

Privateer Press



# NO QUARTER™

ISSUE N° 44  
Sept. 2012



## ADVENTURE BECKONS!

A NEW ADVENTURE FOR THE IRON KINGDOMS RPG

## LOCK & LOAD RECAP

LOCK & LOAD GAMEFEST 2012 IN REVIEW

## ENORMOUS FORCES

COLOSSALS AND GARGANTUANS  
IN FORCES OF DISTINCTION

## TERROR FROM THE DEEP

THE KRAKEN IN GUTS & GEARS







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## ON THE COVER

*Iron Kingdoms Full Metal Fantasy Roleplaying Game Core Rules* by Nestor Ossandón

## DOUBLE DEMO

Pictured below is Press Ganger Kuen-Kuen Sim representing Privateer Press at San Diego Comic-Con International 2012. Kuen-Kuen has travelled all the way from Singapore to demo Privateer Press games to the thronging attendees of Comic-Con. In this particular demo, he's giving this doppelganger and its victim (or maybe they're just twins) their first taste of WARMACHINE.



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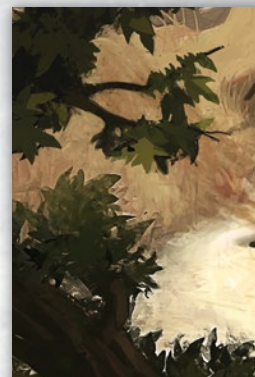
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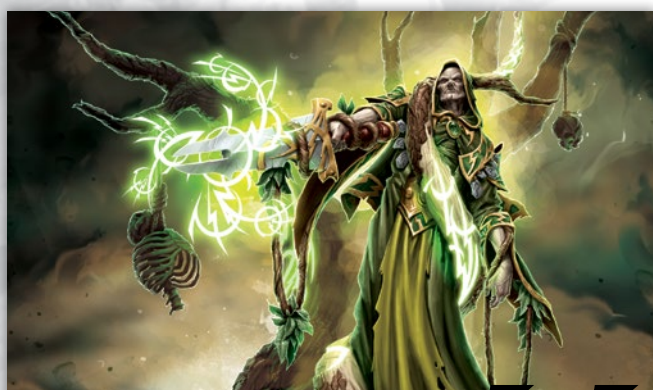


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Quick Shot Scenario



Forces of Distinction X

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Monsternomicon & Beyond

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# INCREASED IK QUOTIENT

*No Quarter* #44 is the September/October issue, and as such, its publication will coincide with the release of some momentous Privateer Press models and games. These releases include the Hyperion colossal, the Mountain King and Woldwrath gargantuans, the HORDES Two-Player Battle Box, and the new semi-cooperative, horror-survival board game *LEVEL 7 [ESCAPE]*. That's a bevy of incredible releases, but the final new product on the docket is one that is especially significant to *No Quarter*. In September the *Iron Kingdoms Full Metal Fantasy Roleplaying Game Core Rules* hits the shelves, a game that will be fully supported in the pages of *No Quarter*.

We're planning a ton of awesome *No Quarter* content to keep Game Masters and players alike well stocked with new play options. For example, in this issue you'll get more ready-to-use IK monsters in another installment of *Monsternomicon & Beyond*, and on top of that, this issue includes "Spirit in Steel," the first Quick Shot Scenario, a complete adventure for Hero-level Iron Kingdoms RPG characters. In future issues, we'll be featuring more adventures, more monsters, new equipment, and much, much more.

Although we'll be devoting some pages to the new Iron Kingdoms RPG in each issue going forward, this magazine will remain your best source for WARMACHINE and HORDES news, previews, painting tutorials, strategy articles, Theme Forces, and all the other content you've come to expect.

I hope you're as excited as I am to welcome the newest member of the Iron Kingdoms family. Get ready to experience western Immoren like never before!

Aeryn Rudel  
Editor-in-Chief



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Kraken

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# NEWS FROM THE FRONT

## WAR GAMES CON 2012

By Will Pagani

**W**AR Games Con has come and gone, and what a weekend it was! The convention took place between June 21st through the 24th with a smashing series of events and a grand total of six tournaments. Over seventy unique participants made the trek to the Renaissance Hotel in the beautiful North Austin hill country and played in our Masters and Hardcore events, as well as Flanks for Everything and "Blitz"-Machine side events. Privateer was kind enough to send down Marketing Manager Lyle Lowry and Quartermaster Will Hungerford along with some really great prize support that included advanced copies of *WARMACHINE: Colossals* signed by the entire Privateer Press staff. Lyle and Will also ran demos with the Press Gang and gave away a FREE! battlegroup box set to every person that received a demo.



On the 21st, the Hardcore tournament kicked off bright and early at 9:00 a.m. After four hard fought rounds, Ben Andraka claimed the overall winner and the Vanquisher Award with a very impressive Lord Assassin Morghoul list against Matthew Lee's Grand Exemplar Kreoss list. Clifton Cline and Borka Kegsley pulled out Magehunter in just over twenty minutes by punishing Billy Robin after a failed assassination attempt with Markus "Siege" Brisbane. Quin Parthasarathy stole the judge's hearts with his beautifully painted and based Master Necrotech Mortenebra army. I would expect to see more of Quin in painting competitions; he truly is a Master Craftsman.

Later in the night, the much-anticipated "Blitz"-Machine kicked off. It was a 15-point Mangled Metal event with ladder style pairings that ran ten rounds in three hours. Highest score at the end was calculated by assassinations added to game wins. The winner, Colin Hill, fought hard through the night and came out victorious by wielding a formidable Stormwall in just a 15-point list!



On the 22nd we ran two back-to-back Masters qualifiers for a total of six rounds of play. After a long day of playing and a longer night of camaraderie and revelry, we had our sixteen players for Masters! Moving right along into Sunday, Masters kicked off without a hitch and the four-round event began. An hour later, Flanks for Everything fired off for those that didn't qualify for Masters. This tournament was a blast—a 35-point event where every scenario played was a flank scenario. It really helped a lot of people practice with flanks and increase familiarity with these off-the-wall scenarios. Flanks for Everything was won by Marc Taylor with Khador after five rounds of flank-y madness!







The final round of Masters was between Michael Pureyear (Protectorate of Menoth) and Steven Garcia (Retribution of Scyrah). Michael chose the Harbinger of Menoth as his warcaster, and Steven chose Lord Arcanist Ossyan. The scenario was Close Quarters, and the Harbinger of Menoth had to be very careful to stay out of the range of Ossyan's guns, all while staying inside the killbox. After several turns of threat-range-dancing and shots fired on both sides, Michael Pureyear pulled off an assassination with Crusader's Call on the Avatar of Menoth, cutting Ossyan down through the wreckage of a myrmidon. Congratulations to both players! It was a long weekend with an exciting conclusion. I know most of us watching the game (judges, too!) didn't see that charge coming!

#### Michael Pureyear's List

• Harbinger of Menoth	+5 warjack pts.
• Avatar of Menoth	11 pts.
• Reckoner	6 pts.
• Redeemer	8 pts.
• Vessel of Judgement	9 pts.
• Choir of Menoth (4)	2 pts.
• Exemplar Errants (10)	8 pts.
• Exemplar Errant Officer & Standard	2 pts.
• Exemplar Errant Seneschal	2 pts.
• The Covenant of Menoth	2 pts.
• Rhupert Carvolo, Piper of Ord	2 pts.
• Vassal Mechanik	1 pts.
• Vassal of Menoth	2 pts.
<b>Total</b>	<b>50 pts.</b>

We are already setting up for 2013, and boy is next year going to be great! We are planning next year's events and expanding our table space on the convention floor. Hopefully, we can swing the manpower to run more events and Iron Arena all at the same time.

Everyone had a great time at WAR Games Con 2012, and we hope to keep it growing in 2013!

News from the Front brings you recaps and advance information about WARMACHINE and HORDES-related events from around the world. Is there a cool event taking place in your area?

Tell us about it at: [submissions@privateerpress.com](mailto:submissions@privateerpress.com)



# NEW RELEASES



## MOUNTAIN KING GARGANTUAN

GAME: HORDES/TROLLBLOODS

SCULPTOR: BRIAN DUGAS

PAINTER: MATT DIPIETRO

RELEASE: SEPTEMBER

PIP 71068 • \$124.99



## STORM TROLL

GAME: HORDES/TROLLBLOODS

SCULPTOR: JASON HENDRICKS

PAINTER: MEG MAPLES

RELEASE: SEPTEMBER

PIP 71061 • \$18.99

## CLASSIC HORDES AND WARMACHINE MODELS NOW AVAILABLE IN FULL-SIZE UNITS



### ZEALOT UNIT

GAME: WARMACHINE/PROTECTORATE OF  
MENOTH

RELEASE: SEPTEMBER

PIP 32095 • \$49.99



### ASSAULT KOMMANDOS UNIT

GAME: WARMACHINE/KHADOR

RELEASE: OCTOBER

PIP 33100 • \$59.99

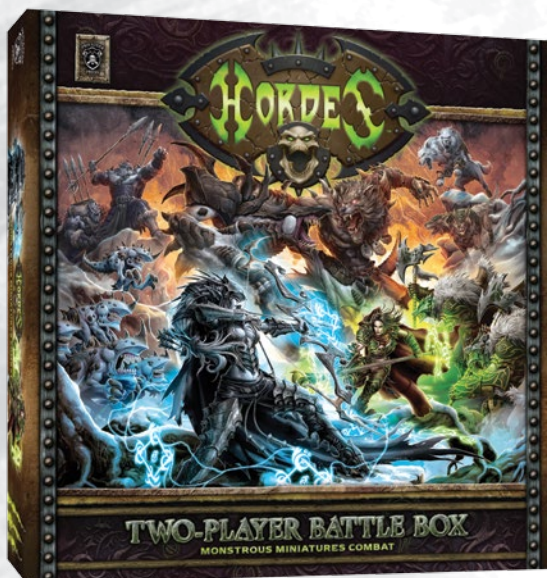




**IRON KINGDOMS FULL METAL FANTASY ROLEPLAYING GAME**  
**Core Rules**

Embark upon a journey of adventure and intrigue in a steam-powered world fueled by magic and contested with gunfire and steel. Armed with mechanika and accompanied by mighty steamjacks, explore the soot-covered cities of the Iron Kingdoms and the fell ruins of ancient powers.

PIP 405 • \$59.99 (HARDCOVER)



**HORDES: TWO PLAYER BATTLE BOX**  
 RELEASE: SEPTEMBER  
 PIP 70001 • \$99.99



**LEVEL 7 [ESCAPE]**  
 RELEASE: SEPTEMBER  
 PIP 62001 • \$54.99



# NEW RELEASES

## WARPBORN SKINWALKERS (PLASTIC)

GAME: HORDES/CIRCLE ORBOROS

SCULPTOR: STEVE SAUNDERS

PAINTER: MATT DIPIETRO

RELEASE: OCTOBER

PIP 72070 • \$44.99



## WOLDWRATH GARGANTUAN

GAME: HORDES/CIRCLE ORBOROS

SCULPTOR: SEAN BULLOUGH

PAINTER: MATT DIPIETRO

RELEASE: OCTOBER

PIP 72067 • \$129.99



## MERCENARY WARCASTER GENERAL OSSRUM

GAME: WARMACHINE/MERCENARIES

SCULPTOR: KEV WHITE

PAINTER: MATT DIPIETRO

RELEASE: OCTOBER

PIP 41093 • \$14.99





**HYPERION COLOSSAL**  
 GAME: WARMACHINE/  
 RETRIBUTION OF SCYRAH  
 SCULPTOR: REED CASEY  
 PAINTER: MATT DIPIETRO  
 RELEASE: OCTOBER  
**PIP 35050 • \$129.99**



**DEMOLISHER/DEVASTATOR/SPRIGGAN • HEAVY WARJACK PLASTIC KIT**  
 GAME: WARMACHINE/ KHADOR • SCULPTOR: MARK HONSCHKE & BEN MISENAR • PAINTER: MATT DIPIETRO  
 RELEASE: OCTOBER • **PIP 33073 • \$34.99**





# M&P IRON KINGDOMS CONVERSION: MODELING & PAINTING GUN FIGHTERS

By Rob Hawkins

The WARMACHINE and HORDES miniature ranges offer a wide selection of models perfectly suited for use in the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*, and finding a model for your character is often as simple as choosing from one of hundreds of existing models. However, sometimes something very specific is required. This is especially true when you want a model that accurately represents your character's race, careers, gear, and all the other little details that make him singularly *your* character.

In this article and those that follow, I'll show you how to use the huge range of parts available in the Privateer Press online store to create wholly original characters for the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*. In this first article, I'm going to focus on some of the iconic gun-toting careers from the Iron Kingdoms RPG, including the Duelist, the Gun Mage, the Pistoleer, and the Rifleman. I'll show you how to create three gun fighters of different races and genders. By following this tutorial, you can recreate any of these models or simply use the techniques detailed within to create your own unique character.

## HUMAN GUN MAGE/RIFLEMAN

Our first character is a Human Gun Mage/Rifleman armed with a powerful magelock rifle. He also carries a sword as a backup melee weapon and wears an armored greatcoat. This conversion utilizes simple head and weapon swaps, two of the easiest ways to personalize your miniature and represent your character's equipment. I chose a very distinctive Hammerfall High Shield Gun Corps head, but you could use any head that represents your character (even the model's original head). I'll also show you an easy way to sculpt the armor plates around the bottom of the great coat.



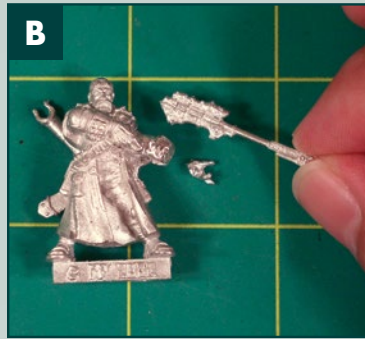
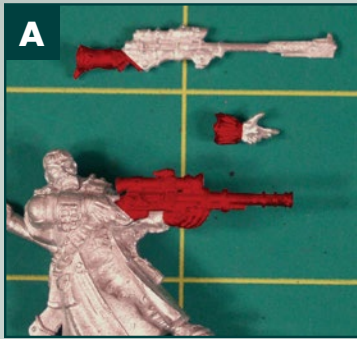
These parts you need for the three conversions in this article can be found on the Privateer Press online part store at: [store.privateerpress.com/parts.aspx](http://store.privateerpress.com/parts.aspx). The parts required for the human Gun Mage/Rifleman are listed below.

### Parts Needed

- Widowmaker Trooper 2
- Kara Sloan Gun
- Gun Mage Capt. Adept Left Hand
- Hammerfall High Shield Gun Corps Head 2



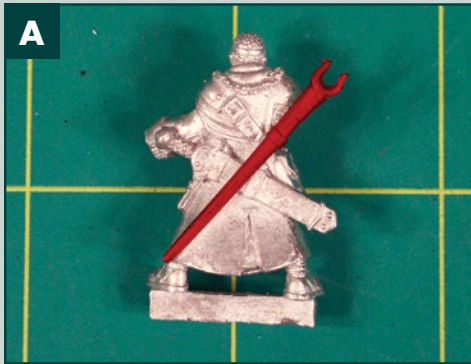
## STEP ONE



**A)** After cleaning the mold lines on the parts, use Formula P3 Clippers to carefully remove the red-shaded portions of the rifles and hand. You are removing the miniature's rifle and left hand and leaving the sleeve intact.

**B)** Here, you can see how the modified parts will fit together. Dry fit the parts but do not attach them yet. There is still work to do on the figure, and it will be easier without the rifle attached.

## STEP TWO



**A)** Removing the rifle prop is completely optional. If you want to highlight the sniper or marksman aspect of your Gun Mage/Rifleman, it would be appropriate to leave it in place. If you are feeling ambitious and want to make your miniature stand out, here is how to go about it.



**B)** Clip away the rifle prop, taking care not to damage the belts and straps. Use a file to smooth the rough patch on the coat and the larger belt strap.



**C)** Use Formula P3 Modeling Putty to smooth over the rough sections of the sword, straps, and the edge of the shoulder cape.

## STEP THREE



**A)** For the head swap, clip off the miniature's head. If you can remove the head cleanly (easily done with a jeweler's saw), you can save it to use on a different model.



**B)** Super glue the new head in place (I've turned his head to look along the line of his rifle) and putty the gap. Build up the fur trim of the hood by applying a thin roll of putty and poking it with your sculpting tool to create a rough texture resembling fur. When sculpting, I keep a ball of putty on my thumbnail. I also keep a bit of lip balm on my thumb (the pink stuff), which helps keep the putty from sticking to my tools.



## STEP FOUR



**A)** To sculpt the great coat's armor plates, begin by placing a thin layer of putty around the bottom of the coat. Smooth it out with your sculpting tool and trim the excess around the edges. Fill in the slit in the back of the coat and strive for a uniform thickness and height all the way around.



**B)** Use the sharp edge of a tool (a hobby knife works well for this) to press a line around the top edge of the putty and create a line of trim. Then, cut evenly spaced vertical grooves to create the individual plates.



**C)** Finally, use a 0.5 mm mechanical pencil (with the lead removed) to press three rivets into each plate. To ensure even spacing, press the center rivets all the way around, and then add the rivets above and below.

## STEP FIVE



Once the putty has cured, super glue the rifle and hand in place and attach the figure to its base. The model is finished and ready for painting!

## IOSAN GUN MAGE/PISTOLEER

Next up is a female Iosan Gun Mage/Pistoleer. Our deadly femme fatale is equipped with a pair of pistols as her primary weapons and a curved sword when she needs to get up-close-and-personal. Her armor, although non-specific, fits the description of leather armor in the *Iron Kingdoms Full Metal Fantasy Roleplaying Game Core Rules*.



The main conversion for this model is an arm swap using Captain Allister Caine's pistols on a Mage Hunter Assassin's body. I'll show you how to add details like ammo belts and holsters as well as a simple shoulder cape.

### Parts Needed

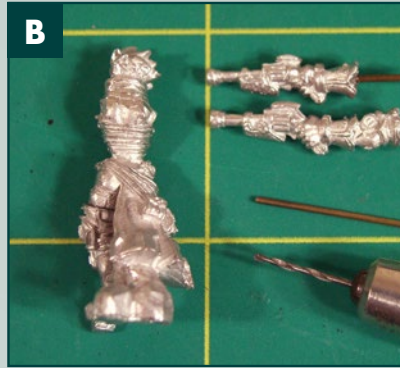
- Mage Hunter Assassin Alt Body
- Mage Hunter Assassin Alt Leg
- Epic Caine Left Arm
- Epic Caine Right Arm
- Venator Sword



## STEP ONE



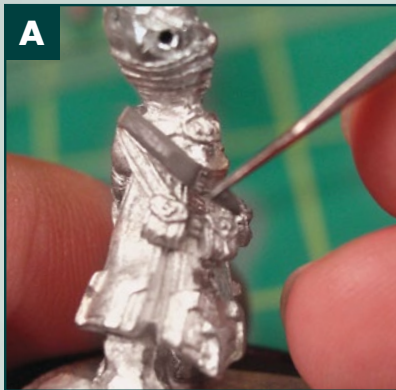
**A)** Begin by clipping away the red highlighted portions of the models. If you can get the assassin's weapon arm off cleanly, you can save it for use on another conversion.



**B)** Use a Formula P3 Pin Vise and the .85 mm bit and brass rod to add a long pin into each gauntlet. The pins should be slightly longer than the original arm length. (For reference, the cutting mat square is 1 inch.) Then, place masking tape over the base slot and super glue the model onto the base. Drill the holes in the shoulders and check the fit of the arms, but don't glue them in place. Set the arms aside for now.



## STEP TWO



**A)** To turn the assassin's belt into a gun belt with ammo loops, add a thin roll of putty. Smooth the putty's surface and trim off the ends.



**B)** With your sculpting tool, press down a portion of one end, and then press grooves into the putty to create the ammo loops. Use the flat edge of the tool to square off the edges, and finish off the ammo loops with another flattened area at the opposite end.



**C)** With a mechanical pencil, use the same technique shown on the Gun Mage/Rifleman's armored coat to add rivets to the flat ends. Create the rounds in the ammo loops by pressing the pencil into the top of each loop. Don't worry about the underside; it won't be seen.

## STEP THREE



**A)** Before adding the holsters, apply a small dot of putty to the gun belt on each side.



**B)** Press the putty flat and square off the edges to create the appearance of the belt loop that attaches the holster to the belt.



**C)** For the holster itself, roll a small amount of putty and press it onto the side of the model.





**D)** Use the spatula end of your sculpting tool to flatten the top and create a smooth join to the putty belt loop.



**E)** Smooth the sides of the holster and press lines into it with a hobby knife to create the trim. The side of the holster should be large enough that it could reasonably contain one of the model's pistols.



**F)** Repeat the process for the opposite side. Because this particular model has small pouches that the holster needed to lay overtop of, I found it easier to sculpt the holster separately on my thumbnail and then glue it onto the miniature. In hindsight, a piece of card would be more reasonable, as I wouldn't have needed to stand like a hitchhiker with my thumb under a heat lamp while the putty cured!

## STEP FOUR



**A)** Once all the putty has cured, glue the arms in place and bend them into their pose.

**B)** Sculpting human anatomy can be difficult, but in this instance you don't need to be too detailed. Just roll a sausage of putty around the brass rod to fill out the arm. You can add a small pinch for the elbow and a crease in the crook of the elbow, but don't be too concerned with the accuracy. Most of the arm will be covered with the cape. Once the arms are finished, press the excess putty into shape on the back and let it all cure. This area of putty will serve as the support structure for the shoulder cape.



## STEP FIVE



**A)** To sculpt the cape, place a roll of putty around the shoulders and smooth it out. With the under structure it's a simple matter of covering it with a more detailed layer. Attempting this without it will cause the cape to cave in when you press in the folds and edge trim. Trim the bottom edge so it's a smooth, sharp edge. Use your sculpting tool to press some folds into the cape.

**B)** When you are satisfied with the shape of the cape, press a line around the edge to create the trim and allow the putty to cure.





Finally, drill a small hole in the belt to securely pin the sword in place. You may want to leave the sword separate for ease of painting.

## RHULIC BOUNTY HUNTER/DUELIST

Our final conversion is a heavily armored Rhulic Bounty Hunter/Duelist. Equally skilled at range and in melee, he is equipped with a dual hand cannon and a formidable axe. His armor—breastplate, greaves, armored gauntlets, and boots—coincides with the infantry armor detailed in the *Iron Kingdoms Full Metal Fantasy Roleplaying Game Core Rules*.

For this conversion, I chose one of the Hammerfall bodies and decided to use Drake MacBain's arms. Finding a head proved to be a bit of a challenge, as I didn't want to use a standard Hammerfall head on this body. In the end, I went with Thor Steinhammer's head. This is the simplest of the three conversions, requiring the least amount of cutting and sculpting.



### Parts Needed

- Hammerfall High Shield Gun Corps Body 2
- Hammerfall High Shield Gun Corps Right Arm 3
- Thor Steinhammer Head
- Drake MacBain Gun Arm
- Drake MacBain Sword Arm
- Greylord Ternion Koldun Axe
- Horgenhold Forge Guard Backpack



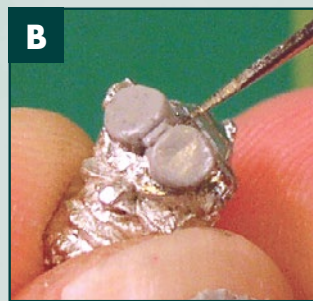
The red-shaded portions of each part will be removed for this conversion. Leave them intact for now; I'll cover each in the appropriate step next.

## STEP ONE



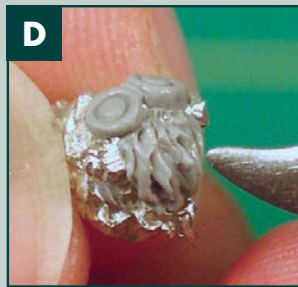
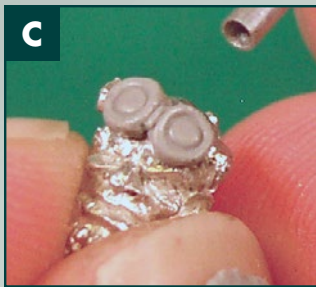
**A)** Clip away Thor's mask, taking care to leave the bolts on the side in place as well as the strap across his forehead. This will be the basis for a pair of goggles. If you prefer, the welder's mask could be left in place instead.

(Note: I do all of the following putty work while holding Thor's head in my fingers. In retrospect, I'd recommend attaching the head to the body before sculpting the goggles and hair. The parts will be much easier to hold onto!)



**B)** To sculpt the goggles, begin by putting two equally sized balls of putty on the strap. Press them flat with your sculpting tool, and square off the edges a bit to form two flat cylinders. Add a tiny bit of putty between them and square it off with your hobby knife.

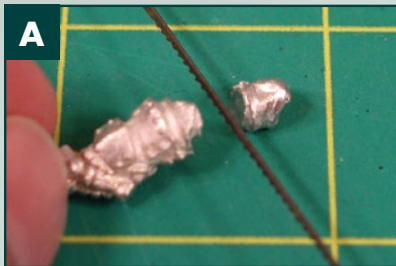




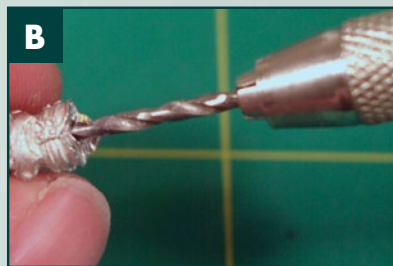
**C)** Make the lenses of the goggles by pressing a round tube into the cylinders. This is a technique similar to pressing rivets with a mechanical pencil, but the tube needs to be much larger. I've created this tool by affixing a piece of 1/8-inch aluminum tube to an old paintbrush handle.

**D)** Finally, add a small amount of putty to the top of the model's head. Press some lines into it with your sculpting tool to match the texture of Thor's hair.

## STEP TWO



**A)** The gun arm is a little long for Rhulfolk, but it can be shortened by removing a portion from the middle. Using a jeweler's saw, cut straight through the arm along the edge of the straps around the biceps.



**B)** Use clippers and files to remove the excess arm above the gauntlet.

Here's an easy way to pin the pieces back together and putty the gaps at the same time. Start by drilling out a hole in the gauntlet with a 1.90 mm drill bit. Then press some putty into the hole.



**C)** Drill all the way through the length of the upper arm with a .85 mm bit and insert a brass rod through. Now press the two halves of the arm back together. The large hole provides some leeway to move the part and adjust it to fit properly.

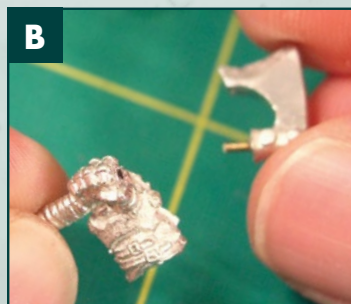


**D)** Where the putty squished out between the two halves, trim it away with your sculpting tool and smooth over any visible gaps. Allow this to thoroughly cure before moving on.



**E)** The shoulder muscles are larger than the opening in the breastplate, so file them down until they fit properly. The arm shouldn't insert all the way into the socket. Drill a hole in the socket that the pin will fit into, and then fill the arm socket with putty. Press the pin on the end of the arm into place, wiggling it around until it finds the hole behind the putty. With the pin in place, the part will sit securely as the putty cures. Again, where the putty squishes out, smooth it over with a sculpting tool. Now you'll have no worries of that three-piece arm coming apart.

## STEP THREE



**A)** Clip away the spike on the back of the axe head, and file it smooth. Cover the runes with a thin layer of putty. Once the putty cures, clip the axe head off of its handle.

**B)** Pin the Axe head into the hand using a .85 mm bit and pin.





**C)** Clip the glove and rifle off of the Hammerfall arm, and pin the two halves of the arm together using the technique above. The only difference is that you don't need to pin all the way through the upper arm because the shoulder will fit securely into the socket on the body.

**D)** Before attaching the axe arm to the body, add a little putty to the outside of the upper arm to thicken it up a little so it matches the left arm.

**E)** Attach the head and backpack. The pack and strap will each need to be filed smooth at their attachment points to ensure a proper fit. That's it! A little paint, and this Dwarven Gun Mage/Bounty Hunter is ready to bring home the bacon! (Hunting Farrow, of course!)



## CONCLUSION

I hope these tutorials have inspired you to kit-bash your own Iron Kingdoms RPG characters and maybe taught you a trick or two for enhancing your other conversions. Remember, these parts are all available through the online store, as are hundreds of others. In future articles in this series, I'll be demonstrating conversions for additional iconic RPG careers, so keep an eye out and your sculpting tools ready!



# LOCK & LOAD

## GAMEFEST 2012 RECAP

**By Lyle Lowery**

This year, between June 1st and 3rd, Privateer Press held the second annual Lock & Load GameFest in Seattle, Washington. A full day longer than last year's inaugural Lock & Load, this year's event was packed with even more Privateer Press games, tournaments, seminars, and events.

Our venerable Ironclad Big Blue stood sentinel by the entrance to the main hall, greeting attendees as they entered. Inside that hall, scores of tables—the smoldering battlefields of Western Immören—strained under the weight of armies fighting bravely for pride and glory. Hundreds of people from all over the world put their skills to the test in tournaments or played pick-up games against new friends and old in Iron Arena for the chance to earn cool swag just for playing WARMACHINE and HORDES!

