



Privateer Press

NO QUARTER

ISSUE N° 37
July 2011

MAGAZINE™

FURY REIGNS!

HORDES: DOMINATION PREVIEWS BEGIN

UNBOUND UNLEASHED

SCENARIOS FOR UNBOUND GAMES

FORCES OF DISTINCTION IV

NEW THEME FORCES FOR CYGNAR AND CRYX

ASSAULT AND BATTERY

OGRUN ASSAULT CORPS IN GUTS & GEARS





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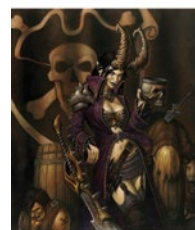
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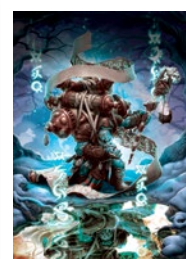
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ON THE COVER

Jarl Skuld, Devil of the Thornwood 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>.

BIG BLUE!

If you attended Lock & Load GameFest 2011, you were undoubtedly greeted by the hulking shape of Privateer Press' very own Ironclad (affectionately referred to as "Big Blue") when you entered the convention hall.

Big Blue was created for Privateer Press by special effects studio ADI (Amalgamated Dynamic, Inc.), who are also responsible for the special effects in awesome movies like *Alien 5*, *Starship Troopers*, *Tremors*, and *X-Men Origins: Wolverine*, just to name a few.



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OPENING SALVO

ALEXIA UNBOUND

Before there was WARMACHINE, HORDES, *Monsterpocalypse*, or any of the Privateer Press games we all know and love, there was the Witchfire Trilogy. This series of RPG modules released in 2002 introduced a character that has, in many ways, become the iconic poster girl of the Iron Kingdoms: Alexia Ciannor.

Alexia and her tragic story are for many their first encounter with Privateer Press and the Iron Kingdoms, and her actions in the Witchfire Trilogy have helped shape a world that would eventually give birth to the immersive setting of both WARMACHINE and HORDES. Obviously, Alexia has moved from the original Iron Kingdoms RPG and into the exciting world of WARMACHINE, plying her sorcerous talents as a mercenary for hire. Her association with WARMACHINE doesn't end there, though. Privateer Press has bestowed epic status on Alexia, and her new epic model (Alexia, Mistress of the Witchfire) is previewed in this very issue.

In fact, we've got a whole Alexia extravaganza in *No Quarter* #37. Besides the aforementioned preview you'll see her in Modeling & Painting, where Matt DiPietro lays down a step-by-step painting tutorial for the new epic model. After that, we finish off the Alexia content with a short story detailing a pivotal moment in her life, one that set her firmly on the path to infamy.

This issue also offers up the second article for Unbound, the new large-scale combat system for WARMACHINE and HORDES. We outlined the basic Unbound rules in *No Quarter* #36, so this time around, we're giving you a dozen Unbound-specific scenarios to add some variety to your epic tabletop confrontations.

No Quarter #37 presents the first HORDES:

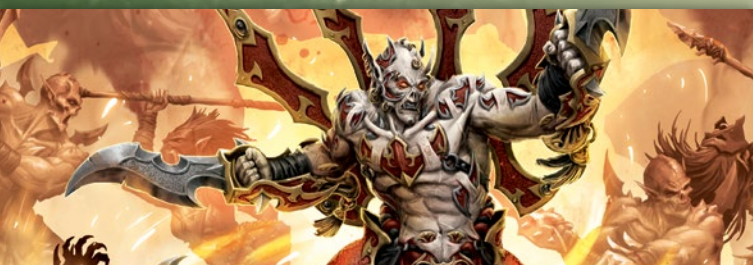
Domination previews, with an exclusive sneak peek at two of the new warlocks featured in the upcoming book. Then it's into the fray with the Battle Report, where you'll get a look at two of the new warcasters introduced in WARMACHINE: Wrath as Lord Exhumator Scaveros and Thyra, Flame of Sorrow duke it out in the desolate wastes of the Bloodstone Marches

Also in this issue, WhiteMoon Dreams gives you an update on the WARMACHINE video game and presents some tantalizing screen shots from the game in development; the fourth installment of Forces of Distinction presents all-new Theme Forces for Cryx and Cygnar; and Guts & Gears presents an in-depth look at the Ogrun Assault Corps along with a detailed painting guide on converting the assault corps into a hard-bitten Cygnaran unit under the leadership of Captain Jonas Murdoch.

In all, *No Quarter* #37 is an issue bursting with exciting previews of things to come and new content you can use in your tabletop battles right away.

Aeryn Rudel
Editor-in-Chief

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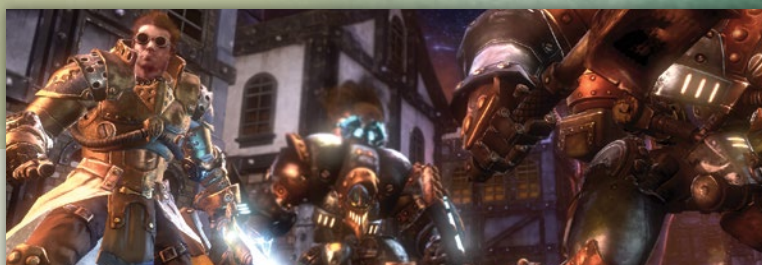


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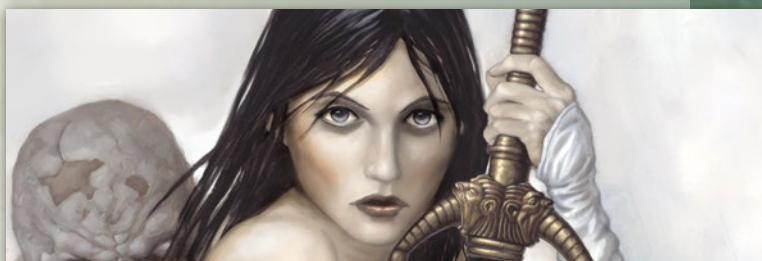
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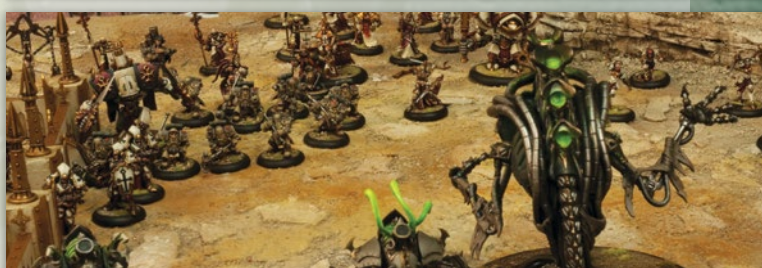
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NEWS FROM THE FRONT

DIECON 11 WRAP UP

By Ray Bailey

Privateer Weekend at DieCon 11 has come and gone. Fun was had by all, and we even managed to set a few records during the weekend. An amazing 465 games were played over the course of three days by 70 attendees; in other words, Privateer Weekend was a resounding success. People came from all over to participate in some of the most challenging competition available in the Midwest. The electricity and excitement was apparent as soon as you entered the hall, and it held steadfast through each day.



DAY ONE

Privateer Weekend opened up with a 35-point Steamroller tournament focusing on Theme Forces. The armies were required to have at least Tier 3 of any the Theme Force. Forty-four players vied for supremacy in this high-energy event. When the dust settled, Keith Christianson took Epic Asphyxious to the winner's circle. Benesh Gillin took 2nd place with his Legion of Everblight army, and Brian Giese brought home 3rd with Cryx and Epic Goresshade.

The second event for Friday was the popular 20-point Mangled Metal/Tooth & Claw Hardcore. With 30-minute rounds and 3-minute turns, the event is a hard-hitting, lightning-fast tournament following all the rules of a traditional Hardcore but in a much smaller and more unforgiving format. The forty-six competitors were whittled down to only four: Keith Christianson (Executioner), Josh Holt (Master Craftsman), Brad Hartbaur (Mage Hunter with a time of 3:38), and Zafar Tejani (Vanquisher).

DAY TWO

Our Official Hardcore dominated the day. An amazing fifty-two players brought out the best tactics and painted models to throw down in this signature event. After all was said and done, Matt O'Reilly stood supreme as the Vanquisher with his Tier 3 Witch Coven Theme Force. Zafar Tejani showed us his name was a killing word by his Executioner win with 291 Army Points destroyed. Jeremy Diekman struck fear into his opponents with his impressive 2:28 caster kill with Ravyn to clench Mage Hunter. Mike

Woods easily took Master Craftsman to a whole new level by bringing an amazingly painted Khador army on a custom trench display tray.



DAY THREE

Sunday saw the WARMACHINE Weekend Qualifier take place. The 50-point Steamroller was as hotly contested as the previous day's Hardcore. In the end, Jake Van Meter took first place with Legion of Everblight.



OVERALL WINNERS

By the end of the weekend, Detroit really represented well, taking home both the Weekend Champion and the Best Sport painted army prizes. A fully painted 35-point Drake MacBain army was awarded to Chuck Elswick for his overall winning record during Privateer Weekend, and Justin Messingham was awarded a painted Lord Carver for his fantastic sportsmanship.

We would like to congratulate all the winners and hope that each of you had the best experiences. Thank you to each and every one of the players that made the trip to St. Louis. It was easily our most successful Hardcore in the history of Privateer Weekend. There were plenty of prizes, raffles, and games, but the attendees really made Privateer Weekend IV stand out above the others.

UK MASTERS

By Peter Buxton

The UK WARMACHINE and HORDES 2011 Masters tournament is over, the dust has settled, and the results are in. We have a new Master! After seven hard-fought rounds of Steamroller played over two days by 109 players, Jamie Perkins became the UK Master for 2011.

THE EVENT

The UK WARMACHINE Masters was held for the fourth year running at the Games Expo in Birmingham in the heart of the UK. The initial 100 tickets for the events sold out in eighteen hours. As the event proved so popular, extra tickets had to be made available to satisfy the demand and prevent disappointment.

Players arrived from across the UK to play in seven rounds of Steamroller 2011 over two days with three 50-point lists. A total of 375 games were played to a tight schedule, with players needing every ounce of energy and concentration to get to the end. The final top ten looked like this:

	Player Name	Faction
1	Jamie Perkins	Khador
2	Aaron Boyhan	Cryx
3	Ed Smith	Cryx
4	Jim Lawrence	Circle Orboros
5	Patrick Vance	Legion of Everblight
6	Phil Manwaring	Trollbloods
7	David Payton	Protectorate of Menoth
8	Gary Moore	Protectorate of Menoth
9	Ben Josling	Protectorate of Menoth
10	John Snape	Skorne

Top CP Scorer: Pete Trimble

Fastest Recorded Caster Kill: Jay Taylor (Using Captain Kraye vs Kaelysa, Night's Whisper)

Best Painted Army: Tom Hutchings



THE FINAL

The Final game to decide the UK Master was Jamie Perkins (recent winner of the Welsh Open) versus Aaron Boyhan (winner of the Irish Master). The opponents are good friends and two of the top players in the UK. Although each player brought along three lists during the

event, Aaron chose his Wraith Witch Deneghra force and Jamie went to battle with the Old Witch for the final clash in the Gauntlet scenario:

It was a hard, intense game on the top table and one that shows the true spirit of top players in the UK. The game came down to the wire and several mistakes were made. In the end, Aaron failed to damage with Banish, which resulted in a different outcome than was played out. When the players realized the mistake (such things are expected to be missed in the heat of the battle), Aaron immediately conceded the game as it meant that Jamie should not have been pushed out of his scoring area and would have scored enough to win by scenario. With that gallant admission, the title was Jamie's.



THE TEAM

Finally, big thanks to the team who made all of this possible: the team from Cerberus, EU Press Gang Quartermaster Mike Williams, Lee Bray, Steve Herbert and Vishal Odedra who put together the event and the booth; to Press Gangers Stuart Harris and Phil Clarke manning the demo tables during the weekend; and to the judges who kept the event running smoothly over the weekend, Helen Easterbrook, Mark Peyton, Jonathan Pickles, Jack Penn, Chris Cawthorn, and Sunjai Arif.



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.

NEW RELEASES



CYGNAR GALLANT UPGRADE KIT
SCULPTOR: SEAN BULLOUGH
PIP 31091 • \$13.99



CRYX EREBUS UPGRADE KIT
SCULPTOR: SEAN BULLOUGH
PIP 33087 • \$14.99



**PROTECTORATE OF MENOTH
 BLOOD OF MARTYRS UPGRADE KIT**
SCULPTOR: SEAN BULLOUGH
PIP 32085 • \$13.99

MONSTERPOCALYPSE DMZ EXPANSION
PIP 50035 • \$39.99



CYGNAR STORM STRIDER
SCULPTORS: BEN MISENAR & EDGAR RAMOS
PIP 31078 • \$84.99



MINIONS TARG CHARACTER SOLO
SCULPTOR: BENOIT COSSE
PIP 75036 • \$13.99



MERCENARY WARCASTER
CAPTAIN DAMIANO
SCULPTOR: STEVE SAUNDERS
PIP 41083 • \$13.99



TROLLBLOOD TROLLKIN SCATTERGUNNER
OFFICER & STANDARD BEARER
SCULPTOR: BENOIT COSSE
PIP 71064 • \$23.99



KHADOR BLACK IVAN UPGRADE KIT
SCULPTOR: SEAN BULLOUGH
PIP 34093 • \$13.99



DOMINATION PREVIEWS

By David Carl and Acryn Rudel

Art by Miro Petrov & Andrea Uderzo

Although we offered up a tantalizing pre-preview of *Domination* with the Farrow Slaughterhousers last issue, *No Quarter* #37 marks the first true previews of the upcoming HORDES anthology.

This preview covers new models for Minions, Skorne, and Trolls; however, the "goods" in this preview are without doubt the sneak peek at two new warlocks featured in *HORDES: Domination*. Trollblood players will have their hands full with Jarl Skuld, Devil of the Thornwood, who brings a new play style to the table for Trollblood armies; while Skorne players can bring the pain, quite literally, with Master Ascetic Narresh.



SCATTERGUNNER OFFICER & STANDARD

TROLLBLOOD TROLLKIN UNIT ATTACHMENT

"Crude and imprecise? Son, I'm a surgeon with this scattergun."
—Sergeant Beltun Juln



TACTICAL TIPS

GRANTED: QUICK WORK – A model with Quick Work cannot make the additional attack if it is still in melee.

Officer – Because this model is an Officer, when it is destroyed it does not replace a Grunt in its unit. Instead the Leader becomes the unit commander.

Scattergunner Officer & Standard

The scattergunner officer and standard bearer lead their fearsome unit into battle, by their very presence making the deadly spray of trollkin scatterguns even more lethal. Under the officer's command, scattergunners can avoid catching their comrades in the arc of fire, bring their weapons to bear with lightning speed after dispatching a foe in melee, or butcher even the toughest opponents with a concerted gun-blade attack.

Attachment

[Scattergunners] – This attachment can be added to a Scattergunners unit.

OFFICER

☉ Officer

☒ Tough

Granted: Quick Work

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

Tactics: Clear! – Models in this unit gain Clear! (Ranged attacks against friendly models made by a model with Clear! automatically miss.)

Tactics: Combined Melee Attack – Models in this unit gain Combined Melee Attack ☒.

STANDARD BEARER

☉ Standard Bearer

☒ Tough

OFFICER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	6	12	14	9



SCATTERGUN

RNG	ROF	AOE	POW
SP 8	1	—	12



GUN BLADE

POW	P+S
3	9

STANDARD BEARER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	5	12	14	8

OFFICER'S DAMAGE 5

FIELD ALLOWANCE 1

OFFICER & STANDARD 2

MEDIUM BASE

Using the Scattergunner Officer & Standard

Sprays are no joke. They can hit multiple models with a single attack, ignore the firing into melee penalty, and even ignore concealment, cover, and stealth. The only real drawback of spray attacks is the risk of friendly fire. The Scattergunner Officer takes that one drawback and throws it out entirely. Not only do his troops know how to avoid shooting one another, they also never hit melee Trollblood troops or even allied Minions.

The Scattergunner UA also makes a Scattergunner unit more versatile. Quick Work is a great motivation for charging and combined melee attack makes those MAT 5 P+S 9 gun blades much more frightening. Two-man teams gain an effective MAT 7 and P+S 11 charge, which will dispatch most warriors on average rolls. With the POW 12 Quick Work sprays deep into enemy lines, a full unit of charging Scattergunners can be truly devastating.



JARL SKULD, DEVIL OF THE THORNWOOD

TROLLBLOOD TROLLKIN WARLOCK

"They can have this wood—as their grave."

—Jarl Skuld, The Devil of the Thornwood

SKULD

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



RUNE PISTOL

RNG	ROF	AOE	POW
12	1	—	12



SWORD

POW	P+S
4	10

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

SKULD

- Gunfighter
- Pathfinder
- Tough

Evasive – This model cannot be targeted by free strikes. This model can advance up to 2" immediately after an enemy ranged attack that missed it is resolved unless it was missed while advancing.

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

RUNE PISTOL

- Magical Weapon

Black Penny – This attack ignores the firing into melee penalty.

FEAT: ROLLING FOG

Place d3+3 4" AOE cloud effects anywhere completely in this model's control area. These AOE's do not block friendly Faction models' LOS. While in the AOE, friendly Faction models gain Pathfinder and can move through obstructions and friendly models if they have enough movement to move completely past them. While in the AOE, living enemy models suffer -2 to attack rolls. Rolling Fog lasts for one round.

TACTICAL TIPS

WEALD SECRETS – If a model ignores concealment, it also ignores the Camouflage bonus for concealment.

Jarl Skuld, Devil of the Thornwood

Jarl Skuld is an infamous bandit and highwayman who has become an unlikely guerilla leader among the desperate trollkin remaining in the Thornwood. A skilled gunfighter, Skuld uses a pair of customized, rune-scribed pistols to deadly effect. With lightning raids and devastating ambushes against Cryx, Khador, and other enemies of his people, Jarl Skuld has truly earned the moniker "Devil of the Thornwood."

Using Jarl Skuld, Devil of the Thornwood

Jarl Skuld highlights a whole new play style for Trollblood armies in keeping with his background as a raider and ambusher. Rather than marching forth en masse, trollkin under Skuld's command outmaneuver their foes or use terrain and clouds to shift the course of battle.

This raider play style begins with Skuld's own skill set. His Evasive and Swift Hunter abilities keep him on the move whether he's dodging enemy firepower or unleashing blasts from his own rune pistols.

Skuld's spell list extends this maneuverability to his followers. Weald Secrets can turn Scattergunners or Fennblades into capable woodsmen. Tactical Supremacy grants Bushwhackers or Scouts a pseudo Reform ability so they can retreat into terrain after dispatching their targets. Most impressively, Quicken gives Champions or Sluggers the SPD of Bloodtrackers or Striders.

The Rolling Fog feat fits into Skuld's raider play style seamlessly and can shift in utility based on the opposing army. Against an enemy force bristling with bows or rifles, Rolling Fog can provide the Trollblood army a full turn to storm towards the enemy lines unhindered; against more melee-oriented living armies, the attack roll penalty can thwart enemy attacks against the trollkin on the front lines; and against a foe capable of creating swamps, trees, or Inhospitable Ground, creating zones of Pathfinder can be a godsend.

Beyond his raider tactics, Skuld's trick-shot gunfighting style is truly impressive with his rune pistols. Even Lylyth or Caine struggle to hit enemy models in melee combat, but Black Penny allows Skuld to tag these models with ease. His Magic Bullet spell also allows him (or a friendly model) to shoot around corners or against a model "safely" hidden behind a battle engine. Between the Impaler's Far Strike animus and Magic Bullet, enemy support solos are just one gunshot away from the grave.

SPELLS

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

MAGIC BULLET 2 6 - - NO NO
If target friendly Faction model's next normal ranged attack directly hits, after resolving the attack choose a model within 4" of the model hit. The chosen model suffers an unboostable POW 12 magic damage roll. The point of origin for this damage is the model hit. After resolving this damage roll, Magic Bullet expires. Magic Bullet lasts for one turn.

QUICKEN 3 6 - - YES NO
Target friendly model/unit gains +2 SPD and +2 DEF against ranged and magic attack rolls.

TACTICAL SUPREMACY 2 6 - - YES NO
Target friendly model/unit can advance up to 3" after all models have ended their activations on your turn.

WEALD SECRETS 2 6 - - YES NO
Target friendly model/unit gains Camouflage and Pathfinder . (A model with Camouflage gains an additional +2 DEF when benefiting from concealment or cover.)





MASTER ASCETIC NAARESH

SKORNE WARLOCK

"Truth can be measured by the length of lines scored in flesh, the weight of flesh carved from bone."

—Master Ascetic Naresh



Master Ascetic Naresh

A warrior-philosopher who seeks enlightenment through his own extreme suffering, Master Ascetic Naresh has unlocked the powers of pain and forged them into a unique and devastating fighting style. Eager to challenge the limits of his philosophy against new foes, Naresh has left his isolation to seek battle in the west. Before each engagement he submits to the ministrations of his paingivers so that he may draw strength and skill from the agony.

Using Master Ascetic Naresh

There are other models in WARMACHINE and HORDES that suffer damage for some benefit. There's even a warcaster that derives substantial benefits from friendly fire (Durgen Madhammer). Yet Master Ascetic Naresh takes these principles to a whole new level.

Not only can Naresh trade a bit of his health to upkeep spells, his Pain Monger ability turns every attack that damages him into a temporary STR and ARM boost. This makes it progressively more difficult for enemies to destroy Naresh, but it's also a valuable offensive option. Flagellant makes it a trivial matter for friendly models to hit Naresh, and the relatively common Anatomical Precision ability allows them to damage him even once his ARM starts increasing. Fully stocked on STR and ARM, Naresh becomes a real threat to a wide variety of enemy models.

On its own, this health-fueled play style is a path to certain defeat. Fortunately, Naresh has skills to offset his constant injuries. His Life Drinker ability restores d3 damage for each living enemy model he destroys in melee, and his Bleed spell allows him the same healing potential in the form of a 2-fury magic attack. Once per game, Imperishable Flesh imbues him with a substantial reserve of new health, allowing him to steal up to three damage points from each of his warbeasts.

In addition to serving as a giant reset button for Naresh's flagging health, Imperishable Flesh grants his warbeasts +1 STR and ARM for each damage point suffered. This puts an Enraged Bronzeback at STR 18 for some serious charge, slam, or trample damage along with ARM 22 against the imminent counter-attack.

On top of all his pain shenanigans, Naresh is an accomplished spellcaster. Cyclone allows him to make the most out of his impressive melee capabilities and will frequently portend doom for an enemy warcaster or warlock; Lamentation puts a severe crimp on enemy spellcasting within his control area; and Iron Flesh is an impressive DEF buff for Naresh or one of his units.

FEAT: IMPERISHABLE FLESH

Immediately apply up to 1 damage point to each aspect of warbeasts in Naresh's battlegroup that are currently in his control area. Naresh heals 1 damage point for each damage point applied. For one round, while in Naresh's control area, warbeasts in his battlegroup gain +1 STR and ARM for each of their damaged aspects.

NAARESH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	4	15	15	7

KATARA	
POW	P+S
4	10

FURY	6
DAMAGE	17
FIELD ALLOWANCE	C
WARBEAST POINTS	+6
SMALL BASE	

NAARESH

⊗ Tough

Blood Trade – This model can upkeep spells by suffering 1 damage point per spell instead of spending fury.

Flagellant – This model is automatically hit by melee attacks made by friendly models.

Pain Monger – When this model suffers damage from an attack, it gains one blood token. For each blood token on this model, it gains +1 STR and ARM. This model can have up to five blood tokens at a time. Remove all blood tokens from this model at the start of your Control Phase.

KATARA

⊗ Magical Weapon

Combo Strike (★Attack) – Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

Life Drinker – When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points.

SPELLS	COST	RNG	AOE	POW	UP	OFF
BLEED	2	8	-	10	NO	YES
When Bleed destroys a living enemy model, this model heals d3 damage points.						
CYCLONE	2	SELF	-	-	NO	NO
This model immediately makes a full advance. It cannot be targeted by free strikes during this movement. At the end of this movement, this model can make one melee attack against each model in its LOS that is in its melee range. Cyclone can be cast only once per turn.						
IRON FLESH	2	6	-	-	YES	NO
Target friendly warrior model/unit gains +3 DEF but suffers -1 SPD.						
LAMENTATION	3	SELF	CTRL	-	YES	NO
Enemy models pay double the focus or fury point cost to cast or upkeep spells while in this model's control area.						



TARG

MINION FARROW CHARACTER SOLO

"It's remarkable what a little encouragement can do for a warbeast—almost as remarkable as what passes for "encouragement" among the farrow."

