

Privateer Press™



NO QUARTER

ISSUE N° 25
July 2009

MAGAZINE™

RETRIBUTION
OF SCYRAH™

VENGEANCE IS SWEET
AN INSIDE LOOK AT RETRIBUTION

YEAR OF
THE GEAR

FULL STEAM AHEAD
STEAMSHIPS IN THE IK

SUMMER RAMPAGE 2009
FIRE UP YOUR FOCUS AND FURY

PLUS

THE FRATERNAL ORDER OF WIZARDRY
CYCLOPS AND NEW RETRIBUTION 'JACK
THE BUTCHER IN GAVYN KYLE



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On the Cover

GARRYTH, *BLADE OF RETRIBUTION* BY ANDREA UDERZO

ANDREA UDERZO IS A RISING STAR IN THE GAME INDUSTRY. HE LIVES IN ITALY, WHERE HE WORKS AS A FREELANCE ILLUSTRATOR, COLLABORATING WITH SEVERAL MAJOR GAME COMPANIES INCLUDING PRIVATEER PRESS. ANDREA LOVES TO COLLECT BOOKS ON ILLUSTRATION AND LISTEN TO MOVIE SOUNDTRACKS. VIEW MORE OF HIS ARTWORK AT [HTTP://ANDREAUZERZO.DEVIANTART.COM/GALLERY](http://andreauderzo.deviantart.com/gallery).

CREDITS



See, We Told You This Would Happen

Thomas "Tamwulf" Dill's numerous appearances in *No Quarter* magazine have not only busted a hole in the universe, but spawned a whole new series of parallel dimensions, including the one pictured above, wherein everyone at the 2009 Privateer Press Invitational actually *was* Tamwulf. Freaky.



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Special Thanks:

Everyone who made it out to the Invitational!

No Quarter Magazine

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

FIRE IN THE HOLE

You Were Warned

This fall, the elves of Ios say “Enough is enough!” and take their anger and vengeance out on the insolent humans of the Iron Kingdoms. This issue of *No Quarter* offers a look at some of the models and warjacks (sorry — *myrmidons!*) that can be found in *Forces of WARMACHINE: Retribution of Scyrab*. Needless to say, we’re pretty excited about what the book has in store. Not only does it introduce the first entirely new faction for WARMACHINE since the game’s release in 2002, but it also begins the march toward WARMACHINE Mk II. To help you get through the rest of 2009, we’re also including Mk I versions of the Retribution models that will be available when the book hits the streets in September. Play using the Mk I rules or download the Field Test rules from our website and take your myrmidons for a spin utilizing Mk II. Either way, you won’t be disappointed in the beatdown the Retribution has for its foes.

In addition to the cards, you can learn how to paint Iosan flesh and get an inside look (literally!) at the Manticore, just one of the myrmidons found within Retribution. I’ll say for myself that the myrmidons add a great new element to an already cool new faction. They work like warjacks but have just enough differences (no spewing of smoke and cinders) to give them their own unique look and feel.

Then there are the Iosans themselves. Hoo boy, but these aren’t like any kind of elves you’ve encountered before! They may have pointy ears, but that’s where the similarities end. Throw the notion of tree-hugging nature worshippers out the window, as the Iosans embrace both warfare and technology to create powerful and highly advanced weapons

and armor. As a civilization on the decline, they vow to go out not with a whimper but with a very loud, very explosive bang.

Needless to say, WARMACHINE isn’t the only game we’ve been working on, and we’re being rather . . . *ambitious* with our release schedule. For those of you who had a chance to play the Grind mini-game first introduced way back in *No Quarter* #10, we have some fantastic news: *Grind* is being released as its own stand-alone board game, available sometime this fall! If you’re looking for a quick, steam-powered game of warjack-crushing action, *Grind* will be right up your alley. New sculpts, new rules — same fast, metal-crushing action.

All that said, we know times are tough out there. The economy hasn’t exactly decided to play ball, and many people are looking at their wallets and fretting about paychecks. We get that. Games, however, are a great way to let off steam without blowing your budget.

For easy, cheap entertainment, just head down to your friendly local game store and play some of the games you love. Take this time to teach some new players WARMACHINE or HORDES. Sit down for a demo of *Scrappers* or *Grind* from the staff when they get a copy. Compared to a single night at the movies, the untold hours of enjoyment you can get from even a single battlegroup of WARMACHINE miniatures spell value for bank and battlefield alike!

As always,

Play Like You’ve Got a Pair!

Eric Cagle

— Editor-In-Chief



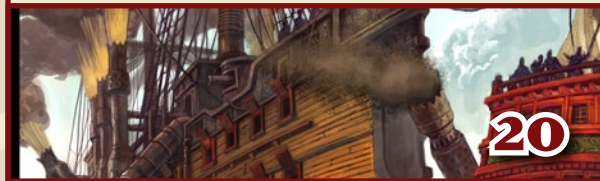
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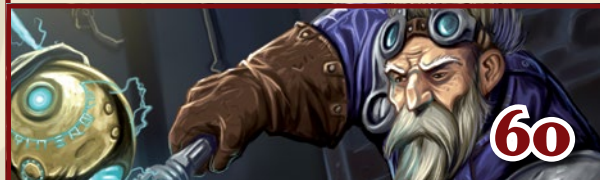
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BOSUN'S CALL

LETTERS



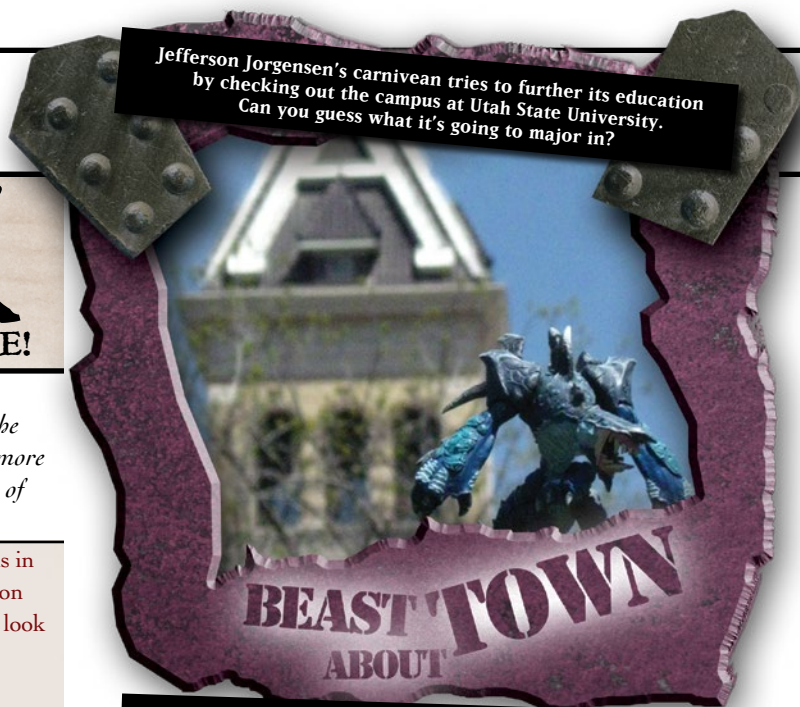
ASK PROFESSOR PENDRAKE!

Have you ever had a question about the exotic flora and fauna of the Iron Kingdoms? Now you can ask the expert himself, Professor Viktor Pendrake. Look for more "Ask Professor Pendrake" Q&As in upcoming issues of No Quarter magazine.

Q: Following the success of your first two major works in the *Monsternomicon* line, have you plans to begin work on the third volume? And what exciting lands would you look at this time?

A: Sadly while I have been extremely busy with a particular brand of fieldwork, I have not had the occasion to think about any next volume or to plan an extensive expedition. As you probably know, even the second volume of the *Monsternomicon* came about rather by misfortune and accident than planning, as I certainly never expected to get kidnapped by the skorne and hauled off to eastern Immoren. In recent months I have been rather occupied helping the Cygnaran Army in a variety of endeavors about which I am not at liberty to speak freely, but which will hopefully help to preserve the already suffering borders of this great nation. That said, both the continent of Zu and the largely unexplored expanse of the Alchiere subcontinent to the southeast of the Protectorate of Menoth would be high on my list, were I at liberty to venture into such exotic locales. Both would represent unique perils and there would be considerable logistical difficulties in arranging for food, untainted water, and other such necessities of life. Perhaps I can convince one or another of my lazy and unmotivated former students to initiate such an adventure without me, as they seem altogether too comfortable teaching classes on the safe grounds of Corvis University.

Jefferson Jorgensen's carnivean tries to further its education by checking out the campus at Utah State University. Can you guess what it's going to major in?



Got a cool landmark in your town? Send us pictures of your 'jacks or beasts out on walkabout to jackabouttown@privateerpress.com

If we like 'em, we'll print 'em.



SFC Patrick Neal and CPT Scott Peterman stationed in Afghanistan get some downtime with a soothing, placid, and quiet game of *Monsterpocalypse*. Yeah, right. Thanks for doing what you do, guys!

NEWS FROM THE FRONT

News from the Front brings you recaps and advance information about WARMACHINE and HORDES-related events from around the world. Is there a cool event taking place in your area? Tell us about it at: editor.in.chief@privateerpress.com.

2009 PRIVATEER PRESS INVITATIONAL



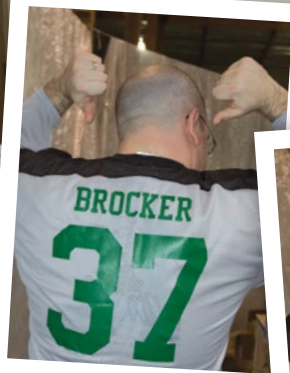
On the weekend of May 15–17, 2009, Privateer Press hosted its third Invitational Weekend for members of the Press Gang. Over 80 people gathered to play games, talk trash, and meet their fellow Press Gangers. Saturday featured the main event—the third evolution of Theater of War LIVE! Seven hours later, the Protectorate came out on top despite the last-minute rally from both the Cygnar and Circle Orboros



Matt Wilson joined the fray, representing some of Cygnar's finest.



80 players and tens of thousands of points made the event truly epic.



Devilsquid shows off his true colors.

teams. Over **41,000** points were in play during the day! Sunday wound things down with a barbeque, a *Monsterpocalypse* event, and tons of pickup games. All in all, it was a fantastic weekend of food, gaming, and camaraderie. Thanks once again to the Press Gang for being the best volunteer force we could hope for!

SECOND BAZAAR OF TABLETOP GAMES

Den Pirogov sent us some pictures of The Second Bazaar of Tabletop Games, which took place May 4, 2009 at the Tishinskiy Trade Centre in Moscow, Russia. Over 1,000 attendees hosted by a batch of avid fans got a chance to see WARMACHINE and HORDES in action. Although the show was relatively modest, Den informs us it's a "first small step to conquest of the hearts of Russian wargamers."



GEN CON 2009 EVENT SCHEDULE

Privateer Press will be hosting numerous events at Gen Con this year. Make sure you stop by the booth for a demo of our new games or try your hand at the Tour of Duty or *Monsterpocalypse* City Smash events, starting every hour (11:00 am – 6:00 pm Thursday through Saturday and 11:00 am – 3:00 pm Sunday)!

THURSDAY, AUGUST 13

10:00 a.m.	Monster Mash I	6 hrs.
11:00 a.m.	Tour of Duty (every hour)	1 hr.
11:00 a.m.	City Smash (every hour)	1 hr.
1:00 p.m.	Masters 2009 Round 1	4 hrs.

FRIDAY, AUGUST 14

10:00 a.m.	Gen Con Steamroller I	8 hrs.
10:00 a.m.	Monster Mash II	6 hrs.
11:00 a.m.	Gen Con Steamroller II	8 hrs.
11:00 a.m.	Tour of Duty (every hour)	1 hr.
11:00 a.m.	City Smash (every hour)	1 hr.
12:00 p.m.	Masters 2009 Round 2	6 hrs.
12:00 p.m.	Total War Round I	6 hr.

SATURDAY, AUGUST 15

10:00 a.m.	Hardcore 2009	10 hrs.
10:00 a.m.	<i>Monsterpocalypse</i> Masters	8 hrs.
11:00 a.m.	Tour of Duty (every hour)	1 hr.
11:00 a.m.	City Smash (every hour)	1 hr.

SUNDAY, AUGUST 16

10:00 a.m.	Total War Round II	6 hrs.
10:00 a.m.	<i>Monsterpocalypse</i> Masters	6 hrs.
11:00 a.m.	Masters 2009 Finals	5 hrs.
11:00 a.m.	Tour of Duty (every hour)	1 hr.
11:00 a.m.	City Smash (every hour)	1 hr.

NEW RELEASES



MERCENARY WARCASTER MAGNUS THE TRAITOR

Available for the first time in a blister, Magnus the Traitor is ready to lead his custom warjacks against any who stand in his way!

SCULPTOR: MIKE McVEY • PIP 41070 • \$9.99

MERCENARY RHULIC WARCASTER GORTEN GRUNDBACK

Available for the first time in a blister, Gorten Grundback advances through battle as a solid block of muscle and armor, wielding his weapon Forgehammer in one hand and a double-barreled pistol in the other.

SCULPTOR: KEV WHITE • PIP 41071 • \$10.99

TROLLBLOOD WARLOCK CALANDRA TRUTHSAYER, ORACLE OF THE GLIMMERWOOD

SCULPTOR: JOSE LUIS ROIG AYUSO • PIP 71035 • \$17.99



CIRCLE ORBOROS WARLOCK MOHSAR THE DESERTWALKER

SCULPTOR: EDGAR RAMOS • PIP 72034 • \$9.99

SKORNE WARLOCK VOID SEER MORDIKAAR

SCULPTOR: VLADD JUNGER • PIP 74036 • \$12.99



LEGION OF EVERBLIGHT WARLOCK ABSYLONIA, THE TERROR OF EVERBLIGHT

SCULPTOR: ARAGORN MARKS • PIP 73034 • \$11.99



NEW RELEASES



MINION WRONG EYE & SNAPJAW

The bokor Wrong Eye emerges from the swamp like a shrewd, reptilian oracle. All who live in the bayous know the legend of the gatorman and hope to avoid his capricious wrath—and his guardian Snapjaw. The oversized alligator is never far, lingering just submerged beneath the water's surface until goaded to battle. Unimaginably fierce when driven to a killing frenzy, Snapjaw will continue to devour until it drowns its primordial hunger in a tide of meat and blood.

SCULPTOR: BENOIT COSSE • PIP 75019 • \$44.99

MONSTERPOCALYPSE SERIES 3: ALL YOUR BASE

Home is where the hurt is! *Monsterpocalypse Series 3: All Your Base* expands your game with faction INSTALLATION buildings and the all new MORPHER monster type: four small figures that become one giant monster! These new figure types present incredible new strategies and options to help you smash the competition.

All Your Base expands each of the six factions—G.U.A.R.D., Terrasaurs, Lords of Cthul, Planet Eaters, Martian Menace, and Shadow Sun Syndicate—with one new metamorph monster, three new units, and six faction-specific installation buildings.

The set will be sold in Monster Boosters and Unit Boosters only.



MONSTERPOCALYPSE SERIES 3: ALL YOUR BASE MONSTER BOOSTER

The *All Your Base* Monster Booster contains 1 new ability reference card, 4 random morphers and 1 corresponding metamorph monster hyper form.

PIP 50013 • \$15.99



MONSTERPOCALYPSE SERIES 3: ALL YOUR BASE UNIT BOOSTER

The *All Your Base* Unit Booster (PIP 50014) contains 4 random units (1 rare, 1 uncommon, 2 commons) and 1 random installation.

PIP 50014 • \$12.99

JULY 2009

JULY 2009

JULY 2009

NEW RELEASES



TROLLBLOOD TROLL WHELP

Whelps are one of the inevitable consequences of the tremendous regenerative powers of full-blood trolls: short-lived degenerate creatures arising from severed limbs or other substantial pieces of disconnected tissue. If caught with no other food source handy, trolls will eat their whelps with no more regard than any other chunk of meat, fueling the trolls' regenerative powers.

SCULPTOR: ARAGORN MARKS • PIP 71040 • \$13.99



LEGION OF EVERBLIGHT NEPHILIM PROTECTOR

Nephilim Protectors have an instinctive preset prerogative to guard Everblight's warlocks, ready to dive into harm's way with no concern for their individual lives. They also serve as ideal sacrifices for warlocks to shunt grave wounds away, bred specifically to accept these injuries. They are ever wary to their surroundings and require no rest, being literally incapable of mental fatigue.

SCULPTOR: JEFF GRACE • PIP 73036 • \$20.99

LEGION OF EVERBLIGHT BLIGHTED NYSS SORCERESS ON HELLION

Sweeping out of the frozen skies, Hellions fall upon their land-bound enemies and deliver their masters to the heart of battle. The half-mad sorceresses who ride them must be agile enough to stand precariously atop their steeds without saddles or harnesses. With a shouted word and a pointing finger, a sorceress summons a knot of howling wind to rip a distant victim limb from limb.

SCULPTOR: JEFF GRACE • PIP 73037 • \$22.99

CHECK OUT PRIVATEERPRESS.COM/NO-QUARTER/WEB-EXTRAS FOR A STEP-BY-STEP TUTORIAL ON ASSEMBLING THIS MODEL!



PHOTO NOT AVAILABLE AT PRESS TIME

NEW RELEASES

AUGUST 2009



SKORNE BLOODRUNNERS UNIT

Bloodrunners have turned killing into an art and walk the narrow divide between assassin and warrior. The final release of death inflicted by their hands empowers them to flicker through shadows like phantoms. Working in tandem, a team of Bloodrunners scything through the enemy ranks looks like a macabre dance where it becomes impossible to discern one killer from another.

SCULPTOR: TODD HARRIS • PIP 74042 • \$34.99

AUGUST 2009



SKORNE BLOODRUNNER MASTER TORMENTOR

SCULPTOR: TODD HARRIS • PIP 74041 • \$9.99



SKORNE TYRANT COMMANDER & STANDARD BEARER

SCULPTOR: GREGORY CLAVILIER • PIP 74043 • \$26.99



AUGUST 2009



MONSTERPOCALYPSE SERIES 3: ALL YOUR BASE MAP PACK

The *Monsterpocalypse Series 3: All Your Base Map Pack* contains 1 double-sided map and an exclusive building, the **PRIVATEER PRESS HEADQUARTERS**, giving players new locations to smash and bringing new strategic options to the game.

PIP 50015 • \$12.99



YOU WERE WARNED.

THE ARRIVAL OF THE RETRIBUTION OF SCYRAH IN WARMACHINE

By The Privateer Press Staff • Art by Neil Roberts, Andrea Uderzo, and Chris Walton

In September we will be releasing the first new faction for WARMACHINE since the game was launched in 2002: the Retribution of Scyrah. This new faction brings a radical sect of elves from the xenophobic and insular nation of Ios to join the battles between Cygnar, Kbador, Cryx, the Protectorate of Menoth, and the varied mercenaries profiting from their clashes.

THE RETRIBUTION UNLEASHED

Not long ago the Retribution of Scyrah was an outlawed fringe organization of zealous and violent elven fanatics. Their goal has been the eradication of human wizards and sorcerers, whom they hold responsible for the ills of their species. Until recently they have had to work in secrecy from numerous hidden cells within the human kingdoms. Now things have changed. Their message has found a voice inside Ios, and they have won new allies to their cause. The Retribution is now large and influential enough to abandon secrecy at home and to become a recognized political, religious, and military power.

The Retribution has gained access to a significant portion of the armed might of Ios. This includes hundreds of myrmidon warjacks brought by House Shyeel as well as the Dawnguard heavy infantry legions of House Nyarr, considered among Ios' most formidable warriors. A number of indomitable warcasters lead these forces, each a leader of considerable skill who is eager to advance the Retribution cause.

While the size and the scope of the Retribution's military capability has increased almost a hundredfold from what it was, their army remains relatively small compared to those of the nations they plan to strike. This has prompted the Retribution to adopt unconventional strategies, including a unique doctrine of engagement.

They wield their forces like a spear set against the weakest point in the armor of their enemies. Comprehensive reconnaissance combined with rapid redeployment is the key to Retribution strategy. Their forces are uniquely equipped to wage this type of warfare and thereby represent a threat far greater than numbers alone may suggest. Working to the Retribution's advantage is the fact that the human kingdoms know little about them, while their own intelligence-gathering efforts have been thorough.

The resolve of Iosan soldiers is strengthened by the knowledge that they fight for their survival as a species. They intend to strike against enemies thought to have played a hand in the extinction of their gods. They are a fiercely dedicated and religiously charged organization, one that has access to a powerful and sophisticated armory.



CONVERTING RETRIBUTION MODELS FOR WARMACHINE MK I

The Retribution force book will be released in the upcoming WARMACHINE Mk II rules set, so Retribution players will need certain information in order to play their Retribution models in Mk I games throughout the remainder of 2009.

NARN, MAGE HUNTER OF IOS
RETRIBUTION CHARACTER SOLO

NARN				CMD 9	
SPD	STR	MAT	RAT	DEF	ARM
7	7	8	6	15	13

CROSSBOW			
RNG	ROF	AOE	POW
12	1	—	10

SABER			
SPECIAL	POW	P+S	
Wrath	4	11	

Narn's Damage

NARN	CROSSBOW
• Acrobatics	• Wrath Bane
• Advance Deployment	SABERS
• Arcane Assassin	• Wrath Bane
• Fearless	
• Pathfinder	
• Sprint	
• Stealth	
• Weapon Master	

Narn, Mage Hunter of Ios

FIELD ALLOWANCE **C** POINT COST **37**
VICTORY POINTS **1**

Narn

ACROBATICS - Narn may move through other models if he has enough movement to move completely past the models' bases. Narn cannot be targeted by free strikes. Narn ignores intervening models when declaring a charge.

ADVANCE DEPLOYMENT - Place Narn after normal deployment, up to 12" beyond the established deployment zone.

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

FEARLESS - Narn never flees.

PATHFINDER - During his activation, Narn ignores movement penalties from, and may charge across, rough terrain and obstacles.

SPRINT - At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.

STEALTH - Attacks against Narn from greater than 5" away automatically miss. If Narn is greater than 5 away from an attacker, he does not count as an intervening model.

WEAPON MASTER - Narn rolls an additional die on his melee damage rolls.

Crossbow & Sabers

WRATH BANE - These attacks may damage models only affected by magic attacks. Narn may charge incorporeal models.

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WARCASTER PREVIEW & MK I CARDS

On the following pages you will find not only a preview for Garryth, Blade of Retribution, one of the new faction's senior-most warcasters and mage hunters, but also Mk I cards for every Retribution model to be released through September. These cards will also be available online at www.privateerpress.com/no-quarter/web-extras by September. *No Quarter* #26 will feature a Retribution vs. Khador battle report utilizing these cards to show you the models in action. With the release of *Prime Mk II* in the new year players can put these cards and rules aside to play the faction in Mk II, as intended. Mk I point costs and model rules *are* legal for league and tournament play through the remainder of 2009.

Keep in mind that the Retribution was designed for Mk II and the simplest and most direct methods were utilized to allow them to play in Mk I.

MYRMIDONS

RETRIBUTION MERCENARIES

Only the following existing mercenary models can be included in a Retribution army. Unspecified mercenary models are *not* available to the Retribution even if their existing rules text says "will work for any faction" or something similar. These changes reflect the WARMACHINE Mk II field test rules and the upcoming Mk II Mercenary cards.

Eiryss, Mage Hunter of Ios (*WARMACHINE: Prime*), as a Retribution Partisan

Eiryss, Angel of Retribution (*WARMACHINE: Legends*), as a Retribution Partisan

Cylena Raefyll & the Nyss Hunters (*WARMACHINE: Superiority*)

Myrmidon warjacks will use their standard stat lines, abilities, and damage grids through the remainder of 2009. They are, however, subject to all of the current warjack rules for WARMACHINE. For example, destroyed systems will affect Myrmidons using the standard rules – no right arm means no attacks with right arm weapons (not simply reduced efficiency with the right arm). Myrmidons also cannot take advantage of the Mk II rules for "Shaking" effects and are subject to the current attack roll penalties for performing power attacks.

Each myrmidon has a Field Generator system, an arcanic system that creates an aura of magical force to protect the warjack as well as providing jack-specific benefits. Myrmidons have two damage tracks, a set of boxes representing their force field and another representing their damage grids. Mark the field boxes before marking the damage grids. The G boxes of a myrmidon's damage grid represent its Field Generator.

Once per turn during its activation, a myrmidon can spend one focus point to remove d3 damage points from its field damage track unless its Field Generator is crippled.

Lady Aiyana and Master Holt (*Forces of WARMACHINE: Pirates of the Broken Coast*)

Lanyssa Ryssyl (*HORDES: Metamorphosis*)

Dahlia Hallyr & Skarath (*HORDES: Metamorphosis*)

GARRYTH, BLADE OF RETRIBUTION

RETRIBUTION WARCASTER

By my blades I promise our enemies will soon have ample company in the afterlife. —Garryth, Blade of Retribution

GARRYTH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	8	6	16	14	8

PISTOLS			
RNG	ROF	AOE	POW
12	1	—	12

BLADES	
POW	P+S
5	11

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

FEAT: VORTEX LOCK

Though it takes a great toll on his mind and body, Garryth can unleash a dark vortex of disruptive power that siphons and absorbs all arcane power in his surroundings. It leaves the air itself depleted, barren, and incapable of sustaining the magic of his enemies.

While they despair, the Blade of Retribution strikes.

For one round, while in Garryth's control area enemy models cannot cast spells, channel spells, spend focus points, or be moved by place effects.

TACTICAL TIPS

Gallows – This means the model is moved before it suffers damage.

Mirage – Remember that troopers must be placed in formation.

GARRYTH

🕒 Pathfinder

🕒 Stealth

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

Parry – This model cannot be targeted by free strikes.

PISTOLS

🔪 Magical Weapon

BLADES

🔪 Magical Weapon

🔪 Weapon Master

Grievous Wounds – When a model is hit by this weapon, for one round it loses Tough, cannot heal or be healed, and cannot transfer damage.

Even among mage hunters Garryth is considered a fanatic. He feels no shame and offers no apology for his talent for cold-blooded murder. He is long past caring about the lives he ends, for each kill serves a purpose. He sweeps across the battlefield like a living storm, letting the death reaped by his pistols and their razor-sharp blades serve as his prayers to the stricken goddess. No warcaster in Ios has his length of experience fighting mankind, and this affords him an almost terrifying mystique.

Garryth was discovered and recruited from the criminal underworld of Shyrr as a natural killer who could strike without regret, hesitation, or remorse. He adapted quickly to mage hunter methods. In an attempt to harness his unique potential, his mentors introduced him to an ancient Lyossan fighting style once practiced by an obscure cult of suicidal warrior-monks sworn to the god Ossyris. These

monks marched to war alongside regular soldiers and stalked enemy commanders from the shadows when battle began, ending them one by one. Garryth sees his role in the Retribution in a similar light. Others fight battles—Garryth ends them.

Although capable of leading others, the Blade of Retribution prefers his own company. Beneath his brooding countenance is a mind never at rest, torn between disciplined dedication to the mission at hand and a wild desire to unleash his hatred on humanity. At times he indulges this darker nature, and in these moments he becomes an unstoppable fiend capable of acts even his allies would judge to be extreme. That he is pious is without question, but his conception of the goddess is radical even among his brethren: in his mind Scyrah is a wounded warrior-maiden with blazing eyes who stokes the anger in his heart with demands to slake her unquenchable thirst for revenge.

Unlike most warcasters currently enlisted by the Retribution, Garryth has spent little time in Ios over the last few decades. He has lived constantly in the field, becoming fluent in the languages and methods of his nation's enemies. He is one of the few Retribution warcasters with extensive experience pitting myrmidons against human adversaries; his only true peers in this are active veterans like Narn and Eiryss. To these displaced assassins Ios is an abstract dream, not a home. They seek solace only in their killing, a task with no remembered beginning or conceivable end.

Garryth finds this work endlessly gratifying. He has long anticipated the day the shackles would be removed and he would be given the liberty to kill without restraint.



SPELLS	COST	RNG	AOE	POW	UP	OFF
DEATH SENTENCE	2	8	-	-	YES	YES
When a friendly Faction model misses target enemy model/unit with an attack, it can reroll the attack roll. Each attack roll can be rerolled only once as a result of Death Sentence.						
GALLOWS	3	10	-	13	NO	YES
When an enemy model is hit by this attack, it can be pushed d6" directly toward Gallows' point of origin.						
MIRAGE	3	6	-	-	YES	NO
Target friendly Faction model/unit gains Apparition. During your Control Phase, place models with Apparition anywhere completely within 2" of their current locations. If Mirage affects a unit, only models in formation can be placed.						
PSYCHIC VAMPIRE	3	SELF	CTRL	-	YES	NO
When an enemy model casts a spell or uses an animus while in this model's control area, the enemy model suffers 1 damage point and this model heals 1 damage point.						



HYDRA

RETRIBUTION HEAVY MYRMIDON

SPD	STR	MAT	RAT	DEF	ARM
6	10	6	5	12	18

FORGE CANNON	FORGE FIST
RNG	RNG
AOE	AOE
POW	POW
12	1
—	—
12	12

FORCE FIST	FORCE FIST
SPECIAL	POW
PAS	PAS
FIST	4
14	14

FORCE FIST	FORCE FIST
SPECIAL	POW
PAS	PAS
FIST	4
14	14

Left Arm (L) • Right Arm (R) • Core (C) • Movement (M) • Field (F) • Arc Node (A) • Generator (G)

• Chain Attack
• Gain 6 Smash
• Field Dependent
• Force Battery
• Kinetic Capacitor
• FORCE CANNON
• Force Powered
• Wrath Name
• FORCE FISTS
• FIST

Damage

Force Field

MANTICORE

RETRIBUTION HEAVY MYRMIDON

SPD	STR	MAT	RAT	DEF	ARM
6	10	6	5	12	18

CYCLONE CANNON	SABER FIST
RNG	RNG
AOE	AOE
POW	POW
12	3
—	—
12	12

SABER FIST	SABER FIST
SPECIAL	POW
PAS	PAS
Multi	5
15	15

SABER FIST	SABER FIST
SPECIAL	POW
PAS	PAS
Multi	5
15	15

Left Arm (L) • Right Arm (R) • Core (C) • Movement (M) • Field (F) • Arc Node (A) • Generator (G)

• MANTICORE
• Field Dependent
• Force Generator
• CYCLONE CANNON
• Covering Fire
• (*Action)
• Wrath Name
• SABER FISTS
• Combo Strike
• (*Attack)
• FIST

Damage

Force Field

PHOENIX

RETRIBUTION HEAVY MYRMIDON

SPD	STR	MAT	RAT	DEF	ARM
6	10	6	5	12	18

HALO CANNON	OPEN FIST
RNG	RNG
AOE	AOE
POW	POW
10	1
3	3
14	14

THERMAL BLADE	THERMAL BLADE
SPECIAL	POW
PAS	PAS
Multi	7
17	17

THERMAL BLADE	THERMAL BLADE
SPECIAL	POW
PAS	PAS
Multi	7
17	17

Left Arm (L) • Right Arm (R) • Core (C) • Movement (M) • Field (F) • Arc Node (A) • Generator (G)

• Arc Node
• Combustion (*Action)
• Field Dependent
• Phoenix Field
• HALO CANNON
• Critical Fire
• Wrath Name
• THERMAL BLADE
• Reach
• Fire

Damage

Force Field

CHIMERA

RETRIBUTION LIGHT MYRMIDON

SPD	STR	MAT	RAT	DEF	ARM
6	8	6	5	12	16

GLAIVE	GLAIVE
SPECIAL	POW
PAS	PAS
Multi	4
12	12

GLAIVE	GLAIVE
SPECIAL	POW
PAS	PAS
Multi	4
12	12

Left Arm (L) • Right Arm (R) • Core (C) • Movement (M) • Field (F) • Arc Node (A) • Generator (G)

• Arc Node
• Apparition
• Field Dependent
• Phantasmal Field
• GLAIVES
• Combo Strike
• (*Attack)
• FIST

Damage

Force Field

Hydra Heavy Myrmidon

FIELD ALLOWANCE U **POINT COST** 111

VICTORY POINTS 3

Hydra
CHAIN ATTACK - Gain 6 Smash - If the Hydra hits with both of its initial Force Fists attacks against the same target in the same activation, after resolving the attacks it may immediately make a double-hand throw, head-butt, head/ weapon lock, push, or throw attack against the target without being forced.

