

Privateer Press™



NO QUARTER

ISSUE N° 26
Sept. 2009

MAGAZINE™

YEAR OF THE GEAR



IN DARKNESS THEY SEEK...
THE SHROUD IN THE IRON KINGDOMS

BATTEN DOWN THE HATCHES
TRY TO CRACK THE DEVASTATOR'S SHELL

MASTER OF DEATH
LORD TYRANT HEXERIS IN
THE GAVYN KYLE FILES

PLUS!

MERCENARY TACTICS
KHADORAN 'JACK SUPPLY TRAIN TERRAIN
MONSTERPOCALYPSE NOW PREVIEW



MANKIND WAS WARNED...
NOW THEIR
RETRIBUTION
IS AT HAND!



RETRIBUTION OF SCYRAH

FLASH POINT

Bring your 750-point force to the WARMACHINE Retribution of Scyrah Flash Point event and pit your strength one-on-one against any who stand against you. Stay standing the longest and earn the title Dawnlord. Capture or defend the most flags and become the Fane Knight. Or score the most cumulative victory points, and revel in being the Mage Hunter. Finally, display the best-painted Retribution myrmidon warjack and become the Arcanist.

**Sign up with your retailer today and play your part in the world shattering
Retribution of Scyrah Flash Point event!**



BEGINS SEPTEMBER 18TH
WWW.PRIVATEERPRESS.COM



On the Cover

GRIFFON BY NEIL ROBERTS

NEIL ROBERTS IS A FREELANCE ARTIST FROM NOTTINGHAM, UK. HAVING SPENT 12 YEARS IN THE GAMES INDUSTRY WORKING ON FPS, SPORTS AND PLATFORM GAMES, NEIL HAS RETURNED TO HIS FIRST PASSION: ILLUSTRATION. NEIL BELIEVES IN APPLYING TRADITIONAL METHODS TO CUTTING EDGE IMAGES. HE ALSO APPRECIATES ANY ILLUSTRATION WITH BIG EXPLOSIONS.

CREDITS

There Can Be Only One!

One of Privateer's long term employees and staple on the forums and at conventions, Quartermaster Dan "Biggie" Brandt recently received an offer he couldn't refuse and has moved on to different waters.

In order to smooth the transition, we show the process in which Biggie summons all of his infernal powers in order to bestow them to his replacement, Jack Coleman.

We here at Privateer Press raise our mechanika swords in salute to you, Biggie, and hope that you find adventure and booty aplenty out on the seas.



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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 Want New Stuff? We've Got New Stuff!

When putting together this issue, we ran into an interesting dilemma regarding the New Releases section—there wasn't enough room! Through some creative shuffling, we managed to fit everything onto five pages. FIVE PAGES. That's how much new stuff is coming out in September and October. And boy, do we have some incredibly cool miniatures, books, and entirely new games to fill up those pages. Whether this is your first time picking up *No Quarter* and getting into Privateer Press' games or you're an old salt, salivating at a new faction to play (or beat the tar out of), this is a great time for you.

Those of you lucky enough to attend this year's Gen Con in Indianapolis got to pick up advance copies of *Forces of WARMACHINE: Retribution of Scyrab*. We'll pat ourselves on the back for this one, as it's both gorgeous and chock full of some of the coolest and most interesting models we've done to date. To help show off the new models in action, we're featuring a battle report between two seriously veteran players—David "DC" Carl and Ed Bourelle—giving a look at how the elves of Ios do in a scrap against another faction. This is also the last *No Quarter* battle report that utilizes WARMACHINE Mk I rules, to which we bid a fond farewell. The January 2010 issue will kick off the year with the first battle report in all its Mk II shiny goodness, so fans of watching the Privateer staff school each other have plenty to look forward to.

Speaking of new stuff, this issue features not one, not two, but THREE new products and games for you to take out for a spin. *Grind* is back, baby! After several years of development, this favorite *No Quarter* article has turned into its own boxed board game, complete with 10 customizable steamjacks ready to tear each other apart in gear-crushing action inside the Destructodome! Booyah!

Fans of the Bodgers line of card games get *Scrappers*, the newest game featuring the wacky antics of your favorite gobbers. *Scrappers* plays fast and furious, designed with your entire family in mind. It's perfect for a quick, fun diversion between rounds of WARMACHINE or HORDES. I mean, insane goblins bodging together impossible machines—what's not to love?

Fret not, *Monsterpocalypse* fans, because the latest set smashes its way onto the scene this October. Series 4: *Monsterpocalypse Now* introduces six new factions, from the murky Tritons and the insidious Subterranean Uprising to the corporate "benevolence" of UberCorp International. Needless to say, the cities of Earth are anything but safe, and it's up to you to decide whether you're there to prevent their destruction or bring them to ruin.

At the time of this writing, the Summer Rampage event hasn't occurred yet, so the fate of Immoren and the order of the new WARMACHINE force books remains undetermined. I'm as excited as you are to see what happens, and you'll be reading about who won the event and which books are coming out when in the next issue of *No Quarter*.

On a more nostalgic note, Privateer Press' longstanding Quartermaster Dan "Biggie" Brandt recently left the company for other pursuits. Normally staff changes come and go, but Biggie was a solid pillar at Privateer Press and served as the point man in charge of whipping the Press Gangers in place for several years. He was known as a stern but fair Quartermaster, equally likely to give out large quantities of grog as he was to mete out punishment with the lash. Good luck and good winds, Biggie!

As always,

Play Like You've Got a Pair!

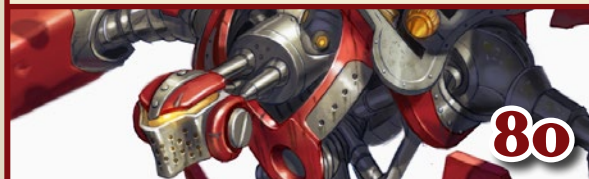
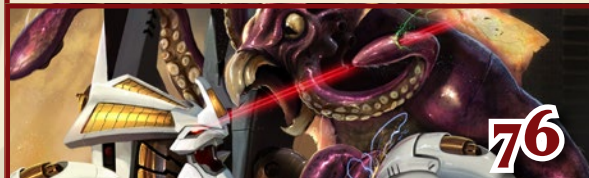
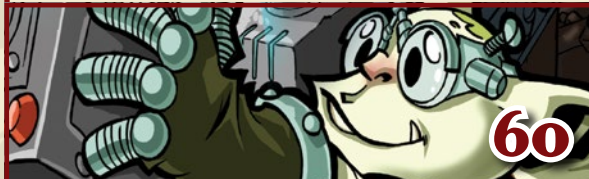
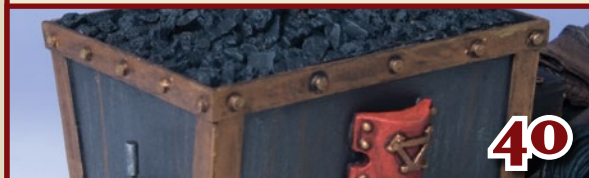
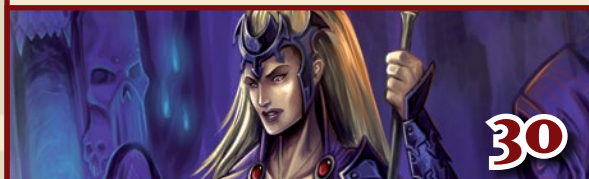
Eric Cagle

—Editor-In-Chief

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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: What would be the effects of a large diet of undead or blighted creatures on a Troll?

A: It is interesting that you ask this question, as I have observed in the wild that such creatures are generally avoided and shunned by all natural beasts. Even carrion birds, not so particular about the state of the flesh they are gnawing, seem to give the undead the pass, whether they are still moving or not. My associate Lynus related similar findings after he came upon the carcass of a dragonspawn during his time in the frozen north, whereby it had been left to rot and given a wide berth by any otherwise hungry predators or scavengers in the region. Yet as we all know, the hunger of a troll knows no limits and they are more than typically undiscerning. I fully expect a diet of undead flesh would hardly bother a troll at all, except perhaps for a touch of indigestion. Blighted skin is something else again, as this pervasive corruptive influence can pervert even creatures blessed with regeneration. Too much dining on dragonspawn or other heavily blighted flesh would give rise to similar blight in the troll in question. He might find his body giving rise to peculiar bony growths, misshapen teeth, or other peculiarities. As to how much blighted flesh it would require, that is an experiment I leave to someone with more time and reckless courage than myself. I expect it would require extended feasting on tainted meat over a period of days or even weeks.

Joffrey England's Dire Troll hangs out at the Hyatt Regency across from the convention center at this year's Origins in Columbus, Ohio (check out the reflectio in the window). The Troll took the lack of mints on the pillow...poorly.



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.



Kyle Weeks sent us this picture of an art project for school gone to the extreme. Comprised of nearly 25 pounds of clay, this Juggernaut is 10x larger than the model! We hope you received an 'A' for effort, Kyle. Great job!

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.

BENELUX MASTERS 2009

The Benelux Masters is probably the biggest, meanest WARMACHINE and HORDES event Europe has ever seen. On October 31 and November 1, two days of scrapping metal and rending flesh will separate the kids from the grown-ups, and at the end of the mayhem there will be only one left standing. All will be provided for the contestants: a bunk to spend the night, food to pass around, a mean cup of coffee to keep the generals fueled, and a large gaming space for the massacre itself. The promise of glory and rewards like never seen before will draw all to GameForce Eindhoven, the Netherlands, for the Benelux Masters 2009. For more information, go to:



www.privateerpress.eu

PRIVATEER WEEKEND AT DIECON 9



Captain Saulty has forgotten more about HORDES and WARMACHINE than you'll ever remember!



DieCon 9's Privateer Weekend 2009 Hardcore champions.

The second annual Privateer Weekend was held at the beginning of June at Diecon 9. Players from across the country descended onto St. Louis, Missouri to participate in numerous Privateer events, including Steamroller competitions, Tide of War, *Monsterpocalypse*, Captain Saulty's Trivia Challenge, and the second-ever independently run and officially sponsored Hardcore event. Over \$1,500 worth of prizes were given away, including a 750-point, fully painted "Broadships and Body Parts" Privateer army to Zafar Tejani, the winner of the weekend-long Eternal War event.

The first day of competition included a WARMACHINE and HORDES Steamroller event with the old faction coins as prizes, thanks to the support of Miniature Market. The day also included a 350-point Mangled Metal/Tooth-and-Claw Hardcore event with a series of gobber-inspired trophies for the winners.

Day Two included the premiere event, an official Hardcore tournament, with 32 players from around the United States competing. The final day of competition wrapped up with a two-monster *Monsterpocalypse* event, a 750-point mixed Steamroller tournament, and a 1,000-point escalating tournament.

A special thanks goes out to everyone who participated and assisted in making the second Privateer Weekend a resounding success. Mark your calendars for June 2010, when Privateer Weekend returns bigger, badder, and stronger than ever. Ye be warned.

MONSTERPOCAPALOOZA PROMOTIONAL VIDEO WINNER!



Privateer Press is pleased to announce that the winner of the *Monsterpocalooza All Your Base* launch event promotional video contest is Artifex Games of San Diego, California!

We were absolutely floored by the number of amazing videos we received showcasing the movie talents of *Monsterpocalypse* players from around the globe. The Monsterpocalooza event was a monstrous success beyond our wildest expectations! These amazing promotional videos have reached far and wide, and we've received numerous reports of new player converts after they saw the fun and excitement that infuse the *Monsterpocalypse* community. This didn't make the our choice any easier; the videos submitted were spectacular, displaying fantastic creativity and talent.

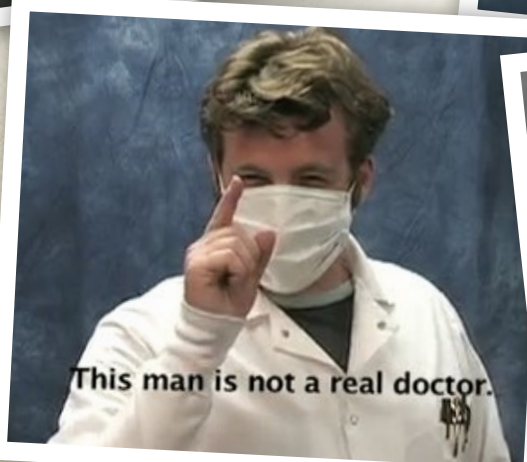
When asked about the judges' decision, Privateer Press Chief Creative Officer Matt Wilson said, "The *Monsterpocalypse* video submission from Artifex Games hit all the points we were hoping

to see. It was a high-quality production that was well paced as well as clear and concise in its delivery of information regarding the event, with numerous gags throughout that were wonderfully entertaining. We'll never look at New York-style pizza the same way again!"

Thank you to everyone who participated in kicking off Monsterpocalooza with a bang, and congratulations to everyone at Artifex Games! We can't wait to come celebrate the release of *Series 4: Monsterpocalypse Now* this fall. But the fun isn't over yet!

Up until August, stores kept the cameras rolling and sent in more awesome, over-the-top event videos for a chance to win an extremely rare *Series 4: Monsterpocalypse Now* "Full Metal Mega" Cyber Khan for everyone who played in their store's *All Your Base* launch event. For a look at the many fantastic entries, check out:

WWW.MONSTERPOCAPALOOZA.COM



A few still shots from the winning video entry.

NEW RELEASES

FORCES OF WARMACHINE: RETRIBUTION OF SCYRAH

Retribution is at hand!

Hidden behind their impenetrable borders, a sect within the long-secluded nation of Ios is preparing for war. Once outlawed as dangerous and radical, the Retribution of Scyrah has come from the shadows to offer the elves of Ios a chance at salvation. The Retribution is convinced that by ending the rampant spread of mankind's magic they can stop the slow death of their god Scyrah and save their race. Armed with the power of arcanika and backed by mighty myrmidon warjacks, the armies of the Retribution of Scyrah are prepared to hunt down and eradicate every last human magic user in western Immoren.

Forces of WARMACHINE: Retribution of Scyrah introduces the first new faction since the release of the award-winning miniatures game WARMACHINE, and it is the first official product compliant with Mk II rules.

PIP 1019 • \$34.99 (SOFTCOVER)
PIP 1020 • \$44.99 (HARDCOVER)



RETRIBUTION HEAVY MYRMIDON PLASTIC MINIATURES KIT

House Shyeel has brought the power of its formidable myrmidons to the Retribution, fighting machines enhanced by sophisticated arcanika systems. The Hydra stores energy in its arcane batteries to unleash a torrent of crushing blows or a singularly powerful blast. The Manticore is equally as formidable in melee or at range, thanks to kinetically augmented attacks and its Cyclone Cannon. The Phoenix enters battle in a blaze of blue-white flames as liquid fire ignites along its massive thermal blade.

The heavy myrmidon kit comes in a box (PIP 35007). Included are all the components to assemble one of three heavy myrmidon variants: the Hydra, Manticore, or Phoenix. A player may field any number of heavy myrmidons in his Retribution army.

SCULPTOR: NEIL ROBERTS & BEN
MISENAR • PIP 35007 • \$29.99



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NEW RELEASES

SEPTEMBER 2009



RETRIBUTION WARCASTER DAWN LORD VYROS
SCULPTORS: WERNER KLOCKE &
BRIAN DUGAS • PIP 35001 • \$14.99

RETRIBUTION WARCASTER KAELYSSA,
NIGHT'S WHISPER
SCULPTOR: BRIAN DUGAS
PIP 35003 • \$9.99



RETRIBUTION NARN, MAGE
HUNTER OF IOS CHARACTER SOLO
SCULPTOR: ADAM CLARKE
PIP 35023 • \$9.99



SEPTEMBER 2009



RETRIBUTION
DAWNGUARD
INVICTOR UNIT
SCULPTORS:
BRIAN DUGAS &
BEN MISENAR
PIP 35008 • \$44.99

SEPTEMBER 2009



RETRIBUTION DAWNGUARD SENTINEL UNIT
SCULPTORS: BRIAN DUGAS & BEN MISENAR • PIP 35009 • \$49.99

NEW RELEASES



RETRIBUTION GORGON LIGHT MYRMIDON
SCULPTORS: NEIL ROBERTS & BEN MISENAR
PIP 35031 • \$19.99



RETRIBUTION GRIFFON
LIGHT MYRMIDON
SCULPTORS: NEIL
ROBERTS & BEN MISENAR
PIP 35032 • \$20.99



SKORNE TYRANT RHADEIM
CHARACTER DRAGOON
SCULPTOR: ARAGORN MARKS
PIP 74039 • \$34.99



RETRIBUTION CHIMERA LIGHT
MYRMIDON
SCULPTOR: NEIL ROBERTS & BEN
MISENAR • PIP 35006 • \$20.99

SCRAPPERS

Everyone's favorite goblins are at it again!

Players take on the role of lively goblin bodgers as they race around grabbing the parts they need to finish their outrageous contraptions! Getting that perfect part isn't easy, though, as the conveyor belt is constantly moving valuable parts out of reach. And if that's not enough to keep the goblins on their toes, they also have to deal with rivals scheming and tussling for parts. Be the first bodger to complete your contraption — or fuel the frenzy trying!

From the creators of the award-winning *Infernal Contraption* card game, *Scrappers* is the perfect family board game for 2–4 players ages 9 and up.

PIP 60003 • \$24.99



SEPTEMBER 2009

SEPTEMBER 2009

SEPTEMBER 2009

NEW RELEASES

OCTOBER 2009



**RETRIBUTION WARCASTER
GARRYTH, BLADE OF RETRIBUTION**
SCULPTOR: BRIAN DUGAS
PIP 35005 • \$9.99

**RETRIBUTION HOUSE
SHYEEL MAGISTER SOLO**
SCULPTOR: BRIAN DUGAS
PIP 35013 • \$9.99



**RETRIBUTION DAWNGUARD INVICTOR OFFICER
& STANDARD BEARER UNIT ATTACHMENT**
SCULPTORS: BRIAN DUGAS & BEN MISENAR
PIP 35027 • \$11.99

OCTOBER 2009

**RETRIBUTION SOULLESS ESCORT
WEAPON ATTACHMENT**
SCULPTOR: BRIAN DUGAS
PIP 35018 • \$6.99



**RETRIBUTION ARCANIST
SOLO**
SCULPTOR: BRIAN DUGAS
PIP 35019 • \$9.99



**RETRIBUTION DAWNGUARD SENTINEL OFFICER
& STANDARD BEARER UNIT ATTACHMENT**
SCULPTORS: BRIAN DUGAS & BEN MISENAR
PIP 35028 • \$14.99

OCTOBER 2009



CIRCLE ORBOROS THARN BLOODWEAVERS UNIT BOX
SCULPTOR: GREGORY CLAVIER • PIP 72039 • \$25.99

**RETRIBUTION GHOST
SNIPER SOLO**
SCULPTOR: BRIAN DUGAS
PIP 35021 • \$6.99



NEW RELEASES



RETRIBUTION MAGE HUNTERS UNIT BOX
SCULPTOR: STEVE SAUNDERS • PIP 35014 • \$39.99



RETRIBUTION NAYL
CHARACTER SOLO
SCULPTOR: BRIAN DUGAS
PIP 35022 • \$9.99



RETRIBUTION MAGE HUNTER
COMMANDER UNIT ATTACHMENT
SCULPTOR: STEVE SAUNDERS
PIP 35015 • \$9.99

MONSTERPOCALYPSE SERIES 4: NOW
STARTER

PIP 50017 • \$25.99

MONSTERPOCALYPSE SERIES 4: NOW
MONSTER BOOSTER

PIP 50018 • \$15.99

MONSTERPOCALYPSE SERIES 4: NOW
UNIT BOOSTER

PIP 50019 • \$12.99



GRIND
PIP 61001 • \$69.99



OCTOBER 2009

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ARCANE ONSLAUGHT

by Ed Bourelle and David "DC" Carl • Art by Andrea Uderzo, Chris Walton, and Kieran Yanner

By the time this issue of *No Quarter* hits the shelves of your friendly neighborhood game store, *Forces of WARMACHINE: Retribution of Scyrab* will be out, allowing you to play the fearsome, if bitter, elves of Ios. In order to show off this insanely cool new faction, *No Quarter* enlisted the help of two WARMACHINE veterans: Playtest Coordinator David Carl to play Retribution and Project Manager Ed Bourelle to play Khador and see how the Retribution holds up in battle. Everyone was stoked to see two rock-solid players going head-to-head with a new faction up against an old favorite. The conflict was grueling, bloody, and a hell of a lot of fun to watch in action.

As we've stated before, WARMACHINE will continue to follow the Mk I format until the new rules release next year. As a result, this battle was waged utilizing the Mk I rules. To help you follow along with the battle report (and to use Retribution miniatures in your Mk I games), we've included the Mk I point costs for all the Retribution models.

Converting Retribution models from WARMACHINE Mk II

Point Costs

No Quarter Magazine issue #25 included the point cost and model rules for the Retribution models slated for a September release. The Retribution models that will be released from October onward are listed here with their Mk I point equivalents. The list of rules that function differently in Mk I than they do on their Mk II cards can be found at:

privateerpress.com/no-quarter/web-extras

Conversion Table

Use the following point costs for Retribution models when playing Retribution in WARMACHINE Mk I:

- Garryth, Blade of Retribution – 80
- Kaelysa, Night's Whisper – 63
- Adeptis Rahn – 74
- Ravyn, Eternal Light – 71
- Dawnlord Vyros – 67
- Chimera – 72
- Gorgon – 64
- Griffon – 58
- Hydra – 111
- Manticore – 106
- Phoenix – 124
- Dawnguard Invictors
Leader + 5 Troops – 79
Additional Troops – 12 ea.
- Dawnguard Invictor
Officer & Standard Bearer – 26 points
- Dawnguard Sentinels
Leader + 5 Troops – 72
Additional Troops – 11 ea.
- Dawnguard Sentinel
Officer & Standard – 29
- Dawnguard Destors
Leader + 2 Troops – 88
Additional Troops – 28 ea.
- House Shyeel Battle Mages
Leader + 5 Troops – 68
- Houseguard Halberdiers
Leader + 5 Troops – 54
Additional Troops – 8 ea.
- Houseguard Halberdier
Officer & Standard Bearer – 30
- Houseguard Riflemen
Leader + 5 Troops – 64
Additional Troops – 10 ea.
- Houseguard Rifleman
Officer & Standard – 24
- Mage Hunter Strike Force
Leader + 5 Troops – 67
Additional Troops – 10 ea.
- Mage Hunter Strike Force Commander – 25
- Stormfall Archers
Leader + 3 Troops – 65
- Soulless Escort – 12
- Arcanist – 15
- Dawnguard Destor Thane – 53
- Dawnguard Scyr – 25
- House Shyeel Magister – 23
- Mage Hunter Assassin – 28
- Ghost Sniper – 26
- Fane Knight Skeryth Issyen – 64
- Nayl – 22
- Narn, Mage Hunter of Ios – 37



The Battlefield

This battle presupposes a Khadoran retaliatory strike against Ios after their aggressive strike deep into Khadoran territory that left many members of the Greylords Covenant slaughtered. This hypothetical clash takes place on the western fringes of the Mistbough, not far from the Gate of Mists that protects Ios from intrusion from foreign powers.

Buildings

Buildings are impassable obstructions and cannot be destroyed in this scenario.



Obstructions

An obstruction is a terrain feature greater than 1" tall such as a high wall, a building, or a gigantic boulder. Treat obstructions as impassable terrain.

Forest

Forests hinder movement and make a model inside it difficult to see. A forest is considered rough terrain but also provides concealment to a model with any part of its base inside its perimeter.

Hills















Hills provide models with elevation. A model on higher elevation than its attacker gains +2 DEF against ranged and magic attacks from that opponent.