—Alten Ashley

TARG

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	5	4	13	14	7



BUTCHER KNIFE

POW	P+S
3	10

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

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

TARG

⊗ **Tough**

Ancillary Attack

(★Action) – RNG 5. Target friendly Faction warbeast. If the warbeast is in range, it immediately makes one normal melee or ranged attack. A warbeast can make

an Ancillary Attack special action only once per turn.

Attached – Before the start of the game, attach this model to a friendly Minion warlock for the rest of the game. Each Minion warlock can have only one model attached to it.

Herding – While this model is in its warlock's control area, the warlock can force, leach, reave, heal, and transfer damage to the warbeasts in its battlegroup that are in this model's command range.

Medicate (★Action) – RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it heals d3 damage points. A warbeast can be affected by Medicate only once per turn.

TACTICAL TIPS

ATTACHED – This model cannot be reassigned if its warlock is destroyed or removed from play.

ANCILLARY ATTACK / MEDICATE – Ancillary Attack and Medicate only work on Minion warbeasts, and Targ only attaches to Minion warlocks. He works for other factions so he can be fielded in large armies that include at least one Minion warlock.

Targ

The disfigured farrow assistant of Dr. Arkadius, Targ aids his master in the laboratory and tends the violently unpredictable farrow warbeasts. Targ can push a warbeast to lash out with an unpredictable attack, administer vital medical care to his charges, or provide guidance to farrow warbeasts that wander too far from their masters.

Using Targ

Just like his background would indicate, Targ is an excellent battlegroup assistant. Herding allows added flexibility in warbeast positioning, and Medicate heals the farrow warbeasts when Arkadius or Carver doesn't have fury points to spare.

Targ's biggest asset, however, is Ancillary Attack.

This amazing special action is an ideal tool for effectively increasing a ranged warbeast's ROF, for clearing an enemy model from a warbeast's melee range before it activates, or for finishing off a tenacious foe with one final melee attack.

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THE VIDEO GAME

2011 Progress Report

By Scott Campbell and Kevin Mack







Life In the Trenches

As I sit at my desk, a war rages around me.

I hear the distant report of mortar launches,
followed by eruptions of shrapnel and a
shower of dirt.

Somewhere a Trencher yells. A cacophony
of gunfire zips and ricochets past me.

Crackling sparks sizzle around me as a
warcaster channels focus into a deadly spell.

I hear the fevered chants of a choir or
Protectorate zealots mixed with the hissing
screech of Cryxian bonejacks on the prowl.

The thunderous footsteps of a warjack
approach.

A shell is loaded into its cannon with a
metallic clang.

The smoothebore shakes the world, causing
dust to billow and my teeth to rattle.

It is at this point I realize two things. Our
test map is sounding awesome—and Brian's
speakers are too damn loud.



Hey there, 'jack-heads! This is Scott and Kevin from WhiteMoon Dreams, and this month marks our one-year anniversary since the announcement of the WARMACHINE video game here in *No Quarter Magazine*!

Since our live demonstration at Gen Con last year, we've been head-down in development, quietly preparing for our moment to strike. For this article, we'll raise our code-weary heads, rub our video-blurred eyes, and come up for some air just long enough to tell you what we've been up to.

We've moved the company from our former offices in old town Pasadena to a much larger studio in downtown LA! We truly loved our old place, but it was just too small. After swelling to 20+ people, the choice was to move or to set up bunk-desks on pulleys to make room. Oh yeah, and we only had one bathroom... It was time to move on! Our new digs are in the historic Pershing Square building (right next to Pershing Square). We built-out one entire floor for our game-development desires, and it is truly epic. Where once we crawled over one another to get to our desks, we now have to shout down halls to hear one another. Instead of queuing for the one toilet, we have a plethora of commodes to choose from. And did I mention the decompression room with the pool tables, air hockey, and foosball? Yup, this place rocks.

Now that our new space allows us to expand, we were able to find a few amazing people to come aboard. From an Executive Producer who is a legend in the games industry, to an Art Director of immense experience, vision, and talent, to a multiplayer designer whose creative chops have been honed on some incredible games. Our



core WARMACHINE team has come together – and we can't wait to impress.

If you were lucky enough to be at Kingdom Con in San Diego, you would have seen a preview of our upcoming 2011 E3 Trailer. We're putting the final touches on this trailer as we write this, and wrapping up a hands-on demonstration of the gameplay controls and feel. Every day now brings a couple more "holy crap, that's awesome" moments, and the whole experience has really begun to come together into something beyond even what we'd imagined.

(I mean seriously, take a look at these screen shots. Now imagine sick gameplay, an epic single-player story, and killer head-to-head and team multiplayer. Aw, yeah!)

Ooh. I kinda got all tingly there!

Ahem.

So here we go! Into E3 (as we write this) and into year two of development. This is only the beginning.

- Scott and Kevin

Scott Campbell is the creative director of WhiteMoon Dreams.

Kevin Mack is the Game Director in charge of WARMACHINE.

ABSOLUTELY COMPLETELY TRUE QUOTES from Development

"DO NOT MOCK THE POWER OF MENOTH!" - Red

"So, what do you think those rings are there for? You know...the nipple rings?" - Todd

"Does every &@%# unit have cloth?! The next game we make everyone's gonna be naked!" - Jay

"We would have had the design meeting, but we were all too busy drinking." - Lidia

"Why do the Winter Guard's heads keep popping off when I hit them?" - Brian

"Deneghra's totally hot...in a rip off your face and wear it kinda way." - Jason

"Sweet Evil Menoth!" - Anonymous Utterance

"I can't wait to get on Sorscha...Animate! To animate Sorscha!" - Carl

If you want to see the latest, live-action developments for the WARMACHINE video game, check out the new trailer recently unveiled at E3!

<http://whitemoondreams.com/warmachine/media/video>

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.

OGRUN ASSAULT CORPS

By Will Shick

Art by Mariusz Gandzel & David Kuo



Speech given to new Assault Corps recruits by Master Golern Stonefist:

You've all come here to pledge yourself to the assault corps of Great Clan Udo here at Horgenhold. You think you deserve this honor because you're tough as a mountain and powerful as an avalanche. Well I'm here to tell you that right now you ain't more than gobber dreck on the bottom of my boot heel until you prove otherwise. The right to serve one of the three toughest fighting clans in Rhul isn't given away; it's earned through sweat and blood.

By the time I'm done with you lot, those that are left will be truly worthy members of this fortress, this clan, and the assault corps. But first you are going to have to prove yourself. You are going to go through the worst hell you can imagine, then you're going to get up before dawn and do it all over again. I'm going to put your oaths through the crucible to see who's comes out pure steel and whose only pretending to be worth a damn.

We're going to teach you how to fight with axe and battle cannon all right, but that's just to start. An assault corpsman is much more than a mobile weapons platform. He's a living, breathing battering ram ready to crush anything foolish enough to stand against his pledged house. By the time I'm done with you, you'll be able to kill a charging gorax with your little finger.

Dwarves and humans believe warjacks are the most devastating weapons of war on the battlefield. Well, in these halls, we know what a squad of the Assault Corps can do to any six-ton pile of moving scrap.

I can see in your eyes that some of you think I'm blowing smoke up your rear ends. You think this old, mean-tempered sarge is just talking a big game with nothing to back it up. Well, believe you me, the only thing you'll find up your asses for the next eight weeks is my boot.

We're going to kick things off easy, since despite my better judgment, I think some of you out there might just have what it takes to honor your new clan and earn the respect of the Stone Lord Udo himself.

Everyone get up and grab those packs over there — yeah, the big heavy ones. We're going on a nice little five-mile run up that hill over there and back. Then we're going to do it again and again until you renounce your oath or dinner's called. And dinner doesn't happen round here for at least four hours.

Welcome to the Assault Corps, boys.

ASSAULT CORPS COMPLETION REQUIREMENTS

**AT THE END OF THEIR EIGHT-WEEK
TRAINING EACH CADET SHOULD
DISPLAY THE FOLLOWING:**

- ✱ Run 8 miles in full kit (300lbs) in less than an hour.
- ✱ Flip a Grundback Gunner onto its back a minimum of 5 times
- ☐ Demonstrate perfect knowledge of close-combat forms, including armed and unarmed.
- ✱ Load and fire a minimum of 3 battle cannon rounds per minute while maintaining a marksman score of at least 75.
- ✱ Coordinate fire with his squad to a score of 90 points.
- ✱ Complete the 15-mile Assault Corps obstacle course, which includes steamjack wrestling, endurance challenges, and marksmanship challenges in less than 3 hours.
- ☐ Demonstrate complete aptitude in maintenance and servicing of battle cannon and ammunition.
- ✱ Field-strip and reassemble a battle cannon blindfolded in less than 120 seconds.

Assault Corps Training Manual The Battle Cannon

The battle cannon represents the pinnacle of mobile infantry firepower within the Iron Kingdoms. With a maximum range of 560 feet (optimal range of 140 feet) and an explosive shell that has an effective blast radius of 10 feet, the battle cannon represents a major threat to both lightly armored and heavily armored foes alike. Combined with the ability to expertly coordinate multiple cannons on the same target, there is nothing on the battlefield today that does not fear the Assault Corps.

Each cannon is fabricated by master craftsmen from high quality steel and weighs over 200lbs. To help compensate for the tremendous recoil and weight a harness must be used. It is important that all cadets understand proper battle cannon harness use and maintenance. Failure to do so can lead to broken limbs and even death.

The battle cannon works much in the same fashion as a standard rifle. Shells are loaded through the breach located at the rear of the cannon. Each shell is packed with traditional military grade blasting powders, though the amount in each shell is equal to that of the smallest bore fortress cannons.

When the trigger of the cannon is depressed, a firing pin pierces the shell's silk wrapping, causing the two powders to mix and create the explosive force that propels the shell forward. The shell itself is packed with higher-grade explosives to detonate on impact with an explosion powerful enough to rend warjack armor on a direct hit and easily kill soldiers caught in the periphery.

The battle cannon requires careful cleaning following any engagement, as powder and wrapping residue will quickly accumulate and can cause dangerous misfires. Any Assault Corpsmen found not properly servicing his weapon faces severe punishment up to and including flogging or expulsion from the corps.

Captain Jonas Murdoch on the Assault Corps:

I've worked with plenty of mercenaries and there ain't none of them that hold a candle to the Assault Corps. Sure, you get specialists like the Devil Dogs and others; you know, groups who demand a high price because of their unique skills on the battlefield. Most of the time, sell swords are worth the price, but there's a big difference between a professional soldier and a skilled mercenary. While they sell their services for coin like most Rhulics, the Assault Corps are true soldiers through and through. They know how to take orders, and by Morrow, those bastards know how to fight. I've lead dozens of them over the years and each time there wasn't a single one I felt I had to watch to make sure he was doing his job. They cart those 200-pound cannons around the battlefield easy as a trencher does his rifle, but when they unload on the enemy—Hot damn! If that ain't a sight that makes me happy to do what I do!

I remember I was once leading an ogrun crew in one of the several skirmishes that took place after Khador captured Northguard. This line of Khadoran Iron Fangs comes marching up on our position, shields locked in this glittering line of red steel and bristling pikes. You'd think they hadn't a care in the world, bullets pinging off their line like flies off a Rhinodon. Well, it didn't take more than my finger pointing out the target before the Assault Corps opened up. Every last shot hit the target square. Beautiful accuracy; brought a tear to my eye. Needless to say, that line didn't look so pretty after that. And that was even before those big hulking bastards charged in with their axes. I watched one ogrun split an Iron Fang from head to groin despite the heavy shield in the way. He just split the shield right along with the man like a walnut under a cleaver.

You can bet after that we didn't see many glittering lines of Iron Fangs marching up on our position. No, sir. After that it was all Kossites, widowmakers, and manhunters sneaking through the bushes. But even they couldn't hide from my ogruns' battle cannons. Yup, we left a whole lot of craters filled with dead Khadorans that day.

You want the enemy dead, guaranteed? Give me the Assault Corps, and I'll get the job done every time.

OGRUN ASSAULT CORPS TACTICS

By Will Schoonover

With the release of *Wrath*, the forces of Rhul bring a versatile unit to the Mercenary faction. The Ogrun Assault Corps offers solid ranged and melee threats in a hard-to-kill package that any general in the Iron Kingdoms would welcome into his army.

A Weapon for Any Occasion—and Staying Power, Too

The Ogrun Assault Corps' battle cannons are the longest ranged weapons of their power available to any Mercenary unit. Their RNG 12 and the unit's SPD 5 give them a threat range of a full 17". Considering the cannons' POW 12 along with the unit's Combined Ranged Attack ability, this makes them quite a problem for any opponent. A full unit rarely misses when it fires, and the POW 17 of that combined shot equals or exceeds a lot of armor in the game. In addition, these battle cannons have AOE 3, and anything caught in the blast of a Combined Ranged Attack AOE from these guys will take

a POW 11 hit. (See *WARMACHINE: Wrath* for more details.) With these battle cannons staring him down, your opponent will think twice about grouping single-wound models closely together in an attempt to hold a scenario objective.

These ogrun aren't just a ranged threat; the unit is also quite capable in melee. They have the Combined Melee Attack ability, and few other Mercenary units have weapons that can match the P+S of their hand axes. Whether you are faced with relatively low-defense enemies or targets that are harder to hit, the ogrun will be able to handle it.

Along with versatile damage output, the Ogrun Assault Corps gives Mercenary armies a second medium-based infantry choice.

Their stats are very similar to those of Boomhowler's unit, but their guns outrange his by 4" and their 8 wounds are a much more reliable way than Tough to ensure they can take a hit and still stick around.

The Searforge Commission

The Ogrun Assault Corps most obviously fits into a Durgen Madhammer army. His feat will give them an extra die



on both ranged attack and blast damage rolls, and his Primed spell will raise their MAT to 8 should they need to hit multiple high-defense targets in melee. Primed will also make your opponent hesitate to take the ogrun out with melee attacks, since each one killed will explode in a 3" AOE with POW 14 blast damage.

Even without Madhammer, the unit is a strong addition to a Searforce list. With the contract's benefit of additional deployment range, their cannons can begin chewing into enemy forces even earlier than normal. The FA boost the contract offers means you could have an entire line of fifteen battle cannons blazing away at anything your opponent is willing to move into range. If you plan to use the Assault Corps with more of a melee focus, adding an Ogrun Bokur is a great option.

Working with Other Factions

With the Ogrun Assault Corps' ability to work for Cygnar and the Protectorate of Menoth, it won't just be Rhulic forces fielding this formidable unit.

- No matter who leads the army, consider adding Master Gunner Dougal MacNaile to the list. His Artillerist action can add another +2 to the attack roll of any one member of the unit. If that one ogrun is the primary attacker in a Combined Ranged Attack and the unit aims, they can deal with even the highest defense targets. For example, they can hit Captain Allister Caine's DEF 17 with any roll but snake eyes. The secondary benefit of Artillerist is the ability to reroll the dice in the deviation roll in case those snake eyes come up. MacNaile also offers the once-per-game Double Powder Ration ability. The added range this gives will increase the Assault Corps' threat range to a very

serious 19". These two abilities combined will make the ogrun an assassination threat your opponent can't ignore.

- The *Wrath* preview in *No Quarter* #34 showed one of the best ways to field the ogrun in a Cygnar army: attach the new Ranking Officer, Captain Jonas Murdoch, to the unit. First, his Assault order allows them to bring both their weapons to bear on the same turn. Second, once a game Murdoch can use Go to Ground to raise the ogrun's DEF to 16 against ranged attacks and allow your other ranged units to ignore them while drawing line of sight. Lastly, he makes the Assault Corps a Cygnar unit. This doesn't matter much for spells, as Dead Eye and Snipe can be cast on any friendly target, but it will give the unit access to some powerful feats. Captain Victoria Haley's Blitz, Lord Commander Stryker's Rolling Thunder, or Captain Kara Sloan's Firing Squad can all affect the ogrun thanks to Murdoch.

- The Protectorate of Menoth also gains a Ranking Officer in *Wrath*. Unlike Murdoch, granting the ogrun access to spells, feats, and abilities is the best reason for adding an Attendant Priest to your army list, as most of the Protectorate's helpful spells are limited to friendly faction targets. With assistance from the Attendant Priest, the Assault Corps can have benefits like +2 DEF and ARM from Defender's Ward or +2 to charge movement from Crusader's Call. The priest's Prayers can give the ogrun Pathfinder or Magical Weapons or add to their already high survivability by warding them from spells. Additionally, having a Covenant of Menoth nearby will add continuous fire to the Assault Corps' attacks or keep them safe from abilities that could knock them down and make them stationary.



MURDOCH'S MARAUDERS

By Stuart Spengler



-  Bastion Grey
-  Beaten Purple
-  Bloodstone
-  Brown Ink
-  Coal Black
-  Cold Steel
-  Cygnar Blue Base
-  Exile Blue
-  Frostbite
-  Greycoat Grey
-  Gun Corps Brown
-  Ironhull Grey
-  Khardic Flesh
-  Molten Bronze
-  Rhulic Gold
-  Thamar Black
-  Trollblood Highlight

The goal here was to make my Ogrun Assault Corps (led by Captain Jonas Murdoch) really look like they were actually part of a Cygnar unit. With the evocative nature of the Trencher uniform, I wanted my ogrun to look like they had been issued ogrun-sized Trencher equipment.

For the conversion, I started with a sprue of Trencher heads, cut away the fleshy parts, and ground out the interiors with a hand drill; that left me with a bunch of empty helmets. I cut some of the ogrun heads above the brow, about where the helmet would sit. I then used P3 Putty to fill the gap between the head and the helmet. I got a bit creative with one of the heads and crafted a pair of goggles with some spare putty.

The next thing I did was make big trench coats. To make the tails of the coats, I mixed some P3 Putty and flattened it onto a section of plastic blister, which was wet with a little water. The plastic is smooth, preventing any odd textures in the putty. The water keeps the putty from sticking to the plastic, so it can be removed without tearing or distorting too much. The handle of a paintbrush can be used to roll out and flatten the putty, though any round tube can work. Once I had thin, smooth sheets of putty, I cut clean edges with a hobby knife in the general size and shape I wanted the cloth and gently laid them onto the legs and bodies of the ogrun. I molded the tails around the legs to make the appropriate weight and folds in the cloth. I then worked the upper edges into the ogruns' gear and belts to look like the belts were worn over the coats.

Once the coat tails had set and cured, I worked on the ogrun troopers' trench coat chests. I hadn't glued the arms to the bodies so I could work without the arms getting in the way. The majority of the work with the coats involved filling in the areas around the armor and the webbing to make it look less like muscle and more like cloth. After the chests had cured, I attached the arms and sculpted the sleeves. Again, the goal was to make the arms look less like muscle and more like cloth. I added cowls around the necks and under the helmets to make the Trencher uniform complete. I swapped ogrun axes for the Trencher Master Gunner's trench knife and added a few Trencher Infantry backpacks as hip pouches.

To make the bases look like muddy trenches, I made plaster with a bit more plaster than recommended so it would have a thicker, chunkier texture. I then applied the plaster with an old brush in a stippling manner to give it some depth, as I wanted to have puddles of standing water to complete the effect. Skulls from Drago's skull chain were used to add to the war-torn battlefield look.



Step 1-Bases, Leather, and Metal

To paint the ogrun and Jonas Murdoch, I first thought about what colors to use and how I could use a small number of colors in various ways without sacrificing the final product. I made heavy use of Trollblood Highlight, either by itself or as a mix with other colors to create highlights. This allowed me to have a smaller group of colors, and it tied the colors together throughout the model. As I imagine the Trenchers to literally be down in the dirt, most of their gear is probably somewhat muddy or dirty. Since Trollblood Highlight is used for part of the base, it subtly "dirties" other colors, tying them in with the base.

1) Start with Gun Corps Brown. The plaster has a lot of texture to it, so thin the paint to get every corner. Unfortunately, the plaster is very porous, and soaks up the thinned paint easily, so two or three coats may be required to get a good color to begin with.

2) Make a mix of one part Gun Corps Brown and one part Trollblood Highlight. Drybrush the mix over the base, concentrating on the higher parts. As the bases are supposed to look like a muddy trench, the higher parts should be lighter as they would be drier than the lower parts where water has collected.

3) Drybrush Trollblood Highlight lightly around the highest areas.

4) As I was painting, I thought about how I could streamline the process and realized the skulls on the bases could be done after the mud. The base color for the skulls is a 1:1 mix of Ironhull Grey and Frostbite. A little bit of the brown colors remains along the very bottom of the skulls to look like dirt.

5) Highlight the upper edges of the skulls with Frostbite.

6) Paint the leather with Bloodstone.

7) Highlight the leather with a 1:1 mix of Gun Corps Brown and Trollblood Highlight.

8) Paint most of silver metal areas with Cold Steel.

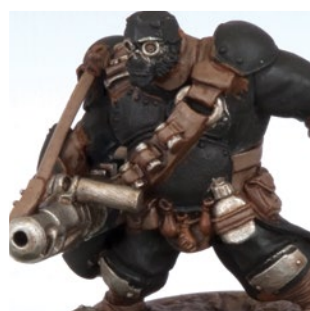
9) Wash EVERYTHING with a Bloodstone wash made with thinned Bloodstone mixed with Mixing Medium to keep it from pooling. While taking notes of what colors I used, I kept in mind what colors were shared between sections of the model and how I could streamline the process further.

Colors Used:

Base: Bloodstone, Frostbite, Gun Corps Brown, Ironhull Grey, Trollblood Highlight

Leather: Bloodstone, Gun Corps Brown, Trollblood Highlight

Metal: Bloodstone, Cold Steel



Step 2-Cloth

1) Paint the cloth with a 1:1 mix of Gun Corps Brown and Trollblood Highlight.

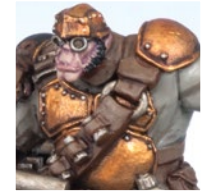
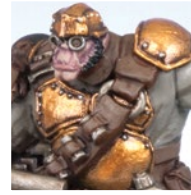
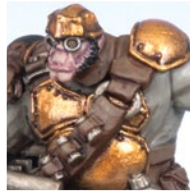
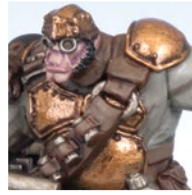
2) Highlight with Trollblood Highlight.

3) Wash the cloth areas with a thin wash of Coal Black.

Colors Used:

Coal Black, Ironhull Grey, Gun Corps Brown, Trollblood Highlight





Step 3-Metal Armor

- 1) I wanted a darker metal color to go over the black primer rather than doing multiple coats of Molten Bronze, so the armor base color is a mix of Molten Bronze and Brown Ink.
- 2) Highlight the armor with Molten Bronze.
- 3) The edges of the armor get a touch of Rhulic Gold.
- 4) Paint the rivets with Cold Steel.
- 5) Wash the armor with the mix of thinned Bloodstone and Mixing Medium. This dulls down the metal a bit; rather than looking old and rusty, the metal looks like it has seen use but could be shiny again with a bit of a polish.

Colors Used:

Bloodstone, Brown Ink, Cold Steel, Molten Bronze, Rhulic Gold

Step 4-Skin

- 1) Start with a base of Khardic Flesh.
- 2) Wash the skin with a thin wash of Beaten Purple and a bit of Mixing Medium to keep it from pooling. Concentrate in areas where the face would have a fair amount of shadow, such as the eye sockets, around the nose, and in the hollows of the cheeks.
- 3) Start bringing the colors back with Khardic Flesh. Work the highlights up with Khardic Flesh mixed with a bit of Trollblood Highlight.

Colors Used:

Beaten Purple, Khardic Flesh, Trollblood Highlight



Murdoch's Marauders

Captain Jonas Murdoch has a long history of commanding elite, handpicked units of mercenaries. One of his favorites is a small unit of ogrun known simply as Murdoch's Marauders.

The Marauders belong to the Ogrun Assault Corps, but their long association with Murdoch and Cygnar has made a lasting impression. So much so that Murdoch's ogrun have begun to outfit themselves with Cygnaran gear—including helmets, packs, and even trench knives.

