, any excess focus on the field can be siphoned from his warjacks. Models like the Stormclad and Arlan Strangeways can generate focus and, if necessary, be used as a means to fuel the General's spellcasting or increase his ARM. Nemo has access to powerful upkeep spells to bolster his battlegroup, but deciding where to place them can be a difficult choice. Fail Safe is often best placed on a heavy warjack to not only increase the high base ARM but also ensure it has all of its faculties even after taking severe damage. Lightning Shroud, which increases STR and adds Electro Leap, often works well when cast on a warjack with an existing high damage potential. Centurions or Ol' Rowdy can easily benefit from it, but even a Cyclone can use the extra STR for the purpose of a double-hand throw power attack. Nemo's feat High Voltage is very simple, but its effectiveness is multiplied by the size of his battlegroup by allocating 3 free focus points to each warjack. Nemo can safely deplete his own focus through spellcasting and then use the Focus Matrix to gain it



back. After a casting of Energizer to move the battlegroup forward, his fully focus-fueled warjacks can attack to their fullest capabilities.

Warjack of Note – Charger

General Nemo can fuel any number of warjacks effectively and few choices yield poor results. Stormclads and Hunters deliver excellent damage output even without Nemo's support spells. The Charger is often overlooked, but with its Powerful Shot ability and Nemo's abundance of focus (especially when using his feat) a small group of these warjacks can surprise many opponents with a sudden burst of fully boosted POW 12 shots.

Solo of Note – Stormsmith Stormcaller

The General's Elite Cadre bonus not only increases the odds of a successful Stormcall but also increases its damage by 2. When tagging along with a Firefly, a trio of Stormcallers can more easily carry out the rare Triangulation. With proper positioning three Stormsmiths can destroy units of enemy troopers, difficult-to-hit models like Eirys, or a combination of both.



CAPTAIN KARA SLOAN

Captain Sloan's expertise is maximizing the ranged capabilities of her army. In particular, her battlegroup is well supported with spells like Fire Group and Deadeye as well as with her feat Firing Squad. While the added RNG from Fire Group increases her warjacks' offensive threat, it also benefits the Cyclone when performing the Dual Covering Fire action. Since the covering fire rule specifies the AOE's are placed in the weapon's RNG, Fire Group extends the potential placement by 2". The spell Refuge grants an extra full advance to the target model that can be used to allow a Hunter or high-SPD model like Katherine Laddermore to attack and then seek a safer position. Sloan is at her most dangerous when she uses her feat to bring her battlegroup to bear on the enemy. When using Firing Squad, friendly models gain boosted attack rolls which, when combined with Deadeye, can total four dice on the attack. Models with critical effects like Arcane Tempest Gun Mages are much more likely to trigger a Critical Brutal Damage or knockdown with a Thunderbolt. Moreover, the feat allows additional attacks from battlegroup models that can equate to an extra POW 15 from a Defender or a second Armor Piercing attack from a Hunter. Most impressively, the Weapon Master quality on Sloan's Spitfire generates a third damage die even on her feat-granted attack. If Reinholdt accompanies her, Sloan can potentially make a pair of boosted attacks with 4 damage dice each along with the Firing Squad attack with 3 damage dice.

Warjack of Note – Triumph

Equipped with the same Heavy Barrel as a Defender, Triumph has equivalent damage potential with an even better RAT. Additionally, Triumph has access to Arcane Precision, just like Sloan, which can prove useful when facing off against Stealthed enemies like Deneghra. By casting Fire Group, Sloan and Triumph can trade shots against distant occulted warcasters or warlocks, bypassing the one ability that keeps those enemies safe. In other situations, Triumph can use Blaster to create an AOE attack. Sloan's access to boostable AOE's is limited only to her Arcane Blast spell and, although Triumph's Heavy Barrel is not magical, it can often reduce her reliance on that expensive spell.

Unit of Note – Long Gunner Infantry

Long gunners have a relatively low RAT by Cygnaran standards that is normally compensated for by means of Combined Ranged Attacks or the aiming bonus. Through the use of her feat and Deadeye, Sloan can enhance their attacking ability while permitting them to advance, thereby increasing their threat range to 19". By letting her battlegroup handle harder targets, the long gunners can concentrate on lower-ARM threats including those with high DEF.



COMMANDER COLEMAN STRYKER

Commander Stryker provides his army with both offensive and defensive support, making him a versatile centerpiece for any Cygnaran force.

Arcane Shield and Blur can increase the survivability of various Storm Knight or gun mage units, all of which can benefit from a casting of Earthquake on high-DEF enemies. Even models like long gunners can forgo CRAs to take individual shots at those knocked-down models. In addition to Arcane Shield, Stryker can increase Cygnaran models' ARM by +5 with his feat Invincibility. With a second casting of Arcane Shield from a Journeyman Warcaster, high ARM will pervade the army and allow Stryker to press forward where it would otherwise be foolish to do so. With only 6 focus and several useful upkeep, Stryker may find himself short of resources on any given turn. To mitigate his exhausted focus, other support models should find their way into Stryker's lists. Gorman di Wulfe can often eliminate attacks on the Commander by placing a cloud to block LOS. When the cloud isn't required, Stryker can Snipe the alchemist for a long range Black Oil, Rust, or Acid Bomb. Ol' Rowdy is another safety net that can protect Stryker through added DEF and knockdown prevention, not to mention a powerful set of melee attacks of his own.

Warjack of Note – Sentinel

The Sentinel is a low-cost warjack that provides defense to Stryker and a rain of bullets upon the enemy. Despite a decent RAT 6, the Sentinel reaches full potential when it is nearly guaranteed to hit with a possible 6 Strafe attacks. Here, a casting of Earthquake does the trick and can provide the Sentinel with knocked down targets that it can finish off with ease. If Stryker can remain close by the warjack, it can also use Shield Guard to fend off the occasional ranged attack that makes it through. Remember that Shield Guard can be used to defend any friendly model, warcaster or otherwise, including the sometimes vulnerable Journeyman Warcaster, Stormsmith, or friendly gobber speculator.

Unit of Note – Storm Lances

Storm Lances are a versatile unit that can easily act as a moving gun battery as well as a potent melee unit. If incoming attacks are not an immediate

threat, Stryker can cast Snipe on the unit to increase their RNG to 12. By using the Ride By Attack order, the lances can advance a few inches, attack with an Electrical Bolt (with Electro Leap), and either return to their original locations or reposition in preparation for a brutal charge the next turn. A subsequent casting of Arcane Shield by a journeyman warcaster provides ARM 20, giving them the survivability they need to finish the job.



