



Privateer Press

NO QUARTER™

ISSUE 49
July 2014

WARMACHINE

HIGH COMMAND™

PREVIEWS OF WARMACHINE HIGH COMMAND

DWARVES DO IT BETTER

RHULFOLK IN THE RPG

FORCES OF DISTINCTION RETURNS!

NEW THEME FORCES FOR PROTECTORATE
AND TROLLBLOODS

ANCIENT, INESCAPABLE FATE

WURMWOOD IN THE GAVYN KYLE FILES



EXPLORE THE NATIONS OF THE IRON KINGDOMS!



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Take your adventures to new heights with this exhaustive guide to the people and nations that form the heart of the Iron Kingdoms—Cygnar, Khador, Ord, Llael, and the Protectorate of Menoth. Explore the steam-driven core of a world of conflict and epic adventure with a wealth of information that brings these nations to life in stunningly vivid detail.

This essential full-color guide to the nations of the Iron Kingdoms equips you with:

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- New steamjacks, including an arsenal of warjacks from the battlefields of western Immoren
- New regionally focused adventuring companies, each with its own theme and benefits

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ON THE COVER

WARMACHINE High Command by Igor Kieryluk

LOCK & LOAD ORIGINAL

At Lock & Load GameFest 2013, Privateer Press concept artist Nick Kay set up shop at the Formula P3 Table and took requests for original drawings of characters, warjacks, and warbeasts. Once word spread, Nick's request list grew to three pages, front and back, and he worked diligently throughout the convention, pounding out illustration after illustration. Here's Nick and one lucky attendee with his hot-off-the-presses Kay original.



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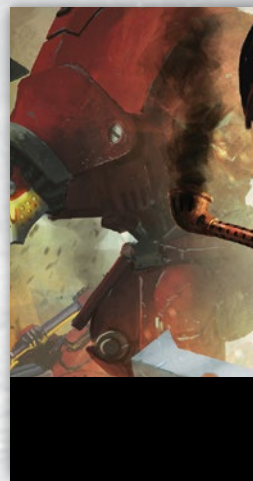


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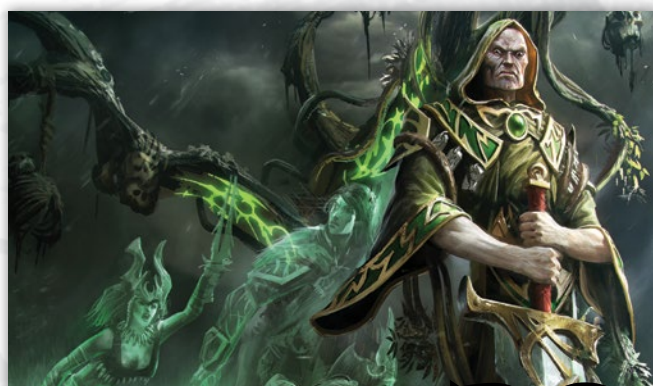
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WARMACHINE: Tactics
The New Faces of *WARMACHINE*

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The Gavyn Kyle Files:
Wurmwood, Tree of Fate

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BEYOND THE BATTLEFIELD

For ten years WARMACHINE has torn up the tabletop, presenting steam-powered miniatures mayhem to thousands of players across the world. The mighty nations of the Iron Kingdoms have squared off with one another countless times on a 4' x 4' battlefield within game stores, convention halls, garages, and basements. But such conflict cannot be confined within such a space for long, and this year we are going to take WARMACHINE beyond the tabletop and offer our players two new ways to experience the Iron Kingdoms.

First up is the exciting new deck-building card game *WARMACHINE High Command*, where you expand the scope of battle in the Iron Kingdoms and take on the role of a high commander. Instead of just one warcaster, his battlegroup, and supporting troops and solos, you'll take charge of the entire military might of one of the nations of the Iron Kingdoms. For more information on this exciting new game, check out the preview section off this issue on p. 12.

Next we're going to show you a new expression of the WARMACHINE game, something we're developing with our partners at WhiteMoon Dreams. *WARMACHINE Tactics* is a turn-based strategy game for PC and Mac platforms that includes both a riveting single-player campaign and a thrilling multi-player format. Even better, it introduces a group of exciting new characters into the WARMACHINE universe that you'll be able to play on the tabletop as well. Have a look at the "The New Faces of WARMACHINE" for more on *Tactics*.

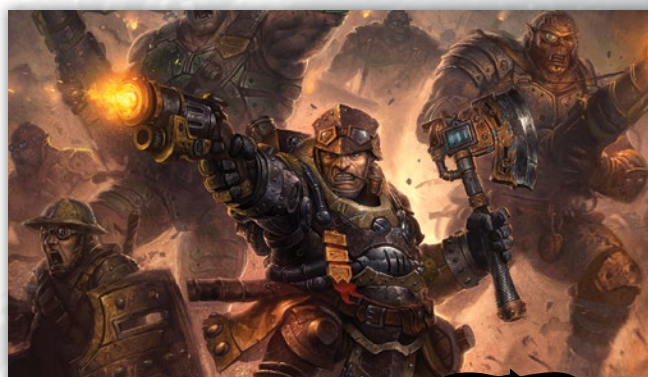
There's lots more in *No Quarter* #49 beyond the previews, including rules for Rhulic warcasters and warjacks in the roleplaying game, a fascinating Gavyn Kyle Files on Wurmwood, Tree of Fate, and more new theme forces in *Forces of Distinction*. Prepare to experience western Immoren like never before!

Aeryn Rudel
Editor-in-Chief



WARMACHINE High Command

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NEWS FROM THE FRONT

ADEPTICON 2013

By Lyle Lowery



AdeptiCon in Chicago is one of the most popular destinations for WARMACHINE and HORDES players, featuring around-the-clock tournaments and Iron Arena open gaming. This year, the Privateer Press event area was bursting at the seams as gamers enthusiastically packed the space.

For many, it was an opportunity to catch up with distant friends and reconnect with the WARMACHINE and HORDES community. The strength and kindness of the community really stood out when press ganger Jason Tate organized a group of friends and fellow gamers to paint a new army for press ganger John DeMaris, who lost many of his possessions in a fire. When the Privateer Press staff learned about Jason's project, we gladly helped out!

The army was presented to a surprised John at AdeptiCon. After receiving the army, he had this to say: "I think this gesture really demonstrates two things: Jason Lee Tate is an amazing person, and a truly great community has grown up around WARMACHINE and HORDES. I don't get emotional often, but this act of kindness brings tears to my eyes when I think about it. I was truly moved and touched." Our hats off to Jason Tate for putting this together!

Of course, AdeptiCon is also about fierce tournament competition, and players from around the world came out to compete in AdeptiCon's six Privateer Press tournaments.

The full event schedule included hotly-contested Hardcore and Masters tournaments, as well as Blood, Sweat, & Tiers, SPEEDMACHINE, Who's the Boss, and team tournaments. Here are the results from all AdeptiCon's events.

BLOOD, SWEAT, & TIERS

Champion	Jordan Nach	Cryx
2nd	Walter Langendorf	Circle Orboros
3rd	Dan Sammons	Cryx

SPEEDMACHINE

Champion	Geoffrey Konkel	Khador
2nd	Tony Kacys	Trollbloods
3rd	James Preusser	Cryx

WHO'S THE BOSS

Champion	Chuck Elswick	Legion of Everblight
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TEAM TOURNAMENT

Champions	Unlikely Alliance - Joshua Carpenter & Greg Blodgett	Trollbloods & Cygnar
Field Commander	Chicago Assassins - James Preusser & Miljan Otovic	Cryx & Cryx
Battle Bonded	Team Banzai - Timothy Stone & T. Jeremy Slocum	Cryx & Protectorate (paint scheme, coordinated uniforms)

Joshua Carpenter and Greg Blodgett proved their mettle with a combination of armies that seemed impossible to beat. But the team tournament isn't just about besting your foes. Many teams fielded armies with clever themes, beautiful paint jobs, and elaborate display boards. The Chicago Assassins, James Preusser and Miljan Otovic, won Field Commander honors with an impressive Necrotech display board. Unfortunately its full majesty could not be captured on film—the display board came crashing to the ground before a photograph could be taken! Team Banzai, Timothy Stone and T. Jeremy Slocum, won Battle Bonded honors, with armies that were painted in complementary color schemes and even matching player uniforms!

MASTERS

Champion	Jacob Van Meter	Legion of Everblight
2nd	Dan Sammons	Cryx
3rd	Walter Langendorf	Circle Orboros

Jake Van Meter successfully defended his AdeptiCon 2012 Masters title, winning for the second year in a row. Dan Sammons came in second with his Cryx army, and Walter Langendorf placed third with his Circle list.

Here's the Legion force that Jake led to victory.

Masters Champion - Jake Van Meter

Model	Cost
Vayl, Disciple of Everblight	+6
Typhon	12
Ravagore	10
Scythean	9
Seraph	8
Shredder	2
Blighted Nyss Raptors (5)	10
The Forsaken	2
The Forsaken	2
Spell Martyr	1
Total	50



HARDCORE

Vanquisher	Walter Langendorf	Circle Orboros
Executioner	Keith Christianson	Cryx
Mage Hunter	Trevor Christensen	Skorne
Master Craftsman	Sam Stockton	Minions

Walter Langendorf used a Baldur the Stonesoul list loaded with constructs to battle his way to Vanquisher honors in the Hardcore tournament.

Vanquisher - Walter Langendorf

Model	Cost
<i>Hour of Reckoning, Tier 4</i>	
Baldur the Stonesoul	+5
Woldwatcher	4
Woldwatcher	4
Woldwatcher	4
Wold Guardian	9
Megalith	11
Shifting Stones	2
Stone Keeper	1
Shifting Stones	2
Druids of Orboros	7
Gallows Grove	1
Gallows Grove	1
Celestial Fulcrum	9
Total	50

There were many great-looking armies at AdeptiCon, but Sam Stockton's Blindwater Congregation laid claim to the coveted Master Craftsman medal for the best painted army in the Hardcore tournament. Sam's stunningly detailed gators looked incredible and were certainly deserving of Master Craftsman honors!

Congratulations to all the tournament winners! We look forward to seeing you at next year's AdeptiCon with an even bigger Privateer Press event area!

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

Tell us about it at: submissions@privateerpress.com

NEW RELEASES



FORCES OF WARMACHINE: CONVERGENCE OF CYRISS EMBRACE THE PERFECTION OF THE MACHINE

To those who worship Cyriss, no tenet is more sacred than the Fifth Harmonic—the belief that the Clockwork Goddess will manifest once the perfect machine is created across all of Caen. The key to this vessel's completion lies in the geomantic fulcrums of power that cover the world, many in hostile territory. For centuries the cult has been amassing an immense mechanical army, poised to take the final steps in readying for their goddess. The time has come for the Convergence to complete the Great Work, and they will let none stand in their way.

PIP 1053 • \$29.99 (SOFTCOVER)

PIP 1054 • \$39.99 (HARDCOVER)



CLOCKWORK ANGELS
GAME: WARMACHINE/
CONVERGENCE OF CYRISS
SCULPTOR: MICHAEL JENKINS
PAINTER: MATT DIPIETRO
RELEASE: JULY
PIP 36003 • \$24.99



CONVERGENCE OF CYRISS BATTLEGROUP

GAME: WARMACHINE/CONVERGENCE OF CYRISS

SCULPTOR: BEN MISENAR • PAINTER: MATT DIPIETRO & MEG MAPLES

RELEASE: JULY • PIP 36000 • \$49.99



AURORA, NUMEN OF AEROGENESIS

GAME: WARMACHINE/CONVERGENCE OF CYRISS

SCULPTOR: DOUG HAMILTON

PAINTER: MEG MAPLES

RELEASE: JULY

PIP 36001 • \$16.99



AXIS, THE HARMONIC ENFORCER

GAME: WARMACHINE/CONVERGENCE OF CYRISS

SCULPTOR: DAVE KIDD

PAINTER: MATT DIPIETRO

RELEASE: AUGUST

PIP 36004 • \$27.99

NEW RELEASES



CIPHER/INVERTER/MONITOR • HEAVY VECTOR PLASTIC KIT

GAME: WARMACHINE/CONVERGENCE OF CYRISS • SCULPTOR: BEN MISENAR • PAINTER: MATT DIPIETRO
RELEASE: JULY • PIP 36002 • \$34.99

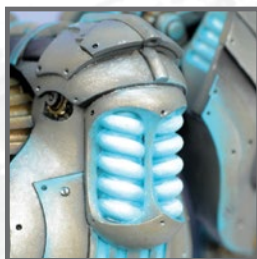
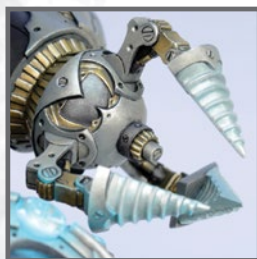
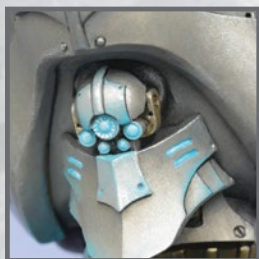


ATTUNEMENT SERVITORS

GAME: WARMACHINE/CONVERGENCE OF CYRISS
SCULPTOR: SEAN BULLOUGH
PAINTER: MEG MAPLES
RELEASE: AUGUST
PIP 36015 • \$11.99

DIFFUSER

GAME: WARMACHINE/CONVERGENCE OF CYRISS
SCULPTOR: BEN MISENAR
PAINTER: MEG MAPLES
RELEASE: AUGUST
PIP 36005 • \$18.99



PRIME AXIOM COLOSSAL
 GAME: WARMACHINE/CONVERGENCE OF CYRISS
 SCULPTOR: BEN MISENAR
 PAINTER: MEG MAPLES
 RELEASE: AUGUST
 PIP 36018 • \$144.99

NEW RELEASES



TROLLKIN WARDERS

GAME: HORDES/TROLLBLOODS

SCULPTOR: BRIAN DUGAS & TODD HARRIS • PAINTER: MATT DIPIETRO

RELEASE: AUGUST • PIP 71074 • \$44.99



FORMULA P3 PAINT:
CONVERGENCE OF CYRISS COLORS
RELEASE: JULY
PIP 93117 • \$17.99



GOBBER TINKERER

GAME: HORDES/MINIONS

SCULPTOR: SEAN BULLOUGH & BRIAN DUGAS

PAINTER: MATT DIPIETRO

RELEASE: AUGUST

PIP 75045 • \$21.99



HIGH COMMAND™



WARMACHINE HIGH COMMAND
RELEASE: AUGUST
PIP 61002 • \$44.99

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PIP 32100 • \$49.99



EXEMPLAR VENGEERS
GAME: WARMACHINE/PROTECTORATE OF MENOTH
RELEASE: AUGUST
PIP 32093 • \$89.99



BOOMHOWLER & COMPANY
GAME: WARMACHINE/MERCENARIES
RELEASE: JULY
PIP 41107 • \$69.99

HIGH COMMAND™

TAKE COMMAND IN THE IRON KINGDOMS



By David "DC" Carl

This summer, players of *WARMACHINE*, *HORDES*, and the *Iron Kingdoms Full Metal Fantasy Roleplaying Game* will have an opportunity to experience battle in the Iron Kingdoms in a whole new way. *WARMACHINE High Command* and *HORDES High Command* are a pair of deck-building games that put you in control of an entire faction's resources. As you direct your warcasters, warjacks,

warriors, warlocks, and warbeasts from place to place, you will conquer critical locations in the Iron Kingdoms and bring your faction closer to ultimate victory.

High Command can be played one-on-one for a tactical battle between two evenly matched opponents, or it can be played in a three- or four-player free-for-all that pits each player against his neighbors, a format where diplomacy becomes a critical component of successful gameplay.

MARKETS REDEFINED

Though the deck-building genre of card games has blossomed in the past several years, *High Command* really stands apart from the rest of the field. The core mechanics are quite familiar to those who have played deck-building games before: you begin with a deck of very basic resource cards, you purchase additional cards turn after turn, and the player with the most victory points at the end of the game is declared the winner. Those core mechanics alone, however, do not fully represent combat between armies in the Iron Kingdoms.

In *High Command*, each player has a reinforcement deck from which he draws random cards for his **reserves** (the market area of other deck-building games). These individualized reserves are what keep a Cygnar player from purchasing Necrotechs or a Protectorate player from purchasing a Juggernaut for his **army** deck. Each player has access to the cards that should be available to his chosen faction. Further, each faction has its own strengths and weaknesses. Khador cards are sturdier than other factions, Cryx cards are more prolific, Circle Orboros cards move around more easily, and so forth. Each faction has its own play style that increases the replayability of *High Command* immensely.

In addition, *High Command* introduces a new purchasing concept with the ability to **Rush**. Rather than purchasing the card from the reserves, putting it in the discard pile, eventually reshuffling it, eventually drawing it, and ultimately playing it, a player can pay a premium to rush the card straight from the reserves to a location! Some factions (like the Pathfinding Circle Orboros) are much better at rushing army cards to a location than others (like the inflexible Protectorate of Menoth).

INEVITABLE CONFLICT

The second major differentiating factor between *High Command* and other deck-building card games is the location cards in the middle of the table and the conflict these cards generate. Some of the cards in a player's reinforcement deck are worth a **victory point** or two, but even the most valuable card purchased from a player's reserves is worth fewer victory points than the least valuable **location** card players fight to capture.

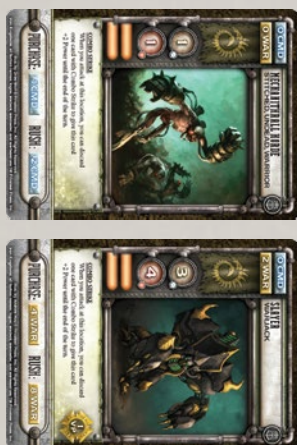
Once players have purchased army cards, they go to the discard pile and are eventually reshuffled into the army deck. Once drawn, they can be deployed to locations on the table. If a player has two or more army cards at a location at the *start* of his turn, he captures the location for his army deck, earning him victory points as well as a card that is worth resources when purchasing additional cards later. Having two army cards at a location at the start of your turn is no easy task! Each other player will have a chance to play army cards to that location, causing a battle to occur there at the end of the turn.

Cards battle with a simple **power** and **health** mechanic, but each one also has an ability ranging from the Destroyer card's blast ability that makes it easier to destroy enemy warrior cards to the Cataphract Cetrati card's shield wall ability that increases their health when fighting alongside additional troops. These abilities further differentiate individual cards and entire factions.

Battle over locations in *High Command* is a source of constant diplomatic efforts in free-for-all games. Players must be ever wary to prevent their opponents from earning too many location cards while ensuring they capture enough locations of their own. Decisions of when and where to dedicate resources and army cards to defense and offense will often spell the difference between victory and defeat.



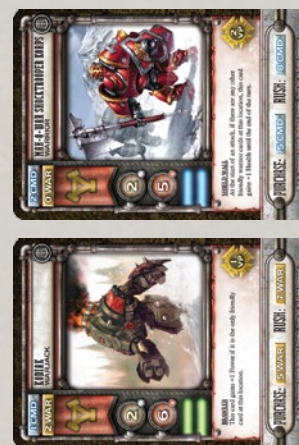
CRYX FORCES



LOCATION CARD



KHADOR FORCES



PROTECTORATE FORCES



When a location card is ultimately captured, the capturing player moves it to his discard pile where it will be eventually shuffled into his deck to be used, discarded, shuffled, drawn, used, etc. The army cards that captured the location are not discarded, however, but go to the player's **occupying forces** pile. Cards in a player's occupying forces pile will no longer be drawn for reuse, but their victory points (if any) still count towards winning the game when victory points are tallied.

PLAYING WITH POWER

It is difficult to imagine battle in the Iron Kingdoms without thinking of warcasters and warlocks. These pivotal characters play a key role in *High Command*. Warcasters and warlocks are not part of the reinforcement deck that is drawn randomly but are instead available to a high commander from the very start.

Each player has three warcasters or warlocks each game, and those cards can be used just once over the course of the game. A high commander can **rush** a warcaster or warlock to a location to give an immediate shift in the balance of power there. Each warcaster or warlock adds his or her power to a faction's combat capabilities at the location, augments friendly warjacks or warbeasts at the location, and has a powerful ability. Once one of these powerful warcaster or warlock cards is used, it goes to the occupying forces pile like cards that captured a location.

WARCASTER CARD



CUSTOMIZABLE DECK-BUILDING

Warcasters and warlocks do more than affect battles at locations; they also determine the contents of a player's reinforcement deck. Each reinforcement deck is faction-themed, but each faction has six total **detachments** with their own themes and their own color code.

After choosing three warcasters or warlocks, a player will choose one of just *two* associated detachments for each warcaster or warlock, giving him three total detachments of different colors, which will be combined to create their 36-card reinforcement deck. This detachment mechanic associates a warcaster with the troop types we typically see with them in the fiction of the Iron Kingdoms, and it also further increases the vast replayability of *High Command*.

Because of the detachment mechanic, some might call *High Command* a "customizable deck-building game." Future expansions will include more warcasters and warlocks, as well as additional cards that can be swapped in and out of the color-coded detachments, allowing nearly endless customizability.

FINISHING TOUCHES

The following game mechanics do not have the impact of rushing a warcaster to a location in order to power up warjacks and smash through enemy lines, but they are small additions that can make a real difference and increase players' enjoyment of the game.

When a player reshuffles the army deck, for example, he can permanently move one card into his occupying forces pile. This allows a player to keep more of the **WAR** resource used for warbeasts and warjacks or the **CMD** resource used for troops depending on the purchases he has made in that particular game.

There's also a **bank** mechanic that allows a player to hold one card over for the next turn and a **refresh** mechanic that allows players to discard unneeded cards to update the random cards in their reserves.

This article provides a broad overview of *High Command*, but there is still plenty for players to discover. Playing differently sized games, playing with various factions, and playing with different detachments, not to mention upcoming expansion content, lends nearly limitless replayability to this new Privateer Press customizable deck-building game.

ORANGE
DETACHMENT



GREEN
DETACHMENT





At this very moment, Privateer Press is conducting a Kickstarter campaign with video game development partner **WhiteMoon Dreams**. Our goal is to raise the necessary funds to produce *WARMACHINE Tactics*, a turn-based strategy game that, in about a year, will bring the WARMACHINE miniatures game from the tabletop to your desktop PC or Mac.

KICKSTARTER

WARMACHINE *Tactics* focuses on squad-level combat and includes a single-player campaign and an online, head-to-head multiplayer format. For veteran WARMACHINE players, the game will feel immediately recognizable in its presentation and tactical choices but will also take advantage of the video game medium to provide new and different opportunities for character interaction, progression, and dynamic combat that cannot easily be replicated on the tabletop.

By far, one of the most unique aspects of WARMACHINE *Tactics* is the level of collaboration between Privateer Press and WhiteMoon Dreams. While WhiteMoon Dreams has previously been involved with Privateer and our efforts to bring a WARMACHINE video game to market, *Tactics* is a completely new endeavor designed from the ground up as a joint effort between both companies.

Serendipitously, the development of *Tactics* overlapped conveniently with the development of WARMACHINE's next anthology expansion, WARMACHINE: *Vengeance*. One of the new offerings in *Vengeance* are novice warcasters. While Cygnar players have been able to field Journeymen Warcasters since the original WARMACHINE: *Prime*, this is the first time a Khadoran rastovik or a Protectorate initiate will be seen on the tabletop. Making them even more special is the fact that each one is a character solo.





These novice warcasters were conceived by Privateer's development team as a new generation of central characters in the ongoing WARMACHINE saga. For the first time, we'll get to tell the story of a character as he or she evolves from novice into a seasoned warcaster. The golden moment of inspiration in the design of *WARMACHINE Tactics* was realizing we could also let you play this evolution.

The first single-player campaign in the upcoming *Tactics* game will feature journeyman warcaster Lieutenant Allison Jakes. Through an extensive, story-driven campaign, you'll get to experience the events that take Jakes from a journeyman to a full-fledged warcaster. We'll literally be telling her story for the first time through the video game, so rather than simply reading about her formative trials and tribulations, you'll get to live them yourself as you play through the campaign, commanding her warjacks and the rest of her squad through one harrowing battle to the next.

The plan is to structure the single-player campaigns for each faction around this story device, introducing you to the novice warcaster of that faction and allowing you to play through their epic, legend-shaping character progression. In the online multiplayer game, you'll be able to take each one of these characters as your primary warcaster long before you'll see them on the tabletop.



Gastone Crosse

Cygnaran Commander Sturgis



forced him to become a hero. We have that Tactics project to thank for his future existence!

The second character inspired by Tactics is Lt. Jakes' mentor, Commander Sturgis. It's not hard to guess what might have happened to him when you have a look at both his Cygnaran and Cryxian concept art, and he represents another first in the history of WARMACHINE: a warcaster that actually appears in two different factions. Sturgis is central to Jakes' story arc and character development, and designing him from story to visual concept to game mechanics has been a collaborative effort involving several distinct teams from both Privateer and WhiteMoon Dreams.

If you haven't already checked out the Kickstarter campaign and video, please do so. We are all thrilled to create this all new expression of WARMACHINE, and we're backing it up with the opportunity to get these fantastic new characters into your armies and onto the tabletop as exclusive sculpts that will never be available again. We hope the game excites you as much as it does us and that you'll help us bring *WARMACHINE Tactics* into reality.

The decision to develop the novice warcasters for both *WARMACHINE: Vengeance* and *Tactics* meant they had to be approached in a new way, looking well into their future before they had been tested on the tabletop. It also meant I got to work closely with the art staff at WhiteMoon Dreams, including their brilliant art director Todd Harris, who is responsible for several of the novice warcaster character designs. Through multiple iterations, these characters were created so they fulfilled the needs of both tabletop and video game mechanics from the beginning, as well as the storylines we would be weaving in our fiction and the video game campaign experiences.

A couple of other exciting characters were brought into existence as a byproduct of intertwining the video game development with the tabletop expansion development. First, a confession: For game balance reasons, we had never planned to do a novice warcaster for Mercenaries. However, knowing that Mercs would be part of *Tactics*, and knowing we wanted to keep the campaign storylines parallel for all factions, the newest member of the Llaeese resistance was born, Gastone Crosse. Young Gastone has quickly become one of my favorite stories of all time in WARMACHINE, and I can't wait to see him on both the tabletop and leading my squad of mercenaries in *Tactics*. He's inexperienced, impulsive, and very much a reluctant leader, but he's a born badass, and circumstances have



Cryx Corrupted Commander Sturgis



GUTS & GEARS

BLIGHTED NYSS LEGIONNAIRES & SWORDSMEN

BY AERYN RUDEL • ART BY MAREK MADEJ AND KARL RICHARDSON

The Nyss are a shattered people, their culture fractured and their society forever changed in the wake of Everblight's corruption. Despite this cataclysmic upheaval, some aspects of Nyss culture survived, not only among the groups of refugees that fled south but among those twisted to serve the dragon as well. In some cases these remnants of past traditions are only a hollow facsimile of once-vital traditions, but they still bring meaning to the lives of the blighted Nyss.

Everblight has little use for that which does not serve his goals both immediate and far-reaching, but it is beneath him to meddle in the social structure of his blighted minions. His Nyss have retained some of their warrior traditions and these serve a valuable purpose within the legion, giving purpose and structure to its soldiers. The most prominent traditions are those of the *ryssovass*, called legionnaires among the blighted.

BLIGHTED NYSS LEGIIONNAIRES

**From *The Lost People: Wisdom and Warfare of the Nyss*
(a transcription of accounts from refugees of the Shard
Spires)**

Our ways are dying. The duty of the ryssovass has been perverted, twisted into something that resembles the old ways yet harbors a cancer within it. The blighted ones who wield our blades, wear our armor, and recite our words are imposters, their honor and blood sworn to an abomination.