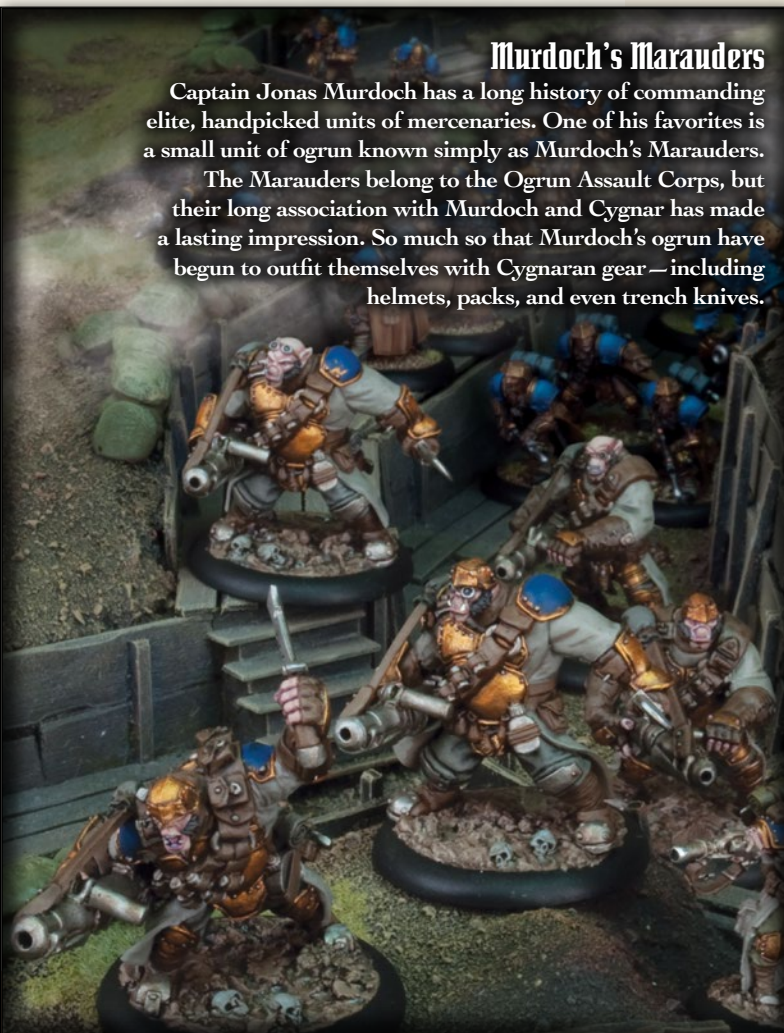
Step 5-Everything Else

Only a few things were left to do: muttonchops, teeth, goggle lenses, trousers, and the paint on the shoulder pads.

- 1) Paint the hair, teeth, and lenses at the same time, working from Thamar Black to Greatcoat Grey, Ironhull Grey, and finishing with Frostbite. Just like washing the model with the same color, if a few details share a spectrum of colors, you can speed up by painting them all at once rather than mixing the essentially same colors at different times. The hair is the darkest, so start with that, but use the Thamar/Greatcoat mix on the lenses. Use the final highlight of Greatcoat/Ironhull from the hair as a base color for the teeth.
- 2) Add the paint on the shoulder pads to give the ogrun a bit of blue to keep with the Cygnaran colors. Paint Coal Black over most of the pad, leaving a few irregular sections as paint chips or battle damage. Using the Coal Black areas as a guide, highlighted the pad with Exile Blue and Cygnar Blue Base.
- 3) Basecoat the trousers, cloth pad on the gun strap, and Trencher backpack bedroll with Bastion Grey and then highlight with successive mixes of Bastion Grey and Trollblood Highlight. Use a thin wash of Coal Black to bring it back down a bit and tie the highlights together.

Colors Used:

Base: Frostbite, Greatcoat Grey, Ironhull Grey, Thamar Black,
Leather: Cola Black, Cygnar Blue Base, Exile Blue
Metal: Bastion Grey, Coal Black, Trollblood Highlight



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See the Winner of the Spoils of War challenge from *No Quarter* #55 on page 94!

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ALEXIA GOES EPIC

Over a decade ago, Privateer Press released a series of RPG modules called the *Witchfire Trilogy*. These riveting tales of dark times in the city of Corvis centered on the story of a young girl with terrible power whose actions saved the city from a skorne invasion led by the deposed king Vinter Raelthorne. That girl was Alexia Ciannor, and her actions and exploits have in many ways shaped the world that eventually would give birth to both WARMACHINE and HORDES.

In the *Witchfire Trilogy*, Alexia is a mysterious character whose nefarious actions are not motivated by a lust for power or a desire to do evil. Instead, Alexia is a misguided girl possessed of great sorcerous talent—and perhaps a slight mental derangement—compelling her to seek to resurrect her dead mother, executed years earlier for practicing black magic. To achieve her goals, Alexia also traverses the dark path of necromancy, creating undead thralls to do her bidding. However, when Alexia gains possession of the eldritch blade known as the Witchfire, both her power and the temptation to use it are increased dramatically. It was her use of the Witchfire to raise a legion of undead warriors that allowed her to save Corvis from the invading skorne.

After the Battle of Corvis, Alexia was forced to relinquish the Witchfire to the Church of Morrow, and perhaps she would have faded into the annals of history if her story had ended there. The siren song of the Witchfire was a temptation she could not ignore, though, and she took possession of the sword once again after ambushing and killing a group of Illuminated Ones transporting the sword south to Caspia. The brutality of this action demonstrated her unflinching obsession to achieve her aims.

It is the juxtaposition of her actions and motives that make Alexia such a fascinating character. She often straddles the line between hero and villain, and although her powers may originate from a source considered profane or blasphemous by some, they have been used for the greater good. As with many characters in the Iron Kingdoms, the judging of Alexia and her actions varies depending on who perceives them.

Alexia eventually made her way from the Iron Kingdoms RPG setting into the war-torn setting of WARMACHINE. Her model offers players a chance to take part in Alexia's story by using her necromantic power—augmented by the Witchfire—to field hordes of walking dead. Alexia's tale is far from done, however, and we are proud to mark Privateer Press' tenth anniversary by releasing a new, epic version of Alexia: Alexia Ciannor, Mistress of the Witchfire.

This issue of *No Quarter Magazine* includes a bit of an Alexia extravaganza. First, we offer a sneak peek at the rules for her epic model. Then, Matt DiPietro shows you how to paint the new Alexia, Mistress of the Witchfire model to the Privateer Press Studio's exacting standards. Finally, the fiction piece *Dead Stop* presents a dark tale from Alexia's past.

ALEXIA, MISTRESS OF THE WITCHFIRE

MERCENARY EPIC CHARACTER CAVALRY SOLO

Alexia's very presence cleaves through destiny unraveling the weft of fate.

—Sybeth Roane



Astride her horrifying skeletal steed, the infamous Alexia Ciannor reaps the souls of her enemies with the hell-forged blade Witchfire. The dark sorceress uses the souls she harvests to raise armies of terrifying thrall warriors from the grave and rides alongside them as she lays about her with her sword, leaving nothing but ashes in her wake.

USING ALEXIA, MISTRESS OF THE WITCHFIRE

Whether Alexia is casting spells, countering spells, or hunting those who cast spells, she is a maneuverable solo with solid DEF and ARM along with accurate attack capabilities. With her Magic Ability [8] or MAT 6 cavalry charge, she can hit even DEF 15 targets on average rolls.

Alexia's full versatility comes into play once she can harness a few souls to fuel her necromancy. Alexia can collect soul tokens from a substantial area and subsequently utilize them to boost her rolls, make additional Witchfire attacks, enhance her ARM, counter enemy spells, or raise Thrall

Mercenary – This model will work for Cygnar and Khador.

Animosity [Morrowan]

– This model cannot be included in an army that includes one or more models of the listed type.

ALEXIA

☠ Fearless

☠ Terror

Arcane Vortex – This model can immediately negate any spell that targets it or a model within 3" of it by spending 1 soul token before the RNG of the spell is measured. The negated spell does not take effect, but its COST remains spent.

Ghost Shield – This model gains +1 ARM for each soul token currently on it.

MAGIC ABILITY [8]

- **Grave Summons (★Action)** – When this model uses Grave Summons it can spend any number of soul tokens. For each soul token spent put one friendly Thrall Warrior solo into play anywhere completely within 3" of this model.

- **Hellfire (★Attack)** – Hellfire is a RNG 10, POW 14 magic attack. A model/unit hit by Hellfire must pass a command check or flee.

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.

WITCHFIRE

☠ Magical Weapon

Mage Killer – Gain an additional damage die on this weapon's damage rolls against models with Spellcaster or Magic Ability.

ALEXIA							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
8	4	6	5	15	16	9	

WITCHFIRE			
POW		P+S	
8		12	

MOUNT	
POW	
10	

DAMAGE	10
FIELD ALLOWANCE	C
POINT COST	4
LARGE BASE	



Warriors to fight at her side. When facing units of enemy troops, activate nearby models first to dispatch a few enemies before activating Alexia. She can then use a full complement of souls before other models finish off the unit, boosting Alexia's ARM and reloading her magical energy for the following turn.

M&P

MODELING & PAINTING

Alexia Ciannor holds a special place for me; she represents my first encounter with the world of the Iron Kingdoms. Her haunting eyes staring up at me from the cover of the *Witchfire Trilogy* was all it took to hook me. So it was with excitement and pride that I embarked on painting the epic version of Alexia for Privateer Press' 10th anniversary. In the following pages, every step of the journey has been recorded so you can follow along as this classic icon is once again brought to life.

PAINTING ALEXIA, MISTRESS OF THE WITCHFIRE

By Matt DiPietro, Studio Painter



HORSE FLESH

I painted the rotting flesh of Alexia's mount using the approach of painting a bright mottled basecoat and then shading with translucent layers. To help achieve translucency, Mixing Medium can be added in with your paints to reduce their opacity.



HORSE FLESH

1) The mottled basecoat consists of three different mixtures applied with a drybrush. The mixtures are Midlund Flesh mixed with Thrall Flesh, Traitor Green mixed with Thrall Flesh, and Ironhull Grey mixed with Midlund Flesh.

2) Basecoat the hooves and exposed bone areas with 'Jack Bone.

3) Use a mixture of Beaten Purple and Ember Orange for the first layer of shading on the bones and flesh.

4) Apply the second shade to the flesh and bone as a mixture of Ordic Olive and Beaten Purple.

5) Next, apply shading using a translucent layer of Greatcoat Grey applied to the flesh, followed by glazes of Ordic Olive applied to strategic areas of the model.

6) Mix Umbral Umber, Coal Black, and Exile Blue in equal portions and apply the resulting color as additional translucent shading. At the same time, apply glazes to strategic areas using a mixture of Murderous Magenta and Ordic Olive.

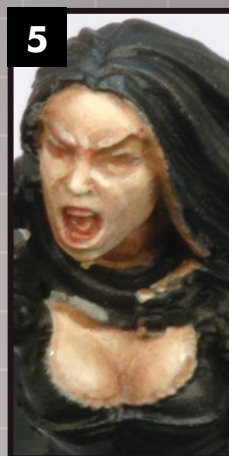
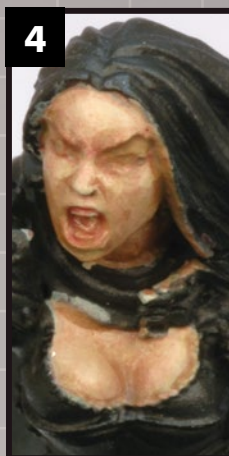
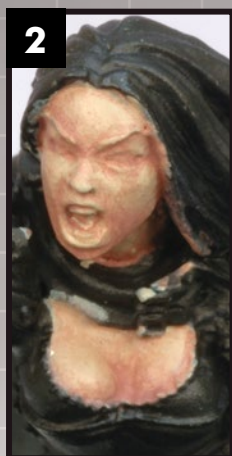
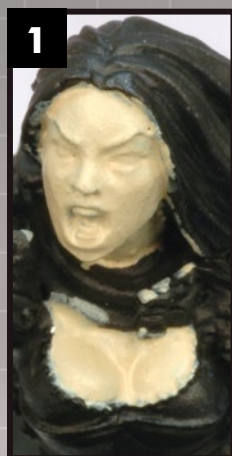
7) Mix Blue Ink and Brown Ink together to create a colorful black, then apply this to shade the mane and tail, blending the color into the hide and flesh. Additionally, mix Red Ink and Brown Ink together to make a blood mixture and use this color to tint strategic areas.

8) Use Tamar Black to apply the final shade to the mane, tail, and undersides of the horse.



COLORS USED

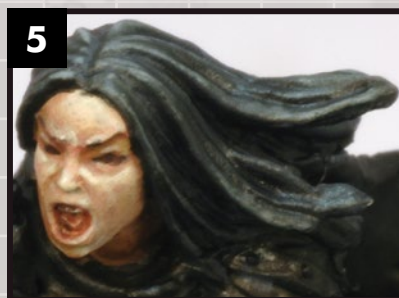
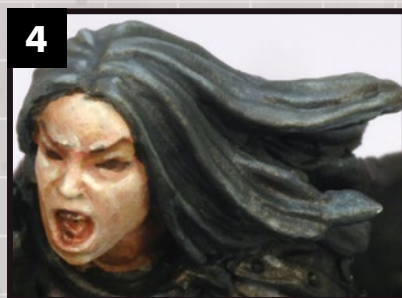
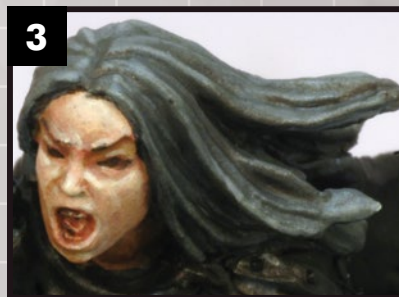
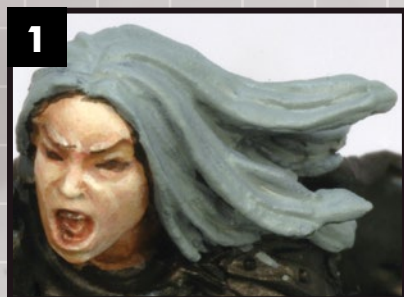
-  Battledress Green
-  Battlefield Brown
-  Beast Hide
-  Beaten Purple
-  Blue Ink
-  Brown Ink
-  Coal Black
-  Cold Steel
-  Cryx Bane Base
-  Ember Orange
-  Exile Blue
-  Greatcoat Grey
-  Green Ink
-  Heartfire
-  Ironhull Grey
-  'Jack Bone
-  Menoth White Highlight
-  Midlund Flesh
-  Mixing Medium
-  Molten Bronze
-  Morrow White
-  Murderous Magenta
-  Ordic Olive
-  Pig Iron
-  Quick Silver
-  Red Ink
-  Ryn Flesh
-  Sanguine Highlight
-  Skorne Red
-  Solid Gold
-  Thamar Black
-  Thornwood Green
-  Thrall Flesh
-  Traitor Green
-  Turquoise Ink
-  Umbral Umber
-  Underbelly Blue
-  Yellow Ink



FLESH

I painted Alexia's skin to look pallid yet still quite alive so it would fit well with the rest of the model as well as the fiction.

- 1) Basecoat the flesh using a mixture of Thrall Flesh and Ryn Flesh.
- 2) Apply shading with a mixture of Ryn Flesh and Sanguine Highlight.
- 3) Use a mixture of Ryn Flesh and Traitor Green for the next layer of shading.
- 4) Use a mixture of Traitor Green and Sanguine Highlight to apply line shading that defines Alexia's expression of angry defiance.
- 5) Mix Menoth White Highlight into the basecoat mixture and use the resulting color to apply highlights.



HAIR

I used colors on Alexia's hair that would be distinguishable from the other areas of black on the model.

- 1) Basecoat Alexia's hair using a mixture of Underbelly Blue and Ironhull Grey.
- 2) Next, apply shading using Greatcoat Grey.
- 3) Mix Battlefield Brown and Exile Blue together and apply this as a second shade. This mixture and the following mixture should be more on the brown side to ensure a natural look.
- 4) Mix Umbral Umber with Coal Black for the next shading layer.
- 5) Lastly, apply Thamar Black as line shading to define the deep shadows and strands of hair.

LEATHER

Once again, I started bright and worked my way down to paint the leather straps.

- 1) Apply a basecoat of a mixture of Traitor Green and Beast Hide.
- 2) Shade the leather with a translucent layer of Battledress Green and Brown Ink.
- 3) Finish off the leather with a shade layer of Brown Ink mixed with Exile Blue.



DRESS

A faded red dress fits well thematically and serves to draw the eye to Alexia as the main point of interest.

- 1) Mix Sanguine Highlight, Skorne Red, and Midlund Flesh in equal parts for the basecoat of the dress.
- 2) Shade the dress using a mixture of Skorne Red and Murderous Magenta with some Battledress Green mixed in to desaturate the color.
- 3) Apply a second shade of Sanguine Base and Brown Ink with Ordic Olive mixed in for desaturation.
- 4) Apply final shading with a mixture of Sanguine Base and Exile Blue.



ARMOR

I rendered the armor to appear old and worn; perhaps it was treasure found while digging through some hero's crypt.

- 1) Basecoat the metal in a mixture of Pig Iron and Cold Steel.
- 2) Mix Molten Bronze with Brown Ink and Blue Ink and apply shading to the armor.
- 3) Use Blue Ink mixed with Thamar Black to define the areas of deepest shadow.
- 4) Return with Cold Steel and apply an initial layer of highlights.

1



2



3



4



WITCHFIRE

The Witchfire is as much an icon of the Iron Kingdoms as Alexia, so correctly capturing it's shiny obsidian surface is a must.

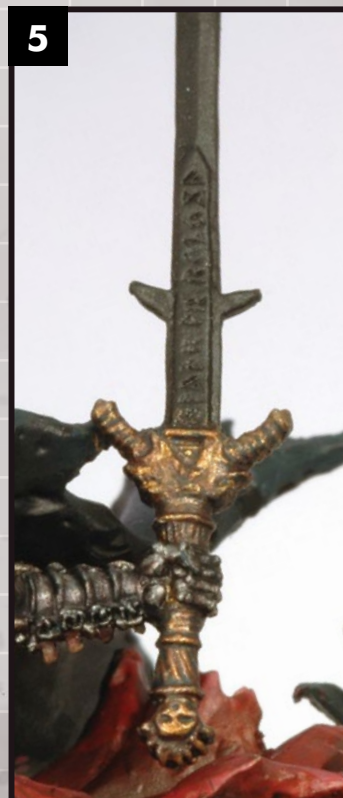
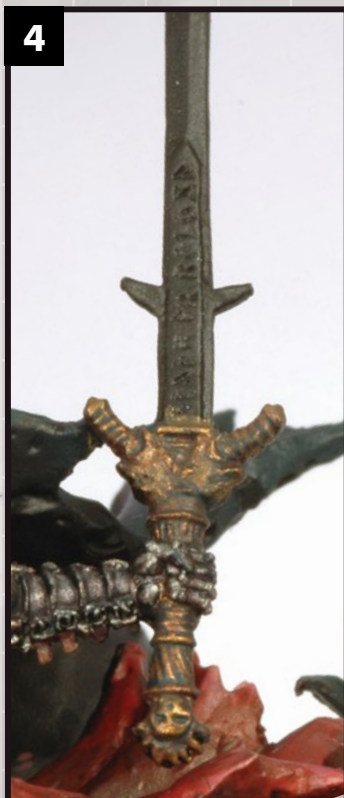
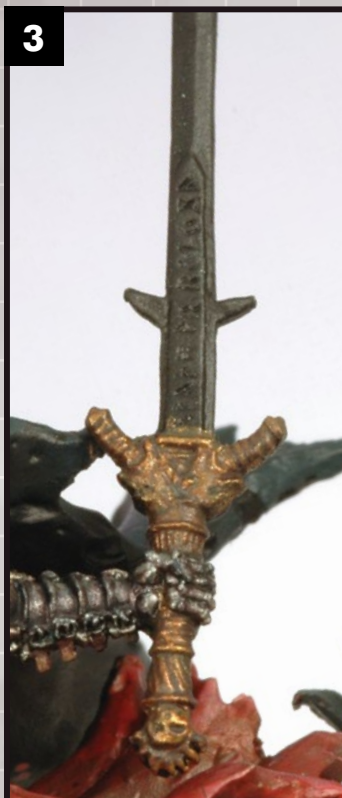
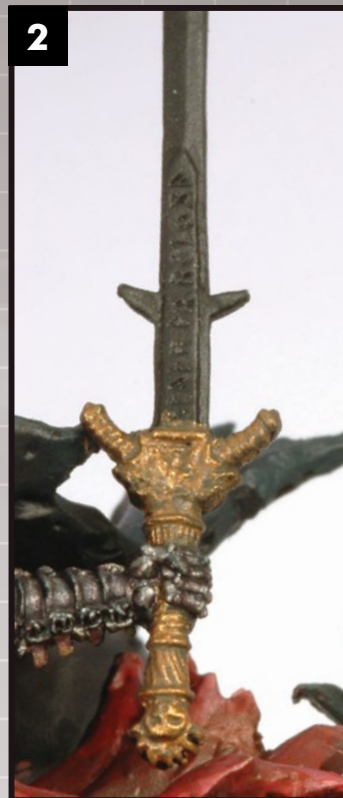
1) Apply a basecoat of Molten Bronze to the pommel and hilt of the Witchfire.

2) Shade the bronze with a translucent layer of Thornwood Green.

3) Mix Cryx Bane Base with Brown Ink and use the resulting mixture for the next layer of shading.

4) Use Coal Black to shade the deepest recesses and define the details of the hilt and quillons. Reserve highlighting metallics until the final stages of the paint job.

5) The blade of the Witchfire is fashioned from a shiny black material and the high contrast highlights represent glossy reflections of the sky and ground. The reflections start with a layer of Underbelly Blue mixed with Thrall Flesh.



WITCHFIRE

6) Add Menoth White Highlight to the previous mixture and apply highlights to the reflections.

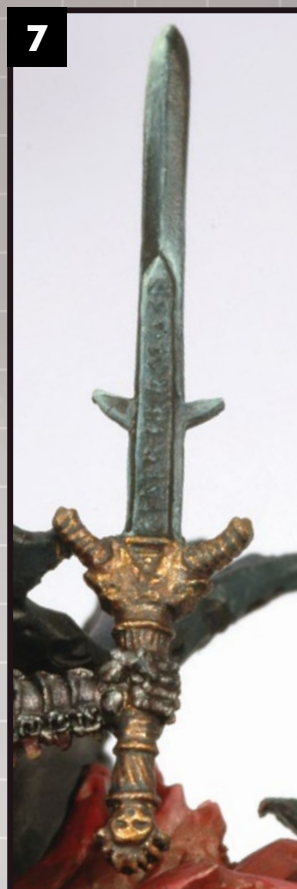
7) Mix Turquoise Ink with Brown Ink to make a characterful black and apply shading to help blend the transition.

8) Apply final glinting highlights with Morrow White.

9) Mix Menoth White Highlight with Heartfire and water so that it will flow into the inscribed runes.

10) Glaze the runes with a few thin, even coats of Green Ink mixed with Yellow Ink.

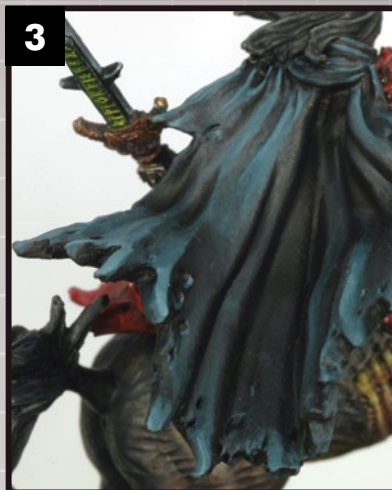
11) Carefully clean up the surrounding area with Tamar Black so the runes are well defined.



CLOAK

I painted Alexia's cloak in a blue-black to differentiate it from the other black areas of the model.

- 1) Apply highlights over the black undercoat using a mixture of Exile Blue and Coal Black.
- 2) Add Underbelly Blue to the previous mixture and apply additional highlights.
- 3) Add Menoth White Highlight to the previous mixture and apply final highlights.



FINAL TOUCHES

To finish, apply a layer of matte spray varnish over the entire model. Then, finish the metallics using Cold Steel mixed with Molten Bronze for the sword hilt and Quick Silver for the armor.



DEAD STOP

A Tale of Alexia Ciannor



By Aeryn Rudel
Art by Chippy, Imaginary Friends Studio, Andrew Hou,
Chris Walton, and Matt Wilson

After the liberation of Corvis from Vinter Raelthorne and his skorne allies, Alexia Ciannor relinquished the Witchfire to her uncle, Prelate Pandor Dumas, and the Church of Morrow. The prelate immediately contacted the Order of Illumination and arranged for the sword to be sent south and locked away in the Sancteum. To ensure the Witchfire would not fall into the wrong hands, the Order dispatched four Illuminated Ones to escort the sword—securely stowed in an armored carriage—on the long road between Corvis and Caspia.

604 AR, Glaceus 15th, the King's Road, ten miles south of Corvis

Imos Decklan checked the load in his scattergun again, ensuring the mass of iron pellets was tamped down firmly in the heavy brass barrel and that the powder cartridge seated in the breach had not gotten damp from the winter chill. He inspected the firing pin to make sure the release mechanism was tightly wound, the pin sharp, and the small hole in the barrel where the pin would pierce the powder charge was free from obstruction. Finally, he brought the weapon up to his shoulder and stared down the length of the barrel, using the small bead sight on the flaring muzzle to take aim at a snow-shrouded tree on the side of the icy road. Imos set the scattergun on his lap, a slight, satisfied smile on his lips pulling at the burn scars that covered the left side of his face.