LORD COMMANDER STRYKER

Lord Commander Stryker is well known for being a one-man wrecking crew. To increase his charge threat range, cast Velocity for a 6" advance to move around intervening models

and close the gap to a target. Then, an additional 11" charge with his Reach weapon should put him in contact with even a slightly exposed enemy warcaster. By using his special armor to Overload his STR, Stryker can deliver a series of melee attacks with a potential P+S 33. However, if he chooses to maximize the Overload he may also suffer fatal (or nearly so) damage. When electing to perform this risky action, Stryker must prepare for a quick loss in the event of a failed attack run. By following up with Ol' Rowdy, Stryker can gain extra DEF or even block off LOS from enemy counter attacks. If he has focus to spare, Rebuke can be cast on nearby units to prevent them from charging him the next turn. Remember that Rebuke prevents only orders and so will not prevent solos or warjacks from charging. To press his army forward, or to simply finish off what his combat action could not, Stryker can use his Rolling Thunder feat. Rolling Thunder's 3" advance and free melee attack can allow a line of melee troops, especially Stormguard with their Electro Leap, to move in and remove an opposing line of troopers that could not be destroyed during their normal activation. With proper consideration for distance, Stryker and his army can outflank and overwhelm an opponent to quickly end a confrontation.

Warjack of Note – Ol' Rowdy

Ol' Rowdy increases Stryker's survivability when in B2B and alleviates the strain on Stryker's focus through its Aggressive ability. Conveniently, Ol' Rowdy's Tremor special attack can be used safely when in B2B to keep Stryker on his feet. Optionally, the warjack can charge forward to Tremor, freeing Stryker to move up and continue attacking the same target or another model nearby. When affected by Positive Charge, not only does Ol' Rowdy hit with an effective MAT 10 / P+S 20 but Stryker himself can attack with an effective MAT 9 / P+S 17. After adding an Overload bonus to that, Stryker can personally destroy nearly anything he wishes.

Unit of Note – Stormguard

The Stormguard can benefit from Stryker's Deflection and an Arcane Shield cast from a Journeyman Warcaster. Raising their ARM to 20 versus ranged and magic attacks, they can form a solid wall behind which the rest of the Cygnaran force can advance. After crashing into enemy lines, the Stormguard can use Electro Leap to destroy two models with each attack while following up with the attack generated by Rolling Thunder. If within 3" of a warjack with Positive Charge, the Voltaic Halberd increases to an effective P+S 14—enough to damage heavy warjacks or to take down nearly any single wound model.

Conclusion

Enemies both familiar and alien surround our Cygnaran army.

Only through the works of dedicated soldiers and warcasters can the kingdom hope to survive and stave off enemy forces from its borders. You've begun your career in service to the Cygnus and I hope, Cadet, that you will make our crown proud. Whether you find yourself in the trenches, on horseback galloping with the Storm Lances, or calling lightning from the sky, remember where it all began here at the Academy. For the Crown and Cygnus!



M&P

MODELING & PAINTING

GLITTERING GEMSTONES

By Jason Nichols

There's just something undeniably fierce about bling.

Gemstones adorn many models in the Skorne, Protectorate of Menoth, and Circle Orboros factions—apparently primal zealotry is measured by the quantity of family jewels. Much like a hip-hop entourage, the tribal armies devoid of military conformity still have a means to distinguish who's in charge—it's the one in front with all the sparkles. Of course, doing justice to all those bumps on your models isn't as straightforward as the standard coat, highlight, and shade.

Gems don't catch light the same as opaque objects that immediately reflect the color back to the eye. This may be counter-intuitive, but it's the nature of transparent spheres in light: the color is opposite the light source. The dark portion is toward the light, while the bright hemisphere is away from it.

Because light passes through a gemstone, the jewel catches the color on the other side rather than at its surface. Painting in opposition to the norm can mimic this behavior of light quite easily. Rather than highlight in light and shade in shadow, the inversion of the usual process will trick the eye into seeing transparency. Add a little white dot, a few coats of gloss varnish, and you're on your way to starting a counterfeit gem racket. My take is 10% if you're successful.

Our models du jour: Tyrant Vorkesh and a Stoneward.



BASING

A basic tenet of painting is that bright color tones need a white base and dark color tones need black. It's usually true, but exceptions abound that we won't get into here. When painting gems, the choice is complicated by the need to distinguish the gem from its environment—the model itself.

This is often achieved by simply choosing a gem color that contrasts with the majority color of the model. If you're painting red gems on the near-white armor of a Protectorate model, there's no issue. However, a gem is often close to, if not actually the same color of the armor or clothing it's on or immediately surrounded by. In these cases, choosing a base in contrast with your model's primary base should be the first step in creating a conspicuous jewel. After all, an inconspicuous gemstone would be just a stone, and you may as well switch to Trollbloods if rock jewelry is your thing.

To demonstrate the effect, Tyrant Vorkesh will be sparkled with red gems and the Stoneward will get a green orb. Given the obvious color match of red armor/red gem and green cloth/green gem, we couldn't have a better challenge of distinguishing the jewels adorning these two. Keep in mind this is simply to demonstrate the method's effectiveness. You could always enhance the gemstone's distinction by choosing a color clear on the other side of the spectrum.

1) Because Vorkesh's armor had a black base, or at the very least a very dark red tone suggesting as much, his jewels will be based Morrow White. The Stoneward's threads are white based and as such are a brighter tone, and most importantly, his staff has a multitude of Morrow White highlights. So his impressively endowed bowling ball-sized jewel will be painted with Thamar Black.

2) Now some color. Vorkesh's bling is given a coat of Khador Red Base. Even with the Formula P3 quality of pigment, a much better coverage and color opacity than many other acrylic paints, you should notice a particular brightness in the red. This is due to the translucent nature of acrylic paints. As the Morrow White base shines through the Khador Red Base our eyes perceive a brighter red than from the pot.

On the other side of the method and spectrum, the Stoneward's orb is glazed with Green Ink with a hint of Mixing Medium. This may require a couple of coats to achieve a tinting of the Thamar Black, and the end result should be a very dark green tint with more of the greening at the bottom of the sphere. When glazing, it's important to allow each coat to dry fully before applying the next brushstroke.

COLORS USED

	Green Ink		Morrow White
	Khador Red Base		Sanguine Base
	Heartfire		Thamar Black
	Iosan Green		Umbral Umber



SHADING

Before your brush tickles a model, the most prudent choice to make is determining where the imaginary light is coming from: light sourcing. Like many, my choice tends to be from a top-right position toward a bottom-left horizon. I'm not sure why that is; some secret pact amongst miniatures' painters long ago perhaps. Where the light comes from is usually arbitrary, and so the choice is yours, but it should be consistent whatever way you go. Consistency is very important unless you want a model bathed in the schizophrenic lighting of a Tijuana nightclub.

The Stoneward's bowling ball can wait for now. There's no step to shading when you've begun with Thamar Black. Move onto LIGHTING if you began with a black base.

Continuing on with Vorkesh.