RETRIBUTION • DC

I had a tough time choosing an army list for the Retribution, with so many different possible directions and play styles. I eventually settled on a House Shyeel theme. I assigned Adeptis Rahn a pair of heavy myrmidons—one Phoenix and one Manticore—along with two units of House Shyeel Battle Mages and two House Shyeel Magister solos. With all those magic-users around, Rahn's feat, Arcane Alignment, will allow me to unleash a massive onslaught of coruscating arcane energies. With my remaining points, I brought in some supporting elements from other Iosan houses. The House Shyeel army core was joined by a full unit of Dawnguard Sentinels with a unit attachment and a marshaled Griffon, a Ghost Sniper, and a pair of Arcanists tasked with keeping the myrmidons in peak fighting condition.





Model/Unit	Points
 Adeptis Rahn	74
 Phoenix	124
 Manticore	106
 Griffon	58
 Dawnguard Sentinels (10)	116
  Dawnguard Sentinel Officer & Standard Bearer	29
  House Shyeel Battle Mages (6) x2	68 ea.
  House Shyeel Magister x2	23 ea.
  Arcanist x2	15 ea.
 Ghost Sniper	26
Total	745






KHADOR - ED



After years of being murdered in the shadows by Retribution agents, this was the time for Khador's Greylords to get some payback. I chose Zerkova to lead the battle because she both fits the theme and has a great selection of arcane attacks and defenses. In her battlegroup I included a Juggernaut (extreme) and a trusty War Dog. For additional arcane might I added two units of Greylords who became battle wizards with the



inclusion of a Koldun Lord solo. Marshaled by the Koldun Lord was a Devastator, a warjack that is durable and useful even if it goes autonomous. To round things out I included Fenris and a unit of Doom Reavers for their durability against spellcasters, a full unit of Assault Kommandos for a shield against flanking, and Yuri the Axe because he has a huge axe (and huge axes are awesome).

Model/Unit	Points
 Aleksandra Zervoka	70
 Juggernaut	105
 Devastator	122
 Assault Kommandos (10)	107
 Doom Reavers (6)	100
  Greylord Ternions x2	43 ea.
 Fenris (mounted)	74
 Yuri the Axe	32
 War Dog	18
 Koldun Lord	30
Total	744



DV

FE

DR

KL

GL

RETRIBUTION • DC



Deployment

Ed's warcaster choice and army list made for an interesting matchup for my Adeptis Rahn list. It truly set the arcane might of Ios against that of Khador. I was a little nervous about how much anti-magic capability Ed had available, but I was also fairly confident in my forces. Even when Battle Mages cannot bring their spells to bear, they can still beat the living crap out of their enemies with their power gauntlets.

As the player who deployed first, I spread out my forces to cover the battlefield. I chose a fairly central location for Rahn, his battle group, and one of the Arcanists. I set up the two Battle Mage units to either side of Rahn and then set up the Dawnguard Sentinels, Griffon, and second Arcanist on the left flank. Lastly, one Magister solo joined Rahn while the other joined the Sentinels.



KHADOR - ED

Deployment

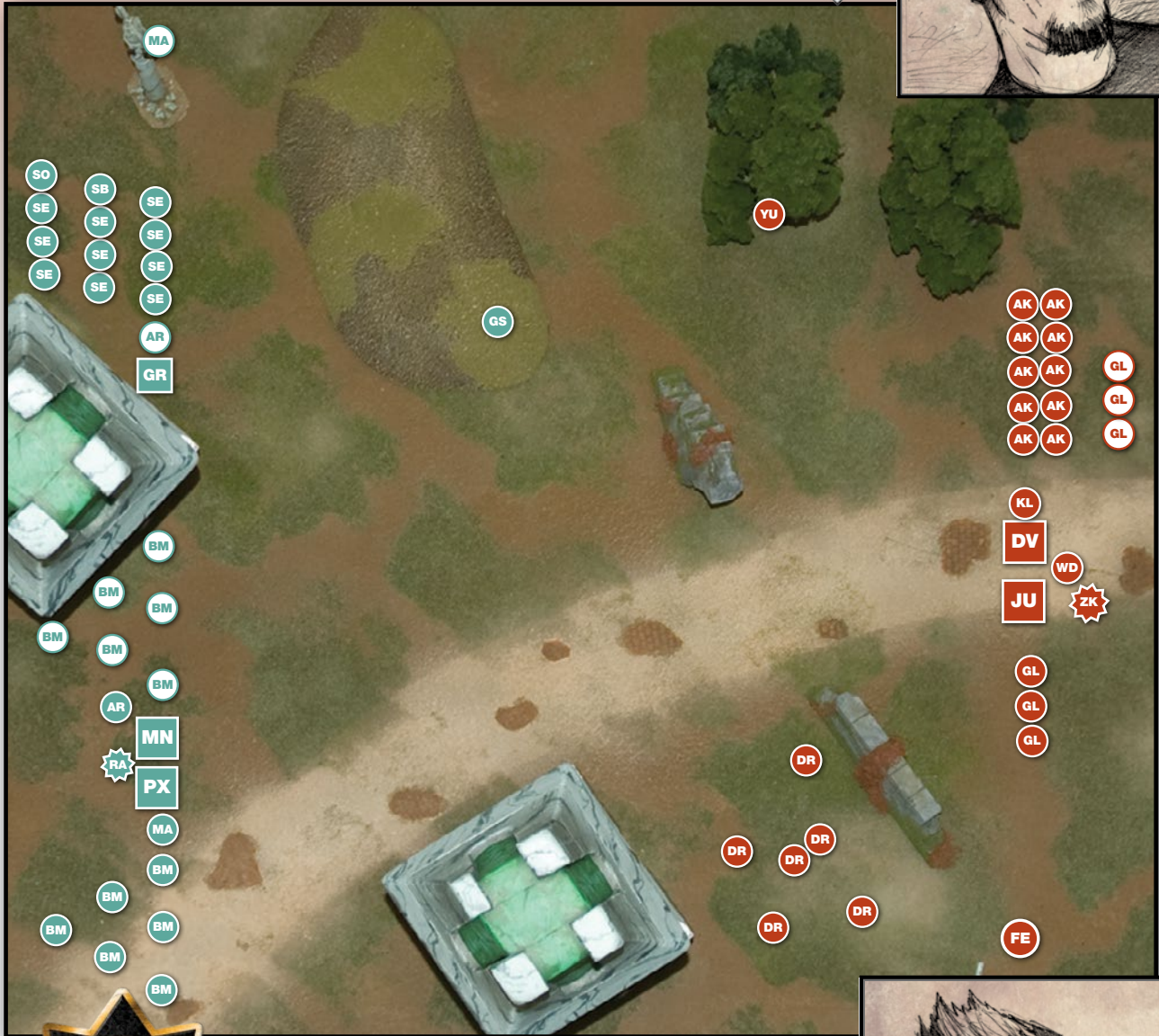
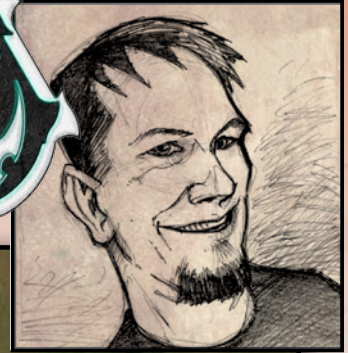
Keeping my deployment pretty straightforward, I placed Zerkova and her War Dog beside the center roadway with nothing but her Juggernaut blocking the path across the table to Rahn's battlegroup. I placed the Devastator and Koldun Lord base to base with one another in the spot to Zerkova's right, and to her left I deployed a supporting unit of Greylords.

I gave Fenris a nice buffer to the left of the Greylords so his Abomination ability wouldn't backfire on me. On the right, I placed the Assault Kommandos just outside the forest, across from DC's Dawnguard Sentinels, with the second unit of Greylords behind them to provide support.

RETRIBUTION • DC

Advance Deployment

I only had a single Advance Deployment model, so I positioned the Ghost Sniper fairly centrally. I figured it could influence Ed's deployment even if I had to retreat it back behind my front lines once the game actually began.



KHADOR • ED

Advance Deployment

Without much opposing advance deployment, I positioned the Doom Reavers near Fenris with hopes of drawing out DC's Ghost Sniper. For additional pressure, I placed Yuri in the forest as far forward as he could go and in a position to charge the Sniper if it didn't move. For whatever reason I didn't like that Ghost Sniper, and I probably gave him more consideration than necessary.





RETRIBUTION • DC

Round 1 • Turn 1

Rahn did not allocate any focus this turn, relying instead on the Arcanists to support his myrmidons.

Instead of falling back as I originally planned, the Ghost Sniper picked off the nearest Doom Reaver and then used the Swift Hunter movement to make just a 2" withdrawal. My left Arcanist used Power Booster to give the Griffon 1 focus point, and then the Griffon ran 14" forward (2" from Fleet and then a 'Jack Marshal run from the Dawnguard Officer). The Sentinels and Magister on that flank ran forward to support.

In the middle of the field, the other Arcanist Power Boosted the Phoenix so it could run forward, and then I activated Rahn. He used Telekinesis to move the Manticore forward, Polarity Shield on the right flank Battle Mages, and a Chain Blast arced in the general direction of the Greylords. The spell's two blasts turned out to be nothing more than warning shots. The Manticore moved up and used Covering Fire to hold the Doom Reavers at bay.

The various remaining Battle Mages then ran to their new positions to prepare for combat next turn.





KHADOR - ED



Round 1 • Turn 2

Zerkova gave the Juggernaut 1 focus and saved the rest for herself.

I knew it would be close, but the Griffon looked like it had moved within charge range of Yuri. I had to take the chance and managed to get just within melee range thanks to Reach. With two attacks from flying steel, the solo was able to deliver 18 points of damage to the myrmidon, which took out its force field and cut reasonably into its damage grid.

I wasn't happy with the position of the Doom Reavers anymore, so I had them withdraw and run halfway around the large building to serve as a flanking force. Fenris, the Juggernaut, and the Devastator all ran forward as well, to be in optimal position for attacks next turn. I had the Koldun Lord advance back into base contact with his Devastator and cast Freezing Mist for concealment.

I moved Zerkova up with the War Dog and used her Orgoth Focus Sphere to cast Banishing Ward on the Devastator for a reduced cost. I didn't want the Battle Mages to have many targets, and this would keep them from dragging the Devastator into charge range of the heavy myrmidons with their Force Bolt magic attack. Next Zerkova used the Ghost Stone to ignore line of sight and cast Frost Storm at the out-of-range Griffon. The spell's cloud effect deviated between Yuri and the Assault Kommandos.

The Kommandos got the Shield Wall order and advanced, and both units of Greylords moved up and cast a few Blizzards for added defense.



RETRIBUTION • DC



Round 2 • Turn 1

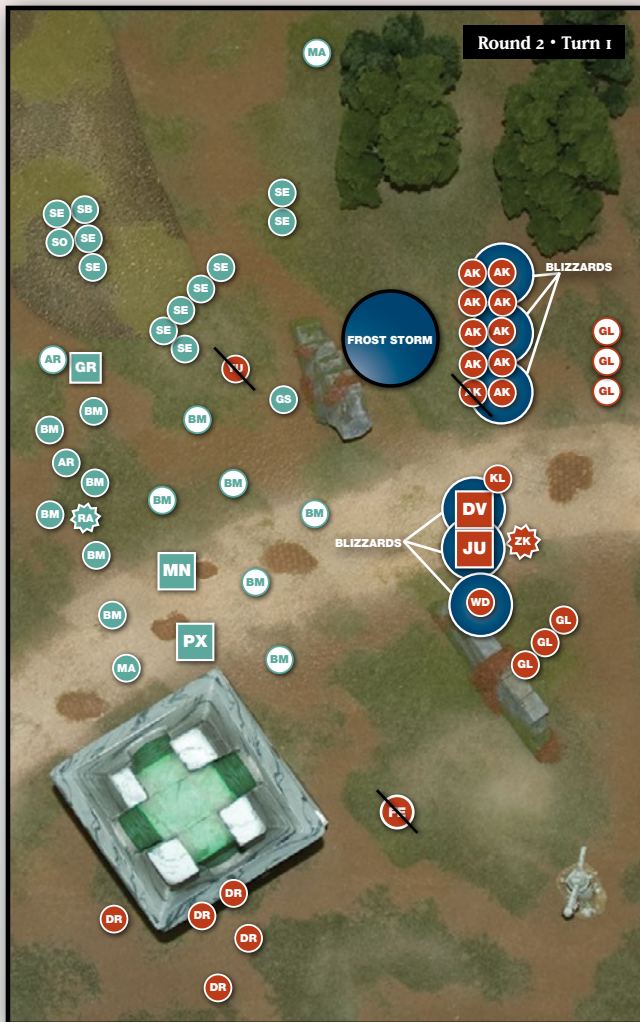
It was unfortunate that I had misjudged Yuri's threat range; I thought he could run into melee but did not think he could charge in. My Griffon was definitely hurting but didn't fall, as the field kept a decent chunk of the damage away from its systems.

I upkept Polarity Shield with Rahn and gave out quite a bit of focus: 2 points to the Phoenix and 3 points to the Manticore. All those Spell Ward models limited my options slightly, but that was not about to stop me from beginning my onslaught against the Khadorans!

First things first: the Dawnguard Sentinels made Yuri pay for attacking their pet Griffon. I may have committed a few more than I needed, but I actually wanted Ed to kill a couple of them in order to trigger Vengeance. The Griffon then took a few steps back from the front lines and had a bit of damage Repaired by the left flank Arcanist.

Next came the rain of arcane cannon fire. The Ghost Sniper picked off one of the Kommandos and tucked back behind the wall. The Manticore blasted Fenris twice, with the second shot succeeding in unhorsing the fell dragoon. The Phoenix then finished off the dismounted Fenris.

Lastly, I repositioned my forces a bit with Rahn's Telekinesis spell and a lot of running. I positioned my unchargeable Battle Mages with the hope of blocking off the most dangerous charge lanes and sat back to see what would be left for my counterstrike once Ed committed his forces to the battle.





KHADOR - ED



Round 2 • Turn 2

I knew Yuri was toast before DC even started his turn, but to have Fenris blasted off his horse and then out of his boots was a bit of a shock.

Zerkova allocated 3 focus points to her Juggernaut and kept 4 for herself with no spells upkeep. It was time to seek retribution. (Damn, I'm funny!)

The Assault Kommandos got the Shield Wall order, and a few advanced while others stayed put for the aiming bonus. After the smoke from a hail of carbine fire had cleared there were five fewer Sentinels and a dead Battle Mage. Zerkova came next, casting Force Blast with the Focus Sphere to clip the Juggernaut and Devastator and push them forward without causing them any harm. She then advanced to cover along the broken wall and fired off a Razor Wind with the aid of the Ghost Stone to take out another Battle Mage. Before she finished her activation, she unleashed Howling Wind, a feat that would be very helpful against the many special attacks and actions in the Retribution arsenal.

Force Blast pushed the Devastator just 1", considerably less than I had hoped, but he was still able to get a charge on the Ghost Sniper. His Rain of Death destroyed the Sniper and two Battle Mages, forcing the unit to make a command check they barely passed. The Koldun Lord advanced behind the Devastator and caught the Phoenix with an Ice Cage. With the Phoenix's DEF lowered, the Juggernaut charged and delivered four blows to the heavy myrmidon. I couldn't believe it was still standing when the Juggernaut was finished, but at least its thermal blade was gone. Lastly, the Doom Reavers continued their run around the left flank, and one unit of Greylords ran while the other advanced and managed to hit Zerkova and the Devastator with castings of Blizzard.



Check out the new Juggernaut EXTREME on pages 48-52! Available now at: store.privateerpress.com



KHADOR - ED



Round 3 • Turn 2

That's it—Khador needs force fields for their warjacks; they just go down too easy.

Taking advantage of the Battle Wizard ability granted by the Koldun Lord, I charged my unit of two Greylords into combat. The first missed his axe swing against a Battle Mage, but the unit leader managed to land some damage on the nearly crippled Phoenix and take it out of the game. With no opposing models engaging him, he followed up with a Frost Bite magic spray attack that managed to kill off a Battle Mage. Not to be outdone by his junior Greylords, the Koldun Lord killed off another Battle Mage with an axe charge to the face and landed 4 points of damage on Rahn after casting Frost Bite.

The Assault Kommandos managed to advance and gun down the Dawnguard Sentinel Standard Bearer with no one around to pick it up, and the remaining Greylord unit got a few more kills on Sentinels and Battle Mages. Behind the main action, I lost one Doom Reaver to a free strike before the unit leader killed off a pair of Battle Mages thanks to Berserk.

With only Zerkova left to activate, I thought I had a chance to end the game. With 7 focus points on her, she advanced to where she had line of sight past the Manticore to Rahn. The intention was to cast Razor Wind twice (once with Focus Sphere), boosting both the attack and damage rolls for the kill. Upon checking Zerkova's control area, however, it turned out that Rahn was slightly out of range and I had to use the Lens of Tarvodh for the extra distance instead of reducing the cost with Focus Sphere. I came very close to getting the miracle I needed, rolling 16 on the damage roll for 10 more points of damage on Rahn. He had only 2 damage left to go. I had no other means of inflicting damage, so I went into defensive mode. Zerkova used the Focus Sphere and cast Banishing Ward on herself to protect from spell assassination and sat on the last 2 focus for additional ARM. I knew DC's next turn was going to hurt.





RETRIBUTION • DC

Round 4 • Turn 1

Ouch. Those were some amazing dice rolls against Rahn. He certainly couldn't survive another turn like that one, so I decided it was time to slice Zerkova in half with the Manticore. It was also time to unleash the rage of mages that is Arcane Alignment, Rahn's feat, even if Zerkova herself was not an eligible target. To begin, the last two Sentinels moved 3" forward and cut down the Koldun Lord as well as a Greylord for their evil human magic. Rahn allocated 3 focus points to the Manticore and kept 5.

I activated Rahn first, and he immediately used Arcane Alignment. A Telekinesis for the Manticore started the setup for my killing blow, and then Rahn walked casually towards the Assault Kommandos to Chain Blast them with all-boosted rolls thanks to his feat. Three near the middle of the formation fell in the ensuing explosions. Rahn's Force Barrier ability made me pretty comfortable leaving him near the Assault Kommandos even if I was unable to seal the deal this turn.

Next, I activated the Battle Mage Magister solos.

The left-flank Magister used Whip Snap to kill another Assault Kommando and sling the Griffon forward 3". The right-flank Magister Whip Snapped a Greylord to sling the Manticore another 3" toward Zerkova, getting the heavy myrmidon fully clear of the wreck markers.

My Battle Mage units couldn't touch Zerkova (due to Banishing Ward), but their dwindling units took out another couple of Greylords as well as the last Doom Reaver. The Sentinel Officer then finished off the last Greylord Ternion model.

The remaining Arcanist advanced toward the Manticore and used Concentrated Power once again to empower the deathblow. The Manticore used Force Generator, leaving itself with 2 focus points to boost the attack roll for each of the Saber Fists. The first fist connected and slashed Zerkova down to a mere 2 damage boxes, and the second fist . . . whiffed horribly.

I ran the Griffon to tie up the Assault Kommandos . . . just in case.





KHADOR - ED

Round 4 • Turn 2

Zerkova and her army of five Assault Kommandos survived the Retribution onslaught and were granted one last shot at glory. Starting simple, three of the remaining Assault Kommandos advanced into carbine range of Rahn while the other two engaged the Griffon. Even with Force Barrier, the unit leader was able to find his mark, and the damage roll came up a 9 to end the game.



KHADOR IS VICTORIOUS!



RETRIBUTION • DC

Conclusion

I may not have won, but that was a great game. I love a bloody battle, and there was plenty of Iosan and Khadoran blood covering the battlefield by the end! Besides, the Retribution did get to kill off a good many human magic users, so maybe my loss won't pain Scyrath after all.

I enjoyed playing the Battle Mage-oriented army even though my opponent's army was quite effective at shutting down magic. Kaelysa or Garryth probably could have better shown that Greylord witch what's what using their own anti-magic abilities, but Rahn was still a blast. Telekinesis plus Whip Snap is just too much fun, and 8 focus to pass around along with the myrmidon-buffing power of Arcanists can be amazing. I'm a big fan of the myrmidons and love how their field abilities make each one unique and add tactical flexibility to the Retribution army.



KHADOR • ED



Conclusion

This was my kind of game: in your face with lots of action! Both warcasters took a beating, and the unlikely Assault Kommandos were able to pull out the final victory.



I was very happy with Zerkova's performance. Her flexibility allowed me to adapt to a variety of situations; she was particularly adept at dealing with my spell-heavy opponent.

One of my big surprises was the melee ability of the Battle Mages, who did significant damage despite having their arcane abilities shut down by Zerkova's feat and the Doom Reavers' Spell Ward ability. With two power gauntlet attacks each, these "mages" pack an unexpected melee punch. I was also shocked by how quickly the Manticore tore apart my Juggernaut. With the +3 STR from its Force Generator and +2 to melee damage rolls, he was effectively P+S 20. My poor juggernaut didn't stand a chance, and I really didn't see that coming.

This was my first game against the Retribution, and it was a lot of fun. With the excitement the new faction is generating around the office I'm sure there will be plenty of opportunities to face them in the future—and next time I may not be so lucky.

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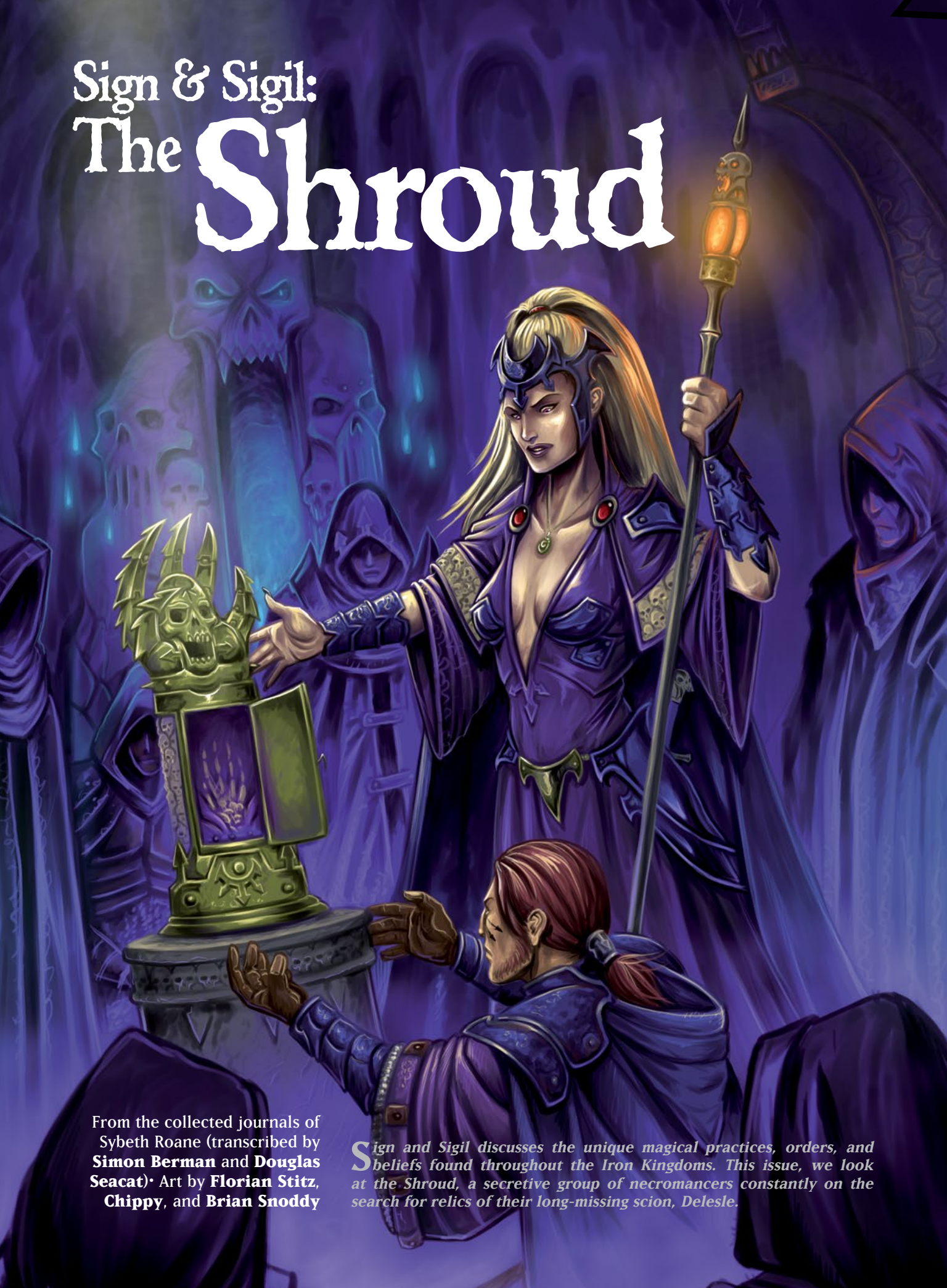
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Sign & Sigil: The Shroud



From the collected journals of Sybeth Roane (transcribed by **Simon Berman** and **Douglas Seacat**) • Art by **Florian Stitz**, **Chippy**, and **Brian Snoddy**

Sign and Sigil discusses the unique magical practices, orders, and beliefs found throughout the Iron Kingdoms. This issue, we look at the Shroud, a secretive group of necromancers constantly on the search for relics of their long-missing scion, Delesle.