"Still working?" Vanin asked, his voice tinged with amusement. "That's the third time you've inspected that thing in the last mile." Vanin sat beside Imos on the wide, flat bench that jutted from the front of the armored carriage where Vanin served as driver and Imos as gunner. Vanin held long leather reins tightly in one gloved hand, guiding the two massive draft horses pulling the wagon with the effortless skill of one long at the task. The coach master was twenty years Imos' senior, but still in his mid-forties. His lined face and lank, shoulder-length gray hair spoke of a hard life and many years of experience.

Imos smiled sheepishly at Vanin and patted the scattergun in his lap. "Well, I've had my eye on this one for quite a while," he said. "My old pistol wasn't exactly suited for carriage work. A working man needs the best tools for the job, right?" Imos had bought the scattergun from one of the better gunsmiths right before they'd left Corvis, spending nearly two months' pay—laboriously saved over the last year—to obtain the weapon. Now that he had it, he found himself so enamored with the scattergun he could barely keep his hands off it.

"You'll get no argument from me, lad," Vanin replied. "I've been driving these carriages from Corvis to Caspia for the last twenty years, and having a scattergunner on

the bench beside you makes a man feel a bit more secure in the wild places."

Imos nodded and cast his eyes beyond the two plodding draft horses. Two men rode ahead of them on stout warhorses; each was heavily armed and wore a leather great coat over a mail byrnie. Two more men, armed and armored similarly to the first pair, rode behind the carriage. "I doubt I'll have much chance to use it, though," Imos said. "What fool would be brazen enough to attack an armored carriage guarded by four Illuminated Ones?"

Vanin shook his head and smiled. "Only youth and inexperience craves violence on the road. I've had my fill of such things from this very seat. A nice, quiet jaunt to Caspia suits me just fine. I could stand it to be a touch warmer, though." He pulled his heavy fur cloak closer about his shoulders and shivered. The middle of winter was not an ideal time to drive a carriage, but it was Vanin's carriage—and no one took the reins but him.

"What do you think is in that chest back there?" Imos asked, lowering his voice and jerking his head back toward the carriage hold behind them, where the remaining two members of Vanin's crew sat guarding a massive iron chest. The chest was festooned with the sigils of Morrow, several of his ascendants, and many that Imos had never seen before. The chest radiated a bizarre chill, and he and the rest of the crew had taken great pains not to touch it with their bare hands when loading it into the carriage.

Vanin chuckled. "Lad, I've run a successful business for two decades largely because I don't ask my clients who or what they put in my carriages. Our job is to get cargo from here to there with as little fuss as possible. You'd do well to remember that."

"Have you ever made a run for the Order of Illumination?" Imos asked as he stared at the backs of the two Illuminated Ones riding ahead of them. He knew little of the Order beyond what was commonly known: they served the Church of Morrow by rooting out blasphemous magic. Their agents and foot soldiers were called Illuminated Ones, dangerous men and women trained to battle infernalists, necromancers, and others who used black magic.

"No. This is the first time," Vanin frowned. "I'll admit, the Order's not one to hire outsiders."

"They have their own guards, soldiers, and transport, right?" Imos asked. "Why'd they choose us to carry whatever's in that chest?"

"Because I run an honest and reliable outfit, boy," Vanin replied sharply, his use of the word "boy" heralding his

growing irritation with the subject. “Enough questions now. Keep your eyes on the road and maybe you’ll get a chance to use that bloody cannon in your lap.”

“Yes, sir,” Imos said. “I’m sorry if I stepped out of line.” Vanin didn’t reply, but he reached over and patted Imos on the shoulder, letting him know the apology was accepted.

Imos knew Vanin as an amiable and generous man who treated his crew well, but he was more than a little sensitive where his business was concerned. Vanin’s history was quite well known to Imos; the coach master was quite proud of his humble origins

scattergun, rifle, and trench knife, the commander saw his lack of mobility as an insurmountable detriment. After that, Imos had tried to find work with various mercenary companies, but his injury again made it impossible. Then, nearly at his wits’ end, he had met Vanin Lynch in a tavern. Vanin noticed his injuries and quite bluntly asked him how he’d received them. Imos was drunk enough not to take offense at the question, and the two struck up a lengthy conversation about their respective military careers. At the end of it, Vanin had offered Imos a position as a bench gunner on one of his armored coaches—the perfect position for a mobility-challenged young man skilled with a firearm. Imos had

“Vanin had seen value in a battle-scarred soldier that no one else had, not even Imos’ own family.”

and loved to regale his crew with tales of his youth and the beginnings of his carriage business. As Vanin told it, he had spent a lucrative stint with the Steelheads in his early twenties. After leaving the mercenary outfit, he scraped together enough gold to buy a single armored carriage. He’d then gone on to prove himself a reliable courier of valuable goods between Corvis and the various cities in southern Cygnar. He owned two carriages now and ran a small crew of eight men, four to a carriage. Vanin made the most important runs himself, ensuring that the most lucrative jobs received the best possible care.

Imos had joined Vanin’s crew two winters ago after receiving a medical discharge from the Cygnaran military. He’d served as a trencher for two years before that, fighting Cryxian raiders with the Third Cygnaran Army near Highgate. As he often did when thinking about his military service, Imos reached down to scratch at the junction of flesh and steel where his leg ended below the knee and the stout metal peg that now served as a surrogate ankle and foot began. He’d been hit with a bile cannon’s caustic spew as he and his unit fled from a beach swarming with Cryxian raiders. He’d been spared the worst of it; most of unit had been literally *liquefied* by torrents of burning slime. “All” he’d lost was half a leg and the left side of his face. The memory of his brothers’ gurgling screams as their flesh fell from their bones in molten gobbets still woke him breathless and sweat drenched at least two nights a week.

After his discharge, Imos had gone to Corvis, where his brother served in the city watch. He had planned to find employment in the watch as well, hoping his military service and familial connection would carry some weight with the watch commander. Despite his skill with

accepted the position on the spot, and over the next year proved himself a valuable part of Vanin’s crew.

When the Order of Illumination offered up an almost ridiculous sum of gold to transport an item to Caspia, Vanin chose Imos to serve as his bench gunner. The only stipulation set down by the Illuminated One in charge of the operation—a quiet, commanding Ordic man by the name of Dego Lasca—was that he and his men would accompany the carriage for the duration of the trip.

Imos felt honored that Vanin had chosen him for this lucrative outing. Not only would his share of the profits be nearly four times what he normally earned, but it also meant that Vanin now trusted him with the most vital aspects of the business. He respected Vanin immensely, and earning the coach master’s esteem gave Imos a sense of belonging he hadn’t felt since his military service.

Imos glanced over at Vanin on the seat beside him and felt raw emotion and gratitude well up within him. Vanin had seen value in a battle-scarred soldier that no one else had, not even Imos’ own family. Whatever happened in the years to come, Imos would be forever thankful to Vanin for giving him the opportunity to prove to the world, and himself, that his scars had not robbed him of his self-worth.

Ahead, one of the Illuminated Ones suddenly wheeled his horse around to face the carriage and raised a hand palm up, indicating that Vanin should stop. The coach master hauled back on the reins, pulling the draft horses to a reluctant halt. “What’s this about?” he asked as he set the reins in his lap.

The Illuminated One rode back and pulled abreast of the driver’s side of the armored carriage, which sat on stout,

iron-rimmed wheels each nearly four feet tall; the rest of the carriage rose another eight feet above the ground. The driver's platform was near the top of the carriage, so the Illuminated One—in this case, Dego Lasca—had to look up to address Vanin.

Dego looked to be around the same age as Vanin, though his black hair held no trace of gray and fell to the middle of his back in a long braid. His features were coarse, his nose large and slightly bulbous, his mouth wide and prone to frowning. Only his eyes, lively and a startling ice blue, rescued him from true ugliness. Beyond his nationality, Dego Lasca's weapons also distinguished him from his men. Instead of the heavy Caspian battle blade the other Illuminated One's carried, Dego was armed with an Ordic rapier sheathed on his left hip and a long dirk with a basket hilt on his right. It was a duelist's rig, and it made Imos wonder what manner of life Dego had lived before he joined the Order of Illumination.

"Coach master," Dego said, his soft voice carrying the lilting accent of southern Ord. "What lies ahead?"

"Not much until we hit Fort Falk, sir," Vanin replied. "It's not particularly wild country, though, if you're worried about bandits or gatormen. The road is good and well traveled between here and there."

Dego frowned. "I am not concerned about bandits and gatormen. We are quite prepared to deal with rabble of that kind." He reached up and fingered the heavy gold talisman bearing the symbol of Morrow that hung around his neck. "Very well, then, let us move on." He wheeled his horse around and rode back to his original position ahead of the carriage.

"That was . . . odd," Imos ventured.

Vanin shrugged. "The Illuminated Ones are a suspicious bunch. Some might even say paranoid," he said. "I suppose spending your life chasing down infernalists and necromancers can have a strange effect on a man. Make no mistake, though, they're tough as hell, and you'd be hard pressed to find men more dedicated to their cause than those who serve the Order."

Vanin picked up the reins again and gave them a hard snap to get the draft horses moving again. The horses strained against their yokes, their breath blowing from their flared nostrils in steaming clouds and iron-shod hooves crunching through the frozen ground as the carriage slowly

moved forward. They were powerful beasts, however, and the carriage was moving along at a good clip in short order.

Imos repositioned his scattergun on his lap and watched the frozen countryside slide past; there wasn't much to look at between Corvis and Fort Falk. Leaving behind the marshes south of Corvis, the King's Road ran through a wide, clear plain dotted with the occasional stand of trees. To the west, the snow-capped Dragonspine Peaks loomed; to the east, the Black River, partially choked with ice, ran sluggishly south a stone's throw from the road.

He let the hours pass in silence, trying to stay warm amid the stiff chill of midwinter. Even with his heavy wool coat and the great fur cloak he wore over it, it was nearly impossible to banish the cold. The steel



peg attached to his left knee sucked in the chill and transferred it up through his leg, allowing the cold to grip his core with icy fingers. It was a slow, inescapable misery, but one he'd become used to in the two years he'd worked for Vanin. He wondered how the Illuminated Ones riding ahead and behind fared. They gave no complaint, but the mail hauberks they wore had to drink in the cold as greedily as his steel peg.

"What's that?" Vanin asked suddenly, pointing toward something ahead on the road.

Imos used a hand to shield his eyes from the glaring winter sun and let his gaze follow Vanin's outstretched hand. A large gray object sat in the middle of the road some three or four hundred yards ahead. Seeing dark, winged shapes circling above the object, Imos felt a creeping sense of unease steal over him. The sensation was familiar: it was the same eerie awareness he had experienced in the lull before every combat during his time with the Third Army.

"Carrion birds," Imos said.

Vanin nodded. "I see them," he said. "Could be another carriage. A wreck, maybe?" Vanin and his crew were one of many cargo-hauling services that made the run between Caspia and southern Cygnar, and they occasionally encountered each other on the road. The coach master and his crew had also come upon carriages that had been attacked by brigands, gators, and roving bands of farrow. Such occurrences were not common, but they were grisly reminders of the perils of the road and the need for armed escort.

As they drew closer to the object, it became plain it was indeed another armored carriage. It had been turned over on its side, and its crew lay scattered about the wreckage, their bodies covered in the black-feathered forms of scavenging birds.

Vanin hauled back on the reins roughly ten yards from the wreck, stopping the carriage. "Keep that scattergun handy, Imos. This feels queer."

Imos nodded and looked around. The wreck lay in a stretch of road flanked on both sides by tall stands of fir trees. The groves were small, but they were thick and dark. *If I were going to set an ambush, this is where I'd do it*, he thought gravely.

Dego Lasca and his advance companion had also halted a fair distance from the wreck. They spent a few minutes surveying the scene, conferred with one another briefly, and then turned and rode back toward the carriage. Dego reined up alongside the driver's side of the carriage while the other Illuminated One continued past, presumably to consult with their two compatriots who rode behind them.

"I count eleven dead," Dego said to Vanin. "Do you recognize the carriage?"

Vanin shook his head. "No, but it's a fairly standard model, and I know at least three courier outfits that use carriages like that." He reached up and rubbed the gray stubble on his chin and frowned. "Eleven dead you say? That's a big crew for a single carriage."

Dego nodded. "I agree," he said and again reached up to grasp the Morrowan talisman hanging around his neck.

"It's your cargo, sir," Vanin offered after Dego said nothing for a few seconds. "If you want us to leave these men where they lay, there's plenty of room on the road for us to simply go around."

Dego turned his head, his gaze obviously locked on one of the shadowy copses of fir trees twenty yards from the road. After a few moments he turned back to Vanin, his mouth set in a hard line. "No. That will not serve. We must see if there are any survivors in need of medical



care. You and your men will stay here, however, while my brothers and I investigate."

"Understood," Vanin replied and then rapped the armor-plated bulkhead behind him with one gloved fist. Imos heard the locking mechanism on the carriage's back doors click softly though its tumblers and then the barely audible squeal of the hinges as both doors swung open. The solid double thump of two sets of heavy boots hitting the frozen ground sounded seconds later, followed by the muted clash of the back doors closing and locking again. Killian and Sorley appeared on the gunner's side of the carriage soon after.

"As the two men drew near the overturned carriage, a thick mass of carrion birds rose into the air, their shrill screeching shattering the frozen quiet of the winter afternoon."

Vanin's favorite cargo guards were twin brothers and very large men. Their blunt, square-jawed features were identical, but Killian wore his hair cropped close to his scalp, while Sorley's head was topped by an unruly mass of black curls. They both wore steel breastplates beneath their great cloaks and were armed with short-barreled carbines slung over their shoulders and short-hafted war axes at their belts for more up close and personal "guarding."

"What's the problem, boss?" Killian asked as he walked out in front of the carriage to address Vanin. Sorley followed his brother, one hand resting on the haft of his axe. Ex-Steelheads like Vanin, the brothers were reliable men and two of the most capable fighters Imos had ever known.

"The Illuminated Ones are going to investigate the wreck," Vanin replied. "I want you two on either side of the carriage with your eyes and your rifles on the tree line. Understood?"

"Yes, sir," Sorley answered, and both cargo guards unslung their carbines and moved to take up their positions.

Vanin then turned to Dego Lasca. "We've got things handled here," he said. "Your cargo is as safe as I can make it."

Dego nodded and then spurred his horse to join the three Illuminated Ones behind the carriage. After a few moments, curiosity getting the better of him, Imos craned his neck back to see what they were doing. Dego and his men had dismounted and were standing close together, talking. After a moment they left one man with the horses while the other three, including Dego,

moved to the front of the carriage. Dego stopped a few paces in front of the draft horses while the remaining two Illuminated Ones — Imos thought their names were Blake and Nolan — drew pistols and swords and moved toward the wreckage.

As the two men drew near the overturned carriage, a thick mass of carrion birds rose into the air, their shrill screeching shattering the frozen quiet of the winter afternoon. When the two Illuminated Ones reached the first corpse, Blake, the taller of the two, sheathed his sword and knelt down to examine it while Nolan stood over him, blade and pistol at the ready.

Imos watched as Blake rolled the corpse over. That creeping sense of unease he had felt earlier suddenly intensified. It became full-blown dread when Blake surged to his feet and staggered backward. At first Imos couldn't tell what had alarmed the Illuminated One, and then he saw the "dead" body Blake had been examining begin to sit up.

The two Illuminated Ones recovered quickly. Nolan pointed his pistol at the animated corpse, pulled the trigger, and took off the top of its head at point-blank range. Blake's battle blade finished the job by removing what remained of the corpse's head from its neck with a single two-handed slash.

"What in Morrow's name?" Vanin whispered beside Imos, his creased face filled with surprise and fear. He let go of the reins, reached beneath his cloak, and pulled a short, four-barreled pistol called a quad-iron. It had an extremely short range, but its four barrels meant four pulls of the trigger before it needed to be reloaded.

"Brothers!" Dego Lasca called out, drawing his rapier and dagger in one fluid motion. "Return to me! Now!"

Blake and Nolan needed no further encouragement, for the rest of the corpses around them had begun to stir and climb unsteadily to their feet. As the undead rose from the ground, Imos noted that each of them bore a rune in the center of its forehead that glowed with an eerie blue light.

The two Illuminated Ones rushed back to Dego's side, and he pointed his rapier back behind them. "Blake, join Godwin and the horses at the rear of the carriage." He then turned his gaze up to Vanin. "You

and your gunner stay there! Open fire on any that make it past us."

"What are those things?" Imos blurted out. He had leveled his scattergun at the walking corpses shambling down the road toward them. Most of the corpses were in bad shape, missing limbs and clad only in rotting tatters; despite their general decrepitude, the undead moved with fell purpose.

"They are thralls," Dego answered, disgust plain in his voice. "Corpses animated and given a semblance of life by black magic. They are blasphemy given form, and it is Morrow's will that they be destroyed." He then moved to join Nolan, who stood a few yards in front

Imos shakily returned the smile. "Only the young and inexperienced crave violence on the road, Vanin," he said, parroting Vanin's earlier admonishment and bringing the scattergun up to his shoulder.

As the seconds passed, Imos panned his gaze from left to right, keeping an eye on the three battles unfolding around him. Blake's pistols had reduced the number of advancing undead on the road by half, but they were now no more than a dozen paces away. The Illuminated One quickly holstered his guns and drew the great battle blade from across his back. Then he and Dego charged the six walking corpses in a whirling flash of biting steel. Blake's sword cut down thralls with great

"Open fire, gods' damn it!" Vanin shouted. "Don't let those bloody things reach the carriage!"

of the carriage firing both his pistols into the oncoming undead, calmly and methodically reloading both guns after each pair of shots. Imos saw one of the walking corpses go down beneath Blake's fusillade, falling to the ground where it writhed and squirmed for a few seconds before falling still.

"The trees!" Sorley's hoarse shout echoed from the left side of the carriage. Imos turned his gaze to the shadowy stand to the west to see another dozen thralls emerge from the tree line and begin their shambling advance toward the carriage.

"Here!" Killian's shout answered his brother's, and Imos jerked his head around to the east where another knot of animated corpses had emerged from the trees on that side of the road.

"Open fire, gods' damn it!" Vanin shouted. "Don't let those bloody things reach the carriage!"

Killian's and Sorley's carbines went off almost simultaneously, adding a deeper, bass roar to the staccato thunder of Blake's twin pistols. Watching the eastern tree line, Imos saw Killian's first shot take a thrall in the head, smashing it backward and off its feet. More shots sounded as Godwin and Nolan began adding their gunfire to the defense of the carriage.

"Sit tight, lad," Vanin said, offering Imos a sickly grin and taking a tight grip on the reins. The draft horses that pulled Vanin's carriages were well trained, but the noise and smell of the walking dead had them shaking their heads and stamping their hooves in fear and agitation. Imos had little doubt they would bolt if not for Vanin's steady hand. "Looks like you might get a chance to use that scattergun after all."

sweeping blows, hacking off limbs and removing heads from necks. Dego's strikes were quicker and more precise. With each lunge, his rapier punctured a thrall body, usually sliding effortlessly through an eye socket to pierce the rotting brain behind it.

To the right and left, Killian, Sorley, and the two Illuminated Ones were felling the walking dead at a steady pace, and it looked like the shambling corpses would not reach the carriage or even the road before they were gunned down.

"Damn, those bastards can *fight*," Vanin said as he watched Dego and Blake make short work of the thralls in front of the carriage. "But our boys aren't exactly making a poor showing of it either." He looked to the right where a shot from Sorley's carbine took a thrall through the eye, spraying a putrescent plume of rotting brain matter over another walking corpse behind it.

Imos felt himself relaxing as he watched the thralls fall one by one. The surging tide of fear-driven adrenaline quieted as he realized the danger to himself and the carriage was fairly minimal. He even lowered his scattergun; there hadn't been a single viable target during the entire battle. He silently cursed himself for a fool when a sudden shriek sounded from the right and echoed piercingly through the still winter air.

The tree line to the east suddenly disgorged another half-dozen walking dead, but these were much different than those that had come before. Instead of fighting the decaying matter of their own bodies with each step, these thralls moved with the speed and deliberation of the living. They were armored in black breastplates, gripped two-handed swords, and most disturbingly, they

ran toward the carriage, their unearthly voices lifted in a banshee howl. As they drew closer, Imos could see that unlike the first wave of shambling corpses, these armored thralls were covered in sigils; in fact, every inch of their exposed flesh pulsed with glowing blue runes. As horrifying as these new enemies were, however, it was what followed in their wake that filled Imos' belly with cold dread.

She walked behind the dead, a lithe specter clad in the frayed tatters of a white dress. Her beauty was cold, effortless, and utterly terrifying. She couldn't have been any older than sixteen or seventeen, but her *presence* was that of someone, or something, far older. The girl carried no weapon, but her right hand was limned in a fell black radiance that was hard to look upon. And then he knew her. Imos, like everyone in Corvis, had come to know the name Alexia Ciannor over the past few months. The girl had commanded an army of the dead against a force of invading outlanders led by the deposed king of Cygnar, Vinter Raelthorne IV. Though she had aided the city, she had been branded a dangerous heretic by many for her use of necromancy and the eldritch blade known as the Witchfire. Alexia

had disappeared from Corvis not long after Vinter and his army had been defeated. Now she was here.

"Dego!" Imos called out. When the leader of the Illuminated Ones turned toward him, Imos pointed at the new thralls racing toward the carriage. Dego reacted immediately, calling out to the rest of the Illuminated Ones to join him on the left side of the carriage and sprinting to join them there. The sudden thunder of hooves behind the carriage let Imos know that Godwin had left the horses, and that the animals had fled from the unnatural horrors descending on their position.

Vanin saw what was happening and shouted out orders to his own men. "Sorley, Imos, you need to keep those bastards on your side from reaching us. They're moving slow, so take your time and make each shot count."

At Vanin's command, Imos abandoned his perch and climbed down to join Sorley. He felt naked and exposed on the ground. Though he had gotten used to moving around on his peg over the last few years, he was hardly agile, and he always felt that any hasty step would cause the peg to slip out and dump him onto the ground. Despite these fears, he hurried to join Sorley. There were only three more of the slow-moving thralls on this side of the carriage, but they were only a few yards away.

Sorley threw down his carbine and clawed his axe free from his belt, but Imos was quicker. The three undead were bunched together in a tight group, and as they reached out to take hold of the living flesh in front of them, Imos gave them a point-blank blast from his scattergun. The thunder and smoke that spewed from the muzzle of his weapon



was nothing short of glorious to Imos' eyes and ears. The head and upper torso of the lead thrall simply disintegrated beneath the scattergun's tearing hail of iron pellets. The first walking corpse did little to blunt the force of the blast, and the two behind it were blown to pieces in a spray of rotting flesh and putrid fluids.

"Hah!" Sorley exclaimed and slapped Imos on the back. "Nice shot, lad!"

Imos barely heard him. He was already digging in the pouch at his belt for another powder charge and one of the packets of iron pellets he had purchased from the gunsmith in Corvis. He popped open the scattergun's breach, tore out the shredded remains of the old powder charge, and pushed in a new one. He then dropped the packet of pellets into the muzzle, tamped it down with a detachable brass rod beneath the barrel of the

weapon, and pulled back the hammer and firing pin. The scattergun was ready for another blast.

Sorley had already raced around to the other side of the carriage while Imos was reloading his scattergun. A heartbeat later, gunfire and the shattering impact of steel on steel filled the air. Imos then heard Vanin's frantic voice rise over the din, "The horses! They're going for the horses!" The sound that followed was unmistakable: the butcher's note of a heavy blade connecting solidly with flesh and bone. One of the draft horses loosed a shrill cry of pain and fear, and the carriage rocked on its wheels.

Imos moved as quickly as he was able, a kind of lurching trot that couldn't rightly be called running. As he rounded the edge of the carriage he came upon a scene of absolute chaos. The first thing he saw was Vanin on the ground, lying still in a spreading pool of crimson. One of the Illuminated Ones lay beside him. Imos thought it was Nolan, but he couldn't be sure—the corpse was missing its head. Standing above the bodies were Sorley, Killian, and the remaining Illuminated Ones. They were locked in a desperate melee with six of the armored thralls, their weapons a blur of steel as they slashed, parried, and slashed again at their horrific adversaries.

If it hadn't been clear how different these new thralls were from those they had battled earlier, it was certainly clear now. They fought with a speed and grace nearly as impressive as the Illuminated Ones they battled. Their great two-handed swords flashed in mighty strokes, and the undead intercepted attack after attack with preternatural skill and alarming precision. Behind the thralls stood Alexia Ciannor, silent and still, her features unreadable as she watched the combat unfold.