For thirty years I stood with my brothers, guarding the passes into our homeland. I turned from my home and my shard to keep my people safe. The sacrifice was worth the knowledge that we would endure, that my blade would ensure security and peace. From the ashes of what was I see the great blades of the ryssovass rise again. I see them stained with the blood of a thousand innocents and a thousand more to come.

We few ryssovass untouched by the dragon remain, drifting through a world that has little use for us. Sell sword, mercenary, refugee—these are the names we now bear. We are guardians with nothing to protect, a sword with no sheath, a people with no purpose except vengeance.

—Kyryss Aeryn, ryssovass of the Synaer Aeryn Shard

Before the Blight

The blighted Nyss warriors known as legionnaires were once a small but revered order of skilled warriors charged with guarding the winding passes leading into the Nyss homeland in the Shard Spires. Their order, called the ryssovass, required extreme dedication as its members left their homes and travelled far from their shards in order to perform their duties—a difficult proposition for the tribal-minded Nyss. Isolated from their families, the ryssovass became an incredibly tight-knit order, and each Nyss considered his brothers in arms to be part of a new family with bonds closer than that of either shard and tribe. This connection influenced ryssovass culture heavily and was an important part of their deadly fighting style. The ryssovass was also one of the few groups whereby Nyss of disparate tribes united for a higher cause, and tribal elders saw its existence as a unifying influence. Regardless of petty rivalries and clashes between neighboring shards, the ryssovass could be trusted to guard the passes.

Only the most promising young warriors were accepted into their numbers. In addition, a certain level of detachment was valued in potential recruits, as the isolated and spare life of the ryssovass was not one to which all Nyss could easily adapt. Upon joining, a recruit underwent a grueling two-year instruction period, learning the intricate fighting style required of the order. Until his training was completed, a new ryssovass served his brothers in menial roles, hunting, cooking, cleaning,

and caring for armor and weapons. Only when his training ended and the order's captain pronounced him ready and capable was he allowed to stand beside his brothers in battle.

The Coming of the Dragon

When Thagrosh brought the blight of Everblight among the Nyss, the ryssovass were some of the first to be affected. It seems likely this was instigated based on intelligence brought to Thagrosh by the traitor Vayl Hallyr, who saw the order as a significant obstacle to the dragon's plans if allowed to organize and coordinate the mutual defense. It is possible Everblight also apprehended that once they were blighted their singular devotion would transform into equally fanatical loyalty and their formidable skill would allow them to better protect the dragon's prophet. They now serve the mighty Thagrosh as his personal guard, a role they fulfill ably.

The ryssovass who became blighted Nyss legionnaires are as unified as they were before the blight, bound together in an unbreakable bond of loyalty to each other and to their cause. But where as once their efforts were directed to the protection of the Nyss homelands, now they serve Everblight by protecting Thagrosh and the other warlocks bearing the dragon's athanc. During battle they feel no sense of self and fight together as a singular entity bent on one task: the slaughter of those who would threaten the aims of the dragon and his prophet. This is not to say legionnaires lack individuality or the ability to make decisions; instead, their unity is a product of deeply ingrained discipline augmented by the blight so that every mind is focused on the same task.

Blighted Nyss Legionnaire Arms & Equipment

Blighted Nyss legionnaires make use of the same ancestral weapons and equipment the ryssovass have used for centuries. This includes the Nyss great sword and stylized suit of ornate plate mail. The Nyss performed only limited mining, making iron scarce in the Shard Spires. Therefore each suit of armor created for a ryssovass required metal that could be used for forging the swords vital to every Nyss warrior. As such, ryssovass armor was highly prized and treated reverently. Everblight's legionnaires have less trouble attaining the metal necessary to repair their armor or create new suits, as they scavenge the armor and weapons of their foes and melt them down for the raw materials. Nevertheless, blighted Nyss hold the same reverence for their armor and weapons as their unblighted kin.

Legionnaire armor is cunningly constructed of smooth interlocking plates to turn aside an enemy's blade. Additionally, it is far lighter than an equivalent suit of most human- or Rhulic-crafted armor, as it uses thinner metal, relying on deflection rather than the brute stopping power of heavy steel. Traditional ryssovass armor was sometimes inscribed by priests of Nyssor with runic

prayers to the god of winter. Blighted Nyss legionnaire armor may be similarly decorated but includes praises to Everblight and his warlocks.

The great swords of the ryssovass resemble the Nyss claymore, but have greater reach, a useful trait for warriors fighting in small units. Although massive, this two-handed blade carries an elegant curve and is surprisingly nimble for its size. Its cutting power is legendary, a trait due in part to the construction of the blade and in part to ancient Nyss fighting techniques that emphasize devastating slashing attacks.

Blighted Nyss Legionnaire Techniques & Tactics

The ryssovass were renowned for their deadly fighting style that focused on small unit tactics and an inexorable advance, even in the face of overwhelming odds. Their weapons, armor, and techniques were designed to function best when small lines of ryssovass stood together, shoulder to shoulder, their great blades forming a dense forest of steel. They were also trained to strike in almost perfect unison, cutting down even the most heavily armored foe with a dozen quick, brutal slashes falling simultaneously from all directions.

The blighted Nyss legionnaires have not abandoned the traditional training of the ryssovass, and in many ways the unnatural focus brought by their blighted state only increases their efficacy with this ancient fighting style. Legionnaires advance toward an enemy in perfect rhythm, blades held high, fearless and unyielding. Many enemies with superior numbers have fallen to smaller numbers of legionnaires, lulled into the erroneous expectation that the blighted Nyss would scatter and flee after taking heavy casualties. Nothing could be further from the truth, and the legionnaires seem emboldened by the deaths of their brothers, more determined to bring ruin to all who oppose Everblight and his prophet.

BLIGHTED NYSS SWORDSMEN

From *The Lost People: Wisdom and Warfare of the Nyss* (a transcription of accounts from refugees of the Shard Spires)

We must cling to what is left of our culture, nurture it, kindle its flame with vengeance, and let it grow into a conflagration fit to consume the dread corruption that has claimed so many of our people. Many of us who fled south have scattered, becoming lost in the swarming multitudes of humanity. Our pride has turned to naked need and we sell our ancient skills to the highest bidder or sink to petty thievery. What an ignoble state for a once noble people.

There is an answer, however. There is a path back from the shattered exile we now endure. It is not an easy path; following it will require entering into arrangements with beings nearly as dark as the evil that has taken root in the north. At its heart, this path leads through the sword, the soul of all Nyss warriors. The

claymore is one of the few links to our old lives that remain to us, but it is more than a symbol; it is a tool, the scalpel that will cut away the rot and reveal the living flesh beneath.

Each day, when I draw my sword in service to another, when I take part in the petty wars of humans, I remind myself it is a necessary means to an end. Our blades are practiced, they are sharp, and they have won us allies. It will not be long before claymores held by true Nyss are raised in the north once more. One day our swords shall be turned on the one that brought us to ruin, claiming our vengeance at last.

—Cylena of the Raefyll tribe

Before the Blight

The sword was a central part of Nyss culture before the blight and remains so even among the minions of the dragon. The sword most associated with the Nyss is the claymore, a weapon of unsurpassed grace and lethality crafted to exacting standards.

Dedicated swordsmen were somewhat rare among the Nyss before the blight outside of specialized orders like the ryssovass. Martial training in Nyss communities focused on the skills that could also be applied to more pragmatic endeavors such as hunting. As such, the claymore, although certainly given a reverential place among a warrior's armaments, often served a secondary role to the more immediately useful and pragmatic bow—a weapon useful in war and in times of peace.

Warriors trained in claymore and longbow defended each shard and tribe, willing to intercept outsiders in order to protect vital resources and its more defenseless citizens. Among the shards living on the outer fringes of the Shard Spires, hostile contact with outsiders was a periodic danger, and the Nyss warriors would often participate in preemptory or retaliatory strikes against their violent neighbors. Fighting alongside the mounted raptors, these warriors conducted bloody raids against Rhulfolk, Skirov and Kossite mountain folk, and the trollkin and human barbarians of the Rimeshaws.

It was not uncommon for Nyss shards to come into conflict with each other, and here the claymore came to the fore. The Nyss attached much cultural significance to fighting with the claymore, viewing it as a higher form of warfare, one reserved for foes worthy of special consideration, such as fellow Nyss. In these internecine conflicts, use of the bow was strictly forbidden, and Nyss warriors would meet each other with only claymore in hand.

True sword masters did arise among the various shards and tribes before the blight, particularly among those esteemed elders who had earned an exemption to hunting for the shard. These solitary warriors worked toward perfection of the most prominent claymore styles, of which there are roughly half a dozen. The most ancient of these

masters were the most revered, as some had perfected their every motion across three or even four centuries, making up in finesse what their withered bodies lacked in strength. The greatest of these sword masters stood guard at the fane of Nyssor, perfecting their martial prowess in the proximity of their frozen god.

The Coming of the Dragon

Before the coming of Everblight, the martial traditions of the Nyss emphasized generalized prowess. With the exception of the ryssovass and the raptors, who performed more specialized roles, all Nyss warriors were trained in both sword and bow. Everblight's corruption, however, focused and segregated the Nyss, creating distinct castes where none existed before. Such is the case with blighted Nyss swordsmen.

In appearance, blighted Nyss swordsmen are gaunt, almost skeletal, with barbs and nodules on shoulders, backs, and elbows. Beyond these physical changes, it is the transformation that took place within their minds and souls that truly marks them. Much of their former identity was erased, transplanted by a fierce devotion to Everblight and a bizarre reverential worship of the sword itself. Each blighted Nyss swordsman holds his claymore as the one link to his past, to the Nyss he once was. This should not be mistaken as a desire to turn aside from Everblight, it is simply a magnification of former devotion twisted to serve the dragon.

Although little of an individual blighted Nyss swordsman's personality remains after the blight, the training he received with the claymore is left intact. The most skilled masters who succumbed to the blight are now the abbots of the Legion of Everblight and maintain some leadership and influence over their blighted brethren. Additionally, the dragon's blight has engendered a strange and terrible philosophy in these great sword masters. Focusing on the hollowness of their existence, they embrace a state of emptiness, believing an inner void holds the key to true martial perfection.

Blighted Nyss swordsmen seem to live for nothing but the perfection of slaughter. They practice constantly with their claymores, tirelessly performing strike after strike until some unknown limit is achieved. Everything else in a swordsman's life is perfunctory; they rarely speak, and then usually only to one another. Most often a swordsman simply sits silently staring at his drawn blade, as if searching for some part of his lost soul within its mirror-like finish.

Blighted Nyss Swordsmen Arms & Equipment

The blighted Nyss swordsmen wield only the Nyss claymore, the chosen weapon of their people before and after the blight. The claymore is crafted to more exacting standards than the great sword, and its cutting power is comparable despite its smaller blade. The secret of crafting Nyss claymores is all but lost outside of Everblight's

legion, and those few Nyss who escaped the blight and travelled south with the knowledge guard it jealously.

Blighted Nyss swordsmen eschew armor, as their blight-hardened bodies are often durable enough to turn aside an enemy's blade. In addition, heightened reflexes allow them to nimbly avoid opponents' blows.

Blighted Nyss Swordsmen Techniques & Tactics

The blighted Nyss swordsmen rely primarily on their superlative blade skills to carry them through battle. In addition, they are utterly fearless, unconcerned with the potential for grave injury or death, and completely devoted to furthering Everblight's aims at the edge of their claymores. In battle, they tend to fight as individuals, forcing duel-like confrontations with enemy soldiers and usually getting the better of their opponents. This is not to say they cannot use more complicated stratagems, and blighted Nyss swordsmen will make use of hit-and-run tactics, or move in behind more heavily armored troops to better weather enemy ranged attacks.

Blighted Nyss swordsmen are pushed to further heights of martial skill and brutality by the presence of a sword abbot, the closest thing these blighted creatures have to champions or heroes. When a sword abbot is among a group of blighted Nyss swordsmen, their claymores gain terrible speed and cutting power, and they become utterly relentless in pursuit of the enemy.



BLIGHTED NYSS LEGIONNAIRES TACTICS



BY DAVID "DC" CARL

Amidst hordes of rampaging blighted ogrun and terrifying draconic beasts, the Blighted Nyss Legionnaires stand apart for their steadfast and disciplined conduct on the battlefield. These fearless warriors hold the line as the terrors of the Legion of Everblight pour forth to swarm an enemy's flanks.

Hold the Line

With higher ARM than any other blighted Nyss unit, the Blighted Nyss Legionnaires make a strong defensive force. When fighting side-by-side with at least one other Legionnaire, the Defensive Line ability enhances their ARM up to the levels of the blighted ogrun units. In a faction largely populated by models that die to any errant AOE, the Legionnaires' ARM 16 allows them to shrug off most blasts and even occasionally survive direct hits from ranged weaponry. Additionally, the Defensive Line ability does not have the same limitations as the Shield Wall order. Though the ARM bonus isn't as impressive, Defensive Line can be used during a run or charge, it cannot be ignored by Chain Weapon attacks, and it works even if the attack originates from behind them.

These factors, along with the low point cost of Blighted Nyss Legionnaire units, make them ideal for anchoring the center of an advancing Legion army. They can protect vital assets from enemy models, establish a forward position from which to charge into battle on following turns, or contest objectives in scenario games against superior numbers.

The Legionnaire's unit attachment, Captain Farilor & Standard, further enhance the defensive nature of the unit. Tactics: Set Defense raises their effective defense against charges, slams, and impact attacks to DEF 14. This isn't the highest defense in the game by any means, but it is a critical number. Many troopers in HORDES hit DEF 13 on an average roll but miss DEF 14. Since charges are the biggest melee threat to Legionnaires, Set Defense is the perfect boost. This isn't all the unit attachment offers, however. Captain Farilor also has Iron Zeal. Once per game, this ability gives the unit +4 ARM (ARM 20 with Defensive Line) as well as immunity to Stationary and Knockdown.

Sweet Revenge

The strong defensive capabilities of the Blighted Nyss Legionnaires are just one half of the equation—their Vengeance ability is the other. If any unit models were destroyed or removed from play in the preceding turn, Legionnaires in that unit can advance 3" and make a melee attack during the Maintenance Phase. These Vengeance attacks are useful in their own right for a bunch of MAT 6, P+S 10 melee attacks, but they serve another purpose as well by setting the unit up for their activation later in the turn.



After adjusting position and/or clearing out intervening models during the Maintenance Phase, the Blighted Nyss Legionnaires should be in a prime position to charge an enemy target. They can also take advantage of the unit's Combined Melee Attack (CMA) ability during unit activation. Though there are situations where single attacks or large CMAs are preferable, performing two-man combined attacks is typically a great way to go. Not only does an effective MAT 8, P+S 12 attack hit the vast majority of targets with the potential to inflict some serious damage to boot (with three damage dice due to the charge), it also makes for easy Defensive Line positioning to grab that +2 ARM boost.

Rallying the Legion

The Blighted Nyss Legionnaires are a very self-sufficient unit, so they do not require a great deal of support. It is often enough that they are low-cost, reasonably survivable troops with Vengeance and CMA—that they will not flee from the Legion's own Abomination models just makes a good thing that much better. Even so, some models support the vanguard of Everblight's forces more than others.

- A number of models within the Legion of Everblight can increase the potential damage output of the Legionnaires. Rhylyss from the Blackfrost Shard is a prime example of a model that enhances your damage output regardless of which warlock leads your army. Lylyth, Herald of Everblight; Thagrosh, Prophet of Everblight; and Rhyas, Sigil of Everblight also all have the potential to increase the Legionnaires' damage through their spells or feat.
- Kallus, Wrath of Everblight deserves his own section. Not only does Ignite improve damage output and Dark Guidance improve accuracy, Dark Guidance can also raise the melee accuracy of multiple units of Legionnaires (and everyone else in the army) at the same time. Additionally, the Host of Angels feat can turn every dead Legionnaire into a free Incubus model, roughly doubling the stopping power this wall of blighted Nyss can provide.

BLIGHTED NYSS SWORDSMEN TACTICS

BY JACK COLEMAN



The Blighted Nyss Swordsmen are elegant in their simplicity. With a solid stat line, Fearless, and Weapon Master, these stoic sword masters have a no-frills approach to warfare that is efficient and deadly.

Simply Deadly

With MAT 7 and Weapon Master, the Blighted Nyss Swordsmen are capable of handling a large variety of targets. Their exceptional offensive capabilities are equally suited for clearing out tar pits of infantry or dealing with hard targets such as 'jacks, warbeasts, and battle engines.

This offensive potential does come at a cost. With ARM 13 the Blighted Nyss Swordsmen are susceptible to blast damage and anti-infantry spells such as Chain Lightning. Combined with their moderate threat range of 9.5" you might find your swordsmen falling to enemy fire before they have a chance to realize their potential. These threats can certainly be mitigated with intelligent deployment, a loose formation, and strategic use of terrain, but one of the most reliable methods for delivering your swordsmen is to run them as a second line of offense. Running your swordsmen behind your front line protects them from the brunt of the enemy's assault and gives you more freedom to choose when and where they will be utilized.

Paragons of Blight

The Blighted Nyss Swordsmen Abbot & Champion unit attachment will greatly increase the damage output and threat of your Blighted Nyss Swordsmen unit.

With Granted: Cleave and Tactics: Overtake, the Abbot shifts the swordsmen into overdrive. In conjunction these abilities allow your swordsmen to move 1" and make an additional melee attack after they destroy an enemy warrior model (*A model can only gain one additional attack from Cleave per activation, but they can make an Overtake move after each kill*). The additional attacks and movement gained from these abilities allow Blighted Swordsmen to slice through entire enemy units in a single turn! With good placement the swordsmen can clear out screening infantry and reposition themselves with Overtake to tie up additional enemy models and open charge lanes for the rest of your army.

The Champion is a powerful melee combatant wielding two Nyss Claymores. This additional melee attack allows the Champion to take full advantage of the Abbot's abilities by increasing the likelihood of a Cleave attack and gaining up to 3" of movement from Overtake. The Combo Strike special attack lets the Champion combine his initial attacks into a devastating POW 15 blow, allowing him to easily dispatch high-ARM, multi-wound warriors and put

some serious damage onto a warjack or warbeast when charging. Defensive Strike provides the Champion with some board control by allowing him to make a melee attack against an enemy model that advances and ends its movement in his melee range. Good placement allows the champion to defend other valuable models and punish enemies for moving B2B with a Steamroller objective.

In addition to their other abilities the Abbot and Champion are both MAT 8 weapon masters with 5 wounds each (making them far more resilient to blast damage). With 3 to 5 melee attacks themselves and the abilities the Abbot grants to the rest of the swordsmen, it is often preferable to take a minimum unit of Blighted Nyss Swordsmen with the UA instead of a full unit without the UA (both cost 8 points).

Tainted Love

Blighted Nyss Swordsmen perform well with many Legion warlocks (they will shine in any list that can provide them with a boost to accuracy or damage), but there are some models that synergize particularly well.

- Rhyas excels at delivering your swordsmen to the enemy. Occultation protects the swordsmen from enemy fire with during the approach, while Dash increases their SPD and allows them to ignore free strikes. The real magic however is in her feat, Tide of Blood. During the feat turn the swordsmen gain an additional melee attack, and the first time they damage an enemy model, they can place themselves anywhere B2B with the damaged model.
- Kallus takes the strengths of the Blighted Nyss Swordsmen and cranks them up to 11. With boosted attack rolls from Dark Guidance and +2 to melee attack damage rolls from Ignite, your swordsmen will decimate your enemy with highly accurate P+S 13 Weapon Master damage rolls.
- The Blackfrost Shard boosts the damage of the swordsman with the Kiss of Lyliss spell. When combined with Ignite or Draconic Blessing the Champion can deal a P+S 19 combo strike with four dice of damage during a charge!



CAPTAIN FARILOR'S HONOR GUARD

BY STUART SPENGLER

COLORS USED

-  Beaten Purple
-  Coal Black
-  Cryx Bane Base
-  Cryx Bane Highlight
-  Gnarls Green
-  Khador Red Base
-  Khardic Flesh
-  Mixing Medium
-  Morrow White
-  Murderous Magenta
-  Pig Iron
-  Quick Silver
-  Thamar Black
-  Trollblood Highlight

Captain Farilor leads the blighted Nyss legionnaires, and he marks the armor of those that acquit themselves well in combat. These honor marks denote skill and Farilor's favor, and the most accomplished Legionnaires in his retinue are festooned with them, bearing one for each battle they have survived.

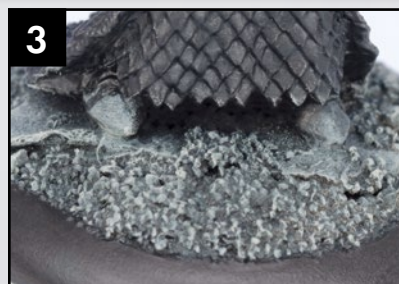
Blighted Nyss Legionnaires are a classic Legion of Everblight unit. Using the concept of Captain Farilor's honor guard, I'll show you how a few simple ideas can make these models really stand out on the tabletop.

STEP 1 – BASE DRYBRUSH

As always, drybrushing first can save you a lot of time that might otherwise be spent cleaning up stray brush strokes. It is usually a good idea to think about how you are going to approach your colors so you aren't trying to gingerly drybrush next to an area that has already been painstakingly blended.

1. On top of black primer, give all the base textures an even drybrush of Cryx Bane Base.
2. Drybrush Cryx Bane Highlight.
3. Lightly drybrush with pure Trollblood Highlight.

Colors Used: Cryx Bane Base, Cryx Bane Highlight, Trollblood Highlight



STEP 2 – ARMOR

1. Paint the armor and sword with Pig Iron.
2. Wash the armor with a 1:1:1 mix of Coal Black, Mixing Medium, and water.
3. Pick out the highlights, edges, and rivets with Quick Silver. A light drybrush can help in the textured armor areas.
4. Blacken the armor plates with Thamar Black.

Colors Used: Coal Black, Pig Iron, Quick Silver, Thamar Black



STEP 3 – CLOTH

1. Paint the cloth with Beaten Purple.
2. Highlight the cloth with a 1:1 mix of Beaten Purple and Murderous Magenta.
3. Add portions of Murderous Magenta to the highlight mix to build up the color.
4. For the final highlight, add a touch of Khardic Flesh to the mix.

Colors Used: Beaten Purple, Khardic Flesh, Murderous Magenta



STEP 4 – FEATHERS

1. Block out the feather shapes with Cryx Bane Base.
2. Highlight the feathers with Cryx Bane Highlight.
3. Highlight tips and edges with Trollblood Highlight.
4. Wash the feather areas with a 1:1:1 mix of Beaten Purple, Mixing medium, and water.
5. Wash the feather areas again, this time with a 1:1:1 mix of Gnarl's Green, Mixing Medium, and water.

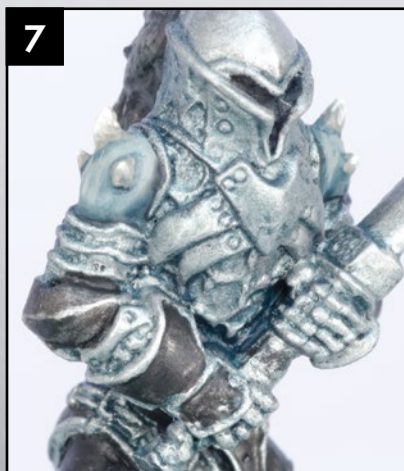
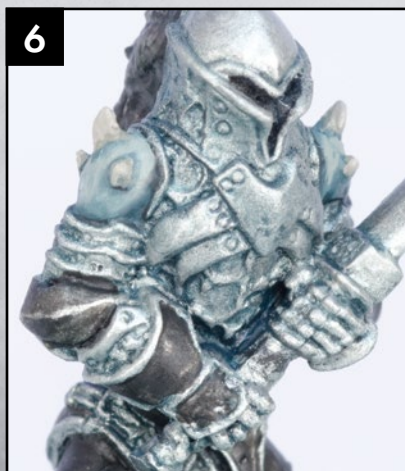
Colors Used: Beaten Purple, Cryx Bane Base, Cryx Bane Highlight, Gnarl's Green, Trollblood Highlight



STEP 5 – SKIN AND BONE

1. Paint the skin with a 1:1 mix of Coal Black and Trollblood Highlight.
2. Wash the skin with thinned Coal Black.
3. Highlight the skin with the 1:1 mix of Coal Black and Trollblood Highlight.
4. Add Trollblood Highlight to the mix to build up the color of the skin.
5. Paint the bone areas with Cryx Bane Highlight.
6. Highlight the bones with Trollblood Highlight.
7. Highlight just the tips of the bones with Morrow White.

Colors Used: Coal Black, Trollblood Highlight, Cryx Bane Highlight, Morrow White



STEP 6 – HONOR MARKINGS

The honor markings are just stripes of Khador Red Base. In this example they are done as stripes, but there is no reason why you can't do runes, spirals or some other design on your models.

Colors Used: Khador Red Base

CONCLUSION

Using these ideas, you can create a more personalized force for other named characters. For example, Thagrosh, Prophet of Everblight could take to the field with a group of Ogrun that all share similar war paint, or Lylyth, Herald of Everblight, might deploy a force of Blighted Nyss Striders who stalk the battlefield in winter camouflage cloaks.





The Gavyn Kyle FILES

Transcribed by William Shick
Art by Mateusz Ozminski, Andrea Uderzo, and Chris Walton

WURMWOOD, THE TREE OF FATE

I must begin this report by stating I nearly declined this job, as it is somewhat outside my normal area of expertise. I do not typically deal in explorations of the occult nor do I have any training in natural science or dendrology, extraordinary or otherwise. Finally, it is my practice to uncover facts rather than myths and legends. If not for a rather serendipitous series of events, you would be holding my suggestion to contact Professor Alabaster Lumbridge in order to ascertain the veracity and possible history of the subject at hand.

However, what I first dismissed as nothing more than legends and mysticism passed down through the ages, I must now conclude is most assuredly more than stories. While I can certainly assert that Wurmwood, the Tree of Fate, is a current threat employed by the blackclads of the Circle Orboros, the amount of circumstantial and unverifiable evidence points to a long and sinister history. Some of this evidence indicates that Wurmwood is a direct extension of the Devourer Wurm upon Caen, if such a thing can be believed.

Despite the fantastical nature of this subject, I have restrained my commentary to tangible facts rather than metaphysical discussion.

— GK

The CRS missive below came into my possession by complete happenstance. If I were a superstitious man, I might see the hand of fate at work here given how closely its arrival followed your request for my services. It is no secret the CRS has increased its activity within the borders of the Protectorate following the Invasion of Caspia. This report is surprising not just for the content that directly relates to your request but for the sheer amount of uncertainty Bodel has about the details of what actually occurred.

— GK



Date: Octesh 14th, 608 AR

From: Sergeant Garret Bodel

To: CRS Captain Jerra Grimes

My mission to reconnoiter the Protectorate's latest drilling and refining operation within the Bloodstone has met with some unexpected discoveries. While there is no question the

Wurmwood Summary

6300 BR: First written transcription of an older oral-tradition saga referring to the Tree of Fate, already deemed ancient. Origins of this saga unknown.

2030 BR: Legends speak of a pact made with the ancient entity Wurmwood through significant blood sacrifice in response to the rise of Priest-King Khardovic.

430 BR: Wurmwood believed to have taken part in the defense of several sites sacred to the blackclads against the Orgoth. Though the blackclads cede most of their sites without a fight, those Wurmwood watches over are kept free of Orgoth influence.