Death and the Gods

The dead do not always rest quietly in their graves, a fact known to every man, woman and child in western Immoren. Powerful arcanists and the priests of dark gods command mindless undead to do their bidding or—more significantly—compel the souls of the dead to linger here rather than depart to Urcaen. The results of dabbling in necromancy are abhorred by the common people of the Iron Kingdoms, who are uncomfortable with the fact that Morrow and Menoth do not possess sole dominion over life and death. 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.

Indeed, the necromantic arts were among the earliest forms of non-divine magic available to humanity, as evidenced by signs of sigil-based necromancy found in the lost kingdom of Morrdh. During the Thousand Cities era, when the Menite temples dominated western Immoren, the early followers of Morrow and Thamar were persecuted and killed alongside many individuals guilty of nothing more than insufficient praise unto Menoth. One of the earliest people to rebel against this theocratic dictatorship was an enigmatic woman known only as Delesle, who would one day ascend as the second of Thamar's scions.

Fifteen centuries after Delesle's ascension, Thamar gave humanity the Gift of Sorcery, and it was not long thereafter that sorcerers and wizards applied this power to exploring necromancy. Worshipers of the goddess who pursue this path see themselves as walking in the footsteps of their patron by pushing the boundaries of human knowledge. After all, so many of the gifts of magic and technology have sprung from previously

forbidden lore. Why should those who explore these areas of knowledge be persecuted due to outmoded notions of conventional morality? There are thousands of arcanists who can bend the minds of the unwilling or invoke the most destructive forces in the universe, and they are judged not by their abilities but by how they choose to use their powers. Admittedly, many necromancers have abused their talents, but I would argue that magic learned from the study of death can be used responsibly and, indeed, in a manner beneficial to humanity.

In more recent times, the escalating wars have drawn attention to the necromancers of Cryx and their undead abominations, but the servants of Toruk do not claim a monopoly on the magic of death. Today wizards, sorcerers, and dark priests who are interested in the deceased yet claim no allegiance to the Dragonfather can be found throughout the mainlands. These men and women are often drawn instead to the worship of Thamar. The goddess who granted the gift of sorcery to humanity has great appeal to dabblers in those arts proscribed by the Church of Morrow and the Temple of Menoth alike.

The Example of Scion Delesle

The details of Scion Delesle's life are largely apocryphal, but it is said she manifested her nascent empathy with

the dead as a child. She is reputed to have summoned the corpses of her deceased parents from their grave to play with her. She only escaped execution by local Menite clergy when she bade a great horde of vengeful spirits to tear them apart. As she grew older, Delesle led legions of the dead against several large Menite temples, obliterating them utterly. She ascended to a place of honor upon her death and has been praised by the necromancers among Thamar's faithful ever since.

The earliest followers of Scion Delesle were dark priests who used the blessings of their patron to manipulate the energies of decay, disease, and death. Conventional accounts focus on the horrors they brought forth but ignore their stand against the oppressive Menite priest-kings. On several occasions, early followers of Delesle invoked their powers to save Morrowan cults from destruction, believing they shared a common enemy in the Menite exemplars and scrutators.

Some Thamarites who practice necromancy do so in solitude, preferring to worship their goddess as discreetly as possible. While they may be faithful, they serve Thamar in a pragmatic and personal fashion. Not so those who count themselves members of the Shroud of Thamar. Membership in the Shroud is sought by the majority of those who learn the arts of death magic

Witch Hunting

The Church of Morrow has limited jurisdiction over secular matters and is obliged to leave law enforcement to state authorities. One of the few notable exceptions to this policy is their right to persecute those suspected of "witchcraft," a category of black magic that includes necromancy and infernalism. The Church defines witchcraft as "that practice of magic that twists the holy covenant of the spirit." Necromancy clearly falls into this category, and when Morrowan priests become aware of a necromancer they can

call on the full aid of the Church, the Order of Illumination, and the secular authorities to help them hunt down and capture the offender. Execution after trial is the preferred method of dispatching malefactors, but church authorities expect and accept that some of these dangerous offenders will inevitably resist and be killed during apprehension. Since all uses of necromancy taint the caster for at least several days, those who practice these arts often do so in seclusion, safe from any who can sense the mark of witchcraft.

and who praise Thamar and Delesle. Even many of those who prefer individual study and worship will pay respects to the Shroud and become nominal members, if only from a desire for access to the sept's impressive resources.

The Shroud wields greater influence among the varied Thamar septs than its small membership might suggest. Beyond simply studying the necromantic arts, the Shroud's divinely sanctioned mission is the acquisition and protection of holy relics and icons of Thamar and her scions.

The Shroud has taken on the responsibility of curating all the relics associated with Thamar and her scions. Cultists have been known to go to extraordinary lengths and pay incredible sums to attain even partial remains. The sept's fascination with relics is not confined only to those of Thamarite origin. The Shroud is keenly interested in acquiring, defiling, and sometimes destroying holy items associated with Morrow and his ascendants. They wage an ongoing holy war with their counterparts in the Morrowan faith: the Order of Keeping.

The Shroud does not extend membership solely to necromancers. Most members possess some level of necromantic prowess, but the sept has also drawn a number of killers of the non-magical variety. Though they may not have arcane skills, their practical knowledge of the more mundane ways to end life provides insight to the other members of the Shroud. Such individuals may also assist in the acquisition of cadavers as well as serving as escorts, bodyguards, or accomplices for necromancers.

While Scion Delesle is by far the most popular patron among members of the Shroud, she is not the only one. Individual members venerate other scions as well. Scion Nivara is popular with some of the sept's more innovative arcanists. Members who spend their time robbing graves and plundering tombs may choose to venerate Scion

Aidan. His blessings often prove invaluable to members of the Shroud who seek lost relics of Thamarite significance or despoil the holy items of Morrow or Menoth.

The Discipline of Disinterment

Despite common misconceptions, securing a corpse for necromantic purposes is not as simple as digging up a body. The traditional burial rites of the Morrowan and Menite faiths are, in fact, potent blessings. Funeral prayers said over a body interred by a priest provide powerful protection against necromantic animation. Any devout priest will grant these blessings without effort during funeral services. Even battle chaplains, who must occasionally preside over mass graves, can provide this blessing as part of a funeral service if they take the time to mark each body with symbols of their faith. Necromancers know ways to obviate these precautions, an expertise common to Cryxian practitioners in particular, but it is not often considered worth the effort. There are, however, occasional circumstances in which particularly potent necromantic rites may require similarly potent corpses or the desecration of that which was once holy.

Though none of the religious protections is insurmountable, corpses interred by especially devout priests or buried in the holiest of cemeteries may be all but impossible to defile. Their wardings require a significant amount of time for a would-be grave robber to overcome, which is obviously problematic for a necromancer who must conduct his theft while evading night watchmen or other tomb guardians. Thus most necromancy is conducted on subjects that have not been properly buried. Prime candidates include bodies left by murder and not yet discovered by the authorities as well as those abandoned on the field of battle. Even in these cases, Morrowan or Menite priests will generally endeavor to reach the dead and attend to them, limiting the opportunity to claim the corpses.

Time is the friend of the necromancer. The funeral prayers that protect interred bodies lose their potency over the decades, and unless the prayers are reapplied by a devout priest they will eventually become ineffective. While this can still be problematic for the arcanist who requires fresher specimens, it does increase the supply of bodies for more general necromantic purposes.

What of the Soul?

Most necromancy practiced by the Shroud deals with the Mastery of the Flesh, not the higher arts dealing with the soul. The Shroud does include a number of skilled necromancers versed in the Mastery of the Soul and who utilize soul cages for this purpose, but such practitioners face their own difficulties in acquiring specimens. Even souls that have just recently departed to Urcaen are safe from all but the most powerful ritual necromancy, arts known by very few and seldom practiced. Souls that have escaped the trackless wilds of Urcaen and been welcomed into the domain of a god are completely protected from all mortal and even most divine interference.

While some souls linger on Caen after death, the simple last rites and burial rites conducted by any priest will send them onward unless there are extenuating circumstances or they have already been intercepted. Necromancers seeking to capture souls must employ fresh kills and capture a soul before religious rituals have been conducted. In rare cases the soul of a person killed by particularly horrific or supernatural violence or one that has been otherwise tainted (such as one marked by an infernal) will remain on Caen even after a priest conducts his rites. These souls are particularly favored by necromancers, as they are useful for the creation of powerful and dangerous incorporeal entities.



Just as some souls are stronger than others, the bodies of especially holy or blessed Morrowans and Menites can be defiled into extremely potent thralls. The Shroud of Thamar has spent hundreds of years studying the sanctity of death and has developed techniques to aid in its acquisition of viable cadavers. Cultists have developed a small number of occult approaches that invoke Thamar's power directly to remove holy protections. For example, by spilling a small amount of blood while drawing certain blasphemous Telgish phrases, a cultist can quickly defile lightly protected graves.

A preferred technique is to find a priest of Morrow or Menoth who has lost his faith yet retains his office. A clergyman who has had a crisis of faith and fallen from his god's grace can compromise all of the church grounds for which he is responsible. As the priest's faith wanes, a sickness of spirit slowly taints

the items for which he is responsible. Symbols of faith lose their strength to repel the undead, and those buried in his churchyard become vulnerable as the ground becomes drained of sanctity. In a short time, the once-sacred ground of the cemetery becomes as unhallowed as a nameless potter's field.

Shroud members who find one of these unhallowed churches count themselves lucky indeed. They will apply more discretion than usual to their activities in order to take advantage of this orchard for as long as possible. After all, if no one discovers the priest's lapse his flock will continue to be buried in ground they believe to be sanctified, providing the cautious necromancer with dozens, if not hundreds, of potential cadavers over the course of years.

Almost as good as a fallen priest—and far more common—is a careless one. Clergy who neglect the upkeep

of their cemeteries (by letting the churchyard become overgrown, failing to repair holy symbols damaged by inclement weather or incidental wear, and so on) can provide a cornucopia for a necromancer.

Many members of the clergy lead lonely lives, and a clever member of the Shroud may be able to strike up a friendship that can be exploited to the ends of the sept. A priest's minor indulgence of a tipples of wine after his afternoon prayers may be encouraged. Soon enough, the priest may well decide to have another cup instead of tending to the church's grounds. A priest who is lax in his duties even just once or twice a week makes it significantly easier for a necromancer to go about his business.

In desperate circumstances, Shroud members have been known to go as far as murdering



a priest and using his corpse as a powerful focus of necromantic energies to desecrate a church. Given the power of the Church of Morrow in most regions, this approach is generally discouraged, as it will undoubtedly draw the attention of armed and hostile authorities.

Even after a subject has been acquired, a properly interred corpse cannot be animated by a necromancer without difficulties. First, the cadaver must be removed from its resting place or the grave itself must be despoiled. Then, any sanctified items, such as rings or other jewelry, must be removed from the corpse. Any religious markings the body bears must be found and excised. Next, the corpse must be defiled, typically through the inscription of necromantic runes with specially prepared inks and knives—an exacting and time-consuming process. Only then may the necromancer begin his occult practices.

The Remains of Faith

Over the more than two thousand years the Shroud has existed in one form or another, it has accumulated a tremendous store of occult relics and artifacts. Some of these items are purely of historical interest, while others boast significant power. This arsenal is the envy of other septs and would terrify the Church of Morrow were they aware of its scope.

Members of the Shroud will go to any length to obtain relics of power. While interested in the preservation and acquisition of items of significance to the Thamarite faith, they prioritize recovering items related to necromancy and death. The actual remains of Thamar's scions are the most prized. The often-violent deaths met by these scions, the attempts by other religions to destroy the scions and everything associated with them, and even infighting among the Thamarites

themselves have served to scatter the relics across western Immoren and beyond. With the exception of Delesle's own corpus, the Shroud has never recovered a scion's complete remains.

Over time some relics have been even further split to pay debts between cultists, to reward the loyalty of subordinates, or even as part of occult experimentation. Strangely, it's been found that some relics function differently when divided, giving rise to new (if typically more limited or narrowly focused) powers. A number of cultists possess dismembered body parts of the faith's dark patrons, and there are more than a few false relics circulating among the faithful.

The Teeth of Roth

Vocidean Ash (male human Midlunder Nec16), a necromancer of considerable stature among the Shroud in Mercir, holds one of the sept's most powerful

relics. The teeth of Scion Roth were recovered, one by one, over hundreds of years. Ash obtained the final missing incisor within the last year.

Ash returned to his home in Mercir, where he strung his prize on a necklace, reuniting scion Roth's teeth for the first time in a thousand years. When Ash hung it around his neck, the teeth began to clatter against one another. With growing intensity, the necklace rattled as the teeth began to float in the air. Then, after a short pause, they embedded themselves in Ash's torso. When the agony subsided and he regained consciousness, Ash found the teeth lined a strange orifice in his abdomen that stank with fetid breath and mumbled indiscernible words.

As days passed, he found himself growing weak and suffering from a hunger he could not satiate. Mad with starvation, he summoned the specter of his deceased mentor for guidance. When the spirit manifested, the shrieking ghost was immediately sucked into the toothy maw in Ash's stomach. Now well fed, Ash noticed he could see the energies of death all around him. His head began to fill with unfamiliar knowledge, and he understood that he had consumed the memories of his mentor's spirit. The hunger began to grow once more, and he realized it could be sated only by the souls of the dead. During all this time Ash felt no desire for mundane food, and indeed he seemed to gain no sustenance from it.

Uncertain of the long-term consequences of this condition, he pried the teeth loose from his flesh in an agonizing self-surgery that nearly killed him. He began to study the relics to determine what other powers they might possess, sending queries related to this topic to his peers within the sept. Unbeknownst to him, these letters have been intercepted, both by a Cryxian spy planted within the sept and also by an agent of the Order of Illumination. Efforts to seize this relic are likely already underway, and bloodshed seems an inevitable consequence.

The Teeth of Scion Roth

When not in use, this major artifact appears to be a silver necklace, upon which is strung a complete set of human teeth. When worn as a necklace by a living person, the teeth fly from the chain, embed themselves in the wielder's torso, and chew open a gaping supernatural mouth, complete with lips and tongue. This mouth can collect nearby souls in the same manner as a soul cage, with no upper limit. Absorbed souls cannot be used for other purposes (such as infernal bargains), unlike with an actual *soul cage*.

If the mouth has absorbed at least 8 HD worth of souls within the last two days the wielder gains the following benefits and penalties:

- Anyone who succeeds a Listen check (DC16) while within 5 feet of the wielder will hear the mouth whispering strange words in an extinct language, regardless of whether they can perceive the source of these words. Even without succeeding this check, the wielder suffers a -4 penalty to Bluff, Diplomacy, Disguise, Gather Information, and Move Silently skill checks. Others sense there is something unnatural about the wielder and will feel uncomfortable around him.
- Wielder gains the same immunities of the Undead Type, including immunity to critical hits, nonlethal damage, ability drain, and energy drain.
- Wielder exists comfortably without eating, drinking, breathing, and sleeping. Rest is still required to prepare spells.
- Wielder is treated as an undead when affected by positive energy (which will cause damage) or negative energy (which will restore damage). The wielder is

still alive in every other respect and does not register to spells like *detect undead*.

- Wielder gains the spell-like abilities to reveal souls (*IKCG*, p. 364) without the usual penalties and can speak with dead at will. Both abilities are treated as if cast by an 18th-level caster.
- For every HD worth of souls absorbed, the wielder immediately heals 1d4 damage. If a single soul of 11 HD or higher is absorbed, the wielder can learn information about that person as if the *vision* spell had been cast by a 20th-level caster.

For every three days that pass without absorbing at least 8 HD worth of souls, the wielder suffers 2 points of cumulative CON damage that cannot be restored while wielding the Teeth except by absorbing 8 HD worth of souls, which instantly restores all CON damage. A person who reaches 0 CON by this process will die and rise again as an undead. The GM can choose the type of undead which seems most appropriate or use the Revenant template (*MN2*, pp. 130–133), selecting a Locus suitable to the deceased. The Teeth of Scion Roth will be left behind in the shape of a necklace.

Once embedded in the skin, the Teeth of Scion Roth can be removed only by spending 10 minutes with a sharp object prying them loose. This bloody process inflicts 1d10 damage for every hit die possessed by the wielder, with no saving throw. Dying from this damage will not result in arising as an undead.

The full abilities of this artifact have not been discovered and may include properties beyond those listed.



Aidan's End

Preserved in a Shroud vault beneath the streets of Ord's capital is the garrote by which Scion Aidan was strangled in his sleep by one of his disciples. As Aidan ascended, a backlash of unholy energy flowed into the weapon that delivered him, and this item is now a treasured artifact. It is a crude implement—simply two wooden handles connected by a thin cord. It has no particularly notable qualities as a weapon, but it confers a number of powerful benefits on the one who holds it.

It is sometimes lent to members of the Shroud sent to plunder well-guarded graves or tombs. The item is known to exert a powerful influence on the will of its recipient, thus agents entrusted with it are chosen carefully. The Shroud always takes measures to ensure it can recover the item once it has served its purpose.

Charnel Houses

The Shroud is responsible for the care of numerous places of worship. Such chapels can be found hidden in many of western Immoren's cities. Shrines can also be found deep in the wilderness or housed in forgotten ruins and cemeteries. Top-ranking members of local chapters gather there to further the sept's goals.

Aidan's End

This unremarkable-looking garrote consists of two wooden handles spattered with drops of dried blood and a length of tightly wound hempen cord. This major artifact is no longer used as a weapon, but it can deal 1d6 damage if employed during a coup de grace on a helpless opponent. Worn as a bracelet by knotting the handles around the wrist, a wielder is affected as follows:

- Wielder becomes highly possessive of Aidan's End and will refuse to give it away or surrender it until the wielder receives a *remove curse* cast at 10th level or higher.
- Wielder gains *locate object* as a spell-like ability applicable to a single item that is interred with the dead in a graveyard, catacomb, tomb, cairn, or other burial site. Unlike the spell, this ability does not require the wielder to have previously seen the item, but he must have a reasonably accurate idea of its size and appearance. Only one item can be selected each week, and a new object can be selected only if the previous item has been found and taken. Otherwise this ability has an unlimited duration. The area covered by this spell is a circle with a radius of 1,000 feet.
- While pursuing the item selected for *locate object*, the wielder gains the benefits of *find the path*, *non-detection*, and *hide from undead* with unlimited duration. These spell-like abilities are treated as if cast by a 15th-level caster.
- Wielder may become homicidal if he perceives anyone as thwarting his attempts to recover the item of his search. He must succeed a Will save (DC 20) every hour to resist murdering anyone he perceives as an obstacle. If this save is failed the wielder does not need to attack openly but must immediately work to eliminate the obstacle. If a subtle method is not possible, he is compelled to attack by the most effective means at his disposal, although he can wait until the target is sleeping, distracted, or otherwise indisposed.

Sepulcher of Delesle

It is a little-known fact that upon Delesle's ascension her most devoted disciples preserved her remains. Having seen their patron transcend death itself, they believed their duty lay in protecting her remains until the day she might return and once again inhabit them to walk the lands of Caen. Every time Delesle has tangibly manifested on Caen since her ascension, her spirit has occupied its former body. When occupied, Delesle's remains mysteriously vanish, only to return once her spirit has again departed. Other scions may return in spirit, but she alone manifests in her mortal flesh — perhaps appropriate, given her sphere of influence.

Scion Delesle's remains are stored in the Sepulcher of Delesle, in a secret location known only to the scion's chosen guardians but generally believed to be somewhere in the northern Wyrnwall Mountains. The remains are no longer entirely intact. Small portions have been stolen or lost over the centuries, including two of the fingers of her right hand and several of her teeth. While the Shroud has no true central leadership, the senior members entrusted with protecting Delesle's remains are generally heeded when they take interest in sept matters.

Formidable unliving guardians protect this site, including bound souls of numerous priests who have voluntarily surrendered their place in Urcaen to protect the grounds.

The Walled Catacombs

Caspia is home to Thamar's oldest septs and traditions. Over the centuries, Caspia's walls have enveloped some of the city's older suburbs. Forgotten and decrepit towns are encompassed within the great walls, and ancient graveyards have been locked away from the world.

The powerful members of the Shroud who make Caspia their home know every one of these hidden cemeteries. Among these hidden graves, in an ancient mausoleum, Servilia Nathamus

Sand Throat

The disease inflicted by the Parched Fountain is a pernicious and deadly disease called Sand Throat, a malady that causes painful thirst that cannot be slaked by drinking water. While in the grips of this disease the body cannot properly process even clean and untainted water, deriving little benefit. An infected person will become dehydrated no matter how much he drinks, and this can quickly lead to death.

Disease	Infection	DC	Incubation	Damage
Sand Throat	Ingested	18	1 day	1d4 Con

The victim must make three successful Fortitude saving throws in a row in order to recover from Sand Throat.

(female Caspian Clr16) makes her home. From this tomb, Servilia leads the Caspian Shroud in their necromantic rites and worship. One of the oldest centers of Thamarite worship, the Caspian cult puts great stock in their esoteric rituals and offerings.

The sept's methods in Caspia are quite different than elsewhere, as this is the heart of the Church of Morrow and all local Thamarites are aware of the power of the Sancteum. The Caspian branch is focused on gathering archaic texts and preserving the remains of significant and potentially powerful subjects. Necromantic rites are practiced here only after extensive precautions and warding rites. Nonetheless, as the largest city in western Immoren, it is a prime location to study death. The membership of this branch has infiltrated almost all the menial groups tasked with servicing the city's graveyards and other burial sites. The local members are also able to serve as something of an early warning system regarding the Order of Illumination, with contacts watching its headquarters to warn of expeditions sent to conduct witch hunts.

The Parched Fountain

In the Thornwood, not far from the rubble of Fisherbrook, lie the ruins of a nameless Morrdhic town and its attendant cemetery. With inscriptions worn to almost nothing, the gravestones are easily mistaken for natural stones, but those who know the way can

find a tunnel beneath the crypts that leads to a buried district of the town. Here beneath the woods and graves is a fountain that has been dry for centuries. The Shroud has kept this fountain as a shrine since its discovery two hundred years ago. They learned from ancient Morrdhic texts of a plague that once spread through the town from the fountain's diseased waters. As the people became ill, they grew thirsty and returned to the fountain to drink. Hundreds of them died around it over the course of months. The release of all this death energy lingered in the fountain, and its entire neighborhood was shunned by the populous until it was subsequently overgrown and sank beneath the earth.

This site is considered sacred to the Shroud and is particularly revered by those who study the necromancy of diseases and contagion. An individual who pours a flagon of water into the fountain and then drinks it becomes the carrier of a virulent illness. Immune to the sickness himself, the plague bearer will infect any fountain, cistern, or reservoir he touches. Anyone who drinks from that source of water within the next week will likely fall ill and suffer the same thirst the fountain's original victims did.