Ahead of the melee, Imos saw that one of the draft horses had been killed; it lay on its side, scarlet rivulets running from a huge gash that had nearly severed its head from its body. With only



one horse to pull the carriage, there was no real hope of escape now.

Imos' throat was tight with fear and grief, and all he could see was Vanin lying horribly still on the ground. His soldier's instincts kicked in soon after, however, allowing him to wrench his attention back to the desperate battle before him. Sorley was closest to him, and the big guard was swinging his war axe in wild, looping cuts at the armored thrall he was fighting. The

sheet of withering fire. His scream was piercing, filled with agony, and mercifully short. The charred, twisted thing left behind when Alexia's hellfire receded barely resembled a man.

Sorley's attack seemed to galvanize Alexia, and she pointed toward the armored thralls battling ahead of the carriage. The battle was not going well for the defenders: Killian and Blake were down, leaving only Dego and Godwin still fighting four thralls. At

"If it hadn't been clear how different these new thralls were from those they had battled earlier, it was certainly clear now."

animated corpse effortlessly intercepted each strike with its enormous sword, riposting with lightning speed. Sorley's breastplate had saved him so far, but the speed and strength of the thrall would soon win out.

Imos could not fire his scattergun into the tangled melee without fear of catching his allies in the deadly spray, so he transferred the weapon to his left hand and drew his trench knife from where it hung at his hip. The Cygnaran trench knife was more sword than knife, and its thick blade had excellent cutting power. The thrall battling Sorley had its back to him, and the rest of the undead hadn't noticed his arrival. Imos lurched forward, crossing the short distance between himself and Sorley's foe, and buried his trench knife in the thrall's rune-scribed head. The blow bisected the animated corpse's skull down to the jawbone, and the wretched creature collapsed at Sorley's feet.

Sorley nodded and smiled at Imos. "Much obliged, lad," he said. The rest of the melee involving Killian and the remaining Illuminated Ones had crept farther up the road, leaving Imos and Sorley momentarily unthreatened. "There's the crux of this mess," he said, pointing to where Alexia Ciannor stood ten yards away watching the battle. "They should have hung that bitch in Corvis." He hefted his axe. "I'm going to put an end to this right now."

Before Imos could say anything, Sorley took off at a dead run, racing across the frozen ground toward Alexia and raising his axe above his head. Hearing the big guard coming, Alexia slowly turned in his direction and pointed her right hand—the one outlined in crackling black flame—and uttered a single, guttural syllable that might have been a word but sounded like no human speech Imos had ever heard. Black flames leapt from her hand in wide fan, enveloping Sorley in a

Alexia's apparent command, two of the undead broke off from the melee and sprinted to join her, then the three of them moved quickly toward the back of the carriage.

Imos momentarily thought about trying to stop her. It was obvious she was after whatever was in the great iron chest in the cargo hold. Then he realized he simply didn't care; it was just cargo, despite its significance to the Order of Illumination. The life of Vanin—his friend—was far more important.

Alexia and the walking dead paid no attention to Imos when they reached the back of the carriage, and he left them to it. He moved to where Vanin lay and went slowly to his knees; his peg made such movements both painful and awkward. Vanin lay on his stomach, his gray hair a matted tangle of blood. Imos gently rolled him over and to his great relief saw that the older man was still breathing, though unconscious. His face, however, was a mask of blood, and more leaked steadily from a gash just above his hairline. The wound gaped open to reveal the pinkish gleam of exposed bone as Imos removed his furred cloak and pillowed Vanin's head with it.

From the rear of the carriage, Imos heard the sound of tortured metal squealing—the back doors being ripped from their moorings. He glanced back toward where Godwin and Dego had been battling the remaining undead. Only Dego remained standing, and Imos watched as the Illuminated One dispatched the final thrall with a lightning-quick lunge, ramming three feet of Ordic steel through its mouth so that it burst from the other side of its skull in a spray of rotted brains and bone fragments. Dego pulled his blade clear and then raced down the road to where Imos knelt next to Vanin.

"Where is she?" Dego shouted frantically. But before Imos could answer, he heard a heavy thump from

behind the carriage, from where Alexia appeared flanked by her two armored thralls.

One of Alexia's undead minions was dragging the great iron chest the Illuminated Ones had stowed in the carriage's cargo hold. It set the great iron box down, and Alexia waved her hands over it in a series of strange patterns, her lips moving in a silent intonation of what Imos assumed must be more of her dark magic. The runes on the chest suddenly flared red and then quickly faded to black, as if they had been scorched or charred. Alexia motioned to one of the thralls beside her, and the armored undead struck the lock from the chest with a single blow from its sword. She then knelt down and flung open the chest. Her face lit up with raw pleasure as she reached in and pulled forth a great two-handed sword, its blade an ebon shard of deepest black: the Witchfire.

"Alexia Ciannor," Dego called out, "you have attacked the servants of Morrow unprovoked and taken property belonging to the Order of Illumination. Lay down the sword and submit to the justice of the church. Now!"

Alexia did not answer, and her face barely registered that she had heard Dego. She twitched two fingers of her right hand, and the two armored thralls beside her lifted their blades and surged forward. Dego brought his own blades up in a flash, but it was Imos' scattergun that answered the thralls' howling charge. Firing the scattergun from a seated position was awkward, but at such close range it was nearly impossible to miss. The blast caught both thralls in its deadly spray, tearing through their armor and the animate flesh beneath with terrible force. The undead were knocked from their feet and hit the ground in a tattered heap. The thralls had largely shielded Alexia from the scattergun's discharge, but the trickle of blood that ran down her pale, ethereally beautiful face told Imos that a few stray pellets had found their mark.

"Give me the sword, witch," Dego said and began moving slowly toward Alexia. For the first time, Imos saw emotion mar Alexia's stoic features. Her face twisted in an almost bestial snarl of rage as she flung her right hand toward Dego and unleashed another blast of black flames. But the dark fire simply sputtered and died before they reached their target.

"Your sorcery will not avail you here, Alexia," Dego said as he advanced. "Morrow shields his faithful from such devilry. If you mean to have the blade, you'll have to use it to send me to Urcaen."

"As you wish," Alexia said softly, her face again an emotionless mask. She took the Witchfire in both hands, holding the blade out before her in the middle guard, blade forward at a slight angle and pommel almost resting against her abdomen.

Dego suddenly rushed forward to cover the last few paces between himself and Alexia, his rapier leaping out in a perfectly executed lunge.

The move caught Alexia off guard, and she slapped away the point of Dego's blade only a fraction of a second before it skewered her throat. Then the Illuminated One was on top of her, his rapier and dagger a steel blur as he rained blow after blow down upon her. It was obvious that Alexia had some skill with a blade, but she was no match for Dego's relentless assault.

His blades were faster, his skill greater, and his desire to reclaim the Witchfire



for his Order every bit as great as Alexia's desire to keep it.

Finally, Dego parried an awkward overhand slash from Alexia, spun inside her guard, and drove the point of his dirk into her left thigh. Alexia stumbled backward, away

point of the Witchfire into his back. The weight of her charge drove the blade clean through him and into Vanin's animated corpse, which clung to the Illuminated One in a deathly embrace.

"His blades were faster, his skill greater, and his desire to reclaim the Witchfire for his Order every bit as great as Alexia's desire to keep it."

from the Illuminated One, holding him at bay for the moment with a series of wild slashes.

"Now, lay down the sword," Dego said, pointing his bloodied dirk at Alexia. "You need not die this day. You will receive a fair trial in Caspia."

"The sword is *mine*!" Alexia hissed.

"The sword has poisoned your mind, girl," Dego said and took a step forward. "Give it over before more innocent lives are lost."

Imos had been so focused on the battle that he did not notice Vanin stirring beside him. The relief he felt at seeing his friend move vanished immediately when he saw that the coach master's eyes were glazed and lifeless. Imos' mouth fell open in horror as he realized what had happened: Vanin *had* died, and Alexia had brought his corpse back to a mockery of life. She had done so without uttering a single blasphemous word and in the middle of battle.

As Vanin gained his feet, Imos managed to fight through his shock enough to open his mouth to call out a warning to Dego. But Vanin smashed the heavy barrel of his quad-iron into Imos' skull before he could sound the alarm. The world went black for a fraction of a second, and when sight and sound came streaming back into Imos' world, he was laying on the ground. He watched, horrified, as Vanin's corpse stumbled forward and slammed into Dego's back. The Illuminated One whirled around to meet the new threat, creating the opening Alexia needed. Brilliant orange flames bloomed along the Witchfire's length, and Alexia lurched forward with a guttural howl, her wounded leg dragging stiffly behind her. She barreled into Dego and plunged the

Imos saw pain and disbelief flare across Dego's features as the Witchfire transfixing his body and then — something else. Cold, stark terror filled his eyes, and his mouth fell open. "No. No. Not that. Not . . ." he whispered, and then Alexia yanked the Witchfire free, letting Dego and Vanin collapse to the ground in a heap.

Alexia was breathing heavily, and blood ran steadily down her wounded leg. The flames along the Witchfire guttered and died, and for the first time she took notice of Imos. She stared at him for a moment and then smiled sadly. Her face became something softer, an echo of a person she might once have been — perhaps someone she still longed to be.

"I'm sorry about your friends," she said. "I didn't think the Order would involve . . . outsiders."

Imos stared at her dumbfounded. He still held his trench knife in his right hand, but all thoughts of fighting had long since fled.

Alexia straightened and ground the point of the Witchfire into the frozen road. "Tell my uncle . . ." she began, and then her voice cracked. Imos saw a lone tear trace its way down her lovely face. "Tell my uncle that I'm sorry." She then turned and began limping away to the east, toward the stand of fir trees where she and her thralls had first emerged. She carried the Witchfire cradled in her arms, like a mother might cradle her babe.

Imos watched her go. Watched her disappear into the trees, leaving him alone and cold in the fading sun of the oncoming winter night.





TIDES OF WAR

**SCENARIOS FOR WARMACHINE
AND HORDES UNBOUND**



EPIC STRUGGLES BETWEEN GREAT ARMIES

BY JASON SOLES AND DAVID "DC" CARL

These scenarios have been designed with the scale of Unbound battles in mind. They reflect titanic clashes between armies in the midst of war and cover a broad selection of missions and battlefield conditions.

Unbound scenarios are more narrative and mission-oriented than those used in organized play, which are generally considered to be purely competitive. We believe these scenarios are more appropriate for Unbound games than a quick race to the finish. Players should note, however, that Unbound scenarios do not simply create an alternate win condition but frequently shake up how the very game is played. Scenario wins and losses are common in the format, and players must incorporate the scenario conditions into their strategy or face imminent defeat.

Unless otherwise noted, these scenarios are intended to be played on a 4' x 6' table.

Determine deployment and which player takes the first turn of the game with a starting roll. Unless otherwise noted in the Special Rules of a given scenario, in a two-player game players are allowed to place their forces completely within 10" of the table edge. When selecting a scenario, you and your opponent[s] can either agree on which scenario to play or roll on the table below. We recommend determining the scenario you will play prior to building your armies since the scenario rules can introduce significant twists, such as building destruction or board-wide flooding. If you choose to build armies before rolling for scenario, be sure to construct well-rounded army lists capable of dealing with the vagaries of the Unbound scenarios as well as they deal with your opponent's army.

TERRAIN PLACEMENT

Before choosing their deployment zones, players take turns placing terrain features. Players alternate placing terrain features until one player wishes to stop. The other player is then allowed to place one additional terrain feature. Each player must place a minimum of three (3) terrain features unless otherwise dictated by a scenario's special rules.

Terrain features should be moderately sized, no more than 12" across. A terrain feature cannot be placed within 3" of another terrain feature. However, terrain features can be placed on hills and trench terrain features can be placed touching other trench terrain features.

MULTIPLAYER PLAY

Many of the following scenarios are suitable for play with three or four players. Scenarios that are suitable for multiplayer play are described in the Multiplayer section of each scenario.

RANDOM SCENARIO DETERMINATION

If both players agree, instead of choosing a scenario for the battle, you can roll 2d6 and consult this table to determine the scenario you will play.

ROLL	RESULT
2	Basic Battle
3	Treasure Hunt
4	Battle in the Wilderness
5	Occupation
6	The Great Divide
7	No Man's Land
8	Barn Stormers
9	Last Stand
10	King of the Hill
11	Scorched Earth
12	Floodland

For multiplayer battles, you can roll a d6 and consult this table to determine the scenario you will play.

ROLL	RESULT
1	Barn Stormers
2	Battle in the Wilderness
3	Floodland
4	King of the Hill
5	Occupation
6	Treasure Hunt

BASIC BATTLE

A mortal man is never so close to divinity as when he commands a great army in battle.

—Kommandant Gurvaldt Irusk

DESCRIPTION

The loss of the army's commanders will deal a crippling blow to any force and may shatter the morale of an entire army. In this battle, two armies clash with the goal of destroying the opposing commanders.

SPECIAL RULES

There are no special rules for this scenario.

VICTORY CONDITIONS

A player wins the game when he has the only remaining warcaster(s) or warlock(s) in play.

MULTIPLAYER GAME

This scenario is suitable for multiplayer play.

BARN STORMERS

That fortification not only offers sanctuary, but is the key to this battle.

—Grissel Bloodsong

DESCRIPTION

The significance of any refuge from the guns of the enemy cannot be overstated. In the maelstrom of war, any townhouse, ruin, or standing structure can become a de facto fortress.

SPECIAL RULES

Before placing any other terrain features, place a 6" × 10" structure in the middle of the table, as shown on the map. The structure is an obstruction that cannot be damaged. It should have entryways large enough to accommodate large-based models on two opposite sides.

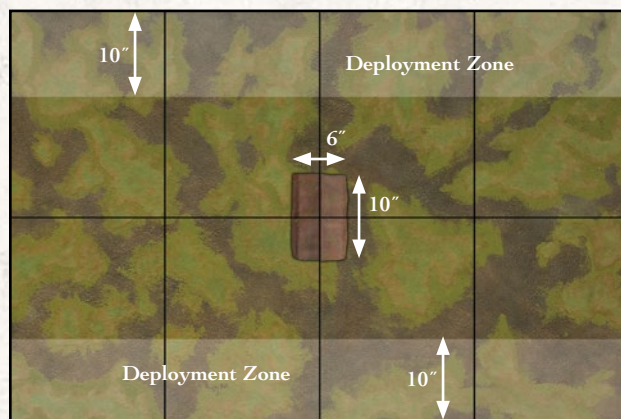
Throughout the scenario, players will attempt to hold the structure. At the end of each round, a player holds the structure and scores 1 Victory Point if he has one or more models completely in the structure and his opponent has none. Ignore fleeing models, out of formation models, inert warjacks, and wild warbeasts when determining whether a player holds the structure.

VICTORY CONDITIONS

A player wins the game when he has 3 Victory Points or if he has the only remaining warcaster(s) or warlock(s) in play.

MULTIPLAYER GAME

This scenario is suitable for multiplayer play.



BATTLE IN THE WILDERNESS

What none remember is that the roots of these great trees have long drank of blood of the dead and dying.

—The Old Witch of Khador

DESCRIPTION

Two vast armies fall upon each other in the midst of an ancient forest. Only the more tenacious will be able to drive his enemy from the woods and take the day.

SPECIAL RULES

Before placing any other terrain features, place an 8" diameter forest in the center of the table. Players then take turns each placing four additional 8" diameter forests anywhere within 8" of the forest in the center of the table. Additional forests still cannot be placed within 3" of each other.

Throughout the scenario, players will attempt to hold these sections of forest. A player holds a forest if one or more of his models are completely within the area of a forest and none of his opponent's models are completely within the forest. Ignore fleeing models, out of formation models, inert warjacks, and wild warbeasts when determining whether a player holds a forest.

After the forests are placed, players can take turns placing up to two additional terrain features each. Remember that a terrain feature cannot be placed within 3" of another terrain feature, including a forest.

VICTORY CONDITIONS

Starting at the end of the second round, a player wins the game if at the end of the round he holds five or more of the forests. A player can also win the game if he has the only remaining warcaster(s) or warlock(s) in play.

MULTIPLAYER GAME

This scenario is suitable for multiplayer play.

In a three-player game, do not place a forest in the center of the table before players take turns placing forests. Instead, players take turns placing three forests anywhere within 18" of the center of the table.

In a four-player game, a forest is placed in the center of the table. Players then take turns each placing two additional forests anywhere within 8" of the forest in the center of the table.

FLOODLAND

A great tide is coming that will wash our enemies from these sacred lands.

—Hierarch Severius

DESCRIPTION

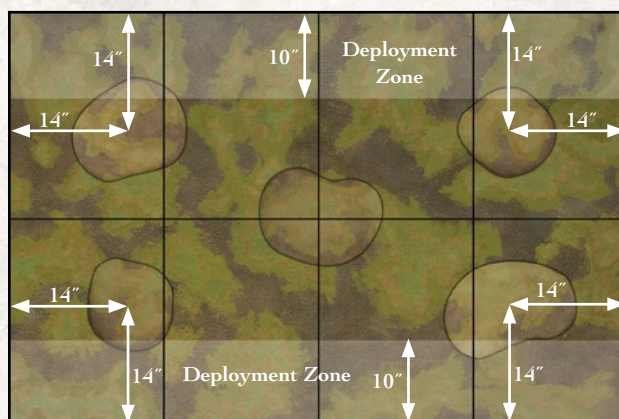
With the endless rains taking their toll, it is only a matter of time until the floodwaters rise. It is the army that succeeds in holding the high ground that will take the day.

SPECIAL RULES

Before placing any other terrain features, place five 10" diameter hills on the table. The first hill is placed in the center of the table. The next hill is centered on a point 14" from the north table edge and 14" from the east table edge. The third hill is centered at a point 14" from the north table edge and 14" from the west table edge. The fourth hill is centered at a point 14" from the south table edge and 14" from the east table edge. The final hill is centered at a point 14" from the south table edge and 14" from the west table edge.

After placing the hills, players then take turns placing terrain normally. Remember, terrain features can be placed on the hills.

At the start of every round beginning with the second, roll a d6. On a roll of 5 or 6, the floods come. During the round the floods come, all non-elevated portions of the table are covered by shallow water (see WARMACHINE: Prime). After the end of that round, all non-elevated portions of the table are considered to be rough terrain for the rest of the game.



Players can score Victory Points by holding the 10" diameter hills. A player holds a hill if he has one or more models on it and his opponent has none. At the end of each round, a player scores 1 Victory Point if he holds three or more of the hills. Ignore fleeing models, out of formation models, inert warjacks, and wild warbeasts when determining whether a player holds a hill.



VICTORY CONDITIONS

A player wins the game when he has 3 Victory Points or if he has the only remaining warcaster(s) or warlock(s) in play.

MULTIPLAYER GAME

This scenario is suitable for multiplayer play. A player wins the game when he has 2 Victory Points or if he has the only remaining warcaster(s) or warlock(s) in play.

THE GREAT DIVIDE

Wheel your horses around the right flank and I'll strike their center. By Morrow, we will meet in the middle and send them all to Urcaen.

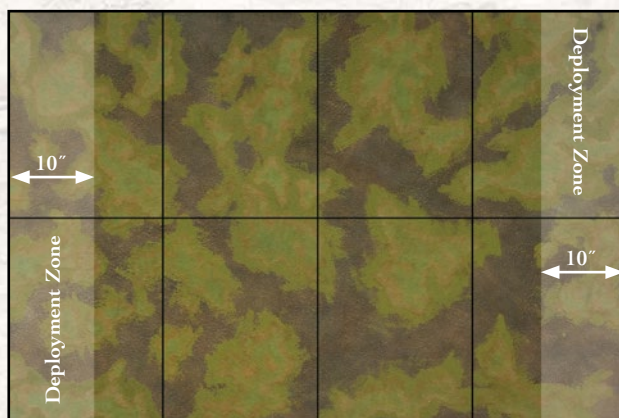
—General Adept Nemo

DESCRIPTION

The surest path to victory is to flank your opponent, to divide and conquer his forces, and watch his army collapse under the weight of your assault.

SPECIAL RULES

This scenario is played on a table turned lengthwise with players deploying to the 4' table edges.



Models with Ambush cannot be placed within 30" of the rear of your opponent's deployment zone.

Players have the opportunity to score Victory Points at the end of their last turns each round. At the end of his last turn each round, the active player scores 1 Victory Point if he has one or more models in his opponent's deployment zone and his opponent has no models in the active player's deployment zone.

VICTORY CONDITIONS

A player wins the game when he has 2 Victory Points or if he has the only remaining warcaster(s) or warlock(s) in play.

MULTIPLAYER GAME

This scenario is not suitable for multiplayer play.

KING OF THE HILL

With the high ground we assure their death.

—Lylyth, Shadow of Everblight

DESCRIPTION

Many battles are fought over strategic locations of uncertain value, but all military strategists know the value in taking a monumental hill before securing ancillary vantage points.

SPECIAL RULES

Before placing terrain features, place a hill in the center of the table. No other terrain features can be placed on this hill. The hill must be at least 10" in diameter. After the hill is placed, players then take turns placing terrain normally.

At the end of each round, a player scores 1 Victory Point if he has more models on the hill than his opponent. Ignore fleeing models, out of formation models, inert warjacks, and wild warbeasts when counting models on the hill.

VICTORY CONDITIONS

A player wins the game when he has 3 Victory Points or if he has the only remaining warcaster(s) or warlock(s) in play.

MULTIPLAYER GAME

In a three-player game, center the hill at a point in the middle of the table 28" from the west table edge. The hill remains centered in the middle of the table in a four-player game.



LAST STAND

Archdomina, their forces are surrounded. We begin the final assault at your pleasure.

—Tyrant Xerxis

DESCRIPTION

Last Stand is a desperate battle for survival. Surrounded and cut off from support, one army prepares for the onslaught of its enemies while the other moves to capitalize on its fortunes or be destroyed in the attempt.

SPECIAL RULES

Before placing terrain, players each roll a d6. The high roller gets the option to be the attacker or the defender.

The defender's deployment zone is a 12" × 36" area in the southeast table edge. The attacker can deploy his forces anywhere within 10" of the north and west table edges.

The defender can place two terrain features up to 10" wide within his deployment zone. After these two terrain features are placed, players then take turns placing terrain normally. However, no more terrain can be placed within the defender's deployment zone and only the attacker can place terrain within the attacker's deployment zone.

When playing this scenario, the attacker's models lose the Advance Deployment advantage.

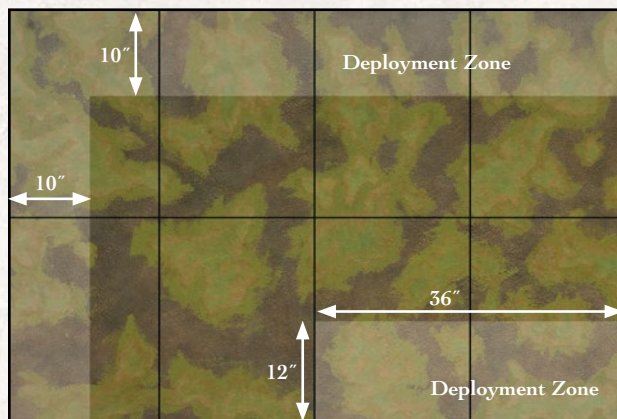
The attacker sets up first and takes the first turn.

VICTORY CONDITIONS

A player wins the game when he has the only remaining warcaster(s) in play.

MULTIPLAYER GAME

This scenario is not suitable for multiplayer games.





NO MAN'S LAND

Supreme Kommandant, the only thing standing between us and victory is a maze of trenches, death traps, and those pitiful ruins our enemies call fortifications. It is going to be a glorious day!

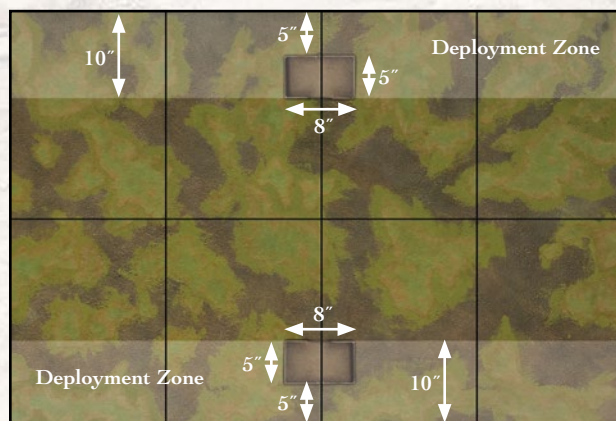
—Karchev the Terrible

DESCRIPTION

The battlefield is a blasted wasteland divided by twisted networks of winding trenches in which death lurks behind every corner. The only measure of victory is in territory gained in inches.

SPECIAL RULES

Each player begins with a 5" × 8" command trench in the middle of his deployment zone, 5" from his rear table edge. Players take turns placing 3" × 5" trench terrain features, with each player placing fifteen. Trench terrain features can be placed in contact with other trench terrain features. After trench terrain features have been placed, each player can place one additional terrain feature no more than 10" in diameter on his side of the table at least 10" from the nearest trench terrain feature.