FIELD DEPENDENT - While its Field Generator system is crippled, this model loses the Kinetic Capacitor ability and cannot attack with the Force Cannon.

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

KINETIC CAPACITOR - When this model is hit by an enemy model or ranged attack, after the attack is resolved this model gains 1 focus point.

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

WRATH NAME - This attack may damage models only affected by magic attacks.

Force Fists
Fist - The Hydra's Force Fists have the abilities of an Open Fist.

Manticore Heavy Myrmidon

FIELD ALLOWANCE U **POINT COST** 106

VICTORY POINTS 3

Manticore
FIELD DEPENDENT - While its Field Generator system is crippled, this model loses the Force Generator ability and cannot attack with the Cyclone Cannon.

FORCE GENERATOR - At the start of this model's activation, it can spend 1 focus point once to gain +3 STR for one turn.

CYCLONE CANNON
Covering Fire (*Action) - Place a 3" AOE anywhere completely within 12" and LOS of the Manticore, ignoring intervening models. A model entering or ending its activation in the AOE suffers a POW 12 damage roll. The AOE remains in play for one round or until this model is destroyed or removed from play.

WRATH NAME - This attack may damage models only affected by magic attacks.

Saber Fists
COMBO STRIKE (*ATTACK) - The Manticore may make Saber Fists attacks separately, or it can make a special attack to strike with both Saber Fists simultaneously. Make one attack roll for the Combo Strike. Add the Manticore's STR once and the POW of both Saber Fists to the damage roll.

Fist - The Manticore's Saber Fists have the abilities of an Open Fist.

Phoenix Heavy Myrmidon

FIELD ALLOWANCE U **POINT COST** 124

VICTORY POINTS 3

Phoenix
Arc Node - The Phoenix may channel spells.

COMBUSTION (*Action) - Models within 1" of the Phoenix suffer POW 12 damage. Damage rolls must be tossed separately. Combustion is not a melee attack but may be made after a charge. The Phoenix does not roll an additional damage die when it charges and makes a Combustion attack, but the damage roll may be tossed normally. The Phoenix may spend focus points to make additional melee attacks after a Combustion attack. Combustion lasts for one round. A model entering the area within 1" of the Phoenix and/or ending its movement within 1" of the Phoenix suffers an unresizable POW 12 damage roll. A Combustion special attack does not need a target.

FIELD DEPENDENT - While its Field Generator system is crippled, this model loses the Phoenix Field ability and cannot attack with the Halo Cannon.

PHOENIX FIELD - Remove 6w damage points from this model's force field after resolving continuous effects during your Maintenance Phase.

HALO CANNON
Critical Fire - On a critical hit, target model suffers fire. Fire is a continuous effect that sets the target ablaze. A model on fire suffers a POW 12 damage roll each turn during its controller's Maintenance Phase until the fire expires on a die roll of 1 or 2. Fire effects are additional instances of magical in nature and are not affected by warp.

WRATH NAME - This attack may damage models only affected by magic attacks.

Saber Fists
Fist - Target model hit by a Flame Fist attack suffers fire. Fire is a continuous effect that sets the target ablaze. A model on fire suffers a POW 12 damage roll each turn during its controller's Maintenance Phase until the fire expires on a die roll of 1 or 2. Fire effects are additional instances of magical in nature and are not affected by warp.

Reach - 2" melee range.

WRATH NAME - See above.

Chimera Light Myrmidon

FIELD ALLOWANCE U **POINT COST** 72

VICTORY POINTS 2

Chimera
APPARITION - During your Control Phase, place this model anywhere completely within 2" of its current location.

FIELD DEPENDENT - While its Field Generator system is crippled, this model loses the Apparition and Phantasmal Field abilities.

PHANTASMAL FIELD - This model gains +1 DEF against ranged and magic attack rolls for each focus point on it.

GLAIVES
COMBO STRIKE (*ATTACK) - The Chimera may make Glave attacks separately, or it can make a special attack to strike with both Glaves simultaneously. Make one attack roll for the Combo Strike. Add the Chimera's STR once and the POW of both Glaves to the damage roll.

Fist - The Chimera's Glaves have the abilities of an Open Fist.

DAWNGUARD SENTINELS
RETRIBUTION UNIT

LEADER	CMD 9	GRUNT			CMD 9
SPD	STR	MAT	RAT	DEF	ARM
5	6	7	4	12	15

GREAT SWORD	SPECIAL	POW	P+S
Reach	6	12	

UNIT

- Defensive Line
- Jack Marshal
- Weapon Master

GREAT SWORD

- Reach



DAWNGUARD INVICTORS
RETRIBUTION UNIT

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

SWORD CANNON	RING	ROF	AOE	POW
10	1	—	12	

BLADE	SPECIAL	POW	P+S
—	—	4	10

UNIT

- Combined Ranged Attack
- Defensive Line
- Flank
- Jack Marshal



GORGON
RETRIBUTION LIGHT MYRMIDON

SPD	STR	MAT	RAT	DEF	ARM
6	8	6	5	12	16

POLARITY CANNON	RING	ROF	AOE	POW
10	1	—	10	

GLAIVE	SPECIAL	POW	P+S
Combo	4	12	

GLAIVE	SPECIAL	POW	P+S
Combo	4	12	

UNIT

- Field Dependent
- Force Lock

POLARITY CANNON

- Kinetic Grip
- Wrath Bane

GLAIVES

- Combo Strike (★ Attack)
- Fist



GRIFFON
RETRIBUTION LIGHT MYRMIDON

SPD	STR	MAT	RAT	DEF	ARM
6	8	6	5	12	16

SHIELD	SPECIAL	POW	P+S
—	—	1	9

HALBERD	SPECIAL	POW	P+S
Multi	5	13	

UNIT

- Field Dependent
- Fleet
- Pathfinder

HALBERD

- Powerful Charge
- Reach



DAWNGUARD SENTINELS

FIELD ALLOWANCE 2 **LEADER AND 5 TROOPS** 72 **VICTORY POINTS** 1100

DEFENSIVE LINE - Any Dawnguard Sentinel in right formation with one or more Dawnguard Sentinels in the unit gain +2 ARM.

JACK MARSHAL (1) - The Leader may start the game controlling up to one Retribution warjack.

WEAPON MASTER - A model in this unit rolls an additional die on its melee damage rolls.

Great Sword

REACH - 2" melee range.



DAWNGUARD INVICTORS

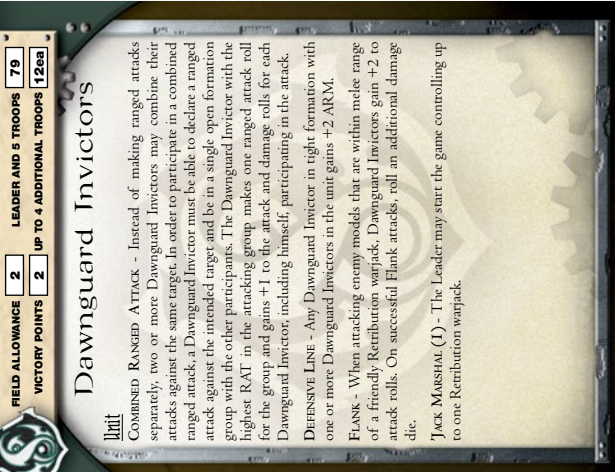
FIELD ALLOWANCE 2 **LEADER AND 5 TROOPS** 79 **VICTORY POINTS** 1200

COMBINED RANGED ATTACK - Instead of making ranged attacks separately, two or more Dawnguard Invictors may combine their attacks against the same target. In order to participate in a combined ranged attack, a Dawnguard Invictor must be able to declare a ranged attack against the intended target and be in a single open formation group with the other participants. The Dawnguard Invictor with the highest RAT in the attacking group makes one ranged attack roll for the group and gains +1 to the attack and damage rolls for each Dawnguard Invictor, including himself, participating in the attack.

DEFENSIVE LINE - Any Dawnguard Invictor in right formation with one or more Dawnguard Invictors in the unit gains +2 ARM.

FLANK - When attacking enemy models that are within melee range of a friendly Retribution warjack, Dawnguard Invictors gain +2 to attack rolls. On successful Flank attacks, roll an additional damage die.

JACK MARSHAL (1) - The Leader may start the game controlling up to one Retribution warjack.



GORGON

FIELD ALLOWANCE U **VICTORY POINTS** 2 **POINT COST** 64

FIELD DEPENDENT - While its Field Generator system is crippled, this model loses the Force Lock ability and cannot make Polarity Cannon attacks.

FORCE LOCK - Enemy models in this model's melee range cannot advance except to change direction.

Polarity Cannon

KINETIC GRIP - When a model is hit by this attack, it cannot charge this model for one round.

WRATH BANE - This attack may damage models only affected by magic attacks.

GLAIVES

COMBO STRIKE (★ ATTACK) - The Gorgon may make Glave attacks separately, or it can make a special attack to strike with both Glaves simultaneously. Make one attack roll for the Combo Strike. Add the Gorgon's STR once and the POW of both Glaves to the damage roll.

FIST - The Gorgon's Glaves have the abilities of an Open Fist.



GRIFFON LIGHT MYRMIDON

FIELD ALLOWANCE U **VICTORY POINTS** 2 **POINT COST** 58

FIELD DEPENDENT - While its Field Generator system is crippled, this model loses the Pathfinder and Fleet abilities.

FLEET - At the start of this model's activation, it can spend 1 focus point once to gain +2" movement for one turn.

PATHFINDER - During its activation, the Griffon ignore movement penalties from, and may charge across, rough terrain and obstacles.

Halberd

POWERFUL CHARGE - When making a charge attack with the Halberd, the Griffon gains +2 to its attack roll.

REACH - 2" melee range.



KAELYSSA NIGHT'S WHISPER

RETRIBUTION MAKE HUNTER WARGOSTER CHARACTER

7 FOCUS

KAELYSSA		CMD 8	
SPD	MAT	RAT	DEF ARM
6	6	7	16 14

RINGSPEAR CANNON	
RNG	RGR AOE POW
12	3 — 10

VENGEANCE	
SPECIAL	POW P-S
Multi	6 12



KAELYSSA

- Pathfinder
- True Sight
- Which Hound

RINGSPEAR CANNON

- Energy Siphon
- Wrath Bane

FEAT: The Vanishing

Kaelyssa's Damage

Kaelyssa, Night's Whisper

SPILLS	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th	
Heartth Bolt	2	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	X

A warjack damaged by this attack becomes stationary for one turn.

Heartbeheading 3 6 X
Target friendly Faction model/unit gains Whiplash. When an enemy model misses a model with Whiplash with a magic attack, the attacking model becomes the target and is automatically hit by the attack. AOE magic attacks that miss are centered on the attacking model. The model with Whiplash is the point of origin for all these attacks.

Backlash 3 8 X X
Whenever target enemy warjack is damaged, its controlling wargoster suffers 1 damage point.

Banishing Blast 2 6 X
Enemy upkeep spells on target friendly model/unit expire. Affected models cannot be targeted by enemy spells or auras.

Phantom Hunter 2 6 X
Target model in this model's battleground can declare charges, slam power attacks, and ranged and magic attacks without LOS. The affected model ignores cloud effects, cover, and concealment.

The AOE is rough terrain and remains in play for one round.

DAWNLORD VYROS

RETRIBUTION DAWNGUARD WARGOSTER CHARACTER

6 FOCUS

VYROS		CMD 10	
SPD	MAT	RAT	DEF ARM
5	7	8	4 15 17

JUSTICAR	
SPECIAL	POW P-S
Multi	7 14



VYROS

- Bird's Eye
- Flank

JUSTICAR

- Reach
- Wealth Bane

FEAT: Perfect Execution

Vyros' Damage

Dawnlord Vyros

SPILLS	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th	
Eliminator	3	8	3	13	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	X

Immediately after this attack is resolved, this model can advance up to 2" for each enemy model destroyed by the attack.

Hallowed Hunter 2 6 X
Target warjack in Vyros' battleground may immediately activate after an enemy attack destroys or removes from play one or more friendly Retribution wargoster models within 3" of the warjack. The warjack may move up to its current SPD in inches and make one melee or ranged attack. This spell expires after target warjack's activation.

Immobile Resolute 2 8 X
Target friendly Retribution model/unit gains +2 ARM and never loses an affected model may only move or be moved during its activation. Fleeing models immediately rally when affected by Immobile Resolute.

Mobility 3 Self CTRL
Models in Vyros' battleground currently in his control area gain +1" movement, ignore movement penalties from rough terrain and obstacles, and may charge or slam across rough terrain and obstacles. When knocked down, an affected model may stand up without forfeiting its movement or action. Mobility lasts for one turn.

Stranglehold 2 10 11 X
A model damaged by Stranglehold forfeits either its movement or its action during its next activation, as its controller chooses.

KAELYSSA

Night's Whisper

FIELD ALLOWANCE C

VICTORY POINTS 5

POINT COST 63

KAELYSSA

PARTISAN - During her activation, Kaelyssa ignores movement penalties from, and may charge across, rough terrain and obstacles.

TRU SIGHT - Kaelyssa ignores Camouflage, concealment, and Stealth.

WHICH HOUND - When a model in Kaelyssa's battleground in her control area is hit by an enemy magic attack, immediately after the attack is resolved one model in her battleground in her control area may move up to its current SPD in inches and make one normal attack.

RINGSPEAR CANNON

ENERGY SIPHON - When this attack hits an enemy model with 1 or more focus or fury points on it, that model loses 1 focus or fury point and this model gains 1 focus point.

WRATH BANE - This attack may damage models only affected by magic attacks. Kaelyssa may charge incorporeal models.

LEGITIMATE

ENERGY SIPHON - See above.

WRATH BANE - See above.

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Kaelyssa, Night's Whisper

With a single whispered word, Kaelyssa brings down the curtain of night around her. It drops her allies in enveloping shadows and hides them from enemy eyes.

Feat: The Vanishing

For one round, while in Kaelyssa's control area friendly Faction models gain Stealth and cannot be damaged.

Bonded Warjacks	Type of Bond

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DAWNLORD VYROS

FIELD ALLOWANCE C

VICTORY POINTS 5

POINT COST 67

VYROS

BIRD'S EYE - While in this model's control area, models in its battleground extend their front arcs 360° and when determining LOS ignore cloud effects, forest terrain, and intervening models.

FLANK - When Vyros makes a melee attack against an enemy model that is within a friendly warjack's melee range, Vyros gains +2 to attack rolls and rolls an additional damage die.

JUSTICAR

REACH - 2" melee range.

WRATH BANE - This attack may damage models only affected by magic attacks. Vyros may charge incorporeal models.

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Dawnlord Vyros

To Dawnlord Vyros there is nothing more glorious than a precisely executed plan. With each enemy his eyes anticipate, Vyros imbues his symphonies with scalding power until he sends them as a wall of metal to shatter the enemy's final resolve.

Feat: Perfect Execution

While in Vyros' control area this turn, when a friendly Faction model destroys an enemy model with an attack, allocate 1 focus point to a warjack in Vyros' battleground in his control area.

Bonded Warjacks	Type of Bond

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NOW THEIR
RETRIBUTION
IS AT HAND!



RETRIBUTION OF SCYRAH

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BY COAL & BY WIND

Steam Ships in the Iron Kingdoms

By Simon Berman • Art by Muttonhead, Brian Snoddy, and Chris Walton

The History of Steam and Sail

Centuries before the Orgoth invasion, the people of western Immoren had taken to their rivers and coasts. Powered only by sail and oar, their ships were formidable; indeed, the Tordoran armada fought a heroic last stand against the dreaded Orgoth blackships, taking thousands of their enemies with them to a watery grave. The Sea of a Thousand Souls gained its name from this bloody act of defiance. In retribution, the Orgoth put all of western Immoren's shipyards to the torch and forbade the enslaved population from building anything larger than small fishing vessels.

After the people of the Iron Kingdoms finally repelled the Orgoth, they again openly took to the seas. Shipyards and seaports boomed as their inhabitants set about reconquering their waterways. The steam engine was a nascent idea before the Orgoth, who quickly crushed it along with many other technologies. Once at the mercy of wind and tide, newly free Immoren sailors revived the idea of the steam engine to fight the powerful currents of the deeper rivers, and many river ports sprang up almost overnight.

Despite these advances, few ships are entirely steam powered today. The giant paddle wheels that drive a steamboat are easily damaged in rough weather and are invariably the first target of enemy fire in a sea battle. In light of these limitations, most vessels are hybrids. Traditional sailing ships are rigged with an auxiliary steam engine for use if the masts are destroyed or in case of calm weather. Newer ships designed to be primarily steam driven often carry collapsible masts and sails in case the engines or wheels should be damaged. Though steam-powered ships have been in use for several centuries, the sailors of western Immoren are a superstitious and conservative lot, and it is only in the last decade or so that purely steam-driven vessels have truly been put to the test.

Despite possessing relatively vast budgets, modern navies have been slow to adopt purely steam-driven ships (though that trend has begun to change); in fact, the earliest innovators of the technology were merchant ship owners.

Merchants interested in taking the most direct routes have successfully used steamships to fight the massive waves and tides of the deep ocean. The experimental boiler and ship designs of the merchants might soon pale before those of the navies of the Iron Kingdoms. Four years of war have led to numerous breakthroughs in steam technology and mechanika—breakthroughs that all the navies of western Immoren are rushing to implement before their enemies.

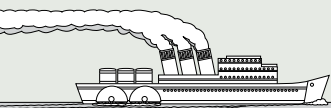
The Floating Swan—Cygnar's Navy

Of all the mainland kingdoms, none boasts more coastline than Cygnar. Thousands of miles long, Cygnar's shores span three seas and are dotted with countless ports, harbors, and fishing villages. This vast nautical territory requires that Cygnar maintain the largest modern navy in all of western Immoren.

Due to the huge territories it must patrol, Cygnar's is also among the only navies to maintain multiple, distinct fleets. Divided between Cygnar's three most common nautical theaters—the Broken Coast, the Gulf of Cygnar, and the Sea of a Thousand Souls—each fleet is commanded by an admiral subordinate to the admiralty, Navarch Govan Trent, and the king.

Cygnar classes its warships using a system of ratings. First-rate ships of the line are the largest naval vessels in all of western Immoren and are typically used by fleet admirals as flagships. Second- and third-rate ships are somewhat smaller than first-rate vessels, but their superior maneuverability and still-considerable firepower make them the masters of naval combat. A "lightly armed" third-rate ship of the line is still armed with three gun decks of more than 50 guns each on its port and starboard. Smaller ships like schooners, frigates, and corvettes are rated all the way down to sixth and make up the smaller reconnaissance and supply ships of the Cygnaran Navy, while still heavily armed in order to take part in a line of battle. Other nations have adopted similar classification systems for their own naval vessels.

All told, the Cygnaran Navy counts almost 200 ships of the line, more than double that of Khador. Though many of these ships are relatively old and were originally built as standard tall ships, every one of them is now also fitted with a steam





guns. Some of the larger ships carry a few cannonades and more rarely a pair of full-sized guns.

Though the bulk of its ships are hybrids, the Cygnaran Royal Navy also commands a number of vessels that represent the cutting edge of steam technology. “Ironhulls” are rapidly changing the face of naval warfare. The term originally referred to a traditional warship that had been given metal plating as armor. But as the navies of the Iron Kingdoms required larger and larger ships to carry more guns and troops, traditional building materials began to reach their functional limitations. Wooden ships could not be made any larger, and soon ships with superstructures made entirely of metal earned the name “ironhull.”

The first ironhull on record was the *Ordic Sprightly*, a massive ship nearly 260' in length and armed with eight sets of turret guns and other broadside weapons. This ship is still in service after being commissioned in 594 AR. Not to be outdone by Ordic ingenuity, Cygnar launched two slightly smaller ironhulls, the *Glory of Morrow* and the *Merciful Boon*, soon after. Able to withstand broadsides that would sink any wooden ship and boasting superior armament, these ironhulls have proved their utility to both Cygnar's navy and her

The best Cygnaran captains can order their ships to carry out startling maneuvers as they drop sails and engage their side-wheels in alternating directions, causing the ship to turn with amazing speed.

engine and a set of side-wheels. The best Cygnaran captains can order their ships to carry out startling maneuvers as they drop sails and engage their side-wheels in alternating directions, causing the ship to turn with amazing speed. The *Indomitable Storm* is perhaps the most formidable Cygnar hybrid. The flagship of the Broken Coast Fleet, she was launched in 540 AR. No other ship in the Cygnaran Navy has such a fearsome reputation. Four gigantic steam engines and full, square-rigged sails allow her to make surprising speed despite her thick wooden hull, which has been partially reinforced with iron. Two sets of side-wheels sit athwart her port and starboard. Six massive smokestacks line her aft deck, angled back to keep some of her enormous smoke output behind the ship. The *Indomitable Storm* is more than 220' long and bears four gun decks, each armed with 32 guns, divided evenly between the ship's port and starboard, fore and aft. Her deck bristles with cannonades and the five massive gun turrets that comprise her main armament. Each turret carries three huge bored guns capable of firing at distant targets on sea or land. More than 200 sailors make their homes aboard the *Storm*, and they are accompanied by a dedicated contingent of long gunners and trenchers who have adapted their gear for marine combat.

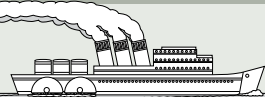
The Cygnaran Royal Navy also possesses a smaller fourth fleet dedicated to patrolling rivers and harbors. These ships are primarily side-wheeled steamboats, but attrition has forced replacements to be outfitted with stern-wheels. This design allows ships to nose up to shores where troops can disembark—an amphibious warfare tactic that Cygnar's enemies are learning to fear and respect. Most of these ships are converted merchant boats armed with swivel and chain

enemies. Even so, these ships have some serious limitations. Vulnerable to violent waves, ironhulls must hug the coast in heavy weather if they cannot get to port in time. The three moons of Caen produce waves of truly stupendous size in the deep ocean that would swamp a deep-drafted clipper ship, let alone a shallow-hulled iron steamboat. Fortunately for Cygnar, its enemies are also its neighbors and a coastal navy suits its needs admirably.

Building on a tradition of innovation, the *Alacrity* was launched from the Sentinel Point Naval Fortress late in 606 AR. Smaller than its predecessors, the *Alacrity* is the first steam vessel not to employ paddlewheels. At the behest of the Cygnaran Royal Navy, master shipwright and naval engineer Pascal Galientra produced an experimental design for a totally submerged propeller. Driven by the ship's single but powerful steam

Damn the Torpedoes!

The *Intruder*, Cygnar's first submersible, has been moderately successful in the Gulf of Cygnar. After it sank two Protectorate frigates, the Cygnaran Royal Navy commissioned a sister vessel, the *Reliant*. These two submersibles prowl the Gulf of Cygnar on regular search-and-destroy missions. Still a secret to Cygnar's enemies, the two subs have proved useful in the relatively calm and charted waters of the Gulf, but plans to use them against Cryxian pirates off the Broken Coast have been canceled due to treacherous underwater terrain and powerful currents. This limited utility has led some members of the admiralty to criticize the program, while others insist these unusual vessels might represent a singularly formidable weapon if their disadvantages can be overcome.



engine, the corkscrew-like propeller is much more difficult to target or damage—even if enemy guns could be depressed low enough to hit it. Only 160' long and with a draft of 14', the *Alacrity* is the fastest ironhull afloat in any sea, with a maximum speed in excess of 12 knots. Assigned to the Southern Fleet in the Gulf of Cygnar, the *Alacrity* has seen considerable action in her short time in service and plays a key role in Cygnar's suppression of the Protectorate's fleet. Built with a single gun deck, the *Alacrity* is armed with four huge port and starboard guns each, along with two rotating gun turrets mounted fore and aft. Despite carrying significantly fewer guns than other warships, the *Alacrity* boasts powerful batteries. Her relatively shallow draft has also allowed her to take part in river fighting against both the Protectorate and Khadoran forces much farther up the Black River.

The Anvil of Vladovar—The Khadoran Navy

The Khadoran Navy is still recovering from its defeat at Port Vladovar in 606 AR. Cryx launched a naval attack greater in magnitude than any in centuries and caught much of the Khadoran Navy in port. Nearly a quarter of their fleet was annihilated in this engagement. Among the dozens of ships lost was the *IKNV Pride of Vladovar*, the flagship of Khador's sole naval fleet. Though Fleet Admiral Pahvel Nahimov survived the attack (at the cost of his left arm and eye), the icy disappointment of Empress Vanar was too much for him to bear, and he took his own life just weeks after the battle.

Nahimov was a strong commander but lacked a cohesive vision for the Khadoran Navy. At heart a traditionalist, Nahimov struggled to modernize his ships despite the obvious need to more fully embrace steam power. Under his admiralty, roughly half the fleet (including almost a quarter of its ships of the line) was composed of pure sailing vessels. The admiral was not totally resistant to hybrid ships, but he never made a coordinated effort to integrate them. Only three ironhulls were built under his command, and both were mere derivations of Cygnaran and Ord designs.

Newly appointed Fleet Admiral Jasek Donekev has wasted no time setting a new agenda for his fleet. Viewing the Port Vladovar incident as a blessing in disguise, Donekev immediately ordered that all ships built to replace the tremendous losses be hybrids, equally capable of power by steam or by sail. Two years later, Donekev's new fleet is mostly complete and boasts a full complement of ships of the line to match almost any of Cygnar's one-for-one.

The fleet admiral chose the *IKNV Great Prince* as his flagship. A newly commissioned ship of the line, this vessel measures more than 250' from prow to stern and is powered by four truly gigantic steam engines developed by the Khadoran Mechaniks Assembly at special request. Despite the ship's great weight, these engines propel her with surprising speed; in calm seas at full steam the *Great Prince* is capable of speeds in excess of 15 knots, though she is easily outmaneuvered even when under sail. A pair of steam-wheels each 40' in diameter drives the *Great Prince* forward, and a reinforced metal skeleton allows her to withstand enemy broadsides. Three gun decks tall, the ship carries more than 124 guns, but her main armament is a pair of massive turrets on her weather deck. From this floating fortress, Fleet Admiral

Donekev personally oversees critical fleet maneuvers and engagements. Donekev makes a point to show his officers and men that the *Great Prince* embodies his vision of the modern Khadoran Navy.

As part of his initiative, the rest of Donekev's new vessels are similar in design to the *Great Prince*. Somewhat smaller in scale, the new *Vengeance* class of hybrids is powered by engines like those aboard the flagship and are universally equipped with a pair of side-wheels. Their decks boast turret batteries, and the sailors and marines are expected to repel boarders through efficient small-arms fire.

In a further attempt to modernize, Donekev ordered the construction of three new ironhulls. Though not radically different in design from the Cygnaran ships, Donekev plans to use this flotilla to defend the newly restored naval fortress at Port Vladovar. The rough northern seas pose a serious risk to these boats, but if Donekev's requested designs prove useful, he intends to augment the defense of all Khador's ports with ironhull squadrons.

For now, Donekev's new navy is primarily defensive. The staggering defeat at Port Vladovar took a toll on all of Khador's sailors. Even so, Donekev has already begun to plan retaliatory strikes at the northern Scharde Isles, and he has made intercepting Cryxian pirate ships in the northern seas a priority for the whole fleet. Despite the enormous guns that Khador's ships can bring to bear, the smaller and more maneuverable pirate ships can sometimes outrun them. To deal with these nimble threats, Donekev has ordered two squadrons of hybrid frigates to patrol Khador's coast at all times.

These squadrons are primarily composed of four to six ships armed with several guns and powered by modern steam engines designed for speed. These squadrons typically set rendezvous points and then disperse for several weeks at a time, during which they intercept all suspicious sea traffic they find. Technically, the captains of these vessels are supposed to seek out only Cryxian and Cygnaran ships, but the promise of reward has tempted more than one to engage Ord merchant vessels.

A certain amount of piracy and conflict between Khadoran and Ord ships has been the norm for centuries, but with Khador's increasing presence in the southern seas it might only be a matter of time until a major naval conflict occurs. Donekev is aware of this fact and discourages his captains from engaging in these battles. Even so, there have already been several incidents that nearly escalated into full fleet engagements, such as when Khadoran officers misinterpreted joint fleet movements between Cygnar and Ord against Cryxian targets in the Sea of a Thousand Souls. Khadoran captains instigated several conflicts with Ord ships afterward, claiming they believed their targets to be Cygnaran warships. With

Ord sandwiched between the nations and navies of Khador and Cygnar, a serious, ongoing naval conflict is unavoidable.

The Broken Sword at Sea—The Ordic Navy

Cygnar might claim the best-armed fleet in all of western Immoren, but the men and women of Ord can rightfully boast the most capable sailors on any waters, legacies of a rich naval tradition. Centuries before the Orgoth arrived, Dirgenmast captains ruled all the seas they sailed upon. In modern times Ord maintains a powerful navy despite its neutrality in the wars that ravage the Iron Kingdoms. The reavers of Cryx are uninterested in peace treaties or other meaningless pieces of paper, and even though Empress Vanar finds Khador's coffers overflowing, she still casts a hungry eye upon her southern neighbor.

Cygnar has proved Ord's only true friend in the modern age (despite some difficult "incidents" between privateers bearing Ordic letters of marque and Mercarian League merchant ships). Many of Cygnar's needs in the northern seas are met by the Ordic Navy. In return for helping to protect Cygnaran supply ships, Ord receives significant funding for its own navy, helping to maintain its impressive fleet. The Ordic admiralty knows it will never be able to match the vast fleets

of Cryx and are hard pressed even to maintain parity with Khador's navy. In light of this fact, Ord's naval philosophy is simple: do more with less. Ord spends a disproportionate percentage of its national treasury and time in materials research—studies that navies of Ord's neighbors have trouble justifying to their own sovereigns.

Ord's true saving grace is the superb training it provides its officers and enlisted men. Very few sailors in the Ordic Navy are victims of press gangs; instead, they are trained volunteers who serve their country proudly and willingly. Supplementing these brilliant sailors are the graduates of Ord's Trident School, an academy open only to arcanist naval officers that produces battle wizards who specialize in naval combat. Aside from training to fight in concert with Ordic marines, these wizards also learn the intricacies of arcane weather control.

Despite these strengths, Ord must still supplement its navy. Here it has come to rely heavily on privateers bearing letters of marque from the Ordic crown. These contracts are carefully recorded and not given lightly. Indeed, many of the privateers upon whom Ord relies are former members of its official navy. Some privateers work so closely with the Ordic crown that they are virtually official elements of the navy and even take part in fleet maneuvers.