93 AR: Wurmwood possibly involved in the spread of the rip lung plagues.

286 AR: Wurmwood is spotted during the early Border Wars. The Tree of Fate and the Tharn fought together against the Morrowans of Cygnar within the Thornwood during the battles between Queen Cherize and King Malagant.

608 AR: Wurmwood and his Oathkeeper attack and destroy a Protectorate of Menoth drilling and refinery operation in the Bloodstone desert. Based on eyewitness accounts, the entire refinery is swallowed by the earth following a ritual of immense power.

reports we'd received concerning the Menites' latest venture to pull more Menoth's Fury from the sands were correct, the threat of the facility need no longer be a concern. It has been entirely destroyed—seemingly buried beneath the sands.

I managed to find some Idrian workers who survived the facility's destruction, but most of what I was able to get out of them didn't make much sense. The survivors spoke of a massive storm in the middle of the night, far greater in intensity and power than anything recorded in the history of the region. They said the Devourer appeared as a black tree amid the tempest to swallow the place whole. I've been able to confirm this all happened while the facility was under guard by Feora, Priestess of the Flame. The presence of such a potent warcaster makes the refinery's destruction all the more disconcerting.

I still don't have a clear sense of what happened here, but given the scope of the destruction I intend to find out. Morrow forbid we find ourselves targeted by the force that did this.

I was able to procure a complete report filed with the Incendium concerning the battle and subsequent destruction of the Protectorate refinery. I've attached the full report to this file for your later perusal. One thing is crystal clear;

a significant blackclad force attacked the refinery suddenly and without warning. The climax of the battle involved the appearance of a vine-wreathed druid and a strange and sinister tree. Their sudden arrival coincided with some mystic ritual overseen by a powerful druid who was spotted flying through the storm above the battle. The ritual's culmination created a massive sinkhole that swallowed the refinery.

—GK

Normally, I would gather information through my various contacts who have had dealings with the blackclads, as they are cited as the aggressor in the Incendium report. However, a specific notation within the rather extensive document caught my attention and sent me seeking a different source. When describing the appearance of what I believe to be Wurmwood, the author of the report speaks of the tree as a manifestation of the Ancient Foe (a reference to the Devourer Wurm in Menite writings) from the time of Cinot in Ancient Icthier.

Given the lack of any concrete information beyond what is detailed in the Incendium report and the connection between the tree that appeared at the battle and the tree of these ancient legends, I searched for the earliest references to the Tree of Fate with hopes of connecting it to the Wurmwood of the modern day.

This presented significant challenges, as there are few accounts from that prehistoric era. The accounts that do exist consist primarily of transcriptions of oral traditions, sometimes written decades or centuries after the events they describe. An incredibly small number of these ancient documents exist, as many were lost during the Orgoth Occupation. Across such a long span of years, embellishments, mistranslations, and omissions undermine any solid factual information these tales might once have held. This is not my area of specialty, but I am of course well acquainted with those knowledgeable in this field.

The document below, called *Manus Celer Menoth*, is an excerpt from one of a handful of verified transcriptions penned before the exodus from Icthier. This is one of the few written records from the time of Cinot himself and is therefore a rare description from this ancient era. Transcribed by a scholar within Cinot's court in Icthier shortly after the introduction of the Gift of the Law and the birth of the first written language of western Immoren, it is perhaps as old as 6,300 BR. However, the story it recounts is older still, as it was even then considered an ancient tale.

The original stone tablets have been lost, though several translated copies still exist within the greatest libraries in western Immoren. It took

no small effort to gain access to the copy kept at the Royal Cygnaran University. I discussed its contents with Professor Alabaster Lumbridge, a leading expert on Immoren prehistory and ancient languages. He was able to verify this text contains the oldest known mention of the Tree of Fate.

—GK

So did Utu-enki's travels lead him away from the peace and tranquility of the village of the Umpashtu, for though the mighty warrior had found comfort and hospitality, his quest to find Menoth was not over. His vow to Enanatuma was unfulfilled.

He walked twenty-seven days and nights until the lush and rolling plains of the Umpashtu gave way to the dark and wicked forest beyond. Here Umpashtu clearly saw the chaotic touch of the Devourer. Within the wretched overgrowth he could hear the snorts and howls of beasts, children of the Vomiter of Darkness who sought only to consume flesh. Unafraid, Utu-enki strode into the black forest. Three days and nights Utu-enki marched, fearless and proud beneath the eyes of the Beast's children. Yet none dared to challenge the mighty Utu-enki.

On the fourth day Utu-enki came to the center of the dread forest, the dense trees and undergrowth giving way to a circle of bare and broken earth. At the center of this cursed ring stood a mighty tree, its bark black as night, its branches twisted and gnarled. About its thick, snakelike roots lay hundreds of skulls.

As if alerted to Utu-enki's presence, the massive black tree shivered, its branches shook. Utu-enki watched as the sky above the cursed ring became the color of blood and unnatural lightning cracked across the sky. Utu-enki could feel the presence of the Wurm.

Utu-enki turned his heart to stone and grasped the hilt of his blade Ereshkigal the Unmaker. He remembered Enanatuma's face and thought of her touch. He looked again at the dark forest and listened to the sounds of the children of the Wurm. Filling his chest, he bellowed, "I am Utu-enki, the Dawnwind, the bearer of Ereshkigal the Unmaker. By my hand has Ragesh the serpent been sent to Urcaen, as has Tilgaru the behemoth and Oderock the beast. I do not fear the blasphemies of the Wurm, but they would do well to fear me!"

Utu-enki stepped toward the tree. As his foot touched the earth where no plant grew, it sank as if he had stepped in mud. Utu-enki looked down and saw blood leak from the ground. The land had become a morass of blood-soaked earth.

With a mighty effort Utu-enki continued forward, the bloody ground trying to suck him beneath with each step. Utu-enki would not be deterred. He grasped Ereshkigal in his hands, the name of Menoth the Creator upon his lips.

Suddenly the forest around the fell tree erupted, beasts of myriad shapes sprang forward towards Utu-enki, black claws and wicked fangs seeking to rend his flesh from his bones.

Utu-enki did not falter. Again and again he struck out with Ereshkigal.

With each mighty blow another of the beasts fell dead. His arms burned with effort, his skin glistened with sweat, but Utu-enki felt his fury rising despite his weariness. Soon there were no more beasts, and the entire forest was quiet as the grave. Utu-enki looked upon the tree once more. Ereshkigal in hand, he stepped toward it, ready to hew the cursed growth from Caen.

But Utu-enki faltered. Weakness flooded his body and he fell to the ground. Pushing himself to his knees, he watched as the tree drank up the blood from the soaked earth through its black and swollen roots. Its branches shivered and shook, its trunk writhed and pulsated as it glutted itself on the slaughter Utu-enki had wrought.

A voice, dark and malevolent, ancient and unknowable, filled his head. Visions of the world being drowned in blood clouded his vision as the Tree of Fate revealed what Utu-enki had delivered by his hand. For the first time in his life Utu-enki felt fear grip his heart. He saw the face of Enanatuma scream in silent horror as thick black roots coiled about her face like mighty serpents about a mouse. He watched, his body quaking as her pure green eyes disappeared into the blackness of the tree's embrace.

"No!" he cried suddenly, forcing the terror from his limbs. "I am Utu-enki!" With great effort he pulled himself to his feet and pulled free of the sucking earth. "I am Utu-enki, and I do not fear the blasphemies of the Wurm!"

He raised Ereshkigal the Unmaker whose blade glittered in the blood-red sun. With a cry to Menoth Utu-enki brought Ereshkigal down to



split the tree in one mighty blow. But it was already gone amid a cloud of choking mists. Only death remained where it had once been rooted.

The tale has long been considered an allegory for early man's struggles against the predations of the Devourer. However, the description of the Tree of Fate as a drinker of blood and death and an emissary of the Devourer Wurm echo some of the more outrageous accounts within the Incendium report.

—GK

As the Incendium report clearly implicated the blackclads as being connected to the attack and the sighting of Wurmwood, I contacted an old informant, Gaspar Madracav of the Kovosk Irregulars, who is a former member of the Wolves of Orboros, the blackclads' own auxiliary force. I hoped he might have some information concerning Wurmwood's place within the cult.

—GK

Wurmwood. I only heard that name once. It was in relation to a visit from some senior druid called the Oathkeeper. News of his pending arrival threw the whole camp into an uproar. You'd thought the Lord of the Feast himself was coming to visit. Suddenly, instead of spending our days training, we were like glorified chambermaids preparing the camp for the Oathkeeper's arrival.

Curious about all the fuss, I managed to wear down my hunt leader with questions until he finally told me the Oathkeeper was the chosen emissary of Wurmwood, the Tree of Fate. Considering all the blather I'd heard about wolf totems and hunt rituals, I have to admit I was surprised there'd be all this bother over a tree and his damned gardener. The hunt masters don't really put a whole lot of stock into things that don't eat each other, and this was the first time I ever heard them speak about a tree. Seeing my disbelief, my hunt leader offered me a grim smile and said I wouldn't be so smug once Wurmwood arrived.

I almost laughed. I mean really, how'd this Oathkeeper travel around with his pet tree?

It was a couple days later when my pack was sent out on a hunt. At first I thought it was just our regular boring patrols, but this time we wound up on the outskirts of a tiny village. Really couldn't have been more than twenty townsfolk. We rounded them all up and brought them back. They were a sad lot, just simple folk, no threat at all to the blackclads or my pack.

When I asked my why we'd brought these folks with us, he said they were to be part of the

"Renewal of the Oath" festivities to commence upon Wurmwood's arrival. I didn't bother asking anything more. There weren't any question about what was in store for those poor folks.

Anyway, it was about that time I started to think twice about whether it was all worth the coin I was getting. I snuck out just a few days before the Oathkeeper and his tree were set to arrive and never looked back.

—Gaspar Madracav, The Kovosk Irregulars

Though Gaspar's knowledge was relatively limited, he provided a critical piece of information about the "Oathkeeper." By carefully tracing the various tales and painstakingly matching depictions of Wurmwood across generations and kingdoms, I was able to uncover a vital connection between Wurmwood and the enigmatic blackclads.

All accounts of Wurmwood prior to the rise of Khardovic speak of the tree as an individual entity. However, following Khardovic's ascent to the throne and his bloody crusade against the Devourer worshippers in what would become the Khardic Empire and the old Kingdom of Umbrey, a new figure emerges, described as a blackclad wreathed in vines and often referred to as the emissary of the Tree of Death. Of course, as with the earliest mention of the Tree of Fate, most of these texts were far from factual accounts and instead were comprised of local myth and folklore. I am quite confident this aforementioned druid is the same Oathkeeper Gaspar spoke about.

The excerpt below is from an Umbrean folktale whose origins are attributed to the decade following Khardovic's death. "The Pride of Lord Ulinchev" tells the tale of a young Umbrean noble in the city of Uldenspire. Ulinchev ignores the warnings of the town sage-priest and turns his people to logging the Uldenwald Forest that borders his town. Three times he is confronted by a strange figure who emerges from the Uldenwald, described in the tale as a "man of both flesh and vine, cloaked in blackness and imbued by death" who refers to himself as the Oathkeeper and warns Ulinchev that his actions in the Uldenwald will spell doom for his people. The excerpt below details the final appearance of the stranger and the fate of Uldenspire after Ulinchev ignores the Oathkeeper's warnings.

Undeterred, his hubris compounding his folly, Lord Ulinchev sent his workers with axe and saw into the forest a third time. He commanded them to work day and night, determined to demonstrate his strength to the self-proclaimed emissary of death. For Lord Ulinchev did not fear a hermit who dressed in forest refuse nor would he allow the expansion of his city to be halted. While the townspeople worked to hew the ancient and mighty forest, Lord

Cinten 11th, 294 AR

They took me and the few boys in my squad and bound our hands tight, so tight the rough cord bit into our skin and caused Jenkins to start bleeding. The scent of blood must have been too much for those monsters to bear. In a flash one of them was on him. Then another and another. Five of them, tearing and ripping as the poor boy screamed. In seconds there weren't nothing but bloody rags.

But the worst was yet to come. As we'd find out later, Jenkins was the lucky one.

They marched us to their camp. Morrow, the place stank. I can still smell it: death, decay, blood. They locked us in a cage. Some of the little ones, the juvenile Tharn, poked at us with sharpened sticks, bearing white teeth in terrible smiles. Never in my life have I seen such evil in something so young. One of 'em got Corporal Bennett's hand through the cage. Bit his forefinger right off and swallowed it whole.

The corporal's screams got the attention of the bigger ones. They didn't appreciate their dinner being spoiled, I guess, cause they chased the young ones away.

By the time the sun set, the Tharn had built a huge bonfire. They brought us out of the cage. All I can remember is staring at Benett's bloody stump of a finger, remembering how that little blighter had eaten it, knowing it was going to happen to us next, except it wouldn't just be our fingers.

We stood by the fire, our hands bound, awaiting our fate. I won't lie to you, sir. I pissed myself as those wicked savages gather around. Colbin started sobbing. That got a laugh from the Tharn.

Suddenly there was a clap of thunder, and like it had been standing there for centuries, a black and twisted tree appeared. About its roots sat gleaming skulls, its branches leafless, its bark etched with symbols that hurt my eyes to look at. Next to the tree was this blackclad. His body was covered with vines. His eyes ... well, I prefer not to remember them, sir.

He pointed at the lot of us. "Water the roots of the Tree of Fate with the blood of sacrifice.

Let their souls be consumed by the Beast of All Shapes that the oath may be forever renewed."

With an unearthly howl the Tharn transformed right in front of us, took on their true forms like they do in battle. One of them, a big one, a chieftain if I had to guess, grabbed Colbin who was still sobbing. In guttural Cygnaran he said to the poor lad, "Your courage is as pathetic as your flesh, but your heart is strong enough!"



Before any of us could blink the Tharn rammed his hand straight through Colbin's chest. Ripped ... ripped his heart right out. It was still beating ... blood spurting everywhere ... That's when I saw it, sir. The tree ... Morrow preserve me, the tree was moving. I could see it for the black thing it truly was. I swear to you I could see it swallow Colbin's screaming soul.

I ... I don't really know what happened next. It's all a blur. I remember Bennett screaming, along with some of the others. All I know is I broke free and ran. Morrow help me, I ran as fast as I could. I left them all there for that thing. I don't regret it, sir. Morrow help me, I don't regret it ...

While this man was severely traumatized by the experience, I have reason to believe his account. The idea of Tharn fulfilling some unholy pact through blood sacrifice to Wurmwood and his Oathkeeper certainly fits what little is known about their barbaric culture and practices. The next document, taken from the memoirs of Battle Chaplain Darwin Grees, details one of the more horrific defeats the Cygnaran army suffered at the hands of the Tharn later that same year. It truly gives a sense of the dark power gained through this barbaric ritual. As a battle chaplain, his writing is heavily influenced by his faith, but Grees is an excellent eyewitness to the dark magic used by Wurmwood.

—GK

Katesh 4th, 294 AR

Morrow steel my pen and quell the tempest in my soul, for today I have seen the Devourer upon Caen.

My brothers and sisters and I marched to battle accompanied by the brave and noble members of the Cygnaran army. Fearless and full of faith, we marched toward the black host, their unholy howls echoing through the dense and ancient Thornwood. In response our line sang songs of praise to the Martial Trinity, the holy words upon our lips drowning out the guttural blasphemies of the barbarous horde.

How could we have known the true extent of the darkness we would face?

They stood, bestial and savage, their numbers legion. Glistening fangs protruded from twisted visages of creatures not quite man and not quite beast but some unholy melding of the two. Their powerfully muscled bodies, a gift from the Vomiter of Darkness, were festooned with macabre displays, most horrendous of which where the decaying body parts of our brothers-in-arms felled in earlier battles. Like a black serpent the horde shivered and shook, creating such a fell cacophony that even our holy prayers were lost within it.

But it was the entity at the center of the host that truly caused my soul to quail. The undoubted leader of the Devourer host was a black robed figure who had the appearance of a man but was something far more sinister. His body was wreathed in vine and roots. Like the Tharn, who took on the shape of beasts through their pact with the Wurm, so, too, was this man made monstrous by his connection to the Devourer. Beside him stood an unnatural tree, its gnarled branches leafless, its thick roots wound about gleaming skulls and bones, the remains of unwholesome sacrifices made to its master. I could see darkness radiate from this twisted and terrible growth. I could sense the oppressive weight of an ancient and unfathomable intelligence within.

Morrow forgive me, but looking upon it, I doubted my faith for the first time in my life.

It was then that my Sister Angelica, named for one of the great ascendants, began to sing, softly at first but then with greater volume. As she sang, others slowly began to pick up the song and a golden radiance coalesced around her, its power washing away the dread and fear, filling us once again with our holy purpose. I felt the strength of Morrow fill me as I too took up the song. Soon our entire line was embraced by Morrow's holy light and we no longer feared. What remained was the resolve to wipe this evil from the face of Caen, to avenge our fallen brothers, to avenge all whose lives had been so cruelly ended by this foul darkness.

Like a dam breaking loose, both sides charged, holy battle cries mixing with bestial howls. It was carnage on a scale I have never seen. Valiantly we fought, our blessed weapons and purpose cutting through the Devourer's host like the sun through blackest night. But against the foul conduit of the Wurm we had no defense. I watched as the black tree and its master moved about the battlefield through some fell sorcery. Drawn to the places of greatest slaughter, I saw the tree drink the blood spilled upon the earth, as drought-withered crops might soak up the first rain. I saw its power grow as it fed, saw the aura of impenetrable darkness swell even as its roots swelled from the gruesome feast.

Even against this evil we might have triumphed if not for what happened next. With a sudden crack the very earth split open and swallowed my comrades. Again and again the earth gaped wide, each time sending men screaming to their deaths, burying them alive.

And so we fled. My remaining brothers, sisters, and I held the line while the army retreated, the holy protection of Morrow the only thing that could stand against the Devourer's power. Even so, many of my comrades fell to the brutal axes

and wicked javelins of the Tharn. I pray that Morrow grant them quick passage to his city in Urcaen for their bravery and sacrifice.

Many more shall be joining him before this war is done.

While I was able to uncover several accounts of varying credibility concerning the direct threat Wurmwood and his Oathkeeper pose, there is little that gives a greater sense of the danger this entity might present. I considered leaving the following document out of my final report given its author's extreme unreliability and its heavy skew toward mysticism, but I have decided to include it based on your demand for "as much relevant information as possible."

The excerpt below is taken from a book of Ordic prophecy penned by a condemned madman during the early days of the Rebellion against the Orgoth. The "prophecy" accurately foretells the arrival of the rip lung plague to Hearthstone around 94 BR.

—GK

And lo did my body float across the blackest night, across the boundaries of the cruel tyrant that ruled my city of Hearthstone. Were it my body and not my spirit that roamed through the streets, my life would have surely been forfeit at the hands of the wicked Orgoth.

I knew not where my spirit was being led, but I felt a tremor of fear rise within me as I approached my destination. Out beyond the walls of Hearthstone, beyond the plains and past the borders of forest I traveled. There, amid the lush growth of that ancient grove, I came upon a most peculiar sight. Three black-garbed shadows, men of ancient and evil power, stood surrounded by a circle of ancient waystones glowing sickly green in the full moon's light. These ghastly forms stood around a most terrifying and dark entity. Though it held the shape of an ancient oak, gnarled and leafless, its true nature was far more menacing and utterly more terrifying.

Had I mortal legs at the time I would have fled, but I, too, was rooted, forced to see the dire portents my spirit had been led to witness. The figures spoke in rasping and guttural whispers. I strained to hear, to discover the reason for my presence. In turn they spoke to the tree as if it spoke to them. Questions asked and answered, ancient and terrible secrets no man was meant to know, lest his soul become fodder for the Beast of All Shapes.

A new figure emerged, black-clad as the others but twisted like the tree. I could see the dark branches of the fell tree coiled about the fourth figure. I could see them pulsing like black veins tying tree and wraith together.

He raised his hand and the others fell still. "The emissary of death has heard your call. The tree of the Wurm will answer. Sickness shall visit Hearthstone by new moon's light. By full moon's return, only death shall remain."

While the vast majority of its contents are certainly far from accurate and the descriptions of the "vision" detailed in this passage could likely have been influenced by well-known folklore, the accuracy of the prophecy lends some credence to the account. After speaking with several Morrowan priests devoted to Ascendant Corben concerning the state of the rip lung plague that ran rampant during this time, they conceded that everything known about the spread of the disease indicated that Hearthstone should not have been affected at the time it was. Though extremely tenuous, it is possible that Hearthstone was targeted by a rip lung plague created by Wurmwood and the blackclads.

—GK

Though I believe the evidence contained within this dossier can only point to the possibility of Wurmwood as some form of physical manifestation of the Devourer Wurm, it is clear the legends surrounding it contain an undeniable grain of truth. I must admit I struggle with the idea that Wurmwood might represent an entity that has existed and enacted its will upon Caen for more than seven thousand years. The existence of such an immortal being is extremely fantastical but not outside the realm of possibility.

However, it seems far more likely the stories of Wurmwood and his Oathkeeper represent not a single individual but a chain of entities that have adopted the same name and have inherited the same power from the Devourer.

Regardless of its true nature as either one ancient entity or a line of corrupted beings bearing the title, I believe that Wurmwood and its Oathkeeper represent a dangerous and unpredictable force. It is clear they are capable of utilizing dark forces to further their own agendas as well as the agendas of the blackclads with whom they have struck some unholy bargain. If the recent attack on the Protectorate of Menoth is any indication, the influence Wurmwood and its Oathkeeper have over natural forces means no nation is truly safe from their power.

—GK

IRON KINGDOMS CONVERSION IV: OGRUN



BY ROB HAWKINS

For this installment of the Iron Kingdoms Conversion tutorial, we'll focus on ogrun character archetypes for the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*.

There's quite a selection of ogrun solos and units to choose from across the WARMACHINE and HORDES factions, as well as the Full Metal Fantasy figure range. The Mighty Labor Korune/Field Mechanik tutorial, for example, uses a model from the Ogrun Assault Corps, and the conversion can be easily adapted to work with any of the unit's poses to create a unique miniature.

SKILLED BOUNTY HUNTER/RANGER

The first conversion is an ogrun Bounty Hunter/Ranger equipped with a hunting knife, axe, and leather armor. When looking through the available ogrun models, Gudrun the Wanderer jumps out at me as having a suitably "rangerly" appearance. The conversion uses simple weapon swaps, and I'll show you a method for sculpting leather padding over the model's chain mail if you're so inclined.

Parts Needed

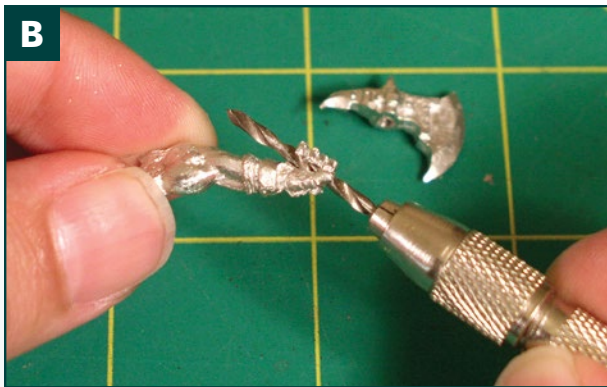
- Gudrun the Wanderer
- Trollkin Mercs Trooper #1 Axe Haft
- Revenant Crew Pirate Arms/Cutlass
- Yuri the Axe Traps
- Yuri the Axe Axe



STEP ONE



A) Beginning with the parts for the right arm, remove all the red-shaded portions with your clippers. These are all useful parts, so be sure to save them for other conversion projects.



B) Using the bit from the Formula P3 .90-mm Pinning Expansion, drill through the hand. Drill a hole in the bottom of Yuri's axe where the handle was removed.



C) The new axe handle will be comprised of .90-mm brass rod and the Trollkin Merc's axe haft.



D) Super glue the brass rod into the axe head and clip it, leaving approximately 1/4-inch length.



E) Super glue the brass rod into the top of the hand and the axe haft into the bottom to form the completed axe.

STEP TWO



A) For the left hand, clip the blade from the Revenant Crew sword. Because clippers might crimp the part, use a hobby knife to slice the end cap off Yuri's axe handle. Drill through the hand using a .55-mm drill bit.



B) File the crosspiece of the blade to even out each side and smooth over the clipped end. Insert a length of .55-mm brass rod through the hand and drill corresponding holes in the knife blade and end cap.



C) Glue the end cap in place and dry fit the blade.



D) Check the pose to make sure you're satisfied with the angle of the blade and then super glue it in place. "Now that's a knife!"

STEP THREE



This next step is optional depending on the type of armor your ranger is wearing and how much work you want to put into the model. Chain mail armor is a little heavy for this ranger, so I'm sculpting leather padding over the top.



A) To sculpt the leather, begin by pressing a layer of modeling putty over the chain mail. Work in sections and allow each section to cure before moving on.



B) The trim around the edge of the armor will remain intact; only the chain needs to be covered. Trim away any excess around the edges.



C) Smooth over the putty with your sculpting tool to create a clean, even layer of putty on the surface.



D) Next, use the edge of your tool to press seams into the putty. Press, don't slice, to avoid pulling the putty around the surface. If this is your first time using this technique, it's best to keep things simple. These are rather large squares, but if you're feeling ambitious, you could make diagonal cuts for diamond-shaped pads or multiple, smaller squares.



E) With the squares laid in, it's time to make some folds. Simply press the tip of your sculpting tool into the corners to create little dimples.



F) Allow this putty to cure and then move on to another section. You'll notice we started with the easiest area. Sculpting around the equipment on the ranger's belt can be a little tricky, but it's still the same technique.



G) Finally, sculpt the leather padding around the torso. By now you should have the hang of it.

STEP FOUR



All that remains is to attach the arms and hang the bear traps from the model's belt. Nothing fancy is required here; just super glue them in place and you're finished.

SKILLED PISTOLEER/SOLDIER

For this next conversion we have a Skilled Pistoleer/Soldier. We'll use the heavily armored Ogrun Bokur as the base model. Okoru Hargrosh has a suitable pistol arm. An arm from the Ogrun Assault Corps will fit opposite, but some putty work will be necessary to make the two arms match. Using the weapon-swap technique, Okoru's pistol will be replaced with a more impressive-looking pair of dueling pistols.

Parts Needed

- Farrow Brigands Right Arm/Pig Iron #2 (2)
- Okoru Hargrosh Right Arm/Pistol
- Bokur Body
- Ogrun Assault Corps Head (Monocle)
- Ogrun Assault Corps #3 Arm
- Bokur Shoulder Pad Sprue



STEP ONE



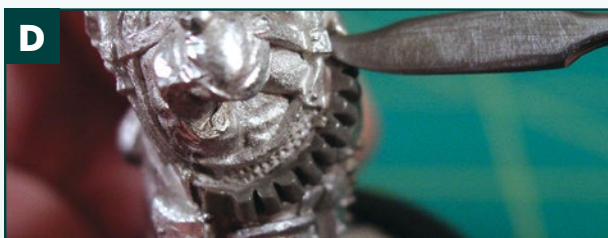
A) Once the torso is cleaned of mold lines, sculpt a cartridge belt. To begin, apply a roll of putty along the belt at the model's side.



B) Use the flat edge of your sculpting tool to smooth the putty and square off the sides.



C) Then, use the blade of the tool to press lines into the putty, creating the cartridge separations.



D) Round off the sections and make sure the tops are flat. Leave a small length of squared-off putty at both ends of the cartridge belt.

STEP TWO



E) Create the bullets using a mechanical pencil with the lead removed. Press the pencil into the tops and bottoms of the cartridge belt. Press two more circles in the square section at the end to make the rivets that hold the belt together.