The Shroud in Five Fingers

The weak state of the Church of Morrow in Five Fingers has allowed several septs to thrive in this city, and the Shroud has gained a singular degree of influence and authority as a result. While the Sepulcher of Delesle remains the spiritual center of the faith, the city of Five Fingers is unquestionably where the sept is strongest, most numerous, and most pervasive.

While the Chapel of the Dark Twin is the most important site for the general worship of Tamar, the Shroud maintains its own separate shrine on Hospice Island, in the deepest caves of the Chatterstones. It is there that the members of the Shroud meet to share their studies into the energies of death and trade information that may be of interest to the sept.

The Tabernacle of the Chatterstones

Beneath Hospice Island in Five Fingers lies the largest graveyard in the city, the Chatterstones. Miles of tunnels connect the naturally occurring caverns that riddle the island. Originally used by the Orgoth for their own bloody purposes, these caves have long been associated with death. The tormented bodies of those subjected to the Orgoth's cruelties were left to rot in the outer chambers of the cave system. The events that occurred here were forgotten after the Orgoth were driven out, but the potency of the death energies remained and still permeate the graveyard within the tunnels today.

Precisely when the Chatterstones earned its appellation is a matter of debate, but there is little doubt regarding the significance of the name. People who inter the bodies of their friends and family rarely linger in the caves, but anyone who spends time there hears strange noises. The many ghosts haunting the catacombs whisper to each other, and sometimes even the living can hear their quiet

voices between the gravestones and rocky outcroppings. The chatter of the discarnate dead is sometimes punctuated by the sound of risen skeletons clattering amongst the thousands of graves that clutter the caves. The Chatterstones does not invite the living to stay long, and that suits the Shroud.

After Five Fingers began to prosper and grow as a town, those living in the squalor of Hospice Island began to bury their dead in the caves. Crowding reached its height in the wake of the Khadoran and Ordric war of 464 AR, when refugees began to pour into the city. Hospice Island experienced its largest population surge during this period. These refugees severely overcrowded the small island, which lead to epidemics that ravaged the island's inhabitants. The convenience of burying their dead on the island won out over the unwholesome reputation that the place had. The small and overworked local Morrowan church did its best to attend to the dead brought to the caves for burial, but this became an impossible burden.

In 503 AR, under the leadership of a powerful Shroud priest and necromancer, a group of sept members entered the caverns in secret. The death energies originally primed by the Orgoth had been tremendously enhanced by the more recent deaths, and the potential of the site was clear to the Thamarites. They began the secret construction of their chapel deep within the caverns. These efforts were nearly undermined when a group of Morrowan mendicant priests came to Hospice Island to help alleviate the suffering of the people and aid in the burying of the dead. The Shroud viewed this interference as a threat and after only a few weeks captured them as they went about their burial duties.

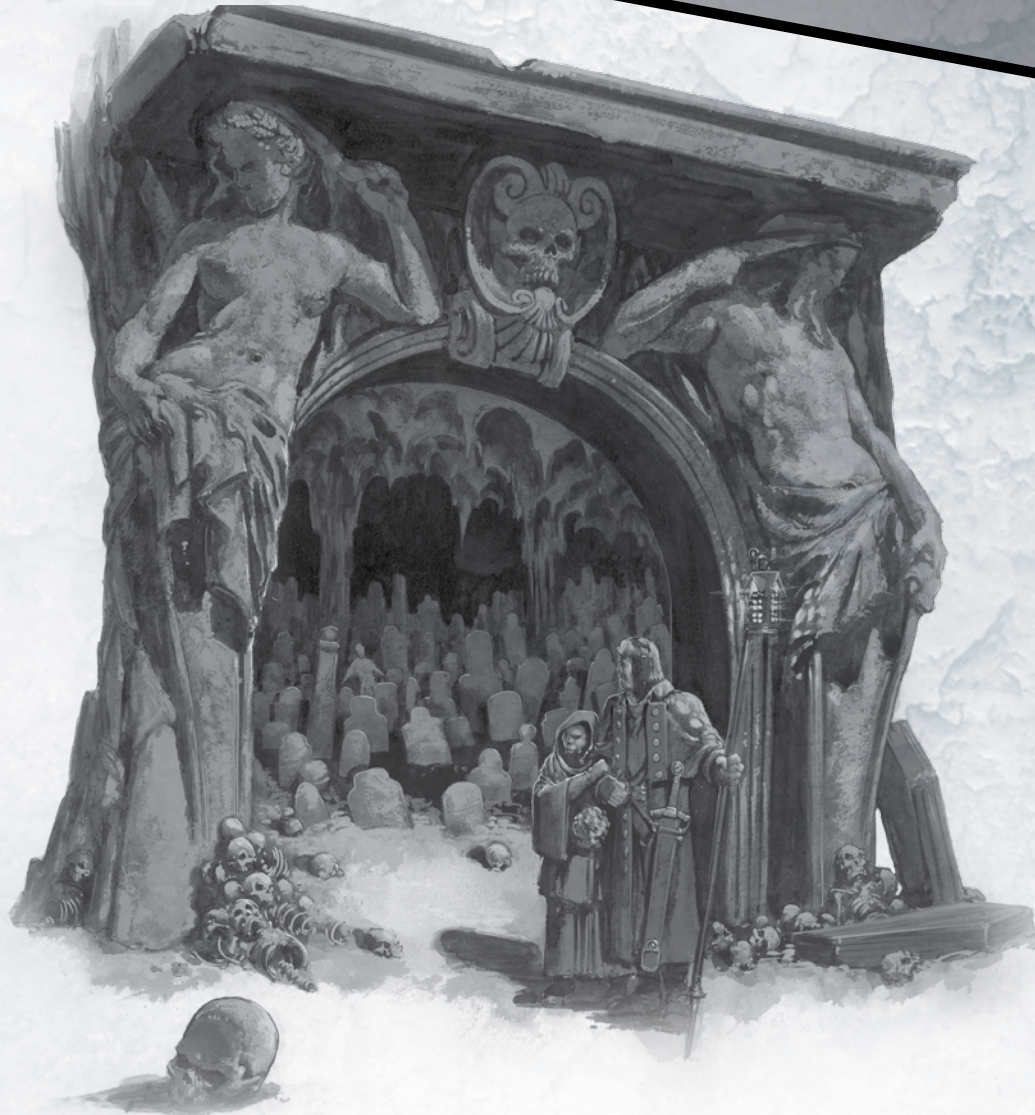
The Thamarites bound the priests and, over the course of three nights, ritually sacrificed them to their goddess and patron scion on the new altar within their chapel. As the blood of the Morrowans stained the altar, the presiding Thamarite received a

prophetic vision. Delesle herself spoke to him through this vision and told him that the sept must wait for a great plague on the island; a plague that would bestow a final blessing upon the cemetery caverns. The corpse of the leader of the Morrowan priests was chained to the altar and left to rot; his skeleton remains there over a century later.

The people of Hospice Island and Five Fingers continued to bury their corpses in the caves. The occasional risen corpse was troublesome, but rare enough. This changed in the wake of the Beggars Plague of 534 AR. The plague devastated the crowded poor of the island. The upper caverns of the Chatterstones swiftly became plague pits, overflowing with stacked corpses. The thousands of rotting bodies exuded the energies of death into the already corrupt caves, and the Shroud watched with approval. Bodies animated into mindless undead, and as the necromantic rituals carried out in the Tabernacle met with great success, Delesle herself seemed to smile upon the place.

The island's populace could not help but notice the growing numbers of undead that began to stagger from the Chatterstones. Even so, little could be done. The few Morrowan priests were already overwhelmed tending to the sick and dying. In recent times the "Blackguard" (Five Fingers, p. 70) has kept watch on the cave's openings, but they are too few in number to investigate the caverns fully. The Shroud knows many secret entrances into the tunnels and considers the Black Watch to be at worst a minor nuisance. Of greater concern to the Shroud is evidence of recent Cryxian interest in the Chatterstones.

Although one could argue that all the caves of the Chatterstones are a great shrine to Scion Delesle and the art of necromancy, the Tabernacle itself that was chosen as the center of the fell energies that permeate the cave system is but a single cavern. A hollow worn by an ancient subterranean river now long dry, the cave has only one natural entrance and is roughly



circular, less than one hundred paces across. Intricate reliefs illustrating the life of Delesle and horrific necromantic practices line the walls. In some places niches have been cut into the walls of the cavern to hold objects of ritual significance. The center of the Tabernacle is the rough stone altar where the skeleton of the Tabernacle's first sacrifice still remains.

Shroud cultists make use of different kinds of undead to guard the Tabernacle. Thralls, wraiths, skarlocks, and strange creations stitched together from multiple corpses wander the halls of the lower Chatterstones. The Shroud keeps several chambers stocked with fresh cadavers to breed plague, further discouraging prying visitors. Necromantic wards and curses are placed throughout the deeper caves, and the reliefs of the Tabernacle itself have Telgesch glyphs subtly worked into them that carry nightmarish curses to punish the uninvited.

The cult expects that one day a serious investigation will be launched into the nature of the caverns. In preparation for this day, the Shroud continues to encourage the Cult of the Despoiler to inhabit caves adjacent to the Chatterstones. The Despoiler cultists believe they worship the Devourer Wurm, but through centuries of corruption now unwittingly venerate Thamar. Their bizarre necromantic practices are of some interest to the Shroud, but the cult is fully prepared to sacrifice them as a scapegoat to the authorities or any tenacious agents of the Order of Illumination.

Those who visit the Tabernacle often do so for pragmatic reasons. It is not simply a place for the worship of Thamar and the veneration of scion Delesle; it also serves as a powerful necromantic laboratory. The death magics of the Orgoth still resonate throughout the caverns, focused into the Tabernacle by the murder of the

mendicant priests and amplified by the mass graves of the Beggar's Plague.

Members of the Shroud come here to delve into the deeper mysteries of the Mastery of the Spirit. The souls of those who die within the Tabernacle become confused and linger, unable to find their way to Urcaen. Necromancers are at leisure to conduct their rites, and the steady supply of bodies from Hospice Island provides a limitless source of resources for the creation of thralls and other necrotic purposes. Cultists can even explore the deeper Orgoth rooms in search of the secrets of the tyrants' unique necromantic skills. Few of the Orgoth's actual works remain, but the spiritual residue of their atrocities lingers, providing insight to those of the Shroud brave or insane enough to explore these horrors.

TERRAIN BUILDING

Building a Warjack Supply Convoy

by Adam Huenecke

While this project will focus specifically on making Khadoran supply carts, switching out the faction-specific logos should be no problem if you want to construct carts for a different faction. I will note where these changes can easily be made—feel free to throw in your own details. Additionally, don't be afraid to use substitutes if you don't have access to all the same styrene and whatnot as I use.

Sheets and strips of card stock can easily replace styrene, and strips of basswood and dowels can replace other materials if you are short on supplies and cash.

Before you get started, read through the guide and identify any changes you might want to make to your own carts if you are going to make them for a different faction. Besides the obvious changes like

faction logos and warjack types, think about other changes that would make your carts more faction-specific. For instance, a Protectorate flatbed cart might have an altar instead of a crane, and a Cryxian cart might be filled with necrotite or body parts instead of coal. Use this guide for the basic construction elements, but let your imagination run wild on any details or additions you can concoct.



What You'll Need:

Materials

- 4 cm diameter rounded PVC pipe end fittings (2)
- 1 mm thick styrene strips
- 4 mm thick styrene strips
- Celluclay®
- Formula P3 Modeling Putty
- Formula P3 Pinning Expansion: 1.25 mm
- Modeling flock
- Styrene plastic card of varying thicknesses
- Styrene plastic rod, bars, and tubing of varying sizes
- Non-lubricated facial tissue
- Rough ballast or small rocks
- Sheet of plain white paper
- Small chain
- Small piece of solder
- String

Tools

- Dremel® Rotary Tool
- Formula P3 Modeling Drill and Pinning Set
- Formula P3 Hobby Knife
- Hobby saw
- Lighter or candle
- Pencil
- Ruler
- Fine grit sandpaper
- Spray matte varnish

Adhesives

- Adhesive tape
- Formula P3 Super Glue
- Plastic solvent cement
- White glue

Parts

- Behemoth left arm
- Behemoth right arm
- Behemoth thumb
- Capt. E. Dominic Darius crane
- Destroyer legs
- Iron Fang Pikemen shields (2)
- Iron Fang Standard Bearer right hand/standard (4)
- Juggernaut boiler
- Juggernaut head
- Juggernaut left arm/open fist
- Juggernaut lower body
- Juggernaut right arm/ice axe
- Juggernaut upper body
- Man-O-War Kovnik banners (2)
- Mariner ammo
- Mule barrel (2)
- Mule body
- Mule crates
- Mule left leg
- Mule left shoulder
- Mule right leg
- Mule right shoulder
- Mule smoke stack
- Mule waist
- Nomad head
- Trollkin Thumper wheels (6)
- Uhlan Trooper horses (complete: head, tail, and two body halves) (5)
- Winter Guard field gun crate and lid

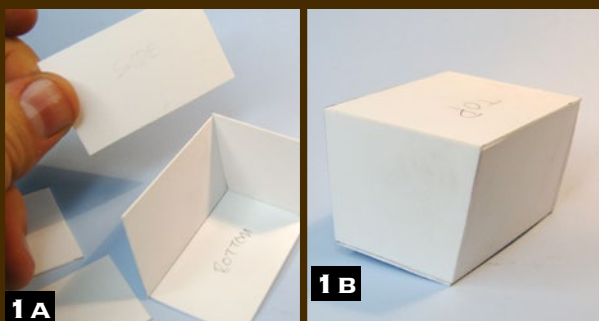


Formula P3 Paint

- Formula P3 Spray Primer
- Armor Wash
- Battlefield Brown
- Beast Hide
- Bloodstone
- Bootstrap Leather
- Brass Balls
- Cryx Bane Highlight
- Cygnus Yellow
- Heartfire
- Ironhull Grey
- Khador Red Base
- Khador Red Highlight
- Menoth White Base
- Molten Bronze
- Morrow White
- Pig Iron
- Radian Platinum
- Thamar Black
- Traitor Green
- Umbral Umber

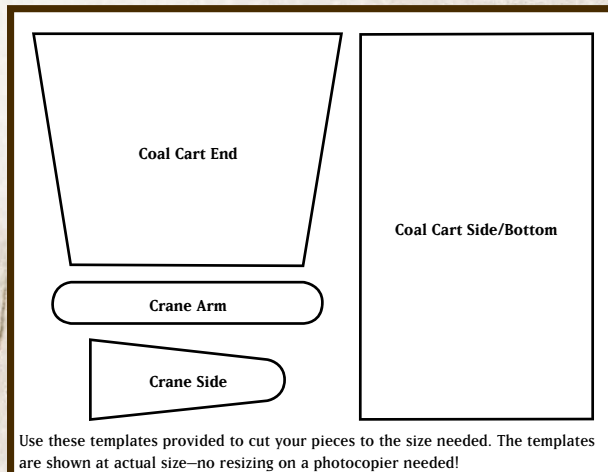
Get your parts at store.privateerpress.com!
Click the "Warjack Supply Convoy Bundle"

The Coal Cart



Step 1.) Cut the pieces for the body of the coal cart out of a sheet of styrene plastic. The sides and base of the coal cart are 5 cm x 3 cm. The front and back pieces measure 3 cm tall, with the bottom measuring 3 cm wide and the top 4 cm (see templates on this page). The piece for the top of the cart measures 5 cm x 4 cm. Using plastic cement, carefully glue all the sides together to form the cart body.

Be careful not to let any glue leak onto the exterior of your cart, or you might end up with some weird marks and drips. Use the glue sparingly, and allow it to dry completely before moving on.



Use these templates provided to cut your pieces to the size needed. The templates are shown at actual size—no resizing on a photocopier needed!



2A

Step 2.) Cut and glue 1 mm thick styrene strips to form an outside lip around the top of the cart. The space at the top will be used later to hold in your "coal."



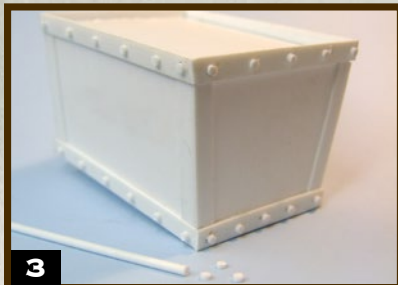
2B

Do the same at the base of the cart, but make the strips on the bottom flush with the base of the cart.



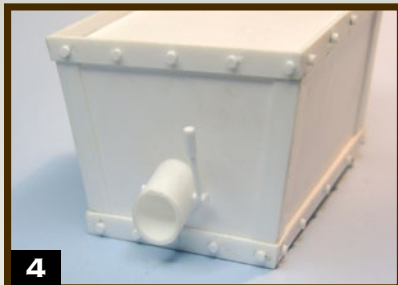
2C

Once the top and bottom strips are set, use some thinner strips to reinforce the corners of the cart.



3

Step 3.) Using a hobby knife, carefully cut a styrene rod into roughly 1 mm thick "rivets" and glue them at regular intervals along the top and bottom of your cart. Pre-measuring and marking the placement of the rivets before gluing will ensure a more uniform look.



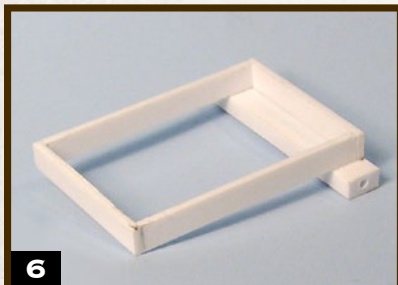
4

Step 4.) Cut a 1 cm long piece of styrene tube at a slightly oblique angle, allowing it to point downward, and glue it to the back of your cart. You can then add detail using your rivets and a small piece of styrene for a handle.



5

Step 5.) Using a small amount of Celluclay mixed with white glue, make a small mound inside the lip on the top of your cart. While the Celluclay and glue is still wet, drop some rough ballast rocks onto the mound and press them into the clay. Let it dry thoroughly, and then overspray it with sealant to make sure the rocks stay in place.



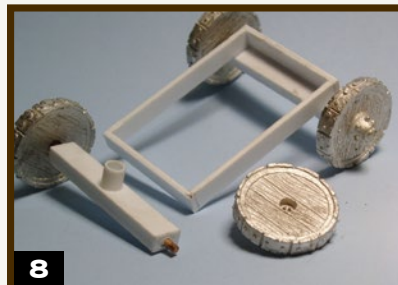
6

Step 6.) Cut a frame measuring roughly 5 cm x 3 cm for your cart out of 1 mm thick styrene strips. From 4 mm strips, cut two 4 cm shafts for your axles. Using your pinning set and 1.25 mm bit, drill holes in both ends of the 4 cm axles. Glue one axle to the end of your frame. This is your rear axle.



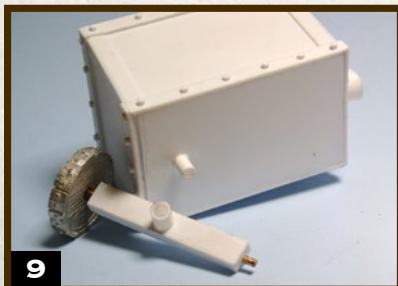
7

Step 7.) Cut a small styrene shaft from some tubing, just long enough to stick down past your frame. Cut a similar length of slightly-smaller-gauge tube to allow it to nest into the first tube. Attach the larger shaft to your free axle. (This same method will be used to make the frame for the flatbed cart and water buffalo.)



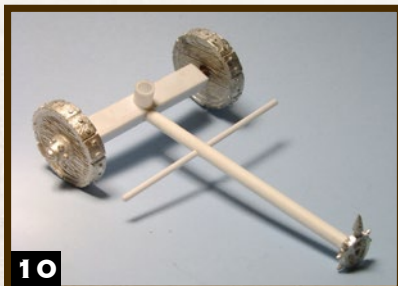
8

Step 8.) Drill holes into the inside of four of your Thumper wheels, being careful not to drill all the way through. Insert brass rods into the axles. Attach the wheels to each of the axles.



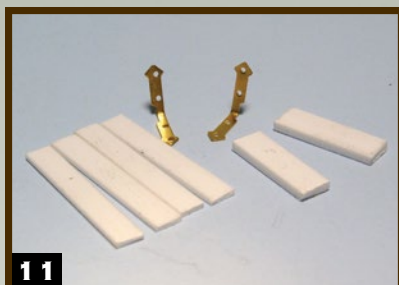
9

Step 9.) Glue the little styrene shaft from step 7 onto the bottom of your cart and allow it to dry completely.



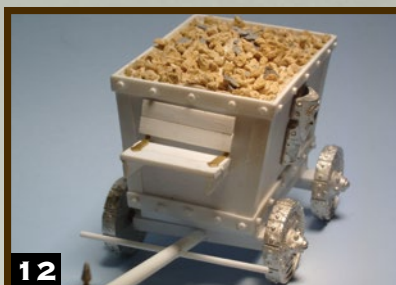
10

Step 10.) Cut a 6 cm long piece of styrene rod and attach it at a slightly upward angle to your front axle. Drill a hole through the rod 1.5 cm up from the axle and parallel with it, making sure to clear the wheels with a little distance. Insert a 5 cm length of smaller styrene rod through the hole. You can use sandpaper to round the ends of the smaller rod. Attach the icon from the top of the Iron Fang Pikeman standard to the end of the rod. (Of course, you can attach whatever faction emblem you like or even leave it off entirely.)



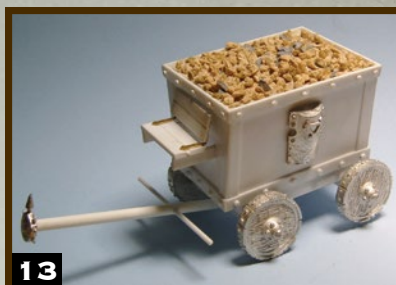
11

Step 11.) In order to make a bench for the front of the cart, cut four 2 cm strips of styrene for the seat and back and two 1.2 cm strips for the base.



12

Step 12.) I used model ship hardware bent at a 100° angle to attach the back to the seat. This kind of hardware is widely available at hobby shops. If you don't have any small, thin metal available, cut or bend two thin strips of styrene in the same fashion. When finished, attach the bench to the front of the cart.



13

Step 13.) Attach the frame to the base of the cart. If you would like the front wheels of your cart to pivot, simply place the front axle on the small post you placed earlier without gluing it, allowing it to steer left and right. Otherwise, glue the front axle onto the post. I added Iron Fang Pikeman shields to the sides of the cart for detail.



Step 14.) Attach the cart to its base (which we will go over in the "Groundwork" section), and paint (see page 47 for more on painting your cart). The horses will be easier to paint separately. When the paint is dry, glue your horses into place. Finally, take straps cut from plain white paper and stiffened with super glue and attach them from the horses to your cart so they look secured and hard at work.



The Water Buffalo



1

Step 1.) Using a Dremel rotary tool, sand the lettering and so on off of two 4 cm diameter PVC pipe end fittings.



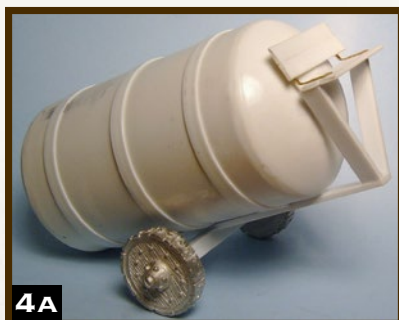
2

Step 2.) Using super glue, connect the two pipe ends to one another so you have one big cylinder. Make sure the two fittings are flush with one another. Once the glue has dried, apply three evenly spaced rings around the cylinder by wrapping thin styrene strips around it. Try to align all the gaps in the styrene on one side of the cylinder so you can cover them with the frame later.



3

Step 3.) Cut a 7 cm long piece of 1 mm thick styrene strip. Glue it to the cylinder (preferably covering the gaps in the rings), letting roughly 1 cm of the styrene strip overhang one end of the cylinder. Next, cut a 5 cm long piece of 4 mm thick styrene strips and drill holes in either end (like the axles on step 7 of the coal cart). Glue the axle onto the frame, centered on the cylinder as shown.