The Ordic Navy can also claim to have launched the first modern ironhull, the *Sprightly*. Only a decade old, the *Sprightly* ushered in the modern era of naval warfare and has influenced every ironhull in the Iron Kingdoms to some degree. When Khador responded to the *Sprightly* with its own prototype ironhull, the *IKNV Tundra*, the naval experts of western Immoren waited for the inevitable confrontation between the ships. In Rowen 607 AR the *Sprightly* was attached to a squadron of hybrid frigates protecting a



Cygnaran cortex shipment. The convoy was blown far off course in a massive storm and as the weather broke found itself off the coast of Port Vladovar. The *IKNV Tundra* and a half-dozen Khadoran gunships intercepted the convoy—marking the first time in history that two ironhulls faced each other in battle. Within the first hour the massive gun batteries aboard the *Sprightly* and the *Tundra* had shredded every other ship in the engagement, and the two iron fortresses pounded each other with every shell they had. So great was the conflict that survivors of the battle described it “as if two mighty gods of the sea had fought each other with thunder and tidal waves.” During the second hour of the battle another great storm separated the ironhulls without a conclusive victor. News of the battle quickly spread, and it was obvious to all that a new era of naval warfare had arrived.

Ord’s naval academy produces brilliant naval engineers and architects, men and women who envision radical changes to their nations’ navies. Due to a shortage of funding and resources, however, many of these innovations continue to see first use in the Cygnaran Navy. One of the most influential proponents of the more radical naval programs is Prince Brogan Cathor III, the younger son of reigning King Baird Cathor II. An arcane mechanik, Prince Brogan is a strong advocate of Ord’s naval alliance with Cygnar and wholeheartedly supports an exchange of technology and design between the kingdoms. The prince is a rising figure among the officers of the Ordic Navy, and in the last few years has become one of the most respected naval engineers in all the Iron Kingdoms.

Merchants, Traders, and Other Pirates

Half a decade of warfare has been good for most of the merchants of western Immoren, but none has benefited more than those who trade by sea. As the usual overland routes become increasingly perilous, river travel and direct sea routes have become more profitable. The booming war industries have also produced significant amounts of affordable surplus steam engines and other parts. The Mercarian League has actually purchased a few of Ord’s decommissioned sailing vessels and retrofitted them with steam power and new guns. The League uses these converted hybrid ships to guard their most precious convoys.

Many of the more affluent merchant groups and houses have begun to aggressively seek deep-sea trade routes. These routes are invariably more direct than the typical coastal routes but are exponentially more dangerous. The deepest reaches of Meredius are ruled by waves half a mile from crest to hollow—in good weather. When a storm arises in these seas, the combination of powerful winds and the already massive waves created by Caen’s three moons creates a seascape that can be described only as apocalyptic.

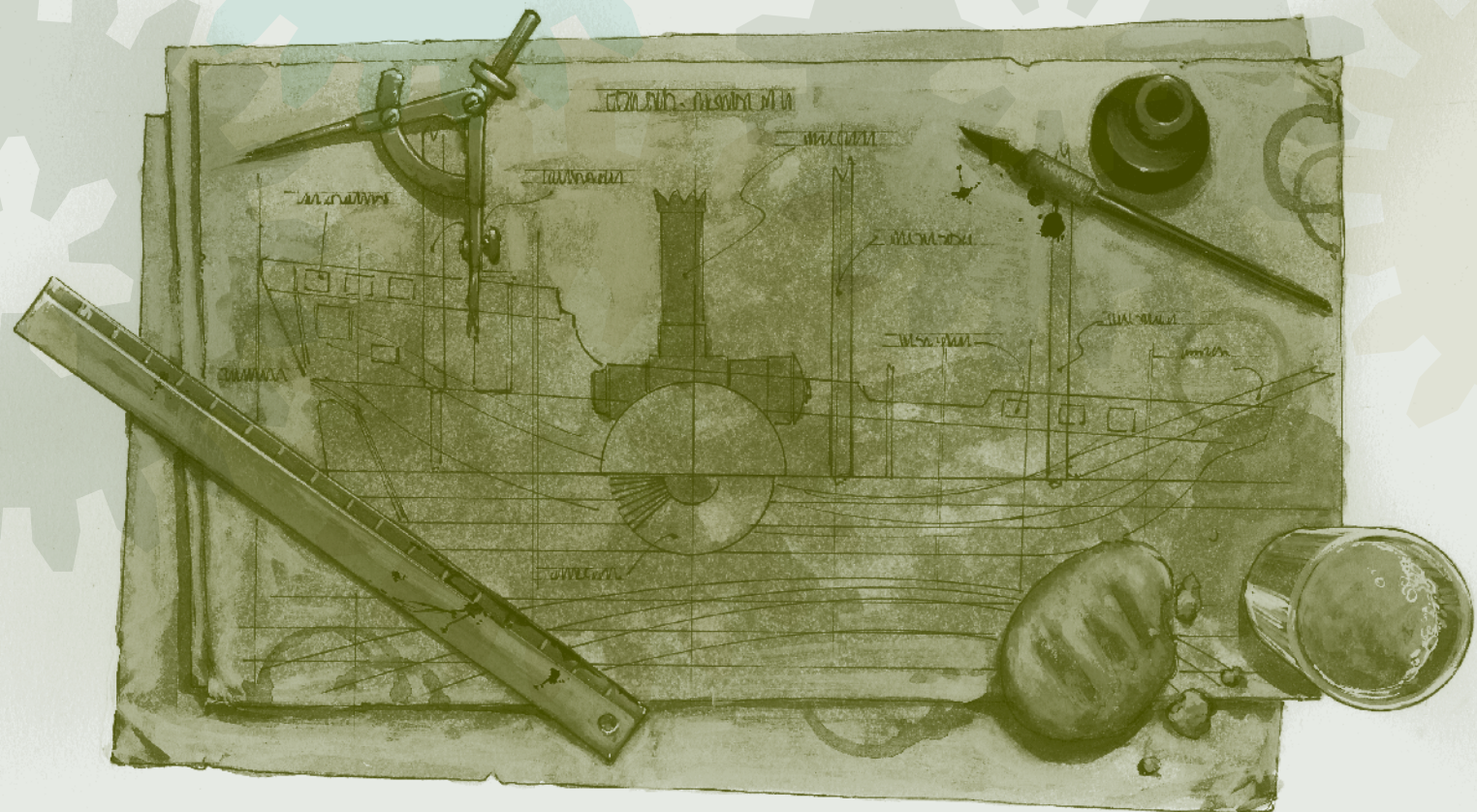
Cryx and the Protectorate

Cryx has the largest navy of any nation in western Immoren. Even Cygnar’s fleets equal only a portion of the ships Cryx can bring to bear if Toruk’s will should ever require it. Cryx’s navy is divided into four fleets, the most powerful and formidable two being the Black Fleet and the Ghost Fleet. The Black Fleet, commanded by Skarre Ravenmane, is composed of the fearsome Cryxian black ships. Huge and unnatural war galleys derived from Orgoth design, these ships have benefited from centuries of Cryxian refinement. Powered by their own arcane winds and crewed by vast numbers of satyxis, black ogruns, and thralls, these ships are as well armed as most first-class ships of the line. Captain Rengrave commands the undead revenants of the Ghost Fleet from his flagship, the *Atramentow*. Manned by dread revenants, the ghost ships are largely indestructible but mercifully few in number. Gerlak Slaughterborn commands the Slaughter Fleet, a group of sizable vessels less equipped for sea conflict and instead focused on transporting forces for land fighting. The largest fleet is a group of pirates only nominally under Cryxian command. Made up of mostly Scharde Isles pirates, much of this fleet is composed of antiquated sailing vessels and pirated merchant ships. It does possess some steamships pirated from merchants or other navies.

Though the mainland navies have been able to repel Cryx’s pirate fleet, the presence of a single ship from either the Black Fleet or Ghost Fleet can prove disastrous. These powerful vessels sometimes lurk amid the conventional fleet, revealing themselves at critical moments in battle and turning the tide inexorably in their favor. Decimating the living pirate crews has benefited the merchants who ply the sea lanes of the Broken Coast, but Cygnar and Ord fear these victories will be short lived. The navies of the mainland have not yet had any success against the Ghost Fleet aside from a few instances when their mundane vessels vastly outnumbered the revenants.

The Protectorate is interested in building a larger navy, but to date Cygnar has succeeded in their efforts to destroy or contain the Protectorate’s small shipbuilding capability. The entire nation possesses only a handful of steam-powered warships, and none is fewer than 50 years old. The Synod does see the wisdom in expanding their naval presence, particularly in the Gulf of Cygnar, but it simply cannot afford the investment. In the more immediate future, Hierarch Severius has begun to entertain suggestions of seriously arming their steam-powered riverboats in the Black River. A squadron of heavily armed steamboats based in Leryn could help the Northern Crusade combat Cygnar’s river fleet and provide faster and safer transportation between the fronts.



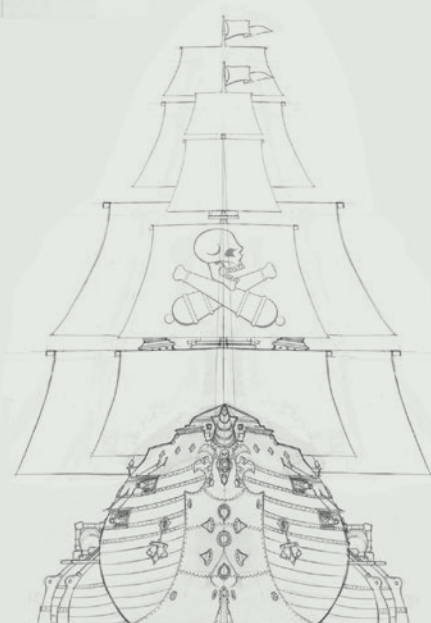
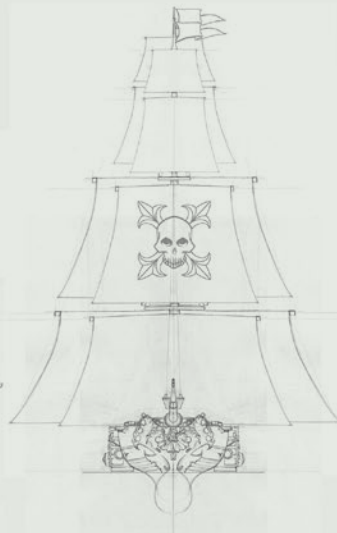


Traditional sailing vessels are helpless in the face of these tempests and even most hybrids cannot hope to survive. The tremendous winds will shred any sail in moments, leaving the ship to flounder and be swamped as it runs against the currents. Most steam engines are incapable of pushing against the powerful forces of the water, leaving their vessels once more at the mercy of the waves and wind.

As steam engines have become more advanced and powerful, some merchant companies and investors have begun to fund ships designed to combat these deep-sea issues. The most successful attempts thus far have come from the Ordic shipyard of Thalas & Fromar Shipwrights, which produced three ships based on blueprints created for an unnamed private investor. The *Confidence*, the *Doloven Mist*, and the *Miser's Generosity* all set sail within months of each other in 602 AR. These ships possess an extremely deep keel to provide additional stability in the rough waters of the deep and hulls of the lightest woods reinforced with complex alloys created by Golden Crucible alchemists working with expert metallurgists. These metal skeletons allow the ships to be relatively light but still able to survive the great pressures of Meredius' waves. They also reinforce the covered side-wheels. The ships are all technically hybrids, as they carry sailing rigs, but sails, masts, and spars are struck in deep water in favor of cutting-edge steam engines. Though one-third the size of larger naval-class engines, these small engines can provide nearly equivalent power. They are extremely delicate, however, and consume massive quantities of coal. Only the *Doloven Mist* and the *Confidence* have been sighted since their sea trials. The exact fate of the *Miser's Generosity* is unknown, but rumors say it was sunk in an altercation with House Mateus or Mercarian League privateers; details are conflicting and improbable.

Steamboats are increasingly used by river smugglers and mercenaries seeking to bypass the sometimes-dangerous land routes. The Black River connects many of Cygnar's major cities in the east and snakes across numerous war fronts. Mercenaries and smugglers willing to brave Cygnaran patrol ships, Khadoran searches and seizures, or conversion at the hands of zealous Menites can make a small fortune transporting illicit goods from Leryn all the way to Caspia. Members of the Llaelese Resistance often use these smugglers' ships to travel across occupied Llael. The rebels often pay their way by guarding the ship. The Khadoran annexation of the Thornwood further complicates shipping on the Black River. Khadoran army boats patrol as far south as Corvis, and the Cygnaran Army is not above hiring mercenaries or adventurers to interfere with Khadoran riverboat patrols.

Unlike the coal-burning steamships used at sea, many riverboats use wood as fuel. Some space in the ship's hold is allocated for timber, but cost-conscious merchants keep this to a minimum, reserving most of their storage space for cargo. Refueling on the longer river journeys requires the ships to stop periodically and either cut their own timber or purchase it from one of the numerous communities that have sprung up on the shores. Refueling can be one of the most dangerous parts of a river journey. Most river-going steamboats are powered by a stern-wheel to keep the ship from being entangled in snags and to benefit from an ability to "nose up" to an unimproved shore if a woodcutter's camp is not reachable. These ships are typically equipped with a "brow," a short bridge that extends from the boat's prow onto the shore to allow cargo and fuel to be easily loaded. With numerous nations at war, running into a hostile military or



mercenary group is a regular occurrence for shore parties, to say nothing of western Immoren's diverse, fascinating, and hostile fauna. If the boat's crew is lucky enough to have a steamjack, they will almost certainly bring it to bear to help with the logging and to deter predation.

The Doloven Mist

Launched in 602 AR, the *Doloven Mist* is one of the finest deep-sea vessels ever to sail the Meredius. Designed to endure the unbelievably dangerous waves of the deep ocean, she was the second of three ships constructed by the master builders of Thalas & Fromar Shipwrights in Berck. The identities of the private investors behind these three ships were a tightly guarded secret during their design and construction, but as the three ships began to trade and make their deep-sea voyages, it was revealed that "Lord" Joln Rockbottom had a small stake in the vessels, as did some others linked to the Four Star Syndicate.

Prior to his current, full-time employment aboard the *Talion*, Rockbottom had enjoyed a more diversified portfolio of shipping interests. Anticipating the radical expansion of steamship technology, Rockbottom used a proxy to offer an enormous 10,000 royals to Thalas & Fromar Shipwrights

for cutting-edge ship designs. The master craftsmen went to work with a free hand, and in less than a decade had produced the *Confidence*, followed by the *Doloven Mist*.

Virtually identical to her older sister ship, the *Doloven Mist* was built from a keel more than 40' deep. Intended to keep the ship upright in the massive storms of Meredius, this unusual keel required special dry dock structures be built in order to hold the hull in place during construction. Rare hardwood was imported at great cost from northern Khador, where the Megnyev tree provides an extremely durable yet buoyant wood. The *Doloven Mist* is powered by a single steam engine that drives the ship's stern-wheels. Four crowned smokestacks sit in pairs toward the ship's stern. The stacks are angled toward the ship's rear in an attempt to keep the choking black smoke off the deck, but if the engines are at full steam and the wind is uncooperative, even this measure won't keep the *Mist's* prow from being choked with coal fumes. A set of masts is stored on the ship's main deck but are generally hoisted and set only if the engine is malfunctioning (a not-uncommon occurrence due to its extremely complex design). The vessel measures 118' long and her widest point just more than 25'.





Lightly armed, the *Doloven Mist* carries no guns and only a pair of cannonades that are stowed during deep-sea voyages. Her defense is primarily speed and her formidable crew. The ship also carries six small boats equipped with oars and sails. On another ship these small vessels would be used as lifeboats, but the *Doloven Mist's* extraordinarily deep keel means that she must often anchor far outside a port or harbor and her crew must conduct their trade from these rowboats.

The *Doloven Mist's* maiden voyage in Cinten 602 AR took her from Berck to a speck of land known only as Hanging Rock—a tiny island more than 300 nautical miles from land. From there, she traveled to Ceryl, where she picked up her first cargo before returning to Berck. This early voyage proved that she could withstand the deeper waters far from the coast of Immoren, but the rough waters there were only a shadow of the challenges the Meredius provides. The three sister ships had been built with a specific goal in mind: breaking the Mercarian League's trade monopoly with Zu. In 603 AR, Rockbottom is believed to have helped finance an expedition that sent both the *Miser's Generosity* and the *Doloven Mist* to the subcontinent of Alchiere. The tropical jungles of southeast Alchiere have been of increasing interest to the western Immorese since Professor Victor Pendrake's return. The professor's notes in his published *Monsternomicon* suggest that the area might be rich in untapped resources. Before breakthroughs in steam power, reaching the subcontinent was difficult due to the intense winds blowing from the Stormlands over the abyss.

Both ships returned and the voyage was deemed successful. Despite the unfortunate loss of more than 12 crewmembers at the hands, teeth, and tendrils of Alchiere's jungles, the ships returned in less than two years bearing a rich cargo of spices, exotic hardwood timbers, and strange artifacts found in ruined cities on the subcontinent's coast.

Although his situation aboard the *Talion* takes up most of the avaricious dwarf's time and finances, he still maintains a small stake in the *Doloven Mist* and the *Confidence* (the *Miser's Generosity* having been lost in 605 AR off Cape).

When the *Talion* raided a Mercarian League fortress in 606 AR, Rockbottom finally obtained a route to Zu, and he wasted no time in directing Shain Enworth, captain of the *Doloven Mist*, to provision for an extended sea voyage.

Konesta, Gateway to Zu

Konesta, the only known port on the continent of Zu, is an enigma even to those few traders who have braved the deep ocean to walk its streets. The few who have survived the voyage speak of a city built on another city. Ancient and massive structures are covered in more recent and transient houses and shops. The city itself rests between a deep harbor and the forbidding jungle.

The people who make their homes in the city are a confusing mix of cultures, skin tones, and languages. Some traders suspect that Konesta is a trading hub for several nations or city-states, but the natives have not sufficiently confirmed this. Due to the numerous languages used by the city's inhabitants, the Immorese visitors have begun to learn the mongrel trade-tongue of Memaloose.

Because of some powerful local taboos, visiting Immorese are confined to a few piers at the south end of the docks and are allowed to venture only into a few specific parts of the city. Though well maintained, these piers are much farther from the trade houses than those used by the inhabitants of Zu. The reason for this segregation is unknown, but some traders suspect it might be a lingering mistrust of people who voyage across the seas. Natives have told them only that they must remain in the restricted areas for their own safety. Foolhardy traders and sailors have occasionally crossed the boundaries set for them; invariably, these men and women have vanished in the streets or jungles, never to be seen again.

Curiously, traders have found what appear to be ancient Orgoth artifacts for sale in the city's bazaar. At least one merchant found a vendor selling a selection of antique items, among them a centuries-old soul cage. The proprietor seemed unaware of its significance.

Even more strange are the leering faces that appear on the clothing of some natives. Bright orange and yellow tabards and shirts bear designs of gaping-mouthed faces reminiscent of disturbing Orgoth artwork. What the Orgoth presence in Zu once entailed is unknown, but they clearly left a lasting impression on the continent's population.

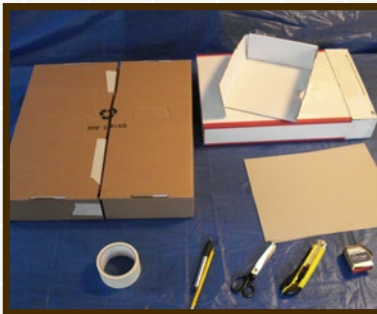


TERRAIN BUILDING

Making Quick and Simple Ships

by Tim Nash

Hey, *No Quarter* fans! It's Eric Cagle, your trusty Editor-in-Chief. Contributor Tim Nash sent us pictures of several "quick and dirty" pirate ships he and his gaming friends made for their own unique *Pirates of the Broken Coast* league. The league's scenarios emphasized boarding actions, which meant they needed several ships for their battles. Tim set to work and devised a method to create ships out of cardboard and other easy-to-find materials so they could start playing right away. For this project, Tim had to strike a balance between creating something realistic and playable and making it both cheap and relatively easy to create. Once you master the techniques, making multiple ships to recreate a skirmish at sea or along a waterfront will be a snap!



What You'll Need:

- Cardboard box (around 3"-4" tall, about 12" wide and about 24" long)
- Some extra scraps of cardboard
- Masking tape (also known as painters tape)
- 3-4 piece of card stock (or thin, non-corrugated card board)

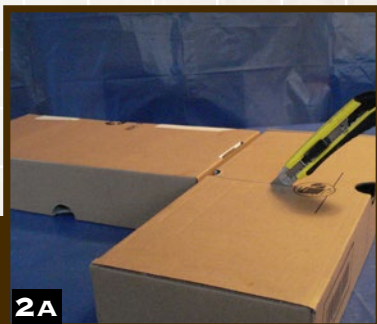
Tools

- Formula P3 Hobby Knife
- Straight edge (or pretty much anything that can be used to help you make a straight line)
- Pen or pencil
- Ruler
- Scissors

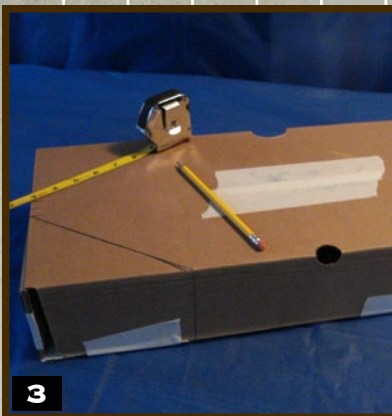


Step 1.) Cut cardboard box to desired size. If you are using a box with dimensions close to those of the ship, you can skip this step. I am using a computer keyboard box, which is a little too wide and not quite long enough. The height is right, however, so I simply cut the box in half.

Step 2.) Rough out the cabin area. Once you have created the basic shape for the main body of the ship, you need to rough out a shape for the cabin area. In my case, I cut the remaining half of my box in half again . . .

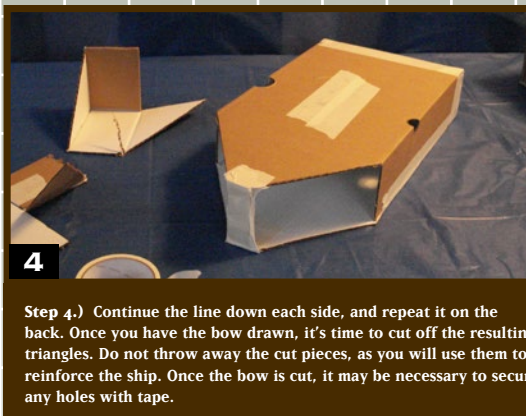


. . . and stack the two halves on top of each other. This extends the length of my ship and creates a cabin area.



Step 3.) Create the bow. (If you want to add a mast to your ship, refer to the "Mast" section at the end of this article before you attach the bow.)

Now you need to work on the front of the ship, also known as the bow. First, construct a rough shape, then add a forepeak or reinforced ram to the front. Locate the center point of one of the ship's short ends, measure about $\frac{1}{2}$ " in each direction, and mark it. This will be the front of the ship. On both of the long edges measure about 6" back. Now connect the dots to create a rough point to your boat.



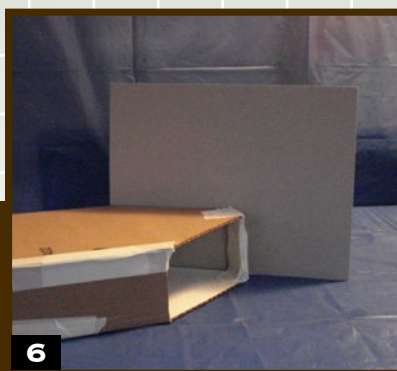
4

Step 4.) Continue the line down each side, and repeat it on the back. Once you have the bow drawn, it's time to cut off the resulting triangles. Do not throw away the cut pieces, as you will use them to reinforce the ship. Once the bow is cut, it may be necessary to secure any holes with tape.



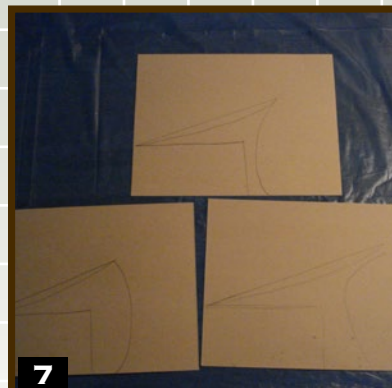
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Step 5.) Reinforce the interior. Use one of the triangles you just cut off to reinforce the interior of the ship. Slide the sections into the openings you just cut and tape them into place.



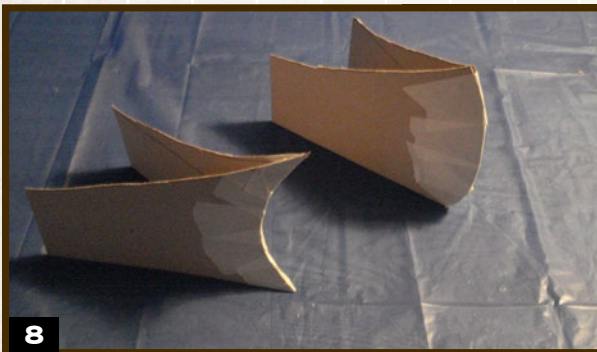
6

Step 6.) Create the forepeak. Now that you have the basic shape for the ship's bow, you can create a forepeak, or ram, on the ship's front. Using a thin piece of cardboard or card stock, line up one of the edges with the triangle cut you made in the bow. Trace the shape of the ship's bow with a pencil.



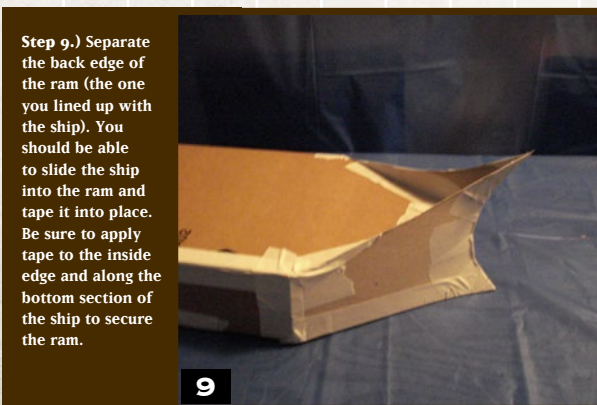
7

Step 7.) Draw the desired shape of the forepeak. I prefer a concave shape with points at the top and bottom, but you can also create a convex curve like a giant blade, or even a giant spike. Your imagination is the limit here.



8

Step 8.) Once you have the shape you want, use a pair of scissors or a knife to cut out the shape. Use the newly created shape as a template to trace out a second copy and cut that one out as well. Tape the front edges of the ram together.



9

Step 9.) Separate the back edge of the ram (the one you lined up with the ship). You should be able to slide the ship into the ram and tape it into place. Be sure to apply tape to the inside edge and along the bottom section of the ship to secure the ram.

Step 10.) Complete the cabin. My cabin is actually two separate parts, and each has open ends.



10A



10B

Cover the open end on the bottom with cardboard or card stock, then tape it securely in place. If you started out with a longer box you can skip this step.



11

Step 11.) Create cabin stairs. If you prefer, you could instead repeat the last step and cover the open end at the top of the cabin with some card stock. My army needs a way to get to that handy elevated position, however, so I'm adding stairs for them to climb.

From the middle of the cabin's front edge, measure out to about 1 1/2" on either side. This will create a nice 3" wide stair even a warjack could climb. Next, measure in about 4" of the length and draw a good rectangle to cut. Once all the dimensions are drawn, cut out each of the sides of the stairwell, but do not cut the front or back ends.



12

Step 12.) Now that the sides of the stairs are cut, simply push the still-attached cardboard section into the body of the cabin. It should fold down flat, creating a stable back and bottom for the stairs as well as reinforcing the cabin. Securely tape the newly flattened section into place and fill in the gaps on each side with rectangles or card stock. Tape all these into place to create a solid stairwell.



13

Step 13.) Create the steps. This part of the process requires a bit of math to figure out exactly how many steps are needed and how high each one should be.

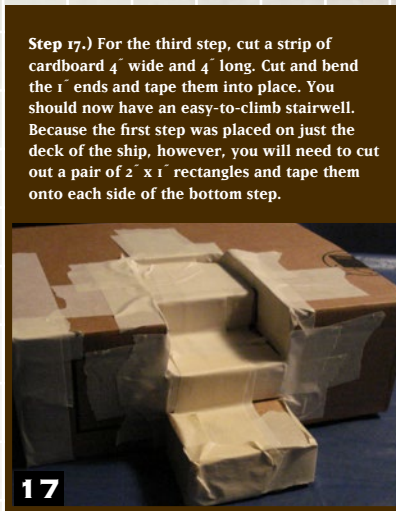
My stairwell needs to be only 3" tall with three steps, each at least 1" high. My stairwell section is a little under 4" tall, however, and the last step will extend from the stairwell to the top of the deck. It is okay, too, if the bottom step extends out onto the ship deck a couple of inches. This gives me roughly 6" to work with. Dividing 6" by 3 (the number of steps) tells us that each step section will take 2" (1" for the tread and 1" for the riser).

For the bottom step, you need a strip of cardboard to extend the entire length of the stairwell, with an extra inch at each end to fold down for support. In this case, cut a strip of cardboard about 4" wide and 8" long.



16

Step 16.) For the second step, cut a length of cardboard 4" wide and 6" long. As with the first step, cut supports 1" long on each end and securely tape into place.



17

Step 17.) For the third step, cut a strip of cardboard 4" wide and 4" long. Cut and bend the 1" ends and tape them into place. You should now have an easy-to-climb stairwell. Because the first step was placed on just the deck of the ship, however, you will need to cut out a pair of 2" x 1" rectangles and tape them onto each side of the bottom step.



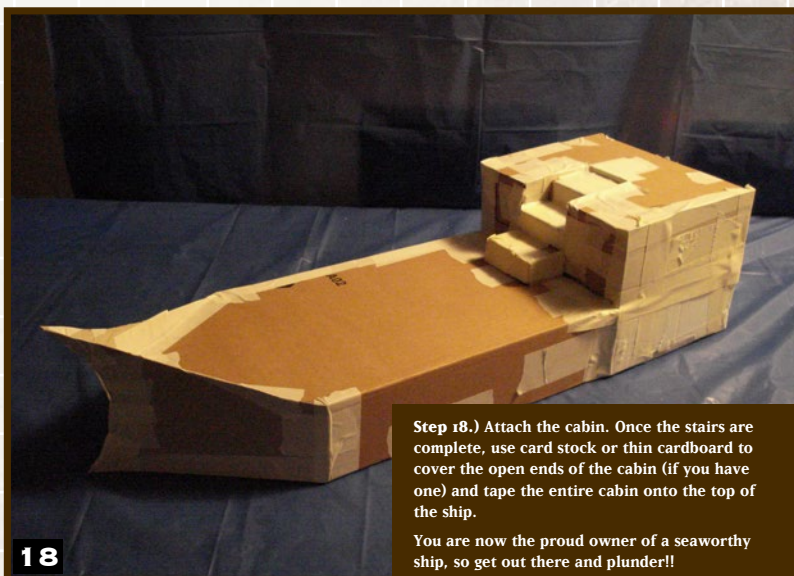
14

Step 14.) Now that you have your first step cut out, you will use some corrugated cardboard to create the front and back of the step. Corrugated cardboard is actually two thin strips of cardboard with a support in the middle. If you cut through the thin strip of cardboard on the top but not all the way through the support and the bottom strip, you can easily bend the edges to create the front and back of the step. Measure in about 1" on each side, then cut the end of the cardboard, but not all the way through.