Glue the model's head in place and smooth over the neck join with a little modeling putty.

STEP THREE



A) The Farrow Pig Irons are perfect ogrun-sized dueling pistols. Clip away the red-shaded portions of the arm. Remove the red areas from the ogrun arms, and clip away just the shoulder pad on the right arm (not the whole upper arm).



B) Here are the parts ready for assembly. Put the pistols aside for now; they will be attached in the final step.



C) Pin the arms into place on the torso and bend them into your desired pose.

STEP FOUR

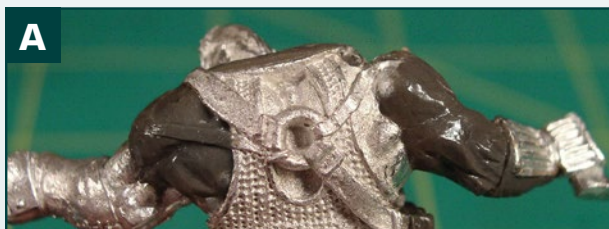


A) The upper arms need a bit of putty work to cover the joins, and the right forearm needs to be a little meatier to match the left arm. The tops of the shoulders don't need much attention since they will be covered by the shoulder pads. For now, apply some putty to fill in the gaps and thicken up the forearm.



B) Smooth over the putty on the forearm, recreating the leather gauntlet. Press a few folds into it, and use the sharp edge of your tool to press a seam along the top. Allow all of this to cure completely before moving on to the next step.

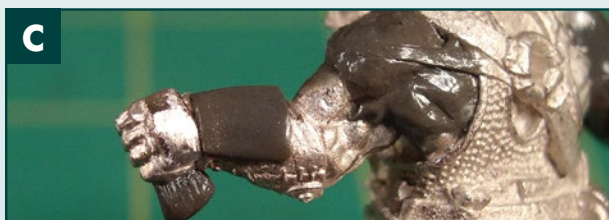
STEP FIVE



A) Add a second layer of putty to create the musculature. If you recall my sculpting advice from the gobber tutorial last time, the same applies here: Don't get overly detailed with the anatomy. The shoulder pads will hide most of your work anyway. Just a few lines and folds are necessary to achieve the desired effect. Do your best to match the style of the left arm. Add a bit of putty to extend the straps for the shoulder pads.



B) The gauntlets need to match, so fill in the grooves in the armor plates with putty and smooth it out with your sculpting tool. (This is much easier than trying to sculpt grooved armor on the opposite side!)



C) There is already a plate on the back of the left hand. Simply file off the two rivets. Then, add a rectangle of putty to make the forearm plate. Check your measurements to be sure the armor plates match. Add a little putty on the bottom of the hand for the pistol grip. Press in a few lines to simulate the wood grain. Let the putty cure completely and then slice the concave curve on the bottom of the grip using a sharp hobby knife.

STEP SIX



Super glue the shoulder pads and pistols in place, and the pistoleer is ready to paint!

MIGHTY LABOR KORUNE/FIELD MECHANIK

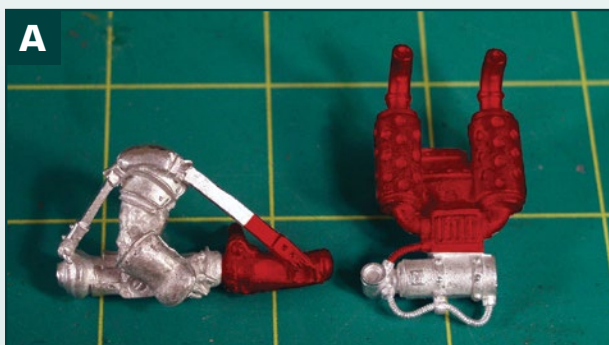
For this final conversion we'll use a miniature from the Ogrun Assault Corps. They have a nice array of equipment and armor, perfect for converting into a Field Mechanik. Labor Korunes are skilled with improvised weapons, and I imagine this guy bodging together all manner of makeshift gadgetry. Since sword-guns seem to be all the rage in the Iron Kingdoms, why not a wrench-gun? This conversion features some creative weapon combining and minor sculpting.

Parts Needed

- Ogrun Assault Corps #2 Body
- Ogrun Assault Corps #2 Axe
- Ogrun Assault Corps Head (goggles on)
- Ogrun Assault Corps #2 Gun
- Road Hog Backpack
- Thunderhead Tube #2
- Man-O-War Kovnik Axe Cannon
- Battle Mechanik Officer Tools
- Battle Mechanik Officer Left Arm
- Vassal Mechanik Pack



STEP ONE



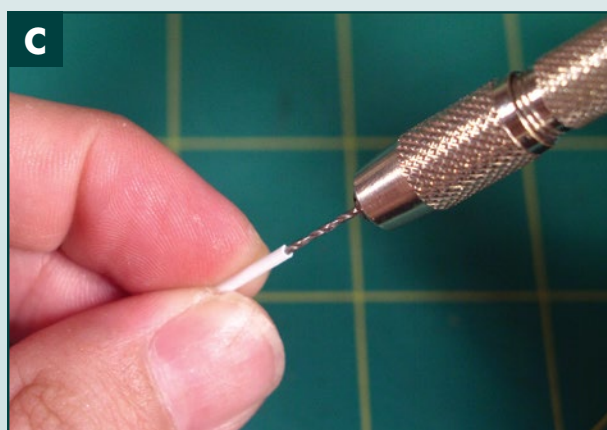
A) Turning the cannon into a rivet gun seems like an obvious choice for this model. Use a jeweler's saw to remove the end of the cannon. Take care not to damage the part, as it will be used later to make the wrench-gun. To make the rivet gun's compressor, remove the red-shaded portion of the Road Hog's backpack.



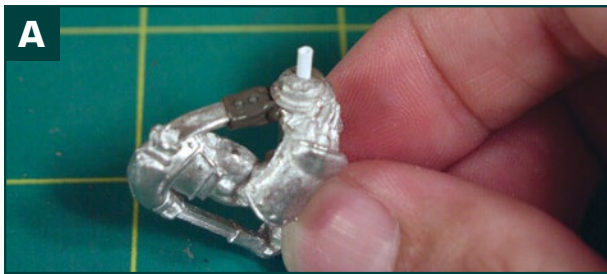
B) Bend the remaining section of strap down so it connects to the lip of the rivet gun as shown.



C) Use modeling putty to sculpt the attaching loop at the end of the strap. Match the design of the strap at the back of the rivet gun. Use a mechanical pencil to press two rivets into it and then let the putty cure.



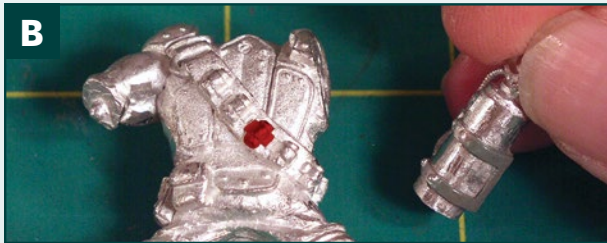
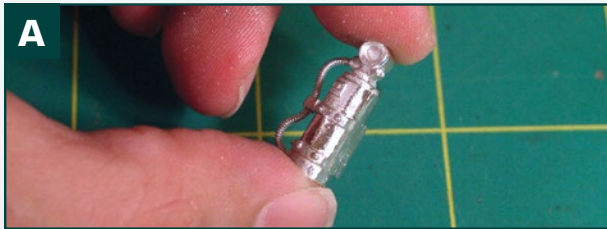
D) Use some thick styrene rod to make the muzzle of the rivet gun. Drill out the end with a .55-mm drill bit.



E) Using a thicker drill bit (1.25 mm is fine) drill a hole in the front of the rivet gun and glue the styrene rod into it, leaving about 1/4 inch exposed.

F) To finish the rivet gun, smooth putty over the front, around the rod to create a cone.

STEP TWO

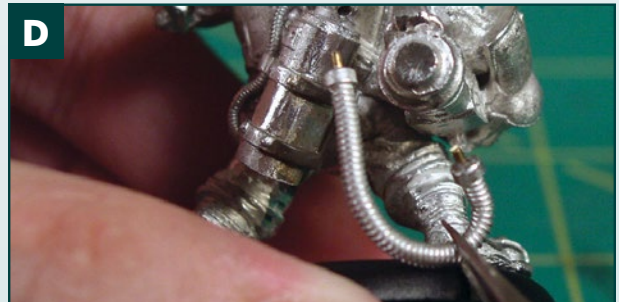


A) File the bottom of the air compressor smooth where it was removed from the backpack.

B) Use a little modeling putty to repair the bands around the air tank. To make room for it to attach, clip off the red-shaded ammo pouch on the ogrun's bandolier.

C) Use an .85-mm brass rod and drill bit to add pins to each end of the Thunderhead tube. This will form the connecting hose between the rivet gun and compressor.

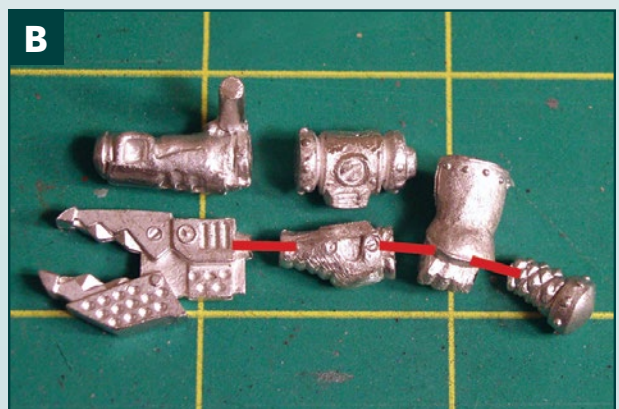
D) Before pinning the compressor in place on the model's back and attaching the rivet gun arm, drill out the holes to attach the tube. Super glue those parts in place. Then, carefully bend the tube into shape. Check the fit and then glue it together.



STEP THREE



A) For the wrench gun, remove the red-shaded portions of each part as shown.



B) Here are all of the parts ready for assembly. Drill holes to pin the main body of the wrench and hand together as indicated by the red lines.

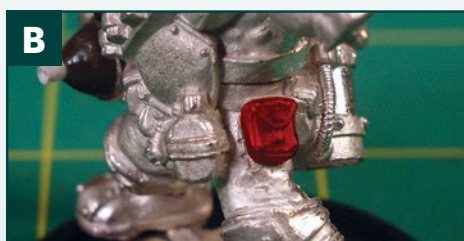


C) First, pin and super glue the wrench together and the cannon together separately.



D) Attach the two components. Use some modeling putty to repair the loop where the strap was cut away. There you have it—a wrench-gun! Sort of like a cannon with a giant can-opener for a bayonet.

STEP FOUR



A) The Vassal Mechanik pack and Battle Mechanik Officer tools are my favorite parts to use for any mechanik conversion. I think they've seen use in every one of these tutorials. Clip the tool heads off of the parts. Drill a hole in the open area on top of the Vassal's pack and insert the crowbar to fill out the pack's contents.

B) Clip off the pouch marked in red to make room for the tool pack.

C) Glue the mechanik's pack in its place and add the wrench and screwdriver as though they were hanging from his belt.

STEP FIVE



The last step is to attach the wrench arm. In retrospect, it's advisable to leave the arms separate until the model is painted. I had a heck of a time getting at the areas underneath!

CONCLUSION

I hope these tutorials have inspired you to convert unique models for your *Iron Kingdoms Full Metal Fantasy Roleplaying Game* characters. I always have a blast working on these and each conversion presents its own set of challenges. Don't be afraid to expand your modeling skills by experimenting with new techniques. The best part of a modeling hobby is taking stock figures and making them your own! 'Til next time!



T3 TOURNAMENT TRIPLE THREAT CYGNAR

BY WILL HUNGERFORD • ART BY ABRAR AJMAL, DARYL MANDRYK, AND ANDREA UDERZO

WARMACHINE and HORDES have many rewarding qualities that appeal to a wide variety of players. As a community we enjoy discussing our favorite aspects at length, both in person and online. One topic that comes up often is the art of army list building—so much so that entire online forums are dedicated to it.

Building a great army takes practice, ingenuity, and a deep understanding of the play style you enjoy most. Sure, you could copy whichever army list did best at the most recent Iron Gauntlet qualifier, but you'll almost always have more fun and perform better at competitive tournaments when you play a list you've created on your own.

This article series focuses on the art of building an awesome army list that works for you. The idea isn't to provide you with a list you should copy and use for yourself, though that certainly is an option. Rather, we're going to dissect the process of choosing models for different types of forces with their own distinctive play styles. While these decisions will be specific to each author and each army list, they will provide insight into concepts to consider when building a list with specific goals in mind.

As with the previous article we're going to build three lists, one for each of three major army archetypes. Those archetypes are going to be: assassination, attrition, and control. There are definitely more archetypes, but this trio is the most popular and prevalent.

Let's jump right into our second entry in the Tournament Triple Threat series with an iconic WARMACHINE faction—Cygnar!

FACTION BREAKDOWN

One of the original four factions, Cygnar introduced many players to the Iron Kingdoms with lightning, superior technology, and temporal magic. Ten years later the faction has evolved to provide players with a wealth of play styles to choose from when constructing their armies.

The classic Cygnar list relies on superior ranged firepower. Army and warjack support is provided primarily by the warcaster and a handful of useful solos. However, in this day and age Cygnar can create a list to defy their more traditional image and really surprise your opponent. Whether you want to build a melee-heavy attrition list or a tricky assassination list capable of winning the game as early as turn two, Cygnar has the tools to get the job done.

Most Mercenaries will work for Cygnar and synergize well with the faction, which means your army construction options are vast. Like any well-constructed army, the key is to determine how you intend to win and then select the best options to execute your game plan. With Cygnar's vast array of options, building an efficient army might seem overwhelming, but it actually provides you with a great deal of freedom. You aren't confined to just one or two units that work with your favorite play style; instead, you have many options with which to experiment.



Assassination

When it comes to building assassination lists for Cygnar, there's one man whose name stands out above all others: Caine. Caine's epic version, Captain Allister Caine, is a gun-toting monster who can kill enemy warcasters and warlocks consistently and without warning. All he really needs is the right opportunity to get the job done. This typically comes by opening a firing lane to his target or by getting close enough to gate-crash directly into his opponent's face, guns blazing!

When building a Captain Allister Caine assassination list, it's important to keep one thing in mind: Caine can be a serious focus hog. With three great upkeepes (Blur, Heightened Reflexes, and True Shot) Caine wants to take warjacks and units that are self-sufficient. When the time comes to go for the kill, he's going to need to keep most of his focus for himself. This means the rest of his army needs to be able to open up kill lanes without any help from the good Captain.

The first step in creating this list is to choose a solid, focus-efficient warjack that can deal with high-ARM targets with little to no help from Caine. Two good options are the Stormclad or Ol' Rowdy; both are hard-hitting and require very little assistance to get their jobs done.

Before I get started, I'll add one little wrinkle to my list-building options. I want to approach this article with the idea of character restrictions in mind. If you aren't familiar with this concept from Steamroller, our core tournament format, it means you can't have two of the same character model in any of your tournament lists. Epic and non-epic versions of the same character count as two different character models, however, so I would be able to use both Eirys, Mage Hunter of Ios and Eirys, Angel of Retribution in different lists. In this case I want to save Ol' Rowdy for another list I will be building, so I'll go with the Stormclad as my one-and-only warjack in this list.

To ensure my Stormclad will be as efficient as I intend it to be, I'll take a unit of Stormblade Infantry. This feels like a solid choice for my army, as it provides a flexible, "take all comers" style of unit. By adding the

ASSASSINATION: 50-POINT LIST

Model	Point Cost
Captain Allister Caine	+5 WJ pts.
Stormclad	10
Squire	2
Journeyman Warcaster	3
Reinholdt, Gobber Spectator	1
Eirys, Mage Hunter of Ios	3
Tempest Blazers (5)	10
Greygore Boomhowler & Co. (10)	9
Rangers	5
Stormblade Infantry	5
Stormblade Infantry Officer & Standard	3
Black 13th Gun Mage Strike Team	4
Total	50



Stormblade Infantry Officer & Standard, the unit becomes even more capable of slamming into enemy lines and thinning them out in a storm of melee charges and Assault shots from their storm glaives. My only concern is the unit's durability. Caine has nothing to offer them, so I'll add a Journeyman Warcaster. He will not only serve the Stormblades well with his Arcane Shield spell, but as this front-line unit begins to suffer heavy casualties the Journeyman's ARM-buffing support can be effectively used elsewhere.

Before I fill out the rest of my army, I need to return to Caine and make sure I have the tools in place to make his assassination runs as effective as possible. I'll start by adding a Squire as his warcaster attachment—the extra focus this little guy provides is invaluable to Caine. The additional control range and ability to reroll magic attacks are nice benefits, too, but definitely not the main reason I chose the model.

To ensure Caine has an easy time hitting his intended targets, even with an already impressive RAT 9, I'll take a unit of Rangers. Even though there are plenty of high-DEF warcasters and warlocks out there, bringing Caine up to an effective RAT 11 with the Ranger's Mark Target ability means I won't often need to worry about spending focus on boosting attack rolls. High ARM will still be a bit of an issue, and while I can't do much about it for warlocks, I can definitely neutralize focus-camping warcasters by taking the original Eirys.

Finally, because Caine really likes to shoot things in the face, I'll add everyone's favorite Gobber Speculator, Reinholdt. His Reload ability is effectively another free focus point for Caine, and given that I want to take as many pistol shots as possible on my feat turn I can't pass up the opportunity to add one more. With these support pieces in place I can make a grand total of ten Spellstorm Pistol shots at effective RAT 11, and on my feat turn the damage escalates quickly with Caine's final shot weighing in at a hefty POW 21! There isn't much in the game that's going to stand up to that level of firepower.

With Caine ready to go, it's time to turn back to my army. Caine needs to be relatively close to the action to really threaten the assassination run. He's not a front-line caster by any means, but putting him behind a solid wall of troops to screen his advance up the field will be all I need. I already have the unit of Stormblades, but I want something a bit more resilient.

I need a unit that synergizes with Caine's spell Heightened Reflexes, which prevents a unit from being knocked down or made stationary. This means turning toward a unit that either has Tough inherently or can gain Tough. I want to save the Piper of Ord for another

army list, so I'll go with a unit that already has Tough, drawing me to my Mercenary options. Greygore Boomhowler and his gang of trollkin ruffians is the perfect match, not only for having Tough but also for being able to succeed at Tough checks on a 4-6 dice roll. As a ten-man unit of medium-based models, they make the perfect screen for Caine.

While Boomhowler's trollkin and the Stormblades provide a solid wall of melee infantry with some decent ranged attacks, I need some additional ranged firepower to poke holes in my opponent's army from a distance as well as threaten any forces that might try to swing around my screen of troops and flank me. Again, these forces need to be self-sufficient, so I'll turn to Caine's fellow gun mages for the answer. A full unit of Tempest Blazers provides me with the speed and range to strike my opponent from nearly halfway across the table. I'll finish the list by adding the Black 13th Gun Mage Strike Force, an adaptable ranged powerhouse that can further assist Caine in gunning down his foes.

With those final two additions my army is complete. It has the tools to handle both high armor and high defense enemy models, it can play the scenario game with a pair of solid tar pit infantry units, and it has a wide variety of tools to assist Caine in getting the job done.

Attrition

For my attrition list I want to use one of Cygnar's most unique warcasters, Constance Blaize. Constance plays unlike any other Cygnar warcaster, bringing a perfect mix of defensive and offensive capabilities to the battlefield. Her ability to create a nearly impenetrable wall of troops on her feat turn, combined with the fact that she can enhance those troops to deliver pure melee destruction, makes her my go-to choice for an attrition list.

For this Cygnar attrition list my primary goal is to challenge my opponent with a wall of melee monsters that are virtually indestructible on my feat turn. With the proper stacking of various army buffs and the right timing of Constance's feat, my plan is to swing the tempo of the game so much in my favor that my opponent cannot recover.

The initial step in creating this list, even before looking at my battlegroup, is to determine which units will make up the core of my indestructible wall. A full unit of Precursor Knights is my first choice. This unit has the defensive stats I'm looking for, and with both Shield Wall and Spell Ward they can be quiet difficult to take down. With the addition of the Officer &

ATTRITION: 50-POINT LIST

Model	Point Cost
Constance Blaize, Knight of the Prophet	+6 WJ pts.
Gallant	9
Ol' Rowdy	9
Journeyman Warcaster	3
Eiryss, Angel of Retribution	3
Harlan Versh, Illuminated One	2
Rhupert Carvolo, Piper of Ord	2
Precursor Knights (10)	8
Precursor Knight Officer & Standard	2
Horgenhold Forge Guard (10)	8
Captain Jonas Murdoch	2
Tactical Arcanist Corps x2	4 each
Total	50



Standard, this unit can also deal some serious damage with the Officer's once-per-game *Morrow's Name* ability, effectively giving the unit *Weapon Master* for one turn. Both Constance and Gallant benefit from having this sturdy unit around due to their *Flank* and *Accumulator* abilities, respectively.

One durable unit isn't enough for my plan to work, so I need to search for a second. While Cygnar has some appealing choices I once again found the solution in my *Mercenary* options. A full unit of Horgenhold Forge Guard is the perfect answer, bringing both high ARM and deadly melee potential. However, to make the most of Constance's feat and abilities I need these *Mercenaries* to count as Cygnar faction troops, so I'll attach *Ranking Officer* Captain Jonas Murdoch to the unit. As an added benefit the unit now has a once-per-game ability to gain cover, which I have no doubt will be useful as they slowly advance up the field.

For this list to truly excel at attrition I need a way to buff the survivability of these two units. A *Journeyman Warcaster* is an immediate choice, as *Arcane Shield*

on my Forge Guard puts these soldiers at ARM 21 while in *Defensive Line*. My second choice is Rhupert Carvolo, as he not only provides the capability for my troops to gain *Tough* and *Fearless* but also a way to gain *Pathfinder*, which I'm sorely lacking.

With my two core units chosen, along with key solos to support them, it's time to turn back to my battlegroup. As with my epic Caine list, I want warjacks that are self-sufficient, focus-efficient, and hard-hitting. Gallant is a no-brainer: everything about it is a perfect match for Constance. Its *Accumulator* [*Morrowan*] ability means that if it stays close to either Constance or the *Precursor Knights*, it will not use any of Constance's valuable focus during the early turns of the game. Gallant also has a great *Affinity* with Constance, granting it *Purgation*. Finally, its *Shield Guard* ability means I will probably keep it near Constance for most of the game. I want to play her mid- to front line, and she will need the protection.

My second warjack choice is Ol' Rowdy. While this character *Ironclad* may be Stryker's personal warjack,

it is great in any Cygnar list. Its Aggressive ability means, like Gallant, it won't be a strain on Constance's focus most turns, and its offensive stats make it a deadly threat to any enemy model on the board. I intend to make the most of its Counter Charge ability by moving Ol' Rowdy up the field with the troops to threaten anyone brave enough to try and tie up my brick of soldiers.

While a pure melee attrition list can work, it isn't my personal play style. I always like to bring a few ranged or spell-slinging elements. When your opponent knows you have zero ways to damage them beyond charging into combat, it gives him a clear decision on how he should position his troops. This is something canny players can exploit to your detriment. I would rather my opponent never have the chance to capitalize on this advantage, so I always include a few solos or ranged units.

I'll start with two of my favorite ranged solos in WARMACHINE: Harlan Versh, Illuminated One and Eiryss, Angel of Retribution. Harlan synergizes well with both Gallant and Constance, as he is a Morrowan model, but mainly he is here to punish my opponent for using upkeep and to deal with models that might be immune to normal ranged attacks. His pistol, Malleus, is a Magical Weapon and is also Blessed, allowing me to ignore any spell effects increasing the ARM or DEF of enemy models. Pesky models like Pistol Wraiths will find they have a real problem when facing the holy wrath of Versh. Epic Eiryss is a well-documented threat on the table, capable of removing enemy focus, stripping away upkeep, and even preventing warjacks from being allocated focus. She is the perfect complement to Versh when it comes to harassing an opposing force.

Now I only have 8 points left to build my army, and I still feel my ranged game is lacking. I could look at some pure ranged options, such as Arcane Tempest Gun Mages or a minimum unit of Long Gunners, but I want a unit that meets my ranged threat criteria *and* helps further support my advancing troops. The newly released Tactical Arcanist Corps are the answer to my problem. Packing RNG 10, AOE 3, POW 13 magical attacks that also cause Continuous Fire on a critical hit makes these Rhulic Battle Wizards a great ranged threat. This destructive power, combined with their ability to

drop smoke bombs or set enemy models on fire from behind my wall of troops, makes them perfect for my needs. I'll finish out my list with two units of these deadly pyromancers.

My army is now complete. It can take a hit, and on Constance's feat turn become nearly unkillable while dealing serious damage via her Transference spell. This army will be a tough nut for my opponents to crack.



Control

For my control list it's time to go back to one of the classics, a warcaster who has been the bane of enemy plans for the last ten years: Captain Victoria Haley. Haley is a toolbox warcaster with the ability to shut down the opposing force and allow her own army to pick and choose their battles—battles they will often win given her strong suite of support options. Haley plays a very classic version of control, denying her opponents their strengths and exploiting their weaknesses.



Undeniably, one of Haley's greatest strengths is her Temporal Barrier spell. Simultaneously reducing the DEF of all enemy models in her control area and denying them the ability to charge or run is amazing. The spell is costly though, requiring 4 focus, and I fully expect I'll be casting it during half the game. Because of both the control area effect and the focus requirement, my first choice for this army is a Squire. So many abilities the Squire brings to the table directly benefit Haley; it's an obvious choice.

Haley is going to be a bit focus-starved each turn, especially if I upkeep Arcane Shield or cast Deadeye on any of my units, so I want to maximize the threat potential of the 'jacks I'll be taking.

First up is the big guy himself, the Stormwall. This destructive colossal further complements my control plan by allowing me to place Covering Fire templates and Lightning Pods in areas that will cause the greatest strife to my opponent. With Temporal Barrier up, I will be telling my opponent where his forces can safely stand while also saying they can't run around the danger zone. That's just dirty! Not only that, if my opponent doesn't come prepared to deal with high-ARM threats, being unable to charge an Arcane Shielded Stormwall could be a serious problem.

Because I want Haley herself to be a threat via offensive spells like Arcane Bolt and Chain Lightning, I know I want to take an arc node. Haley's personal warjack, Thorn, fits the bill nicely. With its Affinity ability I can arc my spells even while Thorn is engaged, ensuring the ability to land an offensive spell when the time is right.

With my battlegroup and warcaster attachments in place, my next thought is to add a nice tar pit unit to tie up my opponent's infantry—the ones that aren't obliterated by Chain Lightning or the Stormwall—and to provide a solid body count to contest scenario areas. I know I want this unit to benefit from Haley's Arcane Shield, so Precursor Knights are out. I considered taking

CONTROL: 50-POINT LIST

Model	Point Cost
Captain Victoria Haley	+5 WJ pts.
Squire	2
Thorn	8
Stormwall & Lightning Pods	19
Archduke Alain Runewood, Lord of Fharin	3
Gorman di Wulfe, Rogue Alchemist	2
Captain Arlan Strangewayes	2
Tempest Blazers (5)	10
Stormguard (10)	9
Total	50



Forge Guard again, but I want something a bit faster to get up the field and into the thick of things to take advantage of my denial tactics. I'll go with a full unit of Stormguard, as I am a big fan of units with reach.