3) Vorkesh's gems, with all their brightness, require shading on the hemispheres toward the light source. Sanguine Base is mixed with equal parts Umbral Umber and blended along that edge in a crescent pattern. Add water to the mix and dilute it to the viscosity of skim milk. It may need a couple of coats to achieve a more uniform application, but don't worry too much as the next step will better define the shaded region.

Remember, blending requires two brushes. One brush applies the pigment. The other brush is damp with only water and manipulates the pigment after it's applied, usually in a feathering pull that smooths the border of colors and concentrates where the applied color should remain.

4) After it's had time to dry, add a small amount of Thamar Black to the mix and blend again, but this time concentrate ever more tightly along the edge.

With models like Vorkesh, adorned with more gems than a royal wedding, the wait time on drying is cut down significantly by the simple matter of having to paint so many. By the time you've blended the last gem in the set, the first is dried and ready for the next coat.

LIGHTING

Continuing our process of painting in opposition to the norm, the highlighting takes place away from the chosen light source. With opaque objects, the surface first hit by the light is where colors are at their brightest intensity, but transparent objects reverse this behavior by having their brightest intensity shown away from the light source. As the light travels through the object, it gains color and brightens upon exiting—much like myself the morning after that Tijuana nightclub I mentioned.

5) For the Stoneward, this requires concentrations of Iosan Green along the opposite hemisphere of your light source. Because the original coat was black this may take several applications to achieve an adequately bright intensity. Do not be tempted to simply apply an undiluted crescent stroke. By slowly building up the color saturation, a more dispersed quality embodies the orb. Either blend the color or dilute it with a bit of water. You'll probably do a bit of both. Starkly defined partitions of highlight and shade regions on a gemstone will result in an undesired cartoony look.

6) As you approach the intensity you'd like, begin to dab a dot of the Iosan Green where the light source will reflect. A trick to figuring this out is to simply wet the entire jewel and make note of where the light naturally reflects upon its surface. Because the Stoneward has a globe rather than the usual hemisphere of most gemstones, color is added to the area where the little white dot will go to provide an illusion of depth.

7) Then the all-important little white dot is applied.

8) Red is a quirky color to say the least and intimidating to many painters. Its shade might require blue or brown, rarely black, and just as oddly, its highlight is almost never the simple addition of white—that'd make pink. Instead, the Vorkesh's gems require we approach a yellow for the appropriate highlight color. Use Heartfire and blend along the crescent's edge opposite the hemisphere's shaded region.

It's important when highlighting red to keep the blending tight. Red easily picks up the color tonal change of its highlight, so if you let the pigment of orange move across too much of the body of red, the entire region will begin to quickly move toward an orange spectrum.

Once finished with the highlight, you can apply the little white dot.

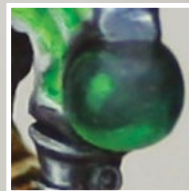
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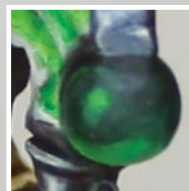
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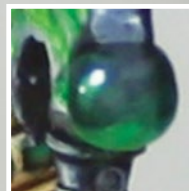
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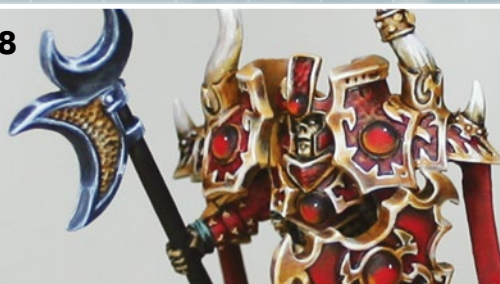
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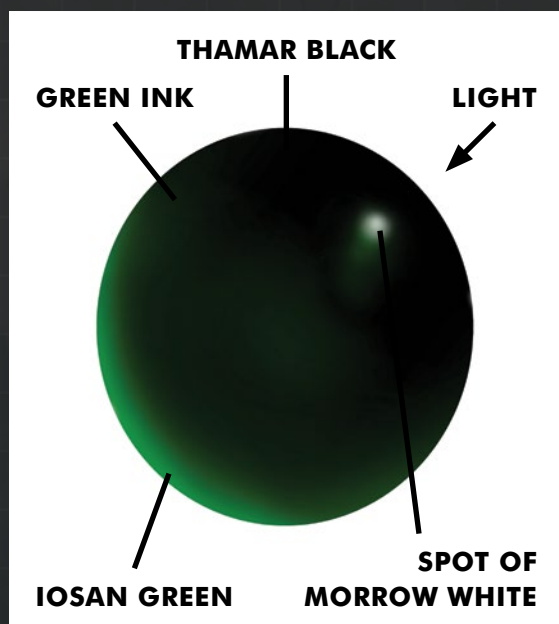
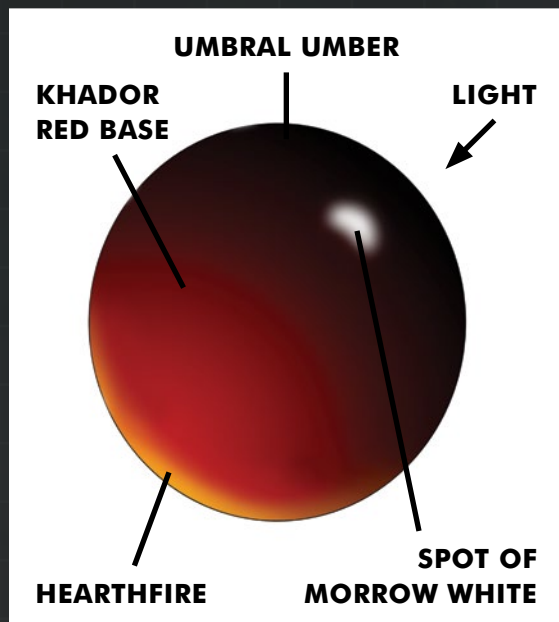


THE LITTLE WHITE DOT

Here's an epiphany that'll be a real shocker: sparkly things require a sparkle. Okay, perhaps not the eureka level of a bathing Archimedes, but this tiny drop does solve the conundrum of making a matte finish look reflective by imitating the reflection of a light, a.k.a., the wet look. By applying a small, very small drop of Morrow White to act as a reflection of the light source the illusion is achieved.

It's important to note where the little white dot is placed. Ordinarily it should be at just about the border between the shaded crescent region and the primary body color. Because of that miniatures painters' pact of ancient times which decreed light sourcing should be from top-right toward bottom-left, the white dot is most often placed in the upper right hemisphere.

However, the truth is the little white dot should simply be where the light first kisses the surface of the object—and there are all sorts of surfaces that could use a kiss. Just remember that transparent objects are kissed in the shaded crescent. Let's hope they bathed.