15

Step 15.) Once you have bent the step, reinforce it with tape, then insert it into the stairwell. Tape it securely in place.



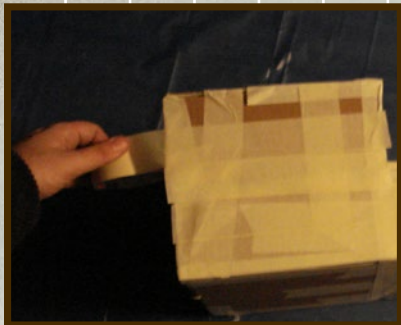
18

Step 18.) Attach the cabin. Once the stairs are complete, use card stock or thin cardboard to cover the open ends of the cabin (if you have one) and tape the entire cabin onto the top of the ship.

You are now the proud owner of a seaworthy ship, so get out there and plunder!!

Texturing Your Ship

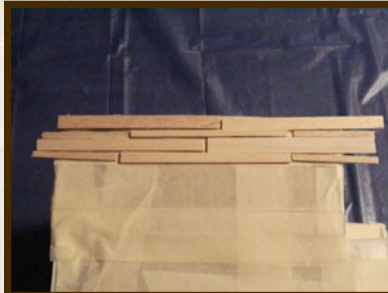
With your ship completed, you are ready for battle. If you want to make your ship look more realistic, however, it is well worth the effort. You can simply paint the ship, but adding texture to the ship first will look much better than simply painting over the cardboard and tape.



Option 1.) Flat Texture using tape: The simplest way to texture your ship is with a layer of masking tape. Use long strips to create a flat, even texture across the entire ship. Cut each strip with a knife, rather than tearing it off, so that the ends will be smooth.



Option 2.) Beam texture using tape: Using a narrower width of masking tape, measure and cut several strips 2" long. Place the strips on the ship, leaving small gaps between each one to simulate the boards used on a real ship. Stack several strips on top of each other to create depth. When finished, you can simply paint over the strips to simulate a wood finish.



Option 3.) Use Wood: Of course, the best way to create the look of wood is to actually use wood. (Go figure.) Popsicle sticks or small strips of balsa wood are great for this. I highly suggest balsa wood, as it is a much softer wood and easier to cut and shape. You can usually find bargain bags of balsa wood at most craft stores.

Simply glue the strips of wood to the cardboard body of your ship. Once you have applied the wood strips, you can either paint or stain the wood to create a great-looking ship.

What You'll Need:

- Masking/painter tape of different widths
- Balsa wood or popsicle sticks

Tools

- Sharp Knife
- Glue to secure the balsa wood, such as liquid nails or white PVA glue

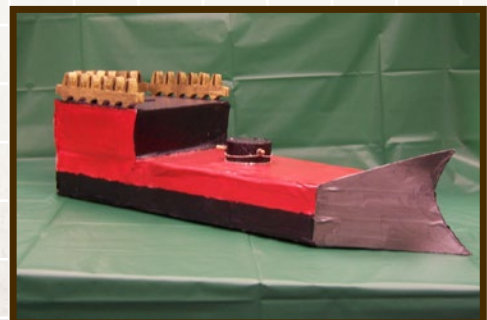
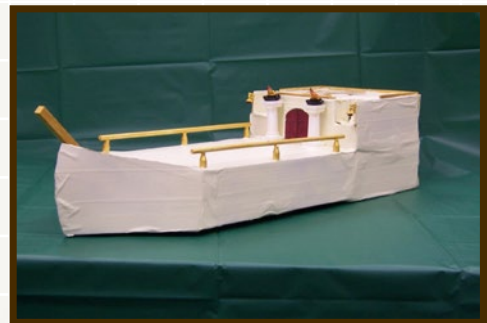
Paint

- Formula P3 Black spray primer
- Appropriate colors for your faction
- Wood Stain



Other Options:

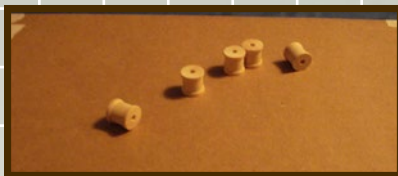
Alternatively, most hobby stores sell sheets of plastic card that look like wood. Some even have rolls of thick paper with a wood pattern, normally used for the floors of dollhouses.



Railings

Railings are a great addition to any ship and are actually very simple to make.

About the materials: Before you create the railings, you need to find some kind of long wooden strip to use as the actual railing. Dowel rods are ideal, and some hobby or craft stores even sell shaped or textured dowel rods. In a pinch, you can use a few long strips or cardboard taped together. You also need something to support the railing. You can use wooden spools, large beads, or small blocks of cardboard for this.

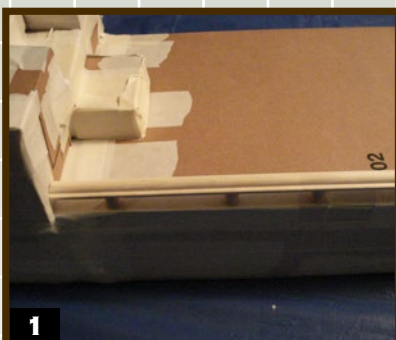


What You'll Need:

- Wooden dowel rod or
- Textured wood rod or
- Wooden thread spool
- Beads

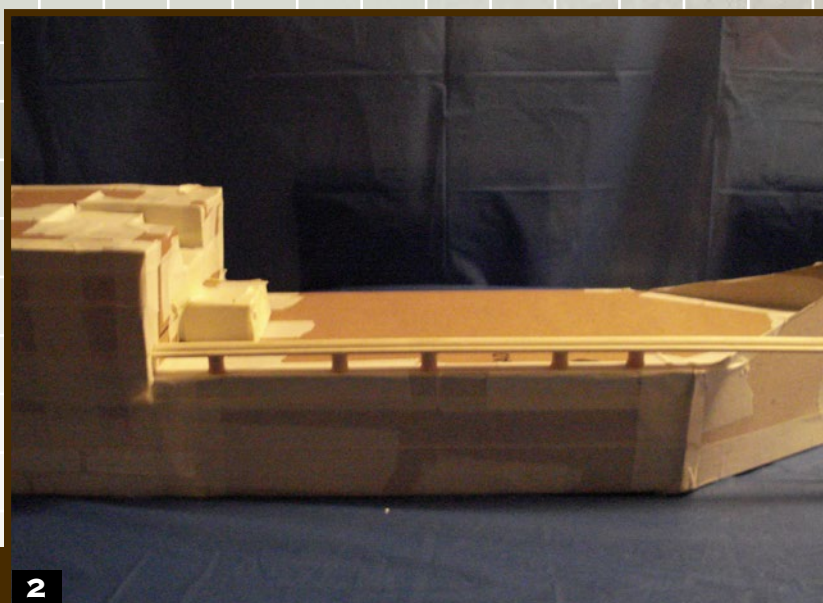
Tools

- Formula P3 Hobby Knife
- Glue (liquid nails or PVA glue)



1

Step 1.) Before you glue anything to your ship, measure the desired length of your railing and cut it to the correct length. Then place your supports on the deck and set the railing on top to make sure it fits as desired. To make sure the supports are evenly spaced, it is a good idea to mark where they will go.



2

Step 2.) Glue the supports to the deck. Once they are secure, glue the railing on top. You are done!

Mast

At this point you should have a good-looking ship. A mast adds a great finishing touch to the ship, as well as partially covering the open space on your deck.

What You'll Need:

- Wooden dowel
- Cardboard tube (from a roll of paper towels)
- The cardboard circle in the middle of the tape roll.

Tools

- Formula P3 Hobby Knife
- Glue (liquid nails or PVA glue)



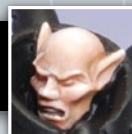
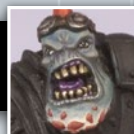
Easily add a mast to your ship by attaching a cardboard tube or wooden dowel. If you use a cardboard tube, simply tape or glue it to your ship deck in the desired location. Then, add a "cap" with another piece of cardboard, cut to fit. A dowel can be a bit harder to secure. You can either poke a hole in the deck and push the dowel through or try to glue the dowel to the deck. If you use a dowel, adding it during the construction phase will allow you to secure it inside the ship before you attach the bow.

MODELING & PAINTING

By Matt DiPietro, Studio Painter

Part 3:

PAINTING NON-HUMAN FLESH



In the two previous issues of Modeling and Painting we covered painting human male and female flesh. This issue we help out the other half of our readers and cover how to create the various non-human skin tones that appear throughout the Iron Kingdoms. First we describe techniques for blighted flesh and skorne skin. Then, we revisit an old favorite about bringing to life the flesh tones on our trollkin models. Lastly we take a quick look at painting losan flesh, as seen in the pages of *Forces of WARMACHINE: The Retribution of Scyrah*.

Blighted Flesh



What You'll Need:

-  Exile Blue
-  Frostbite
-  Mixing Medium
-  Morrow White
-  Murderous Magenta
-  Skorne Red
-  Thamar Black
-  Trollblood Highlight



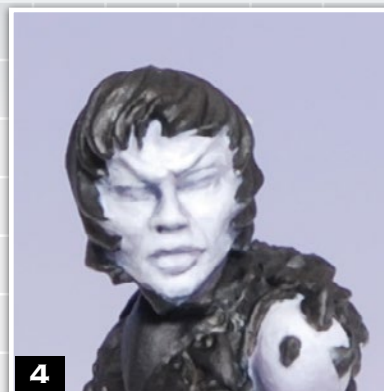
Step 1) Basecoat the blighted flesh using Frostbite mixed with a small dot of Exile Blue and Skorne Red. Make sure the added colors do not dominate the Frostbite.



Step 2) Add a couple more dots of Skorne Red and Exile Blue to the mixture and shade with this color.



Step 3) Use a mixture of Skorne Red and Exile Blue (with no Frostbite mixed in) to create the final shading color.

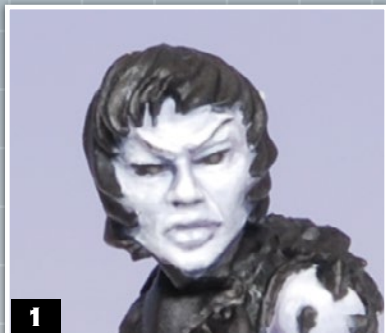


Step 4) To begin highlighting, mix some of your base color with Morrow White and apply it to the flesh.



Step 5) Although final highlighting is done with just Morrow White, it may help to add some Mixing Medium to it to ease the transition of color.

Blighted Flesh Detailing



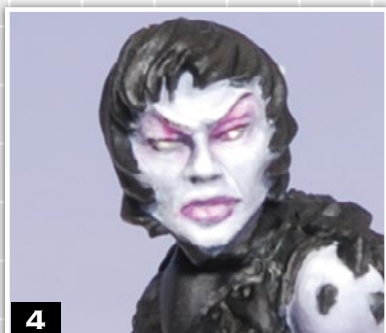
Step 1) To detail the blighted face, first black out the eyes with Thamar Black and use the same color to draw a thin eyebrow line.



Step 2) Use Trollblood Highlight to fill in the eyeballs, leaving a thin line of black around the rim of the eyeball.



Step 3) Add tiny dots of Morrow White to give the eyes expression while maintaining a lifeless and alien look.



Step 4) Thin glazes of Murderous Magenta on the lips and upper eyelids bring the face to life.

Hair



White Hair What You'll Need:

-  Bastion Grey
-  Frostbite
-  Morrow White
-  Trollblood Highlight

Black Hair What You'll Need:

-  Coal Black
-  Exile Blue
-  Sanguine Base
-  Thamar Black
-  Underbelly Blue

White Hair



Step 1) First, give your model's hair a solid basecoat of Frostbite.



Step 2) Next, apply a wash of watered-down Trollblood Highlight to the hair.



Step 3) Add shading with Bastion Grey to separate and define the part and individual sections of hair.



Step 4) Highlight the hair using Morrow White to add shine and volume.

Black Hair



Step 1) When painting black hair, I find it easiest to start dark and work my way up. Start by basecoating the hair with Thamar Black.



Step 2) Highlight with a mixture of Coal Black, Exile Blue, Sanguine Base, and a dot of Thamar Black.



Step 3) Add Underbelly Blue to the previous mixture and continue highlighting.



Step 4) Add more Underbelly Blue to the paint mixture for the final highlights.

Skorne Flesh



What You'll Need:

-  Cryx Bane Base
-  Cryx Bane Highlight
-  'Jack Bone
-  Menoth White Highlight
-  Midlund Flesh
-  Rucksack Tan
-  Thamar Black
-  Thornwood Green



Step 1) Create the basecoat color for skorne flesh with a simple mixture of Midlund Flesh and Rucksack Tan.



Step 2) Add some Thornwood Green to the basecoat and apply some shading to the figure.



Step 3) Add the final shadows using a simple mixture of Thornwood Green and Cryx Bane Base.



Step 4) Return to your basecoat color and add a generous amount of 'Jack Bone. Apply a layer of highlights to the figure with this mixture.



Step 5) Use a mixture of 'Jack Bone and Menoth White Highlight for the final highlights on the figure.

Skorne Details



Step 1) Black out the teeth and eyes on your skorne with Thamar Black.



Step 2) Paint the eyes and the teeth with a coat of Cryx Bane Highlight, leaving a rim of Thamar Black visible around the edges.



Step 3) Add life to the eyes by painting pupils with Menoth White Highlight. You can use Menoth White Highlight to highlight each tooth, too.



Step 4) To paint the dark brown lips of the skorne, apply thin glazes of Thornwood Green to the upper and lower lips.

Trollkin Faces

One of the most common requests on the Privateer Press Modeling and Painting Forums is how to paint trollkin skin and faces. This thorough step-by-step will demystify the process for making your trollkin wonderfully ugly.

Flesh



What You'll Need:

-  Cryx Bane Base
-  Khardic Flesh
-  Menoth White Highlight
-  Murderous Magenta
-  Sanguine Highlight
-  Thornwood Green
-  Trollblood Base
-  Trollblood Highlight



Step 1) Lay down a solid basecoat of Trollblood Base.



Step 2) Mix a wash of Trollblood Base and Murderous Magenta, and apply it to the lips and eye sockets.



Step 3) Use a 50/50 mix of Trollblood Base and Thornwood Green to shade the skin. When shading, pay special attention to the sunken cheeks, eye sockets, and furrowed brow. When shading and highlighting, ignore the chin, since it will be painted later.



Step 4) Run a line of Cryx Bane Base along the underside of each brow and cheekbone.



Step 5) Highlight with a 50/50 mix of Trollblood Base and Trollblood Highlight. Be sure to leave some of your basecoat showing for the midtone.



Step 6) The final highlight is just Trollblood Highlight applied sparingly to the tops of the cheeks, jaw, brow and skull.

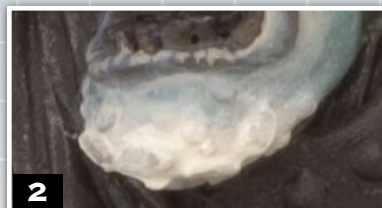
Painting Tip

If you're having trouble finding where the highlights and shades are supposed to be on a model, try to imagine light coming from directly above its head.

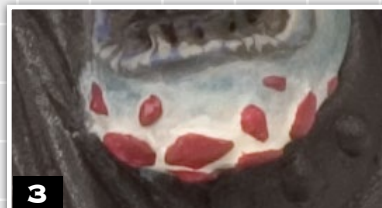
Chin



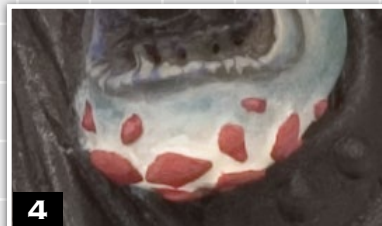
Step 1) Trollkin have pale chins with rocky growths jutting from them. Mix Trollblood Highlight with Menoth White Highlight and basecoat the chin. Blend the edges so that they fade into the rest of the face.



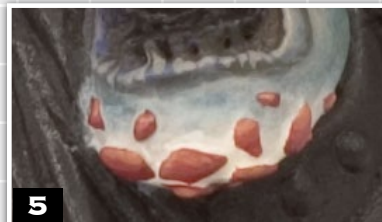
Step 2) Highlight using Menoth White Highlight. During these first two steps, don't worry about hitting the rocky growths as you will just paint over them later.



Step 3) Carefully basecoat each growth with Sanguine Highlight. Make sure to get the sides, as this will pop them out from the rest of the chin.



Step 4) Highlight the uppermost half of each growth with a 50/50 mix of Khardic Flesh and Sanguine Highlight.



Step 5) Meticulously apply Khardic Flesh to the top edge of each growth.

Iosan Flesh

The elves of Ios have very pale and sallow flesh. This emphasizes their arrogant and vengeful nature and serves to set them apart from the human races. Do not worry if the face looks pink after the first shade layer because you will balance the color with a warm green shade later.



What You'll Need:

-  Battledress Green
-  Menoth White Base
-  Menoth White Highlight
-  Mixing Medium
-  Ryn Flesh
-  Sanguine Highlight



Step 1) Basecoat the flesh with an equal mixture of Ryn Flesh and Menoth White Base.



Step 2) Shade the lines and recesses of the face by adding Sanguine Highlight and a dot of Mixing Medium to the base color and applying thin coats of shadow.



Step 3) Mix Battledress Green with some more of the base color and some Mixing Medium. Apply another thin shade using this color.



Step 4) Refine the expression by applying thin lines of Sanguine Highlight mixed with Battledress Green to key parts of the face.



Step 5) Highlight by adding Menoth White Highlight to the base mixture and applying it to the raised areas of the face.



Step 6) Finally, apply Menoth White Highlight to the tips of the ears, nose, and brow and to the top of bald heads.

SHADES OF GRAY

CHALLENGE

**The starkness of shadow...
The beauty of contrast...
Using monochromes as your palette!**

You could win a \$50 US spending spree at the Privateer Press Store (store.privateerpress.com) and the adoration of thousands as we publish your model! Heck, we might even throw in something cool that we found on the desk of the Privateer Press studio.

Color is sometimes overrated. Sure brilliant reds, electric blues, and necrotic greens can look good, but what about the simplicity of black, white, and gray? Paint up a model devoid of color, with black, white, and gray dominating the colors available.

Take a digital photo of your creation. Then, check out the rules and submission guidelines at:

privateerpress.com/no-quarter/no-quarter-challenges

ENTRIES DUE BY 9/1/09



**How NOT
to win this
contest!**



**See the Winner of the
Riddled with Bullets Challenge from
No Quarter #23 on page 95!**



2009 PRIVATEER PRESS'

FORMULA P3 GRANDMASTER PAINTING COMPETITION

IT'S NEVER TOO EARLY TO START PAINTING LIKE YOU'VE GOT A PAIR!



2008 GRANDMASTER CHAMPION
DEREK SCHUBERT

THE CATEGORIES

WARJACK/WARBEAST

A single light or heavy warjack or warbeast.
1st Place Prize: \$200 US

WARRIOR MODEL

A single trooper, solo, warlock, or warcaster.
1st Place Prize: \$200 US

BATTLEGROUP

A warcaster and 2-5 warjacks or a warlock and 2-5 warbeasts. No troops or solos.
1st Place Prize: \$200 US

UNIT

A unit of at least the minimum number of allowed models and no more than the maximum number of models allowed. Unit Attachments and Special Weapon Attachments may be included.
1st Place Prize: \$200 US

DIORAMA

A scene of the Iron Kingdoms, made up of components that do not exceed 12" wide, by 12" tall, by 12" deep.
1st Place Prize: \$200 US

HOW TO ENTER:

Show up at Gen Con Indy. Fill out an entry form at the Privateer Press booth and drop off your entries on Thursday and Friday starting at 1:00 PM and Saturday from 10:00 to 11:00 AM. All entries must be received by Saturday 8/15/2009 by 11:00 AM.

GRANDMASTER

Selected from the winners of the above categories.

Grand Prize: \$1,000 US

The Grandmaster will win \$1,000 US for the Grand Prize and \$200 for the category that qualifies them, for a total of **\$1,200 US**.

NEW THIS YEAR:

In addition to awarding first, second, and third place, the judges will also be awarding a limited number of Honorable Mention trophies for each category. Entries that receive an Honorable Mention trophy will also have a place reserved in the painting competition coverage to be featured in No Quarter #27.

RULES

- All entries must be Privateer Press miniatures. Conversions and scratch building is allowed, but must fall within the scope and atmosphere of the Iron Kingdoms game world and be either scratch built or made with parts from Privateer Press models. No third party parts permitted.
- All entries must be modeled and painted by the person entering. The person entering must hand in the miniatures themselves 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. This must be filled out correctly and clearly. Competitors will be issued a numbered ticket when they have handed in their miniatures. In order to collect their miniatures at the end of the show, competitors must present this ticket and valid ID in person.
- Competitors can only enter categories once, through they can enter as many of the categories as they choose.
- All entries must be presented on the appropriate size base for which the model was designed, but extra scenic details may be added. Models presented as part of a diorama do not require bases.
- While every care possible will be taken with the entries, the miniatures are entirely at the risk of the competitor. Privateer Press will not be responsible for any damage or loss that might occur while the miniatures are in their care.
- Privateer Press has the right to photograph the competition submissions 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.
- The judges' decisions are final in all cases.

WINNERS ANNOUNCED AT 5:00 PM • SATURDAY 8-15-09 AT GEN CON INDY

SECRETS OF THE FRONT LINE:

THE NIGHTMARE EMPIRE

Surging forth from deep in the Scharde Isles, Cryx's undead legions spread like a plague into the Iron Kingdoms mainland. The Dragonfather, Lord Toruk, rests deep in his lair and plots their movements in his nefarious plan to seize all of Caen. Time matters not to these deathless soldiers. Eventually, all will serve the Nightmare Empire.

Cryx Tactics in WARMACHINE

By Brad Casey and Jeff Long • Art by Lucio Parillo, Brian Snoddy, Andrea Uderzo, Kieran Yanner



LORD TORUK'S MIGHT

Cryx hits fast and hard. Opponents fear a Bane Knight charge that will wipe out a unit only to come back and charge yet again next turn. Bile Thralls can ruin an infantry-heavy list with a few well-placed purges. For the most part, Cryx throws infantry troops away in exchange for more power. It is not uncommon for a Cryxian army to destroy more of its own models over the course of a battle than the other army does.

Other, more specialized troopers aid different play styles. Satyxis Raiders make enemy warcasters regret taking warjacks whenever feedback damage hurts the 'casters from across the field. Bloodgorgers gain strength whenever they wipe out living enemy models, so a few rounds of engagement can transform them into resilient machines of destruction.

Cryxian light warjacks, the infamous bonejacks, strike from the sidelines to arc spells or wipe out key targets. The helljacks, Cryx's heavy warjacks, lack the armor for an attrition game but compensate with efficiency and deadly power. The Leviathan and Harrower can be thrown across the battlefield to then charge the opponent's rear guard, and the fearsome Deathjack spells doom for many a warcaster.

Cryxian warcasters range from fragile spell-slingers to monstrous brutes who could survive serving directly under a dragon. The feats of Cryx cover many aspects of offense, defense, or both—some providing troop support and denying enemy attacks and others pushing pure offensive might. Still others bring back the fallen to sacrifice themselves again for victory.

Chief among the heavy-hitting units are Bane Knights and Bane Thralls. Bane Lord Tartarus raises the hitting power of their already lethal weaponmasters by cursing the enemy, and Dark Shroud effectively increases it by 2. Any warcaster likes to have Banes on the field because they can do their jobs without much assistance. In the forces of Goshade the Cursed and Pirate Queen Skarre, both Bane units gain bonuses that push them into a new level of competitiveness, either from elite cadre or spell use. These warcasters' feats seem tailored to allow Bane Knights and Thralls to survive to the next turn for late-game control.

THE DEAD KNOW NO FEAR

Some units in Cryx don't mind getting destroyed. The Revenant Crew actually counts on it. But they return. As

THE DEAD RISE AGAIN



Bane Lord Tartarus charges, adding more Bane Thralls to the unit . . . which activate and then charge Stryker.

long as the Quartermaster stands, slain Revenant Crews get to come back the following turn. Deneghra's Death Rage and Terminus' Shadow of Death support this dynamic. Captain Rengrave can also help by appointing a new Quartermaster if one dies. He also feeds off of the Revenant Crew through his Cabin Boy ability. Revenant Crews can even kill themselves to ensure their attack hits harder.

Another two units that don't mind dying are Bane Knights and Bane Thralls. With Bane Lord Tartarus by them, both have a reliable way to gain more troopers and replace lost unit leaders. Tartarus' Thresher attack is extremely effective in replacing fallen Banes. Any models killed by this attack, which he can perform on a charge, immediately become Banes. Bane models have to remain in formation but can spread out to completely circumvent whatever foe the rest of the unit is engaging. This handy assassination tool allows Tartarus to create charging lines of Banes that can activate that same turn and charge into the now-unprotected warcaster.

Scrap Thralls are made to be thrown away—hopefully damaging something in the process. The Necrotech can make more, so there is no reason not to order Scrap Thralls to attack whenever a target makes itself available.

Probably the best suicide models are the Bile Thralls. Bile Thralls have subpar RAT for spray attacks, but that is usually irrelevant because they can Purge onto everything within 6" of their front arc and not have to worry about rolling. This wave of coverage can hurt most lightly armored foes, but the Corrosion that triggers next turn will annihilate any single-wound infantry that fails to roll a 1 or a 2.

HELLFIRE AND BRIMSTONE

The spell lists of Cryx warcasters are as varied as the warcasters themselves. However, most 'casters have some spell that allows them to use the Corrosion effect. Corrosion offers Cryx players the perfect counter to massive concentrations of infantry. Unless it possesses multiple health boxes, any unit with Corrosion across all of it will lose roughly 66% at the beginning of its next turn. Invincible Zealots are not immune to Corrosion because the effect occurs during the Protectorate's turn, when the Zealots revert to normal. Whenever Zealots go Invincible, just Purge on them with a Bile Thrall to render them useless next turn.

Cryx buff spells either boost 'jacks or help infantry find their mark. Melee 'casters like Skarre and Terminus fall into the latter category with spells like Dark Guidance and Ravager. The more warjack-friendly 'casters are Mortenebra and Epic Skarre.

Other Cryx warcasters reduce the enemy's efficiency. Both versions of Asphyxious and Deneghra fit this category, along with the Coven. They exploit opposing forces' weaknesses and neutralize threats with their arc nodes while remaining out of range of retaliatory attacks.

Goreshade is in his own category. He provides a free unit of Bane Thralls. He knows how to keep himself alive long enough

to take out his enemy with either his blade or a teleported 'jack. When he went epic, Goreshade gained some neat tricks, like his elite cadre bonus. He remains the same selfish bastard, sacrificing his units in order to bring back whatever troopers will gain him the win. His new sword ensures the fight will not go well for any fool who engages him.

BONEJACKS

Spells are Cryx's primary means of augmenting its forces and taking out key enemies. If Cryxian warcasters cannot get in range of targets, the spells cannot function. Arc nodes exist to bring spells close enough to opposing forces that they might lower the enemy's defenses or deliver the final blow.

Arc nodes come in three flavors: Deathrippers, Defilers, and Nightwretches. The Deathripper has the distinction of being the cheapest arc node. Melee-supporting 'casters like Skarre tend to do best with Deathrippers because they lend sustained attack ability. If the enemy engages a Deathripper, don't forget about the Bash attack.

Defilers have the longest ranged attack of the Cryxian 'jacks and apply Corrosion to anything they hit. They work best for warcasters lacking the ability to Corrode targets but wanting to run the Cankerworm.

Nightwretches are another example of an arc node-equipped 'jack geared toward affecting deviation rather than hitting its target. A Nightwretch gets close to the target while staying out of melee range. If the shot misses, the deviation can travel only a small maximum distance and thus may still hit the desired target and whatever is clustered next to it.

Whichever arc node winds up on the battlefield, proper bonejack maintenance is required to keep it from becoming scrap. Keep spare arc nodes for times when the enemy manages to neutralize your primary means of arcing spells. Arc nodes don't need to be run up until they are actually needed, so the spare 'jacks can be held on the sides or behind terrain as one arc node at a time is exposed, used, and destroyed.

Aside from the three arc nodes, Cryx has a number of light warjacks that provide great support or lightning-fast attack. The Stalker and the Cankerworm shred warcasters. As an added bonus, the Cankerworm can take down all but the strongest of warjacks that has taken Corrosion before it charges in. The Helldiver waits for enemies to pass before striking out of its burrow and hitting them in the back. Don't forget to give the Helldiver focus, though; it pops out of the ground before focus allocation.

HELLJACKS

Helljacks don't boast the same strength as other heavy warjacks of the faction. They aren't well armored, and their DEF is really not much higher than that of a basic unit. However, helljacks do possess tremendous power if they can be kept around long enough to unleash it.

The Slayer chassis holds true to the norm for a Cryx heavy 'jack. The 13 DEF helps ward off a few blows, but the ones that get through to the ARM17 hull really hurt. Helljacks

A WITCH'S BEST FRIENDS



Remember that while arc node bonejacks primarily exist to channel spells for your warcaster, each has its own unique combat features and advantages and these should be incorporated into any plan of action. Even the lowly Deathripper has sustained attack, the others have ranged options, and all of them can slam in a pinch.

require subterfuge to avoid being hit. Providing more appealing targets works if the 'jack can't be completely protected by a spell or cloud effect. Running up a sacrificial bonejack can allow that Slayer or Seether enough time to charge into combat and tie up a unit or a 'jack while the 'caster finishes off things.

The quadruped 'jacks trade 1 point of defense for slightly better armor, but they cannot be knocked down. This attribute adds new tricks to the Cryx arsenal. A 'jack with two open fists (Deathjack or any of the Slayer chassis models) can throw the Leviathan or Harrower down the field, where the thrown model can activate as normal. The model still takes damage from throw, so a smart Cryx player won't risk a system unless the target is worth it.

Nightmare is as heavily armored as a Leviathan but as agile as a Slayer. It gets the best of both worlds, plus stealth if fielded with Deneghra. This long-armed killer is perfect for assassinations. It receives additional movement from its Death Tracker ability and can use that movement to line up

charges. Nightmare's Ghostly Imprint lets it maneuver rough terrain while remaining able to charge. Although the imprint cannot pass through models, Nightmare can still Imprint Ghostly to avoid terrain penalties, then trample over the small bases between it and its prey. Very little can hide from the sights of this metal terror.

The most recognizable of the helljacks is surely the Deathjack. Deathjack possesses some amazing power to go with its high cost. It gets 2 focus for free as long as both arm systems are intact. The negative side effects of Deathjack not receiving enough focus rarely come into play. Save some extra focus or keep a sacrificial warrior model to prevent Deathjack from turning on its warcaster. Deathjack's weapons are the highest P+S in Cryx, but what really sets this 'jack apart is its ability to cast spells. This gives Cryx many more options for when to cast certain spells and allows Deathjack to perform some crazy tricks. With Goreshade the Bastard, Deathjack can teleport itself into or out of melee as needed. With Deneghra, it can throw debuffs on enemies it's about to attack. Without a doubt, Deathjack's versatility makes it a choice pick for Cryx.