### EVENTS

Lock & Load is a celebration of Privateer Press gaming, but there was a lot more to see and do than just play games! Lock & Load boasted a selection of fascinating seminars presented by Privateer Press staff. Iron Kingdoms sages Doug Seacat and Simon Berman took attendees deep into the world of WARMACHINE and HORDES, while the Privateer Press studio shared tips and tricks on painting, sculpting, and terrain building. Attendees also had the opportunity to try out the upcoming *LEVEL 7 [ESCAPE]*, purchase early release copies of *Heap* and *Infernal Contraption 2nd Edition*, and participate in events like a costume contest, trivia contest, and the Iron Painter Showdown!





# TOURNAMENTS

Lock & Load featured a variety of tournaments to appeal to competitive players of all kinds. Lock & Load tournament options included Masters and Hardcore, as

well as a team tournament, a Theme Force tournament, and a SPEEDMACHINE tournament that pitted players against the clock *and* their opponents.

## HARDCORE

### HARDCORE WINNERS

Vanquisher	Will Pagani (Circle)
Executioner	Chris Nelson (Cryx)
Mage Hunter	Will Pagani (Circle)
Master Craftsman	Brant Benoit (Thornfall Alliance)

Hardcore tournaments bring out the boldest competitors with challenging time restrictions, a single-list format that demands well-rounded armies, and fully painted requirements. In addition to the Vanquisher medal awarded to the overall winner, Hardcore also features special awards for other achievements. Master Craftsman is awarded to the best-painted army, Mage Hunter is awarded for the fastest caster kill, and Executioner is awarded to the player who scores the most victory points over the course of the tournament.

Chris Nelson fielded a Cryx army, led by Lich Lord Terminus, en route to claiming his Executioner title, and Brant Benoit's incredible Thornfall Alliance army won him the Master Craftsman medal. But it was Will Pagani who stole the show, winning both Vanquisher and Mage Hunter honors with his Circle Orboros list.

### WILL PAGANI'S WINNING LIST

Kromac the Ravenous	+4 warbeast pts.
Warpwolf Stalker	10
Feral Warpwolf	9
Ghetorix	11
Gorax	4
Druid Wilder	2
Druid Stoneward & Woldstalkers x2	10 (5 each)
Shifting Stones x2	4 (2 each)
Stone Keeper	1
Swamp Gobber Bellows Crew	1
Gallows Grove x2	2 (1 each)
<b>Total</b>	<b>50</b>





# MASTERS

Players set out to prove mastery of their faction in the Lock & Load Masters tournament. In the end, all eyes were on the Lock & Load Masters finals match-up between Jacob Van Meter's Legion of Everblight army and Jason Flanzer's Trollbloods. Spectators crowded around as the action played out on the table. Privateer Press Director of Business Will Shick provided commentary while the game was projected onto a large screen for all to see. Ultimately, Jason Flanzer claimed victory and the title of Lock & Load Masters champion. We spoke with Jason shortly after his victory, and here's what he had to say.



## NQ: How did you put your lists together?

JF: When you play with these players all the time and you know they're very good, you have to think outside the box, so I definitely had that mentality. There are a lot of things that I knew I could play confidently, and that came through in a list that I've been playing for about a year and a half. Then there's a brand new one that no one has ever seen, as well as a really strong Theme Force that was helpful in getting me through the day.

## NQ: What was your favorite moment during the tournament?

JF: It happened in the second game I played against Will Pagani, who was last year's Lock & Load Masters winner. Awesome game. He pretty much had me on control points. I couldn't wade through Epic Krueger's feat, but I was able to pull out a win by having a Mauler throw

Borka's Keg Carrier at Krueger, knocking him down so I could finish him off with Boomhowler's blunderbuss.

## NQ: Do you think you will make many changes for next year?

JF: It's always about what's current. The format changes, the meta changes, and you have to adapt. With things like colossals coming out, you're going to have to adapt the way you play. The good thing about a strong Trollbloods composition is that it's suited to dealing with lots of heavy armor. While colossals and gargantuans seem to hit really hard and have lots of anti-infantry, Trollbloods aren't as affected by that, so I feel like my lists will probably be better next year after everything has been released.

## NQ: This year, the final game was showcased under the lights with video and commentary. Did that change anything for you?

JF: No. I'm really familiar with a lot of the Masters players here, and we play a lot together. Jacob and I are really good friends, so we have a good rapport. We weren't nervous. We weren't worried about what the other one was thinking. What you saw today was probably a little less than we'd normally banter and mock each other, but it was a lot of fun, and I think that's really the way of the future. Broadcasting, live-streaming, things like that.

## JASON FLANZER'S WINNING LIST

Runes of War: Tier 4	
Hoarluk Doomshaper, Shaman of the Gnarl	+7 warbeast points
Mulg	12
Earthborn Dire Troll	10
Dire Troll Mauler	9
Troll Axer	6
Trollkin Runeshapers x4	12 (3 each)
Krielstone Bearer & Stone Scribes (6)	4
Stone Scribe Elder	1
Janissa Stonetide	3
Reinforcements: Dire Troll Bomber	10
<b>Total</b>	<b>50 + 10</b>



# FORMULA P3 GRANDMASTER PAINTING COMPETITION

The best of the best showed off their skills in the Formula P3 Grandmaster Painting Competition. This year's talented painters submitted entries into one of three different categories. Each entry was judged individually and on its own merits. The best entries won gold, silver, or bronze. The top entry in each category earned its owner the coveted title of Lock & Load master. Brant Benoit racked up the painting accolades this year. In addition to winning Master Craftsman in the Hardcore tournament, Benoit won Master Painter in two categories and claimed Grandmaster top honors with his exquisitely-painted Eiryss, Angel of Retribution. We caught up with him after his big win, and here's what he had to say.

## **NQ: Tell us a little about yourself.**

BB: I'm a father of two young children and a husband to a loving wife that supports my extreme nerdiness. I started painting miniatures almost thirty years ago, at the ripe young age of eleven. I remember using enamels and toothpicks to paint models and having no idea what primer was.

Since my wife is so supportive, I get to be a stay-at-home dad, work a part-time job, Press Gang for Privateer Press, and paint a lot of miniatures. I read lots on painting techniques and always push myself into trying out new methods. I'm pretty diligent and paint at least an hour per day, every day.

## **NQ: What inspired you to start painting Privateer Press miniatures?**

BB: I began playing Privateer Press games when *WARMACHINE: Prime Remix* was released. I was enamored with the models, and the game play was fast and furious, which appealed to me.

I had taken a hiatus from miniature painting while I attended art college and only painted a few models during those five years. Once I obtained my degree, I wanted to get back into painting, and I wanted to find a good game with models that appealed to my tastes. I always loved big robots and steampunk, so *WARMACHINE* was a natural fit.

## **NQ: Tell us about your entry.**

BB: Originally, I wasn't going to paint up a model for the single miniature category. I was pressed for time working on my Hardcore army and finished the 50-point list just two days before we were to drive to Seattle. I wanted to take a break, and I was going to just put my Gudrun the Wanderer from my Hardcore list in as my

## **BRANT BENOIT** LOCK & LOAD 2012 GRANDMASTER



single miniature entry. My plan was to relax for two days before we left for Lock & Load.

After much prodding from my wife, she convinced me that I should paint up Eiryss, Angel of Retribution, which I had originally planned for my single miniature entry. I complained that it was going to take too much time, I was too tired, etc. She then told me to suck it up, and she would watch the kids for the next two days to allow me enough time to get it completed.

I wanted to feature a more realistic approach and scheme with this entry and to use interesting color contrasts and complements. This is why I opted for green as a main color with opposing red-purples, yellows, and some blues across the entire model.

It was a very different approach for me, and as a result my painting has started taking a darker, more realistic turn, as opposed to the usual bright, and cartoon-y look.



**NQ: How many hours were spent on your entry?**

BB: For the two days before we left, I sat at my kitchen table while my wife took care of the kids. I painted roughly twelve to fourteen hours per day in order to get her finished to a level I was comfortable with. The only thing I didn't get completed in that time was the base. But since we were driving, I was able to bring my toolbox and spend a few more hours doing touch-ups and adding the foliage to the base in the hotel.

In total, I think I spent around 30 hours on this miniature.

**NQ: What painting techniques do you primarily use?**

BB: Two-brush blending. Lots of two-brush blending. I used a few glazes on the chainmail, sword, and armor

bits to add some subtle blue tints. I also used glazing on the feathers on her back. I based the feathers white and used successive glazes of yellow and purple to get the details to pop.

**NQ: What are you working on now?**

BB: I usually have about four projects on the go at once. I have a couple commissions on my desk, and the Sons of Bragg for a charity raffle. My main big project right now is my Stormwall, which is nearing completion. Once I get my bits in the mail, I'll be building another epic diorama base along the same lines as my Storm Strider. I usually just paint as whim strikes me. I have lots of models assembled and primed, and I let inspiration lead me in the direction I should go.

# CATEGORY & GOLD MEDAL WINNERS

## SINGLE MINIATURE

### ANTHONY WANG

MOHSAR THE DESERTWALKER

### TODD MCNEAL

DR. ARKADIUS





# LARGE MINIATURE



**RICKARD NILSSEN**  
WAR HOG



**GARRICK EISENBEIS**  
TERAPH





# GROUP



**BRANT BENOIT**  
STURM & DRANG'S BATTLEGROUP



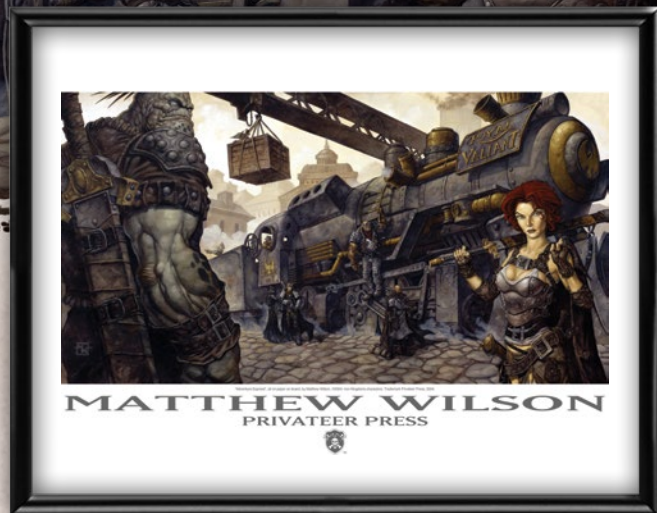
**STEVEN GARCIA**  
GARRYTH'S BATTLEGROUP

Thanks to everyone who came to Lock & Load 2012! Next year, Lock & Load will be EVEN BIGGER than this year, so start making your plans to be a part of the world's best Privateer Press event in 2013!

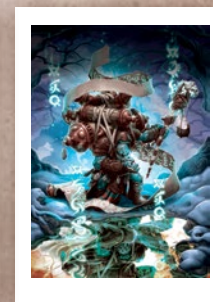
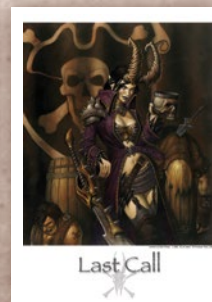
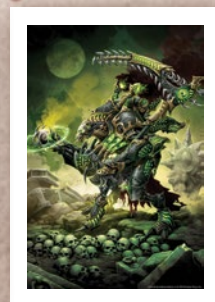
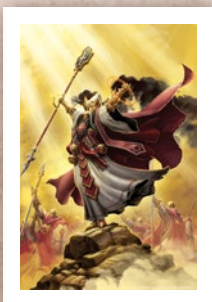
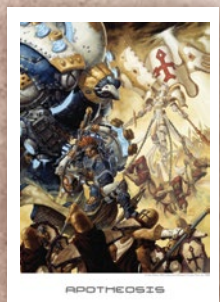




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# GUTS & GEARS

# KRAKEN

BY AERYN RUDEL • ART BY MARIUSZ GANDZEL

To: Major Vance Cuthbert,

From: Captain Lorna Mosley

Major,

*The CRS has been called in to evaluate a derelict helljack of immense size discovered by a salvage crew off the coast near Westwatch. The nature of this discovery made it necessary to act with extreme alacrity to ensure sensitive information did not disseminate further. As I am attached to the Ninth Division out of Highgate and the closest ranking field agent, I have taken command of this operation and all personnel involved. What follows is my report on the discovery of the derelict, its anatomy and the military significance of its armaments, and its relation to certain recent and historical accounts of possible Cryxian attacks on land and at sea.*

—Captain Lorna Mossdale

Before I relate more information on the derelict itself, I believe it is important to detail the events leading up to its discovery. It is well known that many ships were lost at sea during the Scharde Invasions, and while most were sunk in water too deep for salvage, a rare few went down in shallow coastal waters. When one of these accessible wrecks is discovered, the navy does all it can to reclaim valuable equipment and records. These salvage operations are typically handled by one of the experienced civilian crews operating out of Highgate and Westwatch. Such was the case here.

Three weeks ago, the wreck of the *HMS Adamant* was found near the fishing village of Alberden roughly eight miles north of Westwatch. Exploratory dives ascertained that the ship was in less than sixty feet of water and was more or less intact. The *Adamant* was lost at the end of the Scharde Invasions under uncertain circumstances. It had been carrying a shipment of Arcanum-grade cortexes, which were to be delivered to Westwatch.

Records indicate the cortexes were in a sealed compartment, and it is possible some may have survived intact. The promise of recovering working cortexes was enough to convince Lord General Gollan of the viability of a salvage operation. The Westwatch Salvage Coalition was hired to handle the bulk of the diving and recovery; a token military presence from Highgate was sent to serve as an escort.

Two days into the operation, the dive team discovered a large Cryxian construct on the ocean floor near the bow of the *Adamant*. The construct was inert and heavily damaged and was pulled to the surface for further examination. The military escort overseeing the civilian salvage team immediately determined the discovery sensitive enough to bring us in. At this point, I traveled to the site with a detachment of rangers and took command of the operation.

## THE ALBERDEN WRECK

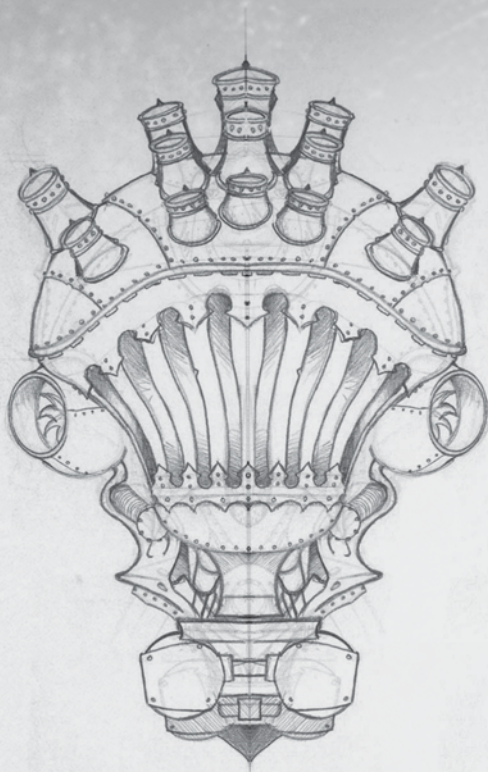
Upon arriving in Alberden, I was taken immediately to the beach where the helljack had been drawn from the sea. Multiple ships fitted with steam-powered cranes were needed to pull the behemoth to the surface, and from there teams of aquatic laborjacks guided it to the shore. The commanding officer on the beach, one Lieutenant Braden Yeardly, had done a commendable job cordoning off the area and keeping the locals under control. When I assumed command, Lt. Yeardly thoroughly briefed me on the situation, after which I began my examination of the helljack.

Although I have some rudimentary knowledge of Cryxian constructs, I am by no means an expert. Since there was not time to secure the services of an authority on the subject, I have done my best to provide a *preliminary* description in as much detail as possible. A more thorough study of the construct will be conducted by those more suited to the task at the first opportunity.

The first thing that should be noted about the Alberden helljack is its size. It is by far the largest helljack I have ever seen or heard described. It is easily four times the size of known amphibious helljacks. Rough estimates place its weight at over eighty tons. In appearance, the Alberden helljack resembles a vast mechanical arthropod. It has a large bulbous hull of blackened iron that sits atop four articulated legs, each tipped with a metal spur. The front legs feature an armored sheath, presumably used to repel incoming fire and protect the helljack's small head.

One of the construct's more startling features is a pair of enormous steel tentacles that jut from the underside of its hull. Each is over thirty feet in length and fitted with a powerful vice-like pincer. These appendages are obviously meant to grab and tear, and as evidenced by the damage





to the *Adamant*, they are strong enough to rend steel. The tentacles were badly damaged and one had been shorn off halfway down its length. I believe this damage had little to do with the helljack taking fire from the *Adamant*. My guess is that when the *Adamant* went down, the helljack's tentacles somehow became lodged within its hull, and the construct was carried to the bottom and pinned beneath the sunken ship. The position of the *Adamant* and the helljack when first discovered support this theory.

The Alberden helljack's primary armament consists of its tentacles and pincers, a small multi-barreled gun on an articulated mount beneath its head, and a massive, long-barreled cannon that crowns the construct's upper carapace. It was unclear what kind of ammunition its ranged weapons fired, as the firing mechanisms for both seemed to be inside its huge armored shell. Luckily, it appears the *Adamant* fired on and struck the helljack with one of her main guns, ripping a hole in its outer armor and allowing us access to its innards. What we found inside was shocking to say the least.

Although we had access to the Alberden helljack's inner cavity due to the damage it suffered in battle, access also seemed possible through two ports on either side of its hull. Each port was fitted with a dilating iris mechanism, although we could discern no way to open them. At first I assumed these portals were designed to allow Cryxian necrotechs access to the helljack's inner workings; however, after examining the interior of the construct, I now believe they serve a far more insidious purpose.

The interior of helljack's hull was spacious and filled with a variety of protrusions and bladed apparatuses, the use of which is still under analysis. It held the internal firing

mechanism of the construct's weapons (whose operation we could not begin to fathom) and the skeletonized remains of four Cygnaran sailors. To my eyes, this space appeared as nothing less than a holding cell of some kind. This, in part, revealed the purpose of the irised ports on the side of the machine and the grasping pincers on the end of the helljack's tentacles. It is clear the Alberden helljack grabbed sailors and reeled them in with its tentacles and pushed them through the access ports on its sides. But for what purpose? I have no concrete theories at this time, but knowing what we do about Cryxian technology, one cannot help but imagine a number of horrible scenarios.

The corpses within the helljack were beyond our ability to identify, but we are sending their remains back to Caspia for burial with full honors.

## ADDITIONAL ACCOUNTS

The discovery of the Alberden helljack raises some disturbing questions regarding many accounts of Cryxian activity both past and present. The *HMS Adamant* went down over twenty years ago, its hull fatally compromised by the claws and cannon of the Alberden helljack. It seems highly unlikely this helljack is a unique construct, and I believe helljacks such as these are responsible for a number of mysterious attacks on Cygnaran ships both during the Scharde Invasions and afterward. Additionally, reports from the Thornwood seem to indicate that Cryxian activities there may be supported by these enormous necromechanical creations.

Below are three accounts of possible Cryxian attacks I believe indicate the involvement of a helljack like that discovered off the coast of Alberden. The first of these accounts is a compilation of eyewitness testimony from sailors aboard a military frigate that was attacked and nearly sunk by what was described as a "sea monster." The most intriguing aspect of this account is that it is dated over a century ago.

---

**Date:** Cinten 11th, 506 AR

**From:** Captain Farian Hayes

**To:** Commander Milus Redwater

Sir,

I have interviewed personnel from the *Victorious*, and they all tell the same story—a great beast of some kind attacked the ship from below, holed her hull, and nearly sent her to the bottom. Additionally, many sailors insist this beast grabbed up men in its tentacles and devoured them.

There are, of course, strange and terrible beasts lurking within the black waters off the coast of Ceryl, some of which may be large enough to threaten a ship. However, I am skeptical that a "sea monster" attacked the *Victorious*,



especially since some accounts describe the beast as “giving off a fell black smoke” and “spitting fire.” However, beyond my skepticism, I have little to offer. The *Victorious* fired on her attacker, possibly killing it. As such, there was no corpse to examine and no way to be sure what exactly it was that attacked the frigate.

—Captain Farian Hayes

The next report is more recent, a little over three years ago. It comes from a fairly unlikely source, a privateer captain named Jaspar Vascal operating out of Five Fingers. One of Captain Vascal’s ships was attacked and severely damaged in a manner similar to the attack on the frigate *Victorious* nearly a century earlier.

**Date:** Katesh 9th, 605 AR

Alvoro,

The *Saber* was badly damaged in the Gulf of Middlebank, and we were barely able to limp to port in Ceryl. Something attacked us from below in the middle of the night, something that filled the water with a terrible green glow. It never surfaced fully, and all we saw of it were arms that lashed the deck like battering rams, knocking men into the water or grasping them up to be pulled below. We lost nearly a dozen men before I had both Mariners open up on it. They were firing blind, but their cannons drove it off. Unable to move, we sat there in the dark, waiting for it to come back. Thank Morrow it didn’t.

We made what repairs we could and were about to set sail when the corpse of one of the men earlier knocked overboard surfaced of the port side. It was Ramiraz, and we fished him from the water. He didn’t look drowned, he looked *withered*, like something had sucked all the life from him. The men were too spooked to keep his body on board, so I was forced to throw it over the side.

We will make additional repairs here and then head north to Five Fingers. Have everything in order when I arrive—it’ll be a month before the *Saber* is in fighting shape...and it’ll be years before I sail in the gulf again.

—Vascal

This final report is date only a few weeks ago and was sent to a CRS field agent by a ranger whose unit was investigating Cryxian activity near Blindwater Lake. They stumbled upon the aftermath of a battle between bog trogs and...something. Luckily one of the rangers understood a smattering of Quor-og, and was able to question the lone survivor.



**Date:** Goloven 3rd, 608 AR

**From:** Lieutenant Orven Styles

**To:** Captain Alain Barrows

Captain,

My unit came across something near Blindwater Lake I thought you should know about. Two days ago, as we were winding around the lake and heading back to our garrison in Fisherbrook, we stumbled upon the aftermath of a battle. Half a dozen bog trogs and one of their giant gator beasts had tangled with something and gotten the worst of it. The trogs were riddled with bullets or simply torn limb from limb, and the wrastler had a hole in its chest big enough to step through.

The trees and other foliage in the area had been crushed flat, like something truly huge had moved through. We checked all the trogs and found that one of them was still alive. Since we patrol this area quite a bit, one of my boys can speak a bit of trog and was able to get some information out of the survivor.

He told us his hunting party had been attacked by a great iron crab that scuttled on four legs, shot steel and fire from its “horns,” and devoured his companions with its tentacles. That doesn’t make a lot of sense, I know, but the place reeked of necrotite, and what the trog described sounds a little like the spidery-helljacks we’ve seen Cryx use in the swamp. Obviously, this was a hell of a lot bigger and meaner. Something new? Something we haven’t seen yet?

—Styles

## SUMMATION

I think it is clear Cryx has been using helljacks like the one found at Alberden for decades. Because of this, it is imperative we learn all we can from the derelict in our possession. I have no doubt we will see more of these horrors as we continue to battle the Nightmare Empire in the months and years ahead.



# KRAKEN TACTICS

BY DAVID "DC" CARL

The Cryx colossals are truly nightmarish constructs, their necromantic furnaces drawing ever-greater strength from the blood and flesh of the fallen. A formidable threat from its first appearance on the table, a Kraken becomes truly terrifying once it has begun gorging on the bodies of its foes.

## HEAVY ARTILLERY

Most Cryxian armies rely less heavily on ranged attacks than their enemies. Stealth and reanimation abilities serve them well in weathering a hail of lead, but the ability to return fire can make the difference between victory and defeat. The Kraken brings a level of firepower and threat range to the table that is unrivaled in the Cryxian arsenal.

The Kraken's primary ranged weapon, the Hellblaster, does not merely exceed the RNG of any other ranged weapon in Cryx's limited armory; it also has the greatest RNG of any colossal or gargantuan ranged attack to date. With SPD 5 and RNG 16, a Kraken can fire its Hellblaster's 4" AOE at targets up to 21" from its starting position. Its respectable POW 14 (with blast POW 7) is augmented by its kills as well as via boosting with focus points. With a full complement of corpse tokens, the Hellblaster has an effective POW 17 with effective blast POW 10.

Backing up the Hellblaster, the Flayer Cannon adds two to four additional RNG 12, POW 12 ranged attacks to each activation the Kraken uses its initial ranged attacks. Neither the Hellblaster nor the Flayer is limited to the L or R firing arc, allowing the Kraken to spread out its firepower or focus on a single target.

Perhaps the most important element to consider when looking at the Kraken's impressive firepower is not a gun at all but the Kill Shot ability. Though most colossals and gargantuans are forced to choose between melee attacks and ranged attacks, Krakens can make a ranged attack even while tearing through foes in melee combat. Kill Shot allows a Kraken to make a ranged attack once per activation after a living enemy model is destroyed or removed from play. In the midst of destroying enemies with its Harvesters, a Kraken should pause at the three corpse token mark to fire off a super-charged Hellblaster AOE deep into enemy lines.

## DEATHLY HARVEST

The Kraken's melee attacks are just as devastating as its ranged firepower. Its Harvesters have P+S 18 to 21 (depending on corpse token count) and also have Chain Weapon to guarantee even models like Man-O-War

Shocktroopers in Shield Wall fall to an average unboosted damage roll.

More impressive than raw damage output, however, is their amazing Chain Strike ability, granting a 4" melee range during a Kraken's activation. Anyone who's fought with or against a colossal or gargantuan can attest to the usefulness of a 2" melee range on a huge base. An additional 2" in every direction off that huge base gives a simply massive melee area, allowing the Kraken to attack enemies nearly 13" apart at the limits of the L and R Harvesters' reach. With full focus, a Kraken can attack up to five targets with melee attacks (powering up its strength with each kill against a living model) and fire off its impressive Hellblaster to boot.

A Kraken's lethality is not limited to empowering melee and ranged damage output, however. Its Collector ability makes it easy to get those full focus turns by converting last turn's corpses into this turn's focus. This makes the Kraken a highly efficient warjack once it is committed to the killing fields.

## KRAKEN SUPPORT

Supplying a Kraken with some enemies to kill off gives it everything it needs, but taking advantage of various Cryxian spells and abilities will further amplify the devastation.

- Cryx is notorious for its debuff effects. Crippling Grasp, Curse of Shadows, Dark Shroud, Feast of Worms, Malediction, Parasite, and The Withering do a real number on opposing ARM values, allowing the Kraken to slice through even the heaviest opposing armor with ease.
- On the DEF side of the equation, Black Oil, Black Spot, Crippling Grasp, Malediction, Marked for Death, power attacks from bonejacks or helljacks, Scourge, Shadow Bind, and The Withering can mitigate any need for boosting attack rolls to hit opposing DEF.
- The few Cryx warcasters who can boost a Kraken's ARM 19 (with 58 damage boxes) are worthy of special mention. Skarre, Queen of the Broken Coast, Master Necrotech Mortenebra, and Lord Exhumator Scavorous can all boost a Kraken up to ARM 21, while Pirate Queen Skarre's Blood Magic can give a Kraken an impenetrable ARM 24 for a round.
- Movement and SPD buffs are another great tool for expanding threat range on a Kraken's ranged arsenal or Chain Striking Harvesters. The Witch Coven's Infernal Machine, Mortenebra's Terminal Velocity, and Asphyxious the Hellbringer's Mobility all give a Kraken an effective SPD 7 for a 14" melee threat range!



# BRANDING IRON KRAKEN

BY STUART SPENGLER



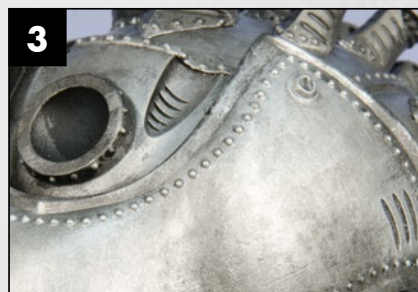
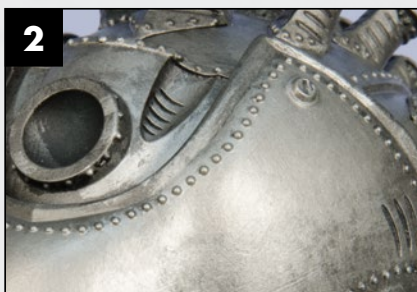
## WHAT YOU NEED

	Blighted Gold
	Bloodstone
	Brass Balls
	Coal Black
	Cygnus Yellow
	Gnarls Green
	Green Ink
	Gun Corps Brown
	Khador Red Highlight
	Iosan Green
	Morrow White
	Necrotite Green
	Pig Iron
	Radiant Platinum
	Tamar Black
	Umbral Umber

Perhaps the biggest challenge a painter faces when tackling the new colossals is the sheer physical area that needs to be painted. Airbrushes are certainly handy, but if you don't have the means or space to set up a proper painting area, some of the following techniques can help you turn your colossals into true tabletop centerpieces.

It is a good idea to think ahead about how you are going to approach painting a colossal because of the sheer size. For example, after some thought, I decided to paint this Kraken in subsections because getting a brush into certain areas would be quite difficult once the model is fully assembled. A little forethought can make a big project less of a struggle.

The Kraken in this tutorial uses the paint scheme for the *Branding Iron*, a Cryxian blackship that serves as a floating armory and repair depot. Despite its role, helljacks and bonejacks originating from the *Branding Iron* have a rusted and corroded appearance, although this in no way hinders their performance in battle.