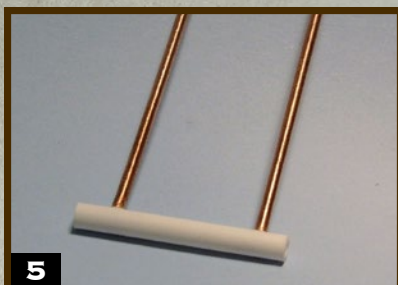


4A



4B

Step 4.) Construct a bench for the Water Buffalo in the same manner as in step 11 of the coal cart guide, leaving off the base. Cut two 2.5 cm long pieces of 1 mm thick styrene strips. Using a hobby knife, angle the ends of the strips so they will form a V shape once attached to your frame. Attach the strips of styrene to the frame, and then connect the bench as shown. Now is also a good time to attach the wheels to your cart, as described in steps 6—10 of the coal cart instructions.



5

Step 5.) Cut a 3 cm long piece of styrene tube and drill two holes facing the same direction in one side of it with the 1.25 mm bit. Next, cut two 4.5 cm long pieces of 1.25 mm thick brass rod, and insert them into the holes so they are parallel to each other.



6A



6B

Step 6.) Attach the assembly from step 5 to the frame of your cart, pointing just slightly upward as shown. Once the glue is set, cut a small piece of 1 mm thick styrene strip and attach it to the rods as shown. This piece will go over the back of your horse, so you might need to play with the length and positioning a little before you get it just right. I also attached small Khador faction logos (cut from the top of the Man-O-War Kovnik banners) to the frame on either side of the tube.

Step 7.) Now you can add little details to finish your Water Buffalo. I applied rivets at even intervals along the rings on the water tank (made in the same fashion as with the coal cart). To make the spigot, slightly heat a piece of styrene rod with a candle or lighter, and bend it at about a 100° angle. Cut out and apply the piece of rod to the cart, and then use a smaller diameter styrene rod to make a valve in a T shape. I used a small piece of styrene rod to make a ring around the base of the faucet. For the pipe on top of the tank, cut a roughly 1 cm long piece of larger-diameter styrene tube, and then cut a lid for it out of sheet styrene. Use a small strip of styrene to make a lip around the top. I also applied Khador faction icons (from the Iron Fang Pikemen standards) with some of the spikes filed off to the top of the pipe and the back of the water tank.



7



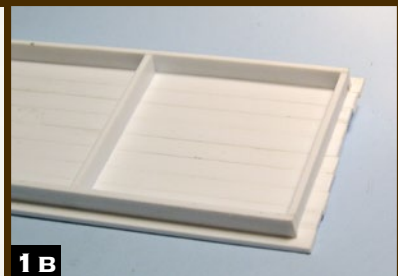
8

Step 8.) Attach the cart to the horse, base it, and paint (see page 47).

The Warjack Flatbed

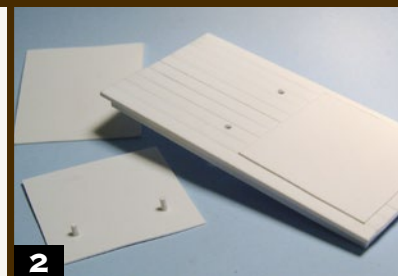


1A



1B

Step 1.) Cut several 1 mm thick styrene strips into 9 cm lengths and lay them next to one another to create a 4.5 cm x 9 cm rectangle. Next, cut three 4 cm long pieces of 1 mm thick strip and two 8.5 cm long pieces of 1 mm thick strip. Glue these strips into a frame on top of your rectangle as shown. The ends of your planks will probably be somewhat uneven, so trim them straight across with a hobby knife.



2

Step 2.) Cut three 4 cm x 4 cm squares out of sheet styrene. Glue one of these squares as shown. Next, using your 1.25 mm drill bit, drill two holes into the other half of the flatbed. Using a piece of tape—not glue!—attach one of the other squares to the flatbed, over the holes. Flip the entire flatbed, and mark the taped square through the holes in the bottom of the cart. Remove the taped square, and glue two short pieces of styrene tube to the square where you marked it. Let the glue dry, and then make sure that the two plugs you just created fit into the holes in the flatbed. Repeat these steps for the other free styrene square.



3

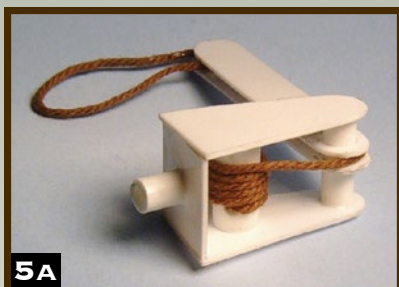
Step 3.) Using the templates provided on p. 41, cut two sides for the crane and two sides for the crane arm out of sheet styrene. Also cut a small length of 1 mm styrene strip, one 1 cm x 1 cm square from

sheet styrene, and two 1 cm long pieces of different widths of styrene tube. Cut holes into one end of each the crane arms as shown, just large enough that the smaller of the two tubes you just cut will fit through it. Cut out a .5 cm long piece of styrene tube that will nest into the slightly larger tube, and glue it to the center of the 1 cm square. (Nesting the tubes is necessary only if you want your crane to pivot or be removable. Otherwise, feel free to just glue the crane right onto the box we are going to build in a few steps.)

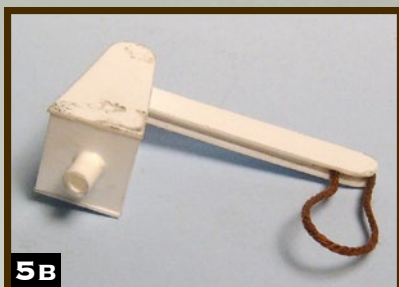
Step 4.) Drill a hole into the side of the larger of the two 1 cm tubes you just cut, and glue the tube to one side of the crane side as shown. Then glue one end of a piece of string into the hole you just drilled.



4



5A



5B

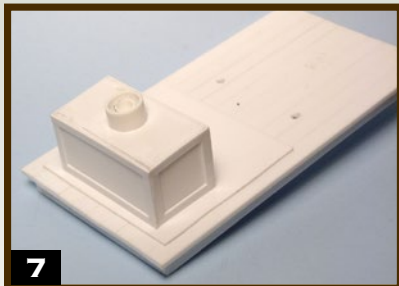
Step 5.) Glue the smaller tube (the one that fits through the hole on the crane arm) to the upper part of one crane side. Take both sides of the crane arm and sandwich the piece of styrene strip you cut earlier between them, gluing it all together but leaving the holes on each side of the arm lined up so it will fit over the tube. Once dry, fit the crane arm over the tube; you can either glue it or, if you cut the holes just right, leave it free to move up and down. Glue the 1 cm square onto the bottom of the crane side, with the .5 cm tube pointing out. Glue the other side of the crane onto the base and tubes as shown. Next, coil the string around the lower tube and run it up and over the crane arm.

Glue the free end of the string back into the crane arm so you are left with a little loop.



6

Step 6.) Cut out two roughly 1 cm long strips of styrene. Trim the edges of the strips and sand them down to a long oval shape. Cut two thin slices of tube (about 1 mm long) and glue them to one of the ovals. Next, bend a piece of solder into a hook and file one of the ends sharp. Put these pieces aside for now.



7

Step 7.) Cut out three 3 cm x 1.5 cm rectangles and two 1.5 cm x 1.5 cm squares from sheet styrene. Make a rectangular box out of these pieces and glue it open-side-down onto the plate on your cart as shown. Use some small styrene strips to apply reinforcing strips to the box. Next, cut out two roughly .5 cm pieces of styrene tube—a smaller one and a larger one—and glue them onto the center of the top of the box as shown. The smaller one should be the size of tube that will allow your crane to nest into it and pivot (or glue it if you don't want it to move).



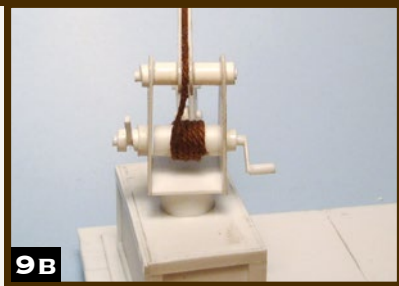
8

Step 8.) Once all the glue is dry, go ahead and plug in your crane. Run the loop of the string between the slices of tube on the little ovals you cut in step 6, and sandwich the two ovals together. Then glue the solder hook onto the bottom of the ovals as shown.

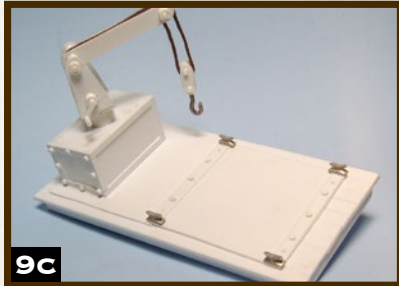
Step 9.) Cut out four 4 cm long strips of styrene and glue them to either side of your loose 4 cm squares as shown. Add details such as rivets and handles to your winch, box, and plates (as discussed in the other cart tutorials). I used some fittings from a model ship kit as tie-downs on the corners of the loose plates. Also, drill some small holes near the corners of the loose plates. We will use those later.



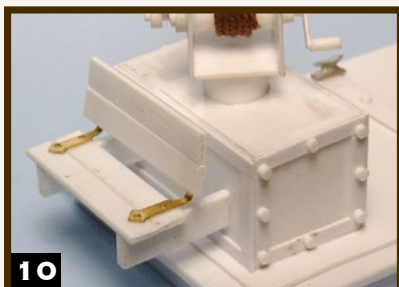
9A



9B



9C



10

Step 10.) Build a bench in the same manner as step 11 of the coal cart tutorial. Attach it to the box.

Step 11.) Just like in steps 6–10 of the coal cart tutorial, build axles for the flat bed, but use 5 cm long axles. Apply the axles and wheels to the bottom of the cart, along with the harness for your horses (just like you did for the coal cart).



12A



12B

Step 12.) Now for the dormant warjack. Because this is a Khadoran supply train, I used a Juggernaut (the most common Khadoran warjack), but any basic faction warjack should be just as easy to use. I used all the basic Juggernaut parts except for the bent legs, choosing the straight legs from a Destroyer instead so they would be easier to convert. Using a hobby saw, cut and reposition the warjack's legs into a sitting position. Cut the legs where they meet the hip and where they meet the foot, reposition them as shown, and pin them into place. You might have to use a little modeling putty to reconstruct some of the leg where you made your cuts, but with careful sawing damage should be minimal. Leave the arms of the 'jack unattached until you get the rest of the cart painted, and then glue them on later. This will make your life a lot easier.

Because the model would not articulate to the point that it could sit directly on the flatbed, I used a small block made of stacked styrene strips as a seat to keep the warjack level.



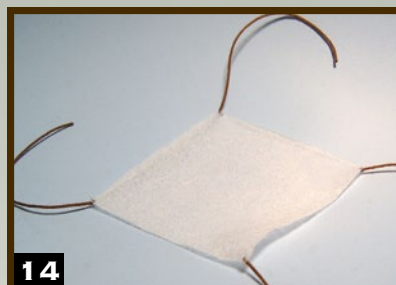
13A

Step 13.) Now Once the Juggernaut is positioned properly, glue it to one of the free flatbed plates. Attach small chains into the holes drilled in step 9, crisscrossing them over the top of the 'jack to make it look secure.

On the other free plate, attach a similar length of chain in a loose pile, as if a warjack had been removed. This plate will be the extra one.



13B



14

Step 14.) Cut out two small pieces of single-ply, non-lubricated facial tissue (about 4 cm square should suffice). I used a slightly textured tissue, but any tissue will do so long as its texture is not particularly flowery. Using a small amount of glue, glue a length of string to each corner of one square. Be careful while handling the tissue, as it will be fragile and prone to tearing.

Step 15.) Carefully soak each tissue in a mixture of water and white glue, and while it is still wet position it over your 'jack as a tarp. Attach the ropes at the corners of your plate while the glue mixture is drying. Fold the other "tarp" into a small square and attach it to your empty plate. The tissue will be strengthened by the glue once it dries, but don't worry if it still seems brittle. After it is primed and painted, the tarp should be plenty strong (but be careful with it in the meantime).



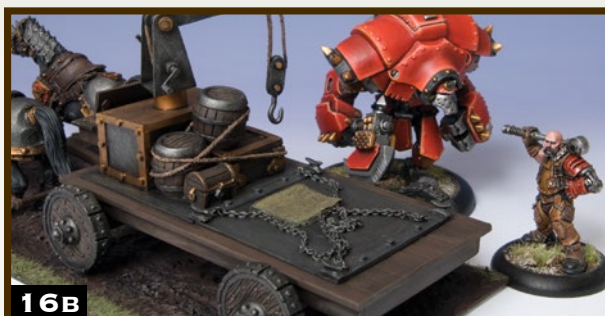
15A



15B



16A



16B

Step 16.) Once the cart and warjack are assembled, make sure both your removable plates still fit onto your cart well and then add any additional details you might want before priming and painting. I added some additional supplies to the area between the crane and 'jack by cutting the ammo off of the Mariner ammo and using the small chest in addition to two Mule barrels and a Khador field gun supply crate. I wrapped some string around the supplies and then glued them into place, being careful not to obstruct the removable plates. Attach your cart to its base, and then paint and attach your horses in the same manner as step 14 of the coal cart tutorial.

The Laborjack



1

Step 1.) The laborjack is a pretty straightforward conversion. Construct the legs, hips, torso, shoulders, and back pieces the same way you would a Mule warjack. Attach the Nomad head, then attach the Darius crane on the side of the boiler assembly that has the indentation as shown. You will probably want to pin the crane on for stability.



2

Step 2.) Using a hobby saw, cut the upper arm assembly off each Behemoth arm. Replace the upper arm with a 1.25 mm brass rod, and pin the arm into the Mule shoulders using your pinning set to drill the appropriate holes. Leave a few millimeters of rod exposed to replace the upper arm area as shown.

Once the glue is dry, use putty to fill the indentations on each Behemoth hand. Then attach the thumb to the open hand, prime, and paint.



3

Painting



Carts: Basecoat the metal parts Pig Iron and Molten Bronze. Shade with Armor Wash and highlight with Radiant Platinum and Brass Balls, respectively. Paint the shields, 'jack, and red details with Khador Red Base and highlight with Khador Red Highlight. Create rust by applying small amounts of thinned Bloodstone. Basecoat the wooden portions with Battlefield Brown, shade with Armor Wash, and highlight with Beast Hide. The hide on the horses is Thamar Black highlighted with Ironhull Grey, and their eyes are Menoth White Base. The leather bits are Umbral Umber highlighted with Bloodstone.

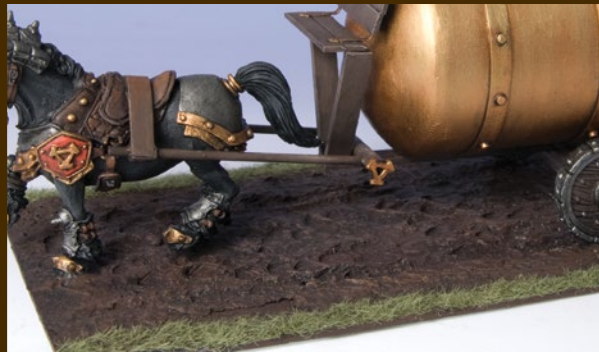


Coal: Thamar Black basecoats the coal, which is highlighted with Ironhull Grey.



Tarp: Paint the tarp with Traitor Green, shaded with a thinned wash of Battlefield Brown, and highlighted with an even mixture of Traitor Green and Cryx Bane Highlight.

Groundwork



Step 1.) Using sheets of styrene, cut out bases for each of your carts. The size of the base is not terribly important; simply cut out a piece of styrene a little larger than your completed cart. Coat your base using a mixture of wet Celluclay and white glue. You can use spare horse legs and wheels to make hoofprints and ruts in the Celluclay coating if you want a particularly muddy-looking base. While the Celluclay mixture is still wet, place your cart and horses onto the base and allow the Celluclay to dry.

Step 2.) Once the Celluclay is dry, remove your cart and horses for painting. Prime the base and paint it Umbral Umber. After it dries dry, use Armor Wash to shade it. Drybrush more Umbral Umber over the wash, and highlight with Bootstrap Leather. Glue your cart and horses into place, and then apply a small amount of static grass to each side of the base to make it resemble a muddy road on a grassy plain.



Laborjack: Paint the metal parts Pig Iron and Molten Bronze and highlight and shade them the same as the carts. Basecoat the armor plates with Traitor Green, shade with Armor Wash, and highlight with an even mixture of Traitor Green and Cryx Bane Highlight. The red plates are Khador Red Base highlighted with Khador Red Highlight. The lettering is done in Cygnus Yellow. To achieve the glowing eyes, basecoat with Khador Red Base and glaze with Heartfire and Cygnus Yellow. Add a small amount of Morrow White in the center of the eye.

Besides being unique and detailed terrain pieces, warjack supply trains offer limitless opportunities for use in special scenarios. For instance, you might assign basic statistics to one and have a player attempt to defend it as it makes its way from one side of a table to another, or you might have it provide bonuses to nearby jacks and repair troops. Whatever their faction or the part they play, these supply trains can enrich any game and terrain in endlessly dynamic ways.

JUGGERNAUT EXTREME

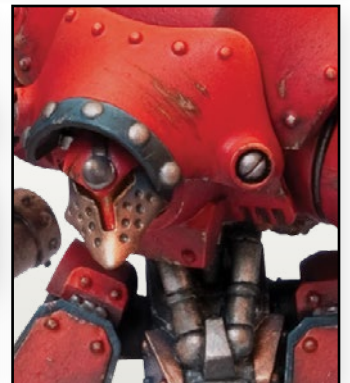
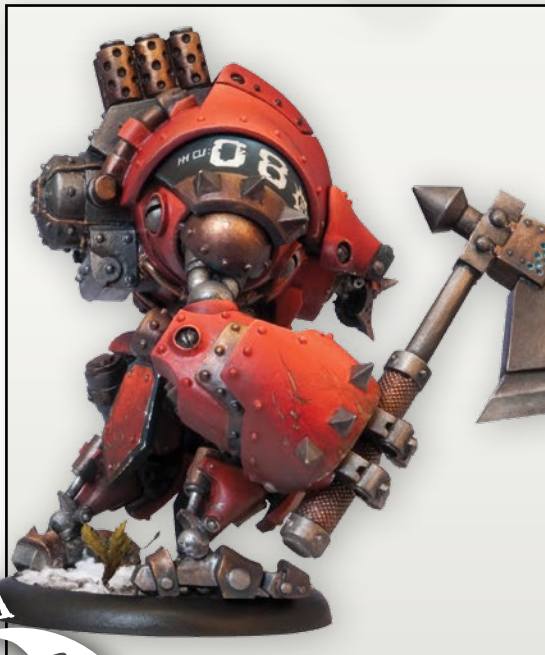


**PRIVATEER PRESS
EXCLUSIVE**

Privateer Press announces the third model in our EXTREME model series: the Juggernaut Extreme. This fine detail model from the sculptor who created the Warpwolf Extreme and Dire Troll Mauler Extreme embraces the unrestrained power and makes even the mighty Behemoth question its name. Suitable both as an artistic centerpiece and for destroying your enemies on the table, the Juggernaut EXTREME will only be produced while demand lasts. Don't miss your chance to own this masterpiece WARMACHINE miniature.



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Are you an Extreme painter? Grab a box set of Khador Formula P3 paint to get the best colors for your Juggernaut EXTREME, paint that puppy up, and submit a photo of your finished work to our player gallery at: submissions@privateerpress.com. If we like it, we'll print it.

MODELING & PAINTING

By Matt DiPietro, Studio Painter

Constructing

THE EXTREME JUGGERNAUT

This month marks the release of the latest addition to the Privateer Press line of Web exclusives: the Extreme Juggernaut. Conceived and developed without the normal production restrictions, it realizes the original vision of the monstrous 10-ton Juggernaut. With 20 points of articulation and a total of 29 individual parts, the Extreme Juggernaut poses a significant modeling challenge to even hardened hobbyists. This issue of Modeling and Painting will take you step-by-step through the process of tackling a project of this magnitude to achieve stunning results.



What You'll Need:

Tools

- Formula P3 File Set
- Formula P3 Modeling Putty
- Formula P3 Sculpting Tools
- Formula P3 Hobby Knife
- Formula P3 Pin Vice
- Formula P3 Super Glue
- Formula P3 Pinning Set
- Tweezers



Preparation

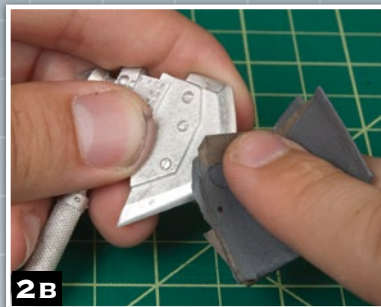
You should take the time to prep any model for construction and painting, and the Extreme Juggernaut is certainly no exception. If you can master these techniques for the Extreme Juggernaut, you can apply them easily to any HORDES or WARMACHINE model.



1
Trimming: In any modeling project, you will first use a Formula P3 hobby knife to trim away any flash and venting left over from the casting process.



2A
Filing/Sanding: Next, use your Formula P3 File Set and fine grit (150–350 grit) sandpaper to thoroughly clean the parts. Remove any mold lines and erase all signs of mold shift. You can also take time at this stage to sharpen the spikes and axe for a more realistic look.



3
Scouring: This lesser-known technique reinforces smooth joints between parts and can be far more effective than pinning. To scour, use the tip of your hobby knife to gouge a crosshatched pattern into the surface to be joined. This effectively doubles or triples the surface area being bonded and creates a joint so strong that parts will bend before they break apart. The Extreme Juggernaut's massive size means that even the finger joints have enough surface area to be effectively scoured and thus do not require tedious pinning.



4
Pinning: Even though the vast majority of the Extreme Juggernaut can and should be scoured, three sections do require reinforcement with pins. To avoid drilling into a partially assembled model, drill the holes before assembly using a .85 drill from the Formula P3 pinning set. The hip joints and ankle both need to be carefully pinned, as the weight of the upper body can exert quite a bit of pressure on these joints. Because the contact area on the front and rear mud flaps is so small, pins ensure these pieces stay joined. Scour to strengthen all these joints further and create a rock-solid model.



5
Pre-Assembly: For large projects, it's helpful to pre-assemble certain sections in order to reduce the number of overall parts you will work with in the final construction. You will want to pre-assemble the legs and torso sections of the Extreme Juggernaut.

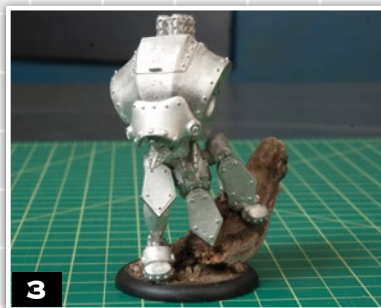
Construction



1
The only completely poseable model in the Extreme line, the Juggernaut lacks a display base to allow for greater freedom and creativity in construction. You can build a display base from a few metal bits and natural materials gathered from your yard or driveway.



2
Leg/Hip Assembly: To construct your Extreme Juggernaut, work up then out. Start with the legs and hips. Position the feet on the base and tack them into place with super glue. Reinforce this joint by drilling a hole clean through the foot and base with your pin vice. Run a long length of base rod through this hole and wrap it around the pegs on the underside of the base. Coat with Formula P3 Super Glue. This rod will deeply pin the critical ankle joints. Lastly, complete the waist and ankle joints. Dry fit then glue one ankle into place and let it dry. Glue the second ankle and both waist joints all at once.



3
Waist/Head Posing: To complete the waist, first attach the front and rear mud flaps. This should be an easy task if you pre-drilled the pieces. Next, attach the pre-assembled upper body to the waist. When positioning these parts, try to make the line of the shoulders balance the angle of the hips; avoid setting these lines parallel to one another. Then position the head carefully, as its placement will define the action being expressed and determine the rest of the model's construction.