THE UNHOLY CURSE

Cryx has to pay special attention to enemy troops that target the undead or non-living. Precursor Knights possess several amazing abilities, but the two that most affect Cryx are Balefire and Blessed. Balefire does not have the huge POW needed to hurt warcasters, but it can and will destroy the less-armored undead solos if they are not protected. Blessed allows Precursors to damage Cryx's many incorporeal models, which generally do not have strong armor.

Another model that excels at hurting undead is the Slag Troll. Its animus allows it to dole out an automatic d6 damage on any undead model that attacks it. This takes care of any undead single-wound infantry models that attack the Slag Troll as well as many undead solos that already have damage.

THE WALKING DEAD

Cryx boasts several warrior models that function independently to wreak havoc on the other side. Bloat Thralls don't try to be accurate. Rather, they allow their deviations to clip enemy units and make them roll Terror checks. Pistol Wraiths provide much more accurate firepower that can tie up warjacks indefinitely, via Death Chill or by taking out unit leaders, troublesome solos, and weakened warcasters. Bile Thralls exist to sacrifice themselves for that one good shot. Even if only one or two Bile Thralls survive long enough to purge on the enemy's front line, they usually make their points back through infantry-destroying power and the general annoyance of Corrosion.

Under cover of these various shots and sprays, the melee beasts of Cryx advance into the fray. Bane Thralls and Bane Knights top the list for impressive combat ability, but simple Mechanithralls can combo-strike and damage most models, especially when buffed by one of Cryx's many melee spells or feats. Often overlooked, Scrap Thralls can provide the concentrated blast that cripples a warjack obstructing the army's march. Cryx offers a multitude of hard-hitting models, but by their nature those models don't usually live to see the end of the fight.

Cryx models aren't good only for dealing direct damage. Chief among the utility models is the Skarlock. This little undead lackey benefits nearly any 'caster it follows into battle. Mortenebra even brings her own special Skarlock, Deryliss. Skarlocks cast spells when the warcaster needs a model to be in play before or a model's activation. Skarlock spells also save on focus that could be better used against the enemy.

Another unit that saves focus is the Withershadow Combine. A warcaster with a Withershadow Combine in the control area is allowed to upkeep a single spell for free. This works with Dark Seduction, so if Deneghra manages to cast that spell on a unit, she can maintain it without crippling her focus pool. The Combine also improves command, so even low-command warcasters can run Seethers without worrying about hurting their own army. Even Lich Lord Terminus can use Seethers with no chance of failure.

NO REST FOR THE WICKED

Cryx receives little help from mercenaries. It appears that few are willing to assist a group of undead monsters that plan to destroy the world as they know it. The occasional people crazy or evil enough to be bought by Cryxian coin provide much-needed aid to areas where Cryx normally suffers.

Gorman DiWulfe has saved many Cryx warcasters from being torn apart by ranged attacks or spells. The smoke clouds he lays down can be used to block charge lanes in addition to obstructing line of sight to the protected individual. The Rogue Alchemist also carries one of the most powerful debuffs in the form of his grenades. Blindness caused by Black Oil can set up anything for the kill; Corrosion from the Acid Bomb can eliminate single-wound infantry; and Rust makes those mighty metal warjacks somewhat less intimidating.

Cryx can gain added firepower from solos. Ordin Midwinter provides support as well as some attack power, if necessary. Orgun Bokur and Gudrun lend raw hitting power and can shred targets better than most light warjacks. Croe's cutthroats can take down living models standing in the way of Cryx spells. Croe also makes an excellent client for a Bokur.

The pirates add to the number of cheap living models Cryx can field, but they are more than just potential soul tokens. With proper use of the pirate solos and unit attachments, Sea Dogs and Press Gangers provide a fast-moving, thematic list with Skarre and perhaps Captain Rengrave and his Revenant Crew.



WARCASTERS

Cryx warcasters come in a wide variety of deadly potential, from the 'jack supporting Mortenebra, to the versatile Deneghra, and on to the melee monster that is Terminus. Each benefits from using an army tailored to his or her needs. Regardless of warcaster, presenting the enemy with more simultaneous threats should open a crack in his defenses long enough to deliver the killing shiv.

WARWITCH DENEGHRA



Deneghra is one of the first warcasters most beginning Cryx players learn. She's a utility box of amazing features that showcases the finesse style of Cryx. She ties up enemy 'jacks and slows down units with Scourge and Crippling Grasp. She can even take over a sufficiently debuffed unit with Dark Seduction.

The only thing Deneghra might be said to lack is a strong game-ending damage spell. Her Venom can be used if no better options are available, but it can't reliably break heavy armor. Deneghra can instead allow her army to land the final blow, either in the form of a strong melee unit charging the knocked-down foe or through Pistol Wraiths spitting multiple shots into whatever their warcaster needs dead. Warwitch

Deneghra can soften up targets by stacking the stat-lowering abilities of Crippling Grasp and her feat, the Withering.

WRAITH WITCH DENEGHRA

When going epic, Deneghra picked up an important classification: undead. Because of this, she is more susceptible to certain types of attacks, such as attacks from the Precursor Knights. She also avoids some weapons, such as Croe's poison crossbow, which inflicts an additional die of damage to living models. The trade may seem insignificant, but it requires the Wraith Witch to guard against new assassination angles.

Epic Deneghra turned into a completely offensive 'caster. She does not possess a single non-offensive spell. This does not diminish her utility concept but, rather, adds to it. Now she messes with enemy models in order to gain board control. Hellmouth and Harrowing both tangle up advancing units and prevent most charges from being optimal. Tenebrous Exile can make one unit completely useless for a turn, but the unit choice must be right — units can't be exiled two rounds in a row.

An interesting approach to using Marked for Death is to cast it on one of Deneghra's bonejacks. The Deathjack then moves up, hopefully on a hill for the elevation bonus against ranged attacks, and Necrovents. The marked bonejack then runs into the Necrovent cloud in front of the Deathjack, taking 1 point of damage. With the bonejack in place anyone wanting to target the Deathjack with spells or ranged attacks must first dispatch a DEF19 bonejack.

RUNNING INTERFERENCE

Elevation bonus
from hill

Bonejack w/
Marked for Death

5" Necrovent

Wraith Witch Denegrah's Marked for Death allows casters to protect precious models from an early demise.

IRON LICH ASPHYXIOUS



With his spell list, Asphyxious demonstrates a conflicting nature. On one hand, he possesses a powerful weapon and abilities that make attacks with that weapon even more devastating. But he is also an arc node 'caster whose stat line will not let him survive long in combat.

Asphyxious gets to choose what he wants to be depending on the situation. He can control the board with debuffs and

Breath of Corruption. If the opportunity presents itself, he can cast a Parasite on a target and charge it. Scything Touch helps make that attack and the subsequent sustained attacks hurt a bit more. If the attacks fail to finish the job, Asphyxious can use his feat either to regain all his focus and try again or to pull back using Shadow Wings and return to control 'casting.

LICH LORD ASPHYXIOUS

Asphyxious gained more crowd-control spells in the process of going epic. His Caustic Mist spell and Daeamortus' Soul Reaper special action punish single-wound infantry that try to avoid being herded by the Lich Lord. Asphyxious still has his melee capabilities and with the addition of the Warding is better able to avoid taking damage. He also boasts a feat that could potentially destroy a warcaster, depending on what losses the Lich Lord has sustained. As always, Shadow Wings can quickly remove Asphyxious from harm's way if things go bad on the attack.

Another helpful spell Epic Asphyxious gained is Excarbate. It grants Cryx the ability to use models it would not be able to use under normal circumstances. Excarinating Eirryx and then having her Disruptor-bolt the opposing warcaster changes the field for Cryx.

HIT AND RUN



Iron Lich Asphyxious can charge in when the opportunity arises and flee to safety using Shadow Wings if things don't work out.



MASTER NECROTECH MORTENEBRA

Mortenebra starts by saving points. She brings her own, more powerful version of Skarlock in Deryliss. This warcaster knows how to control 'jacks. She can Repair them if they take any damage; she can throw many buffs to her entire battlegroup through Terminal Velocity, which prevents any of her stationary warjacks from remaining so for long. Death Race lets her angle for charge lanes so the helljacks she wants to run can still charge their choice targets despite their bulky frames. Recalibration ensures the Assassination attempt will succeed and none of the powerful 'jack blows will be wasted.

Deathjack seems like the perfect fit for Mortenebra, as it lends the increased mobility needed to maneuver around the enemy and get in close to the enemy warcaster. Nightmare also works well in this list because its Death Tracker ability already grants increased movement. These two 'jacks working in tandem under Mortenebra can take on any challenge.



LICH LORD TERMINUS

Lich Lord Terminus suffers from being a large-based warcaster in a mostly small-based army. There are few ways to hide him, and getting him into melee can be a tight fit at times. Fortunately, his wings ensure charge lanes are not an issue, and Doomsayer's Reach provides some breathing room to facilitate its attack.

Terminus likes to have the Revenant Crew around. Indeed, he is one of the few casters who can help the undead pirates become a real threat on the battlefield. With Shadow of Death making them Tough, pirates are a force to be reckoned with under Terminus' command.

THE WITCH COVEN OF GARLGHAST



The Witch Coven lacks much in the way of melee. The best that these ladies can do is provide Stealth from Occultation to hide a melee unit long enough to get it into combat. Bane Knights or Bloodgorgers provide excellent guardians for the Coven to move their 'jacks and arcnodes up the field. The Witch Coven doesn't need melee muscle, excelling at assassination with spells from a great distance.

The Witches want to bring arc nodes to the fight in order to keep a safe distance from any possible threats. Self-sufficient warjacks and units are also helpful—with the 18-inch control range of the Coven allowing focus allocation and helpful spells from a much greater distance than most other warcasters can attain. Stalkers in particular could use the large control range to their advantage and provide a threat from almost anywhere on the board. Without the assistance of the Coven's Focus or their incredible control area, the Stalker would not be able to take apart warjacks or leap over them to surprise the hiding warcaster.

The Helldiver works well with the Witch Coven of Garlghast. When diving, it creates a sinkhole that protects its controllers from most enemy advancement, keeping the Witches safer from the threat of a melee assault. When emerging, the Helldiver benefits from the ample supply of focus from the Coven while they remain a safe distance from the carnage that the Helldiver creates.

PIRATE QUEEN SKARRE



The captain of the *Widower* makes her way through the battlefield with impunity. She can kill infantry at range with Fly's Kiss or Hellfire. Her Sacrificial Strike can even take down an unwary warcaster in one blow. Skarre's true forte, however, is her melee prowess. Her blade Takkaryx allows the addition of an extra die outside of boosting. Combined with the focus surplus Skarre generates with Sacrificial Lamb, the Pirate Queen can swing her P+S 13 blade with 4D6. If she first hits with her Great Rack, she will automatically hit the now knocked-down model with all her melee attacks.

Skarre not only boosts herself to tremendous levels, but also assists her army by making it a tougher, stronger, and more accurate force. Her Blood Magic feat allows everything in her control area to gain up to 5 STR and ARM. The feat helps both offensively and defensively, letting models hit harder and also survive tougher attacks the following turn. Coupling her feat with Dark Guidance ensures all those strengthened models hit what they are supposed to hit. Another tactical advantage of Skarre's feat is the damage-soaking capabilities of the additional 5 ARM. Optimal use of this feat consists of Skarre activating first, allowing her army to charge in with increased strength, then leaving them all engaged with increased ARM for protection. Skarre can also use Sacrificial Strike and benefit from increased ARM adding to her attack's POW.

SKARRE, QUEEN OF THE BROKEN COAST

When Skarre went epic, she changed from an infantry support 'caster with brutal melee abilities to a warjack 'caster capable of staying on the offensive. Epic Skarre keeps her helljacks alive long enough for them to destroy any foe. Seas of Fate provides Skarre with the 'jack control she needs by allowing her more discretion over when she needs to boost. Precognition adds to focus control by allowing Skarre to transfer unspent focus from her 'jacks to herself. On any turn, Skarre should be fully allocating her focus for whatever boosting may be necessary, pulling unspent focus back as she needs it.

The most effective defense for Skarre's warjacks comes with her feat. She gets the best use out of Fate Weaver by charging or running her 'jacks into combat with as much of the enemy army as possible. After Skarre's feat, the enemy is forced to either stand firm, giving the 'jacks an extra turn of destroying whatever is in range, or try to disengage and risk losing everything to free strikes.

GORESHADE THE BASTARD



Goresshade the Bastard does not aid his army much. He really only protects himself and Soul Gates his Deathjack to the opposing warcaster. But he protects himself well enough that very few warcasters or warlocks get a shot at hurting him. Cloak of Shadows prevents Goresshade from being attacked by anything other than a model advancing normal movement and taking a swing. Unfortunately, in a 1,000-point game Cloak of Shadows also prevents Goresshade from casting Soul Gate unless he uses Siphon.

Soul Gate is best known for its use as a teleportation device for Deathjacks. Soul Gate allows a Deathjack to hide in the safety of the back line until Goresshade engages the enemy warcaster with trooper models. Then Goresshade sends a fully loaded 5-focus Deathjack up to the enemy 'caster with a pair of P+S 18 claws. There are more uses for this spell, but few have such brutal results.

GORESHADE THE CURSED

Goresshade's epic form really helps out Banes. An army headed by Goresshade should include either Bane Thralls or Bane Knights along with Bane Lord Tartarus. Some cheaper units such as Mechanithralls assist, both with attacks and by potentially multiplying through the Reanimator feat. Goresshade benefits more from arc nodes than his non-epic form, although running only two or three arc nodes will suffice. He wins games by either allowing his returning troops to eat through the competition or by charging in and risking everything for that powerful hit.

Goresshade's new blade, Voass, carries some incredible punch—but at severe risk. Winter's Wrath can guarantee a win if it succeeds, but if the special attack fails it will place that sure victory in the hands of the enemy. Tremulus of the Withersshadow Combine can cast Puppet Master on Goresshade, allowing him to reroll the command check caused by Winter's Wrath. This spell still risks a chance of failure that would leave Goresshade charging without the spell action. It is also important to note that because the command roll specifies base command, the Withersshadow's command bonus does not help Goresshade's chances.

SURVIVAL GUIDE

SUMMER RAMPAGE

2009

A WARMACHINE VS. HORDES LEAGUE

By the Privateer Press Staff • Art by Carlos Cabrera, Karl Richardson, Andrea Uderzo, and Eva Widemann

Once again, western Immoren shakes beneath the might of rampaging armies as the war-torn kingdoms of WARMACHINE clash with the savage threat of the wild HORDES. Fire up your warjacks and rile your warbeasts to prepare for this version of Summer Rampage!

AUGUST 17TH - SEPTEMBER 6TH

Welcome to the Summer Rampage Survival Guide 2009! Summer Rampage burst onto the scene back in 2007 and sent shockwaves throughout western Immoren. We're bringing it back this year and making the stakes higher than ever.

This year, Summer Rampage is not only a battle to see who gets to sit on the top of the food chain but also a fight for pole position in the release of the new WARMACHINE Mk II faction force books. So break out your favorite faction and get ready to fight for its spot in the upcoming release schedule.

This Survival Guide will show you how to get the most out of your Summer Rampage experience and provide you the rules and tools you need to dominate, destroy, and devour the competition.

GET READY TO RAMPAGE

Summer Rampage is a three-week campaign that pits the factions of WARMACHINE against the factions of HORDES. In addition to the rules and scenarios tailored to the campaign itself, we've included devastating Finishing Moves for annihilating opposing warjacks or warbeasts with style. We've maximized the visceral, bone-crushing action by including Rampages that push your warjacks and warbeasts right to the pinnacle of killing power. In the following pages we'll give you the scoop on all these new rules that can make you a lean, mean killing machine on the tabletop.

One of the changes in this year's Summer Rampage league is that players are free to play WARMACHINE vs. WARMACHINE games or HORDES vs. HORDES games. Note that all Summer Rampage Finishing Moves are based purely on the target of the move rather than on the model performing the move.

FIGHT FOR YOUR ENTIRE FACTION!

Summer Rampage 2009 is a global map campaign, where all players represent their factions on a single map. Your wins and losses affect your entire faction, so collaborate with your comrades to coordinate your faction's quest for domination over western Immoren. The faction in the lead gets to pick and choose where they fight. The better your faction does, the more control you have over the war!

THE VAGARIES OF WAR

Regional effects—weather, plague, communication breakdowns, reinforcements, and more—make the experience unique and ever-changing.

GET CONTINUOUS WEB SUPPORT AND SIGN UP ONLINE

The Summer Rampage website will constantly update with results from the Rampage worldwide. See how your faction is performing against your opponents with daily updates. To sign up for Summer Rampage, simply go to the webpage listed below. Everything you need to track your battles and plan for upcoming conflicts will be available on this site!



Finishing Moves

One of the unique elements of Summer Rampage is the ability to utterly annihilate your opponent's models using Finishing Moves—nasty coups de grace you're not likely to forget. This year's Finishing Moves include some past favorites as well as new carnage for your warjacks and warbeasts to inflict on each other.

After a warjack/warbeast destroys a warjack/warbeast with a melee attack, it can perform a Finishing Move. When a model performs a Finishing Move, its controller chooses one from the applicable list below. Finishing Moves are not power attacks and do not require a warjack to spend focus points or a warbeast to be forced. Also note that same-named abilities do not stack. For example, a warbeast either has a Shiny Helmet or does not; the effect is not cumulative.

~~Warjack Destruction Finishing Moves~~

Blowout

The attacker ruptures critical oil lines and unleashes a blinding spray. Models within 2" of the attacking warjack/warbeast's front arc have their LOS reduced to 5" for one round.

Cerebral Crusher

The attacking warjack/warbeast destroys the cortex of his victim with a brutal blow and sends a deadly shockwave back to its controller. The controlling warcaster of a warjack destroyed with a Cerebral Crusher Finishing Move suffers d3 points of damage.

Depressurize II

Tearing into the warjack's boiler, the attacker directs a blast of steam at nearby targets. After placing a totaled warjack wreck marker, the attacking warjack/warbeast can immediately make a ranged attack if it is not engaged. This attack is RNG Spray, POW 10, and the attack and damage rolls cannot be boosted.

Improvised Arms

The attacking warjack/warbeast grabs the severed arm of the destroyed warjack and uses it to smash other foes. The improvised weapon is an additional warjack/warbeast weapon with POW 0 (so P+S equal to STR) that has Reach. The warjack/warbeast can immediately make one attack with this weapon without spending focus or being forced. Improvised Arms lasts for one turn.

Shiny Helmet

The attacker violently rips pipes and mechanika from the warjack's hull with a spine-chilling screech of metal . . . and then wears the remains as a hat. The attacking warjack/warbeast gains +1 ARM for one round.

SURVIVAL
GUIDE

SUMMER RAMPAGE
2009



Warbeast Destruction Finishing Moves

Blood Burst

With a sickening "pop," the warbeast explodes in a tide of blood and gore. Models within 2" and in the front arc of a warjack/warbeast that makes a Blood Burst finishing move are knocked down.

Death Drive II

The attacking warjack/warbeast is fired up by the destruction of its enemy. A warjack/warbeast using the Death Drive Finishing Move can immediately move up to 3".

Intimidating Gaze

The attacker flings bloody warbeast chunks to the earth and turns its anger upon another member of the pack. Remove all fury points from one warbeast within 8" and in LOS of a warjack/warbeast using the Intimidating Gaze finishing move.

Meat Shield

The attacker holds up the warbeast's dead carcass and uses it as a meat shield. The attacking warjack/warbeast gains +2 ARM against damage that does not originate in its back arc. Meat Shield lasts for one round.

Spirit Breaker

The warbeast's death is so brutal that it can have a violent effect on the creature's allied warlocks. If a warjack/warbeast makes a Spirit Breaker Finishing Move, an enemy warlock that reaves fury points from the destroyed warbeast suffers 1 point of damage per fury point reaved.

Rampages

Rampages are maneuvers that can be accomplished by a warjack or warbeast during a game. A player can achieve one rampage per game. Each rampage can be accomplished once during the campaign. When a model triggers a rampage, its controller can choose whether to use the rampage. If a model triggers more than one rampage, its controller chooses which rampage he wants to use.

Blood Bath II

When a warjack/warbeast performs two Finishing Moves in one game this rampage can be triggered. When this rampage is used, this model and friendly warjacks/warbeasts within 8" gain Berserk for the remainder of the game. Every time a model with Berserk destroys another model with a melee attack, it must immediately make one melee attack against another model in its melee range, friendly or enemy.

Kick 'Em While They're Down

When a warjack/warbeast destroys three or more enemy models with a single power attack and/or collateral damage from that power attack, this rampage can be triggered. When this rampage is used, this warjack/warbeast can immediately charge an enemy model without spending focus or being forced and gains boosted melee attack rolls this turn. The warjack/warbeast can charge without spending focus or being forced for the rest of the game.

Kill the Head

When a single warjack/warbeast destroys three or more unit leaders, officers, or solos with melee attacks in a single game, this rampage can be triggered. When this rampage is used, enemy models/units within 8" immediately make a command check or flee. This warjack/warbeast immediately moves up to its SPD in inches. Then this warjack gains up to 3 focus points or this warbeast discards up to 3 fury points.

Mayhem

When a warjack/warbeast destroys five or more enemy models during a single activation, this rampage can be triggered. This model can make one additional attack with each of its melee weapons each activation (including this activation) for the rest of the game.

Tag Team II

When an enemy warjack/warbeast is destroyed by a friendly warjack/warbeast while in a headlock/weapon lock from another friendly warjack/warbeast, the warjack/warbeast making the lock and the one that destroyed the locked foe both gain an additional activation at the end of the turn. During the additional activation, the warjacks/warbeasts gain boosted attack and damage rolls. (Yes, Searforge players, Lug and a Driller can team up to perform a tag-team rampage.)







CHARGING INTO METAMORPHOSIS

HORDES DRAGOON TACTICS

By Brad Casey and Jeff Long • Art by Matt Dixon, Emrah Elmasli, Chris Walton, & Eva Widemann

They can smash through lines of troopers. They can reduce warjacks to smoldering wreckage. They can even vanquish the mightiest of spell-slingers with nothing more than a trusty mount and a bone-crunching swing of the blade. But there is more to the Dragoon Cavalry solos introduced in *Metamorphosis* than mere destruction. Each one of these fearsome mounted menaces acts as a capable solo. In addition, they bring fresh options and abilities to their respective armies, and in return their comrades-in-arms push them to new heights.



HITS LIKE A . . . WELL, A TROLL

The Troll Dragoon solo Horthol, Long Rider Champion has a lot going for him. Horthol starts mounted at a solid Speed 7, so he can charge up flanks and circle the enemy. He possesses a total of 16 damage boxes, so even if enemies dismount him, they still have a large, angry Trollkin in their line. Enemies also must take into account that like every other Trollkin, Horthol also has Tough. All together, the krielers get a hardy Cavalry model that can charge in with their Long Riders or concentrate on the opposite flank to dispatch troublesome solos and destroy enemy lines.

Horthol's mount is capable of taking out all but the most resilient of infantry and, thanks to his Line Breaker ability, the impact attacks hit reliably. Line Breaker also leads to a greater probability of critically hitting and

knocking down an enemy. That allows the Trollkin's P+S 15 hammer to connect after he Follows Up. The cohort bonuses of Line Breaker and Follow Up allow the Trollkin Long Riders to improve their already powerful Bull Rush order. The Trollkin Cavalry that rides into battle with Horthol can now take advantage of the previously underused axe swing it earned after slamming.

With the addition of the cohort bonuses Horthol confers on his fellow Long Riders, the Trollkin Dragoon also allows Troll armies to move more models up the board faster. For a faction with only one unit that can traverse the field quickly (the Long Riders), the inclusion of a new solo doubles the amount of threats Trolls can use early in the game. Horthol strikes enemies hard and stalls them as they stand and reorganize, giving the slower beasts in his army time to move into position. Add the Long Riders' charge to that advantage and the unit receives up to six slam attacks, punching holes in most enemies' front lines before even crossing the center of the battlefield.

Another possible tactic is to wait with the Long Riders and Horthol in cover on the far sides of the battlefield while the rest of the Trolls do what they do best: take hits. Then, after the impact of the charge has slowed the enemy, the Long Riders and their Dragoons squeeze from both sides and slam the entire army to the ground. Kriel Warriors or Fennblades can pick off any remaining foes knocked down by the slams. Then, Troll beasts and heavy hitters like Trollkin Champions can attack the backfield through the charge lanes the slams helped clear.

Horthol can also go in for the kill with his Slam and Follow Up. He knocks a warjack/warbeast into a warcaster/warlock, forcing a collateral damage roll, then auto-hits with his POW 15 hammer. The buffs Horthol can utilize make this assassination option even deadlier.

Flaming Fists can buff Horthol's hammer and also his mount attacks, since they too count as melee attacks. The bonus dice stack up, allowing critical impact attacks to inflict both fire and knockdown on any foe that survives the initial hit.

You can put your Dragoon on the defensive with another interesting combo. The Winter Troll's Freezer animus combined with Horthol's incredible survivability means

to Prowl. If the terrain feature used is Morvahna the Autumnblade's Eruption of Life, it will not only stealth up the Dragoon and units but also heal them.

Megalith's Rooted animus helps prevent something like Stryker's Earthquake from entering a forest and neutralizing Morraig's threat range.

Krueger the Stormwrath's Lightning Tendrils spell seems an obvious choice to cast on Morraig. But what about putting it on the War Wolf that charged up before him? This allows for twice as many models to be flanked. Morraig destroys more enemies more reliably, and the War Wolf charges with the same 13-inch threat range Morraig enjoys.

Kromak the Ravenous' Brutality spell working in conjunction with Flank leads to Morraig possessing MAT 12 and Brutality. A Berserk Dragoon with reach that can reliably hit DEF 19 without any further boosts will shred through entire units. Cleave also allows for a second chance to trigger Berserk for that unit-shredding action.



BEWARE OF DOG CAT

The Skorne Dragoon, Tyrant Rhadeim, enjoys a powerful Reach weapon that can cripple or eliminate any medium- or large-based models thanks to Pierce, an ability that transforms Rhadeim into the hardest-hitting of the HORDES Dragoons on a charge. He also retains Pierce on charge attacks despite any abilities negating special attacks—Pierce is merely a condition of his Lance of Bashek. Relentless Charge also helps the Tyrant use this Pierce attack despite any impediments the opponent throws in his way. This ability is the bane of beasts such as the Woldwarden, whose Undergrowth and high armor make it nearly impervious to most other charges.

Rhadeim holds more than just offensive tricks. Evasion lends him a free jump after the enemy misses him. At DEF 14, this may come up often. The Dragoon can jump back out of range of a model that's swinging or shooting at him, or he can jump into that model's back arc and prepare for another charge deeper into enemy lines.

Skorne's Dragoon may easily overextend himself with his high speed and evasion. Luckily he also has Unpredictable Movement, which essentially lets him jump again during the maintenance phase. This ability

allows him to drop out of melee with that beast he just couldn't destroy or prevents an enemy unit that managed to survive his impact attacks from ganging up on him.

Rhadeim does not want to run ahead of the Skorne war march on his own. He works best in conjunction with the Praetorian Ferox unit. Although he doesn't share the Ferox's Spring order, he can add a lot more jump to his cohorts via Evasion. Remember, the Ferox can use Evasion to push forward or fall back. The most important gift Tyrant Rhadeim can give the non-Fearless Cavalry unit, however, is a CMD 9 commander who keeps up with them. These simple additions allow the Ferox to be played much more aggressively while not sacrificing them to failed command checks or the retaliatory attacks of enemy troopers. The presence of a commander also frees up some of the Skorne warlock's focus that might otherwise be spent on protective spells such as Supreme Aptimus Zaal's Hollow.

Ferox running under Zaal usually receive Hollow to turn undead so they will not fail command checks. Rhadeim's close proximity allows Zaal the opportunity to throw Hollow on another, larger unit that may benefit more from Tough as well as undead status. Zaal reciprocates with his feat. Rage of Ancients lets Rhadeim boost his many attacks and increases the precision of his armor-piercing charge attack.

Tyrant Xerxis' Total Annihilation feat also allows Rhadeim to gain extra dice on the charge. Couple this with Merciless Assault to give the Dragoon four attacks, but note that only the first attack will be armor-piercing. Rhadeim and the Ferox also benefit from the additional armor Total Annihilation provides. By the end of a feat-turn assault, they will most likely be at the front of the offense and susceptible to enemy charges. The ability to weather a few hits until someone misses so they can jump out will be invaluable to Rhadeim and the Ferox as each comes under fire.

Another Skorne warlock who helps out not only the Dragoon but also the Ferox unit is Archdomina Makeda. Her Defender's Ward spell boosts the Ferox's DEF to an impressive 15, allowing them to jump away from missed attacks more often and thus keeping them alive longer. Makeda's Carnage also helps the Tyrant and his cohorts more than most models/units because of their many attacks. They can play defensively whenever anything threatening gets too close to Makeda and she casts this spell.

With an approach the opposite of Makeda's defensive game plan, Lord Assassin Morghoul allows Rhadeim to become the ultimate assassination tool. His Shadow Walker spell allows him to charge just about anything, and if Morghoul plays his feat on the target of the charge, the Dragoon definitely does some damage. He can seriously hurt small-based foes, but he truly comes into his own against medium- and large-based warcasters and warlocks. Morghoul's ability to charge in and hit reliably with Pierce means that most medium- or large-based spell-slingers (transfers notwithstanding) will fall to one remarkably potent blow.



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Sign & Sigil: The Fraternal Order of Wizardry



By **Simon Berman and Douglas Seacat**
Art by **Chippy, Brian Snoddy,**
and **Florian Stitz**

Sign and Sigil discusses the unique magical practices, orders, and beliefs found throughout the Iron Kingdoms. This issue, we look at the pervasive, yet secretive Fraternal Order of Wizardry. Check out additional cabals at: privateerpress.com/no-quarter/web-extras

No group of dedicated arcanists in the Iron Kingdoms is more widely known—or greeted with such a mix of respect and resentment—than the Fraternal Order of Wizardry. This order has been at the heart of great events in regional history, and its members are responsible for key inventions, without which mechanika as it is known today would not exist. Yet at times it has been consumed by internal politics, obsessed with empty adherence to tradition, rent by schism, and guilty of standing in the way of advancements in the mystical science it helped to define. The order's masters control access to an unsurpassed trove of lore and arcane techniques, yet some question the uses to which this knowledge has been put. Rumors persist of dark cabals mastering forbidden arts beneath the facade of a socially responsible collection of superlative scholars and wizards.

The order was established in 111 AR, concealed from the Orgoth in a warren of tunnels beneath the city of Ceryl. This honeycomb of secret chambers had previously housed Immoren's first arcane order, the Arcanist's Academe (later renamed the Circle of the Oath), and had borne witness to the cataclysmic battle in which the Circle was defeated, taking many of the Orgoth with them to the grave.

Victor Baerd, creator of the first arcane rune plate, founded the Fraternal Order. A master alchemist and wizard, Baerd spent years experimenting with the fundamental principles of arcane formulae first proposed many years earlier by Sebastian Kerwin. In secret workshops and laboratories, Baerd took up Kerwin's research and realized the great wizard's ambitions. Almost two centuries after Kerwin's death, Baerd created the first functioning rune plate.