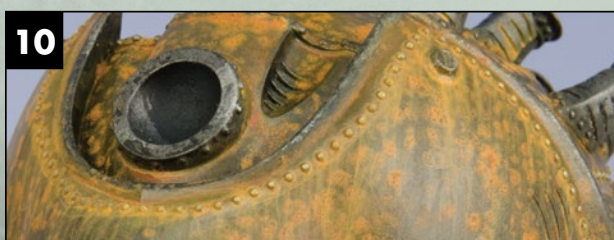
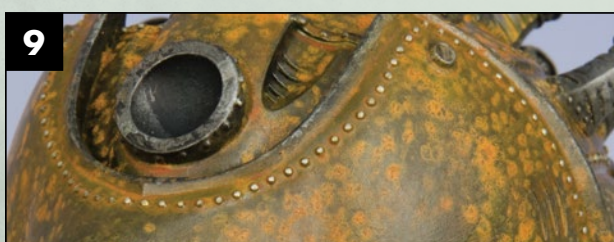
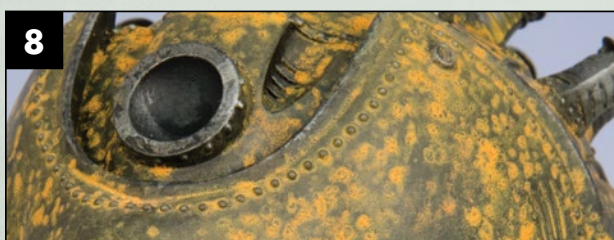
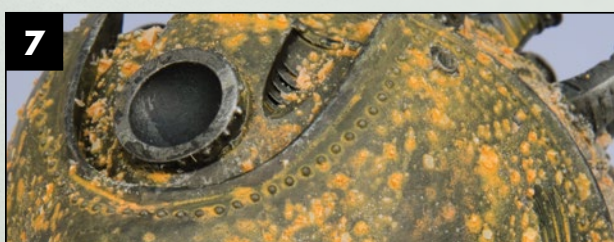
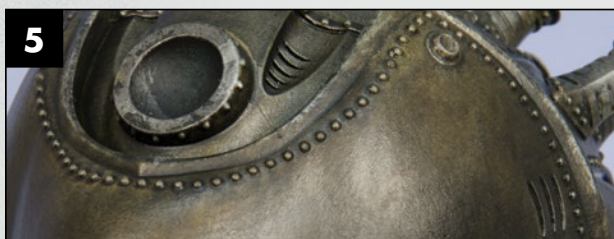
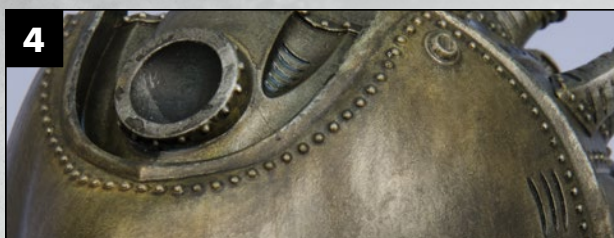


## STEP 1 – BASE METAL

Even though the Kraken will end up rusty, there are still metal areas that will be relatively corrosion-free. In addition, there will be colors built on top of previous layers to give some translucence and depth to the paint. Even if you're not painting a Kraken, these techniques can be used for other faction schemes. For example, instead of doing rusty metal, you could change the colors and do a Khador winter whitewash scheme. In addition to changing colors, if you change the orientation, you could do Protectorate of Menoth or Cygnar schemes that have built up dust or mud from a long campaign.

- 1) Paint all the armored and metal areas with a mix of three parts Tamar Black to one part Pig Iron. As you are painting an entire colossal, it might be worth making a pot of this 3:1 mix and a pot of two parts Tamar Blacks and one part Pig Iron. I find both colors are useful dark metals that serve as a good base color for working metallic areas.
- 2) Highlight the metal areas with the 2:1 mix of Tamar Black and Pig Iron. Keep the highlights on the large, smooth armor plates toward the upper two-thirds of the plate. Add the highlights in a stabbing, stippled pattern to create faux texture and wear to the otherwise featureless area.
- 3) Use pure Pig Iron to highlight the metal areas. Use the stippling technique in the upper half or third of the larger plates.





4) Make a mix of two parts Bloodstone, one part Thamar Black, and two parts mixing medium, and then cut the mix with an equal amount of water. Keep the mix thin so the metal underneath is not completely covered. You don't want to change the color wholesale; rather, this is more tinting or toning of the previous color.

5) Create similar mix of two parts Coal Black, one part Thamar Black, and two parts of mixing medium, then cut the mix with an equal amount of water. You can see how the warmth from the Bloodstone still shows through, but now the Coal Black contrasts it in areas.

6) Mix two parts Khador Red Highlight with one part Gun Corps Brown, then add water until the mix consistency looks like fruit punch. The color should be very slight in the overall mix, as it is easier to add more color than to dilute too much. When the paint is still wet on the model, sprinkle rock or kosher salt onto the areas you want to have a corroded look. The paint will collect around the salt and intensify the color in those areas.

7) Build up the corroded look by applying another thin wash of pure Khador Red Highlight. If a few pieces of salt fall off, that's okay, but you still need the salt to attract the paint. To avoid disturbing the salt crystals, apply the paint in thinner washes that flow along the surface of the armor. Again, it is better to build up the color with a few thin layers rather than using one wash that destroys all the previous work.

8) Wash off the salt with a firm-bristled brush and warm water. For larger or more stubborn pieces of salt, it is handy to have a hobby knife or sculpting tool handy. It can take a reasonable amount of force to remove the salt, but don't gouge into the paint. You might need to do a couple of cleaning sessions to get rid of the salt and saltwater residue. It is best to change the water between sessions and let the model dry fully before hitting it again. Two or three sessions are usually adequate to get rid of all the salt.

9) Apply a thin wash of one part Bloodstone to one part Khador Red Highlight to tie the colors together and help with any stubborn areas of salt residue.

10) Apply a very thin wash of Khador Red Highlight along the rivets and upper areas of the large armor plates. As the wash dries, use a second, flat brush to pull and smear the wash down, giving it the appearance of rust streaks. It might take some experimentation to figure out the timing, but work with thin layers as mentioned previously. Some areas might need a bit more attention or multiple layers to build up the colors.

**Colors Used:** Bloodstone, Coal Black, Gun Corps Brown, Khador Red Highlight, Pig Iron, Thamar Black





## STEP 2 – GOLD METAL

- 1) Paint the gold areas with Blighted Gold.
- 2) Highlight the metal areas with Brass Balls.
- 3) Highlight again with a mix of three parts Brass Balls and one part Radiant Platinum. Paint the rivets with straight Radiant Platinum.
- 4) Wash the gold areas with a thinned mix of Coal Black and Umbral Umber.
- 5) Wash the deepest areas and creases of the gold metal with Green Ink. To get the ink to flow into the deeper areas and make it easier to clean stray strokes, wet the areas with clean water and keep a clean-up brush handy. The capillary action of the Green Ink should make it flow around rivets and along panel lines just by touching the brush near the area. If it floods the area, use the clean brush to mop up and try again. As the glowing areas use Green Ink, you can also do the creepy Cryx shine at this time.

**Colors Used:** Blighted Gold, Brass Balls, Coal Black, Green Ink, Radiant Platinum, Umbral Umber

## STEP 3 – CRYX GLOW

- 1) Use a similar technique with the Green Ink as was used with the gold metals above, letting the thinned Gnarl's Green fill the glowing areas.
- 2) Build up the glow with thinned Iosan Green. If there is a direction you want the glow to come from, keep this in mind as you apply the paint. Keep another clean brush handy for clean-ups in case your current color fills too much of the area.







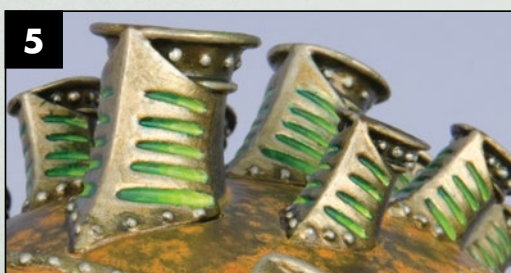
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- 3) Continue building up the glow with Necrotite Green.
- 4) Add some Cygnus Yellow to the Necrotite Green and apply this mix near the source of the glow.
- 5) Add a small amount of Morrow White to the previous mix and apply it in the very heart of the glowing area. You might find it handy to use the clean-up brush to adjust the amount of this mix that is applied. This will keep it from completely overpowering the previous greens.



4

**Colors Used:** Cygnus Yellow, Gnarl Green, Iosan Green, Morrow White, Necrotite Green



5

## CONCLUSION

As you've seen here, you can create intriguing alternate paint schemes for your models with the application of some fairly simple techniques. Additionally, the rust technique described for the *Branding Iron Kraken* can be applied to a wide range of WARMACHINE and HORDES models. Imagine rust-spotted Buccaneers and Mariners or even the pristine surface of Retribution myrmidons pocked with oxidization.







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# The Gavyn Kyle FILES

Transcribed by Simon Berman  
Art by Nestor Ossandón, Andrea Uderzo, and Chris Walton

## DAWNLORD VYROS

As you no doubt recall, I was reticent to take this assignment. Sources of credible information within the Iosan nation are essentially non-existent. I pride myself on producing useful reports and dossiers; it does not benefit me or my clients to take on impossible assignments. However, given recent rumblings from within the Khadoran military hierarchy, I felt there might be enough new information to begin a worthwhile investigation. I believe you will be interested in the material of this report. I do not believe I am engaging in hyperbole when I state that the implications of my report suggest the possibility of an upset in the current balance of power among the nations of western Immoren.

There are few societies more impenetrable than Ios; the nation's borders are closed, and those few Iosans who can be found are taciturn, reserved, or even hostile. However, over the course of my investigation certain things have become clear to me. First and foremost, a radical political sect has come to power within the Iosan government. This sect has broken Ios' long policy of isolationism through military actions beyond their borders. Secondly, this shift in power is likely the result of an internal schism within the Iosan political structure that occurred within the last three decades. My investigation has brought a certain individual to light who appears to be central to these developments. My summary discusses this in some detail.

—G.K.

Lacking any Iosan military records or correspondence, I began my investigation by gaining access to the files of the Khadoran High Kommand. High-level communications have been littered with coded references to attacks within Khadoran lands for some months now. Access to most of the reports has been restricted. Disbelief and confusion were common themes in those documents filed immediately after the largest of these attacks by heavily armed and armored Iosan forces against Fort Brunzig, south of Skirov.

—G.K.







**To:** Supreme Kommandant Gurvaldt Irusk

**From:** Kommander Stasia Tevy

**Subject:** Fort Brunzig Incursion Analysis

Supreme Kommandant,

The attached report discusses demonstrable strategic weaknesses not just in the Umbreon border defenses but key deficiencies within interior garrisons. Recommendations for addressing these deficiencies are included where appropriate. I have included appendices

detailing the military strength of all Khadoran elements involved in defending Fort Brunzig, and a single appendix discussing the troop strength of the attacking force, now confirmed to have been Iosan in origin.

As you no doubt know, the Prikaz Chancellery has been deeply involved in the investigation in the aftermath of the attack on Fort Brunzig and the adjacent Greylords Covenant underground facility, and they have made certain documents available to those of us conducting analysis. The subtext of these documents implies that the chancellery has been aware for some time of lightly armed groups of Iosans conducting reconnaissance in Llael, southern Khador, Ord, and northern Cygnar. However, the composition of the Iosan strike force at Fort Brunzig is without precedent. Cross-analysis of officers' reports and the accounts of commissioned soldiers indicates the Iosans commanded in excess of one hundred heavy cavalry, more than fifteen hundred foot soldiers carrying mixed arms and armor, and at least thirty warjacks of uniquely Iosan design. We think it no coincidence this attack followed closely on the heels of a previous smaller-scale attack on a garrison near Cherov-on-Dron, initially thought to be unconnected.

While the attached report focuses on exploited weaknesses in the Khadoran perimeter and interior, it does not fully address how the Iosans were able to move a large column of soldiers across such a tremendous distance. I expect the Prikaz Chancellery will be able to shed more light on this. I understand the chancellery also has access to an Iosan combatant captured during the battle. Access to transcripts of interrogations would be a tremendous aid to those of us attempting analysis of the Iosan threat. It bears mentioning that the one constant in these attacks is prominent Greylords Covenant personnel at target sites.

— Kommander Stasia Tevy

I found several pieces of correspondence associated with the previous document. The following letter seemed noteworthy since it suggests that at least some elements of the Khadoran High Kommand are extremely alarmed to the point of making wild requests of their intelligencers.

—G.K.

## Dawnlord Vyros Nyarr Summary

**Year of birth:** Unknown\*

**Noble lineage:** Nyarr, one of the 15 Hallytyr or "high houses" governing Ios. Allegedly a ranking noble of direct lineage; members of lesser standing cannot bear the house name.

**Military service details:** Unknown

**Rank:** Dawnlord—Several years out of date; rank provided by Iosan exile. Dawnlord is loosely equivalent to general or a senior knightly rank, such as a Protectorate high exemplar.

### Important Dates:

**581 AR:** Ios recalls ambassadors from abroad, expels foreign visitors, closes borders, and refuses political emissaries, effectively severing all diplomatic contact.

**581 AR:** Evidence of possible coup in Ios, with Vyros as a key figure. Shift in relative power of specific hallytyr. Houses Nyarr and Shyeel elevated. House Vyre declines.

**602 AR:** Iosan exile Nerri Vyre enters into arrangements with Order of Illumination, providing general information on Ios and insight into 581 AR changes of diplomatic policy.

**608 AR:** Iosan troop movements and attacks on Khadoran military. Starts with attack on garrison and Greylords Covenant facility near Cherov-on-Dron, followed by multiple strikes against garrisons in Khadoran-occupied Llael, then massive assault against Fort Brunzig and an adjacent unnamed Greylords Covenant bunker, culminating in attack on city of Skirov. Dawnlord Vyros linked to Fort Brunzig attack, possibly others.

\* Iosan life expectancy not well documented; they may live three times longer than humans, making age estimates difficult to impossible. Vyros could be anywhere from 50 to 150 years old.



**To:** Kommandant Karl Svette, Great Prince of Dorognia, 3rd Army

**From:** Koldun Lord Ivan Ruskol

**Subject:** Readiness of Response to Iosan Attack

Kommandant Great Prince,

I understand the urgency that prompted your demands of the Covenant's resources, and I respect your desire that we take immediate action against Ios for the attack at Fort Brunzig. However, I must counsel patience. At present, we are regrettably uninformed about what prompted the attack. It is our recommendation that prior to any talk of retaliation we determine both the nature of the Iosan quarrel with Khador as well as intelligence on general Iosan military strength and composition.

It is possible this attack was a feint, a strong possibility given the main assault on Fort Brunzig ended inconclusively with the withdrawal of Iosan troops simultaneous with a much fiercer assault on the adjacent Greylords Covenant facility. I can offer no insight into why this facility, involved in non-critical research, was targeted. It is unclear if the attacking forces represent the actual standing military force of Ios, and therefore its political aims, or if they were launched under the orders of a rogue commander. It would be extremely unwise to make a declaration of war against the Iosan nation without being sure their government is responsible for these attacks.

At this time we have essentially no operational intelligence on the Iosan interior, its defenses and garrisons, and only the vaguest conjecture on the state of Iosan military capability. What little we do know is based on forty-year-old reports by our ambassadors who were not given free reign to observe their surroundings. All previous intelligence suggests the Iosans possess inexplicable and formidable weapons. It has been recommended that the Iosan threat be gauged as disproportionately strong regardless of numbers due to unfamiliar magic, armament, and tactics.

It is our first recommendation that we attempt to reestablish contact with the Iosan government via diplomatic channels. It is our further recommendation that while we undertake diplomatic endeavors we increase reconnaissance efforts with the addition of more intelligence gathering agents. We have already taken steps to begin gathering up Iosans known to reside within the Khadoran nation and place them under observation and confinement for questioning.

Respectfully,

**Koldun Lord Ivan Ruskol**

Following up on these reports proved difficult. My usual sources were stymied at every turn by stringent security protocols—some arcane in nature—that bore the scent of the Prikaz Chancellery. Facing dead ends, I turned to the next best source of Khadoran military intelligence: the Cygnaran Reconnaissance Service. With some work, I was able to obtain a copy of a highly classified transcript the CRS had obtained from the Prikaz Chancellery's archives.

As mentioned in the previous document, the Khadorans have begun arresting and interrogating those Iosans unfortunate enough to make their homes within the Khadoran border. While I was able to find a few documents relating to these interrogations, only one seemed of note. The individual in question was not one of the Iosans rounded up by Winter Guard but a captive taken during the assault on Fort Brunzig. I have every reason to believe the Iosan who is the subject of the interrogation is the same one referred to by Kommander Tevy in one of the previous documents. Associated documents describe the prisoner as a male Iosan bearing notable and possibly significant tattoos. The prisoner was wounded during the battle of Fort Brunzig and attempted to take his own life before being captured. Notes indicate he was armed with a short blade and an ornate crossbow. It appears that the Prikaz Chancellery has kept this prisoner restrained in the depths of the Khardstadt.

—G.K.





Date: Redacted

Khardstadt, Block 4, Cell 01

Session 19

Koldun Lord J - Awaken.

**Prisoner** - (prisoner avoids eye contact with J and maintains a defiant expression, refusing to speak).

Koldun Lord J - Look at me.

**Prisoner** - (prisoner continues to avoid eye contact with J, spits on floor).

Koldun Lord J - (Applies force, prisoner grunts but does not speak) We will begin again. Name your commanding officer.

**Prisoner** - (prisoner is silent).

Koldun Lord J - Name your commanding officer—the scarred elf.

**Prisoner** - (prisoner remains obstinately silent).

Koldun Lord J - Name your commanding officer—the scarred elf leading a column of heavy cavalry.

**Prisoner** - (prisoner is silent).

Koldun Lord J - (applies force) Name your commanding officer.

**Prisoner** - (prisoner screams, speaks in Iosan).

Koldun Lord J - If you will not name your commanding officer, then tell me of the forces at his command.

**Prisoner** - (prisoner spits).

Koldun Lord J - Your commander was seen at the head of a column of cavalry and heavy infantry with a large hawk circling above him. How many men does he command?

**Prisoner** - It does not matter how many he leads. They will crush your people like worms.

Koldun Lord J - (applies force, prisoner screams, loses consciousness) Bring him around. We will start again.





Though the captive Iosan revealed nothing substantive regardless of the methods applied, several items of note can be gleaned from the transcript. First and foremost is the reference to the "scarred elf leading a column of heavy cavalry." It would seem that the Prikaz Chancellery has identified this individual as a prominent leader of the Iosan attack upon Fort Brunzig. Associated with these files were a number of Cygnaran reports including observations of military activity by Iosans northeast of Corvis. Most remarkably, I found a report recorded by the Order of Illumination and shared with the Cygnaran Reconnaissance Service. This report describes briefly, in general terms, the governing hierarchy of the Iosan nation and the names and some capabilities of its five "military houses." The source of this report is remarkable in and of itself and receives further attention later in this dossier.

-G.K.

The organization of political bodies within Ios is based around an oligarchy of major houses. All Iosans owe fealty to one house or another; these houses being quite similar to your noble families, though perhaps a better parallel might be drawn to the Castellans of Ord. The fifteen most affluent and influential houses are afforded the status of "high house" and send representatives to the ruling body known as the hallytyr. There are, of course, any number of political parties and interests involved in the politics of the hallytyr. Coalitions of high houses shift and change periodically, but by and large, politics in Ios is a placid affair with only minor conflicts occurring between groups. This state of affairs has persisted for millennia, a testament to the wisdom of our leaders.

It is the further responsibility of certain specific high houses—Ellowuyr, Issyen, Nyarr, Rhyslyrr, and Silowuyr—to see to the defense and garrisoning of the most important fortresses of Ios, as well as the maintenance of our nation's borders. Each of these military houses controls an army whose ranking officers are drawn from the pure-blood members of the high houses' own family and command a rank and file drawn up from the lesser houses that owe fealty to the high house. Officers and regiments are rotated through posts on a regular basis. It is worth noting that House Nyarr has unparalleled control over certain segments of the Iosan border armies as an artifact of political maneuvering. Collectively, these forces are known as the Homeguard.

An interesting tangent of the military houses is that two houses, Shyeel, and my own house, Vyre, are the primary manufacturers of Iosan weaponry. Though neither house has the full standing of a military house and subsequent control over the Homeguard, the products of their work are critical to Ios' military industry. This has created some asymmetrically powerful alliances.

As you are most likely aware, the Iosans closed their borders to all outsiders in 581 AR. Though diplomats and merchants had been allowed only extremely limited access prior to that date, none had ever gained more than a cursory look at the nature of Iosan society, and documents on the workings of the government have been very rare indeed. The unmarked document above was collated with recent paperwork indicating that the Order of Illumination's source is contemporary. I am sure you can imagine my surprise when I realized that the Order of Illumination must be in direct contact and collaborating with a ranking Iosan. It was no simple matter confirming this fact.

With great effort I was able to gain access to information from within the Cygnaran Reconnaissance Service regarding their protocols governing exchanges of information between themselves and the Order of Illumination. The Order of Illumination is a deeply secretive organization due to the nature of their investigations into cult activity. Complicating the matter is the fact that the Order has tight security methods in place related to contact with certain politically questionable agents and advisors, such as certain members of the now disbanded Cygnaran Inquisition.

I have been aware for some time that the Order of Illumination employs a wide variety of contacts, but I was still taken off guard to learn they maintain an informant on Iosan matters. It was a lengthy process to gain access to their source. Ultimately, I was granted an interview with their contact under the false auspices of an intelligence confirmation interview on behalf of the Cygnaran Reconnaissance Service.

I was unsure what to expect from this informant; the handlers at the Order of the Illumination in Caspia would not divulge even a gender, let alone a name. I was physically blindfolded and then temporarily blinded through arcane means before being driven by carriage to a portion of the city I guess to be in the northeast quarter. I waited for some time before a figure entered the room flanked by the men who escorted me to the meeting. He was tall and thin, with a pair of narrow ears marking him clearly as Iosan. His head was bald and adorned with a line of tattoos in what I believe is a variation on the Iosan script. I rose and greeted him with my assumed name, and he smiled and gestured for me to sit before taking a seat across from me. He introduced himself as Nerri Vyre in perfectly spoken Cygnaran. I could tell neither of the escorting guards was comfortable with this rendezvous, though they stood quietly throughout our conversation. I was forbidden to even take notes, but I have transcribed our conversation from memory.

-G.K.

**Gavyn Kyle** - Thank you for granting me this interview. Cygnar is most grateful to you and the Order of Illumination.

**Nerri Vyre** - It is my pleasure. I'm equally gratified to give aid to the nation that gives me succor in my time of exile.

**GK** - I understand the nature of your exile might have some bearing on the events I'm investigating.



Would it be rude of me to ask how you came to be here?

**NV** - Not at all. Like any nation, Ios is not immune to quarrels among its leaders. Vyre, what you would call a surname, is the name of my house.

**GK** - You are a member of one of the great houses of Ios then?

**NV** - Once. I have had no contact with any in my homeland for many years. I cannot say what state House Vyre currently enjoys. I imagine it is diminished after the circumstances that led to my exile and our present conversation.

**GK** - What was the nature of that struggle, if I might pry?

**NV** - Of course. I apologize if I appeared recalcitrant. Vyre had been a house of leadership for time immemorial. The other houses of the hallytyr had looked to us for wise counsel for many generations. Even the Houses of Nyarr and Shyeel, long jealous of Vyre's superiority, heeded our words in council. It was only inevitable, perhaps, that those houses should unite against us. I will not pretend we had no fault in that dispute. The former leader of my house, what we call a "narcissar," came to some faulty conclusions regarding the application of certain esoteric lore and research. His excesses, logical though they seemed, gave our enemies the excuse they needed to remove our house from its preeminence among the hallytyr.

**GK** - Excesses?

**NV** - Vyre's scholars and arcanists have long specialized in research loosely akin to what you call mechanika. Our superior understanding of arcane principles gave us a broad, theoretical base to work upon. Narcissar Ghyrrshyld was loath to share certain technological innovations of our own with our allies, believing that doing so would further marginalize our standing. What the other houses call "excesses" were really nothing more than a lack of compliance with their unreasonable demands. In hindsight, Ghyrrshyld would have been wiser to share some of our lesser works as a compromise. Unfortunately, his reticence led to a complicated political conflict, and the leaders of House Nyarr and Shyeel used the resulting scandal to force Ghyrrshyld from power and a number of others, myself included, into exile.

**GK** - I assume the balance of power shifted to your rival's favor. Do you know how that situation unfolded?

**NV** - Yes. It tipped the balance in House Nyarr's favor. In particular, I'm quite sure that Dawnlord Vyros Nyarr, as Ghyrrshyld's sworn enemy, profited rather neatly by our downfall.

**GK** - Dawnlord Vyros Nyarr. A noble of that house? Could you describe him?

**NV** - Certainly. Vain and exceedingly arrogant. A noble, you could say, but more of a military commander and opportunist through breeding. Nyarr has always maintained some radical notions about the purity of their bloodline. Vyros is a particularly unpleasant believer of this philosophy. While Ghyrrshyld was undoubtedly deserving of the fate that befell him, Vyros is little better. I expect he utilized the political situation to gain further control of his house and to increase their standing among the hallytyr. Likely, the somewhat less talented artificers of House Shyeel benefited from their alliance. I imagine they've consolidated power within Ios since then. Shyeel and Nyarr have always been closely entwined. Nyarr has long maintained the Dawnguard as their personal army, which would have been impossible without equipment supplied by Shyeel's artificers.

**GK** - The Dawnguard?

**NV** - The Dawnguard is an ancient Iosan military order long entrusted to the stewardship of House Nyarr. Knights, of a sort, well adapted to modern warfare.

**GK** - I see. We intercepted a Khadoran military report describing a scarred commander accompanied by a hawk at the head of a large host of Iosan heavy cavalry. Does this description mean anything to you? (Omitting detailed description of armor and weapons.)

**NV** - Yes, your description matches that of the dawnlord and the dawnguard.

**GK** - It seems safe to presume there have been some radical changes among the hallytyr if Vyros has been seen leading an assault force outside the Khadoran border. What do you make of that situation?

**NV** - I couldn't really say. I've been out of touch here in Caspia. While my time in exile has afforded me the opportunity to delve into certain theoretical principles, my connection to my homeland lessens with each day.

It was at this point that Nerri Vyre smiled unpleasantly at his handlers, who then terminated the interview. Nerri was well spoken and even charming, but I found something about him unsettling. I assume the information he shared was littered with half-truths and serves some agenda of which I cannot guess. I deduce that the Order of Illumination keeps him as a source with a unique perspective on arcane matters.

Regardless, Nerri's words regarding House Nyarr ring true, at least to some extent, and I believe we can identify the leader of Iosan forces at Fort Brunzig as Dawnlord Vyros Nyarr. The implications of Nerri's word are ominous.

Despite Nerri's earlier description of the peaceful settling of disputes among the leaders of the Iosan government, his exile speaks volumes. Even if we assume that his version of the events is self-serving and paints Vyros in a poor light, the



timing of his exile is suggestive. It would appear that Vyros came to power in the aftermath of the fall of House Vyre. It does not seem difficult to imagine that the circumstances of that political feud were more martial than Nerri would have us believe. Given that we now know that Dawnlord Vyros Nyarr is likely the leader of a significant assault force with no qualms about operating outside Ios' borders, it seems a reasonable enough idea to conclude that House Nyarr were the victors in a coup. It stands to reason that a very significant event must have forced the Iosans to close their border to all outsiders as they did four decades ago. What would be a more

compelling reason than to prevent outsiders from learning of civil strife and a change in government?

If my conclusions are accurate, it is entirely possible that House Nyarr has taken up the "radical notions" that Nerri implicated Vyros of holding. Just what these philosophies are is an item of grave interest to every power in western Immoren who must ask themselves if their borders will soon be attacked by the armies of Ios.

—G.K.





# FORCES OF DISTINCTION X



By David "DC" Carl, Jason Soles, and Will Shick • Art by Nestor Ossandón and Andrea Uderzo

## **NEW THEME FORCES FOR WARMACHINE & HORDES**

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*.

These Theme Forces are "fair game" upon publication and usable in our organized play events.



## PRESERVATION

by David "DC" Carl

From the cover of the forest, the small Retribution force silently watched a horde of undead picking over a battlefield. Adeptis Rahn grimaced and flexed a gauntleted hand as he subconsciously channeled energy to his power field. The warcaster's obvious expectation of violence was immediately noticed by the slightly built Iosan standing next to him. Syls Wyshnalyrr turned to his superior, reluctance clear in his expression as well as his tone. "I thought it was a top priority to deliver this Hyperion to the Retribution forces massing to the North. We know nothing of this lich digging in the rubble." As if to punctuate his words, the hulking iron lich overseeing the thralls unceremoniously lifted the body of a dead mage hunter into the air and flicked it aside like an insect. Syls winced at the sight; if there was ever any hope of avoiding conflict, that action ended it.

The Retribution's sell-sword spy Eiryss suddenly and silently moved up behind the warcaster and master arcanist. "That is Scaverous, called Lord Exhumator.

He invades the minds of the dead seeking knowledge."