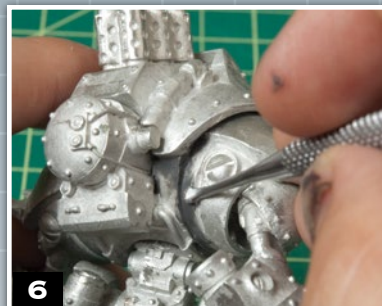
NO QUARTER MAGAZINE: MODELING & PAINTING



Shoulder/Elbow Posing: The shoulder of the Extreme Juggernaut includes two joints. The first joint attaches to the main body and controls the rotation of the shoulder. A channel guides it so that it controls only the vertical motion of the shoulder joint. Dry fit these pieces together, then glue the shoulder together. Attach it to the main body. Next, the elbow joint will define the final position of each arm. Think ahead to how you plan to pose the wrists and hands when you pose the elbow joints.

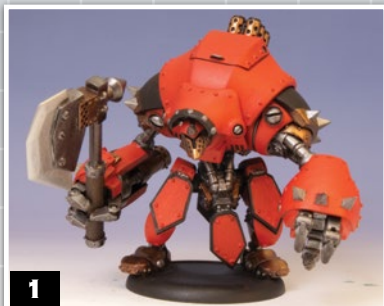


Wrist/Hand Assembly: One of the Extreme Juggernaut's coolest features, the completely poseable hands and wrists allow for all manner of action and expression. First, create the axe assembly by gluing the axe to the wrist. Attach the fingers so they fit snugly around the hilt. Next, the open fist can be positioned in any number of ways, depending on the action being described. Remember to scour the fingers and wrist so that you don't have to pin the fingers.



Gap Filling: Once you have assembled all the parts of your Extreme Juggernaut, grab some Formula P3 Modeling Putty and sculpting tools to fill and smooth the few remaining gaps.

Painting



Normally, you can paint one element to completion before you move on to the next. This method proves impractical, however, for a large project like the Extreme Juggernaut, where you may want to switch around various elements. Instead, paint all the basecoats first to make sure the composition works as you want it. On my version, I ended up changing a few elements around to get the right amount of contrast, which would have been impractically time consuming if I had done things the usual way.



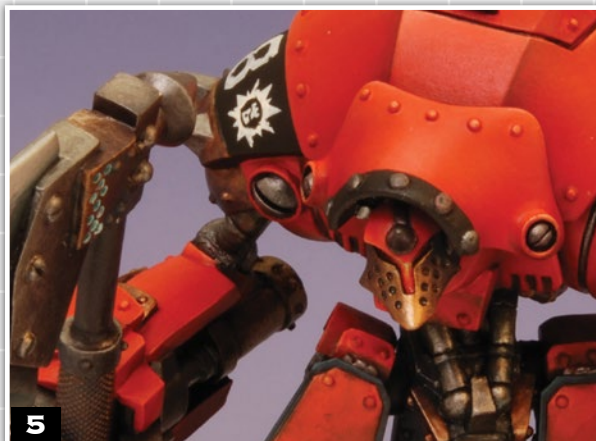
Metallics: Warjacks are composed of painted armor plates bolted to a bare metal undercarriage. It's best to work from the recesses outward in order to avoid making time-consuming mistakes, so paint the metallic areas nearly to completion before moving on.



Colors: Next, shade and highlight the red armor plates using the two-brush blending method to achieve a smooth transition of color and value. As you can see in the photo, the highlights and shadows appear exaggerated and fade from orange to red to dark magenta. This exaggeration will enrich the color achieved in the next step.



Glazing: Red can be a tricky color to paint, as it is hard to change the value for highlighting and shading without also changing the hue to appear orange or salmon. You can solve this problem by exaggerating the highlights and shadows as mentioned in the previous step. Then apply multiple thin, even glazes of diluted red ink to even the hue. Over 15 layers of glaze achieved the results pictured here.



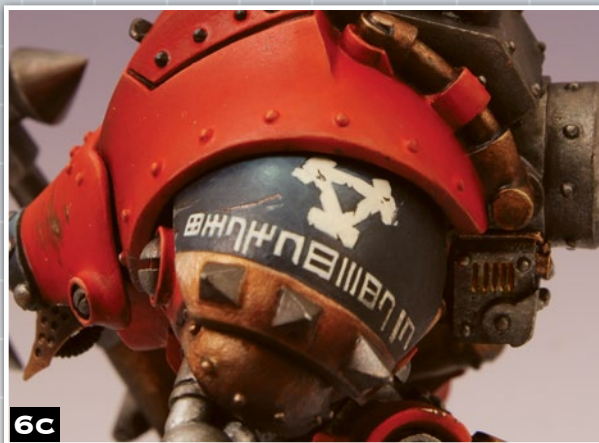
Special Effects: At this point you can create the glowing eyes and the blue glow on the ice axe. To "glow," they must be the brightest areas on the model. Paint the areas in Menoth White Highlight, then add color with thin paint-and-ink glazes.



6A



6B



6C

Freehand: The freehand on the shoulders of the Extreme Juggernaut requires a special painting method. First, paint the design over a solid basecoat and refine by "erasing" any mistakes with the basecoat color. Once you are satisfied with the freehand design, highlight the black with a mixture of paint and a generous amount of Mixing Medium. The medium allows the underlying freehand to show through the layers of highlights. Using the underlying design as a guide, reclaim the areas of freehand covered by highlights. The freehand on the front armor, which is applied over a finished area, will be much harder to paint.



7

Weathering: Finally, apply uneven weathering to the model, concentrating on areas that receive more wear and tear during the heat of battle. Typically, the parts lower to the ground and closer to the fists receive the most weathering. This also draws the eye to the head and freehand on the upper chassis.

Finishing

Once you have completed the model, you will want to give the Extreme Juggernaut an equally realistic and eye-catching base.



Natural Basing Materials: Although static grass sufficiently simulates plant life on most miniatures, you can use tweezers to apply actual moss clippings dipped in super glue to the model.



Snow: To create the snow on the Extreme Juggernaut's base, mix baking soda with white glue and water. Apply the mixture to the base using a worn-out brush.

The Extreme Juggernaut offers both numerous options and challenges for even experienced modelers. Its size makes it easier to work with, while its extensive poseability allows you to set it just the way you want it. With a little planning and careful work, you'll have a model worthy of towering over your collection!

GHOSTLY VISAGE

CHALLENGE

**The unearthly beauty of spirit...
The ethereal horror of undeath...
Portraying the ghostly and vaporous!**

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.

The Iron Kingdoms is chock full of the undead. Spirits roam the land and ghosts come back to seek vengeance. See if you can turn your normally corporeal model into something a bit more ectoplasmic and ghostly. Everything is fair game, even the iron hulls of warjacks and metal of mechankia!

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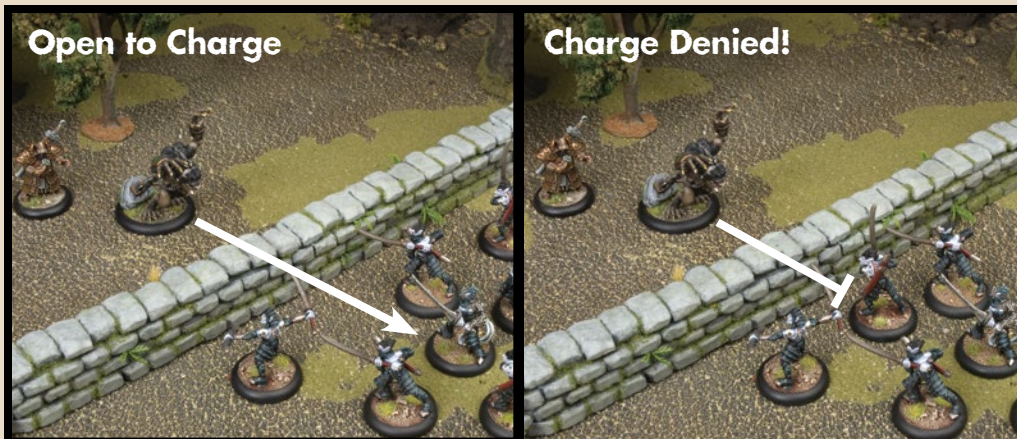
ENTRIES DUE BY 11/1/09



How **NOT**
to win this
contest!



**See the Winner of the
Bodged Together Challenge from
No Quarter #24 on page 95!**



MIND THE GAP

Leaving too much room behind a linear object allows a model that can ignore rough terrain (in this case, thanks to *Baldur's Earth's Blessing* spell) the space needed to charge over it. Don't give the enemy this opportunity—move up and use cover and obstacles to use them to your advantage!

Calandra can boost the spell, and her *Fate Bound* ability gives her a second shot if the first one fails to connect.

The addition of the *Void Spirit* to their ranks gives Skorne a way to maneuver through obstacles and even through other models. The *Void Spirit* looks more like something from a *Cryx* army than a Skorne force and—much like *Pistol Wraiths* or *Blackbane's Ghost Raiders*—possesses the *Incorporeal* ability. While *incorporeal*, the *Void Spirit* has nothing to fear but magic attacks and can maneuver itself through obstructions, rough terrain, and other models without penalties. It cuts through terrain that would stop most other solos in their tracks.

ROUGH TERRAIN & FORESTS

Rough terrain requires that a model spend twice the normal movement to cross it. The most common type of rough terrain, forests also block line of sight past them and more than 3" into them. They provide concealment from ranged and magic attacks to any models inside. Some models can ignore the effects of rough terrain, however. With his *Killing Ground* spell, *Madrak Ironhide* gets *Trollblood* troops in his control area into combat without stumbling over rough terrain and without penalty as they make charges or slams. Note that this does not include normal movement. *Trollkin Hero* cannot effectively counter rough terrain with just his *Furious Charge* ability, but pair *Furious Charge* with an effect like *Killing Ground*, and *Trollkin Hero* can charge 10" and make two *Great Axe* attacks with the *Back Swing* special attack. *Trollblood* synergy creates some powerful attacks when combined with terrain-negating spells.

Trolls can also rely on their old standbys—the *Fell Caller's Open Road* special action and the *Axer warbeast's Rush* animus. *Rush* allows a friendly model to charge at SPD plus 5", instead of the normal 3". The model charging can also ignore penalties from rough terrain and obstacles. The *Open Road* fell call serves a similar function for trolls as it, too, allows models to ignore rough terrain, albeit without the added charge range. It exceeds *Rush* by allowing an entire unit to gain *Pathfinder* ability.

The Skorne Empire has always struggled with rough terrain. With *Metamorphosis*, however, the Skorne army has received

perform normally prohibited movements like charging over rough terrain and linear obstacles.

Before the *Tyrant Commander*, Skorne had no *Pathfinder* units and no way to grant existing units the *Pathfinder* ability. Now both the *Bloodrunner* unit and their associated *Bloodrunner Master Tormentor* earn distinction as some of the only Skorne models with the *Pathfinder* ability. Their advanced deployment and incredible maneuverability open up a new tactical area and make them seem more at home in *Circle Orboros*.

Circle Orboros have always called the forest home, so it should come as no surprise that so many of them exploit that terrain feature. The backbone of the *Circle's* tactics, *Pathfinder* allows models to cross rough terrain without hindrance. While it is not exclusive to the druids of *Orboros*, their strong tie to this ability makes it difficult to mention one without the other. The *Circle* can attack from areas the enemy cannot even see if they pair *Pathfinder* with abilities such as the *Tharn Ravager White Mane's Tree Walker*, which grants him perpetual sight through forests and benefits against melee while in a forest. The *Shadowhorn Satyr* also overcomes rough terrain and forests to enter the thick of melee by simply moving over any terrain features in its way. The *Bounding Leap* ability lets the *Shadowhorn* move an additional 5" after advancing and ignore other models and terrain movement penalties. The *Shadowhorn* can then attack any target unaware of the impending danger. Remember that *Bounding Leap* requires forcing, so *Shadowhorn* will have to add a *fury* point to leap. Strategic combos can help the otherwise frail *Circle* warriors deliver their heavy hitters to the front lines without fear of premature losses.

For *Circle Orboros*, forests provide other key defensive measures in combination with abilities such as *Scent*, which allows the *War Wolf* and *Wolf Lord Morraig* to hide in the protection of the forest and still charge without line of sight. For this and other reasons, *Circle Orboros* will always want to stay in or around forests whenever they take the field.

Circle Orboros, however, cannot lay the only claim to the forest. The *Camouflage* ability of *Legion of Everblight's Strider Deathstalkers* not only grants them additional

numerous models that assist the vast invasion force as they press deeper into the *Iron Kingdoms*. One such model is the *Tyrant Commander* and his *Standard Bearer*. These two constitute a unit that feels like a unit attachment but can excel in assisting the whole army as it is not tied to any specific unit. The *Tyrant's Battle Master* ability can grant a unit in his command range a variety of abilities. Most importantly, *Pathfinder* allows models to cross rough terrain without penalty as well as



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GRIND

Welcome to FULL METAL BATTLE SPORT

Suspended just above a lake of seething magma, this flame-scorched arena is ground zero for the most brutal sport ever created—*Grind*. Here, 10-ton, ash-spewing, steam-powered robots called steamjacks fight to move a giant, spiked ball into the other team's goal. Using every weapon in their arsenal, these steamjacks slam, smash, and crush their way through the opposition as they tirelessly slug it out for the title.

The Destructodome is the battlefield for two rival teams of armored metal warriors: the Iron Storm and the Steel Fury. With their eyes on the prize, these two teams will stop at nothing to own the blistering field, so pack your playbook with cunning maneuvers, loadout your team with devastating weaponry, and get ready to stake your claim to glory. For the next hour, you'll be calling all the shots as you vie for total domination of this metal-on-metal contest.

Your strategy must be merciless. Your resolve, indestructible. In *Grind*, only victory can quench the burning fury within these unstoppable machines.

The Grinder is about to drop. Stoke your fire and brace for battle!

A Look at the New Incarnation of *Grind*

By William Shick • Art by Imaginary Friends Studio and Chris Walton

First introduced over two years ago right here in the pages of *No Quarter Magazine*, the extreme battle sport of *Grind* has returned with full metal fury. This fast-paced, adrenaline-fueled mix of gladiatorial combat and extreme sport steps out of the shadow of WARMACHINE to stand proudly as its own board game, releasing October 2009.

Grind pits two players against each other in full-on steam-powered sports combat. Each team of warjacks attempts to move a four-ton ball of steel and spikes called the Grinder downfield and into the opponent's goal, while preventing the opponents from doing the same.

Players can fire up either the red Steel Fury or the blue Iron Storm. Choose your team, then customize your five steamjacks with all manner of vicious weaponry to help take down the competition and smash the Grinder into the goal.

Roll the Dice, Crush Your Opponent

The mayhem crushes forward with action dice. Each turn, the active player can spend up to 10 action dice for attacks and actions. But *Grind* throws a flame-scorched wrench or two into gameplay. Players need to think carefully about how many action dice they spend on each 'jack activation—spent action dice go to their opponent's dice pool for him to use. And if that weren't enough, at the end of each turn, any *unspent* action dice also get tossed into the opponent's dice pool. There's a moral here: waste your opponent, not your action dice!

Grind also amps up the action with boost dice for weapon bonuses and special abilities and power dice to mark the countdown of the clock and crank up the steamjacks even more.

Get in the Game

A gridded playing field hosts the full metal, steam-powered action. During your turn, your hulking Crushers bash opposing 'jacks to try to clear a path for the lighter Runners to get the Grinder downfield and into the goal. Crushers aren't as fast as Runners, moving 4 spaces instead of 6, but they can take a beating and dish it right back out!

If you really want to rev things up, redline a steamjack for an extra burst of speed. You'll get 2 extra spaces out of your 'jack—but there's always a chance the thing will overheat, leaving you open to your opponent's grudge moves. When is it worth the risk? That all depends on the time left on the clock, the moves you have in your playbook—and how much metal you're made of.

Each side of the board contains a player's game clock, dice well, and dice pool. The game clock marks how many turns a player has left before the period ends and the field is reset. There are just two periods of play in a game, so watch the clock or lose your chance to pound your way to the goal!

One of the baddest elements, the game clock, pushes players to unleash the full force of their teams in brutal and frantic final turns. Each player starts the game with 5 power dice on his game clock. On your turn, you move 1 power die from your clock into your dice pool. Those are the ones you can add to any roll, seriously increasing the number of strikes you could roll. You can also use them to fuel your team for devastating moves like throwing the Grinder downfield or steamrolling any opposing 'jacks foolish enough to stand in the way. Once you spend them, put power dice in your dice well; they'll refresh at the start of your next turn. As the clocks run down, players get more and more power dice to use for maximum 'jack-crunching!

Choose Your Weapon

A steamjack uses its weaponized arms for devastating attacks against opposing 'jacks or to move the massive Grinder on the field. Each arm has different stats and abilities, and some have more than one. The Attack stat tells you how many action dice and boost dice you can roll for an attack with that arm. You can also ratchet up the attack with as many power dice from your dice pool as you want to throw at it. Compare the number of strikes in the roll to the strength of your target's armor. For every extra strike, you can shove the target 1 space away from the attacking steamjack.

Attacks can clear out opposing 'jacks and hurl the Grinder downfield into the opponent's goal. You can increase the carnage by smashing opposing steamjacks into walls or pillars or using the Grinder to bowl over any 'jack in the way. Keep your eyes peeled, though—steamjacks can stop that giant, spiked ball cold, especially if you didn't put metal shoulder into it!

Several weapons also boost a 'jack's Control, or its ability to handle the Grinder, guard it from opposing attacks, and push it downfield. Pushing gives a player much more control over the Grinder's movement and a much better shot at victory than attacking it does, especially since a steamjack can push and *then* attack the Grinder to send it crashing into the opponent's goal. Always have a few 'jacks with Control on your team so you can get the Grinder where you want it!

What's Inside?

With an insane number of detailed plastic figures, including 6 Runner steamjacks, 4 Crusher steamjacks, 2 spiked obstacle pillars, 1 spiked Grinder ball, and over 30 destructive steamjack arms for customizing your team, *Grind* is the perfect excuse to lay some full metal smackdown on your friends this fall! Assemble your team and prepare yourself for white-knuckle, pulse-pounding action.



Grappler



Gyro-Shot



Scrambler



Pulverizer



Interceptor



Wreck-O-Matic



SCRAPPERS™



A PREVIEW OF THE UPCOMING SCRAPPERS FAMILY BOARD GAME

The award-winning *Infernal Contraption* introduced the strange, arcane machines of the tinkering goblins known as bodgers. Now those wacky bodgers are at it again. The next installment in the Bodgers game line is the chaotically fun *Scrappers*.

WHAT IS SCRAPPERS?

In this board game for 2–4 players, the bodgers compete in a frantic race to construct a contraption. As they try to grab just the right parts from a constantly moving conveyor, they naturally try to keep the other bodgers from doing the same thing. The first player to complete his contraption wins!



CONTRAPTION CONSTRUCTION

The parts your bodger grabs from the conveyor go in front of you on the table, where you can mix and match the connectors until you complete a contraption. There is no limit to how many parts you can have, so you may want to collect a variety of cores to increase your chances of getting the right configuration of connectors. Be careful, though. The other bodgers are on task as well and won't hesitate to make your job harder.



SCRAP SCRAMBLE

The mechanized hopper at one end of the workshop continuously plops parts known as cores and plugs onto the conveyor. The connectors on the parts are various colors, and you'll have to match them up to complete your contraption.

Scrappers is all about positioning your bodger to take the best parts possible from the conveyor. Each round, players take turns using their bodgers to do things like jump over other bodgers, switch parts on the conveyor, push a rival bodger out of position, and change the speed of the conveyor belt.

Action buttons on the cards played from the players' hands, as well as on the parts themselves, allow for these crazy antics to take place. Often, a bodger will make use of multiple action buttons in a single turn, giving him an edge in securing his desired part. None can feel too safe, though, as rival bodgers are quick to spoil the best of plans.

At the end of each round, players pull the parts in front of their bodgers from the conveyor. It's important to be aware of which player started the round and is thus the acting foreman, because that player gets to pull his part first, with the others following in turn. As soon as a player pulls the final part for his contraption, he wins! The role of foreman moves each round, so a player will have the advantage of pulling first on one round but will be pulling last on the next round.



A LOOK AT ACTION BUTTONS



STEP—This is a simple movement of 1 space. It may not seem like much, but a Step could set you up nicely for something big.



DASH—A great way to get across the board fast, Dash allows your bodger to move as far as possible in a chosen direction.



JUMP—Bodgers are very agile. Jumping gets your bodger over others—and even over the conveyor.



SWITCH—This action allows your bodger to Switch places with a bodger next to it or to Switch parts on the conveyor. If you want to upset a rival bodger, this is a good way to do it!



DRAW—With the game's low hand limit, Drawing a card can give you an edge.



DISCARD—Thwart a rival bodger's plans by making him Discard a card. Discarding randomly can hurt!



FORWARD—Your bodger can press the Forward button on the conveyor to advance it a little. You might want to do this occasionally just to get another part out of the hopper when you don't need anything else on the conveyor.



REVERSE—This works just like the Forward button, but backward! The Reverse button can be a handy way to mess with your opponents' strategies.



BLACK & BLUE . . . & RED

Action buttons come in three stylish colors: black, blue, and red. The **black** buttons are the most common and are used to affect your own bodger. The **blue** buttons are the least common—and the most disruptive, since they are used to affect any bodger except your own. Most bodger interaction is caused by the **red** buttons, which affect any bodger next to yours. They represent a physical conflict between bodgers, so using a red Step against a rival bodger is equivalent to a shove, and a red Jump could mean that a rival bodger gets tossed.



“HEY, THAT’S MINE!”

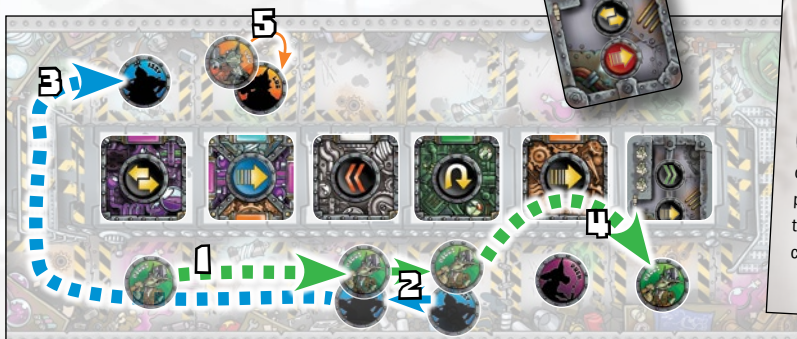
A round can end with a part in front of multiple bodgers, forcing them to tussle over it. When your bodger tussles, you draw a card and then play cards from your hand against the other players. If you play the most total tussle symbols, your bodger overpowers his rivals and wins the contested part.

Even though you get to draw a card to use in a tussle, you may want to hold onto a card or two for tussles if you can during your turn—especially when you know your opponents are after the same part.

DISTRACTIONS!

If it wasn't hard enough contesting rival mechanics, along comes Keelie and the tag-along Guppy. Add one or both of these bodgers to your *Scrappers* games to bring another level of chaos to the workshop. Keelie can sometimes be helpful, but mostly she gets in the way. Guppy is there just for the shiny doodads and takes every opportunity to yank those cores and plugs from the conveyor.

Although this pair can distract you from your assembling endeavors, they can also distract your rivals—which may just help you walk away with victory!



PLAY EXAMPLE

Riggs is one part away from completing his contraption. You play your final card, causing Riggs to Dash down the workshop floor, grab Izzy, and slingshot him around, then Jump over Puck and make Lug's controller discard his last card. You made it to the very part you need, and with all players out of cards and unable to retaliate, you take your prize. Your contraption is complete! You win!

SECRETS OF THE FRONT LINE:

FORTUNE & GLORY

The cries of battle and the wailing of the dying echo in the ears of all who take up sword or bow to fight in the wars of others. Some seek to drown it in ale or wenches. Others bury it in mounds of coin received for their bloody deeds. Still others look for no more payment than the promise of another battle tomorrow, so great is their insatiable bloodlust.