With my main troop screen decided, it's time to think about a harassment unit to exploit all the ways I can deny my opponent options. I again look to the Tempest Blazers. Their fantastic speed and range combined with my stated tactics makes this unit a nightmare for my opponent to deal with. With Haley, Tempest Blazers also provide an answer for incredibly high-DEF models like Iron-Fleshed Kayazy Assassins or Winter Guard Infantry. Between Temporal Barrier, Deadeye, and their ability to gain blessed ranged attacks, there isn't much the Blazers can't hit.

With 7 points left I'll fill out the rest of my army with support solos. I've already used the Piper of Ord, but I still have another great infantry support solo unique to Cygnar in Archduke Alain Runewood. The Archduke provides me with a means to gain Pathfinder or Fearless and the ability to recover from massive knockdown effects such as High Exemplar Kreoss' feat.

To help ease Haley's focus burden and offer some repair capability for my Stormwall, I'll add Captain Arlan Strangewayes next. The free focus he offers via Power Booster is a great help. Finally, with only 2 points

left, I'll add my favorite gas-mask-wearing lunatic, Gorman di Wulfe. I expect Haley to spend a great deal of the game on the back line of the army without too many friends near her, so the DEF buff provided by Gorman's smoke bombs will be very useful in keeping Haley alive. Plus, blinding enemy models with Gorman's Black Oil is always entertaining.

My control list is complete, and, upon reflection, I never want to fight against it! With so many ways to deny an opponent their strategic options each turn and then punish them with Haley's own forces, I can see this force being a real nightmare to take down.

Conclusion

I've created three lists that play significantly different from each other while staying within the Steamroller character restriction requirement. Even if you're not playing in a Steamroller tournament, it's good to challenge yourself during list construction from time to time. Working with limitations promotes trying out new options or tactics you've never considered before, which is a great way to improve your mastery of the game!

FORCES OF DISTINCTION XIII

By Michael Sanbeg and William Shick • Art by Matt Dixon, Néstor Ossandón, and Andrea Uderzo

SECOND SIGHT

By Michael Sanbeg

His lungs were filled with smoke. His throat burned. His mask, hot against his face, offered no protection. He choked on burning ash, gasped for fresh air, and found none.

The sky flickered with unnatural flames while his army burned. The Vessel of Judgment was gone, and his men were roasted in their armor. He pulled his mask free and cast it aside, then took in a great breath. It tasted of death.



The Testament of Menoth closed his eyes, remembering the vision. He knew the land he now traveled was where those flames would spark and grow. The Vessel of Judgment, moving slowly among his small force, would be consumed, but only if he allowed this particular fate to take its course.

Pulled by a single attendant whose blessed strength allowed him to haul the great reliquary, the Vessel rumbled along the rough path through the Glimmerwood. Walking protectively beside it was a trio of paladins from the Order of the Wall. Among these holy warriors was High Paladin Dartan Vilmon. The rest of the Testament's forces were composed of ten knights Exemplar who marched behind the Vessel, a half-dozen vengers serving as outriders and scouts, and a small contingent of the choir of Menoth. In addition, the Testament commanded a pair of warjacks: a Templar and a Redeemer.

A venger rode out of the thick woods to the west and approached. The man spoke, but the Testament could hear only what was left unsaid. He looked up and saw the venger shrouded in smoke.

From his position alongside the Vessel near the back of the column, Dartan Vilmon listened to the venger give his report to the Testament. Even from where he stood some twenty yards away, he could see the rider was uncomfortable addressing the silent warcaster.

Indeed, many found the Testament unnerving. The warcaster's

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.

vow of silence made him incapable of issuing all but the simplest commands, lending him an air of inscrutable mystery.

The telltale rumble of a warjack's boiler drew Vilmon's attention to the front of the column. The Testament's Redeemer was coming toward him, inexplicably commanded to move to the rear of the column. Members of the choir of Menoth followed behind the warjack. Vilmon wondered what had prompted the change, and as if in response, the quiet of the forest was dispelled by a brief whistling sound, then the sickening thump of crossbow bolts striking flesh. Three of the knights Exemplar crumpled to the ground, black-fletched shafts jutting from the join between pauldron and breastplate or from the narrow visors in their helmets.

Confusion rippled along the column and the Redeemer surged forward as more quarrels flashed out of the trees, unerringly finding the vital pistons in its arms and legs. Emboldened by the deaths of their comrades, the knights rushed behind the 'jack. The choir followed, issuing a Hymn of Passage to ensure the Redeemer could no longer be struck at range.

"Move!" Vilmon shouted over the sudden chaos of battle, and he and his brothers pushed through the

knights still clustered around the Vessel. Several more had fallen, bolts protruding from their armored bodies. The Redeemer halted its charge to launch a volley of skyhammer rockets into the trees.

It was unclear if the Redeemer had hit anything, but seconds after its attack several dozen cloaked Iosans poured out of the forest. Brandishing long, wicked sabers, the attackers swarmed the warjack, seeming to strike everywhere at once. No movement was wasted as they found every weakness in the machine. It lashed out with its mace, striking one Iosan with enough force to send his broken body flying back into the trees. As the foremost ranks of knights closed in, the Redeemer spun pitifully away from the enemy, limping and twitching wildly as smoke poured from its chassis.

The Iosans would undoubtedly reach the Vessel before long. Vilmon glanced back and saw the vengers readying to charge, but the Testament checked their movement, grabbing the leader's reins and holding him in place.

Vilmon rushed forward, nearly cleaving the nearest Iosan in two with an overhead slash. He pulled the blade free and smashed the great sword's hilt into a second enemy's face, shattering his teeth and slamming him backward. Further ahead an Iosan armed with a curved blade attached to a long chain was locked in



TESTAMENT OF MENOTH RELIQUARY GUARD

By Michael Plummer

WARJACKS: Protectorate non-character warjacks

UNITS: Choir of Menoth, Exemplar Bastions, Exemplar Vengers, Knights Exemplar

SOLOS: Exemplar Bastion Seneschals, Knights Exemplar Seneschals, Paladin solos, Reclaimer solos, Vassal solos

BATTLE ENGINES: Vessel of Judgement

TIER 1

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

Benefit: For each heavy or colossal warjack in the army, increase the FA of Paladins of the Order of the Wall by 1.

TIER 2

Requirements: The army includes two or more Knights Exemplar units.

Benefit: Reduce the point cost of Knights Exemplar units by 1.

TIER 3

Requirements: The army includes High Paladin Dartan Vilmon.

Benefit: You can redeploy Paladin solos after both players have deployed but before the first player's first turn. The redeployed models must be placed on the table in a location they could have been deployed initially.

TIER 4

Requirements: The army includes one or more Vessels of Judgement.

Benefit: Your deployment zone is extended 2" forward.

combat with another knight. Vilmon lunged between them and slashed upward, his blade biting deep into the Iosan's skull. He sensed movement behind him and spun to parry a blow, then riposted and slashed open the assailant's belly in a single, quick stroke.

He glanced to the head of the column and was surprised to find it even more heavily engaged than the rear. Worse, the Testament was in a fight of his own against another attacker wielding a chain blade. Three of the vengers still lived and were fighting to hold off a group of masked Iosans with swords in either hand. The Templar was badly damaged, one of its arms hanging feebly at its side, but still it fought on.

Vilmon silently cursed himself for not seeing through the Iosans' ruse. The attack against the rear of the column had been a feint, and a fairly obvious one. The enemy had no interest in the Vessel; their target was the Testament of Menoth himself. Awareness spread quickly, and those knights furthest from the initial conflict turned abruptly and ran to support the

warcaster. The Testament appeared to be injured but not grievously, and Vilmon watched him deflect each swing of his opponent's chain blade with his great axe.

The elves at the rear of the column, seeing victory slipping away, were vanishing back into the trees. Vilmon feared they would simply regroup to attack the front, but the Iosan numbers had been savagely reduced there as well, and those who lived were already drawing away. The clamor of battle ceased as the last of the marauders melted back into the forest.

Despite their triumph, nearly a third of the Testament's men had been killed. Dartan Vilmon joined the warcaster at the head of the column. He was surveying the battlefield, his expression revealing neither disappointment nor satisfaction.

"You knew we would triumph," Vilmon said.

The Testament of Menoth said nothing, but his hand slipped down to rest upon the Menofix at his side.



ELEMENTS OF BALANCE

By Will Shick

Calandra hummed softly, listening to the calming noise of the nearby waterfall and letting the power of this holy place fill her. She shook the small stone runes in her cupped hands, the well-worn casting stones clicking softly together. With a flourish she released the stones and watched intently as they clattered on a piece of slate jutting from the earth. The runestones came to rest, but before she could interpret their positions the ground shuddered. The powerful vibrations coursed through the makeshift table, causing the runes to bounce and reorient themselves into a more chaotic pattern.

The voice of Petra, chief of her warders, rumbled behind her. "That blasted mountain king. Can't it be still for one moment?"

Calandra's brow furrowed as she read the augury. "Six times cast and six times the same," she muttered to herself.



CALANDRA TRUTHSAYER, ORACLE OF THE GLIMMERWOOD EVOLUTIONARY ELEMENTALISM

By David "DC" Carl

WARBEASTS: Pyre Trolls, Slag Trolls, Storm Trolls, Winter Trolls, Mountain Kings

UNITS: Krielstone Bearer & Stone Scribes, Trollkin

Runeshapers, Trollkin Warders

SOLOS: Runeshaper solos, Troll Whelps, Trollkin Runebearer

TIER 1

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

Benefit: Decrease the point cost of warbeasts in Truthsayer's battlegroup by 1.

TIER 2

Requirements: The army includes a Krielstone Bearer & Stone Scribes unit.

Benefit: The Krielstone Bearer & Stone Scribes unit leader begins the game with 1 fury point for each Runeshaper unit or solo in the army. (If the number of fury points exceeds the maximum of the Fury Vault ability, additional fury points are lost.)

TIER 3

Requirements: The army includes three or more different light warbeasts.

Benefit: Light warbeasts in Calandra's battlegroup gain Advance Deployment (▶).

TIER 4

Requirements: The army includes one or more Mountain King gargantuans.

Benefit: At the start of your first turn, choose one warbeast in Calandra's battlegroup. All models in the army are affected by that warbeast's animus.



She scooped up the stones and poured them into the pouch at her waist, then stood and turned to face Petra. She considered the warder's heavily scarred face for a moment. Where once an innocent might have been now stood a trollkin changed by war. Calandra felt a pang of sadness as her shaman sight caught glimmers of what might have been for Petra had violence not come to her kriel—the life of a fertile, loving mother rather than that of a grim battle veteran.

Calandra looked over to the massive prone form of the mountain king chained against the earth to hold it in place for the ritual she was about to perform. The powerful beast strained and tugged at the massive chains, a guttural growl emanating from its fearsome maw.

"Mountain kings are not beings that pass through the web of fate calmly, Petra," Calandra said, smiling at the scowling warder. "Besides, it has been cooped up for millennia beneath the earth. I'm sure it's not pleased to be chained once more."

Petra grunted and shrugged. Calandra kept up her smile, but her mind churned. Since Madrak and Doomshaper had released the mountain kings from their ancient prison, Calandra had tried to use her gift to peer into the future. But no matter what augury she attempted, by runes or cards or entrails, the end result was always the same. All signs pointed to chaos, death, and uncertainty. It made her more sure than ever that the ceremony to balance the mountain kings was necessary.

The mountain kings were an ancient and primal force, born from a time when the world was chaos. They were entombed before Dhunia's hand could bring balance to

them. Prophecy said they would consume the world in their endless hunger. Now that Calandra had seen these legendary creatures with her own eyes, she believed the dire prophecy would be all but assured if she did not find a way to bring the mountain kings into alignment with the goddess.

So she had convinced Madrak to give her stewardship over one of the great creatures and then had gathered some of the most accomplished runeshapers in the united kriel and a host of elemental trolls from across Immoren. Calandra planned to utilize the trolls' connection with the elemental forces of the world to empower the cleansing and balancing rite she sought to enact on the restrained mountain king.

Drawing on the power of the elemental trolls around her, Calandra walked slowly toward the huge head of the gargantuan troll. Its eyes followed her approach and its growl intensified. Calandra steeled herself. Though confident in her control over the great warbeast, it aroused an ancient and primal fear within her. Chained as it was on its belly, its eyes were level with her own as she reached out and placed her hand upon its brow.

Calandra gasped as the full weight of the ancient mountain king's mind flooded her own. Rage and hunger unlike anything she'd ever known crashed upon her with such force she feared her consciousness might be crushed beneath its fury. With supreme effort she asserted her command over the tempest of the beast's mind. Drawing on the power of Dhunia, Calandra began the ritual of balance and restoration. She felt the warmth of the goddess fill her, amplified by the incantations of the runeshapers and elemental trolls surrounding her and the Mountain That Walks.

Calandra began the prayer to transfer Dhunia's touch to the mountain king and felt the black rage within it begin to quiet. Emboldened by the apparent success, Calandra prepared to invoke more power and foolishly relaxed her hold upon the giant beast's mind. With a sudden deafening roar that sent Calandra stumbling backward, the mountain king ripped its right arm free from the chains. It lashed out, grabbing up a nearby pyre troll in its massive fist. It crammed its smaller kin whole and flailing into its mouth.

Momentarily dazed, Calandra was unable to stop the mighty troll from ripping completely free from its restraints. She watched in horror as it seized two more trolls—a slag troll and a lightning troll—and shoved them into its maw, the wet snap of bone and sinew echoing over the dull roar of the waterfall. There was shouting among the nearest trollkin as they fled the beast's reach.

The mountain king seemed about to reach for more victims but then suddenly belched with a sound nearly as mighty as its terrifying roar. Its expression darkened as it touched its belly, looking confused and troubled.

Calandra shook off her daze and reasserted dominance over the creature's mind. Summoning her inner reserves of will to banish the gargantuan troll's primal rage, she was surprised to find the process much easier than before. Its hunger was partially abated, but there was something more, some deeper change within its mind. She could sense the barest hint of Dhunia's influence within, perhaps a result of the unplanned feast.

The mountain king pulled itself closer to the waterfall and bent down to drink from the pool at its base, taking a long draught, perhaps to drench the fires and storm in its churning stomach. In doing so, it opened itself even more to Dhunia's soothing hand. Calandra accepted that the goddess had found a way to take root in the ancient ravenous beast.

Hope, she knew, always remained.





Stone & Steel

RHULIC WARCASTERS & WARJACKS FOR
THE IRON KINGDOMS FULL METAL FANTASY ROLEPLAYING GAME

BY MATT GOETZ, DOUG SEACAT, WILL SHICK, AND JASON SOLES
ART BY CHIPPY, ALEX KONSTAD, LUKE MANCINI, BRIAN SNODDY, FRANZ VOHWINKEL, AND ANDREA UDERZO,

For centuries, Rhulic warcasters and their durable 'jacks have played a role on the battlefields of western Immoren. Whether fighting as mercenaries alongside armies of the Iron Kingdoms, engaging in inter-clan disputes, or defending their homelands from encroaching multitudes of barbarians, trolls, or dragonspawn, the armies of Rhul have fought valiantly, proving as immovable as the mountains of their rugged homeland. With talents refined by countless skirmishes alongside steamjacks that, while utilitarian, deliver crushing blows to an enemy force, Rhulic warcasters have participated in many of the most significant conflicts in the history of the Iron Kingdoms.

The following pages present careers and steamjacks unique to the dwarves of Rhul for use in the Iron Kingdoms Full Metal Fantasy Roleplaying Game.

NEW CAREER OPTION

Unique career options are available to characters with specific backgrounds. In addition to the warcaster option below available only to the dwarves of Rhul, many more for characters native to the Iron Kingdoms are described in the forthcoming *Iron Kingdoms RPG: Kings, Nations, and Gods*.

A player can choose as many career options as he wishes during character creation and can take some or all of the options for which his character meets the requirements. For example, a player creating a Rhulic Field Mechanik/Warcaster might decide to take the Rhulic Field Mechanik option but decide not to take the Rhulic Warcaster option for his character.

RHULIC FIELD MECHANIK

Since their first introduction to technologies like mechanika and cortex production during the days of the Rebellion, Rhulfolk have taken to mechanical engineering with great enthusiasm. Rhul is slow to innovate new technology but adept at creating new applications for existing devices, and the mechanical engineers of Rhul take pride in their perfectionist approach to the work.

Rhul commands vast mineral wealth, and mining clans rely on the talents of their field mechaniks to create the highest grade cortexes and to keep their steamjacks at peak operation. Similarly, the mercenary companies of Rhul have a constant need for skilled mechaniks to effect repairs between military engagements. Rhulic metalcrafting is second to none, and an experienced Rhulic field mechanik can return a veritable pile of scrap to battle-ready condition.

Only Rhulic dwarves and ogrun can be Rhulic Field Mechaniks. This option must be taken at character creation. A character cannot be a Rhulic Field Mechanik and a standard Field Mechanik.

A character taking this option:

- Is a Rhulic 'jack marshal, not a standard 'jack marshal (see below).
- Starts with a Grundback Runner light warjack (p. 66) with either a Grundback light cannon (p. 66) or a hail shot cannon (p. 67) weapon system instead of a light laborjack with up to 200 gc of weapons.

RHULIC 'JACK MARSHAL

Only a Rhulic dwarf or ogrun with the 'Jack Marshal ability can be a Rhulic 'Jack Marshal. This option must be taken when the character gains the 'Jack Marshal ability. A character cannot be a Rhulic 'Jack Marshal and a standard 'Jack Marshal.

A character taking this option:

- Can only control Rhulic steamjacks. Only a Rhulic 'jack marshal can marshal Rhulic steamjacks.



RHULIC WARCASTER

Warcasters fill a vital role within Rhulic society. Like other warcasters in the Iron Kingdoms, Rhulic warcasters are fundamental to the military defense of both their clans and their nation, commanding their utilitarian 'jacks on the battlefield. However, Rhulfolk who have the warcaster talent also play an important economic role. The coffers of many clans are filled with coin earned through mercenary contracts with the Iron Kingdoms. A Rhulic warcaster, particularly one accompanied by the surprisingly durable 'jacks of his homeland, can earn a very good wage as a mercenary.

Only Rhulic dwarves can be Rhulic Warcasters. This option must be taken at character creation. A character cannot be a Rhulic Warcaster and a standard Warcaster.

A character taking this option:

- Begins with the Rhulic Warcaster ability (see below).
- Begins with any two of the following Military skills: Great Weapon 1, Hand Weapon 1, Pistol 1, or Rifle 1.
- Can begin with a mechanika great weapon, instead of standard warcaster armor (light or medium), or a mechanika hand weapon or hand cannon.
- Begins with Connections (dwarven clan).
- Uses the spell list below instead of the Warcaster spell list in the *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*.
- Begins with Battering Ram and Molten Metal. If the character gains Battering Ram from both of his starting careers, select one additional Cost 2 spell from either of the character's spell lists.

COST 1	Explosivo (p. 64), Jump Start, Locomotion
COST 2	Battering Ram, Bullet Dodger (p. 64), Molten Metal (p. 64), Redline, Refuge, Rock Wall, Snipe, Solid Ground, Stone Strength, Stranglehold (p. 64), Temper Metal, Unstoppable Force (p. 64)
COST 3	Broadside, Fail Safe, Fire For Effect (p. 64), Grind, Ground Zero (p. 64), Inhospitable Ground, Iron Aggression, Rock Hammer, Stone Spray (p. 64)
COST 4	Earth Splitter, Powder Keg (p. 64), Tide of Steel

NEW ABILITY

RHULIC WARCASTER

Prerequisite: None

Only a character with the Rhulic Warcaster ability can bond to Rhulic steamjacks. A character with the Rhulic Warcaster ability cannot bond to non-Rhulic steamjacks.

NEW SPELLS

	COST	RNG	AOE	POW	UP	OFF
BULLET DODGER	2	6	—	—	YES	NO
Target friendly character gains +2 DEF against ranged attack rolls and Dodger. (A character with Dodger can advance up to 2" immediately after an enemy attack that missed him is resolved unless he was missed while advancing. He cannot be targeted by free strikes during this movement.)						
EXPLOSIVO	1	6	—	—	NO	NO
Target character's next normal attack with a non-spray ranged weapon becomes magical. If the weapon was AOE – it becomes AOE 3. Characters in the AOE other than the character that was directly hit suffer blast damage but do not suffer any other effects of the attack. Explosivo expires immediately after resolving the affected character's next ranged attack. Explosivo lasts for one round.						
FIRE FOR EFFECT	3	6	—	—	YES	NO
Boost the attack and damage rolls of target character's ranged attack during each of his turns.						
GROUND ZERO	3	SELF	5	13	NO	NO
Center a 5" AOE on the spellcaster. Each character other than the spellcaster in the AOE is hit and suffers a POW 13 damage roll. Characters damaged by Ground Zero are pushed d6" directly away from the spellcaster in the order his controller chooses.						
MOLTEN METAL	2	10	—	—	NO	YES
Target steamjack suffers 1 point of fire damage to each column on its damage grid.						
POWDER KEG	4	10	5	14	NO	YES
On a critical hit, characters hit lose one attack during their next activation.						
STRANGLEHOLD	2	10	—	11	NO	YES
A character damaged by Stranglehold forfeits either its movement or its action during its next turn.						
STONE SPRAY	3	SP8	—	12	NO	YES
On a critical hit, the character hit is knocked down.						
UNSTOPPABLE FORCE	2	SELF	CTRL	—	NO	NO
While in the spellcaster's control area, steamjacks in his battlegroup gain Bulldoze. Unstoppable Force lasts for one turn. (When a steamjack with Bulldoze advances into B2B contact with an enemy during its activation, it can push that character up to 2" directly away from it. A character can be pushed by Bulldoze only once per turn. Bulldoze has no effect if the steamjack makes a trample power attack.)						

RHULIC WARJACKS

In the Iron Kingdoms the distinction between laborjack and warjack is more clearly defined, but the steamjacks of Rhul blur the line. There are a number of reasons for this, some technical and some societal.

The art of metallurgy is advanced in Rhul, with several clans having innovated versatile, light, and durable alloys for a variety of industrial applications. Combined with the Rhulic work ethic and high standards, “ordinary laborjacks” in Rhul are produced to similarly uncompromising requirements as military grade warjacks in other nations. Similarly, the mineral wealth of Rhul provides a surplus of the rare metals and minerals required for high-grade cortexes, allowing these to be installed in a greater number of steamjacks. Added to this are top-quality steam engines noted for exceptional fuel efficiency.

Perhaps the most important reason laborjacks fill double-duty in Rhul is cultural. Rhulic society relies on fierce competition—lawful feuds are a legitimate and widespread method of resolving disputes. Inter-clan feuds can be lawfully instigated to compete for construction work, for the rights to mine-specific claims, and to contest ownership of prized plots of land. The most industrious clans must be prepared to field able-bodied warriors to defend their work, and the steamjacks employed in construction projects, mines, or quarries must also be relied upon to defend these sites from rival clans as well as external threats. Thus, ‘jacks like the Ghordson Driller and Wroughthammer Rockram are found as often in the mines and quarries of Rhul as they are on the battlefields of western Immoren.

CHASSIS AND WEAPON SYSTEMS

Like the armies of the Iron Kingdoms, Rhul approaches its warjacks as integrated weapon systems. Each chassis has a host of weapons developed specifically for it.

RULES

The following attributes define different steamjack chassis in the game.

Cost: This is the cost of the chassis in Cygnaran gold crowns. Despite having a cost in Cygnaran gold crowns, there are no producers of Rhulic warjacks in the Iron Kingdoms, though cities with a large mercenary presence may have secondary markets for Rhulic warjacks, which cater to dwarven warcasters abroad.

Description: This is a description of the chassis.

Height/Weight: The chassis’ technical specs.

Fuel Load/Burn Usage: This describes the chassis’ standard fuel load and burn rate.

Initial Service Date: This is the date the chassis first entered service.

Original Chassis Design: This is the original manufacturer or designer of the chassis.

Stock Cortex: This is the cortex that comes stock with the steamjack chassis. Though Rhulic cortexes are structurally different than those produced by the Iron Kingdoms, they are manufactured in equivalent grades.

The cost of this cortex is included in the cost of the chassis. It is assumed the cortex has been wiped and has no lingering personality at the time of purchase. The cortex can be replaced, but the original personality of the steamjack will be lost as a result. For cortex descriptions, see the *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*.

Stats: These are the chassis’ stats. The steamjack’s INT and PER are determined by its cortex. The stats listed below assume a stock cortex.

Special Rules: These are the special rules that apply to the chassis.

Damage Grid: This is the chassis’ damage grid.

AN EXACTING CORTEX FOR AN EXACTING RACE

Rhulic steamjack cortexes are built to exacting specifications by some of the most brilliant mechanical engineers on the face of Caen. While a Rhulic cortex shares fundamental design elements with those manufactured by human nations, they differ in numerous respects and interface with other Rhulic components in distinctly different ways. A Rhulic cortex will not function in a non-Rhulic steamjack and vice versa.

Rhulic mechaniks have access to sufficient materials to produce higher-grade cortexes in greater quantity than some other kingdoms. Though the simplest dedicated Rhulic laborjacks have lesser cortexes, others invariably use cortexes that are equivalent to arcanum grade cortexes of the Iron Kingdom.

In addition to distinct differences in physical architecture and a potential language barrier, Rhulic cortexes are secured with locks designed specifically for certain cultural ideations shared only by Rhulfolk. A Rhulic steamjack can only be bonded to a Rhulic warcaster. Likewise, only Rhulic ‘jack marshals can marshal a Rhulic steamjack.

When a non-Rhulic character with the Mechanical Engineering skill attempts to repair a Rhulic cortex, the target number of the skill roll is raised to 20. Paying to have catastrophic damage to a Rhulic cortex repaired by a non-Rhulic mechanik costs an additional 50 gc.

GRUNDBACK RUNNER CHASSIS

Grundback Runner Light Warjack Chassis

COST: 6,700 GC (WITH STOCK CORTEX), 2,200 GC (CHASSIS ONLY)

DESCRIPTION: ORIGINALLY DESIGNED TO CARRY MESSAGES QUICKLY THROUGH TUNNELS AND MINES, THE SQUAT, COMPACT GRUNDBACK RUNNER IS UNQUESTIONABLY LETHAL WHEN COMMANDED BY A SKILLED 'JACK MARSHAL OR WARCASTER.

HEIGHT/WEIGHT: 4' 10" / 3.0 TONS

FUEL BURN/LOAD USAGE: 350 LBS/16 HOURS GENERAL, 4 HOURS COMBAT

INITIAL SERVICE DATE: 513 AR

ORIGINAL CHASSIS DESIGN: ARUHN GRUNDBACK

STOCK CORTEX: RHULIC ARCANUM GRADE CORTEX EQUIVALENT

PHY	8
STR	6
SPD	5
AGL	4
PRW	3
POI	4
INT	3
PER	3
Initiative	11
MAT	5
RAT	6
DEF	12
ARM	18

DAMAGE GRID



Special Rules:

Initiative is only rolled in the case of an uncontrolled steamjack, otherwise the 'jack activates on its controller's initiative.

Initiative, MAT, RAT, and DEF assume a stock Arcanum grade cortex.

Weapon Hard Points: The Grundback Runner does not have arms. Instead it was designed to house one of several impressive weapon systems developed especially for the chassis. A Grundback Runner can have only one of these weapon systems.

Removing or replacing one of these weapon systems requires five hours of labor and access to a crane and a mechanic's tool kit. After the time has passed, the mechanic must make an INT + Mechanical Engineering roll against a target number of 14. If the roll succeeds, the character has successfully removed or installed the weapon system. If the roll fails, the weapon system either cannot be removed without additional labor or was improperly installed and will not function. Either way, the character must spend an additional hour of labor before attempting the roll again.

Having one of these weapon systems installed or removed costs 75 gc in labor.