Adeptis Rahn briefly surveyed his forces—a small contingent

of Houseguard and Stormfall Archers as escort, some attending battle mages, the Seeker and the Angel, and a pair of arcanists maintaining his Chimera and Hyperion. The Cryxian forces in the valley outnumbered them nearly three to one, but most were thralls, foes easily dispatched by Stormfall arrows or force magic. Thanks to the mage hunter at his side, Scaverous' lone Deathripper would be insufficient to bring his necromantic magics to bear. "Eiryss, make your way to that boulder and let the Deathripper know we're here. This lich will not have his way with our fallen brethren."

With preternatural grace, the mage hunter moved silently to the indicated position. She took careful aim and sent a bolt into the bonejack's arc node housing. Though the mechanical device was not destroyed, the magic imbuing her bolt would keep it from functioning for a time.

At a hand signal from their team leader, the veteran Stormfall archers unleashed four explosive arrowheads into the thralls from extreme range. Mechanical fists, conduits, and bile hoses flew outward as corpses collapsed to the ground. Adeptis Rahn's Chimera, Houseguard, and battle mages advanced towards the enemy as one before the adeptis utilized the Chimera's arc node to send explosion after explosion ripping through the dwindling thrall



## ADEPTIS RAHN FIRES FROM ON HIGH

By David "DC" Carl

**WARJACKS:** Retribution non-character warjacks with Field Dependent, Discordia

**UNITS:** House Shyeel units, Houseguard units, Stormfall Archers

### TIER 1

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

**Benefit:** Increase the FA of non-character House Shyeel units and solos by 1.

### TIER 2

**Requirements:** The army includes one or more Hyperion colossals.

**Benefit:** Heavy warjacks and colossals gain +2 SPD during your first turn of the game.

**SOLOS:** Arcanist solos, House Shyeel solos, Eiryss, Angel of Retribution, Syls Wyshnalyrr, the Seeker

### TIER 3

**Requirements:** The army includes one or more Stormfall Archers units.

**Benefit:** Stormfall Archers gain Advance Deployment (AD) (🔱).

### TIER 4

**Requirement:** The army includes two or more solos with Magic Ability.

**Benefit:** Reduce the point cost of warjacks with an Arc Node (🔱) by 1.



ranks. The Hyperion and arcanists stood beside the warcaster, a noisome thrum building to a crescendo within the Starburst housing.

Scaverous turned from his grisly work to address the threat. Rather than focusing his attention on the Hyperion, however, his gaze focused firmly on the arcanist beside it. The deathless lore-seeker reacted quickly, identifying the shortest path to his intended research subject. Tendrils of mystical darkness surrounded his skeletal claws while similar dark energy clutched at Adeptis Rahn's chest and throat. Fueled by the invocation, he surrounded the Houseguard and battle mages on the front lines with grasping necromantic runes that caused some to fall immediately and many more to slump with weakness. The lich then charged, swinging his massive scythe to reap the souls of the Iosans. His surviving bile thralls waddled hurriedly towards the notorious mage hunter while the remaining mechanithralls pummeled Houseguard and battle mages into the blood-soaked mud. To add insult to injury, a pair of Helldivers erupted from the earth near the Chimera and knocked Rahn's precious arc node to the earth where they worked it over with their powerful jaws.

Fighting against the effects of the necromancer's curse, Adeptis Rahn mentally commanded the Hyperion to fire. With a blinding sphere of light and a sudden, eerie silence, Scaverous was bathed in arcane radiance. The thralls and Iosan corpses alike disappeared entirely within the sphere of energy, leaving Scaverous suddenly alone in a blasted crater. The Hyperion's

Thresher Cannons then came to life, ripping apart five bile thralls. The Angel of Retribution gave a barely perceptible nod to Rahn and his towering myrmidon before casually dispatching the last bile thrall with a crossbow bolt.

Sensing victory close at hand, Rahn strode forward and hurled a powerful bolt of force magic at Scaverous, straining all the while against the Lord Exhumator's necromancy. The bolt struck true and sent the already battered lich careening back into his Deathripper. The powerful arcanist smiled as the lich's bonejacks ran heedlessly into the remaining Retribution forces, a clear act of desperation. His smile turned to a glare, however, as Scaverous called upon the power of shadow to temporarily transmogrify the black iron of his necromechanical body, allowing him to slip straight through solid rock to locations unknown.

After the Hyperion crushed the three bonejacks while barely receiving a scratch in return, a frustrated Adeptis Rahn uttered an ancient curse in Shyr. The lich had not reappeared and had left no trace of his passing. Rahn turned to leave the scene of the quick and brutal battle.

"Adeptis," Sylys called out in equal parts horror and humility, "We must see to the dead."

Rahn took another look at the field with its dozens of slain Iosans and sighed heavily as he and his warjacks turned to gather the fallen.







## STONE FROM BLOOD

by William Shick

### Upper Wyrmwall Mountains, 586 BR

Overseer Alarais' frowned as she surveyed the advancing Orgoth force. The approach below teemed with the deadly invaders. Most numerous among them were dread, their deadly bladed limbs glinting in the morning sun; a stark contrast to their lifeless grey flesh. Intermixed with the dread were hulking warriors in baroque black armor carrying massive battle blades, upon which hundreds of leering faces were carved. Alarais had already seen the devastating strength of these warriors, their unholy weapons denying even the power of Orboros. Orgoth war witches moved about the nightmarish cohort unimpeded, and even the mightiest Orgoth warrior gave them a wide berth.

Alarais turned to Egarohov the Oathkeeper, conduit of the mighty Wurmwood. She fought to control the fear in her voice. "Oathkeeper, we cannot hope to stand against these invaders. We must—"

Egarohov lifted a hand, cutting her off. Alarais saw the roots about his body pulsate and tighten. After a long moment, the druid spoke, "We will not cede this site to the Orgoth like so many others. The veins of Orboros run deep here."

## CASSIUS THE OATHKEEPER GIANTS OF STONE

-By Jason Soles

**WARBEASTS:** Griffon warbeasts, Wold Guardian, Woldwarden, Woldwrath

### TIER 1

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

**Benefit:** For every warbeast in this army, add one Gallows Grove solo free of cost. These solos ignore FA restrictions.

### TIER 2

**Requirements:** Cassius' battlegroup includes one or more Woldwraths.

**Benefit:** Models in your army gain Spell Ward during the first round of the game.

### TIER 3

**Requirements:** The army includes one or more Blackclad Wayfarer solos.

**UNITS:** Druids of Orboros, Shifting Stones, Tharn Bloodweavers

**SOLOS:** Blackclad Wayfarer, Gallows Grove

**Benefit:** Blackclad Wayfarer solos gain Ambush. (You can choose not to deploy models with Ambush at the start of the game. If it is not deployed normally, you can put a model with Ambush into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place the model with Ambush within 3" of the chosen table edge.)

### TIER 4

**Requirements:** Cassius' battlegroup includes one or more Scarsfell Griffons.

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



"But we cannot hope to stand against so many!" Alarais protested.

"Soak the skin of Orboros and the mountains will move," Egarohov replied.

Alarais' frowned as she tried to decipher the Oathkeeper's meaning. She could tell when the venerable Wurmwood was speaking directly through its mortal vessel, as Egarohov's voice and words took on a distinctive pattern, as if struggling with a language he did not fully understand. As much as the Circle venerated Wurmwood, its will and thoughts remained an enigma to all but its chosen mortal conduit.

---

Alarais cursed as she narrowly avoided a sweeping strike from the howling Orgoth warrior in front of her. As his mighty blade passed by her face, she swore she could see the leering faces etched upon it contort and moan. Instinctively, she extended her hand to unleash an elemental blast. She could feel the power of Orboros flow through her, but despite her efforts the magic had no effect. The Orgoth's powerful warding prevented any spell from taking hold. Knowing she could not hope to best the fell warrior in combat, Alarais used the power within her to summon a mystical vortex that whipped about her, obscuring her from her enemy and hindering his attacks.

There was a loud screech overhead and Alarais saw several griffons diving from the sky, controlled by Egarohov. The nimble creatures tore at the unliving dread and their Orgoth masters with razor-sharp talons and hooked beaks, using their speed to perform surgical hit-and-run attacks against their opponents. Alarais gritted her teeth as she saw several of the beasts blasted out of the sky by the magic of the Orgoth war witches.

She avoided the clumsy blow of the warrior engaging her and was about to strike back with her voulge Chasm when several Tharn bloodweavers pounced on the armored Orgoth. He roared and shook two of them off, bringing his heavy blade down to cleave one in twain. But the wicked sacrificial daggers of the bloodweavers were guided by powerful enchantments, and they tore through exposed flesh to savage vital organs. With a final groan, the mighty warrior collapsed to the ground, his assailants springing off him with lithe grace before stalking off for new prey.

In the brief moment of respite, Alarais took in the scene around her. They had done admirably against the superior Orgoth force, but already their numbers

were greatly depleted. Wurmwood was rooted unmoving in the center of the nexus, undoubtedly drawing power from the ley lines that crisscrossed and intersected beneath the druids' holy site. Egarohov remained just behind his personal escort of druids, unleashing what destruction he could upon the unwarded lines of dread, disfigured creatures with arms replaced by cruelly hooked blades and other weapons.

Alarais grimaced. Even though their enemy's numbers were telling, it was their immunity to druidic magic that made the battle all but hopeless. Bereft of their most powerful weapon, the blackclads had no answer to the physical prowess of their attackers.

Their continued defiance against the Orgoth here was pure folly. Gritting her teeth, she began to make her way back to Egarohov. She had to try to dissuade Wurmwood from throwing away their lives.

Keeping herself cloaked in the swirling vortex, she quickly made her way toward the senior druid. As she approached, she could feel the immense power of Orboros emanating from him. She felt gooseflesh prickle her skin at the thought of controlling such unrestrained energy.

Suddenly, an unearthly roar filled her ears and the largest Orgoth warrior she had ever seen charged through Egarohov's druid guardians, scattering them like kindling. His dark eyes blazed from beneath his black iron helm, the twisted demonic face carved upon it paling in comparison to the terrifying visage beneath.

He leveled his massive fell blade at Egarohov and growled, "This land and all its secrets belong to us."

Egarohov's reply was hollow, his words weighted with Wurmwood's ancient, alien intelligence. "Your apocalypse is but one of many seasons. Your reign of bloodshed shall only strengthen the roots of Orboros."

At that the druid attacked, lashing out with his cleft-bladed sword. The Orgoth chieftain didn't even move, letting the blade pierce his flesh as if it were nothing more than a gnat landing upon his skin. With a triumphant laugh, the chieftain brought his own blade down, splitting Egarohov down the middle from head to groin. The Orgoth tilted his head back and howled in victory, the sound shaking the very earth around him.

Alarais stood in abject horror. It was finished. As she fell to her knees in despair, she was shocked to find herself held aloft, the firm, ancient roots of





Wurmwood coiling about her body. A flash of lighting lit her vision and time stood still. An ancient and booming voice filled her mind.

*Do you accept the title of Oathkeeper? To serve the will of Orboros on Caen? Say the words!*

Alarais had hardly a moment to think but gave her consent. The words of the oath arose in her mind and she spoke them rapidly, finishing the litany with the ritual words, "I seal the Oath with my blood, my life. I am nothing before Orboros."

There was only a moment of pain as roots plunged deeply into her flesh. The voice in her mind boomed in acknowledgement. *Then reap the harvest. The Wurm is nurtured by the blood of the living.*

Like a thunderclap Alarais' whole world came back into view, but she was not herself. She was more and at the same time less than what she had been. She could feel the power of Orboros like never before, taste the sweet tang of blood seeping into the soil, sense the savage minds of the warbeasts amid the battle. And she could sense a greater power set within the carved stones against the mountains around

them. They were more than what they appeared. Newfound power flowed from her and into these great guardian constructs that had long awaited the call of Wurmwood. She could feel them gather power from their long decades of inactivity, feel them shake the weight of years from their wooden joints. Giants of stone, each an animated piece of the mountains, moved at her command.

She saw the face of the mighty Orgoth go from victorious exultation to confusion to terror in an instant as the great rocky cliffs around the nexus arose to take the form of powerful and towering Woldwraths.

She locked eyes with the Orgoth chieftain. In that moment Alarais felt the will of Wurmwood fill her and become her own. She no longer knew where she began and it ended. Suddenly the impenetrable secrets of the Wurm were laid bare before her. Their symbiosis was perfection, and she knew it spelled doom for any who would dare stand against the power of Orboros. The Orgoth would not claim this site, either today or tomorrow. Not while Wurmwood willed it.



# M&P

## QUICK TIPS

# FREEHAND FACTION SYMBOLS



By Brant Benoit

One thing many painters find intimidating is freehand. The definition of freehand is simply painting designs and patterns without a stencil or masking. By following two simple techniques anyone can master this method, which can open up a wide array of customization opportunities.

The primary rules to follow when painting freehand symbols are simple:

- 1) Use thin paint. If the paint is too thick, painting clean, crisp symbols can be difficult.
- 2) Paint the designs using basic shapes. Don't use thin lines or try to draw the design with your brush.

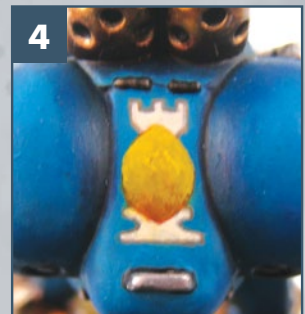
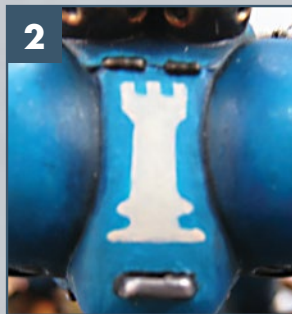
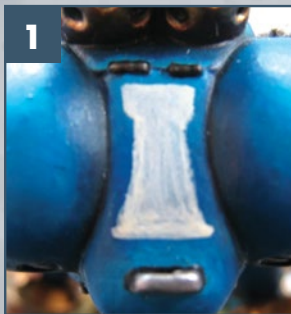
Adhering to the rules above will make painting freehand an easy exercise for even a novice painter after a little practice.

To demonstrate these techniques, I'll be painting the symbol for Cygnar's First Army on a Charger and a simplified Talion Charter logo on a Buccaneer. These symbols can be found in *Forces of WARMACHINE: Cygnar* and *Forces of WARMACHINE: Mercenaries*, respectively.

### COLORS USED

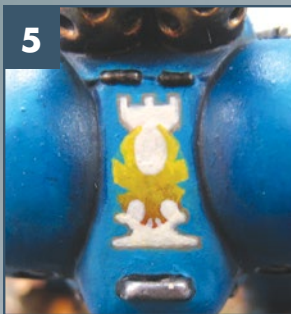
	Battlefield Brown
	Bloodtracker Brown
	Cold Steel
	Cryx Bane Highlight
	Cygnar Blue Highlight
	Cygnus Yellow
	Ember Orange
	Menoth White Highlight
	Radiant Platinum
	Solid Gold

## FIRST ARMY CHARGER



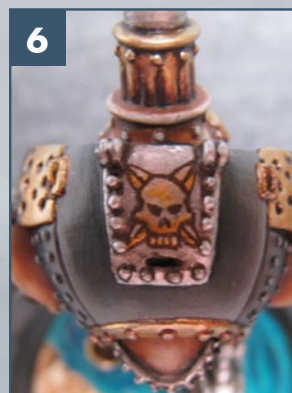
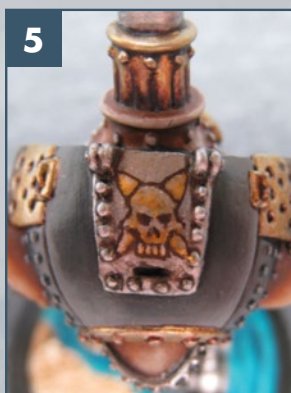
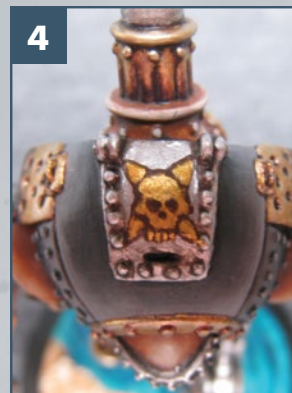
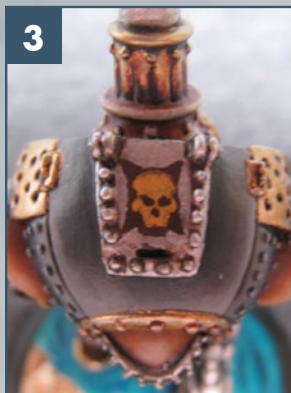
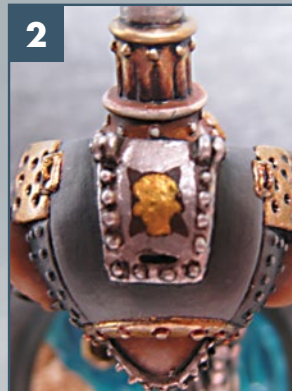
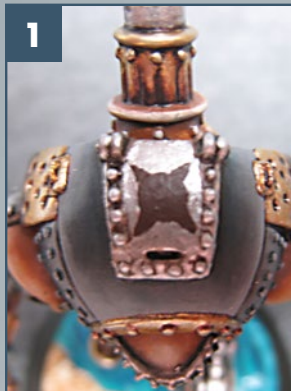
- 1) Block in the basic shape of the tower with Menoth White Highlight. Don't be overly concerned about getting the shape perfect when painting the white. If it's a little splotchy after this step, that's fine.
- 2) Cut back into the basic shape with the highlight color of the surface underneath. This is the stage at which you will be defining the shape of the tower. Move back and forth between painting the white and underlying blue. This is how you get crisp, clean edges.
- 3) Outline the tower in Cryx Bane Highlight. Working in the same method as above, paint a thicker outline than you need, and re-paint the Menoth White Highlight where needed. This helps separate the symbol from the underlying blue and defines the overall shape.
- 4) Paint an egg shape with a mix of Bloodtracker Brown and Ember Orange. The top and bottom of the egg should have a fairly sharp point. Highlight the egg shape at this stage with Cygnus Yellow and leave a thin outline of the brown/orange mix.





- 5) Cut into the egg shape with semicircles, which define the wings and provide a space to paint the head. Paint small wedges with the tip of your brush on the tail and wing edges.
- 6) Paint in the head with your brown/orange mix and then Cygnus Yellow. Define and darken the outline as necessary.

# TALION CHARTER BUCCANEER



- 1) Use Battlefield brown to block in a basic circle with four triangles evenly spaced around its circumference. Clean up the basic shape and sharpen the edges with the underlying Cold Steel.
- 2) Block in the basic skull shape with Solid Gold. Leave an outline of the brown to help define the shape over the Cold Steel.
- 3) Block in circles for the eyes, nose, and paint a brown line for the teeth.
- 4) Block in the outer triangles with Solid Gold, clean up the eyes and nose, and add the teeth.
- 5) Add a highlight of Radiant Platinum on the brow ridge, top of the skull, teeth, and top half of the triangles.
- 6) Define the outline and add a thin line down the middle of the four triangles.



## CONCLUSION

Remember, keep your paint very thin and work back and forth between the color of your design and the underlying color. This is the best way to get clean, crisp, and well-defined shapes using freehand. Basic shapes are applicable to any of the faction symbols found in the Iron Kingdoms. Try these: Khador (triangle), Menoth (two rectangles), or Cryx (circle). With a little practice, you'll find that utilizing basic shapes and thin paint will help you master the art of freehand.



# LEVEL 7

[ESCAPE]

# LOST IN THE DARK

BY WILL SCHOONOVER · ART BY NESTOR OSSANDÓN

In *No Quarter* #43 we gave you a glimpse of the dim, shadow-haunted vault of Subterra Bravo, the sinister underground military base that serves as the setting for *LEVEL 7 [ESCAPE]*, Privateer Press' new semi-cooperative, survival-horror board game releasing this September. To celebrate the release of *LEVEL 7 [ESCAPE]*, we're giving you an all new, official scenario to play through, the very one that spelled doom for two Privateer Press employees in last issue's Blackout Scenario Report.

So get your flashlights ready, watch for clones in the ducts, and try to escape the oppressive gloom of Subterra Bravo. Remember, you don't have to be afraid of the dark, but you should be very afraid of what dwells within it...

## SCENARIO 8: BLACKOUT

As the elevator doors begin to open, the lights flicker and go out, leaving you in total darkness. The power must be out on this level, maybe across the whole base. All the elevators are probably down. You grab a grubby emergency flashlight from a panel in the car and squeeze between the doors and into the darkened hallway. According to the information placard on the wall, there are generators on this level. If you split up, you'll find them faster.

## OBJECTIVE

You've got to get the generators back online to power up the elevator so you can escape.

## SCENARIO RULES AND SETUP

Place the A-Lift tile in the center of the table with all the players in the elevator. Connect Corridor 101-A to the A-Lift.

Set aside the tiles for the C-Lift and Sector Generators 1-4. Separate the remaining tiles into four stacks of seven tiles each, returning any leftover tiles to the box. Shuffle one generator tile into each stack and give one stack to each player. When exploring, each player draws from his own stack of tiles.

Remove all the flashlight cards from the item deck and give one to each player.

Each player starts with 5 vitality and 1 threat. If you end a turn on a tile with two other players, you gain 1 threat.





## GUARDS

RESERVES: 6  
SECURE NUMBER: 2



## CLONES

RESERVES: 6  
PACK LIMIT: 2



## HYBRIDS

RESERVES: 3  
HYBRID LIMIT: 1

**TOKENS/MARKERS:** THREAT, LOCKDOWN, SWARM,  
ACCESSED CONTROL PANEL

**THREAT POOL:** TWICE THE NUMBER OF PLAYERS

**LOCKDOWN POOL:** THE NUMBER OF PLAYERS PLUS 2

## GUARDS VS. ALIENS

Guards start the scenario with 4 fear. Clones start the scenario with 4 threat. Hybrids start the scenario with 8 threat.

## ADDITIONAL RULES

This scenario uses the Military Zone rule and the rules for peeking and accessing control panels.

### MORE ON PEEKING

When a generator is found, the owner of the stack can continue drawing from his own stack or draw from another player's stack when exploring. If he draws from his own stack, he uses the peeking rules as if he had drawn all the tiles in the Stack A. After he has drawn the last tile in his stack, he can draw from any stack using the peeking rules as if he had drawn all the tiles in Stack B.

When you successfully peek, place the C-Lift so that it connects to your tile.



## GAMEPLAY

If you fail a combat, a bull rush, or an outwit challenge, a flashlight you are carrying is returned to the box.

Restarting a generator is a 4 Intelligence challenge. When you successfully restart a generator, place an accessed control panel marker on the tile to signify the generator is running.

Every tile is considered to have a darkness marker unless at least two generators are running.

When the first generator is restarted, place a swarm marker on the A-Lift. This marker is considered a clone nest.

At the end of the first turn in which three generators are running, lockdown starts and three hybrids spawn on fear tiles starting with the closest to the A-Lift. Hybrids consider running generators targets with 6 fear. When a hybrid activates on a generator tile with an accessed control panel marker and no higher fear target, the only action it takes is to remove the marker.

## LOCKDOWN

There are no additional lockdown rules in this scenario.

## ESCAPE

Once three generators are running, the C-Lift becomes the exit. Players who reach it escape and are removed from play. A player who escapes does not take a lockdown token at the end of his turn.

### EASY MODE

Each player's stack of tiles has five tiles plus a generator. Form another stack with the remaining tiles instead of returning them to the box. Once all other stacks are empty, players draw from this final stack.

### HARD MODE

Players do not begin the game with a flashlight.





# GRITTY & GRIZZLED CHALLENGE

In the Gritty & Grizzled challenge we want you to show us a model that has been to the battlefield time and time again, a veteran that has emerged from each confrontation tougher, more capable, and bearing the evidence of his victories on his flesh. Obviously, you can interpret this challenge a number of different ways. You can show us a grizzled, gray-bearded Trencher sergeant who has seen action in every major battle in the last twenty years, an alpha Bronzeback Titan crisscrossed with scars and armored in the shields of fallen enemies, or an ancient Nomad warjack speckled with rust and riddled with the bullet holes of a hundred battles. The choice is yours; just make us believe your model has been through the hell of battle and come out ready for more on the other side.

To submit your entry take a digital photo of your creation, fill out a submission form, and send both to [submissions@privateerpress.com](mailto:submissions@privateerpress.com). Before you send your entry, make sure you read the rules and submission guidelines at:

[privateerpress.com/no-quarter/no-quarter-challenges](http://privateerpress.com/no-quarter/no-quarter-challenges)

The winner of this challenge will receive a \$100.00 US spending spree at the Privateer Press Store ([store.privateerpress.com](http://store.privateerpress.com)), and the runner-up will receive \$50.00. The top entries will also be published in an upcoming issue of *No Quarter*.

## ENTRIES DUE BY 01/01/13

See the winner of the Unde-Feat-Able Challenge from *No Quarter* #42 on page 94!



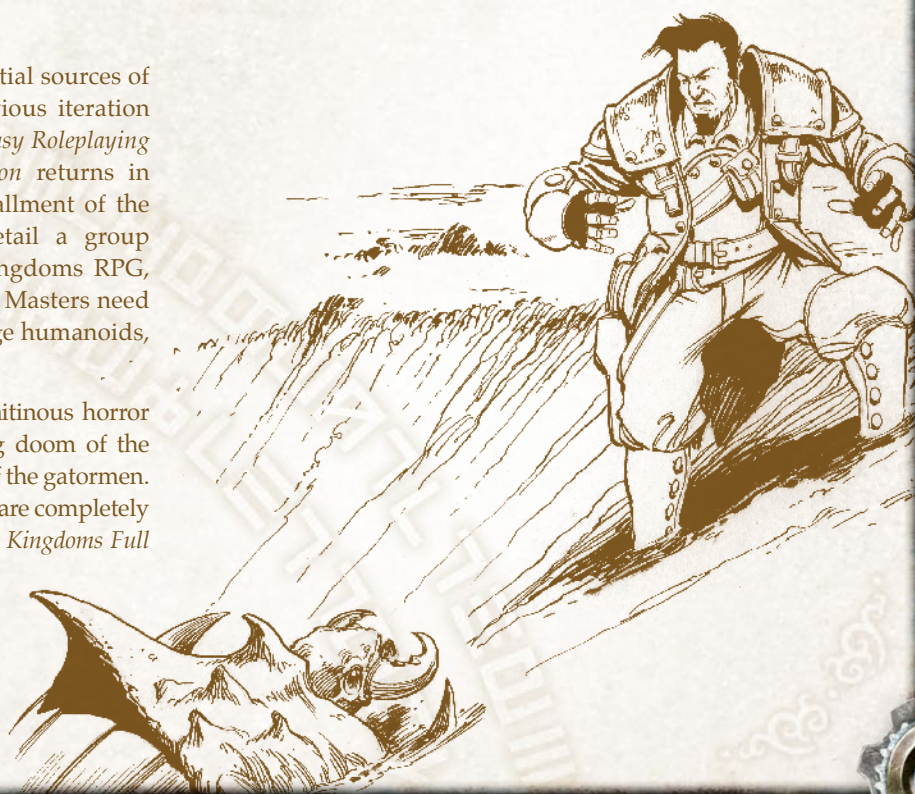


# MONSTERNOMICON & BEYOND

BY AERYN RUDEL • ART BY MARIUSZ GANDZEL, BRIAN SNODDY, AND MATTHEW D. WILSON

The *Monsternomicons* were the essential sources of antagonists for players in the previous iteration of the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*, and now, the *Monsternomicon* returns in the pages of *No Quarter*. Each installment of the *Monsternomicon & Beyond* will detail a group of monsters for use in the *Iron Kingdoms RPG*, providing all the information Game Masters need to use these dangerous beasts, savage humanoids, and chilling undead in their games.

In this installment we present the chitinous horror of the cataphract beetle, the howling doom of the duskwolves, and the scaly savagery of the gatormen. As always, the monsters in this article are completely revised and updated for the new *Iron Kingdoms Full Metal Fantasy Roleplaying Game*.





# CATAPHRACT BEETLE



The ground beneath you suddenly gives way, creating a steep-walled pit that pulls you toward its center. You try to climb to more stable ground, but your feet are quickly sucked beneath the surface. Worse, the glistening onyx-black body of a giant beetle bursts from the center of the pit and skitters toward you unimpeded by the shifting sand.

## CATAPHRACT BEETLE DRONE

SPD	STR	MAT	RAT	DEF	ARM
5	5	4	4	10	13
WILLPOWER		INITIATIVE		DETECT	SNEAK
7		11		3	3



### BITE

POW	P+S
3	8

## ABILITIES

**Burrow** – The cataphract beetle can use a quick action to burrow beneath loose earth or sand, leaving only its head exposed. Until it moves, is placed, or is engaged, the cataphract beetle gains concealment and does not block line of sight.

**Pit Beast** – A cataphract beetle drone gains a +1 bonus to attack and damage rolls against a character within a cataphract beetle sand trap.

**VITALITY** 5

**BASE SIZE** SMALL

**ENCOUNTER POINTS** 2

## CATAPHRACT BEETLE SOLDIER

SPD	STR	MAT	RAT	DEF	ARM
5	6	5	5	11	15
WILLPOWER		INITIATIVE		DETECT	SNEAK
9		12		3	3



### BITE

POW	P+S
4	10



### ACID SPIT

RNG	ROF	AOE	POW
SP6	1	—	10

## ABILITIES

**Burrow** – See cataphract beetle drone.

**Pit Beast** – See cataphract beetle drone.

**VITALITY** 6

**BASE SIZE** SMALL

**ENCOUNTER POINTS** 4

Cataphract beetles are large carnivorous insects that dwell in dry, sandy environments, although they have been known to range into temperate areas, especially where the soil is loose enough to accommodate their burrows and pit traps. In areas where they are common, cataphract beetles are considered a dangerous threat.