VICTORY CONDITIONS

A player wins the game at the end of any of his turns if he has more models completely in his opponent's command trench than his opponent has. Ignore fleeing models, out of formation models, inert warjacks, and wild warbeasts when counting models in a command trench. A player also wins the game when he has the only remaining warcaster(s) in play.

MULTIPLAYER GAME

This scenario is not suitable for multiplayer games.

OCCUPATION

Only two blocks of blasted and burning buildings stand between us and the enemy. However, my orders say to take and hold this town and that is exactly what I intend to do.

—Captain Kara Sloan

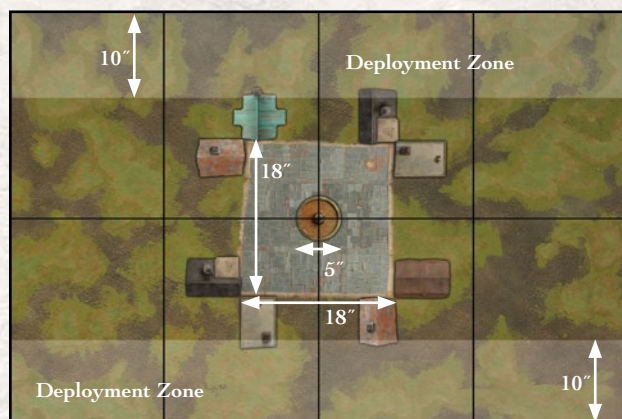
DESCRIPTION

This battle takes place within the sprawling confines of a small town. Its outer defenses breached, two great armies now rush to secure the town before it is consumed by the flames of war.

SPECIAL RULES

In the center of the table is an 18" x 18" area representing the Town Square. In the middle of the Town Square is a 5" diameter raised fountain. The fountain area is shallow water that provides cover. Place eight 4" x 6" structures around the Town Square as shown on the map. These structures have ARM 16 and collapse after taking 80 points of damage.

Players then take turns placing terrain normally. Each player must place at least three terrain features. The terrain each player can place in this scenario is limited to structures, ruins, walls, and up to one forest. Remember that terrain features cannot be placed within 3" of another terrain feature. Additionally, no terrain features can be placed within the area of the Town Square.



At the end of each round starting with the second, a player scores 1 Victory Point if he has more models completely in the area of the Town Square than his opponent. Ignore fleeing models, out of formation models, inert warjacks, and wild warbeasts when determining models in the area of the Town Square.

VICTORY CONDITIONS

A player wins the game when he has 3 Victory Points or if he has the only remaining warcaster(s) or warlock(s) in play.

MULTIPLAYER GAME

In a three-player game, center the Town Square at a point in the middle of the table 28" from the west table edge. The Town Square remains centered in the middle of the table in a four-player game.



SCORCHED EARTH

Leave no stone standing. It will be as if the elements themselves passed judgment upon our enemies.

—Krueger the Stormwrath

DESCRIPTION

This battle fully embraces the spirit of total war. One army defends a fortified base, settlement, or encampment while their enemies attempt to destroy every structure left standing.

SPECIAL RULES

Before placing terrain, players each roll a d6. The high roller gets the option to be the attacker or the defender.

Before deploying, the defender places five structures within 20" of the center of the table, but not within 5" of a deployment zone. Two structures must be placed completely on the attacker's side of the table. The other three must be placed entirely on the defender's side of the table. These structures cannot be smaller than 3" x 5" or larger than 6" x 8".

These structures have ARM 18 and can each take 100 point of damage before being destroyed.

After the structures are placed, the defender can place up to three additional terrain features. The attacker can then place up to two terrain features. Remember that a terrain feature cannot be placed within 3" of another terrain feature, including a structure.

The defender deploys his models first and takes the first turn.

VICTORY CONDITIONS

The Attacker wins when three of the structures are destroyed or if he has the only remaining warcaster(s) or warlock(s) in play. The Defender wins if three structures have not been destroyed by the end of the fifth round or if he has the only remaining warcaster(s) or warlock(s) in play.

MULTIPLAYER GAME

This scenario is not suitable for multiplayer games.

TREASURE HUNT

*If it falls into the wrong hands it could change
the course of history...*

—Major Victoria Haley

DESCRIPTION

It is a race for vast riches, ancient artifacts, or secret lore as rival armies compete to unearth and retrieve hidden treasures.

SPECIAL RULES

Before placing any other terrain features, players take turns each placing three 6" x 8" ruins within 18" of the center of the table. After the ruins have been placed, players take turns each placing two additional terrain features.

Ruins are rough terrain. A model within the area of a ruin gains cover.

In this scenario, players are competing to locate and retrieve a treasure. To find the treasure, players must have their models search the ruins.

Models cannot begin the game within the area of a ruin.

A player can have one of his warrior models search a ruin if the only models in the ruin are his and the searching model began its activation completely within the ruin. To search the ruin, the model must make a special action while completely within the ruin. When a model makes a special action to search a ruin, roll a d6. On the roll of a 6 the treasure has been found. Each ruin can only be searched once. If the treasure has not been found by the time the last ruin is searched, the search of

the last ruin will automatically result in finding the treasure. Whether or not the treasure is found, the model's activation ends immediately after the special action is resolved.

When a model locates the treasure, the treasure will move with that model. It may be helpful to place a marker next to the model currently in possession of the treasure.

A friendly warrior model B2B with the model in possession of the treasure can make a special action to take the treasure from that model. That model then takes possession of the treasure. The treasure can change hands in this way only once each turn.

If the model in possession of the treasure is destroyed or removed from play, mark the center of the model's base at the time it left play. This is the new location of the treasure. If the model in possession of the treasure moves or is placed by any means other than advancing, the model loses possession of the treasure and it remains on the table centered on the model's location before moving or being placed.

If the treasure is on the table and not in the possession of a model, a warrior model in base contact with the treasure can perform a special action to pick it up. That model will be in possession of the treasure.

VICTORY CONDITIONS

A player wins the game once the treasure is within his deployment zone or if he has the only remaining warcaster(s) or warlock(s) in play.

MULTIPLAYER GAME

In multiplayer games each player places only two ruins. In a four-player game, the ruins can be placed within 22" of the center of the table.



FORCES OF DISTINCTION IV

By David "DC" Carl & Will Shick
Art by Luke Mancini & Andrea Uderzo

MORE THEME FORCES FOR WARMACHINE!

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



Sailors, fishermen, and even pirates fear few things on the Meredius more than the dreaded Black Fleet under Skarre Ravenmane's command. These vessels are crafted and piloted using an unholy marriage of ancient Orgoth magic and Cryxian arts, and their dark sails portend imminent destruction for all who see them. This deadly reputation serves Skarre well... most of the time.

For small covert operations, however, the apprehension the Black Fleet instills runs counter to Skarre's purposes. Coastal villagers who would flee in terror from black sails and unnatural weather have very different reactions to less conspicuous vessels.

When Skarre's plans call for kidnapping, ransom, or acquiring fresh meat from the mainland, she requisitions one of a number of nameless vessels from Axiara Wraithblade's pirate fleet in order to assume the anonymity she requires. Such ships are invariably manned by Scharde crews and typically include some number of stronger black ogrun crewmembers as well.

Pirate vessels are a common sight all along the western coast of Immoren, and small coastal towns from northern Khador to southern Cygnar will willingly trade lodgings and drink for the ill-gotten coin of pirates or privateers.



PIRATE QUEEN SKARRE SHIPS IN THE NIGHT

WARJACKS: Cryx non-character warjacks

UNITS: Black Ogrun Boarding Party, Revenant units

TIER 1

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

Benefit: The army can include non-character Sea Dog units, Freebooter warjacks, and Mariner warjacks. These models are considered to be friendly Cryx models.

TIER 2

Requirements: The army includes one or more Revenant units.

Benefit: Revenant units gain Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)

SOLOS: Skarlock Thrall, Warwitch Sirens, Undead ☠ solos with 'Jack Marshal ⚔

TIER 3

Requirements: The army includes three or more bonejacks with Pathfinder 🗺 or Flight.

Benefit: Bonejacks with Pathfinder 🗺 or Flight gain Advance Deployment 🏠.

TIER 4

Requirements: The army includes three or more Sea Dog units.

Benefit: Reduce the point cost of Sea Dog units by 1 point.

Even many pirates of the Scharde Islands have uneasy arrangements with a number of towns and villages along the coastline, and their operations against enemy ships rarely give them cause to harm shore-bound civilians.

It is precisely this relationship that Skarre chose to exploit in order to obtain fresh fodder for her machinations. Whether press-ganged into service aboard pirate vessels or delivered piecemeal to the necrofactoriums, trusting villagers expecting a night of raucous pirates instead find themselves absorbed into the nightmare legions of Toruk.

When Skarre's pirate ship reaches the target town, the crew weighs anchor and notifies villagers on the shore using signal lanterns. Human and ogrun pirates are sent toward the town in landing craft along with their pirate queen, cloaked to disguise her Satyxis features. They joke loudly or even sing bawdy pirate songs as their launches approach the land, a final cruel detail in their deception.

From before the anchor even reaches the seabed, a deadly counterpoint to the crew's obvious landfall has begun. Revenants borrowed from the Black Fleet drop over the far side of the ship into the dark waters as the anchor falls. Then, while the living pirates signal to the village, board their landing vessels, and row to shore, their undead shipmates and aquatic warjacks silently make their way to land along the bottom of the sea. Amidst the commotion of dozens of rowdy pirates making landfall, the Revenants and Freebooter and Mariner warjacks creep from the water a short distance away from the village and outflank the unsuspecting townspeople.

With all of the pieces of her ambush in place, Skarre's forces spring the trap on their unsuspecting prey. Via a club to the back of the skull or a cutlass through the heart, the villagers are quickly inducted into the Cryxian ranks and their coastal home reduced to a ghost town.



Assembled by General Adept Sebastian Nemo shortly before the fall of Northguard, the Storm Bringers' official purpose was to act as a surgical strike force in the ongoing boarder clashes following the truce cessation of hostilities between Cygnar and Khador. A combination of elite Stormblades and hard-bitten Arcane Tempest Gun Mages backed by a cohort of veteran Stormsmiths, the Storm Bringers unleash the wrath of the storm with bullet and blade. Able to operate with limited supply line support thanks to the unique nature of their armament, the Storm Bringers were at the forefront of several daring raids across the river into Khadoran-held territory during the uneasy truce established after the capture of Northguard and the Thornwood.

Though technically under the purview of General Nemo, direct command of the Storm Bringers has been bestowed on whichever subordinate officer the general feels is most suitable to implement his strategies.



MAJOR VICTORIA HALEY

STORM BRINGERS

WARJACKS: Warjacks with Damage type Electricity or weapons with Electro Leap, Thorn.

UNITS: Stormblade units, Arcane Tempest units, Field Mechanic units, Stormsmith Storm Tower

TIER 1

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

Benefit: For each Field Mechanic unit in the army 1 Storm Strider gains Advance Move.

TIER 2

Requirements: The army includes at least one Stormsmith Storm Tower and one Stormsmith Stormcaller.

Benefit: For each Stormsmith Storm Tower add a Stormsmith Stormcaller free of cost. These models do not count toward FA restrictions.

SOLOS: Stormcaller, Arcane Tempest solos, Arlan Strangeways, Stormblade solos

BATTLE ENGINES: Storm Strider

TIER 3


Requirements: Haley's battle group includes Thorn

Benefit: Warjacks in Haley's battle group is automatically allocated 1 focus point at the start of your first Control Phase. This focus is in addition to any points Haley allocates.

TIER 4

Requirements: The army includes two Storm Striders

Benefit: Storm Striders begin the game with 3 power tokens.



Captain Dixon Lynch of the Black 13th played a key role in devising their tactics and shaping them into the weapon they are today. A canny commander, Lynch worked with his counterparts in the Stormblades to implement a unique training and drill regimen designed to maximize the strength of the disparate elements of the Storm Bringers. After nearly half a year of continuous operation, the Storm Bringers emerged as one of the toughest elite formations within the Cygnaran army.

In addition to its official status as an elite strike force, unofficially, the Storm Bringers serve as the perfect test bed for Cygnar's latest technological innovations.

The Storm Bringers hold the special distinction of having several senior stormsmiths and field mechanik units attached

permanently to them to aid in maintenance, and when circumstances dictate, mid-battle repairs. The Storm Bringers were among the first companies to field test the mighty Storm Strider. Bolstered by the Storm Strider's huge voltaic generator, the Storm Bringers now truly epitomize their name, as the huge conglomeration of so much voltaic power causes the very sky to darken, heralding the tempest to come.

Following the retreat of Cygnar's First Army to the Dragon's Tongue River, General Nemo demonstrated his faith in Major Victoria Haley by assigning her operational oversight of the Storm Bringers. The Storm Bringers specialization in long-range operations behind enemy lines have made the unit well suited to the rapid relief action its members are often called to undertake.

Major Haley has found little problem fitting in with this tight-knit group of veterans forged in the

fires of conflict. The Storm Bringers respect the major's willingness to always be at the head of any fight, and each has seen her take great personal risks to protect those under her command. Major Haley likewise defers to her subordinate officers for day-to-day operations and sees no reason to replace the training regimen and tactical approach put in place by Captain Lynch. Instead, she has proved herself to be an apt pupil and has begun adopting the Storm Bringers unique fighting style. Haley has even requested the Black 13th be reassigned to the Storm Bringers to benefit from Lynch's expertise and experience.

Under Major Haley's command, the Storm Bringers are able to count even time itself on their side. The hard-nosed veterans of the Storm Bringers stand ready to unleash the tempest's rage upon any who dare defile Cygnaran soil.



POWER PROGRESSION

MERCENARIES

FOUR STAR SYNDICATE

By John Simon

Art by Karl Richardson, Brian Snoddy, Andrea Uderzo, Chris Walton, and Eva Widermann

Despite being a player of many factions, it might surprise some to hear me say that I consider Mercenaries to be my most competitive faction. Over the last eight years, I've dabbled in every faction in WARMACHINE and HORDES. Though my attention has come and gone for many, there are a few that I stick with for various reasons, be it for the background, painting and aesthetic value, playstyle preference, or some combination of the three. Then there are a few factions I keep primarily because I find them to be ideal choices for competitive play.

There are a few disgruntled voices out there that will belabor the old point, "Mercenaries aren't a real faction." Well, being an old hand at the game and no stranger to taking the contracts for spins at convention-run Hardcore events with appreciable levels of success, I can say with confidence that anyone who doesn't give Mercs their respect as a full-blown competitive force replete with a wide array of effective models and combinations is kidding themselves. When it comes to the secret of Mercenary success, it's all about cohesive army composition. The mercenary contracts may not have selection rosters as broad as some armies do, but that doesn't put the various contracts at any kind of disadvantage. There are more than enough choices to carefully construct efficient, competitive forces from any of the contracts. The Four Star Syndicate is no exception.

The Four Star Syndicate takes its choice of Mercenary models from those available to Cryx and Khador, plus a few others. At the time of this writing, a Four Star army has access to seven warcasters, fifteen warjacks, sixteen units (including four attachments), a litany of solos, and even a couple warbeasts. For this installment of Power Progression, I'm going to use the wicked Thamarite Fiona the Black as the starting point for a versatile and effective Four Star Syndicate list. This list is ideal for someone new to Mercs or for an old vet looking for a new list to try out. I'll start with the





equivalent point value of a battlegroup box set, and from there, I'll work my way up through the point levels, adding army selections that make the most of Fiona's abilities.

Phase I: Battlegroup

Mercenaries don't have a battlegroup box set, but they've got plenty of great warjacks to choose from when making a comparable Mangled Metal army list. I set a target point cost of 11 points to match the point cost of most WARMACHINE battlegroup box sets. I also chose to mirror the Cygnar and Protectorate of Menoth battlegroups with two light warjacks and one heavy. These battlegroup box sets include one light warjack with a ranged attack, a light with an arc node, and a beat-down melee heavy. For the ranged light, I chose the venerable Vanguard light warjack. With a solid offense, solid defense, strong weapon abilities, and the ability to take the occasional shot meant for one of its allies thanks to Shield Guard, the Vanguard is a choice model for most any Mercenary warcaster. Fiona does not have access to an arc node, but the economical and reliable Talon stands in for Fiona's arc node just fine. With

her Telgesch Mark spell, it nearly rivals a Lancer or Revenger but at a significant discount in points. That leaves me just enough points for the battlegroup's

heavy hitter, the chain-balling Mangler sporting

Reach and Thresher. With that final selection,

I've got an exceptionally sturdy battlegroup with either a buckler or a shield on each warjack.

At the battlegroup level, Fiona probably won't have an opportunity to make full use of a few of her spells and abilities. Influence and Roth's Mercy require warrior models, and Soulfire becomes a

pure damage spell since its secondary effect won't trigger against warjacks. Affliction and Nonokrion

Brand both have their uses at the battlegroup level, whether to allow the lightest shield bash to penetrate Khadoran armor or to open up the Vanguard's line of sight to an opposing warcaster. Mostly, though, the warjacks will be using a great

deal of Fiona's focus at the battlegroup level and rely on their own solid stats and abilities. The real key to victory in a battlegroup game with Fiona is a timely use of her feat to claim a substantial advantage. Dark

Omen can really turn the tide of a battle, and will blunt the enemy's offense substantially. By means of example, a charging heavy warjack from one of the other WARMACHINE battlegroup box sets will miss the Vanguard on an average roll even if it boosts the attack roll. Even a lucky hit will deal minimal damage thanks to the Dark Omen effect in conjunction with the Shield. In the end, however, these smaller games are more about learning than competing, so have fun building a strong Fiona foundation to get a feel for her rules and order of activations.

List 1: Fiona Battlegroup List

Model	Point Cost	Notes
Fiona the Black	+6 warjack pts.	
Mangler	8	
Talon	4	
Vanguard	5	
Total	11	

Phase II: 25 Points

The 25-point level is where we can begin experimenting with some of the great mercenary units and solos that fit right into a Fiona list. The interactions between Fiona, her battlegroup, and these new models form the foundation of the upcoming larger army lists, so take your time learning the ins and outs of each point level before moving forward. Since we've already taken care of the 'jacks at the battlegroup point size, it's time to make the initial infantry selections. Every choice I make here will be present for the rest of the list's progression, so I have to make sure that each choice is ideal. When I'm building a list competitively, one of my goals is to make sure the list selections make the most of the warcaster's abilities. I don't want to have a single spell or ability go unused if at all possible. In the case of Fiona, there are three rules I want to focus on: Cultists, which gives her 8 focus per turn to use if she has Sea Dogs nearby; Nonokrion Brand, a friendly upkeep spell that allows a model or unit to ignore intervening models; and Roth's Mercy, another beneficial upkeep spell that allows the targeted unit to switch out models upon their destruction, much like the Self-Sacrifice ability of the Exemplar Errants unit from the Protectorate of Menoth.

Since I'm starting small at 25 points, I want to make model choices that allow me access to these three key abilities while maintaining a strong, cohesive list. The seemingly natural inclination for Cultists would be to use the impressively modular Sea Dog Crew. With a wide assortment of synergistic attachments and solos, building a Sea Dog-focused list is a solid direction in which to take the army. However, since I want to hone in on three different spells and abilities, I'm going to forego the various Sea Dog options and keep my investment in Sea Dogs to a minimum. For just two points, the Sea Dog Deck Gun grants Fiona access to an AOE attack as well as giving her 8 focus per turn so long as the Deck Gun is in her immediate vicinity.

The second choice and the likely target for Roth's Mercy are the brutal Kayazy Assassins. Kayazy



List 2: 25-Point List

Model	Point Cost	Notes
Fiona the Black	+6 warjack pts.	
Mangler	8	
Talon	4	
Vanguard	5	
Sea Dog Deck Gun	2	NM
Kayazy Assassins (6)	5	NM
Nyss Hunters (6)	7	NM
Total	25	

NM – New model for this point level/list

Assassins that make it into melee tend to live up to their name and lay utter waste to any lightly armored infantry they encounter or even deal substantial damage to heavier warriors, light warjacks, or light warbeasts. Stealth helps them get to the fight, but Roth's Mercy makes sure the models you want to survive for the assault do so. Accompanying the Kayazy are the equally skilled Nyss Hunters, who are a perfect recipient for Nonokrion Brand. With Nonokrian Brand and their own Hunter rule, there is little that can keep the Nyss from unleashing a volley on a target of their choosing, including Incorporeal





models and other targets that cannot be harmed by non-magical attacks. Both units are purchased at minimum size for the 25-point version of Fiona's army.

Once you're used to this recommended spell/unit arrangement, begin looking for situations to try out other combinations. Roth's Mercy can keep Cylena in play when facing numerous AOE attacks, for example, and Nonokrian Brand can allow the assassins cut through Blackbane's Ghost Raiders or the Vanguard to fire its shield cannon at a target under the Passage Hymn or Wind Wall spell.

Besides the spell interactions built around these two cornerstone units, there is a larger theme being constructed. First, when you field the list, you may notice that the Nyss Hunters and the Kayazy Assassins both enjoy a considerably high DEF stat. When choosing options for this list, Fiona's Dark Omen feat is an important consideration. With a high enough DEF stat, many enemy models have no chance at all of directly hitting some of Fiona's models under Dark Omen due to losing a die on the attack rolls. The lost damage die will also minimize losses due to blast damage to her troops or damage from direct hits to her Talon and Mangler. The second theme of the army is the manner in which both the Kayazy and the Nyss have the ability to surgically strike enemy targets under Fiona's support umbrella. When evenly matched opponents square off and fight to a standstill, this army has ways to exploit even the tiniest chink in the opponent's armor. This strength will become even more apparent in the 35-point list when the Kayazy Assassin Underboss also falls under the protection of Roth's Mercy, but both the Kayazy and the Nonokrian Branded Nyss can slip through or ignore the opposition and strike their chosen targets at will. As the list grows, I'll expand on both of these themes and maximize the benefits.



Phase III: 35 Points

With a solid battlegroup and some great units, I can start focusing on support elements for the list in the form of solos and attachments. I can also begin filling out the minimum units. The Nyss Hunters/ Nonokrion Brand combination is a vital part of the army's offense, so I started by filling out the unit to its maximum which uses up 3 points. Not only will that give the Nyss Hunters greater volume of fire with their ranged attacks, it also raises the top-end power of their CRA, allowing them to use medium- to high-POW attacks if needed. The addition of the Kayazy Assassin Underboss grants the assassin unit the Kill Stroke ability, allowing them to move right through enemy models once per game and ignore free strikes. This allows them to strike deep into the enemy lines while Fiona's Roth's Mercy spell minimizes any risk the Underboss will fall in combat before unleashing Kill Stroke. The Underboss also gives the Assassins added survivability by raising their DEF against melee attacks with his Tactics: Duelist ability. Get the Kayazy Assassins into melee, drop Fiona's feat, and your opponent will have an extremely tough time dealing with them for a turn.

After the Underboss is added, I still have 5 points left to spend on the 35 point list. With 2 of those points, I'll add a reliable support piece for the army with Master Gunner Dougal MacNaile. Turn to turn, he'll offer effective support for the Deck Gun, and at 50 points I'll give him some more friendly AOE's to interact with. More importantly, it's MacNaile's once-per-game ability, Double Powder Ration, that will really augment Fiona's force. It offers a +2 RNG bonus on all friendly Mercenaries' ranged attacks within his command range, including any new ranged attack models I add to the list; for example, Eiryss, Angel of Retribution, who uses up the final 3 points at the 35-point level. More than just another gun to shoot, Eiryss offers valuable upkeep control to Fiona's toolbox. She and MacNaile also sport yet more high DEF scores to interact with Fiona's feat. With the additional 10 points now filled, my 35-point Fiona cadre is starting to look like a well-rounded competitive force.



List 3: 35-Point List

Model	Point Cost	Notes
Fiona the Black	+6 warjack pts	
Mangler	8	
Talon	4	
Vanguard	5	
Sea Dog Deck Gun	2	
Kayazy Assassins (6)	5	
Kayazy Assassin Underboss	2	NM
Nyss Hunters (10)	10	NM (4)
Master Gunner Dougal MacNaile	2	NM
Eiryss, Angel of Retribution	3	NM
Total	35	

NM – New model for this point level/list

Phase IV: 50 Points

As promised, I'll add another AOE to the army for Dougal to support with Artillerist and Double Powder Ration. With just the Mangler sitting in as the sole heavy hitter so far, it'll be worth it to add a bit more single-target punch to the list. For that role, I like the Mariner. It's got a fairly high-POW melee attack, a great AOE ranged attack, and it offers an important defensive measure for Fiona with Lash. With the list's secondary focus on high-DEF models and Fiona's feat protection, keeping her from getting knocked down and losing that precious DEF is crucial.