THE WET LOOK

A little gloss varnish goes a long way with finalizing the illusion of a gemstone on the surface of a plastic or pewter model. Most any gloss varnish will work, but those designed for use with acrylic paints are the best to use for Formula P3. These can and should be diluted with a bit of water before application and are easily cleaned off your brushes. Most are now designed not to suffer a yellowing over time that was common to older varnishes.

10) It's important to have a steady hand when applying gloss varnish. While the glossy effect of a misplaced brushstroke can be diminished with subsequent corrective applications of matte varnish, it's far easier to simply get it right the first time. To avoid a bleeding of gloss varnish into places you'd rather not have it, be sure to limit the amount of varnish on the brush's tip. It's tempting to slather varnish on like it were sunblock for an albino in the desert, but controlled multiple applications will produce a much better result than an uncontrolled varnish drench.

Be sure the varnish dries between each application. With most water-soluble varnishes made for acrylics, this is about a half hour.



CONCLUSION

These techniques will provide serious bling to your gem-studded zealots. Rather than relegate all those nifty little armor bumps on your models to the demeanor of simple rivets, you'll be able to properly outfit your forces with the serious sparkle they well deserve.

And once you've pimped your zealots, look to other armies and uses. You can apply these same methods to most Warjacks' eyes or to Cryxian poison vials. If you're so bold, perhaps you'll paint up an Immortals unit to be made entirely of ruby.

Just be sure I get my cut of your counterfeit gem racket.

TERRAIN BUILDING

TOP OF THE HEAP

MAKING INTERESTING HILLS IN THE IRON KINGDOMS

By Rob Hawkins

Scenery plays an important role in creating a convincing battlefield environment. Often, the buildings, obstacles, and objectives bear most of the burden when generating the appropriate aesthetic, but there's no reason more mundane terrain features, such as hills or woods, can't convey the same theme.

This article will demonstrate how something as simple as a hill can be modeled to represent the Iron Kingdoms aesthetic. Hills often take center stage on the battlefield, offering defensive positions and high vantage points for ranged attacks. Game scenarios like Mosh Pit even use a large hill as the central objective. If that hill is modeled to represent something the factions would be interested in controlling (such as an excavation site), it can make the game setting much more immersive.

WHAT YOU'LL NEED

Materials

Aluminum Foil
One-inch insulation foam
Basswood
Formula P3 Hobby Knife
Formula P3 Mixing Medium
Hot glue gun
Sandpaper (220 grit)
Snap-off knife
Sheet styrene
Wood glue

Formula P3 Paint

■ Armor Wash
■ Black Primer
■ Bloodstone
■ Brown Ink
■ Cold Steel
■ Iosan Green
■ Khador Red Highlight
■ Pig Iron
■ Thamar Black
■ Thrall Flesh

ORGOTHEXCAVATIONSITE



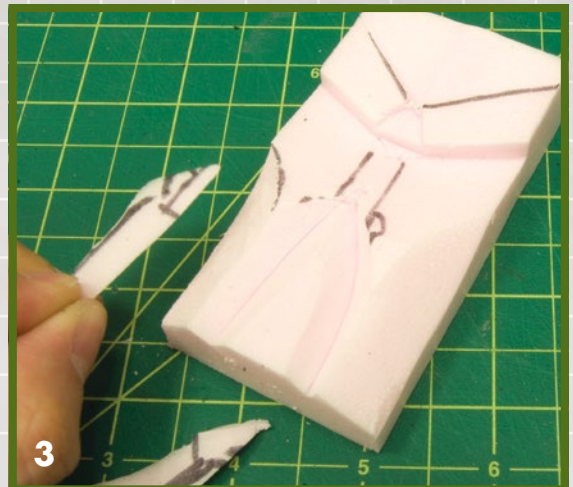
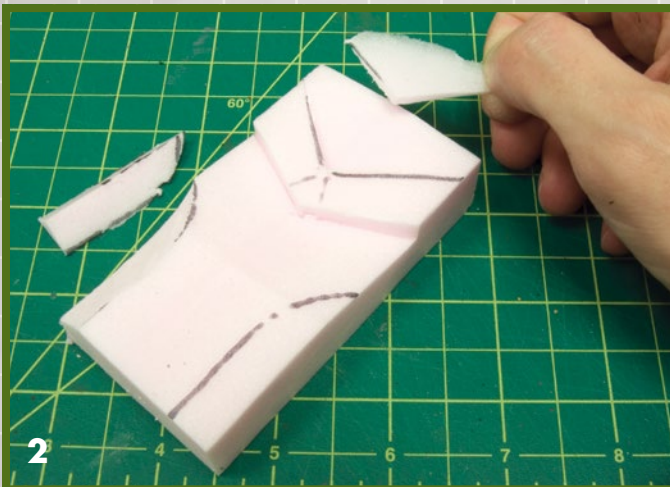
Even though the Orgoth have long since been driven out of western Immoren, the remnants of their occupation are scattered throughout the Iron Kingdoms. Ruined temples and edifices can be found throughout the land, some imbued with magical energies others sheltering powerful artifacts. Excavations of these sites have been a source of many conflicts, the combatants seeking to control them for their own use or to keep whatever dark power lies within from falling into the wrong hands.

Since Orgoth architecture is decorated with sinister faces, this article will focus on carving a face out of insulation foam. Make sure you have fresh, sharp blades for your hobby knife and a snap-off extendable knife to get smooth, precise cuts.

Step 1) Start with a block of foam about one-inch thick. Draw a "V" for the brow ridge and cut it into the foam. Use the extended blade of a snap-off knife to slice in at an angle and remove the foam for the eye recess.

Step 2) Draw the top of the brow and cut out a thin slice of foam so the brow protrudes a bit. Cutting at an angle, slice off the corner of the block to create the cheekbones.

Step 3) Decide where the nose will sit and make V-cuts to create the grooves along the side of the upper lip.



Step 4) Clean up the form a little with sandpaper and a knife. Round off the surface of the upper lip. Cut out a small area between the brows.

Step 5) Cut a truncated block of foam for the nose and draw the nostrils on the side. Making the nose longer than it needs to be allows you to trim it down later rather than coming up short and having to start over.

Step 6) Slice off the sides of the nose above the nostrils.

Step 7) Clean up the shape of the nose. Angle the bottom of the nose and fit it in place on the face. Trim the top of the nose to size.

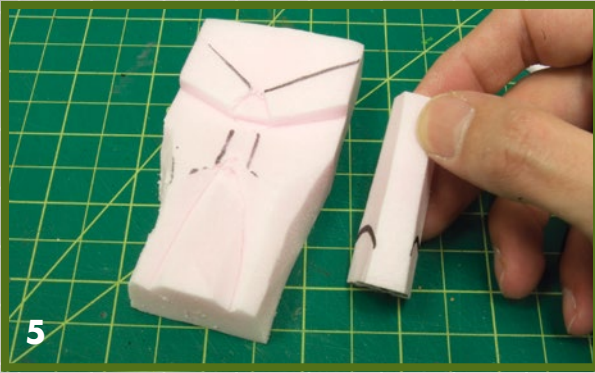
Step 8) Cut the top of the nose so it angles back and aligns with the center of the brow. Mark the position of the upper lip.