The two most common castes of cataphract beetles, drones and soldiers, are similar in appearance—squat, six-legged insects about three feet long and standing two to three feet from the ground. Both are armored with a thick, spiky carapace stout enough to repel small arms fire. Soldiers are slightly larger and have more pronounced mandibles than drones, but this is the only obvious difference between the two.

Communal insects, cataphract beetles dig extensive underground burrows that can hold as many as fifty individuals. The majority of cataphract beetles in a burrow are drones tasked with gathering food and caring for their large, immobile queen. The rest are soldiers, which protect the burrow from intruders and dig the deadly pit traps for which the cataphract beetles are infamous.

Cataphract beetles are predatory, and foraging drones will attack any creature they encounter, dismember it, and drag it piecemeal back to their burrow. Closer to their burrows, cataphract beetles employ a very different method of capturing prey. The soldiers burrow ever-widening circles in loose earth or sand, creating an unstable pit that collapses inward when anything but a cataphract beetle enters the area. The shifting earth in these pits make them exceedingly difficult to climb, sucking prey toward the center where the cataphract beetle soldier awaits.

## COMBAT

Cataphract beetles use their powerful mandibles to tear their victims to pieces. Soldier cataphract beetles can also spray a caustic stream of digestive fluid out to a range of 36 feet. The beetles are typically encountered around their burrows, where two to three soldiers hide in pit traps with only their heads exposed, and up to half a dozen drones mill about. When prey approaches or stumbles into a pit, both soldiers and drones swarm to attack it.





## LORE

A character can learn information about cataphract beetles with a successful Lore (extraordinary zoology) skill roll against the following target numbers.

**8:** Cataphract beetles are large predatory burrowing insects that inhabit dry, sandy areas.

**10:** Cataphract beetles are armored in a thick spiky carapace and have pronounced mandibles sharp enough to rend steel.

**12:** Cataphract beetles dig treacherous pit traps to capture prey. These steep-walled pits are difficult to climb and leave victims at the beetles' mercy.

**15:** There are three castes of cataphract beetles: drone, soldier, and queen. Both drones and soldiers are armed with powerful mandibles, but the soldier cataphract beetles can also spray a stream of caustic digestive fluid at foes. The queen is a defenseless, immobile egg-layer found at the heart of a cataphract beetle burrow.

## HOOKS

Idrian nomads report a hitherto unknown species of giant, burrowing beetle lurking below the sands that have been attacking their horses. Cygnaran scouts along the border believe the vermin may be some type of new skorne beast and are offering a handsome reward to any mercenaries who can bring in a beetle carcass for study.

## CATAPHRACT BEETLE SAND TRAP

### SIZE

3", 4", or 5"-diameter pit

### ENCOUNTER POINTS 2/3

Cataphract beetle sand traps are hazards that can be added to any encounter featuring cataphract beetles. Each 18-foot-diameter (3") or 24-foot-diameter (4") trap is worth 2 encounter points, while each 30-foot-diameter (5") pit is worth 3 encounter points.

Cataphract beetles construct sand traps near their burrows to disable prey. A sand trap is a pit of loose earth or sand that is treated as rough terrain. However, a character entering or ending his movement within a sand trap must make an Agility roll against a target number of 10 or be knocked down and slide to the center of the pit. On a success, the character is not knocked down and can continue to move normally through the sand trap.

A knocked down character can stand up normally by sacrificing his move or attack but must make another Agility roll against a target number of 10 to move out of the pit. On a failure, the character is knocked down again.

Cataphract beetles are not affected by these sand traps.



# DUSKWOLF



*A soul-chilling howl splits the night and the woods come alive with the sound of many large creatures moving rapidly toward you. Ahead, a large shadow beneath the trees suddenly becomes strangely solid and takes on the terrifying outline of an enormous wolf.*

## DUSKWOLF FEMALE

SPD	STR	MAT	RAT	DEF	ARM
7	7	6	2	13	12
WILLPOWER		INITIATIVE		DETECT	SNEAK
8		14		6	6



### BITE

POW

3

P+S

10

## ABILITIES

**Cull the Weak** – Duskwolves gain a +1 bonus to attack and damage rolls against damaged characters.

**Flawless Tracker** – A duskwolf has Tracking 6 (skill level + ability modifier). In addition, it gains an additional die on Tracking skill rolls when pursuing a living target.

**Shadow Camouflage** – As a quick action, a duskwolf female can change the color of her pelt to match surrounding shadows. As a result, she gains Stealth for one round. Ranged and magic attacks declared against a creature with stealth automatically miss when the point of origin for the attack is more than thirty feet (5") away. Shadow Camouflage does not work in areas of bright light.

**VITALITY** 8

**BASE SIZE** MEDIUM

**ENCOUNTER POINTS** 4

Enormous wolves with intelligence and ferocity far outstripping mere beasts, duskwolves are dangerous predators that dwell within dark, primeval forests. Duskwolves are infamous for their chilling howls that can freeze a man's blood in his veins and the ability to become all but invisible when hunting. They have been known to stalk and kill humans found alone in the wilderness, and creatures as large and powerful as trolls have fallen to packs of hungry duskwolves.

A male duskwolf stands six to seven feet at the shoulder, is ten feet long from nose to tail, and weighs as much as six hundred pounds. Its coat is a dusky gray, and the mane that runs the length of its spine is midnight black.





Female duskwolves are slightly smaller than the males, lack manes, and their fur is much darker, although they can change the color of their pelts at will to blend into the shadows. Both males and females are powerfully built, incredibly nimble, and their jaws are strong enough to sunder armor and the flesh and bone beneath.

Male duskwolves are somewhat rare. As such, a typical pack of duskwolves is composed of a single male and six to eight females. Particularly large and trackless forests may support larger packs, but there is fierce competition between males for mates and territory, and it is uncommon to find more than one male per pack.

Duskwolves are frequently tamed by Tharn tribes, serving as swift, deadly mounts for lithe wolf riders. Additionally, powerful druids and shamans may use packs of duskwolves to hunt down those who intrude on their sacred sites and rituals.

## COMBAT

When hunting, the male duskwolf distracts and demoralizes an opponent by unleashing a terrifying howl. It then charges in, seizes the target in its jaws, and attempts to drag the victim to the ground. This distraction allows the female duskwolves to creep through the shadows and strike en masse from behind. Duskwolves are efficient predators and are especially adept at dispatching injured prey.

## LORE

A character can learn information about duskwolves with a successful Lore (extraordinary zoology) skill roll against the following target numbers.

**8:** Duskwolves are enormous wolves that inhabit ancient forests. They sometimes hunt and devour humans.

**10:** Duskwolf males are larger and stronger than females, but the females are stealthier and can disappear into the shadows.

**12:** Duskwolf males can unleash a piercing howl that frightens and demoralizes all who hear it.

**15:** Duskwolves are often tamed by the savage Tharn who use them as mounts and hunting beasts.

## HOOKS

Woodcutters from Corvis have gone missing near the southern tip of the Glimmerwood, and large wolf tracks have been found in the area. Many in Corvis believe duskwolves are responsible for the missing woodsmen, and their employer, a prosperous logging company, is looking for mercenaries to hunt down and slay the beasts.

### DUSKWOLF MALE

SPD	STR	MAT	RAT	DEF	ARM
7	7	7	2	15	14
WILLPOWER	INITIATIVE	DETECT	SNEAK		
9	16	7	5		



#### BITE

POW P+S

3 10

**Pull Down** – When a male duskwolf scores a critical hit with this weapon against a character with a large or smaller base, the character struck is knocked down.

### ABILITIES

**Cull the Weak** – See duskwolf female.

**Flawless Tracker** – See duskwolf female.

**Unnerving Howl** – Once per encounter, as a quick action, a male duskwolf can unleash a terrifying howl that affects all living creatures with Terror [16] except other duskwolves within 60 feet (10"). See the rules for Terror in the *Iron Kingdoms Full Metal Fantasy Roleplaying Game Core Rules* (pg. 224).

### BASE SIZE

MEDIUM

### ENCOUNTER POINTS

8





# GATORMAN



Towering scaled humanoids wade through the swamp toward you. They grip savage axe-like weapons in taloned fingers and regard you with cool reptilian gazes that might denote curiosity...or hunger.

## GATORMAN WARRIOR

SPD	STR	MAT	RAT	DEF	ARM
5	8	6	3	11	16
WILLPOWER		INITIATIVE		DETECT	SNEAK
10		12		3	4



### POLEAXE

POW	P+S
5	13

The poleaxe is a Reach weapon.

**Powerful Charge** – Gatorman warriors gain +2 to charge attack rolls with this weapon.



### BITE

POW	P+S
3	11

## ABILITIES

**Amphibious** – Gatormen treat water as open terrain and gain concealment while within water.

**Snapping Jaws** – When an enemy misses a gatorman warrior with a melee attack, the gatorman warrior can make an immediate bite attack against the enemy. Snapping jaws can be used once per round.

**VITALITY** 10

**BASE SIZE** MEDIUM

**ENCOUNTER POINTS** 7

Masters of the marsh, the brutal gatormen can be found in nearly every bog and swamp in western Immoren. Although not as numerous as the swamp gobbers and bog trogs with whom they share their habitat, the gatormen outstrip both in terms of raw physical strength and martial skill. In addition, the gatormen have a powerful magical tradition, and their shamans can command the great beasts of the swamp to do their bidding. These factors have largely allowed the gatormen to subjugate other swamp-dwelling races and simply annihilate those who will not bend to their will.

Standing nearly eight feet tall and weighing up to four hundred pounds, an adult gatormen is massive by human standards. Gatormen have fully prehensile hands and can wield weapons and tools as well as any human. Their heads are decidedly gator-like, and their long powerful jaws filled with ivory fangs make it difficult for them to speak the tongues of other humanoids. Gatormen are covered from head to toe in thick, horny scales that range in color from drab olive green to dark gray.

Gatorman society is tribal in nature, and tribes are usually fairly small, rarely exceeding fifty individuals. A chieftain and a bokor lead each tribe. The chieftain is usually the most adept hunter and fiercest warrior in the tribe, while the bokor is a powerful shaman who channels the will and magic of the

great swamp spirits. In some tribes the bokor and chieftain may be the same gatorman.

Gatormen are not always hostile when encountered, and some tribes are quite eager to trade with other races for goods they cannot produce on their own. Additionally, the strength and martial prowess of the gatormen is well regarded by other savage races, and some tribes work as mercenaries for trollkin, skorne, and even the enigmatic blackclad druids. However, more xenophobic tribes often view outsiders as a threat and will savagely attack anyone intruding upon their territory.

## COMBAT

For their size, gatormen are fairly stealthy and will often hide beneath the surface of the swamp to catch prey unaware. A typical gatorman hunting party includes up to half a dozen gatormen armed with poleaxes, which they wield with brutal efficiency. Large hunting parties may include a gatorman chieftain and a bokor. The chieftain is a mighty combatant that can easily overwhelm numerous armed men, and the bokor can decimate foes or aid his allies with powerful magic.

## LORE

A character can learn information about gatormen with a successful Lore (extraordinary zoology) skill roll against the following target numbers.

**8:** Gatormen are large scaled humanoids that dwell within marshes and swamps. They have been known to savagely attack those intruding on their domains.

**10:** Gatormen compete for resources with other swamp-dwelling races. However, their size, physical strength, and access to powerful magic generally ensures they emerge on top in conflicts with bog trogs, swamp gobbers, and the like.

**12:** Gatormen speak a curious language, called Quor-gar, that combines vocal utterances and body language. They have a difficult time speaking human languages, but many learn to understand it after a fashion.

**15:** Some tribes of gatormen are amenable to trade with civilized races and are less hostile to outsiders.

## HOOKS

Vykos Divir, an entrepreneurial merchant in Mercir, has made contact with a tribe of gatormen in the Fenn Marsh. These particular gatormen have access to beds of freshwater mussels that produce a startling amount of pearls. The



gatormen have no use for the pearls but are willing to trade them for goods they can use. Vykos approaches the PCs and offers to pay them a substantial sum if they will escort him into the swamp and act as bodyguards should negotiations with the gatormen go badly.

#### GATORMAN CHIEFTAIN

SPD	STR	MAT	RAT	DEF	ARM
5	9	7	3	13	18
WILLPOWER		INITIATIVE		DETECT	SNEAK
12		14		4	4



#### POLEAXE

POW	P+S
5	14

The poleaxe is a Reach weapon.

**Powerful Charge** – The gatorman chieftain gains +2 to charge attack rolls with this weapon.



#### BITE

POW	P+S
3	12

#### ABILITIES

**Amphibious** – See gatorman warrior.

**Cold-Blooded** – Once per activation, a gatorman chieftain can re-roll one missed attack roll against a living creature.

**Feat Points** – The gatorman chieftain starts each encounter with 1 feat point. It is allocated 1 feat point at the start of each of its turns. The chieftain can only have 1 feat point at a time.

**Feat: Counter Charge** – When an enemy advances and ends its movement within thirty-six feet (6") of the gatorman chieftain and in its line of sight, it can immediately spend 1 feat point to charge the enemy. The gatorman chieftain cannot make a counter charge while engaged.

**Martial Savagery** – A gatorman chieftain can make one attack with each of its melee weapons during each of its turns without penalty.

#### BASE SIZE

**MEDIUM**

#### ENCOUNTER POINTS

**15**



#### GATORMAN BOKOR

SPD	STR	MAT	RAT	DEF	ARM
5	7	6	4	12	15
WILLPOWER		INITIATIVE		DETECT	SNEAK
12		12		4	4



#### BONE KNIFE

POW	P+S
3	10

The bone knife is a Magical weapon.

**Baleful Boon** – When a gatorman bokor damages a living enemy model with this weapon, it removes 1 fatigue point from its current total.



#### BITE

POW	P+S
3	11

#### ARCANE

**3**

**Will Weaver**

#### ABILITIES

**Amphibious** – See gatorman warrior.

#### VITALITY

**10**

#### BASE SIZE

**MEDIUM**

#### ENCOUNTER POINTS

**6**

#### SPELLS

	COST	RNG	AOE	POW	UP	OFF
<b>BANISHING WARD</b>	2	6	-	-	YES	NO

Enemy upkeep spells on target friendly character expire. The affected character cannot be targeted by enemy spells or animi.

<b>CAUSTIC BOG</b>	2	CTRL	3	-	NO	NO
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Place a 3" AOE anywhere completely in the bokor's control area where it does not touch another character. The AOE is shallow water that remains in play for one round. A non-gatorman character entering or ending its movement within in the AOE suffers the corrosion continuous affect.

<b>SWAMP MIST</b>	2	6	-	-	NO	NO
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Friendly characters within the bokor's control area currently benefiting from concealment gain Stealth. Swamp Mist last for one round.





## QUICK SHOT SCENARIOS



# SPIRIT IN STEEL

BY AERYN RUDEL • ART BY SANG HAN • MAPS BY LAINE GARRETT

Quick shot scenarios are short adventure scenarios for use with the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*. Each quick shot is designed to be easily integrated into a Game Master's existing campaign, with flexible locales, simple and compelling hooks, and open-ended conclusions that can inspire or provide the foundation for further adventures in western Immoren and the Iron Kingdoms.

"Spirit in Steel" is a quick shot scenario for Hero-level characters with between 0 and 10 XP each. It takes place in the Cygnaran countryside between Mercir and Highgate, although the location can easily change to suit the Game Master's campaign.





## SCENARIO SYNOPSIS

In “Spirit in Steel,” the PCs investigate a savage attack on a coastal fishing village between Highgate and Mercir. Information discovered at the village sets the heroes on the trail of the attackers, and they soon uncover a nefarious plot to use innocent souls in hellish necromantic experiments at an abandoned farmstead. However, all is not as it seems, and the true villain in this scenario watches the heroes’ actions from the shadows while they battle his pawns.

## FOR THE GAME MASTER

Bowden Haightly is a young and gifted Cygnaran arcanist with a sordid past. A year ago, shortly after he joined the Fraternal Order of Wizardry, Bowden spent some time secretly pursuing an unrealistic dream. Although he was a skilled arcanist, he longed to harness the power commanded by Cygnar’s warcasters. Bowden began researching ways that he might empower himself with this ability. Failure after failure in the more accessible arcane arts eventually turned him down a dark path.

Bowden’s initial research was predicated on the misguided theory that a warcaster transfers a part of his soul into a warjack in order to command it. This belief forced him to explore the dark lore of necromancy. The arcanist finally reached a point where theory and simple experimentation would no longer suffice; he needed souls in order to continue. Staring over the precipice of true madness and evil, Bowden could not bring himself to take the plunge. Feeling his own soul in mortal danger, he abandoned his work and vowed never to return to it. He focused instead on his work at the Fraternal Order Lodge in Mercir assisting more senior arcanists with their research.

Unfortunately, Bowden’s activities had not gone unnoticed. Shortly after giving up on his research, he was contacted by men in the employ of a powerful man named Vladislav Abrosim, an exiled member of the Greylords Covenant. The men brought an ultimatum: Bowden would continue his work on granting warcaster talents to those without them, or his illicit research would be exposed to the Fraternal Order and the Order of Illumination. Knowing the Order of Illumination—a Morrowan order tasked with rooting out black magic—would likely sentence him to death for practicing necromancy, Bowden reluctantly agreed.

Vladislav set the arcanist up in a laboratory on an abandoned farmstead in the countryside between Mercir and Highgate, complete with guards and a Talon warjack. Bowden abruptly left the lodge and the city, hoping to return after finishing his work for Vladislav. The note he left his superiors said only that he must attend to a personal emergency.

The arcanist quickly found himself at a dead end in his research. He did not possess the knowledge of necromancy necessary to proceed—but he knew where he might find it. Ulther Vara, the most senior member at the Fraternal Order Lodge in Mercir, had received special dispensation to translate a fragment of the dreaded *Librum Mekanecrus* into Cygnaran. Bowden had been a favored apprentice to Ulther, who had foolishly confided in him.

Bowden knew the fragmentary copy of the book was safely locked within the Lodge’s vault but that Ulther kept his own work in his chambers. He returned to Mercir and, using a combination of obfuscating magic and simple stealth, entered Ulther’s chambers in the dead of night and absconded with the arcanist’s notes and translation of the *Librum*. Ulther reported the theft to the Order of Illumination immediately, and soon Bowden became a suspect. The man’s desperation had made him

incautious: he had been seen on the premises despite his supposed leave, and numerous people had witnessed him entering and leaving Mercir on the night the book was stolen. The Order of Illumination set a group of witch hunters, called illuminated ones, on his trail.

Once Bowden had examined the purloined text, he realized to his dismay that there was no way to continue the experiments without the blood and souls of the innocent. With little choice, Bowden tasked Vladislav’s men with gathering what he needed, and they soon brought him the required materials—bound, gagged, and terrified.

### THE *LIBRUM MEKANECRUS*

The *Librum Mekanecrus* is an ancient and much-reviled tome that purportedly details the melding of mechanika with ancient Orgoth rites. Its pages are said to contain designs for all manner of terrible necromechanical constructs; according to legend, the helljacks of Cryx are based on such schematics. Organizations such as the Fraternal Order of Wizardry and the Order of Illumination work to keep the few known copies of the *Librum* from falling into the hands of those who would use them for nefarious purposes.

### VLADISLAV ABROSIM

Vladislav Abrosim was once a high-ranking member of the Greylords Covenant, serving Khador and his order for nearly twenty years. Behind a facade of extreme patriotism and advocacy for progressive arcane research, however, Vladislav hid a terrible secret: in private, he pursued the vilest necromancy and studied forbidden tomes and scrolls.

In public, Vladislav espoused a policy of repealing safeguards put in place to protect the nation from magic and lore deemed too dangerous and corrupting for use. He argued that men strong of will and pure of heart could control such magic despite its intrinsic evil and could use it for the betterment of the nation.

Vladislav’s words swayed many, but they also aroused suspicion from the Greylords Covenant, who launched a clandestine investigation into his activities. What was uncovered was nothing short of horrific. Vladislav had established secret laboratories across Khador designed to glean power and information from Orgoth tomes, captured Cryxian technology, and other items of black magic. Far worse were the subterranean cells Vladislav maintained to hold future research subjects. These lightless prisons were packed with captured enemy soldiers, Vladislav’s political enemies, and even simple beggars plucked from the streets. Shockingly, the former Greylord was claiming the blood and souls of as many as three victims per day.



## VLADISLAV ABROSIM CONTINUED

Vladislav was arrested and sentenced to death by beheading. On the morning of his execution, he calmly knelt before the block. The headsman swung the axe, but the blade would not bite into Vladislav's flesh. As the assembled crowd watched in terror, Vladislav rose, ripped the axe from the headsman's fingers, and cut him down. At that moment, men loyal to Vladislav stormed the prison to free their master. They faced fierce resistance, and Vladislav was shot numerous times in the escape attempt before disappearing into the wilds. No trace of his corpse was ever found.

In truth, Vladislav had warded his flesh with an obscure Orgoth ritual before the execution. He had many such contingencies in place should his illicit deeds be discovered. With Khador grown too dangerous for him, the powerful fugitive escaped south to Cygnar, where he could continue his research in anonymity.

Vladislav immediately began building hidden laboratories in Ceryl, Caspia, and Highgate. In addition, he established a vast network of spies and hired thugs to serve him. These pawns were overseen by loyal lieutenants, men he'd brought from Khador who shared his lust for black sorcerous power.

Today, Vladislav casts a wide net in search of particular items and tomes of necromantic lore. His narrow escape from Khador has made him fear the frailties of his own flesh, and he seeks magic that can prolong life beyond the grave. To this end he scours Orgoth ruins; abducts, interrogates, and then murders Tamarite priests; and keeps a watchful eye on those dabbling in necromancy and infernalism.

## MERCS FOR HIRE

If you and your players want a more traditional (and mercenary) beginning to the adventure, the PCs can be following up on bandit activity in the area, having accepted a mercenary contract in Highgate or Mercir. Their point of contact in the area will be Captain Evlin Finnean at the Southshield garrison. Perched on a seemingly inaccessible spire on an ocean-side cliff, Southshield is a squat and well-built stone watchtower providing a good vantage on the southwestern Cygnaran coastline. In addition to the tower, its garrison extends to a number of claustrophobic chambers below its base which can support several dozen soldiers. The geography makes it quite defensible by a small number, as the only approach is landing at a narrow dock leading to a narrow winding tunnel up into the lower garrison.

Once the heroes report the terrible events at the village, Captain Finnean expands their contracts to find the men responsible. The fee is a flat 500 gc, and the PCs are granted salvage rights to any and all equipment and possessions carried by the marauders.

Because of the nature of the attack and the remote location, the PCs are empowered to use any means necessary to bring those responsible for the murders to heel. Although the Cygnaran military would like to avoid unnecessary bloodshed and try the attackers for their crimes, it is made clear that simply killing the marauders is an acceptable way to complete their contract.

## SCENE 1: THE MASSACRE INVESTIGATIVE/ROLEPLAYING

### GETTING THE PLAYERS INVOLVED

The adventure begins in a tiny fishing village five miles south of Southshield, a watchtower on the western coast of Cygnar manned by a small garrison. The men sent by Vladislav to guard Bowden Haightly and oversee his research attacked the thorp two days ago, killing nearly all of the dozen men and women who lived there. They took two hostages, needing live victims to power Bowden's foul experiments.

The simplest way to get the PCs involved is to let them stumble upon the massacre. Travelling between Mercir and Highgate, the PCs see smoke and circling carrion birds in the distance, denoting a battle of some kind. When the heroes investigate they find the grim leavings of Vladislav's merciless lackeys. **See Scene 1: The Massacre.**

The adventure begins when the PCs reach the massacred fishing village. Whether they are investigating banditry in the area or simply happened upon the slaughter in their travels, the scene unfolds the same way.

**When the PCs arrive at the fishing village, read or paraphrase the following:**

*Ahead, a small collection of smoldering buildings, burnt down to stone foundations, projects from the gray beach like black, rotting teeth. A lone figure moves between the ruins, dragging something along the ground.*

When the PCs move closer they will discover the sole survivor of the village, a young woman named Aideen Connolly, digging graves in the sand for the charred remains of the villagers. She is covered in soot, her clothing torn and bloody, and she is in a very obvious state of shock.

**When Aideen sees the PCs, read or paraphrase the following:**

*The young woman squats before a row of blackened corpses, the smoke from their charred flesh still rising in wisps around her head. As you approach, she looks up, her face scoured by pain and horror. She stares at you for a moment and then says, "I need to get them in the ground. The dogs have been at Mama and the Anderson boy. I need to get them in the ground so they'll be quiet." She then plunges her hands back into the sand and begins digging again.*



It should be obvious to the heroes they need to get Aideen away from this grisly scene; the physical and emotional toll on her is unfathomable. They can try to remove her by force, but she fights and screams horribly if they do. The PCs can also try and question Aideen, but she answers each question the same way: *"I need to get them in the ground. Get them in the ground so they'll be quiet."* However, if the heroes can calm her she can describe a little of what she remembers. The PCs can accomplish this and lead her away from the scene with a successful Interrogation, Medicine, or Negotiation skill roll, depending on their technique, against a target number of 12. Aideen relates the following bits of what she remembers of what she remembers.

- *"I was in the root cellar, but I heard the men kick in the door."*
- *"They killed Papa when he tried to fight them. And then Mama, they, they . . ."*
- *"I heard Kyle and Kara crying. They're only thirteen! I heard them crying even after the killing stopped, but I couldn't find them."*

The PCs can learn much more about the men who attacked the fishing village by examining the bodies and the ruins.

## THE BODIES

**When the PCs examine the bodies, read or paraphrase the following:**

*Nearly a dozen corpses of men, women, and children lay in a row in the town center. Each is burnt beyond recognition, their bodies withered and blackened, charred hands curled into claws, faces pulled taut in rictus screams.*

Closer examination of the bodies can tell the PCs a bit more about how they died and possibly something about their attackers. A character can use Forensic Science or Medicine to determine the cause of death for each villager. Since Forensic Science is better suited to the task, the target numbers for this skill are lower.

- **Forensic Science No roll/INT + Medicine 12:** Although the villagers are severely burned, the fire didn't kill them. They all bear wounds indicating a violent death. Most of the villagers were killed with heavy chopping weapons (axes and heavy swords). There are only two gunshot wounds, both back shots, as if the victims were running from their attackers.
- **INT + Forensic Science 12/INT + Medicine 14:** The bodies are not hacked or mangled, and most were dispatched with a single precise blow to the head or torso. This denotes both skill with weapons and a calm and professional demeanor.

## THE VILLAGE

PCs can investigate the village and the area around it to gather information about the attack and the attackers. Each piece of information can be determined with the application of an assortment of skills. The skills and their target numbers are described below.

- **INT + Forensic Science 12/PER + Detection 12:** It appears most of the villagers were killed in their homes and the fire was set afterward. Valuables were left behind; you found gold and silver melted into slag in more than one house.
- **INT + Forensic Science 12/INT + Command 14:** The attack was carried out with precision and speed by a group of men

who knew their business. This is not the work of simple bandits or marauders. There was an objective. The fire was likely a cover.

- **PER + Tracking 12/INT + Forensic Science 14:** The tracks left by the attackers indicate a group of five or six armored men. Three of the tracks are deeper than the rest, meaning these men may have been carrying something heavy.

After the PCs have gathered all the information they can, their course is obvious: follow the tracks heading east. The trail is fairly easy to follow. A successful PER + Tracking roll against a target number of 12 is all that is required to get the PCs to the next scene. If they fail this roll, the characters can make another attempt after wasting thirty minutes and making their way back to the start of the trail.

The PCs obviously cannot take Aideen with them, and they have a few options. The easiest solution is to take the girl to Southshield, the Cygnaran outpost five miles north of the village. If the PCs do not think of it, Aideen can mention it. The commander of Southshield, Captain Evlin Finnean, will gladly take her in. Captain Finnean doesn't have the resources available to track the murderers herself and gives the PCs a writ giving them the authorization to track them.

## THE EYES OF VLADISLAV ABROSIM

Vladislav Abrosim has much invested in Bowden Haightly and his research and is keen to stay informed about everything transpiring in and around the area of Bowden's laboratory. Vladislav has animated a flock of undead crows that are sympathetically linked to him, and he can see through their eyes.

The crows are present in every scene in this adventure, and the PCs should be given a chance to spot them and possibly learn the party is being watched. At the end of each scene, have each player make a PER + Detection roll. Don't tell the players why, and don't tell them the target number. If a player rolls a 16 or higher, tell him that his character spots a strange black bird on a corpse, in a tree, or somewhere else nearby. Have that player immediately make a second PER + Detection roll at a target number of 14. If he succeeds at the second roll, tell him the bird, a crow, appears sick or diseased, with patches of feathers missing and other signs of decay or decrepitude. Whether or not the PC succeeds at the second Detection roll, the crow flies off before it can be studied in any more detail.

The PCs should spot the crows enough times to get the feeling they are being watched. If the PCs spot the birds three or more times, you might allow a PC with the Lore (undead) skill to make an INT + Lore roll against a target number of 14. On a success, this player rightly divines that the birds are necromantic creatures.