Mercenary Tactics in WARMACHINE

By Brad Casey and Jeff Long • Art by Andrea Uderzo, Brian Snoddy, and Chippy



MAGNUS' AGENDA

The traitor of Cygnar possesses limited forces. He can count on the aid of only a handful of solos and units. He does, however, gain the advantage of his personal warjack retinue: the Mangler and the Renegade. These warjacks make up for Magnus' limited manpower by being monsters on the battlefield.

The Mangler's Circular Strike allows it to wade through enemy troopers and crush all foolhardy enough to get near it. Remember that its Wrecker has reach, so everything within 2" suffers a P+S 17 attack. Magnus the Traitor can Frenzy the warjack so all those Circular Strike attacks are almost guaranteed to land. Magnus the Warlord's Lethargy can increase the chances of a successful hit if it expires at the start of the turn by granting +2 MAT, RAT, and STR to the affected model/unit.

The Renegade carries a weapon even more devastating than the Mangler if used at the right time. Its single-use Obliterator shot knocks down huge clusters of foes, allowing the other heavy-hitting parts of Magnus' force to easily damage models in the AOE. The Shredder works in perfect unison with the Obliterator, automatically hitting knocked down models. Plus, it allows you to spend focus to boost damage on high-ARM targets and purchase additional attacks.

The Renegade is not without its drawbacks, though. It functions as an arc node but has a chance of damaging Magnus if the warcaster fails the Faulty Arc Node roll. This means arcing though the Renegade must always be weighed against the potential backlash to Magnus. If arcing Raining Steel will win the game, gambling a little bit of damage isn't that serious. Risking crippling or even killing the warcaster, though, necessitates a pause when deciding whether to boost a shot at a model that isn't critical to the win.

The rest of the warjacks Magnus can add to his battlegroup are borrowed from other groups of mercenaries and fit better in their respective areas. Those will be described in later sections.

Kell Bailoch and Gorman di Wulfe are two mercenaries who don't seem to have any issues working for anyone. They fill several roles in Magnus' forces. Kell creeps up on the enemy and takes several crippling shots before anything can reach him. The addition of Lurk grants Kell the ability to get closer to the enemy while remaining nearly impossible to hit as long as he remains in cover.

Gorman can act as a decent bodyguard for Magnus but is better utilized on the front line near Kell and Magnus' warjacks, where he can hurl his alchemical grenades and

create havoc on the enemy lines. Black Oil bestows some of the biggest disadvantages on enemies and can stop the menace of a 'jack or tightly packed unit. Corrosion from Gorman's Acid Bomb also works well for clearing out single-wound infantry, no matter how high the armor. Rust really shows its strength when paired with a Renegade on an easy-to-hit 'jack. If the enemy warjack's armor is lowered enough for the Renegade's Shredder to automatically do at least 1 point of damage, the Renegade destroys that 'jack. Couple this with the knockdown effect of Obliterator and the Renegade hits and damages *without having to roll a single die*.

Orin Midwinter actually follows the same philosophy as Magnus and is a logical addition to the Traitor's might. This former inquisitor provides valuable anti-magic ability to Magnus' forces. He can shut down any spellcasting within 12" and can gain Stealth for a round, increasing his survivability against encroaching enemies. Saxon Orrick provides the army with solid anti-HORDES abilities like Expert Hunter.



As an added bonus, he can guide any troops that don't have Pathfinder through rough terrain with his Trail Blazer ability.

Magnus gets several units to choose from, including two he stole from Cygnar. Trenchers and Long Gunners make for some interesting choices in Magnus' Agenda, but they suffer from not being able to add their unit attachments. Trenchers turn into a means of screening troops with smoke when denied their officer, sharpshooter, and grenade porter. Long Gunners are slightly more formidable in their normal role of shooting at the advancing enemy but could easily be dropped to make room for more specialized shooters, such as Croe's Cutthroats or Idrian Skirmishers.

Although Idrian Skirmishers don't possess impressive stats aside from their defense, they can make an enemy's charge stop short with their Intercept order. The ability to charge if an enemy ends its movement within 6" of any model in the unit makes the Idrians a powerful choice for dealing with low-armored infantry. Their abilities fall under the category of quick movement. The Chieftain and Guide unit attachment accentuate this idea and add some versatility to the unit.



Croe proves to be harder to kill than Asphyxious realizes. As long as there are cutthroats alive to replace him when "killed", Croe not only stays on the table, but can reposition himself for Backstab.

Assault & Battery lets the unit fire before charging, so you can take out some targets and then charge into the rest. The Guide's Huntsman ability allows those charges to come from farther away and to hit more reliably. While not as strong stat-wise as some other units, the Idrians possess several deadly combos if the proper finesse is applied.

Croe's Cutthroats are far more underhanded in their methods. Their poisoned melee and ranged weapons make them an even greater threat to living models. Croe himself presents a challenge to any warcaster trying to remove him; Nine Lives usually forces the enemy to destroy the entire unit before cutting down Croe. Croe's Backstab coupled with Nine Lives can place the ne'er-do-well mercenary in perfect position to take out a 'caster. Croe has to follow his unit from the rear as it stretches out to circle behind the enemy. After achieving this, Magnus simply kills Croe on the next turn. Nine Lives will allow Croe to move to replace any other model in his unit, like the one in the front that's now sitting behind the enemy warcaster. The Cutthroats can then charge in and everyone in the back can get that extra die of damage from attacking in the enemy's back arc, adding to the additional die granted by poison and the boosted die granted by the charge for a total of 5d6. This tactic allows Croe to remain hidden until absolutely needed for 'caster assassination,

so he can always be there to give the charge order. Magnus the Warlord's Lethargy can help out with the assassination charge by boosting the low power on the Cutthroats.

The Steelhead Halberdiers lack the tricks of the Idrians or Croe's Cutthroats but possess a solid array of skills for both giving and receiving charges. The proper placement for this unit should be somewhere in front of the rest of the army, so that it can absorb any charges coming its way. Set Defense gives them impressive defense against charge attacks, and Forefend lets them get an attack in before being attacked by a charging model. Because it is limited to once a turn per model, they probably won't stop every model in the charging unit. They should, however, deliver enough damage to clean up the remainder of those forces next turn as the rest of the army advances to battle. Powerful Charge and combined melee attack rolls both allow the Steelheads to hit more reliably and kill more of the enemy. With Reach, the Steelheads can combine their attacks on a greater portion of the enemy and enjoy a greater charge threat range. Stannis Broucker and Steelhead Cavalry add a new element to the Steelhead force. Broucker can keep the troops in line with his high command stat and excels at pushing both cavalry and troopers forward with a Furious Charge. With this powerful solo, it becomes possible and competitive to field nothing but Steelheads with Magnus' battlegroup.

Greygore Boomhowler & Co. also boast the ability to combine melee attacks, but make use of it in a much different fashion. Boomhowler exists to debuff everything that comes near him.

His Fell Call forces fear checks and weakens 'jacks. His stink bombs lower a number of stats, most noticeably speed, which prevents the enemy from charging. These Trollkin also have Tough, which should never be relied on but forces the opposing warcaster to divert more firepower to deal with the unit. While hard to fit into an army, both point-wise and composition-wise, Greygore and his crew give Magnus an added element of board control that could turn the tide of battle.

THE SEARFORGE COMMISSION

The dwarves of Rhul are about as limited as Magnus in the forces they can take. Also like Magnus, Rhulic warcasters gain the exclusive use of special 'jacks. Many 'jack marshals also hail from the northern lands of Rhul, such as the Hammerfall High Shield Gun Corps and Thor Steinhammer.

The Grundback Blaster is designed for anti-infantry support. With RAT 5, the Blaster has difficulty hitting high-defense trooper models with its Hail-Shot Cannon. Luckily, Powerful Shot allows it to boost all the attack rolls it makes for a single point of focus. Units with high defense generally have low armor, so a Blaster should take the chance to rain down death on any enemy foolish enough to get in range of its cannon.

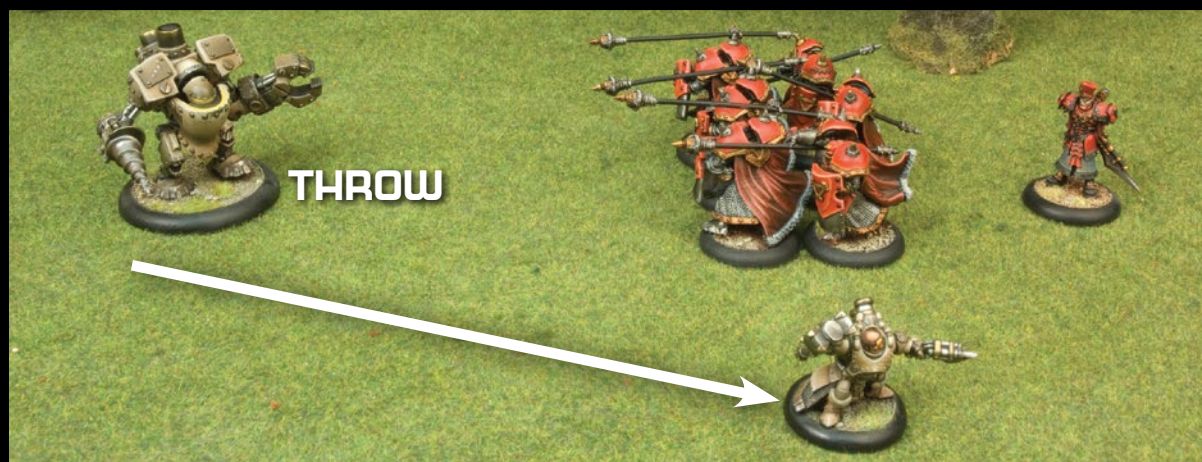
The Grundback Gunner shares several features with its fellow light 'jack but is more suited toward taking down warjacks and 'casters. Powerful Blast should never be

overlooked, as it allows an accurate boosted POW 12 shot for only 1 focus. Thor Steinhammer's Tune Up ability in conjunction with his 'Jack Marshal ability mimics this effect, so even without focus a Gunner can be a threat.

The Ghordson Driller holds two solid melee weapons that work wonderfully in conjunction with each other. The Grappler leads the assault with its ability to let Drill attacks automatically hit the target after a successful initial attack. The Drill can rip through hard targets with its P+S 17 even without Critical System Failure. The critical effect does raise the threat of the Driller, as it can turn even Khadoran 'jacks into Swiss cheese. The Driller has a choice to make whenever it charges into combat, as attempting to score a critical hit will negate the auto-hit granted by the Grappler attack.

The other heavy warjack for Searforge, the Wroughthammer Rockram, lumbers onto the battlefield wielding a powerful Sledge Cannon. The Sledge Cannon allows the Rockram to fill in columns and branches damaged on a critical hit and forces the enemy to steer its expensive 'jacks away from the Rockram's range. The Rockram doesn't possess a large threat range, but when it is capable of bringing the Sledge Cannon to bear against its foes, it holds the power to cripple even the hardest of warjacks. The critical effect on its gun, Critical Tempered Ammunition, fills in the entirety of any column damaged. The Rockram also possesses a P+S 18 Pulverizer to beat any heavy targets that get too close. The downside to the Rockram, aside from 7" range on its gun, is the amount of focus needed in order to operate it at full capacity. Thor Steinhammer

DWARF TOSSING 101



THROW

Coupled with Gorten's Solid Ground spell, the Driller can throw a friendly model into a more favorable location without knocking it down. Due to the high armor of the dwarves, it is unlikely that the throw damage will be significant. The thrown model can then activate normally and take full advantage of its new positioning. Gorten himself is a favorite target for this tactic.

enters the scene to rectify matters with his 'Jack Marshal.

Thor Steinhammer gives aid to both Rhulic 'jacks under his control and any other 'jacks around him. His Drive ability, Haste, grants the usually slow Rhulic 'jacks a slight speed boost. Tune Up doesn't need to target a warjack directly under Thor's control and mimics the abilities of Powerful Shot, so it helps Gunners and Blasters benefit from boosted attack and damage rolls without spending focus. Anything that can lessen the focus strain on the low-focus casters of Searforge makes the entire army work better.

Thor's abilities depend on command checks, and one dwarf who helps these is Joln Rockbottom. Rockbottom doesn't get to use most of his pirate-specific abilities in Searforge, but he puts his Bought Loyalty to great use in allowing Thor to always control 'jacks and allowing the non-fearless units that protect him to pass their command checks. Rockbottom's spray attack also helps whenever the first wave of the enemy pushes into the units he's following.

One such unit that can utilize Rockbottom's Bought Loyalty ability to keep from fleeing is the Hammerfall High Shield Gun Corps. High Shields may not be fearless, but they can provide a solid wall for the enemy to try to break while the rest of their allies move into position to take down the enemy 'caster. They advance deploy according to Searforge contract rules and can therefore provide an excellent cover for the rest of the Rhulic war band. The Shield Wall order raises their ARM to an impressive 19, higher than many heavy 'jacks. Whenever the High Shields receive the Shield Wall order, they can also make Covered Fusillade attacks, which have a POW of 13. Be wary about doing this, because they cannot make ranged attacks next turn if they do. High Shields possess a second way to deliver damage to the front lines: 'jacks. They have the ability to 'Jack Marshal a single Rhulic 'jack. This can take some pressure off of the Rhulic 'casters who have fairly low FOC. Gunners and Blasters excel at this role due to their low cost and ability to fire at whatever is attacking the High Shields.

While High Shields are blocking the enemy, another unit of Rhulic mercenaries can move up the field and charge into the enemy with their powerful forge hammers. These heavy hitters are the Horgenhold Forge Guard. Forge Guard don't require much help from solos or 'casters; they can hit most enemies with their high MAT and Team Work ability. Weapon Master allows them to smash through even the toughest of 'jacks. If ever they score a critical hit, they can slam their target backward into its friends, knocking over the lot. Forge Guard really provide the muscle Searforge needs to stop both troopers and 'jacks.

The Ogrun Bokur shows up in Rhulic forces to provide even more muscle. With Flying Steel, the Bokur can attack more than once, sometimes several times. When receiving its client bonus, the Bokur makes each of his attacks with boosted attack and damage rolls. A Bokur on the charge can reduce a light 'jack to scrap and can sometimes even take down a heavy 'jack if the

dice are with him. Due to Searforge rules, up to three Bokurs can client themselves out to whoever needs their protection. Warcasters are the obvious first choice as clients, and solos come in a close second. One common client for the Bokur is another ogrun: the drunkard Gudrun. Not only does Gudrun make a very survivable client—he also advance deploys and can bring his Bokur with him. Two crazed ogrun charging up the battlefield can mess with any army's advancement, if not stop it completely for a turn or two.

Gudrun gives Searforge a fast-moving, heavy-hitting solo that can tie up the first wave of the enemy's forces as the rest of the Rhulic forces move to the most advantageous choke points. Gudrun also can hang back with his cliented Bokur and take out heavy targets as they burst through the defensive line of High Shields. His Hangover ability lets him stick around for a second round of combat after being taken out. If under the effects of Gorten's Solid Ground, Gudrun won't be knocked down. He'll remain a threat for free strikes without letting the enemy have any way of killing him.

The next unit in Searforge also has an ogrun. His name is Arquebus Jonne, and along with his friend Herne Stoneground he can cause considerable damage with his Barrage Arquebus. Utilizing Herne and Jonne proves to be quite simple. Keep them close to use Scatter Shot and keep them in cover to prevent random gunfire from killing them. Gorten's Solid Ground protects friendly forces from unlucky Scatter Shot deviations. Neither has an impressive DEF or ARM, so a Hand Cannon shot or two could kill either one if they don't stay out of harm's way. With a 12" range and additional deviations from Scatter Shot, these two don't have to get that close and can stay behind the safety of the High Shields.

Searforge has gotten a new addition to its fold with the release of Metamorphosis. Brun Cragback and his bear Lug stand by themselves as a two-model killing machine. Brun usually keeps his one spell, Stonehold, around for the entire game. It prevents models in base-to-base contact with him from being knocked down. Likewise, Lug's Bear Hands animus stays useful all game as it knocks down or pushes away models hit by one of his melee attacks. Since both Brun and Lug can cast it, Bear Hands sets up charges where one will knock the target down and the other will beat it to a pulp.

THE TALION CHARTER

The crew of the *Talion* relies upon any bonuses conferred by their fellow pirates and uses these bonuses to raise average units to incredible heights. The Privateers enjoy the bonus of +1 to their starting roll as well as the ability to switch the placement a model or unit after deployment. Small things such as these add up to the full might that is the *Talion*.

The Buccaneer stands as a good example of a light 'jack that helps other Privateers do their jobs. The Buccaneer, like all Privateer warjacks, has Sea Legs to prevent being knocked down. The Buccaneer's Gaff isn't going to kill much, but its Net can tie up a heavy 'jack or dangerous solo for a turn. As long as the Buccaneer can stay alive, it can keep the aforementioned target from doing much of anything besides

getting attacked by Sea Dogs or a friendly heavy warjack.

The Mariner embodies all that Privateers stand for. It has versatility with a solid ranged weapon and a brutal melee attack for when the enemy nears. It requires the assistance of someone to load its gun but in return prevents anything in base-to-base contact with it from being knocked down. Broadsides Bart loves to keep a Mariner or two in his battlegroup to unleash a Broadside or to have it charge for free whenever he successfully charges an enemy model.

Another Privateer who loves to have Mariners nearby is Master Gunner Dougal MacNaile. MacNaile's Artillerist ability can increase the accuracy and change the deviation of AOE attacks, which the Mariner has. He can also grant mercenary warjacks in his command range +2 RNG and +2 POW once per game with Double Powder Ration. The Mariner protects MacNaile as he pushes the machine to deliver more firepower to the needed areas.

Built using the same chassis as the Mariner, the Freebooter concentrates solely on melee prowess. Specializing in power attacks hitting the enemy while it's down, the Freebooter goes so far as to rip through its own movement system with Jury Rigger in order to get to the action faster. Dirty Meg helps to repair that damage and can even field her own Freebooter with 'Jack Marshal. Meg's Drives give the Freebooter the ability to charge or to make power attacks. That is really all the Freebooter needs to get into the thick of combat and clamp onto an enemy 'jack or two.

The mainstay of the Privateer army is the lowly Sea Dogs. The Sea Dogs start out as generic troopers without much killing power but quickly gain steam as more character solos lend their aid. One of the most important solos for Sea Dogs is Mr. Walls, the Quartermaster. Mr. Walls allows a unit of Sea Dogs attached to him to advance deploy. Once per game, Mr. Walls can also declare No Quarter, which allows the Sea Dogs to charge at SPD +5, charge across rough terrain and obstacles, and gain Fearless and Terror. These abilities are only the start of what Sea Dogs can gain. Sea Dog Riflemen add to the firing power of the unit, and Take Up ensures that those rifles stay around.

The peg-legged dwarf Lord Rockbottom makes an appearance again, this time fully in his element. Not only can he spend coins to allow models/units to pass command checks, but he can also use Pay Master to grant one of three abilities. He can make the unit Tough; he can grant them a +2 bonus to ranged attack and damage rolls; and he can give them boosted melee attack rolls and allow them to move 2" if they destroy a model. These advantages add an edge to the Sea Dogs depending on the situation at hand. Rockbottom

can aid their ranged attacks on the way up to the enemy and then give boosted melee attacks when the unit is able to charge. Tough helps the unit stick around after engaging.

If the Sea Dogs pass their Tough checks, they get knocked down. Bosun Grogspaar changes that by making any friendly Sea Dog models in his command range unable to be knocked down or made stationary. That last bit helps against the freezing power of Sorscha and the rest of Khador. Grogspaar possesses some other abilities of note. He can throw enemies with medium or small bases if he hits them. He can also launch a shot at an enemy only to have an AOE go off later in the game. This can take out the target model and any others who stand too close.

Grogspaar may help the Sea Dogs defensively, but it is First Mate Hawk who turns them into melee monsters. Hawk's Object of Desire makes all Sea Dogs in her command range fearless and grants them Show Off and Swordmaster. They lose their Gang bonus but gain the ability to take down almost any opposing infantry model. The Sea Dogs give something back to Hawk. If Hawk is directly hit by an enemy ranged attack, a Sea Dog within 2" of her will be hit instead. Hawk can hide among the Sea Dogs until the time comes for her to



charge through all models with Acrobatics and land a Weapon Master charge attack on whatever she plans on killing.

As soon as both sides of the fight start trading blows, people are going to get hurt. Doc Killingsworth shows up at that point to stitch up the injured. He can give friendly Privateer models with Tough an even greater chance of making that roll. Doc has a variety of situational abilities to aid him close to the front line, but his forte is healing. Amateur Surgeon lets him heal d6 points from a friendly, living warrior model in base-to-base contact with him. Be careful though, because if Doc rolls a 6, the patient falls down. This can keep a wounded solo alive long enough to benefit a unit or secure the win.

Press Gangers make up the other Sea Dog unit in the *Talion* crew. They use their abilities to convert living enemy warrior models into more troops for any friendly Sea Dog Crew unit. The Press Gangers have only slightly more powerful weapons than the Sea Dogs, but they possess Tough naturally and have

a means to knock down their targets. As they are Sea Dog units, Press Gangers also benefit from Rockbottom's coins.

Lady Aiyana and Master Holt are an oddity in the Talion Charter. They work in conjunction to take care of magic threats and to focus damage on a single target. Aiyana provides the utility that keeps the unit alive, and Holt delivers the killing blows to any foes who get in range of his Hand Cannons. Aiyana's Kiss of Lyliss inflicts Harm on an enemy. Though it does not cause damage directly, Harm can destroy anyone who is unfortunate enough to have it cast on them by adding 1d6 to every damage roll the target suffers for the rest of the round. That can take out even well-armored opponents.

Bloody Bradigan exists for just one reason: to kill. He charges in with average defense and armor, hoping to Berserk through the enemy before being killed. Tough and 10 damage boxes aren't enough of a defense to prevent Bradigan from getting murdered if he fails to kill his target. Alternatively, Bradigan can stay back near friendly Sea Dogs and defend them. He'll gain an additional attack and damage die if a friendly Sea Dog model is engaging his target. Add in Aiyana's Harm and Bradigan's Ultraviolence abilities and Bradigan can be rolling six dice for damage. That punch would hurt anything trying to stop your Privateers, and the threat of it might be enough to make the enemy hold back.

The Sea Dog Deck Gun can deliver a POW 13 shot across the board to whatever enemy presents itself. With Fiona's Nonokrion Brand, they don't even have to wait for their target to move into view. They can just fire through the battle. If MacNaile uses his Artillerist special action, the cannon becomes much more accurate and even if it still misses will more likely end up somewhere favorable. MacNaile also allows the pirates to bring another Deck Gun into combat for more shooting power.

The biggest source of firepower in the Talion Charter comes from the Commodore Cannon. This monstrous weapon has a variety of shots that it can fire, depending on the situation. It also benefits from being near Sea Dogs because they can move in to replace fallen crewmen. Keeping this cannon functional should be the main priority of any Sea Dogs not actively engaged in combat.

THE Highborn Covenant

The Highborn Covenant contains many more options than the previously discussed mercenary contracts. However, many of the models included have already been discussed, so only the new ones and drastically new ways of playing the old ones will be discussed in this section.

Ashlynn tends to be the primary caster for Highborn, with Broadside's Bart, Fiona, Gorten, and Durgen all finding added options in a contract that is not as limiting as their home charters of Talion and Searforge.

The Mule doesn't hold a long range on its gun and so must count on advancing 5" or on the added 4" of range granted by the Steam Pressure ability in order to get the Steam Lobber shot far enough down the field to hit the enemy. Steam Pressure lowers the effective threat range of the Mule by 1" but allows the aiming bonus to correct the Mule's otherwise poor RAT. With all these stipulations, why would anyone want to take this 'jack? The answer is Critical Devastation. Critical Devastation throws a serious monkey wrench into the operations of the enemy army by knocking down not just models in the AOE but also nearby models hit by the flying bodies. Ashlynn's feat Roulette all but guarantees a critical hit, so opponents must always be mindful when moving closer to her Mules. Bart's Broadside spell works well with a Mule or two launching out-of-turn volleys into the other side of the field. While used primarily as a ranged warjack, the Mule comes equipped with a rather powerful battle mace if the enemy should get too close.