Step 9) Slice away the area under the lip and round off that piece. This area will become the teeth.

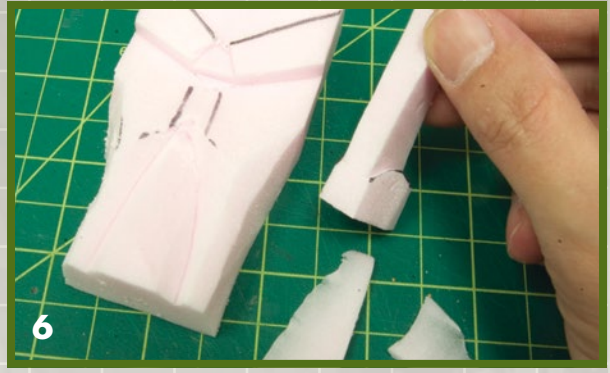
Step 10) Make small V-cuts to form the grooves between the teeth and round off the bottom of the teeth part. Clean up the sides of the mouth.



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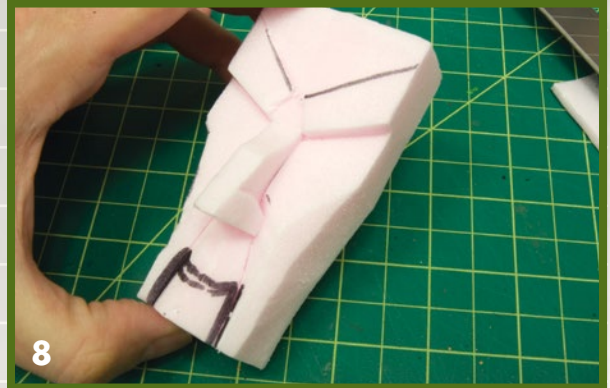
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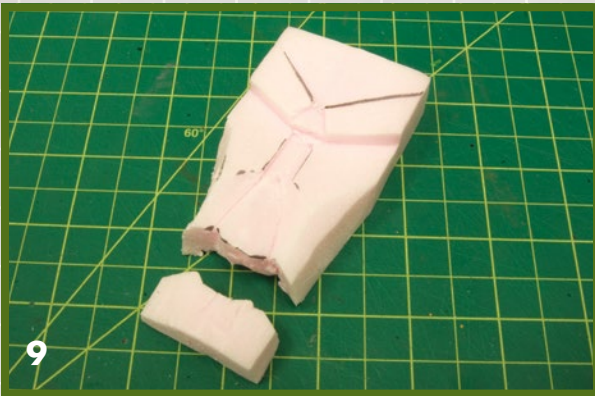
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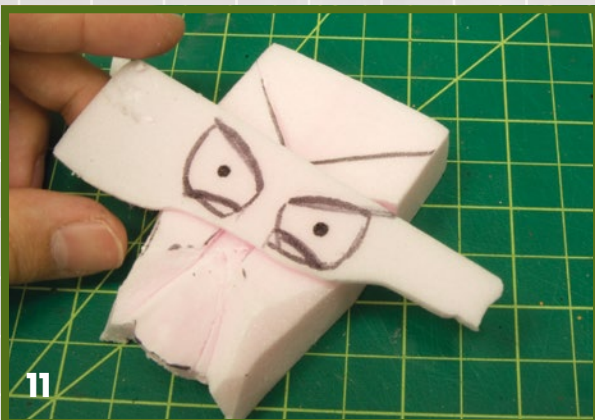
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Step 11) Draw the eyes on a thin piece of foam and cut them out. The shape of the eye will have a lot of impact on how the expression reads. Use angles to create "angry eyes." If the eyes are too round, the face will look surprised or bug-eyed.

Step 12) Use wood glue to fix the eyes and nose into place. Don't worry about getting perfect, precise cuts; these are ruins after all. You can cover up mistakes by chipping the edges or covering them with sand.

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To create the excavation site, start with a hardboard base and a foam hill. Cut away a portion of the foam to represent the dig site and fit the Orgoth face into it. Create the ruins around the face with chunks of insulation foam and foam core. Use styrene strips punched with rivets to create metal framing of the ruins and basswood strips to build a retaining wall.

With the structural elements of the hill in place, coat the ground with wood glue and cover it with sand. After the sand has dried, add some details in the form of crates, satchels, and shovels. I've used the Winter Guard Field Gun Crate, the 2010 Trencher Backpacks, and the Trencher Cannon Packs.

Painting the excavation site is pretty straightforward. Match the ground color and flocking to your game table. Paint the Orgoth ruins with a mix of Thamar Black and Iosan Green. Brush a few strokes of brighter Iosan Green over the top to create a marble effect. Finish off the lightest areas of marble with a mix of Thrall Flesh and Iosan Green.



SCRAP HEAP

The first rule of miniatures war gaming is never throw anything away. Start a parts bin and collect all of the unused pieces from plastic kits, found objects, and even the off-cuts from the styrene card used in other modeling projects.

To make a scrap heap, start with a rough-cut foam hill. Use a hot glue gun to attach crumpled aluminum foil to the foam, and then attach some scraps of styrene card and model parts over that. Build up the detail in layers, adding a little more each time. Around the bottom edge of the hill, place some pieces that will protrude and create an irregular edge.

The foil should primarily be filler between the styrene and model parts to contribute to the illusion of piles of metal underneath.



Be sure to leave flat areas where models can stand. Metal sheets angled along the edge can be used to create linear obstacles at the crest of the hill or to indicate impassable sides.



Step 1) To paint the scrap heap, spray it with Formula P3 Black Primer, and then give it a dusting of a red oxide spray to create a rusty undercoat.

Step 2) Drybrush the scrap with Pig Iron and a little Cold Steel. Pick out a few pieces of metal and give them a solid coat of Pig Iron to indicate newer, less-rusty scrap.

Step 3) Mix a wash of Khador Red Highlight, Bloodstone, and Mixing Medium. Brush this in a few patches over the scrap pile.

Step 4) Break up the monochromatic surface by applying some color to a few key pieces of scrap and paint the 'jack parts'. Be sure to keep the added color patchy since the paint would have been chipped off.



Step 5) Wash the colored areas with Armor Wash and Brown Ink to shade the recesses. Apply these washes to any other areas that need more shading as well.

CONCLUSION

These are two great ideas for elevated terrain that will enhance the appearance of your WARMACHINE games and make fantastic centerpieces for the battle narrative. Some other ideas could include barrow mounds, temple ruins, collapsed structures, and toppled statues. Just be sure that you leave plenty of areas for models to stand when planning your terrain piece.