# SCENE 2: DYING OF THE LIGHT

## INVESTIGATIVE/ROLEPLAYING

From the fishing village, the PCs can follow the attackers' tracks east toward the abandoned farmstead. Before arriving there, the PCs encounter Oliver Marsden, an investigator for the Order of Illumination (called an illuminated one) and part of the group sent to track down Bowden Haightly.

The illuminated ones hadn't expected Bowden to be so well defended and were handily defeated by his guards. Two of the three were slain, and Oliver was mortally wounded, although he did manage to escape. He fled west in hopes of reaching Southshield, but his wounds were too great and he collapsed in a clearing some two miles from the farmstead.

**When the PCs enter the clearing, read or paraphrase the following:**

*Ahead, the rugged forest gives way to a small clearing. A man in a heavy armored coat sits propped against a moss-covered log, one hand clamped to his side and the other gripping a large pistol. He looks toward you as you enter the clearing, his eyes wide and fearful. He shakily tries to lift his weapon but passes out before he can take aim.*

If the PCs examine Oliver, they discover he is alive but unconscious and gravely wounded. A cursory examination reveals a gunshot in his right shoulder and one in his stomach above the navel. A successful INT + Medicine roll against a target number of 12 reveals that the shoulder wound is superficial but the gut shot is mortal and well beyond the party's abilities to treat. The PCs can patch Oliver up to some degree, however, and a successful INT + Medicine roll against a target number of 13 brings him around long enough to question him. If no one in the party has the Medicine skill, the PCs can attempt the roll untrained. If the PCs fail the Medicine roll, Oliver awakens on his own in 20 minutes.

The Order of Illumination does not share sensitive information with strangers, and even in his desperation Oliver is willing to tell them only the most essential information.

- The Order of Illumination is seeking Bowden Haightly, a member of the Fraternal Order of Wizardry, for interrogation. He is suspected of being a practitioner of necromancy.
- Bowden is a suspect in the theft of an illicit necromantic tome. Oliver refuses to name the tome at first, but a successful Negotiation check against a target number of 12 convinces him to reveal it is a translation of the *Librum Mekanecrus*. A Lore (mechanika or undead) roll against a target number of 14 will give the PCs the information on the *Librum* presented in **For the Game Master**.
- The necromancer has set up a laboratory in a nearby abandoned farmstead to the east. He is heavily guarded by men skilled enough to defeat a party of veteran witch hunters.

The information Oliver provides should make it clear that Bowden poses a terrible threat, but this may not be enough to convince the PCs to risk their lives. Use one of the hooks below (or a combination of all of them) to persuade the PCs to take up Oliver's cause.

- If the PCs let Oliver know they are investigating the attack on the fishing village, he tells them he has no doubt Bowden and his thugs are responsible. If the heroes wish to avenge the deaths of the villagers, they must bring down Bowden.
- Oliver flatly tells the PCs that as followers of Menoth or Morrow, it is their duty to protect the realm from the evil Bowden represents. If one of the PCs is an obvious follower of either god—or better yet, a priest—Oliver directs his declaration at that character.
- If the PCs are not exactly the hero types and know a bit about the *Librum Mekanecrus*, they will know how valuable it is and that certain buyers would pay a king's ransom to own it.

Despite any efforts by the PCs, Oliver dies shortly after making these statements. Based on his information, the PCs can easily find Bowden's laboratory, or they can simply follow Oliver's trail back to the farmstead with a successful PER + Tracking roll against a target number of 12.

## SCENE 3: ON THE FARM COMBAT

**When the PCs arrive at the farmstead, read or paraphrase the following:**

*The forest gives way to a cleared space of land that was once a small farmstead. It was obviously abandoned some time ago, as the area is overgrown with weeds and scrub. At the heart of the farmstead sits a large barn surrounded by a crumbling low stone wall. Also within the wall are a small shed, an animal pen, and a moldering stack of hay bales. Both buildings are quite dilapidated, and there is a large hole in the eastern wall of the barn that looks fairly recent.*

*The scene is dominated by the commotion of a fierce battle. A group of armed men fight a towering warjack. The warjack holds what appears to be the body of a man in gray robes in one hand and is fending off the guards with lashing blows from a great spear. Two corpses lie to the side, each clothed similarly to the mortally wounded Illuminated One you encountered on the road. You hear the unmistakable sound of human screams coming from inside the barn.*

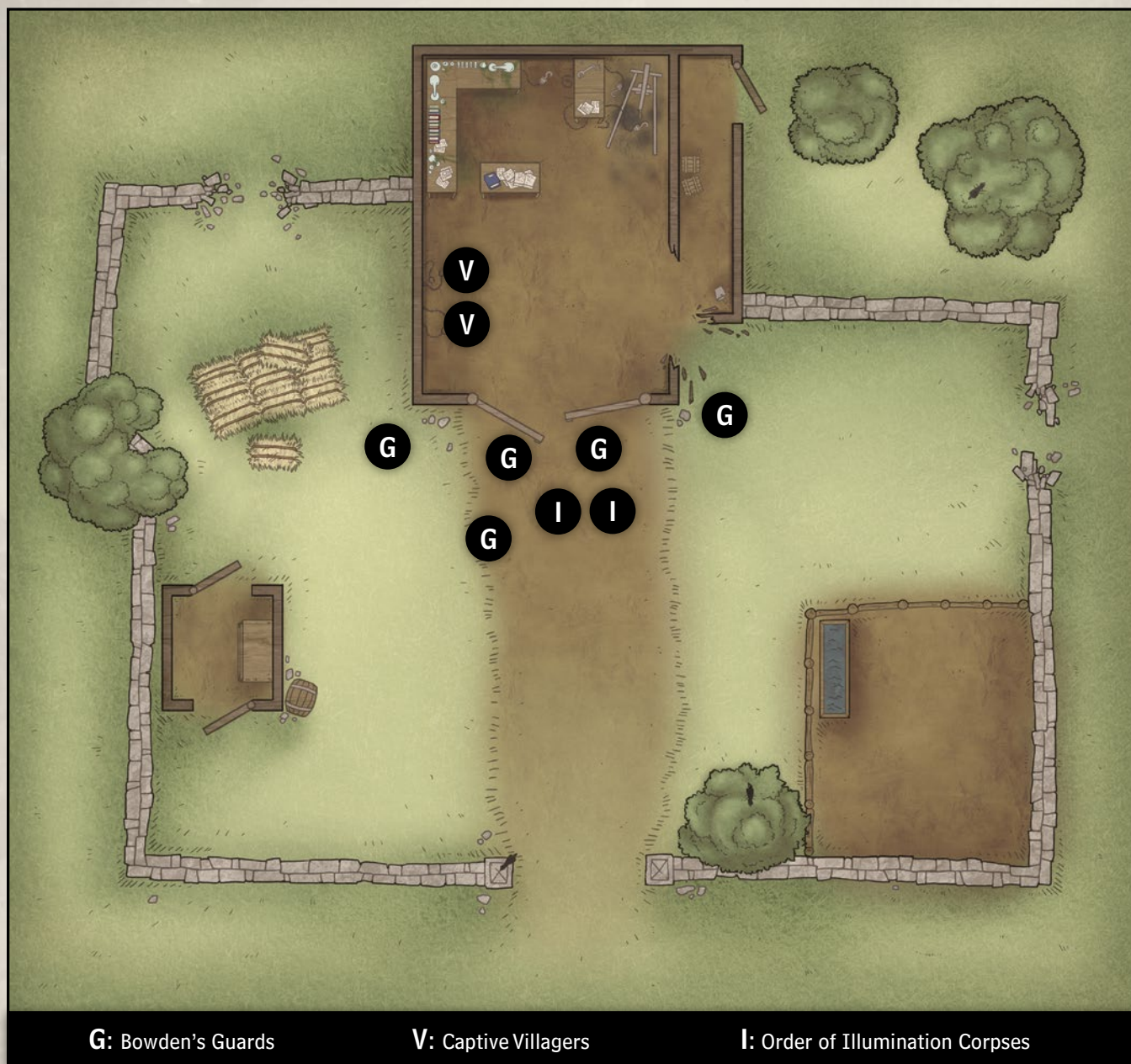
The PCs might be inclined to simply let the battle play out and see who emerges the victor. If this is the case, give them some incentive to get directly involved and read or paraphrase the following:

*One of the men fighting the warjack is struck soundly with the haft of its spear and knocked back against the barn door, causing it to swing wide. You get a clear view of the barn's interior, showing low tables strewn with alchemical equipment. Manacled to the west wall are two figures, a boy and girl in sooty, tattered clothes. They scream in terror as the battle surges back toward the barn.*

If the PCs get involved at this point, a few things happen in rapid succession. First, the warjack suddenly breaks off combat and charges off to the east, disappearing into the tree line. Next, Bowden's guards turn on the PCs, believing them to be either members of the Order of Illumination or representatives of the local authority.



## ABANDONED FARMSTEAD



### BOWDEN'S GUARDS' TACTICS

Bowden's men fight as an organized unit with simple but effective tactics. When combat begins, four of the men engage the heroes in combat, while the fifth draws a wicked-looking dagger from his belt and charges into the barn. The remaining guards then attack with their military rifles at range, using Sentry and Fast Reload to get an extra shot off every round. They immediately move to and spend a quick action to take cover behind the wall, the water trough, or any solid object. The guards focus their ranged attacks on PCs who demonstrate either magic ability or the ability to attack effectively at range. If the PCs try to push into melee with the guards, three of the guards charge forward with axe or sword, while the fourth hangs back and attempts to snipe unengaged PCs with his rifles.

The fifth guard is intent on murdering—and thus silencing—the two young captives. Once combat begins, the PCs have exactly three rounds to get to the barn and stop the guard from slaying the boy and girl. This is not easy task, as the remaining guards will do everything in their power to hold the PCs at bay with ranged attacks.

If three of the guards are slain, the remaining two will attempt to escape to the east. They are loyal to Vladislav to a point, but they are unwilling to die for him.



BOWDEN'S GUARDS (5)					
SPD	STR	MAT	RAT	DEF	ARM
5	6	6	6	12	13
WILLPOWER	INITIATIVE	DETECT	SNEAK		
9	13	6	5		

AXE OR SWORD	
POW	P+S
3	9

MILITARY RIFLE			
RNG	ROF	AOE	POW
8	1	—	4

**ABILITIES**  

**Fast Reload:** The character gains one extra quick action each turn that can be used only to reload a ranged weapon.

**Sentry:** Once per round when an enemy is placed in or moves into the line of sight of this character, this character can immediately make one attack, targeting that enemy.

**VITALITY** **7**

**BASE SIZE** **SMALL**

**EQUIPMENT**  

Axe or sword, military rifle, infantry armor, 1d6 gc each.

- They attacked the fishing village in order to obtain subjects for Bowden's research.
- They were attacked by three illuminated ones earlier in the day. They killed two and drove off the third.
- Bowden retreated to his laboratory after the battle. About an hour later, the Talon warjack inside burst through the barn wall and attacked them.

If the PCs dig deeper to find out who the men are really working for, they run into incredibly fierce resistance, suffering a -3 penalty to Interrogation rolls seeking this information. Even if the PCs succeed here, they get only the name Vladislav.

If the PCs managed to save the villagers, who turn out to be the twins Aideen mentioned in the **Scene 1: The Massacre**, they can question them (the manacle keys can be found on Bowden, or the manacles can be opened with a successful AGL + Lock Picking roll against a target number of 12). Both are terrified and can tell the PCs only bits and pieces. They relate that shortly after the battle with the illuminated ones, the robed man (Bowden) returned to the lab and began working on the warjack. After an hour or so, he began reading something from a book in a strange language. There was a bright flash of greenish light and he collapsed to the ground. Shortly thereafter the warjack's furnace and boiler ignited and it began smashing apart the laboratory. It then picked up Bowden, crashed through the wall, and began fighting with the men outside.

The PCs should be starting to get a picture of what's happening now, although the final pieces of the puzzle lay within the barn and Bowden's laboratory.

## TERRAIN

The battlefield for this encounter is shown on the previous page along with the starting position of Bowden's guards. It also features the following terrain features.

**Hay Bales:** This stack of moldering hay is ten feet high and can be climbed without a skill roll. It is very unstable, and any violent action performed atop it forces an AGL roll against a target number of 12. Failure means the bales collapse and the PC falls to the ground and suffers a POW 6 damage roll.

**Shed:** The doors to the shed are unlocked and the interior is unlit. There are no windows. A barrel next to the shed makes it possible for a PC or enemy to get on the roof with a successful PHY + Jumping roll against a target number of 14 followed by a successful AGL + Climbing roll against a target number of 12.

**Wall:** The wall is six feet high and wide enough for a man to stand atop. Climbing the wall requires an AGL + Climbing successful skill roll against a target number of 12.

## AFTERMATH

If the PCs emerge victorious from the battle, they can examine the bodies (including those of the illuminated ones). A successful PER + Detection roll against a target number of 12 tells the PCs the men all have similar gear and weapons although they do not wear uniforms. In addition, they all appear to be of northern descent and wear their hair and beards in a Khadoran fashion.

If the PCs managed to take one or more of the guards alive, they can attempt an interrogation (the guards have a combined PHY + INT of 9). A successful Interrogation roll allows the PCs to learn the following:

- The men were ordered to guard the arcanist Bowden Haightly while he conducted his research.

## OVEREAGER HEROES

If your PCs have no interest in exploring the barn and simply want to chase after the warjack once they defeat Bowden's guards, let them, and move directly on to **Scene 5: Man in the Machine**. Although they will not have all the information they might need to negotiate with Bowden, the encounter does not have to end in bloody combat. If you play up the possessed warjack's reluctance to fight the heroes and especially note its desire to protect Bowden's body, it may be enough to push the PCs toward a peaceful resolution. Don't forget that if the PCs don't make arrangements for the rescued twins to wait somewhere safe, they will follow along and may get in the way!

If the PCs thoughtlessly destroy Bowden and then return to the barn and gain the information above, the tragedy of the arcanist's plight is increased tenfold. The heroes had a chance to right a grave injustice and failed to do so.



## SCENE 4: BARNSTORMING

### INVESTIGATIVE/ROLEPLAYING

With the guards defeated, the PCs can investigate the area. There's not much of interest other than the laboratory in the barn, but allow the PCs some time to look around if they're so inclined.

**When the PCs enter the barn, read or paraphrase the following:**

*The interior of barn is lit by a gas lamp hanging from the rafters on a stout chain and sunlight streaming through a gaping hole in the west wall. A collection of low tables strewn with broken arcane and alchemical equipment dominates the eastern half of the room, while the western half is taken up by equipment more commonly seen in a warjack repair depot.*

Searching the laboratory turns up three important items: the partial translation of the *Librum Mekanecrus*, Bowden's research notes, and his journal. Together, the three items can fill in many of the missing pieces of the story. A combination of research and deduction can tell the PCs more about Bowden's experiments and what he may have been trying to accomplish. His journal can tell the heroes more about why he was doing the work in the first place. More importantly, it can give them some information on Vladislav Abrosim.

The PCs don't have enough time to properly research the material here, but a cursory read-through can provide some compelling pieces of information. After ten minutes of page turning, allow a character to make an INT + Research roll to determine what can be gleaned from the books. This roll can be made unskilled. The amount of information learned will be determined by the character's total.

**10 or less:** Bowden has dabbled in necromancy and soul magic before but abandoned his research when it became clear he would have to compromise his morality to continue.

**11 to 13:** Bowden's research centered on the manipulation of the soul to grant individuals the ability to command warjacks. He was using the translation of the *Librum Mekanecrus* to further his research.

**14+:** Bowden has continued his research against his will at the behest of a mysterious individual named Vladislav Abrosim. The laboratory as well as the guards the PCs battled were supplied by this man.

The last piece of important information comes from Bowden's journal—the very last entry, written only hours before. Let the PCs find this without a Research roll.

*I need only to sink completely into madness and horror to be done with Vladislav and this hellish research. It would be easy to slay these children, to use their blood and souls to be done with this work. But I cannot. I fear my soul is irreparably tarnished even now; if I take their lives I am no better than Vladislav's thugs. No. The work will be finished shortly, and I will bear the burden of its cost upon my own flesh, my own soul. Perhaps this evil will be the key to my salvation, its power sufficient to free me from Vladislav's grasp. That some good may come of this wretched predicament...*

The PCs should be able to piece together what happened to Bowden and conclude that his soul and consciousness now reside within the Talon warjack.

## SCENE 5: MAN IN THE MACHINE

### COMBAT/ROLEPLAYING

The final scene in the adventure forces the PCs to deal with Bowden Haightly, whose soul and consciousness now reside in the cortex of the Talon. They should now realize that Bowden performed this necromantic research against his will and that he chose to imperil his own life and soul rather than those of the captured villagers.

Bowden's plight should engender some sympathy, compelling the PCs to chase after him. If not, or if they haven't figured out that the warjack is Bowden, the PCs should be concerned about leaving a rogue warjack roaming the countryside.

Tracking Bowden is fairly simple, as he has left a trail of destruction through the forest. No roll is required to follow the warjack.

**When the PCs come upon Bowden a mile or two into the woods, read or paraphrase the following:**

*The warjack stands protectively over the body of the gray-robed man. Its single eye glows a malevolent green, and as you draw closer, it looses a hiss of steam and raises its spear.*

Bowden is desperate and terrified, and he believes the PCs have come to destroy him. They have two options in dealing with the possessed warjack: fighting it or attempting to appeal to the arcanist trapped within it. If the PCs decide to meet Bowden in combat and attempt to destroy his warjack body, they will find it no easy task. He controls the huge machine just as he would his own body and still commands the abilities of a formidable arcanist. If the heroes choose this route, go to **Bowden's Tactics**, below.

Assuming the PCs have pieced together the information from Bowden's journal and other documents, they should sympathize with the blackmailed arcanist and attempt to reason with him. This is an uphill battle, but if they approach the situation carefully, they can reach a peaceful resolution. If the PCs try this, continue to **Negotiating with Bowden**.

### NEGOTIATING WITH BOWDEN

If the PCs decide they want to try and help Bowden, they can do so, but must calm him down first. He is terrified and hostile and believes the PCs are here to capture or kill him. As such, he is primed for a fight and in no mood to talk. In order to calm him down, the PCs will first need to get his attention, which can be accomplished with a successful Negotiation roll against a target number of 15. Because this is a social test, the Game Master will determine the stat used with the Negotiation roll based on the approach the PCs take. For example, if the PCs try to reason with Bowden, an INT + Negotiation roll is appropriate; if they try a more forceful approach (inadvisable), a PHY + Negotiation roll may be in order. On a successful roll, Bowden does not attack, giving the PCs a chance to speak with him. Although Bowden cannot speak himself, he can still understand the PCs, and even communicate with them in a limited fashion with body language, simple sign, and creatively vented steam.



# BOWDEN HAIGHTLY, POSSESSED TALON WARJACK

SPD	STR	MAT	RAT	DEF	ARM
6	8	6	5	12	16
WILLPOWER	INITIATIVE	DETECT	SNEAK		
11	14	5	2		



SPEAR	
POW	P+S
8	12

The spear has Reach.

A character in the front arc of a steamjack armed with a spear suffers -2 on charge, slam power attack, and impact rolls against the steamjack.



FIST	
POW	P+S
1	9

## ARCANE 5

Will Weaver

### ABILITIES

**Fast Caster:** The character gains one extra quick action each activation that can be used only to cast a spell.

**Feat Points:** This character starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. He can only have up to 1 feat point at a time.

**Great Power:** This character can upkeep one spell each turn without spending a focus point or gaining a fatigue point.

## BASE SIZE MEDIUM

### SPELLS

	COST	RNG	AOE	POW	UP	OFF
<b>ARCANE BOLT</b>	2	12	—	11	NO	NO
Magical bolts of energy streak toward the target.						
<b>AURA OF PROTECTION</b>	2	SELF	CTRL	—	YES	NO
While in the spellcaster's control area, friendly characters gain +2 ARM.						
<b>WIND BLAST</b>	2	CTRL	5	—	NO	NO
Place a 5" AOE anywhere completely in the spellcaster's control area. Cloud effects overlapping the AOE expire. Characters suffer -3 RAT while within the AOE. The AOE remains in play for one round.						

### DAMAGE GRID

1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

Once they have Bowden's attention, the PCs can attempt to further calm him with additional Negotiation rolls (the exact number is up to you, but three to five is appropriate). The PCs need to convince Bowden of two things: (1) they mean him no harm and are not part of the Order of Illumination or connected to Vladislav Abrosim, and (2) they understand what has happened to him and wish to help him return to his body. Characters with knowledge or skills appropriate to Bowden's plight can strengthen these arguments. For example, you may wish to give the PCs a bonus of +1 or +2 to the Negotiation skill rolls if they have an Arcane Mechanik with them or one of their number has considerable knowledge about mechanika, arcane lore, or even undead. If the players have other skills or knowledge that might be appropriate, allow them to use these abilities if they can make a convincing argument for their inclusion.

If the PCs succeed in convincing Bowden of their good intentions he will cooperate with them. If negotiations break down or if the players make a threatening move, Bowden attacks. However, if combat ensues, feel free to allow well-meaning players a second chance to parlay with Bowden by breaking off combat and attempting to restart negotiations. If the PCs fail a second time, Bowden is beyond reason, and they will be forced to fight for their lives.

## BOWDEN'S COMBAT TACTICS

Bowden is formidable opponent in his warjack body. Although enraged and terrified, he retains enough of his mental faculties to use his spells intelligently and effectively. He will have already cast Aura of Protection and will upkeep it each round with Great Power. If faced with devastating ranged attacks, he will cast Wind Blast each round to keep them at bay.

With his spells in place, Bowden attacks in melee, targeting PCs that represent the most immediate threat (obvious arcane ability, damaged him last round, etc.). He will attack such an individual with his spear and then use a quick action to target another PC with Arcane Bolt. Bowden will typically use his feat point to use Heroic Dodge or to safely reposition himself on the battlefield with Parry.

## AFTERMATH

If the PCs destroy Bowden's warjack body, his consciousness and soul are destroyed along with it. This is a terrible fate, and one the PCs should be made aware of.

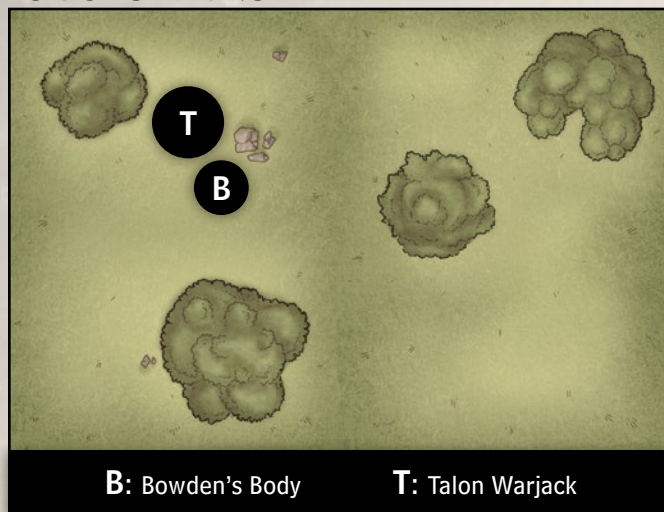
**Read or paraphrase the following when the heroes strike the final blow against the warjack:**

*The warjack stumbles to its knees, leaking fluids. Sparks burst from the deep gouges in its hull, and the greenish glow of its single eye flickers and then fades. It topples forward, unleashing a chilling metallic shriek you hope is simply the sound of its hull buckling beneath the weight of its body.*

If the PCs managed to calm Bowden, they have taken on a considerable task. If they wish to help him return to his body, they must maintain the warjack's cortex where Bowden's soul and consciousness reside, keep him supplied with coal so that he remains mobile, and somehow hide a creature that will be viewed as nothing less than a rampaging monster by the Order of Illumination. More information on where the PCs go from here can be found in the conclusion section of this adventure.



## FOREST CLEARING



Although defeating Bowden or successfully negotiation with him ends this particular adventure, the PCs have come to the attention of a very powerful enemy. Vladislav Abrosim has been watching them through his undead crows.

**If the PCs have failed to spot the undead crows throughout the adventure, read or paraphrase the following:**

*The shrill call of a crow cuts through the silent forest. You see the large bird perched upon a high bough in a nearby fir tree. It turns its head in your direction. Its beady black eyes suddenly flash with an odd greenish radiance, and it looses one last piercing screech before it takes to wing.*

## CONCLUSION

Depending on how the PCs deal with Bowden, the adventure leaves them with a number of interesting choices and the potential for further adventure. Below are the reactions of the various organizations involved in the adventure and how they might react to the PCs' actions.

### CAPTAIN FINNEAN/SOUTHSHIELD GARRISON

The Southshield garrison officers, while not nearly as influential as the other agencies involved in the adventure, can be a solid ally for the heroes and serve as a means to further adventure.

If the PCs return the villagers to Southshield unharmed, they will receive the gratitude of Captain Finnean and a small monetary reward (50-100 gc).

If the PCs performed particularly well, Captain Finnean may wish to keep them on retainer. Bandits and other threats are fairly common in the area around Southshield, and Captain Finnean sees much benefit in having a skilled group of mercenaries on hand to deal with them.

### THE ORDER OF ILLUMINATION

The Order of Illumination is a powerful and implacable organization the PCs will want to avoid angering. Depending on the heroes' actions and how they deal with Bowden, they can make valuable allies or dangerous enemies out of the Order.

It should be clear to the PCs that the translation of the *Librum Mekanecrus* is exceedingly dangerous and should be returned to the Order of Illumination. They will be handsomely rewarded (250 gc or the equivalent in gear is appropriate) for returning the *Librum* and will earn the organization's gratitude.

If the PCs were able to reason with Bowden after his transformation, they have an interesting dilemma. They can try to aid the possessed warjack, but doing so will be difficult. The PCs can try to speak with the Order of Illumination on Bowden's behalf, gaining some latitude with the order if they return the *Librum Mekanecrus* and the bodies of the slain Illuminated Ones. They face an uphill battle even so, as the Order of Illumination very likely sees Bowden as a terrible threat. At best, the Order will almost certainly not allow him to remain free and is likely to want him in their custody.

### VLADISLAV ABROSIM, ROGUE GREYLORD

The Greylord Vladislav Abrosim will be quite displeased at the heroes meddling with his plans. He has been spying on them via his undead crows and is well aware of their activities. Vladislav is a powerful foe and could easily serve as the central villain for further adventures. With what they learned from Bowden's journal, the PCs should have a very good idea they have angered a powerful and incredibly malevolent individual who will almost certainly seek revenge.

Here are some suggestions on how Vladislav might make his presence and influence know to the PCs in the very near future.


- Although Bowden's experiments ultimately failed, Vladislav remains interested in the *Librum Mekanecrus*. He may try to recover the translation before the PCs have a chance to return it to the Order of illumination.
- Vladislav will be keen to keep his identity a secret in the most expedient way possible. His assassins may strike when the PCs least expect it: while travelling between cities, at their favorite tavern, or even while they slumber in their homes.
- The PCs have proven themselves capable, so Vladislav may be interested in drawing them into his employ. Obviously, turning him down will only fuel his rage and ensure that he seeks bloody revenge against them.





# GARGANTUAN GRUDGE

BY ED BOURELLE & WILL SHICK • CHRONICLED BY AERYN RUDEL • ART BY NESTOR OSSANDÓN, ANDREA UDERZO & KIEREN YANNER



In *No Quarter* #42 Creative Director Ed Bourelle and Director of Business Development Will Shick squared off in a titanic battle report featuring their own fully painted armies, each featuring a mighty colossal. In *No Quarter* #44, Ed and Will have returned to the table for more super-sized mayhem. Again, they've brought their own fully painted armies, but this time they're going to unleash the devastating power of HORDES new gargantuans.

Ed and Will assembled 75-point armies to get the maximum carnage out of their gargantuans. In addition, each chose to spice up his force with a unique and personalized paint scheme. Ed's painted his Circle Orboros army in devilish shades of red, a scheme he calls "The Circle of Hell." His

Woldwrath was festooned with skulls and hung with corpses to highlight the hellish nature of his force. His warlock, Mohsar the Desertwalker, was converted to look like something straight out of the pit.

In contrast to Ed's rather diabolical paint scheme, Will chose a more whimsical approach for his Doomshaper-led Trollbloods. His "Mean Green Machine" features trollkin and trolls painted in shades of emerald and verdigris, a truly striking paint scheme. Looking a bit closer at the Mean Green Machine and specifically at Mulg's purple pants, one might think that Will is paying homage to a certain rage-filled superhero...



## Scenario Rules

With a bit of a score to settle between them, Ed and Will were not content simply to pound the snot out of each other with their respective gargantuans. Nope. They wanted *variety* in their grudge match. So they turned to the Steamroller 2012 rules and chose the Incoming scenario for their battle, giving each combatant an artillery emplacement with which to lob explosive projectiles at the opposing army.

Here are the rules for the Incoming scenario.

### Incoming (Objective Scenario)

**Summary:** Players attempt to control their own objective, destroy their opponent's objective, and control a zone on their opponent's side of the board.

Mark two zones (14" x 6" rectangles) and place two objectives (Artillery Emplacements) in accordance with the diagram below.

**Artifice:** The scenario uses objective markers that follow the rules on the objective card matching the scenario (see below). Objectives are considered friendly models to all other models.

At the end of each player's turn, starting on the second player's second turn:

- A player earns 1 control point if he controls the objective on his own side of the board.