Operating under the yoke of Orgoth occupation, Baerd worked in secret collaboration with other arcanists to perfect the nascent art of mechanical study. His primary colleagues were a group of 12 Thurian refugees, all master artificers and wizards; it was these men with whom Baerd founded the Fraternal Order of Wizardry. All of these founders were heavily influenced by the work of Kerwin but were also inspired by the still-recent ascension of the wizard and alchemist Corben, who surprised the Immorese by joining Morrow's other ascendants in 93 AR, after curing the Rip Lung plague. This was a galvanizing moment for the arcanists in the region, as it provided indisputable proof to the populace that their profession could achieve holy sanction.

Until this event, the fledgling art of wizardry was viewed with suspicion and was frequently the subject of dark rumors. The Fraternal Order of Wizardry was founded not solely to continue Kerwin's work but also to spread Corben's legacy of improving lives through the proper application of magical power. To further this aim the original order strove to carve a distinct niche for wizardry so that it could stand apart from the practices of witchcraft and sorcery, both of which had become inextricably linked to Tamar and her scions. No group is more responsible for the sharp divide between the public's opinions on wizardry and sorcery than the Fraternal Order. They convinced the people that wizards were benevolent scholars wielding a useful power, quite separate from those born with wild and unpredictable potencies.

It is unclear when the order began its outmoded policy of excluding women. Modern progressives argue that these precepts were never formally declared in the founding charter and Baerd never endorse this practice.

This may have come from a misguided attempt to disassociate the order from figures like Thamar and her scions, Delesle and Nivara. In time the order's notorious chauvinism became an unfortunate tradition passed down from mentor to apprentice, part of the general elitism and exclusivity that led to the turning away of the poor and those who lacked influential relatives. Until recently, those within the order did not realize how these policies were leading to stagnation and threatening to make the order irrelevant.

A few decades after the order's inception, Maximillian Nivin, an

alchemist and one of the first arcane mechaniks, unveiled before the order's Magus convocation his masterwork: the cerebral matrix. Building on principles and innovations of the arcane accumulator created by the Order of the Golden Crucible, the cerebral matrix was a complex piece of mechanika that functioned as a "mind" for the steam-powered automaton that Nivin had constructed. Nivin's cerebral matrix was quickly refined into more powerful and precise iterations and, only a few years later, Nivin's apprentice Elias Decklan

drafted plans for a massive mechanical construct he called a "Colossal." When Decklan presented his plan for the Colossals to the Iron Alliance's ruling body, the Council of Ten, the reputation of the Fraternal Order of Wizardry as the most respected of arcanists was secured.

The order was unquestionably instrumental in the defeat of the Orgoth. Their wizards controlled the great Colossals that were critical in driving the Orgoth from western Immoren and back across the great ocean Meredius. In the centuries to come, Fraternal Order wizards perfected Nivin's cerebral matrix and created the modern steamjack cortex.

The height of the Fraternal Order's power and influence came in the decades following the Corvis Treaties, when they were able to maintain a tight monopoly on cortex fabrication and had yet to see a significant rival. While the Order of the Golden Crucible carved out its own niche producing and refining alchemical mixtures, including commercial blasting powder for firearms, there was little competition between these groups.

The Fraternal Order quickly spread its influence abroad, establishing lodges and branches in any city large enough to support them. At the peak of its power, the Fraternal Order had members in all of the nations of the Iron Kingdoms, with particularly strong lodges in Ord and Llael in addition to its pervasive influence across Cygnar. Gaining inroads in Khador proved to be more difficult, but a number of gifted Khadoran arcanists were eventually persuaded to join the order. The Fraternal Order would soon learn about the difficulties of trying to maintain a truly international organization in the face of the deeper loyalties of its members.



Fractured and Divided

Several decades after the Corvis Treaties, the Fraternal Order experienced several schisms. The most significant of these occurred in 243 AR when a cabal with ties to Khador absconded to the Motherland with the secrets of the cortex fabrication process. This group would found the Greylords Covenant and would quickly become integrated into the Khadoran military.

Since then the two groups have become antagonistic rivals. Since the Fraternal Order remains a civilian organization, it cannot rely on the backing of a national army or treasury, unlike its rival. Fortunately for the ongoing survival of the order, it does have strong ties to highly placed nobles, military officers, and merchants in several nations as well as a number of formidable arcanists in its own ranks. Most of the conflict between these groups has been subtle, but the Greylords have seized opportunities for violence when they have presented themselves, such as when the Merywyn Fraternal Order branch was obliterated after Khador seized control of that city in 605 AR.

The founding of the Greylords Covenant marked the first major break in the Fraternal Order's monopoly on cortex fabrication, a blow from which the order never recovered. In later decades, the Cygnaran military recruited a number of order-affiliated wizards, who helped guide the Strategic Academy in training its own military arcanists and soon in producing its own cortexes. While the Fraternal Order has continued to make a substantial portion of its income from cortex production, it could no longer control pricing and was now only one of several players in the field. Despite competition, the Fraternal Order maintains a reputation for quality and is particularly skilled at creating the highest-grade military cortexes. Even with access to its own cortex manufacturing, the Cygnaran Army remains the order's most important and longest-standing customer.

The Morality Divide: The First Schism

The rise of the Greylords Covenant was not the first schism for the young Fraternal Order of Wizardry. A decade previously, a pious member of the order named Copernicun discovered a cabal of infernalists among the brotherhood in Ceryl. Uncertain how far this conspiracy might have spread, Copernicun reported the infernalists to the local Church of Morrow in Ceryl. Copernicun was hated and shunned by his peers, less for discovering the corruption, than for taking its resolution to an outside agency. Adding to the scandal were subsequent attempts by the Fraternal Order to employ assassins against Copernicun. The reputation of the Fraternal Order became permanently tainted as accusations that they were a deeply hypocritical organization with self-serving leaders gained currency.

Fearing for his life, Copernicun fled from Ceryl to Caspia. The clergy at the Sancteum welcomed him as a worthy inheritor of Ascendant Corben's principles. In 233 AR, Copernicun founded the Order of Illumination, which would become the foremost arcane order of the Church of Morrow, a group dedicated to hunting infernalists and necromancers.

Many of the darker cabals within the Fraternal Order flourished in the aftermath of this schism, as the order lost its most pious and civic-minded members. Senior members began to pursue power for its own sake, studying dark lore and initiating dubious experiments. Some would say that the higher principles under which the order was founded were abandoned and assumed by the Order of Illumination. Since then, the order has periodically suffered from incidents of scandal and accusations of corruption.

Even though Fraternal Order's founders created some of the most important mechanical items ever known, over time the organization became more interested in pure arcane research and theory. The Fraternal Order's membership began to scorn "tedious" laboratory work and large-scale alchemical production, leaving such less prestigious—yet profitable—work to the Order of the Golden Crucible. Similarly, the Fraternal Order felt content to leave the greasy work of wrench, bolt, and gear to contractors affiliated with trade groups like the Steam and Iron Workers Union.

The Fraternal Order has never had a comfortable working relationship with arcane mechaniks. The order sees arcane mechaniks as an overly pragmatic offshoot discipline of wizardry, one lacking in broad and deep comprehension of fundamental arcane principles. Despite the profits gathered from cortex fabrication, the Fraternal Order has declined to capitalize on its preeminence in the field by branching out into other arenas of mechanical invention. The order has a reputation for fabricating extremely high quality arcane weapons and apparatus, mostly one-of-a-kind works on contract, which has not led to products suitable for widespread sale. This emphasis on individual piecework allows members to become independently wealthy



without contributing to the health of the organization as a whole. The secretive and isolated nature of its membership, most of whom are reluctant to share their greatest discoveries, has led the Fraternal Order to resemble a many-headed hydra of competing cabals and groups, each working toward their own ends and not interested in sharing the fruits of their labor.

Nevertheless, the order has managed to maintain a high degree of general respectability. Despite the occasional dark rumors, many members of the order are highly placed in local politics and maintain friends among the nobility. This is particularly true in Ceryl, where the order maintains the Stronghold, its central headquarters where it exercises considerable influence over Cygnar's second-largest city. Here the six high magi who supervise the order communicate with the high magus in charge of each of their far-flung lodges. The current high magus of the Caspian Lodge of the Fraternal Order is also the court wizard of Cygnar, and therefore sits on King Leto Raelthorne's inner council. In addition to the six high magi in Ceryl, a high magus has been appointed to each of the lodges in Berck, Caspia, Corvis, Five Fingers, Mercir, Merin, and Point Bourne. This brings the total number of high magi to 13 (once 14 with Merywyn), and they meet periodically to discuss order business at a biannual Magus Convocation.

Despite the clout represented by these and other highly placed individuals, the order has suffered from its own elitism and the difficulties it imposes on prospective recruits. Until recently the Fraternal Order has imposed a deliberately tedious and lengthy application process, used in some regions as an excuse to refuse individuals for personal rather than professional reasons. Both the Order of the Golden Crucible and Order of Illumination have aggressively recruited those spurned by the Fraternal Order, gaining some of their most valuable members from this pool.

For almost a generation there have been some progressives who have eschewed old and outmoded traditions to invite members who would otherwise have been excluded. By these "exceptions," a number of arcane mechaniks and several women have been included in the order within the last several decades despite the objections of more conservative peers. General Sebastian Nemo of the Cygnaran Army is perhaps the most prominent and frequently heralded of such members, an arcane mechanik who has been a credit to both the army and the order. Such rare cases of inclusion have been greatly outnumbered by those turned away for trivial reasons.

The Present: A Change in Policy

In the present day the Fraternal Order maintains much the same role it has filled for centuries: it is the most prestigious arcane organization south of Khador, and the largest civilian producer of steamjack cortexes. However, recent changes may result in long-term changes for the order, possibly bringing it back from its recent decline.

In Tempen of 607 AR, High Magus Thanos Terpswell (male Thurian Evo20), most senior of the six high magi in Ceryl, began to lose his mind. Late in the evening, members within the Stronghold were startled by an explosion shaking the building. Those investigating the disturbance discovered a large portion of the fourth floor of the towering edifice blown out by an immense explosion, with High Magus Terpswell standing unharmed at the epicenter. Due to the late hour, few were working in the area, so there were only four casualties, but the loss of books and other equipment, in addition to the cost to repair the Stronghold, proved to be considerable.

The senior magi who cautiously approached Terpswell described him as bewildered and confused. In a subsequent interview he claimed to have been under attack by assassins

in the employ of the Greylords, but no evidence of these assailants was discovered. It is widely believed that Terpswell suffered a bout of delusion or dementia, a frightening possibility given the scope of his power. After considerable delicate persuasion, the other ranking high magi in Ceryl convinced Terpswell to retire and bestowed on him the honorary title of high magus emeritus. As such he theoretically maintains his clout and standing but no longer attends meetings or votes on order business.



High Magus Emeritus Thanos Terpwel

The high magus emeritus remains influential with a cabal of evocation specialists in the order who call themselves the “Sons of the Hundred,” in reference to the famous Battle of the Hundred Wizards during the rebellion against the Orgoth. They have studied the manifestation and conversion of raw energy for military applications. A number of these disciples hope to inherit Terpwel’s legacy, including an extensive and impressive private library of related occult lore. This includes one of the most complete collections of the works of Nivara before she ascended as a scion of Thamar. This is a treasure trove that is eagerly sought not only by other arcanists but also by like-minded Thamarites.

A carefully selected group of guardians have been hired by the Ceryl branch to keep an eye on Terpwel’s estate, located 10 miles east of Ceryl. There has been some debate within the order regarding seizing elements of his library, but the high magi are not yet willing to risk his wrath and would prefer to collect these tomes after his inevitable demise from old age. Terpwel’s guardians have been instructed to protect the high magus emeritus and this collection both from outside threats and from himself.

In his retiring years, Terpwel has undergone a resurgence of Cygnaran patriotism and periodically talks about marching to the war front alongside his protégés to unleash their destructive power against the kingdom’s enemies. Given his uncertain sanity, this prospect is viewed with greater dismay than enthusiasm by Cygnaran officials. They have endeavored—discreetly—to keep him on his estate.

The high magus emeritus’ retirement left the remaining high magi to vote on a replacement, a matter brought before the Magus Convocation later in 607 AR. While one or two absentees from such proceedings are common, this convocation drew all of the far-flung magi, none of whom was willing to miss such an important occasion. What might have been an otherwise routine matter of protocol turned into a political bid for power among the order’s more progressive members, including Cygnar’s court wizard, High Magus Arlan Calster.

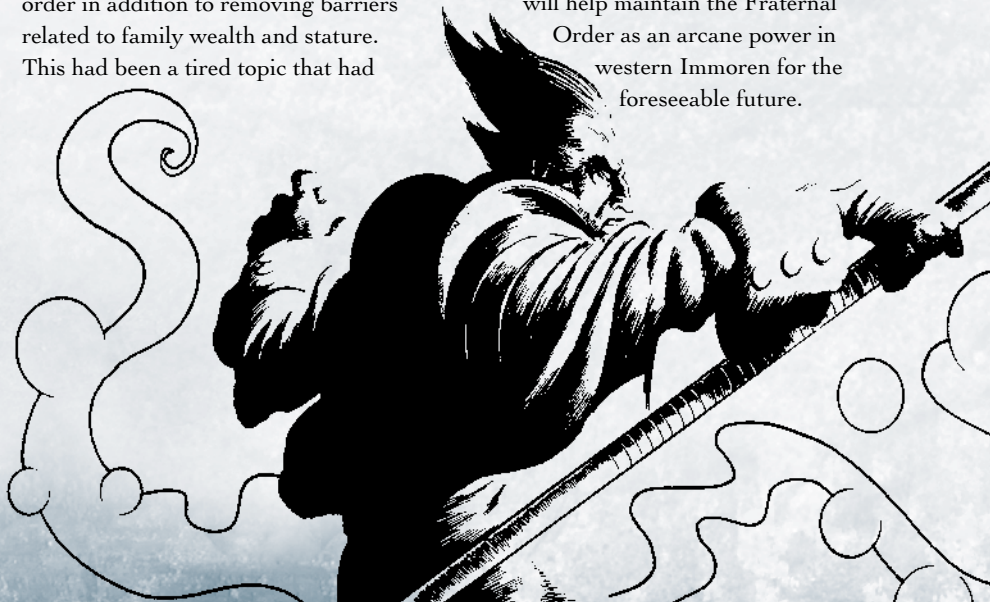
The more conservative high magi did not recognize they were facing a consolidated block of their peers, and thus it came to pass that the relatively young Ansel Senson (male Thurian Wiz15) was confirmed as the sixth high magus of Ceryl on the 17th of Katesh, 607 AR. Magus Senson seemed a safe choice, as he was noted primarily for his quiet intelligence and his skill at cortex fabrication. Unknown to the older members of the assembly, Senson harbored a deep desire for reform, a sentiment he had shared with High Magus Calster in extensive correspondence.

Three nights later, the Magus Convocation met in its present configuration for the first time. Although the stated agenda did not include a discussion of altering admission policies, Arlan Calster decided to test the waters and once more brought up his suggestion to give official sanction to the recruitment of women and arcane mechanics to the order in addition to removing barriers related to family wealth and stature. This had been a tired topic that had

always been talked down in favor of tradition, but on this occasion the winds had changed. Several of those present who had previously gone along with the majority now voiced agreement with Calster, and to this was added the vehement support of the suddenly vocal High Magus Senson.

Declining membership and associated decline in income were persuasive arguments in favor of bringing new blood to the order. The progressives proposed an overhaul to the entire recruitment review and membership screening process. The stated goal was to maintain the high standards for the arcane skill of applicants but to remove superficial barriers to entry, including reducing membership fees. Conservatives argued vehemently against this change but were outvoted, and membership reform passed. The order at large was informed of this historic decision over the next few days, with mixed reception. It remains to be seen what impact these changes will have.

The cabals that worm through the membership persist, each devoted to some obscure branch of arcane lore, jealous of the advancements of rivals. Much of the order’s voluminous collection of texts is sequestered in private libraries or locked away in the Anthaneum in Ceryl. Gaining access to the deeper knowledge of the order remains a matter of politics and favors and requires joining the proper circles. The impact of membership reforms might be felt in time, and certainly the more progressive high magi hope they will help maintain the Fraternal Order as an arcane power in western Immoren for the foreseeable future.



Life in the Order

Officially, the Fraternal Order will accept an application for membership from any adult who shows aptitude and serious dedication in the formal magic of wizardry and who is granted sponsorship by a magus of the order. In reality, unless sponsored by a member of a progressive faction, applicants are given serious consideration only if they come from respectable backgrounds among the merchant class or nobility. The order places such a high value on its image that it will absolutely refuse membership to those deemed uncouth or vulgar.

An applicant whose petition survives initial scrutiny and interview with at least one high magus will be expected to pass several basic competency tests in his field of arcane expertise. These tests will be monitored by one of the order's several proctors, senior magi who supervise the admittance procedure. These tests are equal parts practical exams and survey tests wherein the applicant must demonstrate an understanding of basic magical principles. The application process used to last several years but has been recently shortened to several months. The majority of applicants are rejected during the initial interviews

for that class and leaving a number of highly proficient arcane mechaniks at the novice rank. High magus is not a title earned by power or test but is only given by appointment after a vote of the collective Magus Convocation. Six high magi are maintained in the Ceryl Stronghold, and major lodges in other cities are each appointed a single high magus to lead them. Lodges where no high magus has been appointed are led by one or several of the seniormost magi in that lodge.

In addition to his other obligations, each magus is expected to prove his worth to the order by periodically distributing an arcane paper on a topic of his choosing, summarizing his research. One of these papers is expected every two years at minimum, although some magi distribute them with far greater frequency. Many magi do not write papers on their secret pet projects but fulfill this requirement with papers of lesser significance. Only a few diligent magi follow this procedure as it was intended, as a means for the order to pool its lore and approach the study of the arcane with scientific diligence and collective effort. These dissertations are typically esoteric and theoretical in nature, although occasionally one may cover a widely applicable innovation in the use of magic, such as a useful new spell or item enchantment procedure.

Although the order claims that all magi are equal, the reality is that tenure, seniority, and a proven ability to assist the order in expanding its power and profits define much of the organization's internal hierarchy. Typically a novice or magus will make friends and colleagues among the order with similar interests and areas of expertise. Every full member is required to pay dues of 100gp per month and spend a certain amount of time each year in direct service to the order, with the amount of time increasing with seniority. Many members become involved in regular shared research projects.

The most common mandatory duty is aiding in the construction, sale, and distribution of steamjack cortexes that provide the majority of the order's

Revised Fraternal Brother [Society feat]

GMs intending to implement the reforms initiated to the order late in 607 AR should revise the prerequisites of this feat from the *IKCG*, p. 158-159, as follows.

Prerequisite: wizard or arcane mechanik level 5th, sponsorship of a Fraternal Brother (8th level or higher), and 1,000 gp.

The benefits for this feat can apply to any large city that has a Fraternal Order presence, including several cities in Ord, as well as Cygnar. The probationary period for members has been greatly abridged, no longer requiring the 2-5 year membership process. Novices are generally accepted as full (albeit junior) members within six months.

and arcanists who proceed on to the exams typically pass their tests and are inducted into the order as novices.

The order officially recognizes three ranks: novice, magus (Fraternal Brother is used interchangeably) and high magus. All newly initiated members are considered novices, with elevation to magus requiring a broad range of proven arcane power. At any time after the probationary period a novice can petition to be tested to become a magus, at which time he must prove the ability to cast 4th level spells from at least three different schools, not including necromancy or conjuration. Enchantment, evocation, and transmutation are the most valued schools. Scheduling an audience for these tests may require several weeks. No special consideration is afforded to arcane mechaniks in this test, making this requirement particularly onerous



income. Even those without the skills or feats required to actually create a cortex may assist in secondary capacities, such as negotiating for raw materials or assembling some of the basic components of a cortex, or delivering cortices to their intended destinations. Many magi view these tasks as menial and tedious, but there are those who specialize in cortex manufacture and spend the majority of their time in the dedicated manufacturing labs, both in the Fraternal Stronghold in Ceryl as well as similar facilities in Berck, Caspia, Mercir, Merin, and Corvis.

Other duties include field research at sites of arcane significance, such as Orgoth ruins, or serving as arcane bodyguards. Members are frequently tasked with protecting the caravans or ships transporting order cortex shipments, the largest and most vital of which are those sent between Ceryl and the Cygnaran Armory in Caspia. Members who neglect to fulfill their responsibilities may face expulsion or, if a member betrays or publicly humiliates the order as an organization, even more extreme punishments.

While the Fraternal Order once feigned neutrality in the conflicts between the nations of western Immoren, open war has forced it to choose sides and has led to its greater involvement than at any point in the past. There is no mistaking that the order greatly favors Cygnar. With the loss of Llael, Ord is now the only secondary nation that is a regular customer of the order. It is certainly within the order's interests to oppose expansion of the Khadoran Empire, as that nation and its Greylords Covenant seek their destruction. Similarly, the Fraternal Order has every reason to oppose the theocracy of the Protectorate of Menoth, as the government there has been kidnapping members of the order and enslaving them to join the Vassals. In other respects, though, the political and religious views of members are considered private affairs so long as they do not compromise the reputation or security of the order.

Correspondence between far-flung members of the order is common and frequent, particularly within specific

cabals or between members who are working on projects together. The order employs a variety of means, from the mystical to the mundane, to ensure the privacy and security of this correspondence, but the most vital elements of research and study are generally communicated in person, rather than being trusted to letters.

Cabals within Cabals

Members of research circles sometimes become very tightly knit. Even after the circle's original queries have been answered, some members may choose to stay in touch—particularly if the subject of inquiry becomes a personal interest. As the uninterested leave the group for other pursuits, the remaining magi may decide to pursue related questions and mysteries. Depending on the nature of their research, these groups may eventually become publicly known groups of experts within the order. Several semi-official groups are recognized as the order's premier experts in their fields.

These circles may come to span generations, developing their own private initiations and other conventions. Membership in one cabal does not preclude membership in others, and it is quite common for senior magi to participate in a bewildering assortment of them to various degrees of commitment. Larger and more clandestine cabals commonly have several different levels of membership.

Those involved in forbidden research customarily adopt an innocuous cover to veil deeper tasks. Senior members may require signs of commitment before allowing access to possibly incriminating texts or methodologies.

For example, a secret group of infernalists called "The One Key" may be attempting to unravel the secrets around the otherworldly entity known as the "Sounder at the Gates" and might disguise their efforts as research into linguistic peculiarities in ancient Morrdh inscriptions.

Check online at privateerpress.com/no-quarter/web-extras for more information about some of these cabals.

Paths of Power

The following optional abilities allow qualifying Fraternal Brothers to specialize their abilities along certain areas of specialty.

To acquire the benefits of a path, the Fraternal Brother must meet all prerequisites and undergo any initiation requirements. If a path requires payment in XP, the Fraternal Brother can pay the XP cost only if doing so will not reduce his current experience below the minimum for his current level. These paths of power reflect disciplines that are passed from member to member, hence the presence of training time with an instructor in the initiation requirements. At a GM's option, a number of these paths might require contact with certain specific NPCs within the Fraternal Order, membership in a cabal dedicated toward these practices, and possibly even a certain level of membership within those cabals. Those details are outside the scope of these rules, but can be considered part of the initiation requirements. Paths of power do not cost feat slots to attain. These paths of power are not mutually exclusive, but a character cannot maintain paths of power from multiple wizard societies at the same time (the Greylords Paths of Power from *NQM* #19, for example). At a GM's option, a character might be allowed to abandon all the benefits of Paths of Power from another wizard order to acquire those of a new one, but XP spent on previous abilities is not recovered. A Fraternal Brother who meets all the prerequisites and initiation requirements may acquire the benefit of any of the available paths.

Arcana Magus Paths

These Fraternal Brothers specialize on mastering and understanding the deepest aspects of arcane lore and the application of this lore to the enhancement of their spells. They draw heavily upon the works of previous great arcanists and researchers, ranging from Sebastian Kerwin to less reputable sources like Nivara. They seek the fundamental core of magic not for the pure sake of knowledge but in the hopes of magnifying the raw power they can wield.

Path of Marked Origins

Fraternal Brothers on this path do not shirk from the fact that human magic is rooted in pacts made with infernals. While not necessarily infernalists themselves, these wizards study the infernals and their powers in the hopes of gaining a better understanding of magic. They also search for any evidence of ancient human civilizations reputed to manifest arcane power—possibly with infernal aid—particularly the lost kingdom of Morrhdh.

Prerequisites: Fraternal Brother, Forbidden Knowledge, Knowledge (arcana) 10 ranks, Spellcraft 10 ranks, rank of Magus

Initiation Requirement: 1,750 XP, three months training with a Fraternal Brother of at least 9th level already on the Path of Origins

Benefit: A Fraternal Brother on this path receives the following benefits:

- Basic written literacy in the following languages: Caspian, Ancient Thurian, Orgoth, Morrhdh; ability to recognize and interpret Telgesh and Nokiri runes.
- +2 Insight bonus to saving throws versus spells or spell-like abilities inflicted by humans or infernals.
- +4 Insight bonus to Appraise, Decipher Script, Knowledge or Search checks involving infernals or locations, ruins, or objects relating to Morrhdh, ancient Thuria, the Circle of the Oath, Thamar, her scions, or any extinct wizard order or discipline.
- Reduced chance of infernal attention from casting Conjunction (Calling), Conjunction (Summoning), and Teleportation spells to 2% per spell level (see *IKCG*, p. 264).
- Can learn the spell *Contact Infernal* (see sidebar).

Associated Cabals: Scholars of the Oath, Keepers of the Gate, The One Key, Allies of the Archive

New Spell

The following spell is reprinted from *No Quarter* #14 (“Something Wicked This Way Comes”).

Contact Infernal

Divination

Level: Sor/Wiz 4

Components: V, M

Casting Time: 10 minutes

Range: Personal

Target: Self

Duration: Concentration

This ritual permits the caster to contact a specific infernal. The caster must know a unique name the entity uses and the sigil representing that name in the Nokiri language. The caster must cut himself, incurring at least 5 hp of damage, and line an arcane circle with his blood.

The caster may attempt to question or engage in a dialogue with the infernal, although the infernal may choose to end the contact at any time. This spell is the primary means of negotiating contracts with infernals before summoning them.

Path of Arcanodynamics

This path is favored by students of the control of the violent energies that can be released by arcane manipulations. Certain members of the Fraternal Order have studied how to transmute these energies from one form to another by an effort of will, allowing them to exploit the weaknesses of their enemies.

Prerequisites: Fraternal Brother, Spellcraft 6 ranks, Spell Focus (Evocation)

Initiation Requirement: 1,750 XP, one month training with a Fraternal Brother of at least 9th level already on the Path of Arcanodynamics

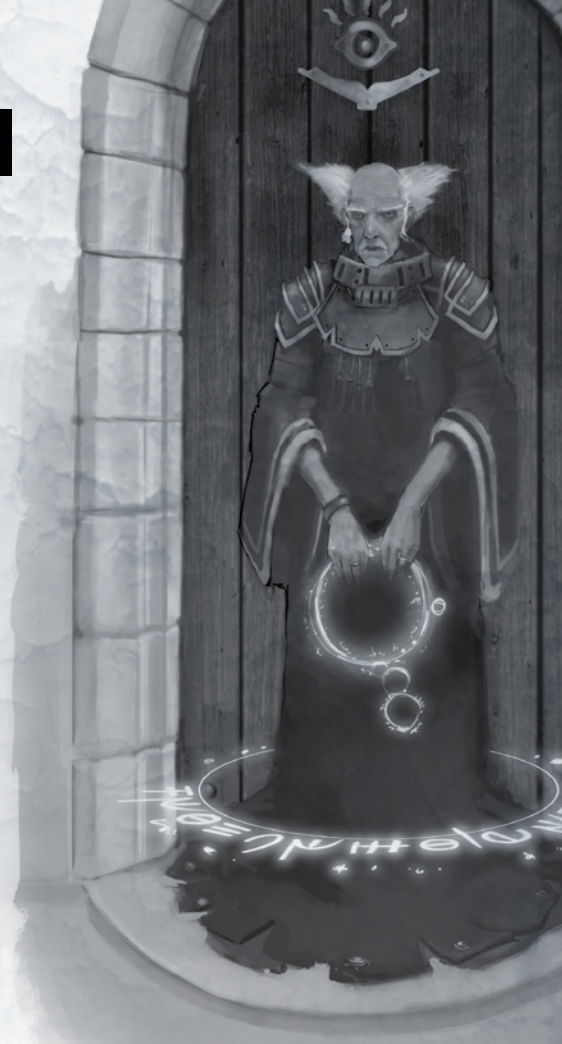
Benefit: A Fraternal Brother on this path can perform certain specific energy type substitutions for his combat spells. A spell that deals cold damage can be turned into fire damage, and vice versa. A spell that deals acid damage can be turned into electrical damage, and vice versa. When cast in this manner,

the spell loses its appropriate energy descriptor and gains the new one.

The Fraternal Brother can choose to substitute the damage when casting the spell. The spell doesn't take up a higher-level spell slot than normal, and casting time is unaffected. A Fraternal Brother cannot decide to convert only some of a spell's energy damage; all energy damage of the eligible type in the affected spell is changed. Any other kinds of energy damage (such as force or sonic) or physical damage or damage without a declared type are unaffected.

Additionally, Fraternal Brothers on this path gain Resistance 5 versus spells or spell-like effects with fire, cold, acid, or lightning energy types.

Associated Cabals: Society of Reduction, Sons of the Hundred, Arcanodynamic Studies Circle



Path of the Unleashed Evoker

Core principles of this path are rooted in the seminal evocation work done by Nivara before her ascension, theories that were subsequently codified and greatly expanded by Fraternal Order arcanists. This path allows arcanists to amplify their powers to unprecedented levels, enhancing several metamagic feats.

Prerequisites: Fraternal Brother, Empower Spell, Maximize Spell, Knowledge (Arcana) 10 ranks, Spellcraft 10 ranks, Evocation School Specialization

Initiation Requirement: 2,000 XP, two months training with a Fraternal Brother of at least 9th level already on the Path of the Unleashed Evoker

Benefit: Any damage dealing evocation spell cast by this Fraternal Brother will never do less than half its potential damage. For every die of damage rolled, any roll of less than half the maximum damage is adjusted to equal half the maximum damage. For example, when determining the damage of an 8d6 *fireball*, a roll of: 1, 1, 1, 1, 2, 4, 5, 6 would be treated as if the roll were: 3, 3, 3, 3, 3, 4, 5, 6, dealing 30 damage instead of 21.

- Additionally, if the Fraternal Brother applies both the Empower Spell and Maximize Spell metamagic feats to a prepared evocation spell, it uses a slot four levels higher than the spell's actual level, rather than five. Spells prepared with both these feats also gain the benefit of the Still Spell metamagic feat as a free bonus.

Associated Cabals: Sons of the Hundred, Inheritors of Nivara, Students of the Unquenched Fire

Diligent Brother Paths

These paths relate to the more practical industries of the Fraternal Order, such as the fabrication of cortexes, selling commissioned enchanted items, or scribing arcane texts. Those who prioritize increasing the order's coffers, or lining their own pockets, or some combination of the two, prefer these paths.

Path of the Cortex Master

Some Fraternal Brothers have learned how to assemble cortexes with considerably less personal investiture, and how to shoulder this burden as a team.