LOCK & LOAD

EVENTS 2011

We here at Privateer Press aren't pulling any punches when it comes to the first annual Lock & Load GameFest in Seattle. Our event schedule is sure to please everyone from the casual gamer to the avid hobbyist to the hardcore tournament enthusiast. We are ratcheting up the exclusive content for Lock & Load attendees and offering events you won't be able to get anywhere else.



IRON ARENA

Step into the Iron Arena and experience casual gaming that rewards you for playing your favorite Privateer Press games. Earn “skulls” for every game you play, then turn in your skulls for amazing prizes! Earn more skulls through incentives, like playing new opponents or larger games. The more games you play, the more skulls you earn.

OPEN P3 STUDIO Q&A

The award-winning Privateer Press Studio staff will be on hand Saturday and Sunday working on projects and interacting with Lock & Load attendees. They will be available to answer questions, demonstrate techniques, or chat about their current projects.

LOCK & LOAD PAINTING MASTERS

Show off your painting skills at the first annual Lock & Load Painting Masters. Privateer staff will judge the pieces based on their individual merit, irrespective of the other entries and categories. Judges will look at each piece and award entries gold, silver, bronze, or nothing, based solely on the quality of the entry. In addition, one entry will be awarded best overall, and earn its owner the title of Lock & Load Painting Master.

PRIVATEER PRESS STAFF PANEL

Join Privateer Press staff as they discuss upcoming releases and projects on the horizon. Be on the information front lines for all the amazing things coming up for Privateer Press.

PRIVATEER PRESS TRIVIA CONTEST

Fancy yourself an Iron Kingdoms scholar? Perhaps you believe your knowledge rivals that of Gavyn Kyle or even Viktor Pendrake himself! Well, here is your chance to prove it. A select few attendees will be chosen to compete in an Iron Kingdoms trivia throwdown. Participants will test their knowledge of Immoren and Privateer Press against each other in a fun game-show format for fantastic prizes. This one will be just as fun to watch as it will be to play, so be sure to set aside some time to cheer the contestants to victory!

IRON PAINTER SHOWDOWN

You can paint. You can even paint fast. But can you paint Iron Painter fast? Following the format of the popular television show Iron Chef®, the Iron Painter Showdown will pit contestants against one another in a competition requiring skill, speed, creativity, and grit. A surprise competitor will challenge the contestants, and all will need to adapt quickly and expect the unexpected in order to take home the grand prize. This is another event that will be just as much fun to

watch as it will be to participate in, so don't miss the excitement and drama!

WARMACHINE ROCKBAND® IMMOREN IDOL

The epic WARMACHINE ballad for RockBand® debuted at PAX™ last year and was a huge hit, but the question remains: who can sing it the best? This competition will appeal to the fell caller in everyone. RockBand® will decide who takes home 1st place in this ear-popping sing-off!

COSTUME CONTEST

Show off your finest Privateer Press-inspired costume! Privateer staff members will judge costumes on craftsmanship, creativity, and fidelity to the aesthetics of our worlds. Prizes will be given for 1st, 2nd, and 3rd Place, and all entrants will have the opportunity to have their photos taken for inclusion in an upcoming issue of *No Quarter Magazine*!

TOURNAMENTS

WARMACHINE/HORDES MASTERS

The WARMACHINE/HORDES Masters will be a test of will, fortitude, and skill. We will host two separate qualifiers, and the top 8 finishers in each will continue on to the Masters Finals on Sunday.

WARMACHINE/HORDES HARDCORE

No WARMACHINE/HORDES event is worth its weight without the popular and grueling Hardcore Format. Your army must be fully painted and every game is decided when the first caster falls.

WARMACHINE/HORDES 5 COMMANDERS TEAM TOURNAMENT

The Lock & Load team tournament will pit teams of five players against each other in a chess-style tournament. Each of the five players will be ranked by skill level: General, Colonel, Major, Captain, and Lieutenant. Each rank will be matched against the same rank during matches.

SEMINAR EVENTS ARMY PAINTING FOUNDRY

There is no greater joy for a miniatures hobbyist than witnessing the splendor of two fully painted armies clashing on the tabletop. And there's very little more daunting than staring at a new army and wondering how you will get it painted in time for your next big game!

Fear not, intrepid hobbyist. Privateer Press Studio director Ron Kruzie is here to help. In his Army Painting Foundry Ron will discuss the philosophy and



PRIVATEER PRESS LOCK AND LOAD GAMEFEST 2011

9AM - 10AM 10AM - 11AM 11AM - 12PM 12PM - 1PM 1PM - 2PM 2PM - 3PM 3PM - 4PM 4PM - 5PM 5PM - 6PM 6PM - 7PM 7PM - 8PM 8PM - 9PM 9PM - 10PM 10PM - 11PM 11PM - 12AM 12AM - 1AM

GAMING HALL															
IRON ARENA OPEN PLAY															
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OPEN P3 SCULPTING Q&A															
OPEN P3 TERRAIN Q&A															
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LOCK & LOAD PAINTING MASTERS OPEN SUBMISSION															
STAGE AREA															
PRIVATEER PRESS STAFF PANEL			PRIVATEER PRESS TRIVIA CONTEST			IRON PAINTER SHOWDOWN			WARMACHINE ROCKBAND® IMMORTEN IDOL						
SEMINAR ROOM 1															
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ALL EVENTS AND TIMES ARE SUBJECT TO CHANGE.