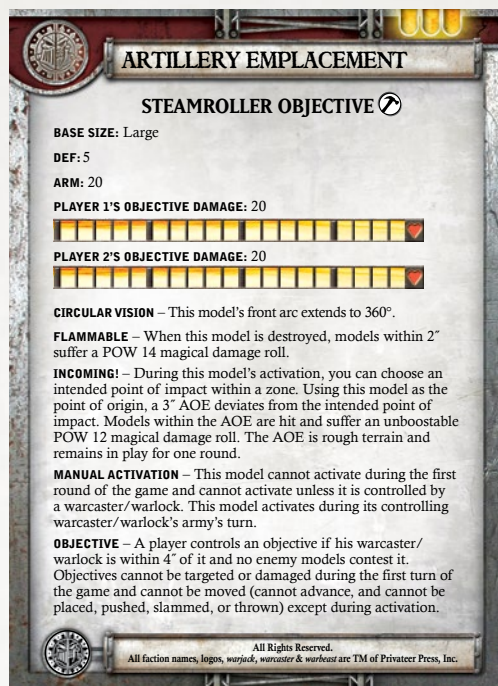
OR (cannot score both ways in one turn)

- A player earns 2 control points if the objective on his opponent's side of the board is destroyed and he controls the zone on his opponent's side of the board.

### Victory Conditions

The first player to earn at least 3 control points *and* have more control points than his opponent, immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined in "Victory & Tiebreakers". For the 3rd tiebreaker, count only the army points within the zone on your opponent's side of the board.



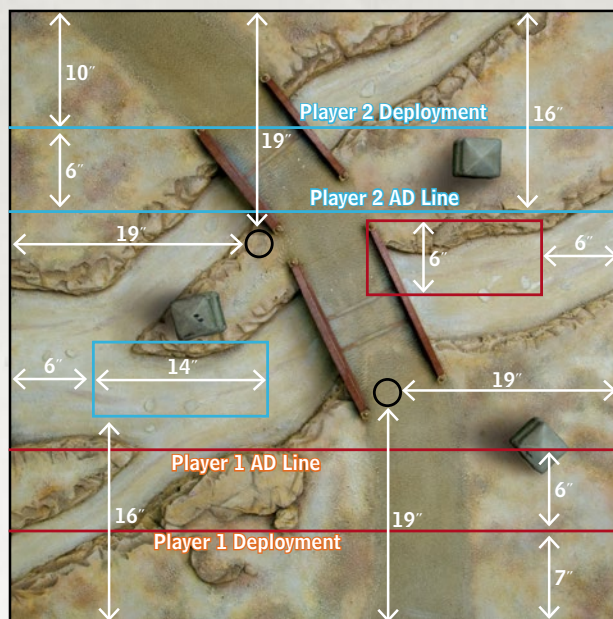
## The Battlefield

Ed and Will chose a dynamic battlefield for their gargantuan grudge match, a rocky landscape bisected by an ancient bridge. Circle monoliths definitely made the board feel like Mohsar's "home field," but that didn't deter Doomshaper and his Mountain King. Here's a list of the board's terrain features and how they were treated in the game.

**1. Bridge:** The bridge spanning the dry riverbed was treated as an obstruction to models in the riverbed and as a linear obstacle to models on the bridge and on the riverbank. However, Ed and Will decided that the bridge would, at all times, be treated as a linear obstacle by gargantuans.

**2. Circle Pillars:** These towering monoliths were treated as obstructions.

**3. Riverbank:** The steep cliff side on the riverbank was treated as an obstacle for gargantuans (i.e., they didn't take falling damage from stepping off it).





## Trollbloods Army Construction – Will



When Aeryn Rudel came into my office and told me Ed wanted a rematch in the upcoming gargantuan battle report, I was more than happy to oblige. When he followed up by telling me I would get to take my Trollbloods into battle, I

cackled with maniacal glee. Trollbloods meant Mountain King, and the Mountain King just makes me happy.

With the centerpiece of the army decided, it was time to build a list around the Trollblood tower of power. While I briefly flirted with the idea of taking Captain Gunnbjorn for Guided Fire, I knew right away that Hoarluk Doomshaper, Rage of Dhunia was the warlock for me. Between Primal Shock, Wild Aggression, and his feat Scroll of Grimm, Doomshaper can get tons of mileage out

of the Mountain King's impressive abilities. To make the most out of the Mountain King's fearsome combat prowess under Wild Aggression, I added in a Dire Troll Mauler. Thanks to Doomshaper's Attuned Spirit [Dire Troll] ability, I would be able to cast the Mauler's Rage animus for free, and honestly who doesn't want P+S 22 on his FURY 5 gargantuan?! Of course the Mauler itself is no slouch when it comes to handing out a beating, and it looks wicked cool.

Next, I grabbed a Troll Axer. The Axer has an amazing animus in Rush, which grants Pathfinder and +2" of movement to a friendly warbeast. Combined with Doomshaper's feat, my trolls would be racing across the table like bolts of lightning. Finally, I added Doomshaper's BFF, Mulg the Ancient. There's a lot to be said about Mulg, but in this game, the thing that really had me wringing my hands in sinister glee was his Runebreaker animus. Since I knew Mr. Bourelle would be fielding at least one Woldwrath, I fully expected to see an army heavy with spell attacks to make use of the Circle gargantuan's amazing animus. Runebreaker would let me shut that down right quick, hopefully dealing a crippling





	Model/Unit	Points
	Hoarluk Doomshaper, Rage of Dhunia +6 warbeast points	
<b>D</b>		
<b>MK</b>	Mountain King	20
<b>M</b>	Mulg the Ancient	12
<b>ML</b>	Dire Troll Mauler	9
<b>A</b>	Troll Axer	6
<b>KB SS</b>	Krielstone Bearer & Stone Scribes (6)	4
<b>KW</b>	Kriel Warriors (10)	6
<b>CT</b>	Kriel Warrior Caber Throwers (3)	3
<b>F</b>	Fennblades (10)	8
<b>FO FD</b>	Fennblade Officer & Drummer	2
<b>WH</b>	Troll Whelps (5)	2
<b>WW</b>	War Wagon	9
	<b>Total</b>	<b>75</b>



blow to Ed's offensive output during the critical round of the game. Even if I never needed Runebreaker, Mulg is also really good at smashing things.

For troops, my first choice was a Krielstone Bearer & Stone Scribes unit. There was no way I was putting my trolls on the battlefield without the sweet, sweet +2 ARM from Protective Aura. Next was a full unit of Kriel Warriors with the full allotment of Caber Throwers. I can't honestly say enough good things about Kriel Warriors. Thanks to the versatility of their prayers, they can be extra speedy or hit like a ton of bricks. They have solid armor, which gets even better under Protective Aura, and with Tough and medium bases they can block charge lanes like a boss. These guys were going to be one of my tar pit units, keeping Ed's models from scoring in his zone and stopping him from engaging the Mountain King on his own terms. Finally, I added a full unit of Fennblades with the UA to the army because, hey, trollkin wielding big honkin' swords is just cool.

For my final selections, I took a unit of Troll Whelps so the Mountain King could double dip when Ed inevitably damaged it. With two Whelps dropping per wound, I'd be healing up to a maximum of 6 circles per hit on the Mountain King's next activation if Ed did anything less than outright kill the gargantuan in one round (which, with proper positioning and ARM 21, would be a difficult proposition). Also, two Whelps per hit just increased my ability to use those little blighters to block charge lanes, keeping the big guy safe from a full-scale assault. And for the cherry on top of this mayhem sundae, I grabbed a War Wagon. Mobility and an awesome AOE would be just what I needed when facing down lightly armored Circle shenanigans.





## Circle Orboros Army Construction – Ed



**F**or this battle report, my army would be centered on the Woldwrath. Its 20 points of pure destruction would hopefully be the thrust of my offensive against Shick, and I wanted to build the army that would support the giant wold.

When choosing my warlock, I debated taking one of the incarnations of Baldur for Elemental Mastery, but the truth is I haven't really figured out how to fit him into my Circle of Hell theme. I'm a big fan of Mohsar the Desertwalker, and with FURY 8, I could run beast heavy, give my army plenty of support, and hopefully spring his feat Disjunction at the right time to leave a horde of trolls loaded with fury.

For the battlegroup, I grabbed a Warpwolf Stalker for its incredible melee output and flexibility and followed up with a Gorax to boost the STR and MAT of any of my living warbeasts with its Primal animus. I also added a Winter Argus for its double frost breath attacks—which I have used to secure victory a number of times—and the Winter Coat animus. I rounded out the battlegroup with a Gnarlhorn Satyr, the first Circle model I ever painted and one of my favorite warbeasts.

Time for some truth—at the time we did this battle report I did not have a painted unit of Druids of Orboros or the Overseer to attach to them, so I had to borrow Shick's. Fortunately, his paint scheme wasn't too far off from mine, and I really could not take a Woldwrath and not have at least one unit of Druids. My own primed Druids of Orboros are now sitting on my painting table, and will be the next addition to the Circle of Hell. With the Woldwrath able to boost their magic attacks with its animus, I may have to paint two units.







I rounded out my army with three more units. The Tharn Wolf Riders would give me some speed, and their Weapon Master ranged attacks against Prey can be brutal. A full unit of Tharn Ravagers would form a solid wall to hold back Will's tide of phlegm-colored trolls. And finally, a unit of Tharn Bloodweavers would give me a quick and deceptively powerful melee strike.

	Model/Unit	Points
W	Mohsar the Desertwalker	+5 warbeast points
W	Woldwrath	20
WA	Winter Argus	5
G	Gorax	4
WS	Warpwolf Stalker	10
GS	Gnarlhorn Satyr	8
D	Druids of Orboros	7
DO	Druid of Orboros Overseer	2
WR	Tharn Wolf Riders (5)	10
R	Tharn Ravagers (6)	9
B	Tharn Bloodweavers	5
	<b>Total</b>	<b>75</b>





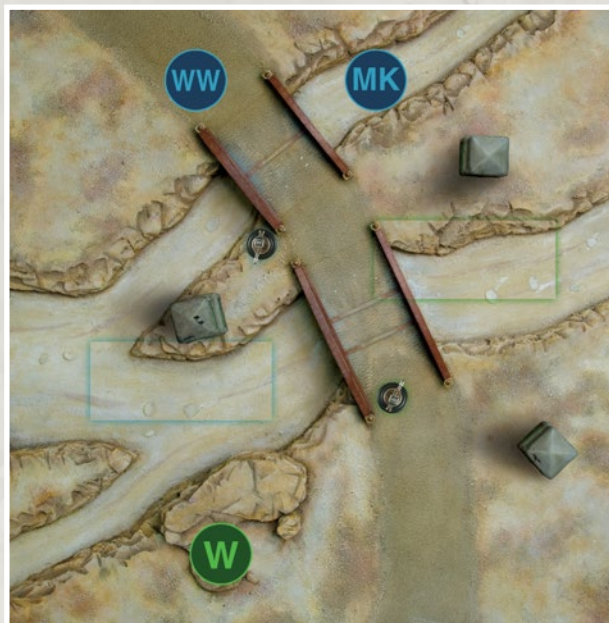
## Predeployment

### Trollbloods – Will

I won the roll for the turn and elected to go first. Looking at the terrain on the board, I could already see some very problematic challenges. The bridge, while inconsequential to our gargantuans' movement, was going to make redeploying to each flank nigh impossible for our regular troops. While I briefly toyed with the idea of just having the Mountain King go straight over the bridge, claiming it like a true troll, I didn't like the idea of not being able to screen the gargantuan effectively without completely tossing away its ability to get into the thick of things.

Instead, I placed the Mountain King on the left side of the bridge, close enough that it could capitalize on any opening and force Ed either to commit all his heavy hitting units to the left flank or try to bring down the Mountain King with a divided force.

I then placed the War Wagon on the right flank. I intended to use its mobility and firepower to clear out anything Ed used to contest my scoring zone. It would also force Ed to keep some of his troops committed to the right flank, lest he give me the chance to run in and nab two control points for the win.



### Circle Orboros – Ed

It was very tempting to put the Woldwrath toe-to-toe with the Mountain King on my right flank, but my deployment zone included a large escarpment that would cause falling damage to anything but my Woldwrath. Coupled with the fact that Will's speedy War Wagon was opposite that

terrain feature and poised to rush in for control points, I decided to deploy the Woldwrath at the top of the stony formation. I doubted that War Wagon would risk a turn of melee attacks from a gargantuan to score.





## Deployment

### Trollbloods – Will

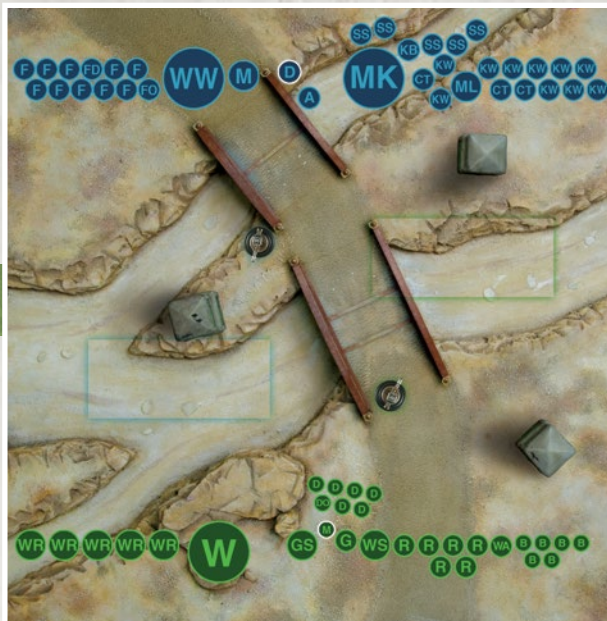
For my regular deployment, I placed Doomshaper, Mulg, the Mauler, and the Axer in the center. Mulg and the Mauler were going to be my bridge cleaners. I placed the Kriel Warriors on the left to buddy up with the Mountain King and keep Ed from engaging the big beastie on his own terms. The Fennblades went on the right in support of the War Wagon, though my intention was to have them split up, with half the unit going on the bridge to act as roadblocks and the other half hopefully tying up any troops Ed placed on the right, slowing them from reaching my artillery emplacement. Lastly, I put the Kriestone Bearer and the Scribes on the left behind the Kriel Warriors and Mountain King.

### Circle Orboros – Ed

At the center of my deployment I placed Mohsar and three of his warbeasts: the Gnarlhorn Satyr, the Warwolf Stalker, and the Gorax. Each of the beasts in this trio has a strong animus that any other beast in the group can benefit from. Rounding out the battlegroup, further to the right, I deployed the Winter Argus.

At the far right, I dropped the Tharn Bloodweavers where they would be tested melee-for-melee against the Kriel Warriors. I decided the Tharn Ravagers would be my bridge force and deployed them on the road just right of center. Finally, on the far left, I dropped the super-speedy Tharn Wolf Riders.

With the last of my units placed, I informed Ed that all five Whelps would be held in reserve for spawning. For dramatic effect I gestured to the pile of ten Whelps I had waiting in the wings—five for spawning and the rest for shedding. This was going to be good.



## Advance Deployment

### Trollbloods – Will

This is the sound of having no advance deployment.

### Circle Orboros – Ed

I didn't want my Druids of Orboros, who gained advanced deployment thanks to the Overseer, to stray too far from the Woldwrath and its animus, so I placed them in front of the gargantuan just a bit to his right. At the end of deployment, I selected Will's Fennblade unit as Prey for the Wolf Riders.









## Round 2

### Trollbloods – Will



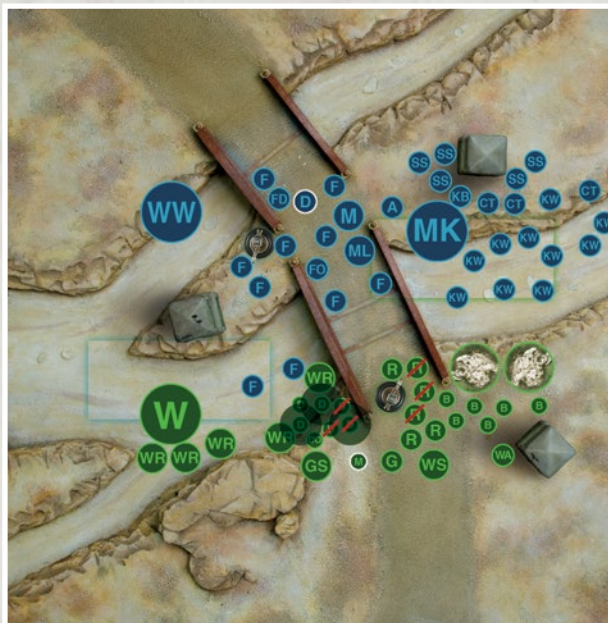
Well that wasn't bad at all, but Ed had been canny enough to keep all his models out of reach for this turn. That was fine. If the big man wanted to dance around and wait for his opening, I'd be more than happy to let him waste his effort.

During my Control Phase, Doomshaper upkept Wild Aggression and Refuge. The Fennblades then kicked off my turn by running. I needed to at least slow down the Wolf Riders; getting in the way of Ed's Woldwrath wasn't a terrible thing either. Two Fennblades ran into speed bump position with the rest moving up or alongside the bridge.

The War Wagon activated next and trampled forward 10" before firing its Pounder right into the cluster of Druids by the bridge. Given the Druid's current DEF of 18, I fully expected the shot to miss, but with the right deviation I'd still wreak some havoc on the blackclads. (Cloaks are horrendously ineffective protection against high explosives. Who knew, right?) The shot missed but deviated perfectly, catching three Druids, the Artillery Emplacement, and Mohsar in the blast. The POW 8 blast damage rolls made short work of the Druids and put 3 damage on Mohsar but failed to cause any damage to the Artillery Emplacement. Because the attack had hit an enemy model, Refuge triggered, and the War Wagon advanced its full move away from the towering Circle gargantuan.

I activated the Dire Troll Mauler next and had it advance onto the bridge and rile for a single fury. The Kriel Warriors used Sure Foot and ran right into Ed's control zone or what I would come to call explosive alley. The merit of this move remains dubious, since I gave Ed an outrageous amount of targets for the scenario's Incoming! special rule, but I wasn't about to stall my advance.

The Mountain King activated and advanced behind its Kriel Warrior screen. Ed had done such a nice job lining up his Tharn Ravagers on the bridge that I couldn't



hide the devilish smile on my face as I placed the spray template, targeting the middle Ravager with Deathly Roar and catching three of the barbarous warriors under the POW 16 spray. With 5 fury at my disposal, I boosted each to-hit roll and two of the subsequent damage rolls. As the final reverberations of the Mountain King's sonic attack faded away, all three Ravagers had been dispatched, overwhelmed by the ancient troll's halitosis.

I activated the Axer next, who cast Rush on Mulg and then advanced just behind the Mountain King. Doomshaper went next, putting 5 more fury on the Krielstone Bearer before advancing to the center of the bridge.

Mulg then advanced using the extra Rush movement to bring him just behind the Mauler. The bridge was proving to be the choke point I had expected when first deploying, but instead of it working to my advantage, it was stymieing my own advance. The Krielstone Bearer unit went next, with the Krielstone Bearer advancing right into base-to-base contact with the Mountain King and activating Protective Aura, giving a good chunk of my forces +2 ARM for Ed's inevitable assault next turn.

And right before I passed Ed the turn, I remembered that Doomshaper was in control of my Artillery Emplacement. So I fired off a shot targeting the Wolf Riders in my control zone. The mandatory deviation clipped the Woldwrath for a total of zero damage.

Now it was time to grit my teeth and tough out Ed's next turn.







## Round 3

### Trollbloods – Will

Son of a—! When in the hell did Circle get a gun?!

Okay, so that was a really stupid, stupid mistake on my part. I had completely neglected the Woldwrath's Lighting Strike ranged attack and thought Doomshaper more than safe. That makes the second time I've gotten blindsided by Ed's ranged threats in a battle report.

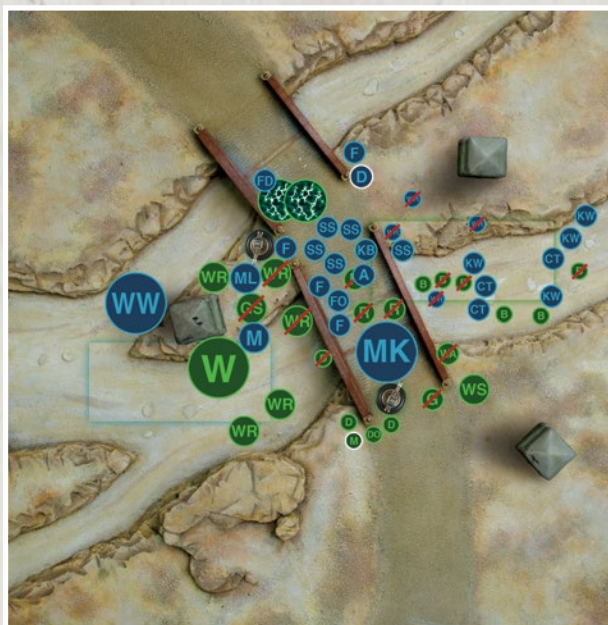
I started things off with the Fennblades' Vengeance, which ended with the lead Ravager taking 5 damage.

To make matters worse, Mohsar's feat was going to mean I'd either need to leech from Doomshaper's own life force or have a very mediocre turn and hand the initiative firmly to Ed. The only saving grace was the Axer was just half an inch outside Mohsar's control area and the Mountain King had several Whelps around him, one of which he promptly ate to shed his 5 fury thanks to the Comfort Food ability. Doomshaper leeched the 2 fury from the Axer and cut himself for 4 more, bringing him down to 5 remaining health boxes. He then upkept Wild Aggression and Refuge. I went to the Mauler next to roll his Threshold check. I picked up the two dice and held my breath, really needing the big Dire Troll to not frenzy. Thankfully, a roll of 4 on the dice meant the Mauler passed.

Now it was the point in the game to take a serious look at my situation. There was no question in my mind this was my make-or-break turn. I needed to get the Mountain King into the thick of it. I really wanted to pound Ed's Warpwolf Stalker to mush and remove one of the few pieces on the board that could really threaten the Mountain King. Taking out the Gorax was a consolation prize but not a terrible second choice. Ed however had done a fine job of positioning his Winter Argus to block any charge or trample lanes to the damnable Warpwolf Stalker. Getting to the Gorax wasn't going to be an easy task either, as the remaining two Ravagers were in my way.

I also needed to get some heavy damage on the Woldwrath and at least slow it down for a turn; Doomshaper couldn't afford another Lighting Strike hit. I stared at the board for probably ten minutes. I couldn't afford any mistakes here. Finally, after a couple of control area measurements, a plan snapped into place, and I was off like a freight train.

I activated the Fennblades first, having the knocked-down Fennblade stand and forfeit his action to move out of the way of his comrades. The Officer and another trooper on the bridge shimmied over, out of Mulg and the Mauler's way, and managed to bring down the Ravager they had



wounded in the Maintenance phase. Another of their number managed a lucky hit on a Wolf Rider and cut the Tharn female from the saddle, clearing a much needed path to the Gnarlhorn Satyr.

Doomshaper activated next and Hyper Regeneration allowed him to heal 3 health boxes. He then cast Rush on both the Mauler and Mulg, giving them Pathfinder so they could clear the bridge wall. He advanced as best he could away from the Woldwrath and popped his feat Scroll of Grimm, giving all his warbeasts +3 SPD and a free charge, slam, or trample this turn. Finally he used his Attuned Spirit [Dire Troll] ability to cast Rage on the Axer.

The Mauler used its super-enhanced movement to charge the Gnarlhorn a full 10" away. The first attack hit and dealt 6 damage. The second attack also hit for an impressive 7 damage. With both initial attacks connecting, I had a difficult choice in front of me. I needed the Satyr out of the way to open up a charge lane to the Woldwrath for Mulg. The safe bet was to try a two-handed throw thanks to Smash & Grab and hurl the Circle beast out of the way. But the resulting damage roll was unlikely to kill the warbeast. Instead, I opted for a head-butt, confident that with 4 fury I could finish off the Gnarlhorn. The head-butt, of course, missed. I spent my first point of fury for an additional attack, which hit and dealt a whopping 10 damage on the boosted damage roll. I bought a second attack and boosted the hit roll with my final point of fury. It was all down to this. Thankfully the dice didn't disappoint, and the Mauler finished off the Gnarlhorn.



## Round 3 (continued)



### Trollbloods – Will (continued)

The path to the Woldwrath was now clear. With a roar, Mulg charged the Circle Gargantuan, hurdling the bridge wall in a blur of terrifying speed. A full 12" later and Mulg was within a half inch of the Woldwrath. The charge attack with his club hit and dealt an impressive 12 damage. With such a phenomenal opening shot, I was perhaps a little too cocky when I rolled for the second attack with his fist. The second initial attack dealt a whopping 1 damage. Things were okay, though. I still had 5 fury to go. I spent a point of fury to buy my first attack and promptly missed!

I was told later that my scream of "What the hell, Mulg!" was heard through the office, even on the second floor. The second additional attack hit, and I promptly rolled snake eyes for damage, dealing a whole 1 point to the gargantuan construct! This was getting ridiculous. Unfortunately for Ed, I think he made some snide comment about my lackluster rolls and swung the ire of lady luck back on himself. My third attack connected and dealt 7 damage. The fourth attack dealt 9 more, and the fifth attack dealt another 7. I declared I was out of fury, and our EIC Aeryn Rudel, who was chronicling the battle, asked what I was activating next. I happily informed him that Mulg wasn't quite done and made one final attack thanks to his Affinity [Doomshaper] ability since the Woldwrath had refused to die. The final attack dealt another 8 damage, finally taking out the Woldwrath's mind.

With things going to plan on the right flank, I moved to the left side of the table and activated the Kriel Warriors, giving them the charge order. Thanks to the Fervor prayer I needed 7s to hit the Bloodweavers rather than 9s and was able to kill two of the Tharn between four attacks. The real money though was the Caber Thrower, who landed a hit on the Winter Argus, slamming it back 3" and right into the bridge. The resulting damage crippled the warbeast's Spirit.

I activated the Troll Axer next and moved him to engage the last two Ravagers on the bridge. If I could kill them, the Mountain King would have an open charge lane right to the juicy center of Ed's force. I used the Axer's Thresher attack and boosted both rolls to hit. The first attack missed, but the second one connected and cut down the Ravager

with no problem thanks to the +3 STR from Rage. I held my breath as I bought an attack with the Axer's last fury. As the dice clattered to a stop, I let out a sigh of relief. I'd hit. The following damage roll at +3 had no problem ending the last Ravager's miserable life. It was time for the Mountain King to come crashing down!

The Mountain King kicked off its turn by devouring the three remaining whelps and healing 5 damage circles. It then trampled for free onto the bridge where Ed's Gorax, Artillery Emplacement, and Druids were standing. The trample attack killed one of the Bloodweavers, allowing the big troll to heal another 3 damage from Snacking. Four Attacks later and the Gorax also became snack food, healing another point of damage on the Mountain King's spiral. With 1 fury left and the knocked-down Winter Argus in melee range, I bought an attack against it and squashed the two-headed dog to pulp! Another snacking roll returned a single circle of health to the Mountain King's spiral. Last but not least, I used Kill Shot and targeted the big knot of Druids and Mohsar. Unfortunately, with no fury to boost I failed to hit anything.

All in all, I felt pretty good about the current state of things. Between the Whelps and snacking, the Mountain King had healed nearly back to full health, and the Stalker was bereft of the Gorax's animus.

To finish out the turn, the Krielstone Bearer unit activated Protective Aura and ran to make sure the Mountain King was under its effects while the War Wagon continued to harass Ed. The trollkin battle engine rolled forward and dropped a Pounder shot into the back of the Druid that had fired his magic bolt under the bridge last turn, obliterating him and knocking down a nearby Wolf Rider and a Fennblade on the bridge. The wagon's scattergun made short work of the knocked-down Wolf Rider, and then the battle engine retreated behind the big stone pillar thanks to Refuge.

Ed was running out of models fast and had a Mountain King right in his face. Now it was time to see what he was going to do about it.

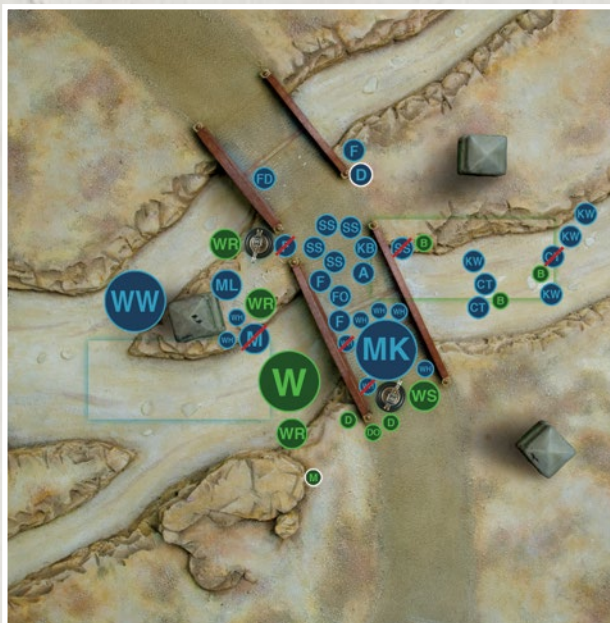


## Circle Orboros – Ed

You mentally prepare yourself for Scroll of Grimmr when you play against Hoarluk Doomshaper, Rage of Dhunia, but damned if I'm not still shocked at the resulting wreckage every time. Losing the Gorax hurt the most; I was really counting on a combo of its animus with Mohsar's Curse of Shadows spell to take the Mountain King apart. And with the Woldwrath's mind out, it would have to make attack rolls with only one die. I was regretting that I hadn't spent some time painting a unit of Shifting Stones for their Healing Field. Fortunately, I was playing against trollkin, who aren't exactly known for their DEF stats.