Prerequisites: Etch Rune Plate, Fraternal Brother, Craft (mechanika) 13 ranks, Craft (alchemy) 13 ranks, Knowledge (arcana) 13 ranks, rank of Magus

Initiation Requirement: 2,000 XP, three months training with a Fraternal Brother of at least 10th level already on the Path of the Cortex Master.

Benefit: Fraternal Brothers on the Path of the Cortex Master gain several benefits related to the creation of cortexes:

- The Fraternal Brother gains Craft Cerebral Matrix and Craft Cortex as bonus item creation feats.
- When fabricating a cortex, the Fraternal Brother pays 1/50th of its market cost in XP instead of the standard 1/25th. This benefit only partially stacks with the Artificer society feat, such that a Fraternal Brother on this path with the Artificer feat can lower the XP cost to 1/60 of the market cost.
- When working in a team with other Fraternal Brothers to

create a cortex, the time required (normally one week per 1,000 GP of its value) is reduced by a cumulative one day per 1,000 gp of value for every Fraternal Brother beyond the first, to a minimum of three days per 1,000 gp (requiring 4 additional Greylords, or five total).

- If creating a cortex with a team, XP cost and permanent hit point loss (if any) can be divided equally among team members (rounding up).

Associated Cabals: Cortex Fabrication Standards Committee, Military Technologies Advisory Panel, Brothers in Service to the Maiden

Path of the Sleepless Magus

The Fraternal Order of Wizardry is the premiere organization devoted to fabrication of pure arcane items and tools, and has developed techniques to conduct this work without suffering the customary risks. This is particularly important for the fabrication of exceptionally powerful items. Fraternal Brothers endeavoring to create such singular items seek the secrets of this path. They learn exacting and precise procedures whereby additional painstaking labor is taken to avoid the pitfalls that can drain away the enchanter's health and vitality. Some critics suggest this course is ultimately destructive to mental sanity.

Prerequisites: Fraternal Brother, Artificer, Concentration 10 ranks, Knowledge (arcana) 10 ranks

Initiation Requirement: 1,250 XP, one month training with a Fraternal Brother of at least 9th level already on the Path of the Sleepless Magus

Benefit: A Fraternal Brother on this path can create magic items without any chance of incurring permanent hit point loss by taking three times as long to

fabricate the item. For every 1,000 gp of the base price of an item the Fraternal Brother spends three days creating the item. The caster must spend 16 hours each day working on the project rather than the customary eight.

Each week the Fraternal Brother spends in this manner he must make a Fortitude save (DC 16) or suffer the equivalent of 1 point of cumulative Wisdom damage. This ability damage is special, being treated as temporary ability damage that cannot be restored during the item creation process. This ability damage will return at the normal rate after item creation is completed, but any attempt to restore this ability damage during the process causes the item creation to fail. The Fraternal Brother cannot be reduced below Wisdom of 3 by this process.

At the conclusion of item creation, if the Fraternal Brother suffers 5 points or more of Wisdom damage or if he has been reduced to 3 Wisdom, he gains a permanent derangement that persists even after Wisdom is restored. This

condition can be cured by the same means as used to restore a victim of the insanity spell but manifests as one of the following conditions:

d% Insanity Effect

01-30 Paranoia: Character becomes jealous, easily offended, suspicious, humorless, vigilant, exaggerates magnitude of offenses to oneself, refuses to accept blame.

31-55 Narcissism: Character has an exaggerated sense of self-importance, craves attention and admiration, considers others' rights and feelings as of lesser importance.

56-75 Histrionics: Character becomes overly dramatic, craves attention and excitement, overreacts, displays temper tantrums, may threaten suicide if thwarted.

76-90 Mania: Character has a feeling of constant euphoria but is more easily irritated, showing a marked increase in activity, talkativeness, unwillingness to sleep, and becomes prone to reckless or imprudent activities.

91-00 Explosive Temper: Character is recognizably impulsive and aggressive, at times giving way to uncontrollable rages that result in assault or destruction of property.

The manner in which any specific derangement impacts a character's regular activities is up to the GM but can be simplified as a -4 circumstance penalty applied to all Bluff, Concentration, Craft, Diplomacy, Gather Information, Knowledge, Profession, Sense Motive, and Spellcraft checks.

Associated Cabals: Orgoth Restoration Studies Group, Circle of the Word, Dedicants of the Enigma.

Path of the Arcane Scribe

Certain members of the Fraternal Order have become particularly adept at reading and copying arcane texts, boasting such a thorough understanding of their underlying principles that they can create scrolls or copy spellbooks with very little effort. After long-ingrained rote arcane inscription they can sometimes function quite well even without a spellbook at hand.

Prerequisites: Fraternal Brother, Scribe Scroll, Spell Mastery, Knowledge (arcana) 13 ranks

Initiation Requirement: 1,500 XP, three months training with a Fraternal Brother of at least 10th level who is also on the Path of the Arcane Scribe.

Benefit: Fraternal Brothers on this path gain the following benefits.

- When using the Scribe Scroll item creation feat, the process only takes one hour for each 1,000 gp of its base price.
- The Fraternal Brother can inscribe a new spell in his spellbook in a single hour rather than the typical 24 hours.
- When activating a scroll he has scribed, there is a 1 in 3 chance (1-2 on a d6) that the scroll will not vanish after being activated and can be used again.
- The Fraternal Brother can attempt to prepare spells in adverse circumstances. After eight hours of restful calm, he can try to succeed both a Knowledge (arcana) skill check (DC 25) and a Concentration skill check (DC 20) to prepare his spells for the day even without access to his spellbook or in conditions that would not allow focus on a spellbook (lack of light, inclement weather, being blindfolded, etc.). The Fraternal Brother must have had access to his spellbook within the previous month. If either check fails, another attempt cannot be made until after an additional eight hours of rest.

Associated Cabals: Keepers of the Anthaneum, Circle of the Word, Esotero Editio Studies



THE PENDRAKE ENCOUNTERS:



The Pendrake Encounters lets you tag along with adventuring scholar extraordinaire Viktor Pendrake and his various pupils as they explore and investigate the lands and creatures of Immoren. To fully utilize these encounters, you will need copies of *Monsternomicon*, Vol. 1 and *Monsternomicon*, Vol. II.

The Disembodied

By Luke Johnson • Art by Brian Snoddy

When a priest turns against his teachings, the loss of faith may be disturbing, but it is the hypocrisy itself that is the most horrifying. Many times I have heard that the priests of Morrow or Cyriss were secretly involved in the slave trade, or worshipped evil gods, or practiced the dark art of necromancy. These individuals display some of the worst characteristics of humankind.

These twisted clergy can become even more atrocious when they die. Some rise as undead monstrosities called disembodied, in whom the poisons that led to their deaths are more potent than when they were alive. Their dark power can strip the life of man and woman and cause the dead to rise.

—Viktor Pendrake

Disembodied are undead creatures that arise when a false priest dies. Hatred of the living adds to whatever dark drives they harbored in life, and they gain necromantic powers to fuel their ambitions. Disembodied can arise anywhere but are most common in temples—and therefore in civilized areas.

Designed for four PCs of 5th level, this encounter takes place in a city. The default setting is Corvis, but the exact location is unimportant. Feel free to change other details about the encounter as well; perhaps Dallakis serves Menoth rather than Thamar.

This encounter requires the *Iron Kingdoms Character Guide* and the *Monsternomicon Vol. I* (the disembodied appears on pp. 36–37).

Encounter Background

Dallakis was a devout priest of Morrow, or so it appeared. He preached from a large temple in Corvis, and many faithful joined his flock there. These hardworking, dedicated people rarely





noticed how often their brethren mysteriously vanished. They simply said prayers for their lost brothers and sisters and went about their lives.

In reality, Dallakis was a devotee of Thamar. When he thought he could get away with it, he took followers into the church's underground vaults and sacrificed them to his true master.

Such a deception could hold for only so long. Recently, the paladin Lislle Redthroner grew suspicious of the priest. Breaking into his secret chamber, she caught him offering up yet another screaming victim. Dallakis howled in rage and brought the power of his dark goddess smashing down upon Lislle; the paladin ran a sword through the priest as his spells overtook her. The two died together.

The bodies did not rest long. Lislle rose as a ghost and Dallakis as a disembodied. Lislle was no match for the deadly spirit in her reduced form, and after a single clash she hid. The former paladin watched as Dallakis' disembodied form exulted in its

newfound power and animated the dead bodies in the chamber—including its own and Lislle's.

Dallakis' ambition is not destined to last long, however, for into this situation step the PCs. Any number of motivations can draw the PCs to investigate the church. Some ideas include:

- The family or friends of a missing churchgoer ask the PCs to investigate their loved one's disappearance.
- Lislle's order wonders what became of its paladin.
- Members of the church's congregation seek someone to find out why their priest recently disappeared.
- People in buildings adjacent to the church report strange noises, lights, and human voices coming from its basement.
- Lislle's ghost manages to send a spectral summons to one of the PCs.
- A PC cleric senses the dark taint around the church.

The Secret Room (EL 8)

A secret door (Search DC 25) in the church's understructure leads to this dark room. When the PCs enter, read or paraphrase the following.

Read Aloud:

The secret door swings open into a chamber strikingly unlike the other rooms in this church. The walls are dark and splashed with brown-red stains. An altar in the middle of the room bears the unmistakable sign of Thamar, and two similar altars at either end of the room also bear her symbol. Tall candles smolder in skull-covered sconces around the room as if recently extinguished. Ragged tapestries depict Thamar engaged in her traditional, evil activities.

The sound of feet scraping on stone echoes from the darkness. Shambling humanoid figures follow. One is dressed in the robes of a priest of Thamar, while the other bears dirtied plate mail and a longsword; a smear of dried blood partly obscures the symbol of Morrow on the armor's breastplate.

Conditions

The room is dark; the only light is that which the PCs bring with them.



The Altars

The altar in the center of the room bears a desecrate spell, which emanates from it in a 20-foot radius. This spell provides bonus hit points and other benefits to undead created in its presence (already included in the stat blocks below) and imposes a -6 profane penalty on turning checks. In addition, a glyph of warding protects the altar. A living creature who does not worship Thamar and who touches the altar triggers it; it deals 3d8 points of sonic damage to that creature and every creature within 5 feet of him (DC 16 Reflex save for half).

The other two altars also bear a minor enchantment. A creature beginning its turn within 10 feet of one takes 1d6 points of negative energy damage (DC 12 Will save for half). The negative energy heals undead rather than harming them. These altars radiate moderate necromancy magic.

Creatures

Remember that characters can use Monster Lore to glean some important information about the disembodied (once they notice it), the ghost, and the zombies. The four zombies include the bodies of Dallakis, Lislie, and two of Dallakis' most recent victims.

Lislie Zombie: CR 1/2; Medium undead; HD 2d12+7, hp 20; Init -1; Spd 30 ft. (6 squares; can't run); AC 11, touch 9, flat-footed 11; Base Atk +1; Grp +2; Atk/Full Atk +4 melee (1d8+3/19-20, longsword); SQ darkvision 60 ft., single actions only, damage reduction 5/slashing, undead traits; AL N; SV Fort +2, Ref +1, Will +5; Str 12, Dex 8, Con -, Int -, Wis 10 Cha 1.

Feat: Toughness.

SQ—Single Actions Only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.



The Secret Room

1 square = 5 feet

Dallakis Zombie: As above, but Atk +4 melee (1d8+3, morningstar).

Victim Zombies (2): As above, but Atk +4 melee (1d6+3, slam).

Disembodied: hp 51. See the *Monsternomicon Vol. I*, p. 36–37 for statistics. Due to the altar's desecrate spell, the disembodied's attack is Atk +7 melee (1d8+2 plus energy drain, incorporeal touch).

Lislie's Ghost: CR 3; Medium undead (incorporeal); HD 3d12+6, hp 25; Init +4; Spd fly 30 ft. (6 squares; maneuverability perfect); AC 10 (13 while manifesting), touch 10 (13 while manifesting), flat-footed 10 (13 while manifesting); Base Atk +3; Grp –; Atk/Full Atk +5 melee (1d4 ability points, draining touch); SA corrupting gaze, detect evil, draining touch, manifestation, telekinesis; SQ darkvision 60 ft., aura of courage, aura of good, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL LG; SV Fort +6, Ref +4, Will +4; Str 14, Dex 10, Con –, Int 10, Wis 15 Cha 16.

Skills and Feats: Hide +8, Listen +10, Knowledge (religion) +6, Search +8, Sense Motive +8, Spot +10; Improved Initiative, Weapon Focus (longsword).

SA—Corrupting Gaze (Su): Lislie can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a DC 14 Fortitude save or take 2d10+2 points of damage and 1d4 points of Charisma damage.

SA—Draining Touch (Su): If Lislie hits a living target with her incorporeal touch attack, she drains 1d4 points from any one ability score she selects. On each such successful attack, she heals 5 points of damage to herself.

SA—Manifestation (Su): A ghost is normally insubstantial; it is invisible and cannot affect or be affected by anything in the material world. When a ghost manifests, it becomes visible and partly real but remains incorporeal. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any

damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack.

SA—*Telekinesis* (Su): Lislie can use *telekinesis* as a standard action (caster level 12th). When she does, she must wait 1d4 rounds before using it again.

SQ—Aura of Courage (Ex): Lislie is immune to fear effects. Each ally within 10 feet of her gains a +4 morale bonus on saves against fear effects.

SQ—Rejuvenation (Su): Destroying Lislie's ghost causes it to restore itself in 2d4 days if she makes a DC 16 level check. Destroying her disembodied opponent (permanently) also allows the ghost to move on; see "Development" below.

Tactics:

The disembodied probably senses when intruders enter (by seeing their light or hearing the door open, for example). It attempts to hide, using the walls, ceiling, and other surfaces as cover (Hide bonus +1 plus circumstance bonuses). It begins by using protection from good, and then attempts to fool the PCs into thinking that its spell-like abilities come from Dallakis' zombified corpse and not from a creepy incorporeal creature. (It is unlikely to be particularly successful, though, since its Bluff check is +0.) It begins

with cause fear, then uses slay living on a weak-looking character who fails to flee. Additional uses of cause fear and the timely use of death knell are its other tactics, and it resorts to incorporeal touches when out of other viable options.

Lislie makes her presence known as soon as she determines that the PCs are here to destroy Dallakis. She manifests close to them, hoping to put them in range of her aura of courage. She tries to help them in any way she can.

Use Lislie as an option if the PCs are having a tough time in this encounter. She can inform them of the disembodied's damage reduction or attack the creature directly (though her options in this regard are limited). If necessary, she can point to a vial on her corpse containing *oil of blessed weapon* or a similar contrivance—but resort to such measures only if necessary.

Treasure:

One of Dallakis' sacrificial implements, a *wand of cause moderate wounds* (13 charges remaining), lies on the floor. Lislie's body is clad in masterwork plate mail.

Development:

Destroying Dallakis' body prevents the disembodied from rejuvenating. It also frees Lislie, and her spirit travels on its way.

Further Adventures

The events in this encounter can lead to other encounters or more detailed adventures. Some possibilities are:

- Followers of Thamar learn that the PCs destroyed one of their own. The dark priests seek them out.
- Dallakis was working for another, more powerful member of the church of Thamar. The PCs find evidence to this effect during the adventure.
- Lislie's order or family doesn't believe the PCs' story; they think the player characters slew the paladin.
- The PCs discover information requiring their attention in Dallakis' church or sacrificial chamber. For example, they might find a letter Dallakis was composing to a nobleman requesting his assistance in summoning an infernal. They might uncover Cryxian 'jack parts in crates stamped with a well-known merchant's symbol. They might notice a secret passage leading to a labyrinth of tunnels under the city.

Guts & Gears

Guts and Gears takes a look at the men, machines, and monsters of the Iron Kingdoms. Read about what it takes to be a warrior or warbeast with one of the many factions or look into the mechanical workings of hulking warjacks and what it takes to get these multi-ton constructs to dominate the battlefield.

By Simon Berman • Art by Florian Stitz, Brian Snoddy, Carlos Cabrera, and Andrea Uderzo

Cyclops



When the Skorne Empire made its first incursions into western Immoren, human refugees spoke in terror of the giant warriors that walked among them. The survivors claimed these huge soldiers wore heavy armor and wielded great bladed weapons with horrifying skill. The refugees told stories of these hulking warriors reveling in slaughter and bellowing with hideous laughter as

they committed all manner of atrocities.

As the nations of the Iron Kingdoms clashed more often with the armies of the skorne, they soon learned the truth about the creatures that had inspired such dread. That these were not skorne warriors at all but savage beasts trained by the skorne's paingivers offered little comfort.

Standing over nine feet tall, cyclopes intimidate even without the armor and weaponry with which the skorne equip them. The most distinguishing cyclops feature is, of course, the single giant eye that dominates its face. Set above a pug nose and a mouth filled with sharp, incising teeth, the eye of a cyclops is typically brown or hazel and grants the species their peculiar ability to see into the future. If a cyclops suffers the loss of its eye, it also loses its foresight. The muted earth tone of their skin allows them to blend into the wastelands and mountains where the species makes its home in the wild. Cyclopes are gifted with opposable thumbs but have only four digits on each hand. The creatures still find this sufficient to use weapons and other tools.

Their natural diet is entirely carnivorous, and their preferred prey are the huge desert hydras and titans. Attacking in groups, the cyclopes rely on their primitive clubs and bludgeons to bring down their prey. Even when successful, some of the tribe may be injured or killed. Survivors regard this as a dual benefit; more meat is left for them, and the dead can be made part of the feast as well. When their preferred prey is unavailable, cyclopes will attempt to kill and eat anything that moves. This has led to ongoing conflict with the remote skorne villages which share the cyclopes' range.

In the wild, cyclopes are found in the rugged terrain north of the Skorne Empire. They primarily inhabit





the Shroudwall Mountains and the plains to the east of Mirketh Lake, but cyclopes tribes will live out their brutish lives wherever they can. Although they can use tools, the species almost never builds its own shelters, preferring to inhabit naturally occurring caves or ruined buildings whenever possible. On rare occasions, cyclopes are observed erecting their own shelters—invariably crude lean-tos they abandon as soon as possible.

Somewhat smaller than the males, female cyclopes are equally vicious and only nominally in charge of rearing young. Cyclopes mature rapidly, as even the inherent strong maternal instinct of the mother lasts only a few short months. By then, the young cyclops is, at best, tolerated by its mother, who allows it to share scraps from her own meals. Cyclopes reach adolescence within two years, adulthood within four.

The majority of young do not see the end of their first year, as they succumb to starvation or cannibalism within their own tribe or are killed in attacks by other cyclops tribes.

Cyclops society is a simple and unpleasant affair. Bands of 10 to 50 cyclopes organize themselves in patriarchal tribes led by whichever member proves himself the strongest. Cyclopes do not make these claims in the rude language they speak but in regular battles for dominance among the tribe. Larger cyclops tribes may see a rapid succession of several chiefs as survivors die of their wounds or at the brutal hands of an endless stream of rivals. Beneath the chief the other members establish their own pecking order, a hierarchy that constantly changes as individuals die or are weakened by wounds or famine. The tribe grants pregnant females

and those caring for their young a respectful distance, as these individuals are extremely territorial and vicious even by the standards of the species.

In the wild, cyclopes rarely live past their 15th year. Constant in-fighting, cannibalism, and starvation as well as the large predators that share their environment make the lives of cyclopes nasty, brutish and short. Skorne beast handlers, however, have found that, in captivity cyclopes have a potential life span in excess of 40 years.

This is not to say that captive cyclopes live longer than their wild brethren. On the contrary, few cyclopes live past their 10th year in the armies of the Skorne Empire. The skorne have been making cyclopes into beasts of war for untold centuries. Indeed, the first beast handlers learned much of their art by torturing the vicious creatures. At present, many of the anatomy lessons comprising the formal education of the surgeons and beast handlers are performed on cyclopes.

As part of its conditioning regimen, a captive cyclops undergoes a delicate surgery on its lower brain and optic nerves. Dubbed “savages,” these beasts possess only the most rudimentary of prescient abilities, and the skorne find it desirable to augment them. (More cunning “brutes” and shamans are not tampered with at all for fear of disrupting their more powerful natural abilities.) While the brain of the beast is exposed for this surgery, the skorne also take the opportunity to surgically augment the creature’s vicious temper, making it even more dangerous when commanded in battle. This delicate, tedious surgery must be performed hundreds of times each year, as new Savages must be conditioned and operated upon to replace those lost in battle.

The unfortunate side effect of this procedure is that the already mercurial and unpredictable cyclopes become lethally difficult to handle. To counteract this problem, paingivers lace the cyclopes’ food with powerful soporific drugs. A drugged state also makes the creatures more suggestible to commands. The beast handlers take advantage of this by implementing much of their discipline training while

the cyclopes are under the effects of the soporifics. Even when drugged, though, the creatures are capable of tremendous violence and are treated with cautious respect by their handlers. The beasts often fight among themselves to establish dominance within the kennels. When the beasts are required for service, the drug is withheld and, as the beasts enter their fully aware predatory state, they are given to the most senior beast handlers.

Cyclopes occasionally become addicted to the drugs and suffer agonizing withdrawal. Cyclopes in this state are typically killed by their handlers, as they are capable of incredible violence while they seek out the drug they crave.

Given the cyclopes' bestial nature, the skorne primarily turn them into extremely powerful shock troops. Most of the beasts are equipped with the lacquered plate armor the skorne favor and then armed with a single great falchion. These weapons and armor are built for function and endurance but lack the fine ornamentation and artisanship applied to the weapons of real skorne warriors. Although the falchions are honed to a razor edge prior to battle, the tremendous and indiscriminate force with which the cyclopes fight quickly dulls the blade. The creatures wreak almost as much carnage by crushing blows as by slashing blade wounds.

Less commonly, some individual cyclopes possess a deeper cunning than their brethren. Trained with shield and spear, these Brutes hold flanks and counter-charges from enemies in battle. Their prescient abilities make them ideal bodyguards, and many commanders will keep a Brute with their personal retinue. This practice also extends to skorne civil life. The ability to see an assassin's killing blow before the knife is drawn serves as a powerful deterrent in the Skorne Empire's day-to-day political conflicts.

The tyrants and dominars of the skorne consider the shamans of the cyclopes tribes a rare prize. No beast handler has ever been able to awaken the strange arcane powers of these cyclopes in captivity; they must be captured in the wild. Whether these cyclopes learn their sorcerous abilities from elder shamans or their abilities simply occur naturally in a small percentage of their species is a subject of ongoing (and centuries-old) debate among skorne scholars.

Skorne surgeons and paingivers have made extensive anatomical study of shaman eyes. These studies have not revealed or suggested the origin of the cyclops shaman's powers, but they have proven that the eye of a shaman is greatly developed. Its optic nerve is supported by a complex bundle of secondary nerves. The purpose

of this novel part of the nervous system remains a mystery to skorne anatomists, but they conjecture that this structure develops as the shaman learns or gains access to his powers and presumably strengthens prescient abilities. Anatomical study of some of the most powerful shaman has also revealed enormous tumors in the occipital lobe. These masses do not seem to harm the shaman, despite its being the size of an adult skorne's fist. Some mortitheurges have gone so far as to experiment with ingesting the tumors, which possess powerful psychotropic properties. Many mortitheurges claim the induced state enhances their powers, a claim under serious debate among practitioners.

As the skorne continue their expansion into the west, the beasts have continued to prove themselves valuable assets to the skorne armies—the most versatile of the skorne's beasts. As the skorne encounter new battlefield challenges, they will inevitably find new ways for the cyclopes to brutalize and terrify their enemies.



Cohorts of Tyrant's Lash

East of the Castle of the Keys is the recently constructed fortress called Tyrant's Lash, the northernmost bastion that houses skorne mustering for attacks on the west. The cohort permanently stationed to guard this important fortress wear the distinctive emblem of House Mokrar, and have chosen to adopt black armor not dissimilar to that preferred by those who protect the Abyssal Fortress. There is a persistent rumor since the Conqueror fled that edifice that the Cohorts of Tyrant's Lash were also more loyal to Vinter than to Supreme Archdomina Makeda. This has prompted Lord Tyrant Mokrar to send his forces into battle with orders to restore the honor of their name in battle, fervently sacrificing their lives to regain standing in the new Skorne Empire.



Cyclops Tactics

By David Boeren

Whether they fight with swords, shields, or spells, it's pretty common for most Skorne armies to have at least one Cyclops along. The Savage is one of the cheapest and most efficient light melee beasts in the game, the Brute is harder to kill than some heavies, and the Shaman is a nice toolbox of abilities that can help take some fury load off your warlock.

The Savage

Besides being dirt-cheap and having pretty good MAT and ARM for a light beast, the Savage is best known for his unique ability to boost after making his attack or damage roll. This makes him an amazingly efficient fighter, as you never waste any Fury on boosting when it wasn't really needed. He can also grant this ability to other models with his animus, it's most commonly used to buff up bigger beasts and warlocks. It's especially useful on the Titan Gladiator to help pull off his Chain Attack. With SPD 6 and Reach the Savage has an outstanding threat range and can engage a pretty large radius in case you need to tie up enemy troops or protect a lane. For Skorne, the Savage is the standard offensive light melee beast against which all others are measured.



The Brute

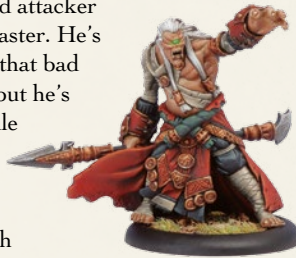
While he's sometimes criticized for not being as good a melee fighter as the Savage, that's not really what the Brute is about. With better DEF and ARM than many heavies and Set Defense, the Brute is very difficult to kill. Park him on an objective or blocking a section of the board and it takes a very serious effort to dislodge him. Further, by adding a point



of fury he can make attackers reroll hits against him. This is a great way to even further reduce the enemy's ability to damage him and again it can be granted to other models as well. This makes the Brute a valuable bodyguard for your warlock or his buddy Molik Karn. He's still capable of fighting reasonably well, and excels against infantry since he has two attacks. Very few units can hurt him much without charging and with Set Defense charging isn't such a good idea either. Overall then he's probably best suited to fighting units over other beasts.

The Shaman

Where the other Cyclopes are specialized for melee, the Shaman is best used as a ranged attacker and spellcaster. He's not really that bad a fighter, but he's quite fragile and can't stand up to much punishment. Keeping him at range is better because then he has some extra protection from Precognitive Awareness and Set Defense. Evil Eye is good for taking out the odd trooper or solo, especially since it can hurt models only effected by magic. But, you might want to reserve it for enemy heavies instead or even their warlocks because a successful hit causes them to suffer a -2 to all attack rolls which will really put a damper on their attacks next turn. Even better is his animus Spirit Blade which removes enemy upkeep spells and animi. You can use it on your own models to get rid of debuffs like Crippling Grasp, on enemy models to strip off spells like Protection of Menoth, or to deactivate animi such as the ever-annoying Undergrowth that has plagued Skorne since Primal. Finally, the Shaman has the very special power to cast the animus of other friendly Skorne warbeasts. Depending on what other beasts you have this could be amazing or it could be no big deal.



You really want to take time to plan if you're taking a Shaman to decide what beast combinations can most benefit your strategy.

- Any of the Skorne melee oriented warlocks can make good use of the Brute's animus for protection, which in turn means they can play more aggressively. That's pretty much everyone except for Zaal and Mordikaar.
- Taking a Shaman alongside of a Savage or Brute allows you to get more use out of their animus for little fury, and both of them have a pretty non-situational animus that you can nearly always benefit from having up.
- The Savage works well alongside a Titan Gladiator. Putting Prescience on him makes it much easier to pull off his amazing Chain Attack.
- Shamans work best when fielded alongside other beasts that have a good animus for them to cast. With only Fury 3, they're not so good with offensive animi, nor would you want only animi that are fairly situational like the Bronzeback's. Also, you will usually benefit more from having a variety of animi to choose from instead of having multiples of the same beast.
- Savages have always been popular with Morghoul. Abuse improves their threat range and damage, turning them into guided missiles of destruction. With only 5 Fury, he also appreciates their efficiency. Also, with a Brute's animus on him or Evil Eye on an attacker he becomes nearly untouchable.
- Makeda's Carnage makes any melee beast perform better, but it's especially good on fast beasts with Reach like the Savage and Brute. They're also good subjects for Savagery, particularly in Tooth & Claw games.
- Hexeris doesn't directly buff them but a Brute or Savage makes a good flanking light warbeast with Soul Slave and their capacity to kill several infantry in a turn is nice on his feat turn.
- Xerxis doesn't tend to use Savages as often but sometimes takes a Brute as a substitute for a heavy to put Armor of Karaak on. By the time you're done forcing rerolls of any hits, his ARM is even higher. He can also get good use out of a Shaman to remove pesky enemy upkeeps or animi that prevent his force from charging or just to throw out an animus that Xerxis doesn't want to pay for himself such as Amuck or Subdue.
- Zaal loves the Savage's animus because it also works with his feat tokens, so it's pretty common to see him with at least one. Cast the animus on your Ancestral Guardians or other beasts and it really takes his feat to another level of efficiency.

Painting a Skorne Cyclops Savage

Cyclops of the Cohorts of the Tyrant's Lash

By Rob Strohmeier



What You'll Need:

-  Armor Wash
-  Battlefield Brown
-  Cold Steel
-  Greatcoat Grey
-  Hammerfall Khaki
-  Menoth White Highlight
-  Mixing Medium
-  Morrow White
-  Pig Iron
-  Thamar Black

Basecoat

Start with a base of Hammerfall Khaki for all cloth areas and Pig Iron over all metals. The sword hilt can be painted with Thamar Black at this time and the protruding horns/spikes are painted with Hammerfall Khaki.

Colors Used:

Cloth and Details: Hammerfall Khaki
Metals: Pig Iron, Thamar Black



Shading

The silver metals are shaded first using Armor Wash. A second shade is added using a 1:1 mix of Armor Wash and Battlefield Brown. The cloth is shaded with Battlefield Brown, using Mixing Medium and water to thin down the paint, then blended into the deep recesses and folds. Use a little Hammerfall Khaki to smooth out the blends. Next, use Thamar Black to paint all textured portions of the armor such as the kneecaps, forearm plates, and hip plates.

Colors Used:

Cloth and Details: Battlefield Brown, Hammerfall Khaki
Metals: Armor Wash, Battlefield Brown, Thamar Black



Highlighting

The Hammerfall Khaki is highlighted first using a mixture of Hammerfall Khaki and Menoth White Highlight. Blend Menoth White Highlight into the khaki at the high points and edges of the cloth. To brighten the highlights, progressively mix in more Menoth White Highlight—the final highlight color is 90% pure Menoth White Highlight. The horns/spikes on the model are finished using small lines of Menoth White Highlight running from the base to the tip, and a second set of smaller lines using Morrow White.

Colors Used:

Cloth and Details: Hammerfall Khaki, Menoth White Highlight, Morrow White



Detailing

The model is first sealed with a matte varnish. Highlights to the silver metals are added next using Pig Iron, and then smaller, brighter highlights of Cold Steel. Coat the Thamar Black portions of the armor and sword hilt with a gloss varnish. Finish off the banner by adding an appropriate Skorne design (such as the one provided here) with Thamar Black and some Greatcoat Grey accents.