GRUNDBACK LIGHT CANNON (GRUNDBACK CHASSIS ONLY)

Cost: 350 gc

Type: Ranged

Location: Grundback chassis back hard point

Ammo: 10

Effective Range: 72 feet (12")

Extreme Range: 360 feet

Attack Modifier: 0

POW: 12

AOE: -

Description: The Grundback light cannon has been perfectly designed for the small, compact frame of the Grundback Runner chassis. While stout in appearance, the Grundback cannon packs impressive power and accuracy. Furthermore, thanks to an ingenious design mechanism, the cannon becomes even more lethal when amplified by a warcaster's arcane might.

Special Rules: The Grundback cannon may be fired only once per round.

When attacking with this weapon, the steamjack can spend 1 focus point to boost both its attack and damage roll for the attack.

Reloading a Grundback cannon outside of combat takes 20 minutes and can be accomplished by any character with the Mechanical Engineering skill without a die roll.

The cannon fires light artillery rounds in metal casings. Light artillery rounds cost 5 gc each.

HAIL SHOT CANNON (GRUNDBACK CHASSIS ONLY)

Cost: 450 gc

Type: Ranged

Location: Grundback chassis back hard point

Ammo: 8

Effective Range: SP 8

Extreme Range: —

Attack Modifier: 0

POW: 10

AOE: —

Description: This rapid-fire cannon was designed to tear through masses of troops with each thunderous salvo. For added lethality, a calculated weapon design allows controlling warcasters to increase the killing potential of the cannon with a minor flex of will.

Special Rules: A steamjack can fire the blaster only once per turn.

When attacking with this weapon, a steamjack can spend 1 focus point to boost all attack and damage rolls for the attack.

Reloading a hail shot cannon outside of combat takes 20 minutes and can be accomplished by any character with the Mechanical Engineering skill without a die roll.

The cannon fires volleys of tiny projectiles. An attack with this weapon uses 8 gc in ammunition and blasting powder.



GHORDSON DRILLER CHASSIS

Ghordson Driller Heavy Warjack Chassis

Cost: 10,300 GC (WITH STOCK CORTEX), 5,800 GC (CHASSIS ONLY)

Description: ORIGINALLY DESIGNED AS AN INDUSTRIAL LABOR JACK, THE GHORDSON DRILLER CHASSIS HAS PROVEN ITSELF TIME AND TIME AGAIN ON THE FIELD OF BATTLE. THE MULTIPURPOSE ENGINEERING FAVORED BY THE RHULIC ENGINEERS HAS ALLOWED THE GHORDSON CHASSIS TO ADAPT TO A MYRIAD OF DIFFERENT ROLES. ITS VARIANTS INCLUDE THE GHORDSON AVALANCHER AND THE WROUGHTHAMMER ROCKRAM.

Height/Weight: 11' 6" / 8.8 tons

Fuel Burn/Load Usage: 915 LBS / 12.5 hours general, 2.5 hours combat

Initial Service Date: 446 AR

Original Chassis Design: UNKNOWN, ATTRIBUTED TO VARL GHORDSON

Stock Cortex: RHULIC ARCANUM GRADE CORTEX EQUIVALENT

PHY	14
STR	12
SPD	4
AGL	2
PRW	4
POI	3
INT	3
PER	3
Initiative	11
MAT	6
RAT	5
DEF	9
ARM	19

DAMAGE GRID

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

Special Rules:

Initiative is only rolled in the case of an uncontrolled steamjack, otherwise the 'jack activates on its controller's initiative.

Initiative, MAT, RAT, and DEF assume a stock cortex.

GHORDSON DRILLER WARJACK

The Ghordson Driller comes stock with a rock drill mounted on its right arm and a grappler mounted on its left.

GRAPPLER (HEAVY WARJACK CHASSIS ONLY)

Cost: 300 gc

Type: Melee

Location: Left Arm

Attack Modifier: 0

POW: 4

Description: The grappler is a heavily reinforced cargo clamp.

Special Rules: The grappler has the Open Fist rule and can be used to make Headlock/Weapon Lock, Push, Throw, and Two-Handed Throw power attacks. The grappler cannot be used to pick up other weapons.

Mounting this weapon on steamjack chassis requires the mechanik to first remove the steamjack's old arm and replace it with the grapppler. Mounting a grapppler on a heavy steamjack chassis other than a Ghordson Driller chassis takes double the normal amount of time and increases the target number to 16. A character who wishes to pay to have a grapppler integrated into a heavy steamjack chassis other than a Ghordson Driller chassis must pay double the normal rate.

Paying to have an arm system removed and a grapppler mounted on a Ghordson Driller chassis in its place costs an additional 60 gc unless the character does the job himself. Paying to have an arm system removed and a Grapppler mounted on a chassis other than a Ghordson Driller chassis costs an additional 100 gc.

ROCK DRILL (HEAVY WARJACK CHASSIS ONLY)

Cost: 450 gc

Type: Melee

Location: Right Arm

Attack Modifier: 0

POW: 5

Description: This industrial rock drill can be turned to deadly and destructive effect in combat.

Special Rules: During the steamjack's turn, when it makes an attack with this weapon against the last character hit by the weapon this activation, the attack automatically hits.

Mounting this weapon on steamjack chassis requires the mechanik to first remove the steamjack's old arm and replace it with the rock drill. Mounting a grapppler on a heavy steamjack chassis other than a Ghordson Driller chassis takes double the normal amount of time and increases the target number to 16. A character who wishes to pay to have a drill integrated into a heavy steamjack chassis other than a Ghordson Driller chassis must pay double the normal rate.

Paying to have an arm system removed and a drill mounted on a Ghordson Driller chassis in its place costs an additional 60 gc unless the character does the job himself. Paying to have an arm system removed and a drill mounted on a chassis other than a Ghordson Driller chassis costs an additional 100 gc.

GHORDSON AVALANCHER WARJACK

The Ghordson Avalancher comes stock with an Avalanche Cannon mounted on its right arm and an shield system mounted on its left.

AVALANCHE CANNON (HEAVY WARJACK CHASSIS ONLY)

Cost: 500 gc

Type: Ranged

Location: Right Arm

Ammo: 5

Effective Range: 90 feet (15")

Extreme Range: 450 feet

Attack Modifier: 0

POW: 14

AOE: 3

Description: The avalanche cannon is a dedicated weapon of war with no industrial utility. The powerful weapon can obliterate targets at great range.

Special Rules: A warjack can fire the avalanche cannon only once per turn.

Reloading the avalanche cannon outside of combat takes 20 minutes and can be accomplished by any character with the Mechanical Engineering skill without a die roll.

The avalanche cannon fires standard artillery rounds in metal casings. Standard artillery rounds cost 15 gc each.

Mounting this weapon on steamjack chassis requires the mechanik to first remove the steamjack's arm and replace it with the avalanche cannon. Mounting an avalanche cannon on a heavy steamjack chassis other than a Ghordson Driller chassis takes double the normal amount of time and increases the target number to 16. A character who wishes to pay to have a avalanche cannon integrated into a heavy steamjack chassis other than a Ghordson Driller chassis must pay double the normal rate.

Paying to have an arm system removed and an avalanche cannon mounted on a Ghordson Driller chassis in its place costs an additional 60 gc unless the character does the job himself. Paying to have an arm system removed and an avalanche cannon mounted on a chassis other than a Ghordson Driller chassis costs an additional 100 gc.



ROCK DRILL



SHIELD SYSTEM (HEAVY WARJACK CHASSIS ONLY)

Cost: 400 gc

Type: Melee

Location: Arm

Attack Modifier: 0

POW: 2

Description: The shield system is a mount that integrates an assault shield directly into the steamjack's arm. The reinforced steel shield is designed to protect a warjack from harm and deliver punishing blows to any enemy that gets too close.

Special Rules: A steamjack armed with an assault shield gains +2 ARM against attacks originating in its front arc.

Mounting this weapon on steamjack chassis requires the mechanic to first remove the steamjack's old arm and replace it with the shield system. Mounting an assault shield on a heavy steamjack chassis other than a Ghordson Driller chassis takes double the normal amount of time and increases the target number to 16. A character who wishes to pay to have an assault shield integrated into a heavy steamjack chassis other than a Ghordson Driller chassis must pay double the normal rate.

Paying to have an arm system removed and an assault shield mounted on a Ghordson Driller chassis in its place costs an additional 60 gc unless the character does the job himself. Paying

to have an arm system removed and an assault shield mounted on a chassis other than a Ghordson Driller chassis costs an additional 100 gc.

WROUGHTHAMMER ROCKRAM WARJACK

The Wroighthammer Rockram comes stock with a sledge cannon mounted on the right arm and a fist for its left. It is armed with a pulverizer.

SLEDGE CANNON (HEAVY WARJACK CHASSIS ONLY)

Cost: 550 gc

Type: Ranged

Location: Right Arm

Ammo: 5

Effective Range: 48 feet (8")

Extreme Range: —

Attack Modifier: 0

POW: 15

AOE: —

Description: The sledge cannon was designed to crack open rock walls during mining operations. The hardened ammunition used by the sledge cannon makes it extremely dangerous on the battlefield. The sledge cannon also integrates protective metal plates that grant a machine armed with it some protection.

Special Rules: The sledge cannon integrates a buckler that grants a steamjack armed with it +1 ARM against attacks originating in its front arc.

A warjack can fire the sledge cannon only once per turn.

On a critical hit on a warjack or warbeast, fill in the unmarked damage boxes or circles of the last column or branch damaged.

Reloading the sledge cannon outside of combat takes 10 minutes and can be accomplished by any character with the Mechanical Engineering skill without a die roll.

The sledge cannon fires specialized ammunition costing 10 gc per round.

Mounting this weapon on steamjack chassis requires the mechanik to first remove the steamjack's old arm and replace it with the sledge cannon. Mounting a sledge cannon on a heavy steamjack chassis other than a Ghordson Driller chassis takes double the normal amount of time and increases the target number to 16. A character who wishes to pay to have a sledge cannon integrated into a heavy steamjack chassis other than a Ghordson Driller chassis must pay double the normal rate.

Paying to have an arm system removed and a sledge cannon mounted on a Ghordson Driller chassis in its place costs an additional 60 gc unless the character does the job himself.

Paying to have an arm system removed and a sledge cannon mounted on a chassis other than a Ghordson Driller chassis costs an additional 100 gc

PULVERIZER (HEAVY WARJACK CHASSIS ONLY)

Cost: 1660 gc

Type: Melee

Location: Arm

Attack Modifier: 0

POW: 6

Rune Points: 4

Description: The pulverizer is a massive mechanically enhanced hammer specially designed to shatter hard stone in one powerful blow.

This weapon is powered by an arcanodynamic accumulator.

Special Rules: A steamjack must have a non-crippled arm system with an Open Fist to pick up the pulverizer. While wielding the pulverizer, the steamjack cannot make attacks with the fist that holds the weapon. If the arm system holding the pulverizer is crippled, the steamjack can continue fighting with the weapon but suffers the penalties for the crippled system.

On a critical hit, the character hit loses his initial attacks and cannot make special attacks for one round.

If this weapon does not have a functional accumulator, its POW is reduced to 4, it suffers -1 on attack rolls, and it loses its critical effect.

Fabrication: The material cost of the pulverizer housing is 300 gc. It takes four weeks to construct the device. The pertinent Craft skill for construction is Craft (metal working).

The pulverizer's runeplates require four weeks to inscribe and a successful INT + Mechanical Engineering roll against a target number of 16.



WROUGHTHAMMER ROCKRAM



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TERRAIN BUILDING

LLAELESE TOWER

BY LEO CARSON D.

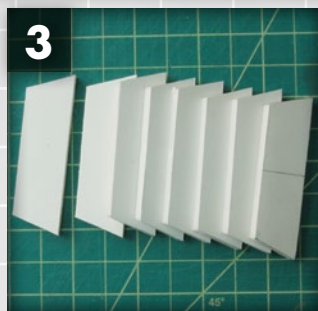
This tower was one of the centerpieces of the Llael board available for play at Lock & Load GameFest 2013. To properly capture to theme and feel of Llael, I used Matt Wilson's illustration of Ashlynn d'Elyse from *Forces of WARMACHINE: Mercenaries* as a guide for the design of this building. With this in mind, I drew sketches for a tall domed building with inset shapes and an ornate spire. It can be tempting to start without a concept and improvise your way to a complete project, but you'll find you get more consistent and satisfying results if you thoroughly plan each project before getting underway.

The tower is constructed mainly of foam board, with details done in sheet styrene and resin pieces. In this article I'll go over the techniques and materials used to construct and paint this piece of terrain. With a little reworking, these techniques could be used to build any ornate and irregularly shaped building such as a Church of Menoth or a Cygnaran building in Caspia.

MATERIALS & TOOLS

Construction adhesive	Hot glue gun
Cutting mat	Insulation Foam
Fine-grade sandpaper (220- and 320-grit)	Large polystyrene sphere
Foam board sheets	Metal rulers (2)
Formula P3 Hobby Knife	Sheet styrene
Formula P3 Super Glue	Wood filler putty
	Wooden dowel (1/4")

THE MAIN STRUCTURE



Step 1: Begin by cutting out three octagonal shapes representing the areal silhouette. The large octagon is 8" across, while the two smaller octagons are 7" across. When cutting foam core there are a couple tricks to getting a clean edge. First, always use a fresh hobby blade—if the tip breaks off or the foam begins to tear that means it's time to change the blade. Use three cuts to get through the board: one to get through the top layer of paper, one to get through the foam, and a last cut to slice through the bottom layer. Keep your blade as perpendicular to the board as possible to ensure a right-angled edge.

Step 2: Cut six rectangular walls for the bottom floor. The short end should have a length equal to one side of the large octagon, and the long end should be equal to the desired height of the first floor.

Step 3: Cut six rhomboid spacers angling from the large octagon to one of the smaller octagons. The long edge should have a length equal to one side of the large octagon. The short edge should match one side of the small octagon. Don't worry about fitting the pieces together yet; that will be covered once a significant portion of the blocking is done.

Step 4: Turn the first-floor walls into arches by cutting a rounded shape out of the center. Be certain this first wall is precisely how you want it because this will be a template for every other wall piece.

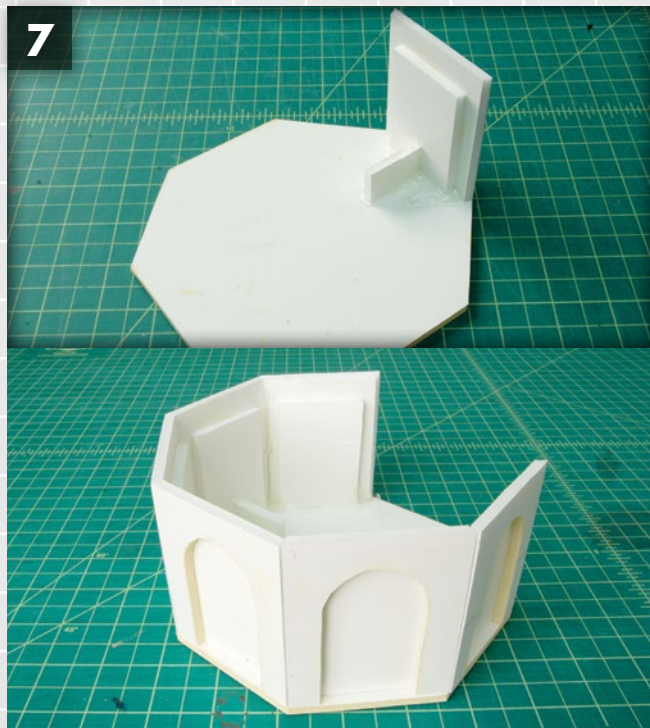


Step 5: Now, using two rulers, mark a line 2 mm from the inside edge of each vertical face. Cut a diagonal edge from this line to the outside edge on the underside of the foam core. This will allow the walls to fit together at an angle. It is important to keep in mind that, once you have completed this step, there will be an inside and outside face to each piece.

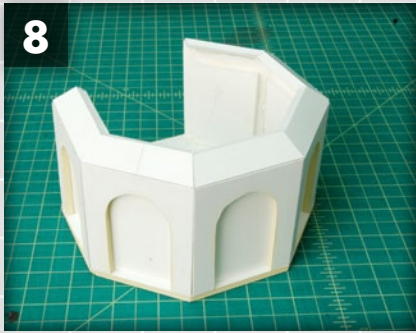


Step 6: Use wood filler putty to thinly coat any areas of foam that would otherwise be showing once the pieces are assembled. Use 320-grit sandpaper to smooth the wood filler putty once it's dry. This helps maintain the illusion that this building was made

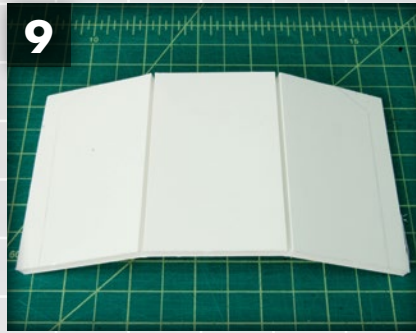
from something other than foam board, and this step should be repeated through the construction of the tower.



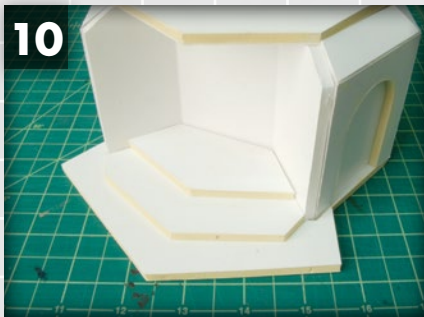
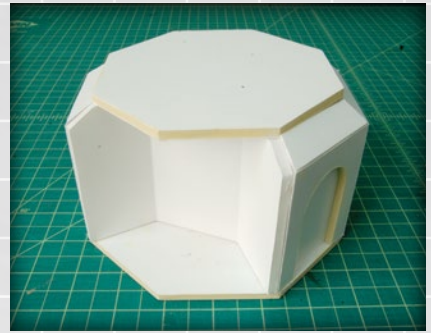
Step 7: Back the arches with a square of foam board and begin assembling the first floor. Use hot glue to attach the foam. When using hot glue, always be aware of the finished side and be sure to apply your glue in such a way that when you squish the glue down it moves to the hidden inside. This can take a bit of practice to get right, so it's a good idea to do some test pieces first. If you do glue something down and aren't satisfied with the result, rip it off, clean up the area, and glue it again.



Step 8: Set up the rhomboid pieces the same way. You'll need to angle the edges as described in step 5.



Step 9: For the front wall that will contain the doorway, cut a piece of foam board as tall as the first story side panels plus the angled rhombus pieces. This piece should be significantly longer than you'll ultimately need—8" or 9" should be sufficient. Then determine the desired length of the doorway panel and make incisions in your large wall, dividing it into three sections with a middle section the same width as your doorway. When making these incisions, cut through the top layer of paper and the foam but leave the bottom layer of paper intact. This will give you a flexible three-part wall once the board is flipped over. Place your three-in-one wall section across the open tower side and use a pencil to mark the edges where the exterior parts will meet the tower walls on either side. Cut along these lines and glue the angled wall in place. Then glue the small octagon from step 1 over top to create a ceiling and ledge.



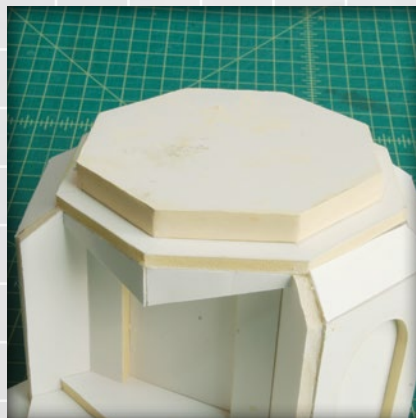
Step 10: Make stairs using layers of foam board.



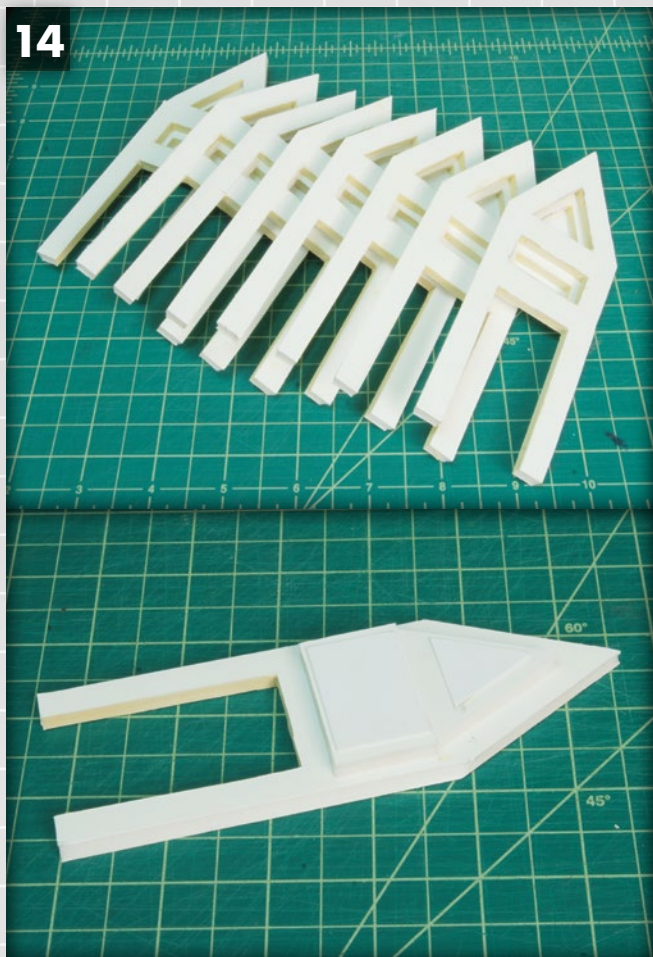
Step 11: The door is a cast resin piece built for a previous project. Build an overhang from a couple of pieces of foam board.

Step 12: Measure, cut, and glue two foam board octagons with a diameter one half-inch less than the small ceiling octagon. Use wood filler putty to meld the edges together, then center it over the first floor ceiling and glue it down.

Step 13: Cut eight wall sections with pointed tops. The width should correspond to the length of the small octagon from step 1, and the total height should be a little less than twice the height of the first story walls.



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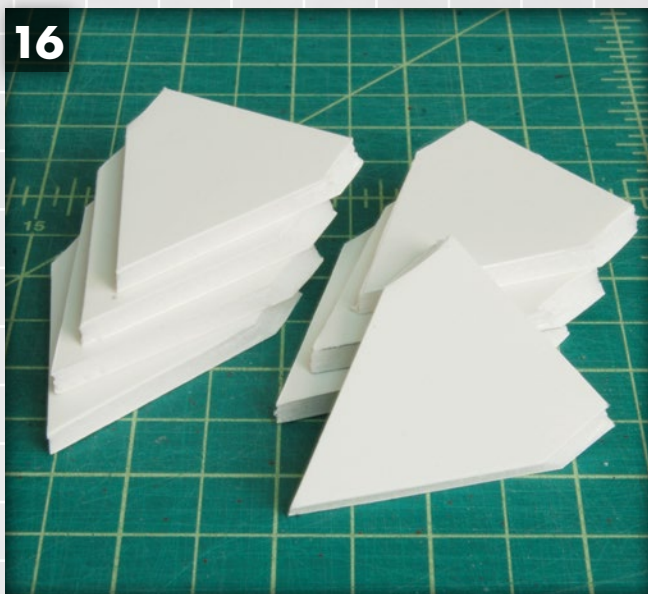
Step 14: Cut shapes out of the sides in preparation for a slightly more complex variation of the technique used in step 7. Then back the cutouts with foam board and angle the inside edges as in step 5.

Step 15: Use hot glue to assemble the pointed wall sections and small octagon into the second story, as in step 7.

Step 16: Cut pentagonal spacers to fill the gap between each pointed top so when they are installed there will be a straight line across the top of the second story.

Step 17: For the dome, cut a large polystyrene ball in half and use wood filler putty to smooth out the rough texture. You can find a polystyrene ball such as this one at most craft stores.

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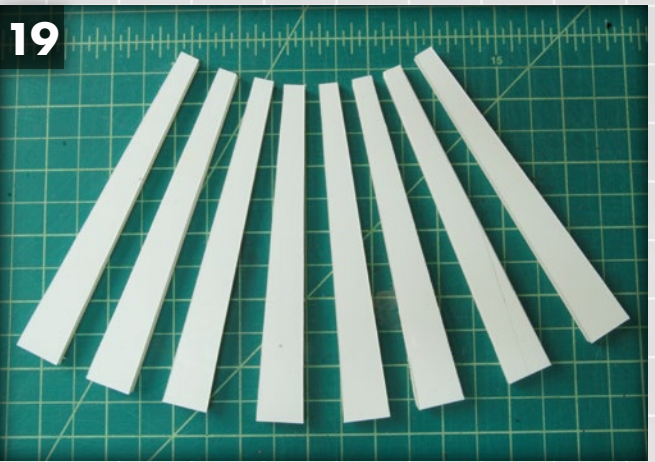
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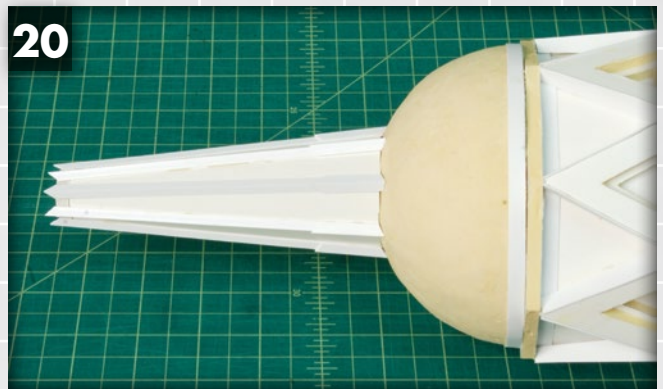
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Step 18: Assemble the pentagons and dome over the second story shape using hot glue.



Step 19: Build the walls for the spire with foam board sheets. These are roughly 5" tall and 3/4" wide, tapering towards the top to 1/4". As per step 5, angle the inside edges of the vertical sides so they fit together evenly.



Step 20: Assemble the spire and attach it to the dome with hot glue. Use angled styrene strips to conceal the edges and add detail.

Step 21: Use styrene strips to create sections in the dome. Cut the strips to the desired length and then curl them between your fingers so they curve and attach more easily. Use Formula P3 Super Glue to apply sheet styrene. Hot glue will be too bulky and give you an undesired lumpy effect.



Step 22: Cut some thin slices of insulation foam strip. Cut and angle them so they'll fit around the trim of the second story. Use 220-grit and 320-grit sandpaper to round off the outward facing side. Then, using construction adhesive, attach the trim over the upper and lower sections of the second story.





Step 23: Use sheet styrene angles to make trim for the upper and lower stories.



Step 24: Use a saw to cut a 1/4" dowel into sections that will fit between the upper and lower stories of the tower and place them at each corner. Then use wood filler putty to remove any trace of grain from the wood so it can be painted.



Step 25: The windows and door were built using sheet styrene and cast so as to be easily reproducible. Leave the windows and door off for ease of painting and glue them on once the building has been completed. Here they are held on with sticky tack.








Step 26: Continue to cover seams and add edging until the building feels solid and traces of its construction are hidden.

PAINTING AND FINISHING THE TOWER

Paint the tower in sections to keep things as tidy as possible. The windows, door, dome, and base each constitute individual sections. Basecoat the whole building with grey automotive primer, then spray P3 White Primer at a downward angle to create rudimentary shading.