SUNDAY EVENT SCHEDULE

9AM - 10AM	10AM - 11AM	11AM - 12PM	12PM - 1PM	1PM - 2PM	2PM - 3PM	3PM - 4PM	4PM - 5PM	5PM - 6PM	6PM - 7PM	7PM - 8PM
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						WARMACHINE/HORDES - LOCK & LOAD MASTERS				
						WARMACHINE/HORDES HARDCORE 2 PRELIMINARIES			WARMACHINE/HORDES HARDCORE 2 FINALS	
						WARMACHINE/HORDES - TEAM TOURNAMENT				
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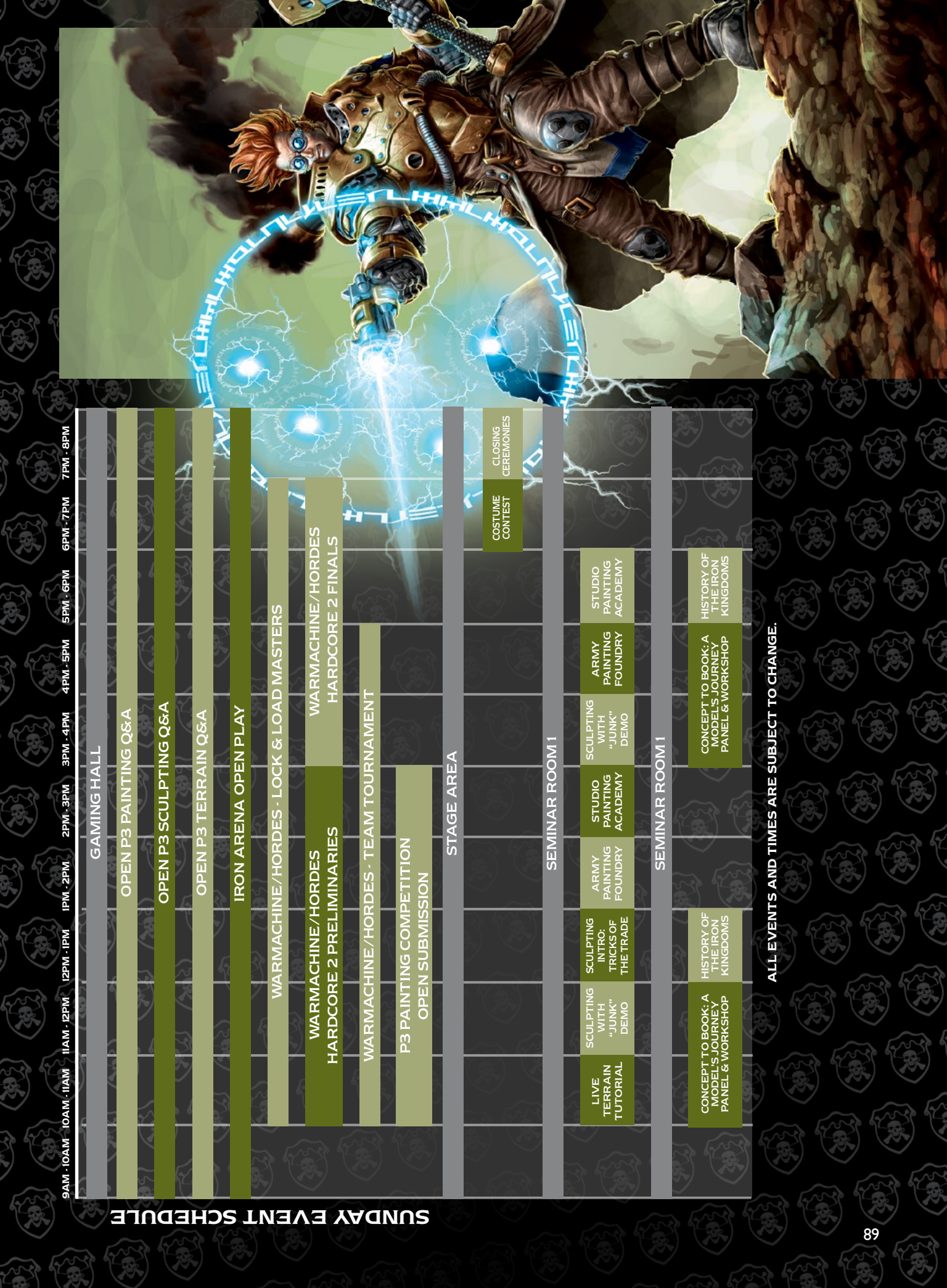
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									COSTUME CONTEST	CLOSING CEREMONIES
SEMINAR ROOM 1										
LIVE TERRAIN TUTORIAL	SCULPTING WITH "JUNK" DEMO	SCULPTING INTRO: TRICKS OF THE TRADE	ARMY PAINTING FOUNDRY	STUDIO PAINTING ACADEMY	SCULPTING WITH "JUNK" DEMO	ARMY PAINTING FOUNDRY	STUDIO PAINTING ACADEMY			
SEMINAR ROOM 1										
CONCEPT TO BOOK: A MODEL'S JOURNEY PANEL & WORKSHOP		HISTORY OF THE IRON KINGDOMS				CONCEPT TO BOOK: A MODEL'S JOURNEY PANEL & WORKSHOP		HISTORY OF THE IRON KINGDOMS		

ALL EVENTS AND TIMES ARE SUBJECT TO CHANGE.

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techniques of painting a great-looking army fast and effectively, using methods developed by the Privateer Press Studio over years of professional miniature painting.

STUDIO PAINTING ACADEMY

In this informative presentation, Privateer Press Studio miniature painter Matt DiPietro will demonstrate the techniques that set Privateer Press studio miniatures apart from the rest of the industry. Topics covered will include the two-brush blending technique, zenith lighting, metallic techniques, and tips on the use of inks and color theory. These live demonstrations are sure to captivate painters of all skill levels.

SCULPTING INTRO: TRICKS OF THE TRADE

Customizing your miniatures is what hobby gaming is all about, and there is no better way to achieve that one-of-a-kind look than adding your own personal sculpted detail. In Tricks of the Trade, Privateer Press Studio sculptor Brian Dugas will provide a basic introduction to the proper sculpting tools, materials, and methods, as well as basic tips and tricks learned over his professional career.

SCULPTING WITH JUNK DEMO

Privateer Press Studio sculptor Sean Bulloughs will present a seminar and tutorial on common miniature sculpting techniques. Attendees will learn about preferred methods and tools for mechanical sculpting, including purpose-made tools for specific uses like rivet-making. Works-in-progress will be on hand as Sean demonstrates how he sculpts chains, rivets, ropes, and extra detailing like canteens, bedrolls, and curved surfaces for shields.

LIVE TERRAIN TUTORIAL

Tabletop gaming just isn't the same without the terrain. Beautiful terrain completes the scene and brings the battle to life. Privateer Press Studio has one of the best hobbyists in the business, and Rob Hawkins will be sharing some of the techniques that make his terrain a sight to behold. Rob will be demonstrating terrain-building techniques on different pieces of terrain and answering questions as the steps unfold. The intent of the presentation is to provide participants with some great ideas and inspiration they can later apply to their own terrain projects.

DIGITAL SCULPTING PRESENTATION

Gain insights into the world of digital model making with Privateer Press Studio digital sculptor Ben Misenar. In addition to a time-lapse presentation of the sculpting process, Ben will discuss options for

getting into digital model making on a budget, methods available for rapid prototyping, and the benefits and disadvantages of digital model making. A Q&A session will follow the presentation.