So far, the list has a strong ranged game, solid offensive and support magic from Fiona, a touch of anti-magic from Eiryss, and lethal melee attacks from the Kayazy Assassins. One area that I'd like to enhance at this point in our Power Progression is the army's durability. The list has numerous models with low ARM scores, so if an opposing army list has means to surmount the considerable DEF scores the list could be in trouble. In order to add some meat to the list, a minimum squad of Boomhowler & Company joins the roster to give me some staying power with high ARM, Tough, and Boomhowler's Fell Howls. Their medium bases shouldn't interfere with the other units' operations between Nonokrion Brand supporting the Nyss and access to Acrobatics for the Kayazy Assassins. Of particular note is Boomhowler's Rage Howler, which debuffs warjack and warbeast attack rolls. This ability meshes perfectly with Dark Omen so that most of the models that can boost their attack rolls (for a total of 2d6 on the roll) will suffer an attack roll penalty if they're anywhere near Boomhowler. And as long as we're adjusting odds, we have one more point left to add Reinholdt to Fiona's side. While he can't Reload for her (she has no ranged attack), his Lucky Charm ability can help with Fiona's offensive magic attacks. Alternatively, Spyglass can let me know if I'll need Double Powder Ration to get one of the ranged models/units to their chosen target.



List 4: 50-Point List

Model	Point Cost	Notes
Fiona the Black	+6 warjack pts.	
Mangler	8	
Mariner	8	NM
Talon	4	
Vanguard	5	
Sea Dog Deck Gun	2	
Greygore	6	NM
Boomhowler & Co (6)		
Kayazy Assassins (6)	5	
Kayazy Assassin	2	
Underboss		
Nyss Hunters (10)	10	
Master Gunner	2	
Dougal MacNaile		
Eiryss, Angel of Retribution	3	
Reinholdt, Gobber	1	NM
Speculator		
Total	50	

NM – New model for this point level/list



Phase V: 100 Points

Building up to two-warcaster games opens up all kinds of possibilities. The first and most important choice is always the second warcaster, as that guides many of the choices for the second 50 points. To support Fiona the Black, I've chosen Magnus the Traitor. Magnus complements Fiona well by bringing Snipe to an already strong ranged game and Blur to reinforce a model/unit's DEF stat when it comes to ranged or magic attacks. Blur can be quite a boon to Boomhowler's troupe or can raise the Kayazy Assassins ranged/magic DEF even higher than their impressive DEF 16 against melee attacks. Magnus also brings his own arc nodes to the table with his Renegades. Casting Telgesch Mark on one of Magnus's Renegades won't always be the right tactical choice, but it's the only way for warcasters to share an arc node. I'll reassign the Mangler to Magnus to make good use of his upkeep spells and his Resourceful rule and add in a pair of Renegades to fill out Magnus' battlegroup. Two Renegades working in tandem is tried and true since one of the few things better than an arc node with an Obliterator rocket is a pair of them.

The next logical step is to fill out the existing infantry. The Kayazy Assassins and Boomhowler & Company both move up to their full ten-man allotments. Once that's done, selecting a new unit or three is in order. I like to have a target for Snipe, and Croe's Cutthroats are great candidates since their ranged attacks are potent but don't have the longest RNG. Snipe also gives them the ability to make better use of their Bushwhack ability to stay out of harm's way. Alternatively, when the opportunity presents itself, Croe's Cutthroats can also be effective targets for Nonokrion Brand if the Nyss aren't in the best position to use it. With DEF 13, they will also be able to weather most attacks fairly easily during Fiona's feat turn.

One thing we haven't added yet is a unit with Reach. We started out this journey with a trio of Reach

List 5: 100-Point List

Model	Point Cost	Notes
Fiona the Black	+6 warjack pts.	
Mariner	8	
Talon	4	
Vanguard	5	
Magnus the Traitor	+6 warjack pts.	NM
Mangler	8	
Renegade (2)	12 (6 each)	NM
Sea Dog Deck Gun	2	
Greygore Boomhowler & Co (10)	9	NM (4)
Kayazy Assassins (10)	8	NM (4)
Kayazy Assassin Underboss	2	
Nyss Hunters (10)	10	
Croe's Cutthroats (10)	10	NM
Steelhead Halberdiers (10)	6	NM
Steelhead Heavy Cavalry (5)	10	NM
Alexia Ciannor & Risen	5	NM
Master Gunner Dougal MacNaile	2	
Eirys, Angel of Retribution	3	
Reinholdt, Gobber Speculator	1	
Rhupert Carvolo, Piper of Ord	2	NM
Gorman di Wulfe, Rogue Alchemist	2	NM
Ogrun Bokur	3	NM
Total	100	

NM – New model for this point level/list

warjacks, and it's certainly worth adding a contingent of soldiers with the ability to strike targets from up to 2" away. The Four Star Syndicate contract has access to the Steelhead Halberdiers who make great front-line troops. I'll add a full unit for some low-cost





board presence. To complement the Halberdiers and add some fast-moving offense, I'll add a full unit of Steelhead Heavy Cavalry as well. Adding Flank to the mix means the Cavalry can potentially take care of some of the heavy lifting if the heavy 'jacks get tied up or, even worse, wrecked. That's a lot of bodies, so I'll add Alexia Ciannor and let her soak up the inevitable tide of corpse tokens.

That leaves us with just enough points for some solo support. Rhupert Carvollo, Piper of Ord is my first solo addition. His Dirge of Mists and Heroic Call Piper abilities both enhance the army's ability to survive enemy attacks, but it's the Dirge of Mists/Dark Omen interaction that guarantees him a spot on the team. With high DEF values, defensive abilities, and spell support, Rhupert provides yet another layer of daunting Dark Omen Defense. Gorman di Wulfe can be brought in to further adjust odds in Fiona's favor with Black Oil's stinging debuff or a well-placed smoke cloud. With the last 3 points, I'll give Magnus an Ogrun Bokur. In addition to a hard-hitting melee attack, the Bokur can slam enemy models without using focus and has Shield Guard. In conjunction with Fiona's Vanguard, that makes two models that can take a bullet each turn that was meant for a critical support solo or warcaster. Altogether, the 100-point list further enhances the army's themes of (1) nearly insurmountable defense during Fiona's Dark Omen feat and (2) powerful spells and abilities that allow this combined arms force to break through a standoff and cripple the opposition.

Phase VI: Unbound

Expanding to Unbound comes naturally for Fiona and Magnus. Both warcasters have numerous upkeep spells and versatile support options. Fiona's feat will have even more impact at the Unbound level as models in her control area reap the benefits of the dice adjustment over the course of potentially several turns. Look to use Dark Omen early in the round for maximum feat impact and seek to gain a domination bonus for the roll to seize the initiative. Getting Dark Omen up and running on the very first turn of a round will put a huge crimp in the opposition's offense. Magnus's feat, on the other hand, is an instantaneous effect, giving him new opportunities for tactical flexibility in the multi-turn structure of Unbound, as he could potentially use the extra movement in between his opponent's turns and cause disarray with creative positioning.

Before going much further, we'll need a third warcaster, and there are several good Four Star Syndicate options to back up Fiona and Magnus. MacBain is a solid utility warcaster, but his feat is geared more towards the smaller point sizes. Either of the Rhulic warcasters, Durgen or Gorten, could provide some nice backup for Fiona and Magnus, but adding Rhulic warjacks to the army makes the overall collection less interchangeable since the warcasters draw from different pools of warjacks. We'll want to add models that can be mixed and matched at smaller point levels to get the most use out of our investment. So, I turn my eye to the final choice: Broadsides Bart.

Captain Bartolo Montador is quite a monster in Unbound games, but it's important to note that he

leans heavily towards the early turns of a round. His potent Batten Down the Hatches spell is a full-round effect, meaning his battlegroup maintains the ARM bonus for several turns if used early. His amazing feat, Typhoon, also dictates an early activation. On the other hand, his remaining spells are offense-oriented, which make him viable as a late-turn activation choice, too. He can hold focus through turns one and two, giving him a consistent 21 or 22 ARM, then unleash his offensive barrage on turn three with minimized risk of reprisal. However, what interests me the most about Bartolo Montador in Unbound is his feat and the timing implications that need to be considered. Because Typhoon knocks down enemy models on their own activations and Shake effects are done at the battlegroups' individual turns (instead of during the round's Control Phase), Typhoon is particularly vicious in Unbound. With a strong domination bonus to seize the initiative two rounds in a row, the back-to-back turn-one use of Dark Omen and Typhoon can be truly awe-inspiring. The attack roll penalty of the feat also meshes perfectly with the first core strength of the army established very early on – high-DEF models that become virtually invincible with feat assistance.

The next step is to establish Montador's battlegroup. With a fairly warrior-heavy 100-point army list, I decided to go with an extensive battlegroup for Montador, which he's certainly adept at running with two battlegroup-wide spells. I already have Master Gunner MacNaile in the line-up, which will pair nicely with Captain Montador and a large selection of ranged warjacks. Part of the joy of Unbound is having the points available to field an impressive line of warjacks you couldn't normally run at smaller point levels. So let's go all out and give Bartolo Montador a gun line of two Mariners and two Mules. At this point level there will be no shortage of available loaders for the Mariners, and the knockdown potential of the Mules can be used opportunistically to react to enemy models that acted in the turn before Bart's activation. Depending on the timing of Montador's activation, four heavies gives him and the army either a roving wall of high-ARM warjacks thanks to Batten Down the Hatches or a fusillade of eight shots from hard-hitting AOE cannons thanks to Broadside.

With the boisterous Captain Montador now on board our army list, it only makes sense to increase the space in our roster for Sea Dogs. In addition to the thematic fit, additional pirates strengthen the army's dark magic by enhancing Fiona's Cultist options as well as Alexia's supply of bodies. Given that Press Gangsters and Sea Dogs with Mr. Walls possess Advanced Deploy,

choosing them will give the Unbound list a respectable first wave as well as giving a bit more flexibility in model placement within the deployment zone. This is especially useful in multi-player Unbound games where deployment zones are more compact.

Since the Sea Dogs are the first wave, it's worthwhile to give them several support solos to protect and enhance the investment. So, with 23 points remaining, I can choose a full unit of Sea Dogs for 8 points, Mr. Walls for 2 points, and full Press Gangsters for 6 points. That leaves 7 points; just enough for the trademark synergy solos of Lord Rockbottom, Bosun Grogspaw, and First Mate Hawk. Altogether, it's a solid front of over twenty infantry models that have Tough, immunity to knockdown, Fearless, and highly scalable damage output. As first waves go, a full accoutrement of Sea Dogs is arguably one of the best. They'll be able to operate independently of the warcasters' support, giving them the flexibility to be used on any given turn during the Unbound round. There's still a point left over, so as a final touch, I can put a Rifleman into the Sea Dog unit.



List 6: Unbound List

Model	Point Cost	Notes
Fiona the Black	+6 warjack pts.	
Mariner	8	
Talon	4	
Vanguard	5	
Magnus the Traitor	+6 warjack pts.	
Mangler	8	
Renegade (2)	12 (6 each)	
Captain Bartolo Montador	+5 warjack pts.	NM
Mariner (2)	16 (8 each)	NM (2)
Mule (2)	16 (8 each)	NM (2)
Sea Dog Deck Gun	2	
Greygore Boomhowler & Co (10)	9	
Kayazy Assassins (10)	8	
Kayazy Assassin Underboss	2	
Nyss Hunters (10)	10	
Croe's Cutthroats (10)	10	
Press Gangers (10)	6	NM
Sea Dog Crew (10)	8	NM
Sea Dog Riflemen	1	NM
Mr. Walls, the Quartermaster	2	NM
Steelhead Halberdiers (10)	6	
Steelhead Heavy Cavalry (5)	10	
Alexia Ciannor & Risen	5	
Bosun Grogspar	2	NM
Lord Rockbottom	2	NM
First Mate Hawk	2	NM
Master Gunner Dougal MacNaile	2	
Eiryss, Angel of Retribution	3	
Reinholdt, Gobber Speculator	1	
Rhupert Carvolo, Piper of Ord	2	
Gorman di Wulfe, Rogue Alchemist	2	
Ogrun Bokur	3	
Total	150	

NM – New model for this point level/list

Conclusion

The battlegroup list and 25-point army are a strong starting point for learning the ins and outs of Fiona, her spell interactions, and how to make the very most out of her amazing feat, Dark Omen.

The 35- and 50-point lists flesh out the core concepts a bit further and readies the army for Steamroller or Hardcore tournaments. These armies have broad compositional elements that lend amazing versatility: strong shooting, strong melee, solid magical support, a couple of heavy hitters, a couple of AOE's, a defensive feat that synergizes very well with the bulk of the list's defensive stat lines, and some overlapping support that will allow the pieces to work well together. If played well, there is little that can hide from a firing solution. Fiona will want to win quickly and decisively while using her spell support and her feat to make sure the enemy doesn't get the jump on her.

The addition of Magnus and the Steelheads for the 100-point list and then Bart with his Sea Dogs for the Unbound point levels gives a great deal of depth to the entire collection with the choice of playing troop or 'jack heavy and in a variety of styles and strategic approaches. Having those models available gives you the ability to create vastly different 35- and 50-point army lists and opens up the possibility of trying out the Talion Charter or Highborn Covenant as contract choices if you so choose.



A Privateer Press WARMACHINE Battle Report

GRAVE RECKONING

By David "DC" Carl & Will Hungerford • Chronicled by Aeryn Rudel
Art by Imaginary Friends Studio & Andrea Uderzo

The Battle Report in *No Quarter* #37 introduces two of the new warcasters from *WARMACHINE: Wrath*, pitting the Protectorate dynamo Thyra, Flame of Sorrow against the necromantic prowess of Cryx's Lord Exhumator Scaveros. This Battle Report also marks the first appearance of Will Hungerford, retail support manager here at Privateer Press. Will brings to the table a boatload of experience with tournament-level WARMACHINE, an encyclopedic knowledge of the rules, and a level of gaming bloodthirst that's more than a little disturbing.

However, Will's opponent is none other than David "DC" Carl, Privateer Press' development manager and likely the most knowledgeable and experienced WARMACHINE player in the known universe. DC also enjoys delivering a healthy (if good-natured) ass-kicking to his opponents and will no doubt give Mr. Hungerford the fight of his WARMACHINE life.

So, sit back, relax, and enjoy this issue's harrowing tale of battle, bravery, and blood in Grave Reckoning.

Scree Covered Slopes::

The loose, gravel-coated ascent to the rocky hills was treated as difficult terrain.

Guard House: This smaller building was treated as an obstruction.

Rocky Hills: The tiered rocky hills were treated as hills where models could gain access to them.

Scenario Rules

Since this is the first meeting between DC and Will on the field of battle, they opted for simple, and chose a basic caster-kill scenario for their confrontation. Both are fairly bloodthirsty players, so there was little doubt that each player would do his utmost to utterly annihilate his opponent's warcaster.

The Battlefield

Our hypothetical battle between Cryx and the Protectorate of Menoth takes place in the Bloodstone Desert east of the city of Imer. There, in a secluded, desolate valley, a great tower thrusts up from the desert sands. This tower, called the Tower of Unbroken Rest, sits upon an ancient crypt where those who have served Menoth long and well are interred. An honor guard of Knights Errant and a few token warjacks protects the crypt; however, it holds no strategic value, contains no valuables, and is incredibly remote. As such, those manning the Tower of Unbroken Rest do not expect to face a pitched battle against a determined foe.

Unfortunately for those in the Tower of Unbroken Rest, Lord Exhumator Scaverous is quite interested in the crypt below. The dead hold many secrets, and Scaverous is expert at extracting information from ancient moldering corpses. The tower represents a vast store of knowledge, and Scaverous has recently arrived with a force of thralls and helljacks to wrest this knowledge away from its guardians.

However, Menoth has favored the brave guardians of the tower, and shortly before Scaverous and his forces arrived, the tower received another visitor. Thyra, Flame of Sorrow, her personal warjacks, and her retinue of Daughters of the Flame came bearing the body of an important Menite scholar to be interred in the Tower of Unbroken Rest. If Scaverous means to take the tower, he will have to defeat one of the Protectorate's most dangerous and driven warcasters.



The Keep: The larger building was also treated as an obstruction.

Keep Walls: The walls surrounding the keep were treated as linear obstacles.

Cryx Army Composition – DC

I've always been a big fan of warcasters with a versatile spell list. Regardless of faction, I like having plenty of attractive options that vie for my limited allotment of focus points. That's not to say there's anything wrong with wrecking face by allocating piles of focus to warjacks or with a spell list that allows a warcaster to greatly excel at one particular aspect of battle, but I really like to keep my options open. So when a warcaster has a versatile spell list and has a way to send his focus efficiency through the roof, I'm sold.

Scaverous fits that playstyle like few others. His spell list has an ARM buff, an ARM debuff, a DEF debuff, two kinds of movement manipulation, and even a spell to reanimate one of his dead troopers. Add in a feat that reduces spell cost and boosts magic attack rolls without spending focus, and he's as focus-efficient as he is versatile. After selecting Scaverous, I immediately gave him a Skarlok Thrall for yet more spell power and focus efficiency. Then, in order to make the most out of the feat, I added a unit of Cephalyx Overlords and a Warwitch Siren. Free boosts on Scaverous' offensive spells are a great start, but I wasn't about to pass up all those boosted magical spray attacks.

For Scaverous' battlegroup, I selected his personal helljack Erebus along with Malice, another brutal character helljack from *WARMACHINE: Wrath*. A

Deathripper and a Nightwretch rounded out the team to channel

Scaverous' exceptional spells wherever needed.

With my spell superiority assured and my battlegroup ready for action, I added a maximum unit of Bane Thralls, a minimum unit of Bile Thralls, and a Wraith Engine. While this left me with a fairly compact 50-point army list, I had plenty of sprays to cull the herd of enemy models along with more than enough dirty tricks to go around.





Model/Unit	Points
S Lord Exhumator Scavenger +5 warjack points	
E Erebus	8
M Malice	9
DR Deathripper	4
N Nightwretch	4
BA Bane Thralls (10)	8
BI Bile Thralls (6)	5
CO Cephalyx Overlords (3)	4
ST Skarlock Thrall	2
WS Warwitch Siren	2
W Wraith Engine	9
Total	50



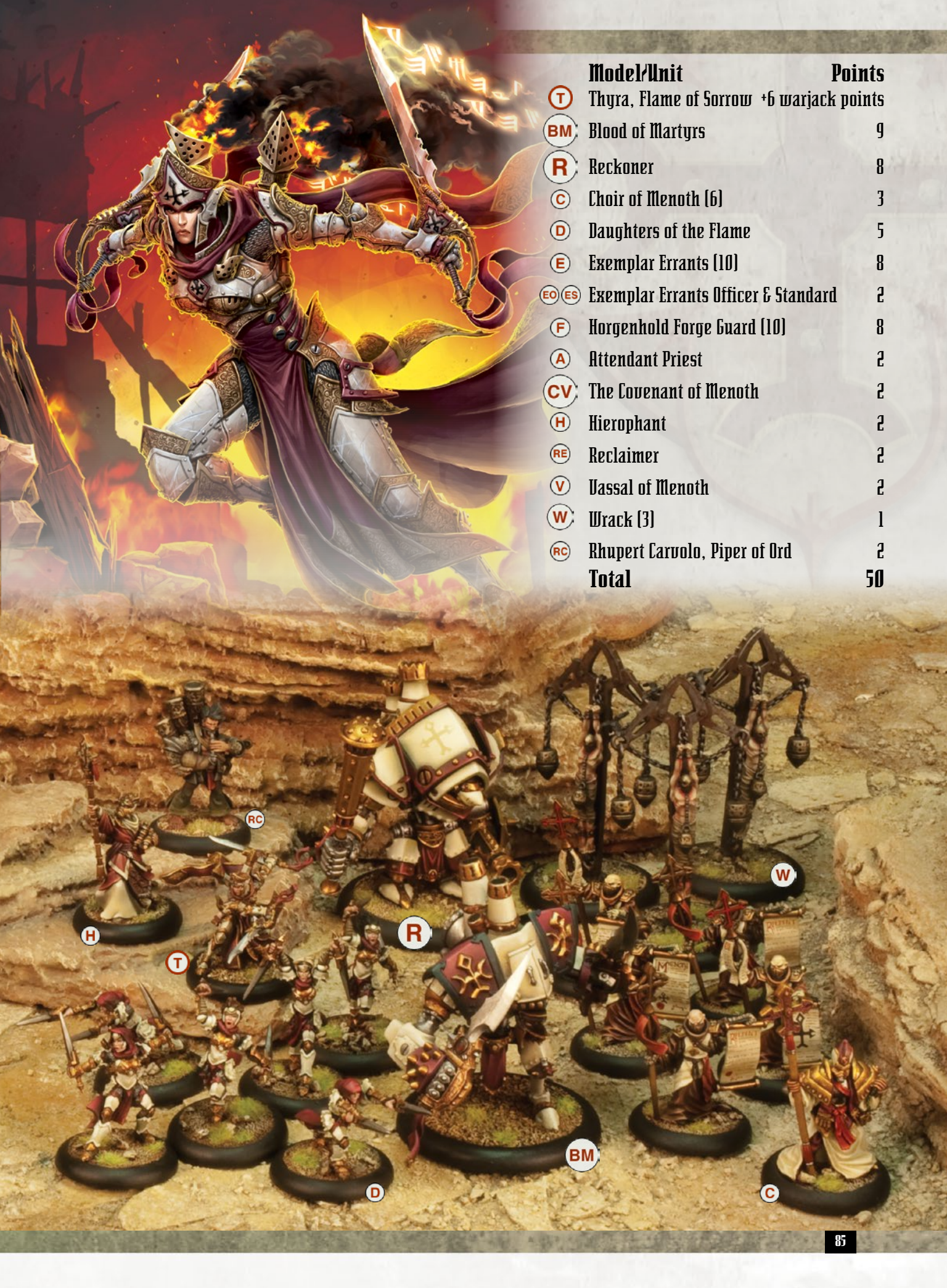
Protectorate of Menoth Army Composition— Will

I decided to play Protectorate the way I normally do—with a toolbox of options and solutions to any problems I might encounter on the battlefield. When it came time to build my list, I started with my battlegroup. Between Thyra, the Blood of Martyrs, and a Reckoner, I felt I had a hard-hitting battlegroup with a deceptive threat range. Next came the infantry: Daughters of the Flame for mobility and disrupting DC's ranks, Exemplar Errants for some ranged support, and a unit of Forge Guard lead by an Attendant Priest to act as an elite tar pit to tie up my enemies.

Finally, I added the support I needed to make my battlegroup and infantry true powerhouses. A Choir of Menoth and a Vassal of Menoth seemed like obvious choices for my warjacks. Now that my fine Rhulic soldiers had offered their souls to Menoth, I saw no reason not to add in a Reclaimer to help Thyra with focus allocation.

Thyra has a fantastic spell list that I wanted to use to its fullest, so I also added in Wracks and a Hierophant to assist Thyra's focus efficiency even further. Also, if my Forge Guard were going to act as a proper hard-hitting tar pit, I needed Rhupert Carvolo, the Piper of Ord. Last, I added the Covenant of Menoth because it offered support for every single aspect of my army.





	Model/Unit	Points
(T)	Thyra, Flame of Sorrow +6 warjack points	
(BM)	Blood of Martyrs	9
(R)	Reckoner	8
(C)	Choir of Menoth (6)	3
(D)	Daughters of the Flame	5
(E)	Exemplar Errants (10)	8
(EO) (ES)	Exemplar Errants Officer & Standard	2
(F)	Horgenhold Forge Guard (10)	8
(A)	Attendant Priest	2
(CV)	The Covenant of Menoth	2
(H)	Hierophant	2
(RE)	Reclaimer	2
(V)	Vassal of Menoth	2
(W)	Wrack (3)	1
(RC)	Rhupert Carvolo, Piper of Ord	2
	Total	50

Deployment

Cryx – DC

During the predeployment stage of deployment, I placed my Wraith Engine roughly in the center of my deployment zone. Since Will did not have any battle engines, I continued my own deployment immediately.

The Cephalyx Overlords took position on the left flank where their Pathfinder ability would allow them to navigate the linear obstacles without difficulty; the Bane Thralls took the center of the battlefield where they could threaten enemies while Stealth covered their advance; and the Bile Thralls mirrored the Cephalyx to give me anti-infantry coverage on both flanks.

Protectorate – Will

After looking over DC's force and the layout of the terrain, I began to formulate a plan in my head. The Exemplar Errants seemed the perfect choice to hold the area around the tower. Their already amazing resilience would be further enhanced by all that cover, they would stop DC from taking advantage of that same cover, and finally, the Exemplar Errants could charge out of their fortified area because they have Pathfinder.