COLORS USED

-  Arcane Blue
-  Armor Wash
-  Brown Ink
-  Thamar Black
-  Thrall Flesh

Painting the windows and dome: Paint the windows and dome in a contrasting bronze patina color. To achieve this, apply an undercoat of Arcane Blue mixed with a small amount of Thrall Flesh, then add streaks and shading with consecutive layers of Brown Ink and Armor Wash. Paint the windowpanes with Thamar black and give them a thick gloss coat.



COLORS USED

-  Armor Wash
-  Brown Ink
-  Cygnus Yellow
-  Molten Bronze
-  Pig Iron
-  Quick Silver
-  Skorne Red
-  Thamar Black

Painting the Door: Basecoat the wood on the door with Skorne Red and give it a heavy wash made up of Armor Wash mixed with Brown Ink. Make sure to mop up any pools of ink or paint with a second brush or the corner of a paper towel. Drybrush the wood with Skorne Red mixed with a bit of Cygnus Yellow, and basecoat the metal areas with Pig Iron or Molten Bronze where appropriate. Shade the Pig Iron areas with Armor Wash, being sure to leave a ring around each rivet, and shade the Molten Bronze areas with Brown Ink mixed with Thamar Black. Highlight both Metal areas with Quick Silver.





COLORS USED

- Brown Ink
- Green Ink
- Menoth White Base
- Menoth White Highlight

Walls: Basecoat the walls with Menoth White Base and shade with watered-down Brown Ink. Highlight with Menoth White Highlight, adding a very small amount of Green Ink to the shading of the deeply recessed areas.



Vines: The vines are Silflor® Leaf Foliage teased into shape and applied with spray adhesive.

CONCLUSION

This build has been a pleasure to work on. I learned a lot in the process, and I hope you have as well. Be sure to check out the Privateer Press Terrain Forums for further inspiration and discussion at: www.privateerpressforums.com.



IN BATTLE FORGED

COMMEMORATING TEN YEARS OF WARMACHINE



The game of WARMACHINE has always been deeply intertwined with the sweeping storyline told in the pages of its expansion books. Throughout the years, we have seen western Immoren become embroiled in all-out warfare as the various nations of the Iron Kingdoms seek to achieve their own ends through force of arms. Heroes and villains have risen and fallen, attained glory, and found redemption in their darkest hours. As the story of WARMACHINE has evolved, so have the models used on the tabletop. The relationship between narrative and development has been a pillar of WARMACHINE since it was first conceived, evidenced by models from epic warcasters to terrifying new weapons of war.

WALKING THE KNIFE

A STORY & SCENARIO FOR WARMACHINE

BY AERYN RUDEL • ART BY ALBERTO DAL LAGO

Octesh 26th, 607 AR, Northguard in the Northern Thornwood

Sarkol Maskovich fought the urge to cover his ears as he stepped outside Supreme Kommandant Irusk's tent. The shrill whine of incoming artillery, the bone-shaking explosions, and the staccato chatter of small-arms fire sounded to him like the very definition of chaos. He looked out across the battlefield surrounding the Cygnaran fortress of Northguard, a desolate wasteland of trenches and razor wire where men in red and blue swarmed like angry ants, dying and killing to gain mere inches. It was madness.

"I say again, Sarkol. We are not soldiers," a gruff voice said from behind him. Of all his men, only Vitali, his second, would speak to him so directly.

"I am aware, old friend," Sarkol said irritably, turning to face the grizzled assassin. The only man in his *bratya* older than Sarkol, Vitali Ovyesk was still fit and strong despite being near sixty. The thick muscles of his youth had diminished, leaving him lean and rangy, an old wolf that still lived for the hunt. "The pay is worth the risk."

Vitali opened his mouth to reply, but the ear-shattering screech of an incoming artillery shell drowned out what he was about to say. Both men hurled themselves to the ground as the shell struck a concrete bunker twenty yards from their position. The explosion shattered the bunker and hurled men and pieces of men in all directions.

Sarkol grimaced and climbed to his feet. He was no stranger to death—it was his stock-in-trade—but his preferred killing

grounds were far removed from this war-torn landscape. He was at home in the silent back alleys and night-darkened streets of Korsk, dispatching his targets with the sudden thrust of a dagger or a pistol fired at point-blank range.

"Come," Sarkol said to Vitali. "Let us gather the *bratya* before we are blown to pieces."

The two men moved swiftly away from Supreme Kommandant Irusk's tent, away from the front lines and into the relative safety of the Khadoran camp. The area was crawling with soldiers, mostly members of the Winter Guard, running to and from the front, moving equipment and ammunition or leading huge, lumbering warjacks.

The assassins were hardly noticed by the Khadoran soldiers, receiving only a few curious glances from men rushing past. On the streets of Korsk, people would bow their heads and move aside when men such as Sarkol and Vitali approached; here they were simply tolerated.

As they neared their destination, a large tent near the rear of the Khadoran encampment, they were forced to move aside as a massive Juggernaut following behind a battle mechanik came toward them, smoke belching from its stacks. The 'jack was following the directions the mechanik was bellowing at it in order to be heard over the din of battle. The Juggernaut's head turned as the two assassins moved by, tracking them, the blazing light within its visor flaring momentarily. The battle mechanik bellowed again, and the huge construct returned its attention to him.

In celebration of ten years of WARMACHINE, No Quarter is proud to present In Battle Forged, an article series that looks back at some of the most pivotal moments in the story of WARMACHINE with exciting new fiction from the eyes of those involved. In addition, for the first time, players have a chance to reenact battles from those key moments on the tabletop with new scenarios and exclusive scenario models that represent the forces that took part in those famous engagements.

In this installment of In Battle Forged we go back to the autumn of 607 AR and the long, bitter siege of the Cygnaran fortress of Northguard. The Khadorans' second attempt to take the mighty structure was led by Supreme Kommandant Irusk, and he would not be turned aside. Even with Irusk's unquestionable tactical genius, however, Northguard would not fall easily, and defending it were some of Cygnar's toughest and most resilient soldiers. In the end, Irusk was forced to gamble on a surprise offensive and the surreptitious skills of a small group of assassins.

"Bloody machines," Vitali said and spat into the mud as the Juggernaut and its handler moved off. "There is no honor in killing with such a thing."

"They serve their purpose," Sarkol replied. It was an old argument between them. To Vitali murder was intimate, a personal expression of honor and skill. On the battlefield a soldier killed simply to survive and a warjack killed with the cold indifference of a machine; both eliminated targets, not men. Vitali felt this was anathema to the code of the *kayazy* assassin. Sarkol agreed with his second to some extent, but in Khador one could not escape the omnipresent power of the military.

"With respect, Sarkol," Vitali said as they approached the plain grey tent where the other members of the *bratya* waited. "Irusk is sending us to our deaths. We should not accept this mission."

Sarkol stopped and turned to Vitali. They would finish this discussion now. He would not sow doubt within the *bratya*. "Speak your mind, Vitali," he said. "Once we enter that tent I am your underboss, not your friend. In there, my decision is law, as it has always been."

Vitali gave a stiff nod, then said, "Man to man, we are a match for any soldier, but such combat is not our way. Half or more of us will die before we reach the powder store."

That was the mission: infiltrate the Cygnaran lines, reach their stores of precious blasting powder, and ignite them. There were four small stores beyond the walls of Northguard, but their primary target was the main one inside the keep, which was protected by the thick western wall it sat against. Without the powder, the Cygnaran siege guns holding the Khadorans at bay would be effectively neutralized, but this was only part of the reason it had been targeted. The mission would be exceedingly dangerous, and there was some honor in being chosen to complete it. But Sarkol had no illusions that Irusk valued them as anything beyond a useful but expendable asset. The potential loss of eight *kayazy* assassins was nothing when weighed against the thousands of other Khadoran forces being expended in this battle.

"I do not disagree," Sarkol said. "But it is a risk I am willing to take. Irusk has offered us enough money to reclaim our standing in Korsk. We must seize this opportunity."

"The money may restore Viktor Oveski's trust in us," Vitali said, naming the Khadoran merchant-prince to whom their *bratya* was sworn, "but the men we will undoubtedly lose will only weaken us further."



Sarkol clenched his fists. It was too late to turn from this course, but he could not completely discount the veteran assassin's observations. Their *bratya* had fallen from grace after a botched assassination of one of Oveski's business rivals, a violent man named Dmitri Zervok who had no respect for the traditions and rituals that guided the murky underworld of Korsk. Sarkol's own misjudgment had led

him to give the honor of Zervok's murder to a promising young assassin, Alik Vasnev. Vitali had counseled against it, wanting a more veteran assassin to handle such an important kill, but Sarkol had long been impressed with the young Alik, who reminded him much of himself—naturally skilled and ambitious yet reverent of their ways. Alik had failed, and Dmitri Zervok had lived. Worse, the man had become cautious, guarded, making another assassination attempt all but impossible.

"We are already weak, Vitali," Sarkol said. "Of our entire bratya, only us and these loyal six remain, and here we stand on the knife, our path its razor's edge. This is our chance—" He faltered, rage and shame momentarily washing away his ability to speak. When he found his tongue again, he could not keep the husky rasp of emotion from his voice. "My chance to redeem us."

Vitali drew in a deep breath, and his face sagged. The weight of his years seemed to settle on his shoulders. "Perhaps you are right," he said, "but this burden cannot be yours alone to bear. I am your second, and although I counseled against Alik handling Zervok's assassination, I, too, had confidence in the boy. I should have made a stronger case."

Sarkol reached out and took his friend by the shoulder. "You gave me wise counsel, and I should have taken heed," he said. "The bratya needs you. Are you with me?"

Vitali looked up, his eyes clear and bright. They gleamed from his lined, weathered face, ageless and predatory. "Always," he said. "We will not speak of this again."



"Get down!" Sergeant Alger Fullet howled and threw himself to the bottom of the trench. Beside him other members of the 95th Trencher Company followed suit. The Khadoran shell hit seconds later, a dozen paces from their trench. The blast was deafening, and the shockwave rattled Alger's teeth in his jaw and made his bones feel like wet tissue paper.

"Destroyer?" Corporal Bandon Hicks shouted from the ground next to Alger.

Alger nodded and climbed to his feet. He brushed dirt from his armor and shot a humorless grin at Corporal Hicks. "This close, if it had been one of their big guns, they'd be cleaning us off the walls of this trench with a hose."

Alger glanced down the length of the trench where the 7th Platoon of Gravedigger Commandos were quickly recovering, getting to their feet, and aiming their rifles over the trench to return fire at the Khadorans brave enough to cross the killing field between Northguard and the enemy camp. The trenchers' gear was similar in most regards to that of other commandos in the Cygnaran military: blue and grey infantry armor, helmet, and a carbine that could be fired with

one hand in a pinch. In addition, on their right pauldrons the 95th wore their divisional insignia of a dagger thrust through a winged skull, and the entrenching tool that hung from their belts was designed more for combat than the standard issue. A short, bladed shovel on a steel haft, it was a surprisingly effective weapon, every bit as lethal as a trench knife or hand axe. Of course that didn't stop those outside the division referring to it—only half derisively—as a "doom shovel."

Alger set his carbine on the top edge of the trench and stared out across the battlefield. Their position was fairly close to the walls of Northguard, and there were another five hundred yards of trenches, razor wire, and swarms of soldiers between them and the Khadoran front. The Khadorans under Supreme Kommandant Irusk had been pounding away at the keep for the better part of a month, and the only thing keeping them at bay were Northguard's siege cannons. The big guns lobbed high-explosive shells at the enemy day and night, making it nearly impossible for them to advance. The Khadorans returned fire with their own siege guns, although the Khadoran models were smaller and less accurate than the Cygnaran weapons, with less range besides. The enemy supplemented their attack with heavy bombards fitted to Destroyer warjacks. Although these bombards lacked the punch of true siege guns, they were deadly nonetheless.



"Sergeant, look at that," Corporal Hicks said to Alger's left, pointing his carbine out over the battlefield.

Alger looked to where Corporal Hicks was pointing and saw a wedge of Iron Fang pikemen moving up the field on the right flank of the main Khadoran line. The heavily armored Khadoran troops had their shields locked and their pikes lowered. Flanking the Iron Fangs were two squads of assault commandos, their gas masks giving them an inhuman countenance. The small group of Khadoran troops was moving away from the rest of the infantry, which comprised more Iron Fangs and thousands of Winter Guard.

"What the hell are they doing?" Alger said to himself, unease settling over him like a shroud. "Captain Finn!" he called out, and the man in charge of the 95th moved from his position ten yards further down the trench toward Alger, crouching low to avoid sniper fire from the Widowmakers set up at the edge of the enemy camp.

Captain Maxwell Finn was tall and robust, his face a battle map of scars, lines, and pockmarks, all endured or hard-won through two decades of service to the Cygnaran military. Finn wasn't armed with the typical commando carbine; he carried a mini-slugga, a miniaturized version of the bulky chain gun that could fire a steady stream of lead. Only a man of Finn's size and experience could manage such a weapon in combat.

"What is it, Sergeant?" Finn said, hunching down next to Alger.

Alger pointed to the wedge of Iron Fangs and commandos moving up the right flank. "What do you think they're up to?"

Finn grunted and shook his head. "No good would be my guess," he said.

"Daniels," Alger called out to another commando a few paces down the trench. "Give me your spyglass."

The commando passed the spyglass down along the line of trenchers. When Alger had it in hand, he opened it and set it to his right eye. Through the glass, he could see there were about thirty Iron Fangs, three full units, moving steadily forward, with five assault commandos on each side of the wedge. They were weathering rifle fire from the trenches nearest them, their heavy armor and shields protecting them from the worst of it. He looked beyond the Iron Fangs and glimpsed sudden movement. There were men hunched there, using the Iron Fangs as cover. He couldn't make out many details, but he didn't see armor or helmets—whoever they were, the men protected by the Iron Fang wedge were lightly equipped.

"You're right—" Alger began, but a hoarse cry echoed up the left side of the battlefield, and he turned to see a huge mass of Khadoran troops charging up the field. Leading them were three men, each bearing a gigantic two-handed axe. He watched as these men disappeared into the nearest

trench, a hundred yards from their own position. The sounds of intense hand-to-hand combat rose up.

Captain Finn had seen the sudden Khadoran offensive, but his attention remained fixed on the approaching Iron Fangs and assault commandos. "Looks like they're headed for the main gates," he said.

"But there's only a handful of them," Alger said. "They can't mean to take the gates."

The sounds of trencher rifles and the harsh cries of men in combat had risen in volume. Most of the trenches were connected, and the fighting was moving in their direction.

"Obviously," Finn said. "But their advance is pretty damn conveniently timed with this little offensive push, don't you think?"

Alger nodded. "Is there anything else near the main gates?"

Finn shook his head. "Gun emplacements, but it would take warjacks to knock out one of those; the field hospital, but I can't see an advantage in targeting that; and the command center, but again, too heavily guarded."

Alger agreed with his captain's assessment, and in his mind, he, too, ticked off the list of potential targets near the gates. It suddenly occurred to him that Captain Finn had left one out. "What about the main powder store?" he said, feeling a cold knife of fear twist in his gut.

"Hell and blood," Finn said and spat.

"They need to neutralize our guns, and the best way to do that is make sure we don't have enough powder to fire them," Alger said.

"Feels like a long shot," Finn said, then grimaced. "But a small force, quick and determined, might just survive long enough to pull it off." He glanced down the length of the trench where many of the commandos were pulling their entrenching tools from their belts, readying for the hand-to-hand fighting coming their way.

"Intercept?" Alger asked, taking his own doom shovel in hand.

Finn scratched the stubble at his chin. "Yeah, we've got to. If they blow that powder store, we're in serious trouble." He turned away, toward the sounds of battle moving up the trench. "Lieutenant Stiles!" Finn called out. A black-bearded commando turned at the sound of his name. "Take the 7th Platoon and reinforce the 3rd and 4th Trencher Platoons. Sounds like they're getting the hell knocked out of them."

Stiles nodded. "Yes, sir," he said. "Where will you be?"

Finn turned back to Alger and grinned. "Sergeant Fullet and I are going to take a few boys from the 8th and go on a little field trip."





Sarkol hated moving so slowly, but he and his bratya were out of their element, and he was forced to adapt to the environment. They were hunched down behind a wall of Iron Fang pikemen, the heavily armored soldiers serving as living shields, keeping the Cygnaran guns off them until they got close enough to strike out on their own. A squad of assault commandos, spread out a bit more and slightly behind the Iron Fangs, paced them up the field. Their smoke grenades would soon provide cover for Sarkol and his men.

The pikemen and commandos were silent in their duty and seemed not to resent the eight assassins moving behind them. Such loyalty and dedication was admirable, and here Sarkol found some similarity between the military and his own bratya.

Irusk and his officers had given him little instruction as to how they were to infiltrate the Cygnaran fortress and destroy its primary powder store. His bratya was simply attached to the Iron Fangs. They would serve as a screen, moving Sarkol and his men up the field while a large portion of the Khadoran infantry, led by the three Great Bears of the Gallowswood, furiously attacked Cygnaran positions to draw attention. After that, getting to Northguard's main gate was up to him.

A shell from one of the Cygnaran siege guns came screaming out of the sky and impacted nearby. The blast vaporized two pikemen, splashing Sarkol and his men with a warm spray of gore. Two more pikemen immediately shifted to take the places of their fallen comrades, and the wedge moved on. They were entering into the area of the occupied Cygnaran trenches, moving around those that had been abandoned early in the fighting. Sarkol wiped blood from his face and chanced a quick look over the shoulder of the Iron Fang in front of him; the first occupied trench was no more than fifty yards away. He saw the helmets of the Cygnaran

soldiers within, their rifles propped on the top of the trench and firing. Thank Menoth the Iron Fangs were so heavily armored; with their shields locked, they formed a solid wall of steel and flesh. Still, Cygnaran bullets found gaps in armor, and two pikemen tumbled forward, one shot through the eye, the other in the groin. One died instantly, and the other's hoarse screams faded into the chaos behind them as they continued forward.

Sarkol studied his men and felt a momentary surge of pride. They were killers all, well trained and lethal. Although out of their element, they were not so unprepared as other assassins might be. He had trained and equipped them differently so their foes would be unable to expect their attacks. Each man carried a pair of long, wide-bladed daggers, a common enough weapon among the street gangs of Korsk, but Sarkol had paid a gunsmith a princely sum to fit each blade with a small pistol, a stubby four-inch barrel that jutted from the hilt and lay flat against the blade. The range on these firearms was short, but they added an unexpected punch to the assassins' lethal dueling style. These gun blades and the quick hit-and-run tactics of his bratya had earned them the title of "assailers."

He and Vitali were positioned near the center of the wedge. Beside them loomed the brothers Igor and Ivan Dranka, dark-haired, ugly, and hulking despite their crouched posture. The brothers were not great thinkers, but they were utterly loyal and ruthlessly efficient when it came to knife work. Behind the Dranka brothers was tall Grigor Viramyr, a gaunt Umbrean, thin to the point of boniness, and one of the most feared duelists in Korsk. Next to Grigor was handsome Ravyl di Borys, who had come to Korsk as a boy from Llael and who had fought harder and more viciously than any native Khadoran to prove himself worthy of the bratya. Ravyl was without mercy or pity, which was useful in an assassin, although he enjoyed killing too much for Sarkol's taste. Finally, moving behind Ravyl was young Alik Vasnev, a tall Skirov with long, sandy blonde hair tied in a neat tail. At only twenty Alik was already an accomplished assassin. His hands and nerve were steady, his skill with blade and pistol supreme, and he killed without mercy yet took no pleasure from the act. He was the embodiment of what it meant to serve the kayazy, despite his recent failure.

Sarkol let his gaze linger on Alik for a moment as they moved up the field. The young assassin's face was pinched, his knuckles white on the hilts of his drawn blades. This was not fear, Sarkol knew, but anguish, guilt, shame. Alik carried the weight of his failure like a millstone about his neck.

"Ready yourselves!" the Iron Fang in front of Sarkol called out over his armored shoulder. Sarkol saw that they were within running distance of the Cygnaran trenches. Waiting ahead were hundreds of yards of trenches filled with soldiers and warjacks, deep mud, and spools of razor wire sharp enough to rip through heavy leather. Beyond that lay the

keep, its massive gate standing open for a steady stream of runners with hand wagons resupplying the Cygnaran lines from the main powder store.

Sarkol held up one hand and ran through a rapid series of finger signs, the silent language of the assassin that allowed them to communicate without alerting a mark with the sound of their voices. Here on the battlefield it was easier than shouting over the cacophony of gun and cannon fire. Sarkol told his men to be ready; they would be running for their lives soon.

To his left, he saw one of the assault commandos raise his carbine, then fall over backward as a Cygnaran bullet shattered the right lens of his gas mask, splashing blood and brains from the sudden hole in the back of his helmet. Undeterred, the other commandos fired grenades from the heavy, tubular launchers below their carbines' barrels. The grenades spewed black smoke in a wide, obscuring cloud in front of the Cygnaran trenches. This was what Sarkol and his assassins were waiting for.

The Iron Fangs parted in front of the bratya, and Sarkol raised his fist and then slashed it down. The group surged forward, spread out just enough that each man could easily swing his blades, and sprinted toward the billowing smoke. They charged over the broken terrain, leaping over bodies half-buried in the mud, skirting razor wire, and scattering when the shrill whine of incoming artillery screamed overhead.

The first thing Sarkol saw when he came through the smoke was the stunned face of a young Cygnaran long gunner. The Cygnaran raised his rifle slowly, shock paralyzing his body. Sarkol lashed out with the blade in his left hand, knocking the rifle away, then thrust his right blade forward and into the young soldier's face. The short, heavy sword, driven by Sarkol's considerable strength, penetrated the Cygnaran's skull and shoved him backward. Sarkol let his momentum carry him forward, down into the trench. He yanked his blade from the corpse when his feet touched down.

The rest of the assassins had also entered the trench, and in the confined space their short blades and skill at close-quarters fighting allowed them to quickly overwhelm the surprised trenchers and long gunners hunkered down there. They killed a dozen men in under a minute, and then they were moving again, out of the trench and toward the next.

Sarkol could hear the sounds of close combat growing louder as they ran toward the main gates of Northguard. The siege guns on both sides had quieted, as the fighting had become too intense to safely target foe over friend with such large and inaccurate weapons. The Great Bears had led much of the nearest Khadoran infantry up the right flank, and it appeared the majority of the Cygnaran troops had been drawn into the battle, leaving fewer troops between his bratya and the gates. Still, enough trenchers remained to lay down a fairly withering spray of rifle fire at the onrushing assassins.

They hit the next trench without incident, although the trenchers within saw them coming and prepared to engage them with bayonets. The trenchers were skilled close-quarters combatants, but Sarkol had no intention of engaging them on equal footing. Instead the assailers used the short gun barrels attached to their blades to gun down the Cygnaran soldiers before they could collect their wits. It was a slaughter, but the victory was fleeting. Despite their surprise one of the trenchers managed to open up Ravyl's throat with an expert lunging slash before the Llaeese-born assassin gutted him. There was no time to consider the loss of a brother in arms. They stormed from the trench, leaving Ravyl to bleed his life away in the mud.

They lost Grigor in the next trench. He was cut to pieces by a Sentinel's chain gun before they could kill its 'jack marshal. Even without the guiding hand of the 'jack marshal the warjack continued to fire at them in short bursts as they fled the trench.

The gates looked close now, maybe two hundred yards away. There were still two or three more trenches between the assassins and the gates, but Sarkol saw they were poorly manned, most of the troops having been diverted to deal with the Khadoran infantry surge.

They raced on, six now—far too few to perform their mission yet too deep into enemy territory to turn back. The next trench held only wounded soldiers guarded by two young long gunners who didn't look old enough to shave, let alone fight. They killed the sentries but left the injured unharmed. There was no honor in killing the wounded.

Sarkol began to believe they would make it to the gates without further incident. They had lost two men, but if they succeeded now, the loss could be borne, new men trained to replace the old. Vitali had often chided him for being overly optimistic, and although the assassin sprinting along beside him said nothing, Sarkol heard his voice when six heavily armed Cygnarans popped up from the last trench before the gates and charged what was left of his bratya.



Alger fired his carbine one-handed as he ran. The shot went wide, and the Khadoran skirmisher he'd been aiming at swiftly changed directions, deftly spinning in a tight half-circle, and charged toward him.

The Khadoran was armed like the other skirmishers that had suddenly appeared on the battlefield, shielded and obscured by a group of Iron Fangs. They had made a beeline for the main gates under the cover of smoke grenades, slaughtering the trenchers they encountered along the way with a skill and efficiency that was almost mechanical. He, Captain Finn, and the four other members of the 95th chosen to intercept the Khadorans had engaged them a stone's throw from the main gates.

These were unlike any soldiers of Khador he had seen before. They wore no armor, only tight-fitting trousers, high leather boots, and loose muslin shirts. All but their apparent leader wore yellow scarves over their noses and mouths like masks. They were armed with a pair of short swords or long daggers, each blade equipped with a short gun barrel near the hilt.

Alger fired another shot at the charging Khadoran. This too went wide, and he was forced to bring his entrenching tool up to block his enemy's first lightning-fast thrust. He batted the strike aside, barely, but the second blade darted in low. It scraped against his breastplate but failed to penetrate.

The Khadoran danced backward and brought both short swords up, pointing them blade-first at Alger. He cursed and threw himself to the ground as the guns attached to the blades discharged simultaneously. He heard the bullets whiz overhead followed by the pounding footsteps of his opponent charging in for the kill. Alger rolled onto his back and saw the Khadoran looming over him, both blades plunging down. He brought his entrenching tool up and across his body in a futile attempt to protect himself. He was saved by the sharp, rattling thunder of Captain Finn's mini-sluggers, and the Khadoran was smashed aside by the impact of a dozen bullets.

Alger surged to his feet and quickly took stock of the situation. He was alone for the moment, near the walls of the keep, twenty yards from the main gates. His heart sank as he saw that Corporal Hicks and Private Adams, two of the members of the 95th who had come with them to intercept the Khadoran skirmishers, were down, bleeding into the mud. Hicks had taken his opponent with him, but Adams' slayer, a tall, lithe young man with long, sandy-blond hair, was still up and furiously attacking Corporal Venters, who was bleeding from a nasty cut on his scalp, his helmet knocked away by his opponent's blade. That left three more skirmishers, including their leader, a tall, muscular man in his forties, who was charging toward Finn in a zigzag line to avoid the deadly spray of the captain's mini-sluggers. The remaining skirmishers, a hulking black-haired man and a grizzled veteran with steel-grey hair, were battling Privates Danvers and Howard side-by-side, pushing the two commandos steadily backward with a brutal combined attack.

Alger made his decision instantly and hurried to aid Corporal Venters, but he was too late. Venters' foe smashed aside his entrenching tool with one blade, danced inside the corporal's guard, and rammed a blade up under his chin. Venters jerked as the long dagger pierced his brain, then sagged to the ground.

The blonde skirmisher pulled his blade free and shouted something in rapid Khadoran to his leader, who had engaged Captain Finn. Finn had thrown aside his mini-sluggers and had drawn his trench knife. The Khadoran leader took a step back and fired both of his gun blades at the captain. Finn twisted aside, but both bullets found their marks, striking him in the shoulder and right leg. The wounds were

obviously not mortal, because Finn took his knife in a reverse grip and charged. Before the grizzled trencher closed, the lead skirmisher shouted back to his man, shaking his head furiously, but as Finn pressed in he had to turn his attention back to his opponent.

The young Khadoran said something else, his voice tinged with pain, regret, and possibly sadness. Alger rushed to engage, but the Khadoran sprinted away from him and toward the gate, much faster than he could hope to match in his heavy armor.