With all that in mind, it was time to wipe the blood out of my eyes and see if I could turn back the tide. I decided not to upkeep anything and kicked off the turn by activating the Artillery Emplacement and firing onto the point where my control zone overlapped the bridge—the area with the most Stone Scribes. Disappointingly, the deviation only clipped one of the trollkin, and he passed his Tough roll.

The Wolf Riders got the assault order and made a few ranged attacks. One Fennblade died and another made a Tough roll. A successful hit on a Stone Scribe failed to do any damage, and the attacking Wolf Rider failed her charge against him. The charge attack on the Tough Fennblade auto hit, but, again, Shick passed the Tough roll.



There was no way my Woldwrath was getting to the Mountain King, so it would have to be payback against Mulg. I moved the massive construct closer to the bridge and began the beatings. The first boosted attack (2 dice!) connected stone-on-stone for 11 points of damage and Mulg spawned a Whelp. Thanks to Earth Shaker, the blow also knocked Mulg down (along with one of my Wolf Riders), allowing me to auto hit. Four attacks later and Mulg was a gory gravel pile for his Whelp to play on—a moral victory at the very least.

Mohsar activated and cast Curse of Shadows on the Mountain King, giving it -2 ARM and allowing friendly models to move through it. He then cast Crevasse on a knocked-down Fennblade that once again passed the Tough roll. Mohsar then used his Maltreatment ability to pull 1 fury off of the Woldwrath, dealing 2 damage to the crippled construct in the process. Mohsar then advanced away from the Mountain King wishing he still had his Winter Coat.

The Warpwolf Stalker warped for +2 STR and advanced on the Mountain King. The resulting blur of sword and claw attacks created a shower of blood and Whelps without a single attack missing its mark. After the final attack, the Mountain King was down 30 damage, without his mind, and surrounded by six Whelps. I had fallen well short of killing the mammoth troll, and all those Whelps would likely allow it to heal a third or even more of the damage I had just inflicted.

I finished out my turn with the Druids, killing one Whelp and failing to kill a Fennblade and a second Whelp.



## Round 4

### Trollbloods – Will

Hell yeah! Trolls be Tough!

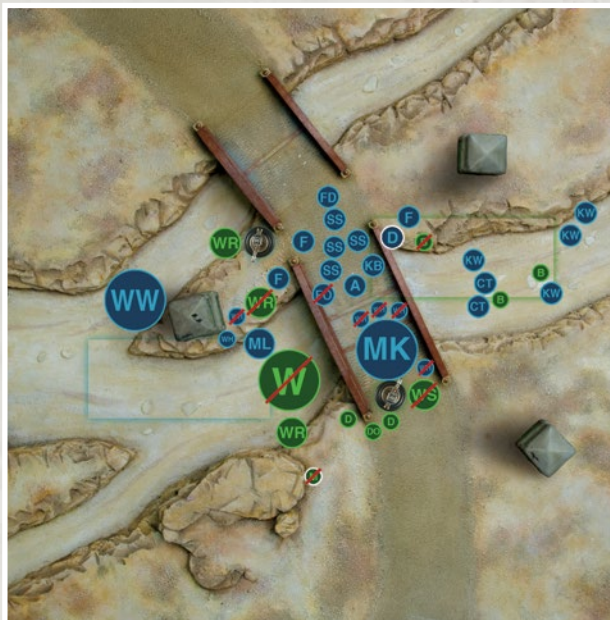
Okay, so that got to be a little ridiculous. Live or die, that Fennblade deserved a name for being so tenacious!

During the Maintenance phase, the Fennblades used their Vengeance move to reposition. In the Control phase I had the Mauler eat a whelp to shed its 5 fury. Doomshaper then wisely leeched all the fury from the Mountain King and 2 fury from the Axer. Unfortunately, the Axer failed its Threshold check and frenzied, murdering the Fennblade officer. Doomshaper then upkept Wild Aggression.

As I looked over the board, I wasn't really sure I would be able to get Mohsar this turn, but with the Mountain King still standing I figured I could kill the Stalker and put some hefty damage on Ed's Artillery Emplacement, paving the way for a scenario win. The Krielstone Bearer unit advanced and activated Protective Aura. Then Doomshaper activated and advanced within 6" of the Mountain King so he could cast a free Rage on it. He used the rest of his fury to cast Primal Shock through the Mountain King at the Stalker. Two Primal Shocks later, and the Stalker was down 13 health.

I activated the Dire Troll Mauler and had it cast Rage on itself before advancing to engage the heavily damaged Woldwrath. After the brutal beating it had taken in the previous turn, one meaty fist attack from the Mauler was all it took to reduce the towering construct to dust.

Next up I activated the Mountain King, who, like a fat guy at an all-you-can-eat buffet, stuffed his mouth with every whelp in reach. The resulting Alternate Food Source rolls healed 9 damage, returning the Mind aspect to the giant



troll. I had the gargantuan turn to bring the Stalker into its center and attacked with the right fist. The first attack missed even with the boosted roll from Wild Aggression. The second initial attack connected for 8 points of damage. I bought another attack with a point of fury and killed the Stalker, Snacking on its corpse for another 2 points of health. A quick look at the board, and I declared I would be using Kill Shot with Deathly Roar and targeting Mohsar. I spent another point of fury to boost the attack roll, and Ed let out a little groan as the blast of fetid breath connected. I spent another point of fury to boost the damage roll. At POW 16 and with Mohsar out of transfer targets, the ensuing damage roll was more than enough to finish off the ancient druid.







## Conclusion

### Trollbloods – Will



Ed just got a Mountain King dropped on him!

What an exhilarating game! The table was gorgeous and presented some really interesting strategic challenges over the course of the game. Ed, as always, played very

strong, and if a few rolls had gone differently, there's no question Ed would be the one in the victor's chair.

The Mountain King was awesome. Its ability to heal itself multiple times over the course of its activation combined with smart play makes it far more durable than an initial glance at its damage spiral may show. Combined with the incredible amount of animi and spell buffs available to the Trollbloods, the Mountain King will absolutely punish every bad dice roll and mistake your opponent makes when trying to take it down. It's worth mentioning that those same whelps that give the Mountain King such incredible healing potential also provide a powerful tool that can be used to deny an opponent's charge lanes, turning a sure kill into a dubious one.

Of course, the Mountain King was far from the only workhorse in my army. Mulg is still terrifying, and the Mauler remains one of my favorite warbeasts in HORDES. Combined with some great and durable units, this army is sure to see regular rotation in my games for some time to come!

### Circle Orboros – Ed



I'm smarting a bit from losing yet another battle report, but that's okay. I still have a blast playing them, and Will is always a great opponent.

The Woldwrath was great and brings some serious long-range firepower to Circle with Lightning Strike. Its two P+S 19 fists did their jobs nicely as well, taking out Mulg without boosting damage. The spell-casting support the Woldwrath provides is pretty great, although I really need to dial in my list to better support (and be supported by) constructs—the Woldwrath is my first meatless warbeast for Circle.

The Mountain King was truly impressive. Autosarcophagy has never been so appealing, and being a Cryx player and a big fan of the Kraken, I really should have seen Kill Shot coming.

I love playing with all these new massive models and fine-tuning army lists to really make them shine. These guys are going to change the HORDES tabletop in some really exciting ways, and I can't wait to attend events and see the games overflowing the gargantuan goodness.



# WAR-TORN ALLIANCES

## DARK SECRETS



Rules by David "DC" Carl & Will Hungerford

The final season of War-Torn Alliances puts players deep underground in a series of caves that run under the Thornwood. Battles here will be claustrophobic and rife with hazards. Who knows what secrets lurk in the darkness? Fight tooth and claw for survival or fall and fade into obscurity.

Prepare to have your battles drastically altered as map effects make their triumphant return. Perhaps you'll find yourself stumbling through the darkness, battling over an underground lake, or choking on the ashes of a smoldering forest.

Three unique scenarios offer new tactical challenges with a dark twist. Are you bold enough to survive the horror of "Bloody Hell" or perhaps strong enough to take "The Path of Most Resistance"? Find out this September when the fourth and final season of War-Torn Alliances begins at your local retailer.

For more information, visit:

<http://privateerpress.com/organized-play/leagues/dark-secrets>

**SUNDEATER THE DEFTED**  
GRYX BANE LORD TANTARIS CHARACTER UNIT ATTACHMENT

**SUNBEATER**  
SPD STR MAT RAT DEF ARM CHD  
6 7 7 4 14 17 9

**GLOAMING BLADE**  
P+S 12  
POW 5

**SUNDEATER THE DEFTED**

ALLIANCE – This model and the unit under its command will work for the Rebirthion.

**ATTACHMENT (BANE KNIGHT)** – This attachment can be added to a Bane Knight unit.

**SUNBEATER**  
GHOSTLY – This model can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. This model cannot be targeted by fire strikes.

**RAPID STRIKE** – This model can make one additional melee attack each combat action.

**REANIMATION** – When this model boxes a living enemy warrior model with a melee attack, add one Grunt to this unit and then remove the boxed model from play. The Grunt must be placed in formation and within 3' of this model. The Grunt cannot activate this turn.

**TACTICS: POWERFUL CHARGE** – The melee weapons of models in this unit gain Powerful Charge. (A model gains +2 to charge attack rolls when attacking with a weapon with Powerful Charge.)

**VENGEANCE** – During your Maintenance Phase, if one or more models in this unit were destroyed or removed from play by enemy attacks during your opponent's last turn, each model in the unit can advance 3' and make one normal melee attack.

**DARUYN PRISON WORN DETAIL**  
KHADOR DOON REAVERS UNIT

**LEADER & GRUNTS**  
SPD STR MAT RAT DEF ARM CHD  
6 7 7 4 13 14 7

**FELSHANK**  
P+S 12  
POW 5

**DARUYN PRISON WORN DETAIL**

ALLIANCE – This unit will work for Cygnar.

**LEADER & GRUNTS**  
BACKSTAB – This model gains an additional die on its back strike damage rolls.

**BERSERK** – When this model destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.

**RIOT FORMATION** – When checking to see if this model is in formation, increase the Unit Commander's command range by 3'.

**SPELL WARD** – This model cannot be targeted by spells.

**FELSHANK**  
BRAIN DAMAGE – A model damaged by an attack with this weapon cannot cast spells, upkeep spells, or use an animus for one round.



## DRUNKEN MONK OF THE FIST

**ALLIANCE** – This model will work for Blindwater Congregation.

**MONK**

**COME AT ME** – During its activation, this model can forfeit its movement or action to use Come At Me. For one round, enemy warrior models that begin their activation within 5" of this model and in its LOS can advance only toward this model.

**STUMBLING DRUNK** – This model cannot be knocked down. If it is hit by an enemy attack anytime except while it is advancing, after the attack is resolved this model is pushed 43" in a direction determined by the deviation template, then you can choose its facing.

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FA 2  
PC 2  
DAMAGE

**DRUNKEN MONK OF THE FIST**  
PROTECTORATE ALLEGANT OF THE ORDER OF THE FIST SOLO

**MONK**

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	7	7	7	4	15	12

**YOGA FIRE**

RNG	ROF	AOE	POW
SP6	1	—	12

**PUNCHING GAUNTLET**

POW	P+S
2	9

## CYGNAR RECONNAISSANCE SERVICE COURIERS

**ALLIANCE** – This unit will work for Khador.

**OFFICER**

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

**MARK TARGET** – Other friendly Faction models gain +2 to ranged attack rolls against enemy models within 5" of this model and in its LOS.

**GRUNTS**

**MARK TARGET** – See above.

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FA 2  
PC 5  
Leader and 5 Grunts

**CYGNAR RECONNAISSANCE SERVICE COURIERS**  
CYGNAR RANGERS UNIT

**OFFICER**

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	7	5	6	6	15	11

**MILITARY RIFLE**

RNG	ROF	AOE	POW
10	1	—	11

**KNIFE**

POW	P+S
2	7

**GRUNTS**

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	7	5	6	6	15	11

**MILITARY RIFLE**

RNG	ROF	AOE	POW
10	1	—	11

**KNIFE**

POW	P+S
2	7

## MAGE HUNTER SCOUT TEAM COMMANDER

**ALLIANCE** – This model and the unit under its command will work for Cryx.

**ATTACHMENT**

**MAJOR HUNTER STRIKE FORCE** – This attachment can be added to a Mage Hunter Strike Force unit.

**COMMANDER**

**ARCANE ASSASSIN** – When making attacks, ignore focus points overboosting the target's Power Field and spell effects adding to its ARM or DEF.

**GRANTED BEAST HUNTER** – While this model is in play, models in this unit gain Beast Hunter. (A model with Beast Hunter gains an additional die on its melee and ranged damage rolls against warbeasts.)

**JACK HUNTER** – This model gains an additional die to its melee and ranged damage rolls against warlocks.

**TACTICS: ADVANCE DEPLOYMENT** – Models in this unit gain Advance Deployment.

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FA 1  
PC 2

**MAGE HUNTER SCOUT TEAM COMMANDER**  
RETRIBUTION STRIKE FORCE COMMANDER UNIT ATTACHMENT

**COMMANDER**

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	7	7	14	11	9

**CROSSBOW**

RNG	ROF	AOE	POW
12	1	—	10

**SABER**

POW	P+S
4	6

## EMISSARY GROGSPAR

**ALLIANCE** – This model will work for Trollbloods.

**MERCENARY** – This model will work for Cryx, Cygnar, Khador, the Protectorate, and Scattered.

**GROGSPAR**

**ADVISOIR** – While B2B with this model, friendly warcasters, warlocks, and solos gain +1 CMD.

**HANDOVER** – The first time this model is disabled by an enemy attack, it deals all damage and is knocked down.

**NO SLEEPING ON THE JOB (PRIVATEER)** – This model and friendly Privateer models in its command range cannot be knocked down.

**PIVOT HOOK**

**PIVOT** – Instead of making a normal damage roll on a hit, this model can throw the model hit; if it had hit with and passed the STR check of a throw, the model suffers damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

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FA 3  
PC 3

**EMISSARY GROGSPAR**  
MERCENARY BODY GROGSPAR PRIVATEER TROLLBLOOD CHARACTER SOLO

**GROGSPAR**

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	6	5	13	15	8

**HARPOON GUN**

RNG	ROF	AOE	POW
10	1	3	12

**GIANT HOOK**

POW	P+S
4	12



## BORKA'S WINGMEN

**ALLIANCE** – This model will work for Four Star, Highborn, Scarforge, and Taltion.

### WINGMAN

**STUMBLING DRUNK** – This model cannot be knocked down. If it is hit by an enemy attack anytime except while it is advancing, after the attack is resolved this model is pushed d3 in a direction determined by the deviation template, then you can choose its facing.

### CABER

**SMITE (\*ATTACK)** – Instead of making a normal damage roll, the model hit is slammed d6 directly away from this model and suffers a damage roll with POW equal to this model's current STR plus the POW of this weapon. The POW of collateral damage from this slam is equal to this model's STR.



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5 FA  
2 PC

DAMAGE

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

WINGMAN

5 7 7 4 12 15 8

CABER

5 7 7 4 12 15 8

## LONE WOLF MORRHAIG

**ALLIANCE** – This model will work for Skorne.

### MORRHAIG

**DRAGON** – While mounted, this model has base SPD 8 and base ARM 17. While dismounted, it has base SPD 6 and base ARM 15.

### RAPID STRIKE

– This model can make one additional melee attack each combat action.



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3 FA  
5 PC

MOUNTED DAMAGE  
DISMOUNTED DAMAGE

SPD	STR	MAT	RAT	DEF	ARM	CMD
8/6	7	8	4	14	17/15	9

MOUNT

8/6 7 8 4 14 17/15 9

CLEFT BLADE

8/6 7 8 4 14 17/15 9

## CHOSEN OF RHYAS

**ALLIANCE** – This model and the unit under its command will work for Thorrall.

**ATTACHMENT BRIGHTED NYSS SWORDSMEN** – This attachment can be added to a Brighted Nyss Swordsman unit.

### ABBOT

**GRABTO-REFORM** – While this model is in play, after all models in its unit have completed their actions, each can advance up to 3".

**TACTICS: BLADE SHIELD** – Models in this unit gain Blade Shield. (A model with Blade Shield gains +2 DEF against ranged attack rolls.)

### CHAMPION

**RIPOSTE** – When this model is missed by an enemy melee attack immediately after the attack is resolved it can make one normal melee attack against the attacking model.

### NYSS CLAYMORE (CHAMPION ONLY)

**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.



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1 FA  
3 PC

ABBOT'S DAMAGE  
CHAMPION'S DAMAGE

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	8	4	14	13	9

ABBOT

6 7 8 4 14 13 9

NYSS CLAYMORE

6 7 8 4 14 13 9

## PAINQUER BLOODRUNNER SHADOWWALKER

**ALLIANCE** – This model will work for Circle.

### MASTER TORMENTER

**ANATOMICAL PRECISION** – When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

**SHADOW DOOR** – If this model is within certain that provides AoE of a cloud effect, it can perfect its motion and use the Shadow Door. If it is before its motion, it can use the shadow completed within 10" of its current location, and at the end of its activation place it completely within 10" of its position at that time.

### BARBED WHIP

**LUCK** – This model can reroll missed attack rolls with this weapon. Each attack roll can be rerolled only once as a result of Luck.



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2 FA  
2 PC

DAMAGE

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	7	4	14	13	9


BARBED WHIP

6 5 7 4 14 13 9

MASTER TORMENTER


6 5 7 4 14 13 9






## WAR-TORN ALLIANCES: HHOORR

☐ **MAN-O-WAR BOMBARDIERS: FIRE TEAM**  
Man-O-War Bombardiers gain Combined Ranged Attack.


☐ **MAN-O-WAR DEMOLITION CORPS: FULL HEAD OF STEAM**  
Man-O-War Demolition Corps gain Relentless Charge. (Models with Relentless Charge gain Pathfinder  during activations they charge.)


☐ **MAN-O-WAR SHOCKTROOPERS: BLADE WALL**  
Man-O-War Shocktroopers gain Set Defense. (A model in the front arc of a model with Set Defense suffers -2 on charge, slam power attack, and impact attack rolls against the model with Set Defense.)


Man-O-War Shocktroopers gain Set Defense. (A model in the front arc of a model with Set Defense suffers -2 on charge, slam power attack, and impact attack rolls against the model with Set Defense.)





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**WAR-TORN ALLIANCE: PROTECTORATE OF MENOITH**

☐ **DEVISH: WHIRLING BLADES**  
Devish light warjacks gain +1 DEF.

☐ **VIGILANT: PROTECTOR'S INSTINCT**  
Vigilant light warjacks gain Counter Slam. (When an enemy model advances and ends its movement within 6" and in the LOS of a model with Counter Slam, the model with Counter Slam can immediately make a slam power attack against that model. If the model makes a counter slam, it cannot make another until after your next turn. A model cannot make a counter slam while engaged.)

☐ **GUARDIAN: DIVINE VESSEL**  
Guardian heavy warjacks do not suffer the effects of crippled systems. TIP: They are still disabled when all their damage boxes are marked.

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# WAR-TORN ALLIANCES: CYGNAR

## ☐ CHARGER: OVERCHARGE

Charger light warjacks gain Counter Charge. (When an enemy model advances and ends its movement within 6" and in the LOS of a model with Counter Charge, the model with Counter Charge can immediately charge it. If it does, it cannot make another counter charge until after your next turn. A model cannot make a counter charge while engaged.)

## ☐ MINUTEMAN: REAL STEEL

Minuteman light warjacks can make power attacks without spending focus.

## ☐ IRONCLAD: QUANE COMPENSATORS

Ironclad heavy warjacks gain Steady. (Models with Steady cannot be knocked down.)

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**FARROW MEAT GRINDERS**

**ALLIANCE** – This unit will work for Legion or the Protectorate.

**MINIONS** – These models will work for Blindwater, Circle, Skorne, and Trollbloods.

**LEADER & GRUNTS**

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

**PRAYERS** – The Leader of this unit can recite one of the following prayers each turn anytime during its unit's activation. Each model in this unit gains the benefits listed.

- **ERVOR** – Affected models gain +2 to attack and damage rolls this activation.
- **SPELL WARD** – This model cannot be targeted by spells.





**WAR-TORN ALLIANCE: TROLLBOON**

☐ **SWAMP TROLL: SWAMP GAS**  
When a Swamp Troll light warbeast uses its animus, reduce its Cost by 1.

☐ **DIRE TROLL BLITZER: JARL'S AMBUSHERS**  
Dire Troll Blitzer heavy warbeasts gain Swift Hunter. (When a model with Swift Hunter destroys an enemy model with a normal ranged attack, immediately after the attack is resolved it can advance up to 2".)

☐ **DIRE TROLL BOMBER: HEAT ACCLIMATION**  
Dire Troll Bomber heavy warbeasts gain Immunity: Fire.

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**WAR-TORN ALLIANCE: MERCENARIES**

☐ **TALON: SWEET REVENGE**  
Talon light warjacks gain Retaliatory Strike. (When a model with Retaliatory Strike is hit by a melee attack made by an enemy model during your opponent's turn, after the attack is resolved the model with Retaliatory Strike can immediately make one normal melee attack against the attacking model. The model can make one Retaliatory Strike per turn.)

☐ **ROVER: TRIED & TRUE**  
Rover heavy warjacks do not suffer the effects of crippled systems. TIP: They are still disabled when all their damage boxes are marked.

☐ **BASHER: COAL RESERVES**  
Basher heavy warjacks gain Stoked. (When a model with Stoked begins its activation B2B with a friendly living Faction warrior model, it is allocated 1 focus point.)

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**WAR-TORN ALLIANCE: RETRIBUTION OF SCYRAH**

☐ **CHIMERA: FORCE NODE**  
Chimera light warjacks gain Arcane Augment. (Once per turn when a warcaster channels a spell through the Arc Node of a model with Arcane Augment, he gains +2 to that spell's damage rolls.)

☐ **BANSHEE: DEATH WALL**  
Enemy models affected by Walling also cannot make special actions or special attacks.

☐ **MANTICORE: FIELD ACCELERATOR**  
Manticore heavy warjacks' Covering Fire places a 4" AOE instead of a 3" AOE.

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**WAR-TORN ALLIANCE: CRYX**

☐ **NIGHTWRETCH: DOOM REGULATOR**  
Nightwretch bontjacks' Doomsplitters gain Reliable. (Once per turn after making a die roll for a weapon with Reliable, you can reroll one of the dice rolled.) TIP: This includes the Deviation roll if you use Blaster.

☐ **DESECRATOR: VISSECTION**  
Desecrator helljacks gain Quick Work. (When a model with Quick Work destroys one or more enemy models with a melee attack during its combat turn, 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.)

☐ **REAPER: DEATH DRAGGER**  
Reaper helljacks gain Implacable. (When a model with Implacable forfeits its movement to aim, it can immediately advance 2".)

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**WAR-TORN ALLIANCES: MINIONS**

- ☐ **BULL SNAPPER: ENDLESS HUNGER**  
When a Bull Snapper under your control destroys a living enemy model with a normal melee attack, you can choose whether or not to use Torpid.
- ☐ **GUN BOAR: SMOOTHBORE**  
Gun Boar light warbeasts' Big Guns gain +2 RNG.
- ☐ **RAZOR WORM: VORACIOUS KINDRED**  
Razor Worms can be part of Farrow warlocks' battlegroups. In Farrow battlegroups, Razor Worms become Farrow light warbeasts instead of Skorne light warbeasts.
- ☐ **SWAMP TROLL: MISTCALLERS' MINIONS**  
Swamp Trolls can be part of Gatoorman warlocks' battlegroups. In Gatoorman battlegroups, Swamp Trolls become Gatoorman light warbeasts instead of Trollblood light warbeasts.

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**WAR-TORN ALLIANCES: SKORNE**

- ☐ **RAZOR WORM: DEEP BURROWING**  
While dug in, Razor Worm light warbeasts cannot be targeted by ranged or magic attacks.
- ☐ **ARCHIDON: ERRATIC FLIGHT**  
Models do not gain back strike bonuses against Archidon heavy warbeasts.
- ☐ **SHADOWHORN SATYR: PAIN CONDITIONED**  
Shadowhorn Satyrs can be part of Skorne battlegroups. In Skorne battlegroups, Shadowhorn Satyrs become Skorne heavy warbeasts instead of Circle heavy warbeasts.

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**WAR-TORN ALLIANCES: LEGION OF EVERBLIGHT**

- ☐ **HARRIER: DEADLY FLOCK**  
Harrier lesser warbeasts gain +2 on melee attack damage rolls against enemy models in melee range of another friendly Harrier lesser warbeast.
- ☐ **SCYTHEAN: UNRESTRAINED**  
Scythean heavy warbeasts can make power attacks without being forced.
- ☐ **SERAPH: BLIGHTFIRE**  
Seraph heavy warbeasts' Blight Strikes gain Reliable. (Once per turn after making a die roll for a weapon with Reliable, you can reroll one of the dice rolled.) TIP: This includes the strat roll.

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**WAR-TORN ALLIANCES: CIRCLE ORBOROS**

- ☐ **GORAX: WHEN THEY'RE ANGRY**  
Gorax light warbeasts' Claws gain Brutal Charge. (A model gains +2 to charge attack damage rolls when attacking with a weapon with Brutal Charge.)
- ☐ **GNARLHORN SATYR: SCRAPPERS**  
Gnarhorn Satyr heavy warbeasts can make power attacks without spending focus.
- ☐ **WOLD GUARDIAN: ARCANIC ACCRETION**  
At the start of your control phase, remove 1 damage point from each Wold Guardian heavy warbeast under your control.

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# PLAYER GALLERY

## Extreme Tiberion

Check out Greg Blodgett's fantastic Extreme Titan Gladiator conversion. He's really gone the extra mile to recreate the Skorne character titan warbeast Tiberion with liberal use of plasticard and Apoxie sculpt. The result is nothing short of breathtaking. Nice work, Greg!



## HARDCORE CRYX

Here we have some stellar examples from Bryce Jensen's fantastic Cryx army, which he used in the Hardcore tournament at Lock & Load GameFest 2012.





# UNDE-FEAT-ABLE CHALLENGE

The Painting Challenge in *No Quarter* #42 asked you to demonstrate one of the most important moments in any game of WARMACHINE or HORDES—the feat turn! We asked you to show your favorite warcaster or warlock bringing the pain with his or her feat, and we received a lot of very creative entries as a result.



## WINNER: SIMON FOSTER

Simon Foster came up with an incredibly creative way to showcase Lieutenant Allister Caine's feat Maelstrom. Taking a visual cue from the stunning art work by Andrea Uderzo, Simon certainly captured Caine's spellstorm barrage.



## RUNNER-UP: JESSE ROBINSON

Jesse Robinson chose to show us the Harbinger of Menoth's feat Godhead, as she asks a Dire Troll Mauler, "Can you take the heat?"



Check out page 54 for  
the next Modeling &  
Painting Challenge



# THE ARMORY



## & SKORNE

Represent your faction in style! The Armory gives you faction-specific templates to represent your favorite spells, feats, and effects.

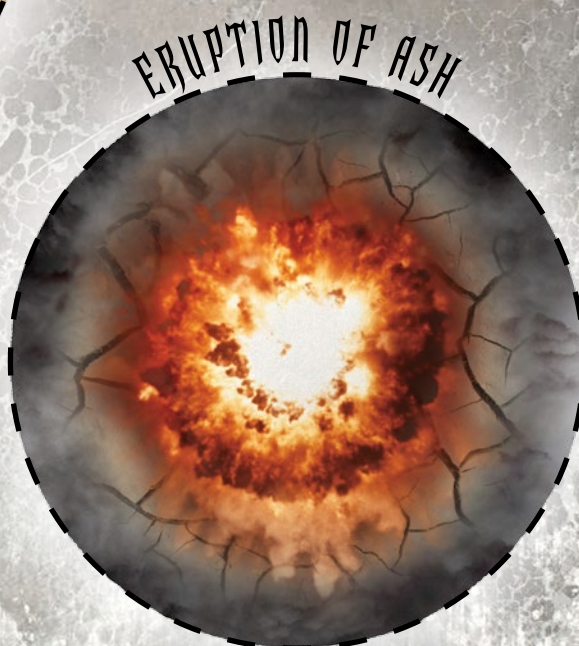


BLASTED EARTH



DESSICATOR

These templates represent specific Retribution of Scyrah and Skorne spells and effects. Feel free to photocopy them for your next game.



ERUPTION OF ASH



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# LEVEL 7<sup>®</sup>

## [ESCAPE]

### EXPERIENCE A NEW LEVEL OF FEAR

Deep underground, in the middle of nowhere, lies a top-secret military installation filled with the unspeakable horrors of science gone wrong.

Abducted from your daily life, you are a human guinea pig in the facility's deepest laboratory, the hall of nightmares known as LEVEL 7. Your singular goal is to escape, but to do that you will have to evade the inhuman and human denizens of this subterranean labyrinth before the entire base is locked down, sealing you in for the rest of your short, tormented life.

Will you work together with your fellow prisoners to endure the facility's endless perils, or will you use them to secure your own escape? Ultimately, your chances of survival will depend on how well you manage your greatest weapon, which is also your greatest threat: fear itself.



Prepare yourself for **LEVEL 7 [ESCAPE]**, a semi-cooperative, story-driven survival-horror game for 1–4 players with nerves of steel and a willingness to confront the impossible.

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