The Daughters of the Flame were going to have to do something about those Bile Thralls before they reached the other forces, even if they had to sacrifice themselves just to slow the thralls down. I deployed the Daughters almost directly across from the Bile Thralls to get to them as quickly as possible. The Forge Guard were going to have to contend with the Wraith Engine and the Bane Thralls, who would no doubt be making their way up the center of the field. The Forge Guard found a spot near the center of my deployment zone where they could slog it directly to the middle of the board.

Thyra and her battlegroup had one goal: destroy every single bastard dumb enough to get too close. Funny thing,

I scattered my warjacks fairly evenly through these ranks, with Erebus and Malice closer to the center of the board and the Deathripper and Nightwretch closer to the flanks. Last but not least, my warcaster and solos took position behind the front lines.

Without knowing Will's deployment, I wanted a balanced army layout that I could shift on turn 1 if need be.



though, with Thyra's feat and her warjacks' abilities, the enemy might not even realize he was too close until it was too late. I spread my battlegroup out to ensure I could deal with any major threats regardless of which flank the enemy approached. After I knew where the bulk of my forces were going, the auxiliary units and solos fell into place to best support the rest of the army.

Round 1

Cryx – DC

Wow. Playing against the Protectorate of Menoth I fully expected a little bit of spell-warding action, but Will's army was packed with it. Beyond the Choir of Menoth, he had a full dozen Exemplar Errants with spell protection and an Attendant Priest to ward all those Forge Guard. That's certainly not what a player with a spell-slinging army list wants to see across the table, but I did not let it deter me. I remained confident in the Lord Exhumator and his fiendish entourage.

During the control phase, I allocated 1 focus point to each of Scaveros' warjacks and then placed the Wraith Engine 2" forward due to its Apparition ability. So, before my

first activation phase even started, I began my implacable advance toward Will's defeat. (See? Confident.)

My first turn was pretty simple and amounted to a whole lot of running. The Cephalyx Overlords and Deathripper ran to the low walls on my left flank, and the Nightwretch took cover in the low walls on my right flank. Most other models just ran straight up the middle as far as I felt safe judging by Will's deployment.

The Skarlock was the only model in the entire army to make a full advance instead of a run. It cast Death Ward on Malice for some extra ARM and to minimize the risk of losing the helljack's harpoon or cortex.

Round 2

Cryx - DC



Grumble, grumble.

Considering Will's lack of an arc node for spell channeling, that Stranglehold caught me off guard, and I would not even be able to make Thyra pay for her impudence thanks to Occultation. Add in twenty-three models I couldn't target with spells, and it wasn't looking good for the dead team. . . or was it?

In my maintenance phase, the Wraith Engine's fire expired. Then in the control phase, the Wraith Engine shifted position slightly using Apparition and became incorporeal, Scaveros let Death Ward expire, and then Scaveros allocated 2 focus points to Malice (keeping 5 for himself).

I started out by moving the Nightwretch forward a bit, risking a P+S 9 free strike from the Daughter of the Flame. She missed the Nightwretch's DEF 15, but the bonejack also missed the Daughter of the Flame it targeted with its Doomspitter attack. With Scaveros' arc node in place, however, it was time to unleash some arcane fury.

Scaveros activated next and immediately used his Black Gate feat to decrease my spell costs, increase Thyra's spell costs, and boost all my magic attack rolls for the round. Scaveros then cast Telekinesis through his Deathripper on the nearest Cephalyx Overlord, placing it just on the other side of the linear obstacle. He repeated this for both of the other Overlords so their sprays could hit models deep in the enemy lines. Lastly, he cast Excarinate on a Daughter of the Flame. Thanks to the free boost from Black Gate, he hit and turned her into a new Bile Thrall. All said and done, Scaveros cast 10-focus-worth of spells and boosts for just 5 focus points, and that was just the beginning.

The Bile Thralls activated next. The newly-raised Bile Thrall purged over a vast swath of Will's front line, killing a couple of Forge Guard and a Daughter of the Flame,

damaging Thyra and the Reclaimer, and corroding three more Forge Guard. One of the old Bile Thralls also purged, killing a pair of Daughters. In addition to causing some serious carnage, this activation gave the Reclaimer solo and Wraith Engine a healthy supply of soul tokens.

The Cephalyx Overlords activated next. Thanks to the earlier Telekinesis spells, they were able to get up close and personal with the Exemplar Errant unit. A couple of Overlords used their Psychic Assault spell against the Blood of Martyrs, and the third targeted the Wrack. With Magic Ability [7] and the boosted rolls from Black Gate, these sprays resulted in a whole mess of hits, most of which were against models that could not currently be targeted by spells. Will used Self Sacrifice to juggle which Errants were destroyed in the hopes of minimizing my kills, but when the waves of black, mind-crushing energy cleared, five Errants lay dead, and a Tough Forge Guard was knocked down.

The last activations were less dramatic but set things up nicely for my next turn. Malice reeled in an Exemplar Errant to feast on its tasty, tasty soul; the Skarlock cast Death Ward on the Wraith Engine; the Wraith Engine advanced and dropped some ectoplasmic clouds to block line of sight to Scaveros and Malice; the bane thralls ran forward; and Erebus advanced behind them.



Protectorate – Will

Well, DC's turn was a bit more brutal than I had anticipated, all thanks to Excarinate. Not to mention, those Cephalyx Overlords were a problem I would need to deal with immediately. Even though I could make a large portion of my army virtually immune to spells, there were still enough models on the table that the Cephalyx would have targets to make their spray attacks and do major damage to my tightly packed forces.

During my maintenance phase, two of my Forge Guard died from corrosion, Thyra took a point of damage, and luckily, corrosion went out on my Reclaimer, leaving him alive with one box of health left! Also, my Daughters of the Flame used the Vengeance ability granted to them by Thyra's Elite Cadre bonus to reposition themselves into charge range of some Bile Thralls.

I upkeep Occultation on Thyra; at this point, I saw no reason to not upkeep this amazing spell. Thyra allocated 3 focus to the Reckoner, prepping him for some arc node beat-down. Thankfully, my Reclaimer had survived and was sitting on 4 soul tokens, so feeding the Blood of Martyrs some focus later during the turn would help Thyra tremendously.

The turn began with a bit of prep work. The Hierophant used Harmonious Exaltation on Thyra, the Choir used Battle Hymn on my warjacks, and the Vassal of Menoth gave the Reckoner a massive dose of survivability by casting Enliven on it. I took a moment to survey the battlefield and knew that this was, without a doubt, going to be a feat turn. It was time to put the hurt on DC and get some payback for that nasty little Excarbate trick.

Thyra activated and pulled 1 focus from another of the nearby Wracks, which also promptly exploded. Thanks, scrutators. You gave me defective Wracks! Thyra used her feat, Shadows of Urcaen, which immediately placed her within 2" of her current position. She then used acrobatics to move backwards through her army to a position outside the reach of Scaverosus' Black Gate feat and where she could get the most out of her own feat.

I really wanted to get Thyra up there and stabbing things in the face, but it just wasn't safe yet, not while that damn Wraith Engine was grinning at me. Not to mention, Scaverosus was waiting just behind the Wraith Engine, and I was fairly certain I heard him revving his chain-scythe. Thyra finished her turn by casting Carnage.

It was a hard choice between casting Carnage or hitting the Wraith Engine with a boosted Stranglehold again. I settled on casting Carnage because if everything went according to plan, then the Blood of Martyrs would be in melee range of the Wraith Engine by the time my turn ended. So Stranglehold's debuff wouldn't be as effective.

Next to activate was... a Wrack. That's right, a Wrack. Since Shadows of Urcaen "places" models that activate in Thyra's control area within 2" of the current position and doesn't "move" them, I was able to get around the Wrack's



Immobile rule. So I placed my Wrack 2" away, and with purpose. I was hoping to place it in such a way that it wouldn't be target by Cephalyx spray attacks in an attempt to get to my un-targetable forces.

After being placed 2" forward, the Covenant of Menoth advanced straight towards the Wraith Engine (while DC gave me a look like I had gone mad) and activated Lawgiver's Creed. This was an incredibly aggressive move on my part, but honestly, the Covenant can take a few hits, and I felt that a 10" bubble preventing spellcasting would be more useful than the Covenant's other abilities. Before the killing started, I had the Reclaimer advance and use Communion to turn some Rhulic souls into focus for the Blood of Martyrs.

My Daughters went next. One of them was in Thyra's control area and therefore affected by her feat. I knew they were going to die, but it was time to at least take some of these undead bastards with them. The Daughters charged, leaping over the heads of a few Bile Thralls and straight through the Wraith Engine's melee range. When it was all said and done, I had not only managed to pass my command check from the Wraith Engine's terror but had killed three Bile Thralls and engaged another. Though I would no doubt lose the remaining Daughters, they played their part well, and I believe they were successful in slowing down the remaining Bile Thralls.

Goodbye, girls. Also, I forgot to mention your souls will probably be devoured by Cryx. Sorry about that.

The Reckoner charged DC's Nightwretch and completely obliterated it. I was feeling pretty safe with Enliven up, and then I noticed that I had completely forgotten to take into account the Warwitch Siren's Shadow Bind ability. If DC decided to attack the Reckoner with her, things could get ugly. Luckily she has low MAT, and the Reckoner is even harder to hit thanks to its Ashen Veil ability.

Protectorate – Will

The Forge Guard was now ready to break some things open, including the skull of one giant ghost. After the entire unit was placed by Thyra's feat, the Attendant Priest used his Empower prayer to give them all magical weapons. They charged. Thanks to the rules for battle engines, I was able to see the Wraith Engine even behind its clouds, though I could only get one Forge Guard in for the charge. I was able to put 8 more damage onto the already damaged Wraith Engine, kill a few Bane Thralls, and completely whiff on a Cephalyx Overlord.

Blood of Martyrs was up next. Because friendly faction models had died within 5", the warjack was affected by Hand of Vengeance. So, between the Choir's Battle Hymn, Carnage, and Hand of Vengeance the Blood of Martyrs had +6 to attack rolls and +4 to damage rolls. Blood of Martyrs charged the nearest Bane Thrall and crushed it, Sidestepped to the next Bane Thrall, and destroyed it with a second initial attack. After Sidestepping again, Blood of Martyrs was in melee with Malice and had 3 focus to buy additional attacks.

When the dust settled, I realized two things: (1) Blood of Martyrs is awesome and (2) I need to start rolling better. Blood of Martyrs had inflicted serious damage to Malice but managed to only disable its barbed harpoon. Ever have one of those times where you leave a warjack or warbeast on death's door but with undamaged boxes in just the right places for it to be fully functioning? Yeah, that's exactly what happened here.

I finished the turn with the Piper and the Exemplar Errants, and though I had done a decent amount of damage to DC, it wasn't as much as I had hoped. The Piper used Heroic Call on the Forge Guard again. I passed my command check for engaging the Wraith Engine with the Forge Guard, but I probably should have used Heroic Call earlier just to be safe.

The Exemplar Errants ended the turn by activating and attacking the Cephalyx Overlords before they could do more damage. I had hoped that after clearing out the Cephalyx I could use Quick Work to take some shots at the Bane Thralls



and reduce their numbers further. Instead, my dice failed me utterly, and I managed to only kill one Cephalyx Overlord and put some damage on another.

At this point I began to ask myself, "Is my own personal love for all things Cephalyx causing my dice to fail me?"

Round 3

Cryx – DC

Will certainly took some nice bites out of my army, but I started turn three happy to see that Wraith Walker had kept my battle engine in play for one more turn, and the Ghost Shield ability had kept Malice in passable shape as well. I knew Will would finish them off soon enough, so I wanted to get the most out of these models in particular while I could.

I started by upkeeping Death Ward since that pesky book might prevent me from casting it again. I then shifted the Wraith Engine forward thanks to Apparition so I could Dark Shroud as many models as possible before it even activated. I also allocated a couple focus points to Malice and allocated a full 3 focus to Erebus.

My first activation went to the Warwitch Siren since the results of her attack would have a significant impact on the remainder of my turn. She advanced into melee with the Reckoner and rolled a hit. With the assistance of the Wraith Engine's Dark Shroud, she even dealt some decent damage on top of inflicting Shadow Bind on the Protectorate heavy.

The Bile Thralls activated next. One thrall chose to aim and spray. He missed the Daughters but hit the Reckoner. Never underestimate spray attacks. Even an aiming Gun Mage or Widowmaker will usually miss a Reckoner in cover and in melee, but the spray attack ignored all that for an effective +8 bonus on the attack roll. Granted, Shadow Bind helped, too, but even RAT 3 sprays shouldn't be



underestimated. The other thrall was in perfect position, so it purged to kill two Daughters of the Flame, deal a point to the Covenant, corrode the Covenant, corrode a pair of Forge Guard, corrode the Blood of Martyrs (and scratch its paint), and corrode the Reckoner. The purge also corroded the Wraith Engine but did not damage it.

Next, I focused on Blood of Martyrs. Scavorous charged in to inflict 10 points of damage with his scythe Avernus. Malice then carved a few more Menofix-adorned plates out of its hull before spending a soul token to possess the Blood of Martyrs. The holy warjack then marched back towards its

own lines and cleaved a dwarf in two, allowing the Wraith Engine to consume its soul—poor little guy.

With a couple of Daughter souls and his new Rhulic soul, the Wraith Engine went to work. It sliced into the Reckoner and spent a soul token to boost damage. Next, it attacked a Forge Guard to top off its soul fuel tank, but the zealous dwarf made his Tough roll. The Wraith Engine used a soul for another attack on the Tough dwarf, taking his soul. It spent that new soul to attack the Reckoner again before using its last soul to attack the other dwarf. The plan was to steal another soul to attack the Reckoner yet again, but Will succeeded on another Tough roll, thwarting my plan.

The Cephalyx Overlords sprayed “the Wrack” again. It was out of range, but their Psychic Assault sprays took out another couple of Errants. The Bane Thralls then charged to take out a couple of Forge Guard and put another point on the Covenant of Menoth.

Erebus casually advanced up to a Forge Guard and made a Death Claw attack, killing the dwarf, sending his soul to Scaveros, and making a 1" Overtake move. It carved up the next dwarf in its path, sending another soul to its master and gaining another 1" Overtake to bring it into melee with Blood of Martyrs. After spending its remaining focus on Thyra's personal warjack, some bad rolls left Blood of Martyrs with the tiniest shreds of functionality remaining. Fortunately, the brave little Deathripper picked up the slack of my bad rolling and finished off the Blood of Martyrs by dealing the final point of damage.

Lastly, the Skarlock ran to the left flank since the Covenant priest was still yelling about not casting spells in the library or something.

Protectorate – Will

All I have to say about DC's last turn is "Ouch!" That was nasty from top to bottom. At this point in the game, I'm running out of infantry, I'm down a warjack, and my caster isn't in a great position to retaliate. My plan this turn was to get Thyra into a better spot to cause some damage next turn, whittle down DC's forces, and finish off that Wraith Engine.

Corrosion dealt damage to both the Covenant and the Reckoner during my maintenance phase. Thyra allocated 3 focus to the Reckoner and upkept Occultation on herself. First thing I wanted to make sure happened this turn was that the Wraith Engine died a horrible death. The Choir advanced and used Battle Hymn on the Reckoner; it was going to need all the help it could get with its Consecrator disabled.

When the Reckoner activated, I decided to take no chances and boosted both ways to finish the Wraith Engine once and for all. Watching DC remove the model from the table brought me a great deal of joy. I tried to give DC a high five, and yelled, "How ya like me now?" He just glared at me. With its last focus, the Reckoner took a random swing at the Warwitch Siren and missed, I would need to deal with her next time when I could boost to hit. In an attempt to keep the

Warwitch busy, I had my Vassal of Menoth advance and use Enliven on the Reckoner again.



Protectorate – Will

The Hierophant did what he does best: he advanced and used Harmonious Exaltation on Thyra. She was definitely going to need it this turn. The Attendant Priest, now alone in his unit, let out a howl of rage and charged the nearest Bane Thrall. A swing and a miss later, I told the poor little guy to get ready to meet his maker. The Reclaimer decided to show the Attendant Priest how it's done, and using some stored Rhulic souls to boost his attack, charged, and killed a Bane Thrall.

The remaining Exemplar Errants charged some Bane Thralls and managed to kill two of them, though their Quick Work shots missed. The two remaining Cephalyx Overlords remained completely unharmed. Honestly, the Bane Thralls were getting terribly close to where my caster needed to be, and I determined they were the larger threat at this point. Afterwards, the Piper advanced and used Heroic Call on the remaining Exemplar Errants to provide them with a bit of resiliency for next turn.

Again, I had the Covenant activate and use Lawgiver's Creed, shutting down all spellcasting within 10" of its position. The Covenant was almost dead, but if DC failed to kill it on his turn, that would really disrupt Scaverous' ability to finish off my forces and dictate where he could move and still be effective.

Finally, another risky moment; I had to keep Thyra safe from all threats, which included the unharmed Erebus near the tower. However, within the confines of the tower's outer barricades was exactly where Thyra needed to go to be safe and have a chance of causing damage on my next turn. I advanced Thyra behind the barricades and cast Pursuit on Erebus. I managed to land the spell and was feeling pretty safe. Thyra had Stealth, she had cover, and she could easily escape the only heavy warjack in range.

However, there were those Cephalyx over there. . .

Round 4

Cryx – DC

I tend to be a very bloodthirsty player. With Thyra way off in the distance and Stealthed, my initial instinct was to just brutalize everything in my army's reach, but then I took a second look at the table and decided to go for the caster kill, come what may.

I left all 9 focus points on Scaverous (2 from the souls Erebus stole last turn) and activated the Bane Thralls first. They finished off the Covenant of Menoth to free up my spellcasting and also killed the Attendant Priest. This allowed the Skarlock Thrall to cast the Ghost Walk spell on the Deathripper and the Warwitch Siren to cast the Power Booster spell on the bonejack. This allowed the Deathripper to run over near Thyra's position within the linear obstacles, intruding on her happy place.

With an arc node in position, Scaverous first unleashed Feast of Worms on Thyra. While it didn't directly hit, the maximum deviation from that distance of a shot meant the 4" AOE also couldn't miss her. It happened to hit Rhupert Carvolto as well. With Thyra's ARM now a mere 12, the Feast of Worms dealt her 2 damage. With Scaverous' remaining 5 focus, I cast Excarnate, boosted the hit roll, and boosted the damage roll. My plan was to turn the lithe Protectorate warcaster into a chubby Bile Thrall because it's funny. Thanks to the Feast of Worms AOE, I needed just 7 on three dice to seal the deal. . . but I left her with 1 damage point remaining. Scaverous then charged the gimpy Reckoner since it's melee arm was disabled and it was outside of Thyra's control area. He took another chunk out of the 'jack, but it remained standing.



It all came down to the Cephalyx Overlords. They needed 10s to hit, but even snake eyes would kill Thyra if the Psychic Assault found its mark. Sure enough, the first Psychic Assault hit Thyra for the win and took the Exemplar Errant Standard Bearer down for good measure.

Conclusion

Cryx – DC

Will is a lot of fun as an opponent, and we had a blast playing this game. From round two forward, the game was a fast and furious clash of religious dwarves, giant ghost monsters, ninja assassin chicks, and subterranean mind slavers. The constant tug-of-war over warriors' souls that ensued was quite entertaining.

The game certainly reinforced my enjoyment of Scaverous. Even against a highly magic-resistant army, the Lord Exhumator of Cryx proved his arcane superiority and the versatility of his spell list.

In general, I really like how many of the *WARMACHINE: Wrath* warcasters provide a change of pace in playstyle. Thyra and Scaverous aren't quite like any of the other warcasters their factions have to offer, and I'm a huge fan of how much Harkevich changes the game for Khador.

I'm looking forward to facing Will on the field of battle again some time soon, maybe with the power of the Protectorate of Menoth on my side of the table. Oh, or maybe some Harkevich action, or maybe Vayl, Consul of Everblight from *HORDES: Domination* for some more spell superiority, or maybe...

Protectorate – Will

Well, damn! I have to give DC props on the way that played out. I honestly thought I was fairly safe that last turn. In the end, when Scaverous' final spell failed to kill me, I was sure the dice had finally turned my way. I mean, the only threat left to finish off Thyra was the Cephalyx Overlords, and they needed to roll 10s to hit me. Then they hit me. And I died.

At least I was killed by some of my favorite models.

All in all, it was a great game, and I had a blast playing it. I probably should have been less concerned about the Wraith Engine and put more pressure on Scaverous, but it's hard not to focus on the enormous skull-faced ghost monster that's racing towards your front line. Also, Feast of Worms is just a brutal spell. In fact, all of Scaverous' spells are pretty brutal, especially with his feat. Normally, when I hear someone say that a caster is primarily a spell-slinger, I expect that caster to be a bit squishy, but not this guy. Scaverous has a chainsaw scythe and is nearly the size of a Helljack!

Also, I have to admit, Thyra is really fun to play. She brings an entirely new dynamic to the Protectorate of Menoth. Her feat really allows you to play some tricks on your opponent, she's got some great buff spells (Protectorate gets stealth! Yay!), and though I didn't get a chance to do so this game, she can carve up the enemy in melee.

Now that it's all over, I'm already itching to get in another game with DC. First though, I need to go have a serious conversation with my dice about rolling better.



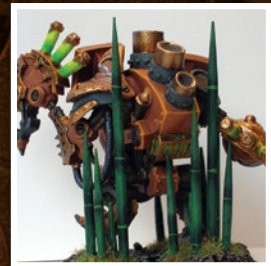
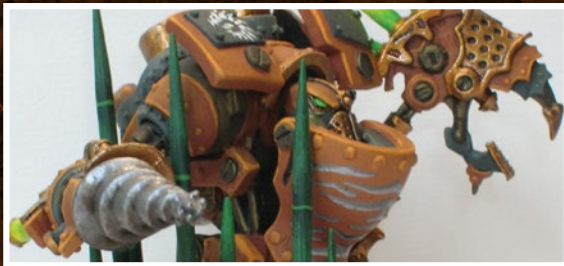
CRYX WINS!

SPOILS OF WAR CHALLENGE

The Painting Challenge of *No Quarter* #35 was to take any Mercenary warjack and give it a new faction home. We wanted to see Cyganr Mules, Khador Mariners, Protectorate Talons, and other fascinating combination of Mercenary + Faction. As always, the outstanding painters among Privateer Press fans responded with gusto, and here are the awesome results.

WINNER: SIMON FOSTER

The necrotechs in Simon Foster's brain have been very busy. They've taken a Ghordson Driller and given it an extreme Cryxian overhaul. The result is a truly terrifying combination of dwarven and necromechanical technology. Great work, Simon!



RUNNER UP: PAUL CALDER

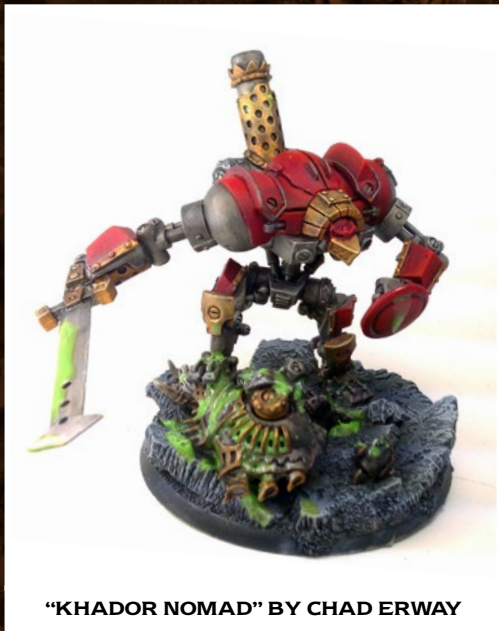
Well, it's not hard to read the subtext on this one. Paul has definitely summed up his thoughts on a "fitting" role for light warjacks in Khador.



"KHADOR LIGHT WARJACK"



HONORABLE MENTIONS



"KHADOR NOMAD" BY CHAD ERWAY



"CRYXIAN FREEBOOTER" BY ADAM TAYLOR

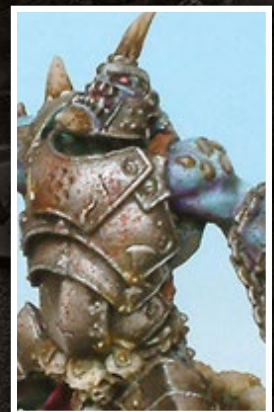
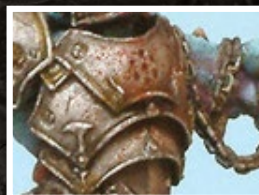
Check out page 30 for the next Painting Challenge and see if you can Paint Like You've Got a Pair!

THE PLAYER GALLERY

GENERAL GERLAK SLAUGHTERBORN



Tomasz Dobros' awesome Gerlak Slaughterborn stands triumphantly over the wrecked remains of a Cygnaran warjack. Gerlak has done such a fine job of dismantling his opponent, I can't even tell what kind of 'jack it is!



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