Colors Used:

Cloth and Details: Greatcoat Grey, Thamar Black
Metals: Cold Steel, Pig Iron



By Douglas Seacat • Art by Chris Walton and Neil Roberts

THE MANTTICORE AND IOSAN MYRMIDONS

“In battle, there are not more than two methods of attack—the direct and the indirect—yet these two in combination give rise to an endless series of maneuvers.”

—Osyriv, the Sovereign of Conflict

The Manticore has achieved special prominence among the imposing myrmidons brought by House Shyeel to lend their strength to the Retribution. This war machine perfectly embodies the Shyeel approach to design, which emphasizes versatility. It combines the crushing power of its arm-mounted glaives with considerable firepower. The present iteration of the Manticore is the latest in a long line of myrmidon models dating back to the first fighting machine created by House Shyeel artificers. Manticores stand vigilantly alongside the Homeguard Coalition all along Ios' borders, but soon they will march to battlefields abroad. The Retribution's call to war and House Shyeel's alliance to the cause affords an opportunity for the Manticore to prove its strength against humanity's steam-powered warjacks.

House Shyeel is synonymous with myrmidons; this house is the premiere myrmidon manufacturer in Ios. The stature of Shyeel among the hallytyr—the “high houses” that rule Ios together as the Consulate Court—is based primarily on this military production capacity. Although there are several other houses that produce myrmidons, none do so remotely on the scale of House Shyeel. Shyeel has transformed an entire city into a factory hub for this work. Lynshynal, once known for the beauty of its canopy of sheltering trees and the Fane of Lurynsar, is now kept warm even in winter not by the blessings of that vanished god of summer but by the forges and factories of House Shyeel. Given this it is easy to forget that myrmidons are, by Iosan standards, a relatively recent innovation.

The artificers who work on these machines do not dwell on the past. One fact in particular that is not widely discussed, particularly in today's political climate, is the fact that myrmidons owe their origins to humanity. This topic could potentially stir a backlash of resentment from the most extreme members of the Retribution, as the sect believes all human mechanika causes harm to their goddess. Shyeel artificers insist their present work has no relation to this alleged disturbance, but this is a subtlety of distinction that would be lost on their more radical peers.



It was not until the arrival of the Orgoth that Ios began to view humanity as a potential concern and implemented efforts to gather intelligence about the strength of their neighbors. In observing the colossal machines sent against the Orgoth and the battle-mages who controlled them, Ios realized these once-primitive tribes of savages had become far more dangerous. Improvements to the smaller warjacks by the nascent Iron Kingdoms in later decades proved this technical innovation was not a fluke.

By this point House Shyeel was already recognized as the undisputed masters of Iosan arcane technology for the precision and ingenuity of their arcanika as well as the power of their battle mages. Military applications were its particular specialty. House Shyeel had a long-standing relationship with the Five Great Military Houses, each of which commissioned its services for the fabrication of special weapons and armor. It was only natural that it and similarly inclined houses, such as the occult-focused House Vyre, would take an interest in humanity's most sophisticated weapons. It fell to House Shyeel to study these threats and determine a contingency against them in case the weapons should ever be directed against Ios' borders.

In an incident remembered by few and unrecorded in human annals, a group of Iosan agents managed to seize a pair of labor steamjacks from Llael in 296 AR for study. Scholars gathered by the Consulate Court from Houses Shyeel,

Vyre, and several subordinate houses with similar interests disassembled and scrutinized these machines. They were surprised to discover the general technologies empowering the constructs were simple and grossly inefficient. Clearly Ios could do better. The one hint of genius they found was the cortex, an impressive device that could partially mimic the reasoning of a living mind.

Even in the cortex the Iosans saw considerable room for improvement, but they used what they learned of this human device as the basis for similar artificial minds to regulate the systems of the first myrmidons. After their initial analysis, Houses Shyeel and Vyre went their separate ways as each endeavored to be the first to put a practical design into operation. House Shyeel won this challenge by a wide margin with the creation of the first generation Manticore in 315 AR.

While these houses were pursuing this goal some rare few of their arcanists manifested a previously unrecognized talent. These individuals could sense the presence of nearby cortexes and would later learn how to mentally communicate with them. They would eventually use this talent to control the cortexes of the first generation of myrmidons.

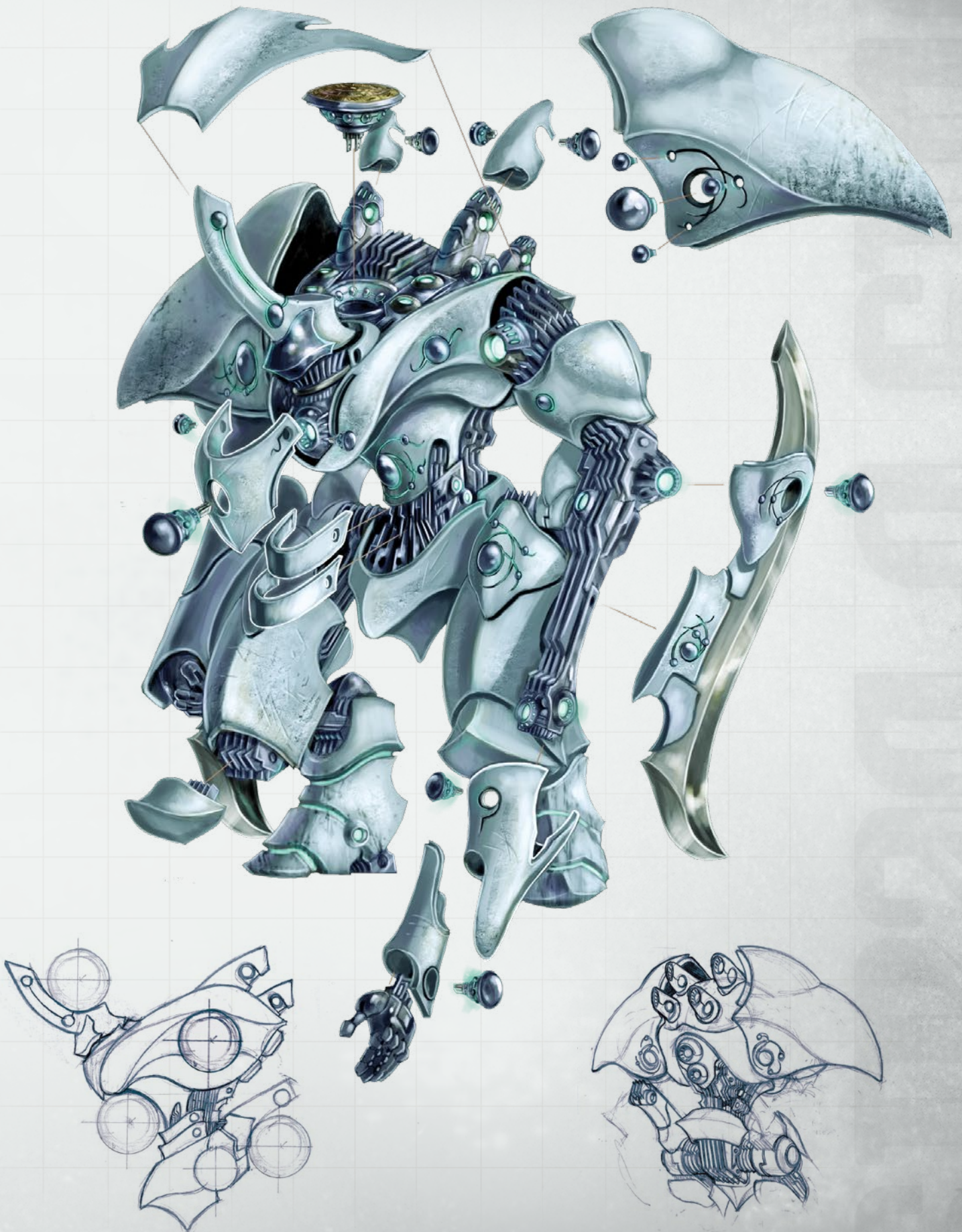
A number of characteristics separate an arcanik cortex from a mechanical one, but fundamentally they operate on similar principles. The radically different external shape, whereby the arcanika cortex is an inverted cone

rather than a sphere, has more to do with manufacturing process and the means by which the arcane mind is integrated into the rest of a myrmidon's systems than a distinction of operation.

Except for the cortex and its intended purpose in battle, myrmidons share very little in common with human warjacks. House Shyeel approached the design of its first myrmidon by applying long-standing arcanik techniques to empower an autonomous fighting construct. Most importantly, myrmidons are not powered by a fuel-fed steam boiler as an external combustion engine. They rely instead on a more arcane and self-sustaining power plant that requires neither the burning of coal or other fuel nor periodic water resupply. Instead of creating energy from an exothermic reaction it uses an arcane condenser to siphon latent energy from the surroundings, a process augmented and regulated by certain subtle geomantic and celestial alignments. Condensed power is then accumulated into storage cells. Energy can subsequently be released to drive the motors powering a myrmidon's limbs or diverted into other energy systems.

This arcane power source allows several related technologies, including the use of strong protective fields that can deflect incoming attacks as well as power energy-based ranged weapons. Applying arcanik techniques it had honed in the fabrication of other weapons, House Shyeel surpassed its rivals by a significant degree in this area.





The manipulation of kinetic and potential energies by arcane will has long been a particular aptitude of House Shyeel, albeit based on older principles used by other houses for such things as large-scale construction. The stones of the great fanes of Ios were lifted into place millennia ago with the aid of this type of arcane technology. These same principles are used in modern myrmidon factories to levitate individual parts and hold them together until arcanists can finalize their fusion and integration. Most of these power generators are extremely large pieces of equipment, and only through the genius of Shyeel artificers were these technologies reduced to serve as the core power generator of a myrmidon. In subsequent decades other houses borrowed heavily from Shyeel invention for their variant myrmidons, including adapting similar force field projection technology.

While the Manticore is respected for its tremendous melee capability, bringing to bear a pair of arm-mounted glaives, in this first generation it was more importantly proof that such a fighting machine and its power field could also generate devastating ranged attacks.

This required the modification and installation of several intricate firing focus aperture devices to manipulate the power field and send its energies as coherent bursts directed at distant targets.

The first generation Manticore was much less efficient and accurate than the current model. Although in the centuries Ios has been in relative isolation it has never waged war on outsiders, its houses have maintained strict military vigilance. No military technology has been allowed to stagnate. House Shyeel and others have diligently improved their weapons over these years. Even before recent events the hallytyr had been mindful that potentially hostile neighbors with considerably larger armies surrounded them and that an attack could come at any time.

Accordingly each of the various myrmidon chassis constructed by House Shyeel has experienced redesign and overhaul every thirty to forty years. The current Manticore is the eighth generation of myrmidons to bear that name. The latest includes several advanced systems expected to make it a key element of any Retribution assault. Only in the last three generations has the Manticore's firing system become capable of sustained energy pulse bursts,

providing suppression fire on enemy infantry or other light targets. Similarly, advancements in arcanik energy storage and regulation has allowed for the implementation of the force generator, a powerful device that adds the energy provided by a warcaster to its power field in order to supercharge the myrmidon's arms with exceptional strength. Empowered by this energy, a Manticore can drive its glaives entirely through even thick plates of alloyed steel. When striking with both arms it can rip even a heavily armored Khadoran 'jack in half.

The current Manticore began supporting military garrisons across Ios in 575 AR. It was given the chance to join battle during the War of the Houses, a period of civil unrest that consumed Ios from 581–584 AR. Manticores fought alongside several of the involved houses, with the largest number joining the Dawnguard of House Nyarr. This war was notable in several respects but in particular for pitting the myrmidons of House Shyeel against those of its rivals in House Vyre.

Consul Ghyrrshyld of House Vyre was the instigator of the War of the Houses; the powerful politician, occultist, and warcaster sought to seize ultimate power in Ios with a bloody coup. The Manticore played a key role both in driving Ghyrrshyld's forces from the capital during the initial skirmishes and in numerous smaller battles. The rapid fire of its cannon proved to be particularly useful in the street-to-street fighting consuming the city of Iryss in the final year of the war. It was here the Vyre defenders were driven back for a last stand in their heavily armed house compound.

The benefit of actual testing in the grueling realities of battle gives the Manticore an edge over most of its newer counterparts and has led to improvements in House Shyeel's other preferred chassis types. Certainly the arcanists and artificers of the house are eager for the additional field data that will arise as the Retribution advances its agenda abroad. The Manticore's next test of battle is expected to be with the Winter's Hammer task force led by Dawnlord Vyros, a force preparing to advance into Khadoran soil to find and liberate Nyssor, the god of winter.





MANTICORE TACTICS

By David Dauterive

The Retribution of Scyrah prizes versatility in their armed forces so as to never be caught off guard or without the right tool for the job. Accordingly, versatility is the name of the game with the Manticore. This sleek killing machine has the speed to move in close, the range to keep opponents at bay, and the capability to soak up incoming firepower. As the premier frontline heavy myrmidon of the Iosan arsenal, it has been crafted to deal with any type of target, from a heavily armored Khador warjack to a mob of Cryx mechanithralls. Retribution players will quickly discover reliance on the Manticore can carry them through to sweet victory.

Holy Fields of Fortitude!

The Manticore has about the same number of hull boxes as the Helldiver, a Cryx bonejack. This doesn't show how much damage the myrmidon can really take, however, due to its Field Generator. The Field Generator boxes absorb damage the Manticore can withstand before any goes through to its chassis. The strongest advantage of a Field is that it can be refreshed by spending focus points, thus replenishing the amount of damage the myrmidon can take. Not only that, but any focus points left on a myrmidon adds to its ARM, just as with a warcaster! That's right: a fully loaded Manticore begins with ARM 21.

The Field Generator is a fragile system, however, so make sure you have repair models nearby. Once the Field Generator is disabled, not only does the Manticore lose the ability to recharge its field, but it also cannot fire its Cyclone Cannon nor use its Force Generator. And speaking of cannons . . .

Closing the Distance

No slouch at ranged combat, the Manticore sports several options for engaging targets from afar. One of the first things to note is that its Cyclone Cannon is a Magical Weapon. Incorporeal models ahead? Nothing to worry about. Multiple Machine Wraiths and Pistol Wraiths barring your path? The Cyclone Cannon is ROF 3, allowing

the Manticore to tag them from up to 12" away.

The Cyclone Cannon also has a handy firing mode called Covering Fire. Careful placement of this template ensures the enemy cannot charge your models without taking a POW 12 hit to the face, which will easily do away with most infantry. With multiple Manticores, this coverage can be enough to safeguard entire flanks, allowing you to either close the gap or utilize the Retribution's numerous ranged options to keep the enemy at bay.

Up Close and Personal

Thanks to Force Generator, the Manticore shines in the fury of close combat. For the cost of 1 focus the Manticore is granted +3 STR, making it stronger than a Behemoth! Individual Saber Fist attacks then become a crunching P+S 18 (don't forget there are two of them!), or combine them for a devastating P+S 23 Combo Strike. Booyah!

As a heavy myrmidon sporting twin Saber Fists, the Manticore has the capability of performing every power attack available to warjacks. Tramples, slams, two-handed throws—you name it, the Manticore's got it. What's more, it can still benefit from the Field Generator for these power attacks. A POW 13 trample massacres a unit in shield wall.

The Tag Team is Back

Myrmidons are nasty on their own, but as with any warjack they prove most devastating when combined with the arcane might of a warcaster. As mentioned before, the allocation of focus is essential to running the Manticore so it can maximize its potential. Without focus there is no field recharge, no multiple shots with the Cyclone Cannon, and no Force Generator activation. Here are some handy tricks and combos with just a sampling of the warcaster models being released for the Retribution of Scyrah.

- As a lord of the Dawnguard, Dawnlord Vyros excels at controlling myrmidons. Manticores in particular benefit from his Bird's Eye ability. When firing your Cyclone Cannon you

can ignore those normally pesky LOS-blocking effects like clouds, forests, and intervening models. When the shots start flying, the Manticore ignores the defense buff of elevation. Pretty useful when trying to clear off that hill for scenario purposes.

- When the Manticore decides to commit to close combat, Mobility from Vyros is worth it. Gaining +2 SPD and Pathfinder extends the Manticore's charge range to 11.5" without having to worry about terrain getting in the way. Also think of the speed boost as extra threat with your Cyclone Cannon (that's a 20" threat for those too lazy to do the math).

- Manticores love it when Vyros decides to use his feat Perfect Execution. As your army starts clearing out the enemy, Vyros doles out focus to his myrmidons. With multiple Manticores this is a great way to load them up on focus even if Vyros casts several supporting spells. You can then use this arcane might at your leisure, earning more back as they remove the enemy and bumping their ARM by the end of their activations!

- If you really need that one Manticore to hold the line, be sure to first cast Inviolable Resolve on it the same turn you load it up with focus from Perfect Execution. ARM 23 is almost stepping on the Devastator in terms of toughness.

- Enemies of Kaellyssa, Night's Whisper, have nowhere to hide from her bolts. She extends this hunter's skill to her Manticores via Phantom Hunter. Cover, concealment, and cloud effects offer no defense to those sighted by the Cyclone Cannon.

- Kaellyssa's feat, The Vanishing, does a great job of protecting your Manticores. The stealth they gain prevents them from being shot at, and they cannot be charged. Use these advantages to close the gap or keep your opponent at bay just long enough to deliver the final blow.

PAINTING RETRIBUTION MODELS

By Matt DiPietro, Studio Painter

Here is a technique you can use to capture the unique white and teal look prevalent in Retribution models. Once you get the hang of this style, you can apply it to everything from the faction's warcasters, units, to myrmidons.



What You'll Need:

-  Formula P3 White Primer
-  Blue Ink
-  Carnal Pink
-  Coal Black
-  Cryx Bane Base
-  Cryx Bane Highlight
-  Greatcoat Grey
-  Morrow White
-  Pig Iron
-  Red Ink
-  Thamar Black
-  Traitor Green
-  Trollblood Base
-  Underbelly Blue

Basecoat

Over an undercoat of Formula P3 White Primer, shade the armor plates with Underbelly Blue mixed with Morrow White. Basecoat the power nodes with a mixture of Pig Iron, Red Ink, and Blue Ink. Base coat the collar and secondary shoulder plate with a mixture of Trollblood Base and Traitor Green.

Colors Used:

- Armor:** Morrow White, Underbelly Blue
- Power Nodes:** Blue Ink, Pig Iron, Red Ink
- Secondary Armor Plates:** Traitor Green, Trollblood Base



Shading

The silver metals are shaded first using Armor Wash. A second shade is added using a 1:1 mix of Armor Wash and Battlefield Brown. The cloth is shaded with Battlefield Brown, using Mixing Medium and water to thin down the paint, then blended into the deep recesses and folds. Use a little Hammerfall Khaki to smooth out the blends. Next, use Thamar Black to paint all textured portions of the armor such as the kneecaps, forearm plates, and hip plates.

Colors Used:

- Armor:** Cryx Bane Highlight, Greatcoat Grey, Underbelly Blue, Morrow White
- Power Nodes:** Blue Ink, Coal Black, Pig Iron, Red Ink, Thamar Black
- Secondary Armor Plates:** Cryx Bane Base



Highlighting

Mix a generous amount of mixing medium and water with Underbelly Blue and Morrow White to create a glaze that is used to smooth the transitions on the armor plates. Highlight the power nodes with Radiant Platinum. Highlight the secondary armor plates with a mixture of Trollblood Base, Traitor Green, and Midlund Flesh. For the glowing grooves surrounding the power nodes mix Arcane Blue, Necrotite Green, and Carnal Pink and apply it to the recesses.

Colors Used:

- Armor:** Mixing Medium, Morrow White, Underbelly Blue
- Power Nodes:** Radiant Platinum
- Secondary Armor Plates:** Midlund Flesh, Traitor Green, Trollblood Base
- Glow:** Arcane Blue, Carnal Pink, Necrotite Green



Detailing

Use Morrow White to apply final highlights to the armor plates. Finish the secondary armor plates with a highlight mixture of Trollblood Base, Traitor Green, and Underbelly Blue. Emphasize the glowing areas with a mixture of Arcane Blue, Necrotite Green, Carnal Pink, and Menoth White Highlight.

Colors Used:

- Armor:** Morrow White
- Secondary Armor Plates:** Traitor Green, Trollblood Base, Underbelly Blue
- Glow:** Arcane Blue, Carnal Pink, Menoth White Highlight, Necrotite Green



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Take a look inside the files and dossiers of Gavyn Kyle, the Iron Kingdoms' premier spy. Gathered at great expense and risk, these dossiers give a behind-the-scenes look at the histories and motivations of some of the warcasters and warlocks of WARMACHINE and HORDES.

The Gavyn Kyle FILES

Transcribed by Simon Berman • Art by Chris Walton, Jesper Ejsing, and Matt Wilson

KOMMANDER ORSUS ZOKTAVIR DOSSIER

This dossier required a level of finesse beyond that typically needed to pilfer the High Kommand's documents. The Greylords Covenant has applied an extremely stringent set of bureaucratic protocols to determine who is allowed access to Zoktavir's files. Additionally, I have reason to believe that these files are far from complete and that the Prikaz arm of the Covenant guards even more sensitive information relating to the "Butcher of Khardov."

—G.K.

Service Chronology

Born: Unknown. Greylords Covenant estimates his age to be approximately 55, placing his birth date around 553 AR.



Enters Military Service: 583 AR, under Greylords Covenant (Prikaz Chancellery) supervision in Korsk, where he was commissioned with the rank of Kommander.

Winter Guard Promotions: None.

Warcaster Talent Recognized: 583 AR. First appeared in Korsk with a battered Juggernaut and an extremely aged Laika steamjack under his control. Agents of the Greylords Covenant immediately apprehended him.

Warcaster Service: Granted command of the 12th Kommand, 5th Border Legion. Pardoned and exonerated after the "Boarsgate Massacre," 587 AR. Led assault on Redguard Fortress, 604 AR, considered one of the most decisive battles of the conquest of Llael. Currently missing in action; last seen just outside Fellig, 607 AR.

Superior Officer: Kommandant Irusk Gurvaldt.

Awards: Four Shields of Khardovic (585, 587, 604, and 606 AR), five Anvils of Conquest (604, 605, 605, 606, and 607 AR), two Crossed Sabers of Service (593 and 603 AR), The Star of the Motherland (606 AR).

Zoktavir's early history remains obscure in the High Kommand's official records. Given the Prikaz Chancelleries' attention to detail, it is obvious they censored crucial files for unknown reasons. The man was first sighted upon his arrival in Korsk in the winter of 583 AR. He arrived dressed in heavy furs and an old suit of conventional armor. The Berserker under his control was so aged it may have been an original production model. How he came to acquire it is still unknown.

—G.K.



Alexei, you asked me what it's like to serve under Kommander Zoktavir (no one calls him "the Butcher" to his face!). I do not want to talk about my current life in the trenches, but I'll tell you of the first time I saw him. I was only a boy visiting Korsk with my father to trade our harvest. The market sat on a dirt road on the outskirts of the city. The crowd of arguing merchants fell silent and parted as a mountain of a man approached. He carried an enormous axe, and two old and damaged 'jacks followed him. The only sounds were the dull thuds of his footsteps and the hissing of the 'jacks. I was a tall boy for my age, but even so, I remember thinking this man must be one of the giants of my mother's bedtime stories. He stared dead ahead as he made his way into the city. Even after he passed, the crowd remained hushed, the way small forest creatures stay quiet on a lucky day after the bear has come and gone without killing.

—Winter Guard Kapitan Grigory Militka,
private correspondence

The High Kommand's files contain significant gaps in Zoktavir's history even after he entered their ranks. The following is the only reference I could find to his early months with the Khadoran military. This partial document was discovered misfiled among some of the Prikaz's personnel records, presumably missed by Greylord censors. It appears to be a recommendation from a member of the Greylords Covenant to a superior. The associated files have all been redacted. What "task" the Butcher performed for the Queen is unclear.

... CONTINUES TO DEMONSTRATE A PSYCHOTIC RAGE THAT COULD AFFECT HIS SORCEROUS ABILITIES. DESPITE THE INARGUABLE EFFICIENCY WITH WHICH ZOKTAVIR CARRIED OUT HIS TASK FOR THE QUEEN, I SECOND OBAVNIK BOGORAZ'S RECOMMENDATION TO TERMINATE HIS SERVICE. DESPITE THE QUEEN'S INTERESTS IN HIM AND HIS OBVIOUS USES AS A SINGULARLY POTENT WARCASTER, I AM CONVINCED WE WILL FIND HIM UNCONTROLLABLE IN THE LONG TERM. I BELIEVE THE LONGER HE GOES WITHOUT A BATTLE, THE MORE INSANE HE WILL BECOME, POSSIBLY LOSING THE ABILITY TO DISTINGUISH FRIEND FROM FOE. FOR A FINAL TIME I STRONGLY SUGGEST TERMINATION.

—OBAVNIK KOSTYA PLETNYOV

The Butcher's infamy in Cygnar and the Protectorate grew by leaps and bounds during the early days of the Khadoran invasion of Llael. The destruction of Redwall Fortress became one of that war's decisive battles. Zoktavir personally lead the attack. This battle in particular cemented his reputation for incredible brutality.

Brother,

I should be using this time to sleep, but I think I will soon have enough time to rest in the grave. The Khadoran army is camped in the ruins of the outer fort. After what I saw this afternoon I do not have the slightest hope we can resist the coming assault. We were not unprepared for a battle. We shot down many of the Demolition Corps before they reached the fort, but they breached the small compound too quickly. From the vantage of the main walls I saw the half-dozen red warjacks crash against the outlying fort. The huge hammer-armed 'jacks smashed a hole in the small fort's wall within seconds, and the giant warcaster hurled himself into the breach. In his wake a dozen strangely masked swordsmen followed as the rest of the Khadoran army emerged from the woods. Within minutes, the screaming had stopped and I watched that giant man exit the fort, his axe and arms soaked in blood. I saw no prisoners taken, and I saw none of our men escape.

The Khadoran troops number in the hundreds, maybe thousands. They will attack at dawn, and none of us will survive. If this reaches you in time, take all our family south. Llael will not survive this monster.

My love to everyone,
Dermot

The "Boarsgate Massacre" of 587 AR has been described in detail in numerous files already in your possession; this paragraph, however, has been omitted from the official papers of the High Kommand. I will not discuss how I came by this excerpt. So far as I am aware the recommended punishment was never carried through.

The men had already laid out the bodies by the time I arrived in Boarsgate. I was saddened to identify the corpses of both our informants, Mikhail Kratikoff and Yuri Konar. As you know, these men had notified the High Kommand of their platoon's traitorous intentions to aid the people of Boarsgate in seceding from Khador and joining the nation of Ord. While I have no tears for the butchered traitors, I am sorry two patriots paid the ultimate price for their nation. I strongly recommend Kommander Zoktavir be demoted and punished for this terrible crime."

—Kommandant Boris Ghukov,
report to the High Kommand



The fall of Redwall Fortress provided much of our tactical knowledge of Kommander Zoktavir. A reliance on shock troops and warjacks, along with a personal commitment to battle, characterize virtually every recorded engagement with this warcaster.

Zoktavir was the first through the breached fortress walls, preceding even the Marauder-class warjacks that opened the gap. The handful of Llaelase survivors who escaped described Zoktavir at the fore of the entire attack. Accounts that he personally killed over forty percent of the fortress' defenders seem credible. This personal commitment to each battle typifies his fighting style.

I recommend we do not engage Zoktavir and his forces unless our armies are led by a warcaster or exceed his by a ratio of 12:1. His insane thirst for bloodshed may allow him to be lured far ahead of his supporting warjacks and troops. If this tactic is attempted, however, we must not underestimate either his capacity to overwhelm even the strongest of our forces in personal combat or his ability to sustain wounds that would cripple or kill most other men. Furthermore, he possesses a remarkable arcane ability to transfer his bloodlust to his troops and sometimes even to warjacks. If you engage Zoktavir, be prepared to fight every one of his men to the death.

—Commander Adept Sebastian Nemo, late 6CS AR, "Analysis of Khadoran Warcaster Assets"

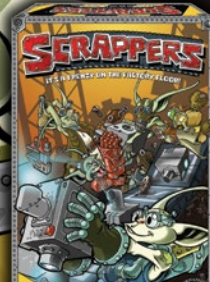
Zoktavir is currently designated by the Khadoran High Kommand as missing in action. I have been unable to find documentation from any other sources regarding his whereabouts. His last known location was at Fellig, where he launched a suicidal attack against the Cygnaran 1st Army; Winter Guard troops under Kommander Sorscha Kratikoff were dispatched to rescue Zoktavir's remaining forces. The few reports suggest all of the soldiers assigned to Zoktavir perished at Fellig while inflicting massive casualties on Cygnaran defenders. Reports on the conclusion of this battle are contradictory and incomplete, and it is unclear what happened to Zoktavir. Unsubstantiated rumors suggest he was seen outside Fellig after the battle suffering from grievous injuries. His body has not been found, and while the High Kommand has not yet listed him as a casualty, they have already begun reallocating the warjacks and other resources under his command.

—G.K.



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Typhon
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Typhon
Neck 2



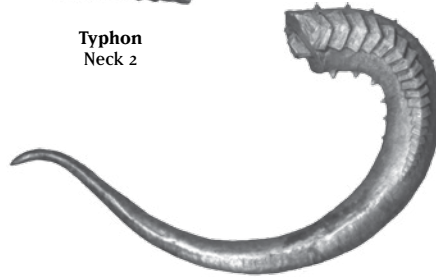
Horthol
Shield



Shadowhorn Satyr
Horn



Typhon
Neck 3



Typhon
Tail



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Head



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DRAWN AND QUARTERED

by Tracy Constantine



T...M....UH, V....



...X...S...P?....



...AHHHH!
THIS IS UNACCEPTABLE!
I AM THE HERALD OF
EVERBLIGHT HIMSELF!

I SEE BY HIS
BLESSING ALONE!



THEN YOU CAN TAKE IT UP
WITH *HIM* FOR WHY WE HAVE
THESE YEARLY *EYE EXAMS*.

...AND BY THE WAY,
I'M OVER *HERE*.

CRYXIAN SOUL MILL

Stephan sent us this great, scratch-built soul mill. It's obvious that Nemo is a bit baffled by what sort of strange technology he stumbled across...

by Stephan Stacey



RIDDLED WITH BULLETS CHALLENGE

The Painting Challenge of No Quarter #23 was to take a 'jack and shoot, blast, smash, and spindle it to hell and back, but just enough to make it keep on fighting.

WINNER!

Drew Olds

Drew's Mangler definitely took the concept of "mangle" and ran away with it with this fantastic conversion. C'mon, it picked up its own severed hand so it could keep on stabbin'!



HONORABLE MENTIONS



"Nightmare"
by Piotr Mikians



"Battered Redeemer"
by Adam Huenecke



*Check out **page 39** for the next Painting Challenge and see if you can **Paint Like You've Got a Pair!***

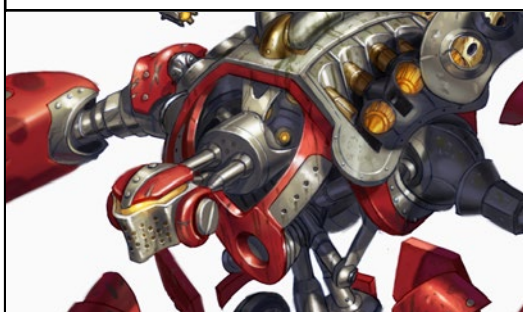
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WAR-TORN FRONTS
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END WEEK: 11/2/09



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