HISTORY OF THE IRON KINGDOMS

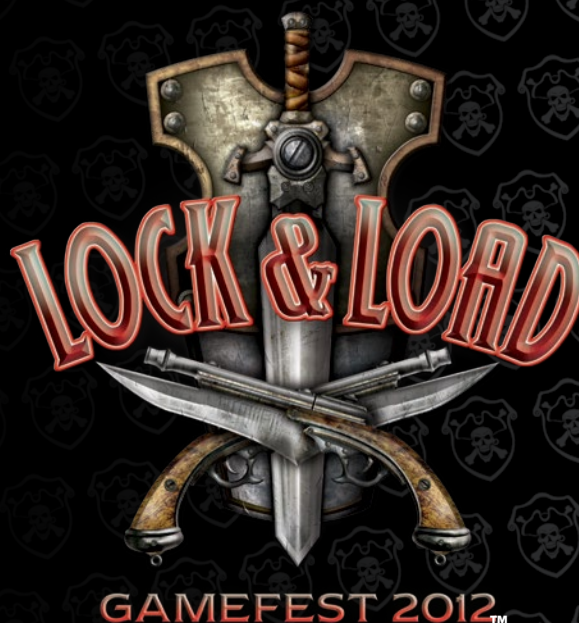
Join Privateer Press lead writer Doug Seacat for a lecture focusing on a broad summary of the history of Immoren and the Iron Kingdoms specifically. The first portion will examine Immoren's prehistory, with a brief overview of myths, legends, cosmology, and theology. After this, there will be a brief overview of ancient historical eras, followed by a closer look at the last several centuries that gave rise to the powerful kingdoms currently shaping western Immoren. The class will also briefly touch on the major groups fighting on the fringes of western Immoren where their secret struggles have had an impact on the region's history.

CONCEPT TO BOOK: A MODEL'S JOURNEY PANEL & WORKSHOP

Meet with Jason Soles, David Carl, Doug Seacat, and Ed Bourelle for a panel about the development process at Privateer Press. From initial ideas to final rules and models, this panel will give an inside look at the process behind your favorite WARMACHINE and HORDES models.

The class will start with a seminar-style introduction to the process, then open up for questions from the audience, and finally launch into a workshop for a bit of hands-on model development. Participants will have the opportunity to help design and playtest some of the models for the Shattered Grounds: Sand Narrows league season coming later this year.

For more information on all the Lock & Load events including the Painting Masters and specific tournament details, go to www.pplockandload.com.



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Darius body



Thunderhead piston x4



Dire Troll Blitzler chain



Black Ogrun chain



Darius right arm



Darius steam cannon



Arlan Strangeways wrench



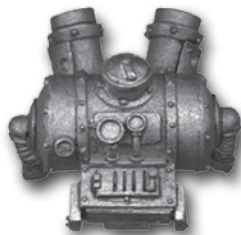
Classic Ironclad torso



Darius tube x2



Darius hatch x4



Classic Defender stacks



Thunderhead left leg



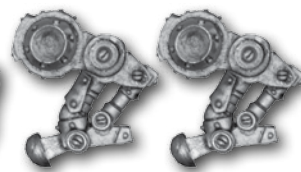
Thunderhead right leg



Classic Ironclad left arm



Classic Ironclad right arm



Basher right leg x2

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RON KRUZIE'S Skorne

Studio director Ron Kruzie has chosen a very different color scheme for his Skorne army—one that allows Tyrant Xerxis and his troops and beasts to really stand apart from the rest of the Skorne. Forsaking the standard red and gold armor common throughout the empire, Ron's Skorne are decked out in gleaming black lacquered kit highlighted with burnished gold. As with anything Ron paints, the detail on these Skorne is painstakingly meticulous and masterfully executed. It's a real treat to see these guys on the tabletop.



THE PLAYER GALLERY

TED BURGESS' KILLER KHADOR

Ted Burgess' masterly painting of his Khador army is certainly worthy of note.

Below you can see an array of painting techniques in the Ted's various Khador models. My personal favorite is the weathering on the Old Witch and the Scrapjack. Awesome stuff, Ted!



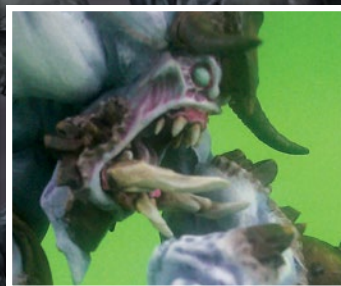
Bring the Blight CHALLENGE

The Painting Challenge of *No Quarter* #34 was to take a cue from Everblight and Toruk and infect one of your models with dragon blight. We hoped for a legion of twisted draconic monstrosities never before seen in the Iron Kingdoms. I am happy to report the painters in the Privateer Press community did not disappoint.

WINNER: JOHN GROVER

John Grover's "Sgath" is a dragon-blighted Dire Troll Mauler that combines the worst (best?) features of troll and dragonspawn. With a pair of scything claws, horns, spikes, and a gaping, fanged maw Sgath looks ready to give Typhon a run for its money as the ultimate Legion warbeast.

Check out page 30 for the next Painting Challenge and see if you can paint like a pro!



RUNNERS-UP



"FROSTBITE" BY BECKY GOULD

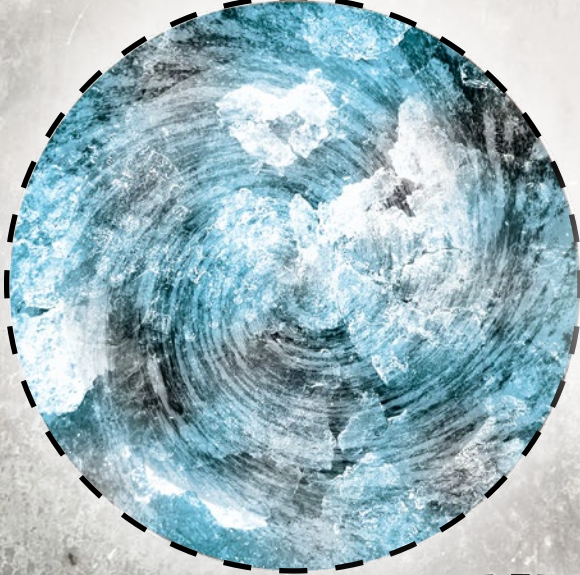


"TROLLSAKEN" BY MIKE ZARET

THE ARMORY **KHADOR**

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BLIZZARD



RIFT - GUN CARRIAGE CRATERS



MURDER OF CROWS



These templates represent a few Khador-specific spells and effects. Feel free to photocopy them for your next game and represent the Motherland in style.



NO QUARTER

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Looking for a past issue of No Quarter Magazine? Most issues are available through our online store at STORE.PRIVATEERPRESS.COM



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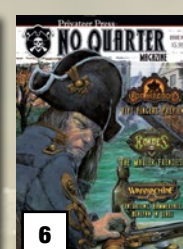
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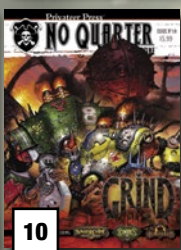
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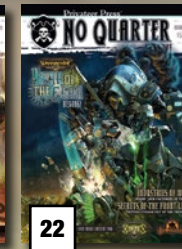
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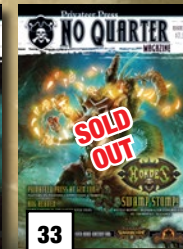
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