A short scream sounded to his left, and he saw that Private Danvers had been cut down and his former opponent, the grey-haired skirmisher, was charging toward him. He cursed under his breath, knowing where the young skirmisher was likely headed, but he brought his entrenching tool up to meet the immediate threat.



"Alik! Stay here!" Sarkol boomed and stepped away the grizzled trencher captain. The man had drawn a heavily notched trench knife and casually flipped it into a reverse grip, his movements sure and deft, the hallmarks of a well-practiced bladesman.

"I cannot!" Alik called back. "I will end this, *patra*!" His use of the archaic word for the leader of a *bratya* was not lost on Sarkol.

"You cannot do this alone!" Sarkol shouted, but Alik was past listening, already sprinting away from his last kill and toward the gates of Northguard. Sarkol had no chance to argue further as the trencher captain pressed in, his trench knife a blur of motion. Sarkol brought his blades up in a cross parry and thrust the enemy weapon away.

"That boy will get shot to pieces if he goes for that powder store," the trencher captain growled in passable Khadoran.

The man's words sent a paternal rage coursing through Sarkol. He stepped back in, flashing his blades in a tight weaving pattern that pushed the captain back three steps until his back was against the wall of the keep.

"That boy' has killed more men than I can easily count," Sarkol hissed in Cygnaran. "He might just bring this whole damn keep down on your head." He aimed an overhead slash at the trencher captain's head with his right blade and the thrust forward, low, with his left. The Cygnaran smashed aside the thrust with his armored forearm and checked the overhead slash with his knife.

Sarkol danced backward, wary of a riposte. He flipped his right blade down into a reverse grip, which would limit his offense with that hand but allow him to better parry a low thrust or slash. He surged forward again and aimed a looping cut at the trencher captain's head. Instead of

moving out of the way, the man turned his shoulder into the strike, letting it bounce harmlessly off his right pauldron, and threw a low rising cut at Sarkol's groin, serpent-fast. Sarkol stabbed his right blade down, checking the trencher's blade with a grunt of effort.

The short, sharp burst of a chain gun sounded near the gate. Sarkol grimaced and the trencher captain smiled wide. "Told you," he said, and lashed out with a swift kick that caught Sarkol off guard.

The trencher's heavy boot struck him in the belly, driving the air from his lungs and knocking him backward. Sarkol could hear Vitali and Ivan Dranka—what remained of his bratya—locked in combat with the remaining trenchers. He could see more Cygnaran troops moving their direction from the east, and he knew that even if they slew their current adversaries, there was no hope for escape.



The trencher captain surged forward, still smiling, his knife darting out in a surprisingly agile lunging thrust. Sarkol slashed one blade down and knocked the trench knife askew, but not enough. The knife dug a furrow into his right leg, sending pain lancing through his body. He went down to one knee and let his blades drop to his sides. A quick death was preferable to lingering on this battlefield fighting for a life that was of no further use. The trencher captain raised his knife and opened his mouth to say something, but then all the world was drowned out by an ear-shattering explosion.

The wall behind the trencher captain gave way in an avalanche of stone. The earth shook again as a second explosion tore through the keep, and the Cygnaran was knocked aside by a cascade of falling rubble. Sarkol lost sight of him as he scrambled backward, away from the collapsing wall.

Suddenly he felt Vitali's strong hands beneath his arms, pulling him to his feet, dragging him away. He tore his gaze from the crumbling wall and saw Ivan lying face down in the mud between the bodies of the last two trenchers, silent and still. *Now we are only two*, he thought as Vitali dragged him away from the chaos and confusion that now consumed the shattered Cygnaran fortress to the great red army swarming toward it.



Sarkol winced as the medic secured the bandage around his leg. The deep knife wound would leave an impressive scar. It would take months to heal properly, however, and he would limp like an old man until it did.

The medic, a Winter Guard soldier, stood and scowled down at him. "Stay off that leg for a few days or you'll reopen the wound."

Sarkol thought about drawing one of his blades and teaching the soldier something about respect at the point of a knife, but he said nothing as the man walked out of the tent. It seemed so empty now that only he and Vitali still lived to share it.

From the cot where he sat facing Sarkol, his face silent and grave, Vitali asked simply, "Was it Alik?"

Sarkol nodded. "It had to be," he said. "There were no Khadoran troops anywhere near the gate."

"How could he have done it? Even with eight we would have been hard-pressed to achieve such a thing."

Sarkol drew in a deep breath and shook his head. "I don't know, but it doesn't matter. The boy did it. He reclaimed his honor—and perhaps ours as well."

"Our bratya is gone, Sarkol," Vitali said and shook his head. "We are two old men in a world always growing younger."

Sarkol smiled. "If you remember, that is how our bratya began: me and you, alone. We have Irusk's money and we are not so old as that. We can start again; men would join us, follow us."

"Perhaps," Vitali said and turned his face toward the open tent flap. Beyond, the Khadoran camp was a flurry of motion, with men and machines moving to take possession of the captured Cygnaran fortress.

Sarkol leaned forward. "We can do this, Vitali," he said. "If you are with me."

Vitali turned to look at his underboss, his eyes tired yet still glinting in the dim light. Through everything, the old hunter remained. "Always," he said after a slight pause.

Sarkol nodded and stood. "Then we shall not speak of this again."

SABOTAGE

BY DAVID "DC" CARL & JACK COLEMAN

SETUP

Before the game, determine who will be the attacker (Khadoran forces) and who will be the defender (Cygnaran forces). Then designate one table edge as the attacker's table edge and the opposite table edge as the defender's table edge.

The attacker's deployment zone is the area within 6" of his table edge, and the defender's deployment zone is the area within 14" of his table edge with a standard 6" advance deployment zone as shown below.

Place a wall template so a 4" side of the template is flush with and centered on the defender's table edge: this template is the entrance to the fortress of Northguard. Next, the defender places 12 trench templates on the table. Lastly, the attacking player places 8 trench templates on the table. Terrain features cannot be placed within 6" of a table edge.

Players are free to photocopy the trench page to create as many trench templates as needed or can use standard 3x5 index cards for trenches if a photocopier is not available. Players are encouraged to create long lines of trenches but trench templates cannot overlap by more than 1".

The attacker deploys first and takes the first turn.

ARMY COMPOSITION

The attacker's army consists of 1 unit of Kayazy Assailers with the Sarkol Maskovich & Vitali Ovyesk unit attachment.

The defender's army consists of 1 maximum unit of Trencher Infantry, Captain Maxwell Finn, 1 unit of Gravedigger Commandos with the Sergeant Alger Fullet unit attachment.

SPECIAL RULES

While Sarkol, Vitali, or a Kayazy Assailer is touching the entrance to the fortress of Northguard, it gains the following ability:

KABOOOOM!!!! (*Action) – You win the game!

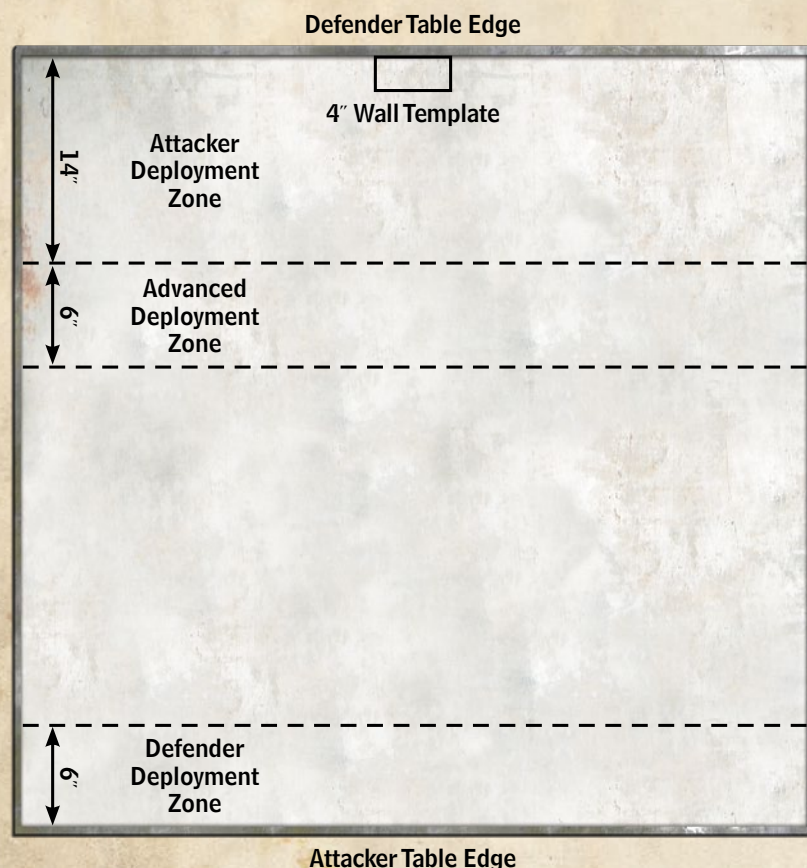
VICTORY CONDITIONS

The attacker wins the game if one of his models performs the **KABOOOOM!!!! (*Action)**.

The defender wins the game if he destroys all of the Khadoran forces or if the attacker has not achieved victory by the end of his fifth turn.

OPTIONAL RULES

If both players agree, they can play a variation of the Sabotage scenario. In this variant, the attacker and defender each add a 50-point army of any faction to the armies listed above in Army Composition.



LEADER & GRUNT

GRAVEDIGGER COMMANDOS

ARMYBUSH – You can choose not to deploy this unit at the start of the game. If it is not deployed normally, you can put it into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place all models in this unit within 3" of the chosen table edge.

DIG IN (*ACTION) – This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged. The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.

UNYIELDING – While engaging an enemy model, this model gains +2 ARM.

GRENADE

GUMBEESSOME – If this model attacks with this weapon during its activation, it can attack with another ranged weapon that activation. If this model attacked with another ranged weapon this activation, it cannot attack with this weapon.

DOOM SHOVE

CRITICAL KNOCKDOWN – On a critical hit, the model hit is knocked down.

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GRAVEDIGGER COMMANDOS
CYGNAR TRENCHER UNIT

LEADER & GRUNTS				
SPD	STR	MAT	BAT	DEF
6	6	7	6	13
9				

CARBINE				
RNG	ROF	AOE	POW	
10	1	-	10	

GRENADE				
RNG	ROF	AOE	POW	
6	1	3	12	

DOOM SHOVEL				
POW	P+S			
3				
				9

PC Leader and 5 Grunts

PRIVATEER PRESS EVENTS AT GEN CON 2013



Privateer Press returns to Gen Con this year to bring you plenty of ways to get your game on. Challenge your friends in the Iron Arena to earn Skulls, which can be redeemed for prizes, or test your skills against players from around the world in our tournament scene. No matter how you play, you won't want to miss this event.

IRON ARENA

10:00 a.m. through the end of Gen Con
(Casual – Unlimited)

Format: Step into the Iron Arena and experience casual gaming that rewards you for playing your favorite Privateer Press products against new friends from all over the globe. The more games you play, the more Skulls you earn. Turn in your Gen Con event ticket at PRIVATEER PRESS Organized Play HQ to sign up. Show us your Skulls to claim awesome prizes!

Prizes: Too many to describe here!

TOURNAMENTS

THURSDAY, AUGUST 15TH

MASTERS

MASTERS: HEAT 1

WARMACHINE/HORDES Tournament
(64 players max)

10:00 a.m. – Registration begins

Format:

- 50-point Masters tournament.

Prizes:

- 1st, 2nd, and 3rd place prizes.
- **End of Event Drawing:** Prize drawing at the end of the event for players who complete all rounds of the tournament.

Qualification: Top 8 individual players after 3 rounds qualify for the WARMACHINE/HORDES Masters Finals on Saturday.

Iron Arena: Players who complete the tournament will earn the Masters Heat 1 veteran title (10 Skulls).



IRON GAUNTLET: HEAT 1

WARMACHINE/HORDES Tournament
(64 players max)

11:00 a.m. – Registration begins

Format:

- 50-point Iron Gauntlet tournament.

Prizes:

- 1st, 2nd, and 3rd place prizes.
- **End of Event Drawing:** Prize drawing at the end of the event for players who complete all rounds of the tournament.

Qualification: Top 8 individual players after 3 rounds qualify for the Iron Gauntlet Qualifier on Saturday.

Iron Arena: Players who complete the tournament will earn the Iron Gauntlet Heat 1 veteran title (10 Skulls).

MASTERS: HEAT 2

WARMACHINE/HORDES Tournament
(64 players max)

6:00 p.m. – Registration begins

Format:

- 50-point Masters tournament.

Prizes:

- 1st, 2nd, and 3rd place prizes.
- **End of Event Drawing:** Prize drawing at the end of the event for players who complete all rounds of the tournament.

Qualification: Top 8 individual players after 3 rounds qualify for the WARMACHINE/HORDES Masters Finals on Saturday.

Iron Arena: Players who complete the tournament will earn the Masters Heat 2 veteran title (10 skulls).

IRON GAUNTLET: HEAT 2

WARMACHINE/HORDES Tournament
(Qualifier – 64 players max)

7:00 p.m. – Registration begins

Format:

- 50-point Iron Gauntlet tournament.

Prizes:

- 1st, 2nd, and 3rd place prizes.
- **End of Event Drawing:** Prize drawing at the end of the event for players who complete all rounds of the tournament.

Qualification: Top 8 individual players after 3 rounds qualify for the Iron Gauntlet Qualifier on Saturday.

Iron Arena: Players who complete the tournament will earn the Iron Gauntlet Heat 2 veteran title (10 Skulls).

FRIDAY, AUGUST 16TH

HARDCORE

HARDCORE

WARMACHINE/HORDES Tournament
(64 players max)

10:00 a.m. – Registration begins

Format:

- 50-point Hardcore tournament.

Prizes:

- Mage Hunter (least models killed before assassination), Executioner (most opponent army points destroyed), and Master Craftsman (best-painted army) medals awarded after the completion of round 4.
- Vanquisher (best overall record) medal decided by two more rounds of play among top 4 players.
- **End of Event Drawing:** Prize drawing at the end of the event for players who complete all rounds of the tournament.

Iron Arena: Players who complete the tournament will earn the Hardcore veteran title (10 Skulls).

WHO'S THE BOSS

(64 players max)

12:00 p.m. – Registration begins

Format:

- 35-point SR2013 tournament.
- **SR 2013 Appendix Rules:** 1 list required, Death Clock, Scenario (Close Quarters).

- Build a 40-point list (35+5 WJ/WB points) with no warcaster/warlock. Your army's Boss will be randomly determined each round.

Prizes:

- Boss Prize.
- **End of Round Drawings:** Prize drawing at the end of each round for players who complete that round.

Iron Arena: Players who complete the tournament will earn the Who's the Boss veteran title (10 Skulls).

FLANKS FOR THE MEMORIES

(32 players max)

11:00 p.m. – Registration begins

Format:

- 35-point SR2013 tournament.
- **SR 2013 Appendix Rules:** Death Clock, Artifice: Reinforcements.

Prizes:

- 1st, 2nd, and 3rd place prizes.
- **End of Event Drawing:** Prize drawing at the end of the event for players who complete all rounds of the tournament.

Iron Arena: Players who complete the tournament will earn the Flanks for the Memories veteran title (10 Skulls).

SATURDAY, AUGUST 17TH

BLOOD, SWEAT, AND TIERS

WARMACHINE/HORDES Tournament

(32 players max)

9:00 a.m. – Registration begins

Format:

- 35-point SR2013 tournament.
- **SR2013 Appendix Rules:** Theme Forces tier 1 required, Death Clock.

Prizes:

- 1st, 2nd, and 3rd place prizes.
- **End of Event Drawing:** Prize drawing at the end of the event for players who complete all rounds of the tournament.

Iron Arena: Players who complete the tournament will earn the Blood, Sweat, and Tiers veteran title (10 Skulls).

MASTERS FINALS

WARMACHINE/HORDES Tournament

(16 qualifying players)

10:00 a.m. – Registration begins

Format:

- 50-point Masters tournament.

Prizes:

- 1st, 2nd, and 3rd place prizes.

Iron Arena: Players who complete the tournament will earn the Masters Finals veteran title (10 Skulls).

IRON GAUNTLET FINALS

WARMACHINE/HORDES Tournament

(16 qualifying players)

10:00 a.m. – Registration begins

Format:

- 50-point Iron Gauntlet tournament.

Prizes:

- 1st, 2nd, and 3rd place prizes.

Iron Arena: Players who complete the tournament will earn the Iron Gauntlet Finals veteran title (10 Skulls).

DEATH RACE

WARMACHINE/HORDES Tournament

(64 players max)

11:00 p.m. – Registration begins

Format:

- 25-point SR2013 tournament.
- **SR2013 Appendix Rules:** Single List Required, Death Clock, Hardcore Time Limits, Assassin Scoring, Scenario (Close Quarters).

Prizes:

- 1st, 2nd, and 3rd place prizes.
- **End of Event Drawing:** Prize drawing at the end of the event for players who complete all rounds of the tournament.

Iron Arena: Players who complete the tournament will earn the Death Race veteran title (10 Skulls).

SUNDAY, AUGUST 18TH

GEN CON TEAM TOURNAMENT

WARMACHINE/HORDES Tournament

(48 players max)

8:00 a.m. – Registration begins

Format:

- 35-point SR2013 tournament.
- Teams of 3 players.
- Each team counts as a single player for the purposes of ranking. Control points accrued and army points destroyed are cumulative for all players on a team for the purpose of tie breakers.
- **SR2013 Appendix Rules:** Death Clock, Two Lists Required, Divide & Conquer.

Prizes:

- 1st, 2nd, and 3rd place prizes.
- **End of Event Drawing:** Prize drawing at the end of the event for players who complete all rounds of the tournament.

Iron Arena: Players who complete the tournament will earn the Team Tournament veteran title (10 Skulls).



2013 PRIVATEER PRESS

FORMULA P3 GRANDMASTER PAINTING COMPETITION

Show up at Gen Con Indy, fill out an entry form at the Privateer Press booth, and drop off your entries on Thursday starting at 10:00 a.m., anytime Friday, or Saturday from 10:00 to 11:00 a.m. All entries must be received by Saturday, August 17, 2013 by 11:00 a.m.

THE CATEGORIES & PRIZES

WARJACK/WARBEAST

A single light or heavy warjack or warbeast. 1st Place Prize: \$500 US

WARRIOR MODEL

A single trooper, solo, warlock, or warcaster. 1st Place Prize: \$500 US

BATTLGROUP

A warcaster/journeyman and 2-5 warjacks or a warlock/lesser warlock and 2-5 warbeasts. Solos attached to the warcaster/warlock are permitted. 1st Place Prize: \$500 US

UNIT

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

1st Place Prize: \$500 US

DIORAMA

A scene from the Iron Kingdoms, made up of components that do not exceed 12" wide x 12" tall x 12" deep. 1st Place Prize: \$500 US

MASSIVE MODEL

A battle engine or colossal. 1st Place Prize: \$500 US

GRANDMASTER

Selected from the winners of the above categories.

Grand Prize: \$2,000 US

The Grandmaster will win \$2,500 US: \$2,000 US for the Grand Prize and \$500 for the category that qualifies him or her.

AWARDS:

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

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

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

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

RULES

- All entries must be Privateer Press miniatures. Conversions and scratch-building is allowed but must fall within the scope and atmosphere of the Iron Kingdoms game. Resin bases and hobby miniature terrain accessories, including but not limited to brass etched parts, resin columns, grass tufts, flock, and pre-made trees made by third party companies who do not market and/or produce tabletop miniature games are allowed. Entries containing terrain/accessories from other miniature gaming companies will result in a disqualification.
- All entries must be modeled and painted by the person entering. The person entering must personally hand in the entry at the specified time. Entries must also be collected from the display case at the specified time. Any entries not collected by the end of the show automatically become the property of Privateer Press.
- All entries must be accompanied by the appropriate entry form. The form must be filled out correctly and clearly. Competitors will be issued a numbered ticket when they hand in their miniatures. In order to collect their entry at the end of the show, competitors must present this ticket and a valid ID in person.

- Competitors can enter each category only once. However, competitors can enter as many of the categories as they choose.
- All entries must be mounted on a display base or a gaming base. If a model is mounted on a gaming base, it must be a Privateer Press base of the appropriate size. Models presented as part of a diorama do not require bases.
- While every care possible will be taken with the entries, Privateer Press will not be responsible for any damage or loss that might occur while the miniatures are in their care.
- Privateer Press has the right to photograph the competition entries and to publish photographs on the web or in print.
- Privateer Press reserves the right to refuse entry to any competitor with or without cause. Privateer Press staff and family are not eligible to enter.
- Cash winnings are subject to all state, local, and federal laws. Winnings will be paid in US Dollars with a US check.
- The judges' decisions are final in all cases.



2012
GRANDMASTER
CHAMPION:
RICHARD CURTISS

WINNERS ANNOUNCED AT 5:00 PM • SATURDAY AUGUST 17TH, 2013 AT GEN CON INDY!

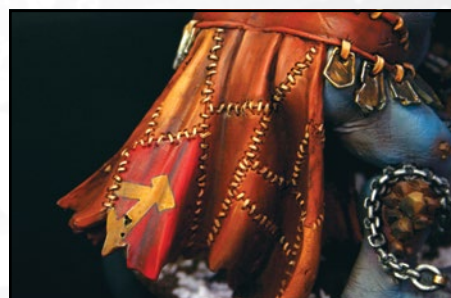
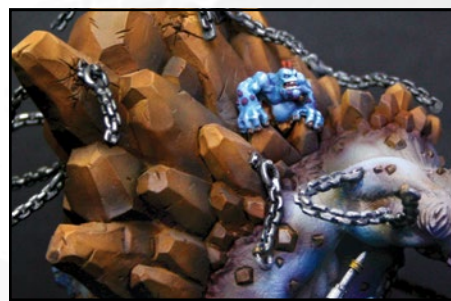
MOUNTAIN KING MELEE

BY JASON NICHOLS

Veins charged with fury, muscles engorged with rage, and a mountain spire stabbing the air from its back—the Mountain King is a model audacious in its primacy. Ferocity incarnate! Building and painting this work of aggressive artistry was cathartic.

I spied the Woldwatcher early on as a model perfect for pulverizing. Under the King's knuckles, the Woldwatcher, with arms opened wide, would hug that meaty fist as it was pressed into earth. The two Bloodweavers, one with a blade in the King's belly, give Circle players a small measure of hope; but those daring Bloodweavers are shadowed by the gargantuan's bulk, and there's no doubt the blades are little more than an irritation to this walking mountain. 'Tis only a flesh wound! Affixed with the support of a Formula P3 Brass Rod and J-B Weld®, a second Woldwatcher was perfect for the King's right hook. The Woldwatcher's arms are joined at the shoulder, allowing for dynamic articulation, and the image of Circle Orboros' immovable object being smashed through the air strengthens the sense that this Mountain King is an unstoppable force.

There's a point in painting miniatures when a model comes to life, usually just after highlighting. However, this model didn't really come alive until the other painted figures formed the melee. It was as though the Mountain King was only truly animate after it was placed in the context of destruction. Hands (and fists) down, this has been one of my favorite projects.



MOUNT UP CHALLENGE

The Modeling & Painting Challenge in *No Quarter* #47 asked you to saddle up and show us mounted models from around the Iron Kingdoms. As usual, your responses were amazing. After much deliberation we finally narrowed it down to the top two, which we're proud to reveal here.

WINNER: GEORDIE HICKS

Geordie Hick's Tyrant Rhadeim rides a magnificently hand-sculpted jaguar into battle. This is certain to make all the Praetorian Ferox wild with envy.



**"A FEROX OF A
DIFFERENT STRIPE"**

RUNNER-UP: SIMON FOSTER

This incredible conversion from Simon Foster takes long-riding to a whole new level.



"WAR CYCLE"



Check out page 96
for the next
Modeling & Painting
Challenge!



DEEP EARTH

Below the surface of western Immoren lies a vast network of dark and hidden places—from deep, natural caverns and ancient Orgoth ruins to Cephalyx tunnels and long-abandoned mines. The Modeling & Painting Challenge for *No Quarter* #49 dares you to imagine the terrible denizens of this subterranean realm. Take us beneath the surface with cave-dwelling dragonspawn or a warjack designed to tunnel under the protective walls of its enemies. Show us the trollkin leader of a crack squad of Pyg Burrowers or an army of mutant, albino Bog Trog Ambushers. How you take advantage of these secret lairs is for you to decide, just show us that your entry is suited to live or travel within the subterranean world.

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

www.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), 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 09/15/13



NO QUARTER

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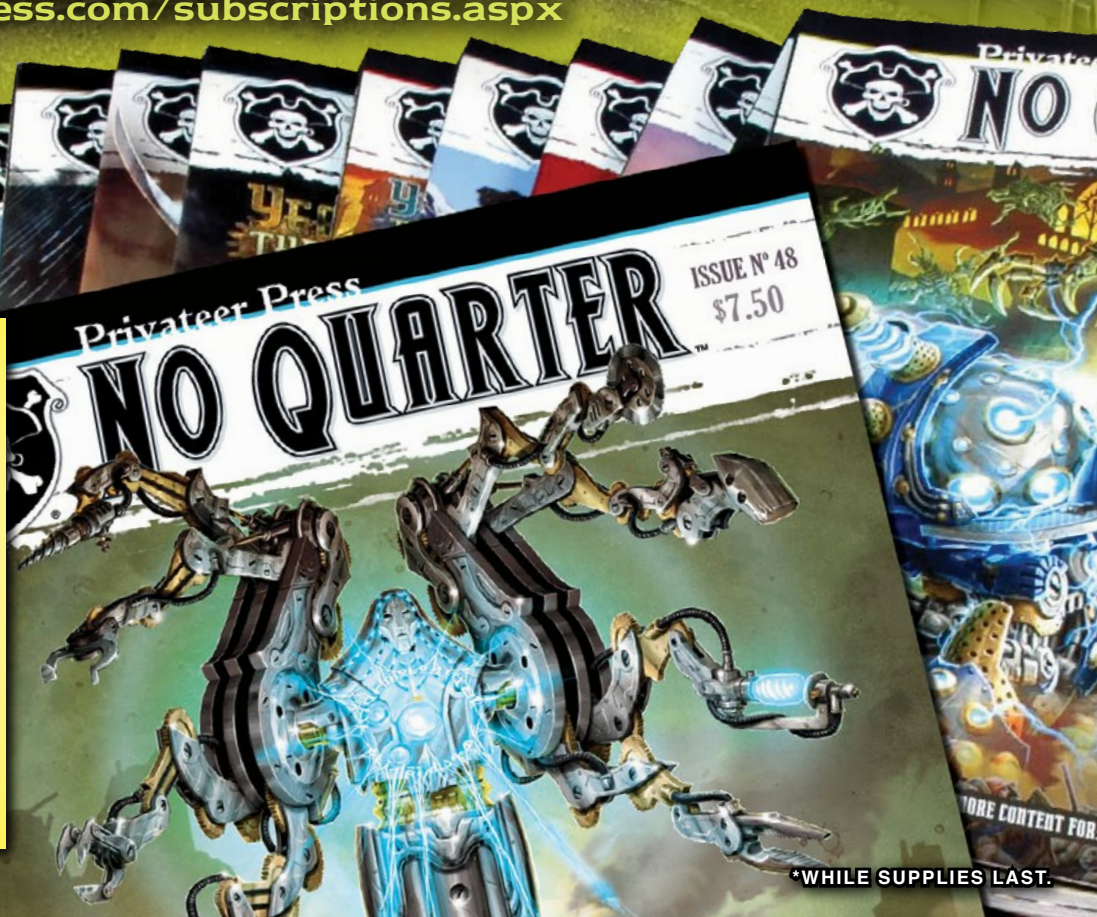
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