Another mercenary 'jack that sees a place in Highborn lists is the Nomad. The Nomad has no special rules or abilities, just a POW 18 blade and a decent damage grid. Although other 'jacks come with more flash, the Nomad is a cheaper option with the strength necessary to get the job done. The job in question is usually safeguarding a unit against another heavy 'jack or charging into the frontlines as a basic damage dealer.

Two light warjacks that could be useful in certain situations are the Vanguard and the Talon. The Talon and Vanguard could be in Magnus' Agenda but don't really stand up against Magnus' custom 'jacks. The cheap Talon can find a place in Highborn for its durability and the Stun Lance's Stall ability. The Vanguard excels as a bodyguard, and the Guard ability of the tower shield can lift the DEF of the softer warcasters to over 20, keeping them out of combat until they want to be in it.

Highborn is full of utility solos who fill roles in various faction armies but come together in a mercenary force to push the units and warcasters to the next level. One of the most widely recognized examples of this is Eiryss, Mage Hunter of Ios and the epic Eiryss, Angel of Retribution. In both her original and epic forms, Eiryss provides a fast-moving warcaster disruptor. Even if she never actually gets to fire her Disruptor Bolt, she usually forces the opponent to redirect much of his forces to deal with her. People are afraid of this little mage hunter, and they should be. She is crucial to the start of many assassination runs and can ruin any 'caster's day if she scores a hit.

Another famous solo that sees field time in Highborn is Alexia Ciannor. Alexia brings Risen to the table and works well with mob tactics. The Risen knock down models while Alexia hides behind Gorman's smoke clouds or a nearby Vanguard.

Many faction casters rely on Rhupert Carvolto to increase the effectiveness of their units. The bonuses the Piper of Ord brings to them can also be used on mercenary forces to get units into battle faster and keep them around longer due to Tough. Steelheads make a solid unit for the Piper to march, although Forge Guard benefit the most from the increased movement.

Reinholdt brings some extra flexibility to a warcaster's style of play. Any 'caster with a decent ranged weapon loves to see the Gobber Speculator, who can help make them hit or let them reload for another shot.

Victor Pendrake holds his own in battle as a competent ranged solo and a decent melee combatant. His true strength, however, lies in the ability to make others deal an extra damage die to warbeasts via Dismember. This anti-HORDES power can help weaker forces take down even the heaviest of warbeasts. Pendrake also possesses the ability to damage incorporeal models with his short sword.

Alten Ashley adds to the anti-warbeast power of solos in Highborn. He can take out entire branches when he damages warbeasts. The most important branch to take out early on in the game is Spirit, as it governs whether a warbeast can generate fury. Taking that out forces the warlock to heal the beast next turn or suffer from a lack of fury later on. Alten doesn't have much in the way of armor, so he has to be careful not to stick his head out too far when going after big game.

Anastasia Di Bray is a unique model because many of her abilities apply before the game even gets under way. Intelligence allows her player to add +1 to his starting roll, and her Deep Deployment ability allows her controller to dictate where the enemy can deploy his Advance Deploy models. Once battle commences, Hide in Sight provides her with an extremely powerful defensive buff (Invisibility) while she moves into position to take advantage of her Vital Shot or Espionage abilities.

Lanyssa Ryssyll is at her best when facing the Legion of Everblight due to her Vendetta against that army and her Winter Storm spell that negates some of the Legion's strengths within 8" of her. Winter Storm can also be quite a boon against any other army relying on Pathfinder or All Terrain, while her Ice Bolt is a useful tool for dealing with elusive foes from Vilmon to Feralgeists. Whoever the enemy, Hunter's Mark can turn the tide by providing extra threat range to a charge. Combine it with Rhupert's March to allow Dwarves to suddenly charge as far as cavalry.

The units that get added to the fold in Highborn are interesting and specialized. Sam MacHorne and the Devil Dogs are a Jack Marshal unit that potentially could be useful but have been pushed to the sidelines by newer releases. Sam and her Devil Dogs can operate with relative autonomy and bring along a warjack to help them take down hard targets.

The Cygnaran ally unit Precursor Knights can't work with Alexia or Fiona. This doesn't cause a huge issue, as the Precursors fill Alexia's anti-magic position better than she does herself. Blessed lets Precursors deal with Vilmon or incorporeal models such as Pistol Wraiths easily. Shield Wall allows Precursor Knights to be up front in the middle of the battlefield. With the inclusion of the unit attachment, the Knights can screen ranged units, which can then shoot through them thanks to the Kneel tactic. The big thing the unit attachment brings is a once-per-game ability called Morrow's Name, which adds an additional die on melee damage rolls. Coupled with the additional damage die against undead models from Balefire, Cryx beware!

Cylena Raefyll and her Nyss Hunters contribute to mercenary lists by being a competent low-POW ranged unit and a fast-hitting melee unit. Concentrated Volley in particular lets the Nyss Hunters attack a large area even if they can't see most of it. Low ARM decreases survivability,

and they work better striking from the shadows and using their Pathfinder ability to stalk from the shadows. If allowed to slip past the bulk of the enemy, Cylena and her Hunters can destroy the back lines with their Weapon Master charges.

FOUR STAR SYNDICATE

The Four Star Syndicate exists as a collection of all the other contracts combined. It has no special rules, but can field almost all the mercenary models in the game. Honestly, Four Star doesn't carry many tactics of its own, as all of them are derived from the previous contracts.

Magnus changes enough in Four Star to be worth mentioning. He gains the ability to run many more solos and units than he could before. His lists change from the very specialized lists of the agenda to more open, balanced lists like those seen in Highborn. Unless he really wants to have Trenchers or Long Gunners, Magnus should go for the more balanced lists of Four Star.

Kayazy Assassins are the only mercenary unit unique to Four Star. They work wonderfully as a hard-to-hit melee unit that gets in close to destroy most any target. Thanks to Ventilate, they can take down cavalry, sturdy solos, or even 'casters holding onto all of their focus. That ability doesn't work on warjacks, though, so include support for that in the rest of your list. The addition of the Underboss lets the Kayazy have even more threat by giving them one turn per game when they can utilize Acrobatics and swoop past the entire army to assassinate their targets.

WARCASTERS

MAGNUS

WORKS FOR: MAGNUS' AGENDA, FOUR STAR SYNDICATE



Magnus is a unique warcaster in that he is the only mercenary to have a contract for which he is the only caster allowed. Magnus' Agenda is the right choice for players who wish to use mercenary Trenchers, mercenary Long Gunners, or Idrian Skirmishers, while the Four Star Syndicate appeals to those who wish to have a greater selection of mercenary models. In either contract, Magnus gets to bring along his custom 'jacks, so don't leave home without a couple Manglers or Renegades.

MAGNUS THE TRAITOR

The Traitor possesses a handful of decent damage spells, most notable of these being Raining Steel. A POW 13 blast allows Magnus to wipe out soft targets easily and even put a dent in some 'jacks. He also carries the somewhat risky Arc Node capability of his Renegade, which can let him disrupt frontline 'jacks without exposing himself to retribution or can let him fire off some spells in order to eliminate an annoying solo or unit leader. The bulk of Magus' power comes from spells that boost his 'jacks and helps them to do their jobs more efficiently.

Feign Death grants Magnus some protection from spell assassination due to its preventing ranged or magic attacks while the warcaster is knocked down. This stops some common 'caster kills, such as Stryker's Earthquake and Deneghra's Scourge, from bypassing Magnus' defenses and removing him from the game.

Magnus' feat, Hit and Run, also grants some protection for the warcaster and his battlegroup if they wish to run away and disengage the enemy. The feat also can be used offensively to get a Mangler engaged with several ranged models or similar forces that would have a hard time dealing with a heavy warjack in melee. They'll take a free strike if they run away from the 'jack, and they'll get ripped apart next turn if they choose to stay. Neutralizing threats like this allows Magnus to free up the space to charge in for the kill himself or send in his 'jack to finish things for him.

MAGNUS THE WARLORD

Magnus keeps many of the defensive abilities that made his previous incarnation so frustrating to other 'casters. He also picks up one important trooper spell: Lethargy. While it requires planning and can hurt your own models if cast too soon, Lethargy raises the average troops of Magnus' forces to incredible highs by increasing both attack and damage on the turn it expires. The spell also debuffs any enemies, but be careful when it expires because those enemies get the same bonuses.

Kill Box, Magnus' feat, permits the Warlord to funnel the enemy into a specific area so that he can send in his bonded 'jack to destroy the enemy warcaster. Magnus himself also could charge in, for his new Foecleaver X holds many advantages over his old blade. Armor-piercing coupled with Stall makes Magnus capable of tangling with even the mightiest of 'jacks on his own. He becomes a more versatile 'caster in his epic form, able to change tactics based on what is needed at the time. He even has a spell that allows him to transfer damage to another mercenary model. In Magnus' Agenda, there are no targets with more than five damage boxes, but Four Star Syndicate allows him a multitude of Privateers to sacrifice if things get too close for comfort. An excellent model for this is Alexia, who can sacrifice a Risen rather than take the damage herself. Remember that any overflow still damages Magnus.

GORTEN GRUNDBACK

WORKS FOR: Highborn Covenant, SEARFORGE COMMISSION, FOUR STAR SYNDICATE



Gorten Grundback's high ARM and high number of damage boxes allows him to weather a beating that would send most warcasters home in a pine box. If used correctly, though, this Rhulic 'caster won't need to worry about that. Control is the focal point of Gorten's spell list. Solid Ground should be cast early in the game and upkept for the duration. The ability to avoid being knocked down allows 'jacks to remain threatening to most enemies unless they're actually disabled. Gorten himself also can make use of the no-knockdown rule by getting thrown. Getting Gorten up the field and in range to charge with Forge Father, his primary melee weapon, can ruin some 'caster's day and secure another win.

Once each game, Gorten's feat Landslide takes his control-oriented offense to peak effectiveness for a round. Not only does it put a serious crimp on opposing offense and defense for the round, but it also allows Gorten to shift the position of enemy models to change the face of the battlefield, giving his forces the opportunity to strike a decisive blow.

DURGEN MADHAMMER

WORKS FOR: Highborn Covenant, SEARFORGE COMMISSION, FOUR STAR SYNDICATE



If Gorten is the defensive Rhulic warcaster, Durgen is the offensive one. Madhammer doesn't do much to protect his troops; he regularly puts them in harm's way through the use of Primed. He also pushes his 'jacks to the limit with Redline. His feat can rip apart some heavy opponents, so sometimes these seemingly self-defeating tactics can lead to devastating results. Madhammer likes to shoot from his full 12" back, so it pays to keep some strong units in between him and the enemy. Durgen can act as a denial 'caster as well, stopping the enemy with spells such as Scree and Shell Shock.

Durgen has slightly more focus than Gorten and thus can afford to run more 'jacks than his compatriot. Drillers in particular benefit from Durgen's guidance and have the extra damage boxes to take the hits that come with working under Madhammer.

ASHLYNN D'ELYSE

WORKS FOR: Highborn Covenant



Ashlynn has the makings of a melee 'caster but lacks the ARM to survive long in a fight. She wants to use her high DEF against the enemy and dart back with Feint. She also can hide behind the cloud effect of Twister to deny charges to anything closing in on her.

Ashlynn has a feat that demands her army goes all-in on the offensive. The more models attacking, the more hits the enemy will have to absorb. Ashlynn herself can swoop in and make short work of an enemy 'caster with all the extra dice she receives to hit from Roulette and the extra die she gets from being a Weapon Master. Her 'jack choices tend to include Mules and Mariners, which can lob shots at the enemy to soften them up before she charges in.

CAPTAIN PHINNEUS SHAE

WORKS FOR: Talion Charter



Like Ashlynn, Shae provides his services only to a single mercenary charter, but his dedication to piracy also comes with access to the Commodore Cannon. He has a varied spell list to allow him to switch from defensive to offensive as the battle changes around him. Storm Rager, for example, adds STR, MAT, and ARM but also grants the additional defensive benefit of preventing combine ranged and melee attacks.

Shae's feat, Godspeed, is subtler than it seems. The additional movement it provides allows ranged models to disengage, pushes weapon crews forward without the normal penalties, pulls models out of harm's way, clears models from rough terrain or obstacles, or opens charge lanes to enemy models. Godspeed can shift the tempo of the fight in favor of Shae in ways the enemy never saw coming.

BROADSIDES BART

WORKS FOR: Highborn Covenant, Talion Charter, Four Star Syndicate



Bart likes offensive power in everything he does. He benefits greatly from charging into combat and killing whatever he sets his sights on. Charging lets his warjacks do the same for free. Bart also receives bonuses for one round to both STR and ARM for every living enemy model he killed with a melee attack. But don't think that he is nothing but melee. In fact, Captain Bart favors the Mariner to deliver a broadside intent on softening hard targets or eradicating single-wound infantry.

Bart's feat is probably the most defensive thing about him. Unleashing Typhoon at the right moment can send an advancing enemy running in the other direction. If terrain and the rest of Bart's army can block off the exits, those models that tried to take on Bart are now knocked down—and at his mercy.

FIONA THE BLACK

WORKS FOR: Highborn Covenant, Talion Charter, Four Star Syndicate



Fiona requires more finesse to win with than either of her pirate associates. She specializes in debuffing and eliminating infantry models while at the same time keeping on the lookout for an opening to assassinate the enemy warcaster by either spells or an attack with Nonokrion Brand. Nonokrion Brand makes Eriyss an almost unstoppable threat as the enemy 'caster cannot block the incoming Disruptor Bolt. Fiona wants to keep a Sea Dog unit around in order to gain an additional focus point every turn as spell assassination is going to be her primary means of victory.

Fiona's Feat bears some resemblance to Ashlynn's in that it denies the enemy dice with which to damage you. Dark Omen exists as an entirely defensive spell that allows Fiona a round to get to safety and continue her spell assassination.

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 Vektiss

By Luke Johnson • Art by Brian Snoddy

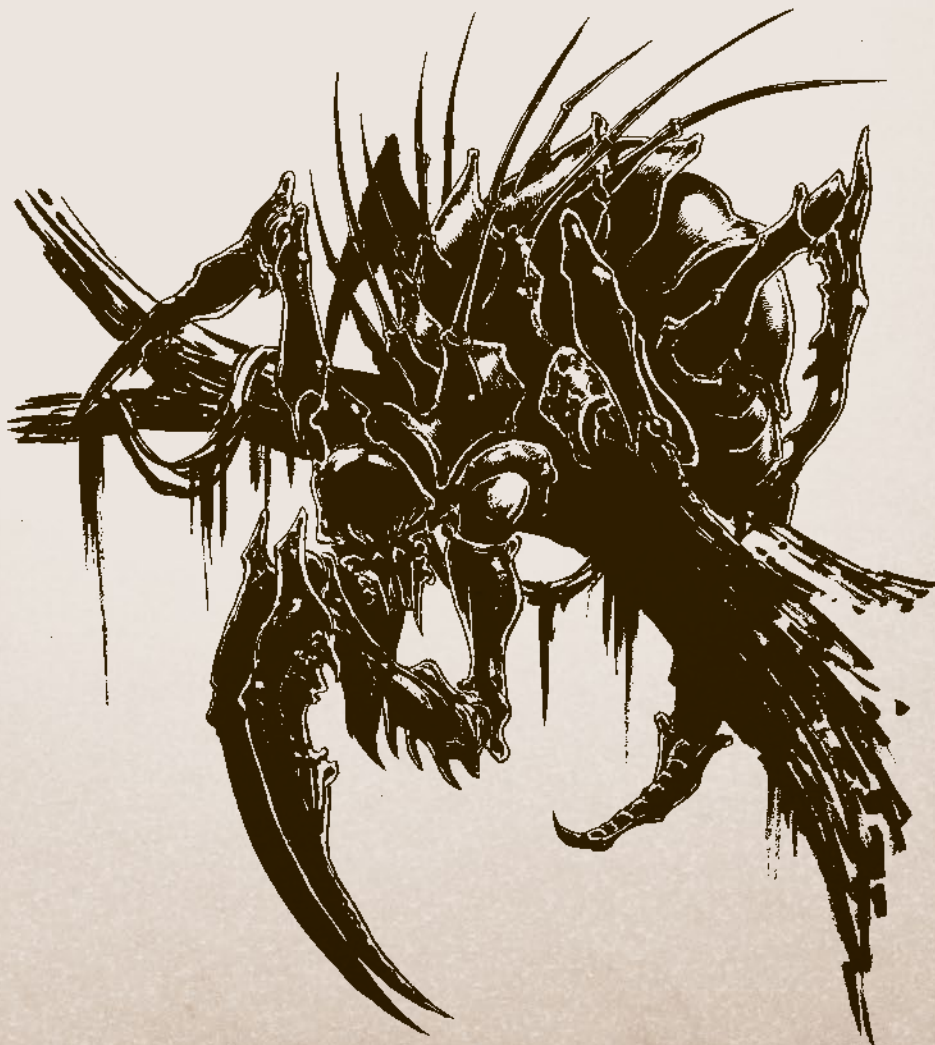
I have seen some truly horrible things in my time. I have seen colleagues slain in the most gruesome manner. The more conscious such an unfortunate personage is, the more aware he is of his imminent demise. Thus, though they do not possess the unliving foreboding of the Cryxians or the otherworldly menace of the infernals, in this the vektiss offer one of the worst deaths in the Iron Kingdoms.

—Viktor Pendrake

Vektiss are fearsome creatures, only a little more intelligent than animals. Insectoid aberrations, they live in hives and prey on living creatures. One of their most frightening aspects is their ability to attack from virtually anywhere; vektiss can climb like spiders as well as swim and burrow. The shadows are their homes, as they can wrap darkness around themselves. All these abilities make vektiss skilled at ambush—allowing them to implant their eggs in living hosts.

This small adventure is designed for four PCs of 6th level and takes place in a dark, forbidding forest. Vektiss commonly dwell in temperate and warm forests, so virtually any woodland in the Iron Kingdoms is appropriate. The default setting is the Thornwood, but the exact location is unimportant.

This encounter requires the *Iron Kingdoms Character Guide* and the *Monsternomicon Vol. 1* (the vektiss appears on pp. 198–199).



Encounter Background

The encounters take place in a cave system in the woods, where the vektiss live. The PCs are journeying through the woods when vektiss attack them (Area 1). They then move to the cave system.

Any number of motivations can draw the PCs to investigate the cave. Some ideas include:

- Someone is missing, and the PCs need to find him. This person could be a friend or patron of the PCs, or another party could hire the characters to search for a missing comrade. The missing person became a victim of the vektiss (of course). He might be the doomed prisoner in Area 2, or he could appear cocooned (or not) in any of the other areas. Area 6 makes the most sense, since the PCs should be rewarded for the climactic battle against the vektiss queen.
- The PCs must recover an item that is now in the vektiss lair (whether the PCs know it or not). This item could have been on a person whom the vektiss captured, in which case this motivation is quite similar to the above hook. The item might be in the cave for other reasons, though; perhaps the vektiss moved into a cave system that was an ancient Orgoth stronghold and hides some old relics.
- The vektiss are terrorizing a nearby hamlet. The villagers plead with the PCs to help them.
- The lair is in an excellent strategic location, and the Cygnaran military wants to use it as a weapons cache or outpost. They hire or conscript the PCs to eliminate the vektiss.

Creatures

Three kinds of vektiss appear in this adventure: normal adult vektiss (of the sort presented in the *Monsternomicon*), vektiss young, and the vektiss queen. The statistics for all these creatures appear below. See the *Monsternomicon Vol. 1*, pp. 198–199, for details on the vektiss' special attacks and qualities.

Vektiss (Adult): CR 3; Medium aberration; HD 4d8+4, hp 22; Init +7; Spd 40 ft. (8 squares), climb 30 ft., swim 20 ft., burrow 5 ft.; AC 18, touch 13, flat-footed 15; Base Atk +3; Grp +5; Atk +6 melee (2d4+2 plus poison, bite); Full Atk +6 melee (2d4+2 plus poison, bite) and +0 melee (1d4+1, 2 claws); SA implant egg, poison; SQ darkvision 60 ft., locate egg, shadow shroud; AL N; SV Fort +2, Ref +4, Will +6; Str 15, Dex 17, Con 12, Int 4, Wis 14, Cha 10.

Skills and Feats: Climb +12, Hide +7*, Listen +5, Spot +4, Swim +10; Improved Initiative, Weapon Focus (bite).

* +15 with shadow shroud

Vektiss Young: CR 1/2; Medium aberration; HD 1d8, hp 4; Init +4; Spd 20 ft. (4 squares), climb 15 ft., swim 10 ft., burrow 5 ft.; AC 18, touch 14, flat-footed 14; Base Atk +0; Grp –4; Atk/Full Atk +4 melee (1d4+1 plus poison, bite); SA poison; SQ darkvision 60 ft., locate egg, shadow shroud; AL N; SV Fort +0, Ref +4, Will +4; Str 11, Dex 19, Con 10, Int 2, Wis 14, Cha 10.

Skills and Feats: Climb +8, Hide +12*, Listen +4, Spot +4, Swim +8; Weapon Finesse (bite).

* +20 with shadow shroud

SA—Poison (Ex): Bite, Fortitude DC 10, initial and secondary damage 1d4 Dex.

Vektiss Queen: CR 6; Large aberration; HD 8d8+24, hp 60; Init +6; Spd 40 ft. (8 squares), climb 30 ft., swim 20 ft., burrow 5 ft.; AC 19, touch 11, flat-footed 18; Base Atk +6; Grp +16; Atk +11 melee (2d6+6 plus poison, bite); Full Atk +11 melee (2d6+6 plus poison, bite) and +5 melee (1d6+3, 2 claws); SA implant egg, poison; SQ darkvision 60 ft., locate egg, shadow shroud; AL N; SV Fort +5, Ref +4, Will +8; Str 23, Dex 15, Con 16, Int 6, Wis 14, Cha 16.

Skills and Feats: Climb +16, Hide +3*, Listen +6, Spot +6, Swim +14; Ability Focus (poison), Improved Initiative, Weapon Focus (bite).

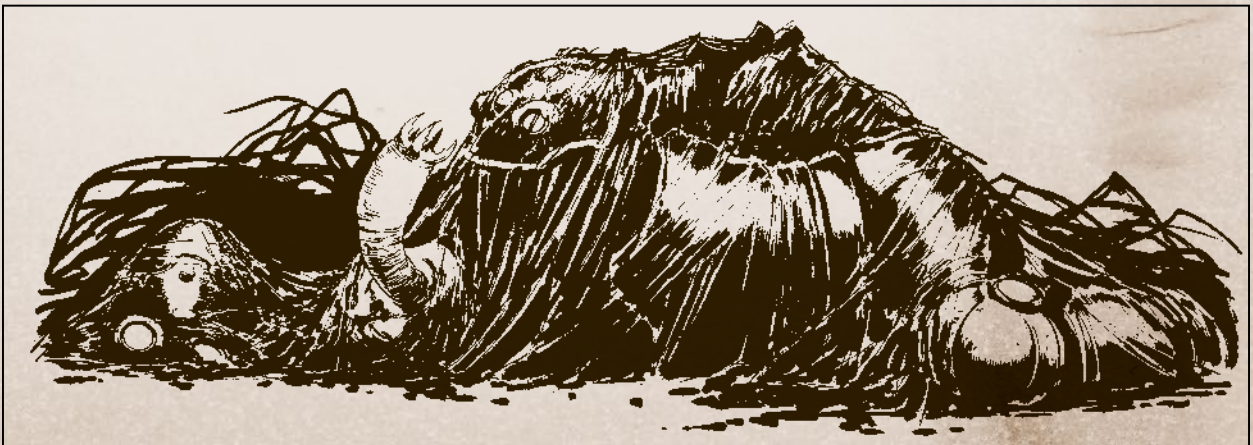
* +11 with shadow shroud

SA—Poison (Ex): Bite, Fortitude DC 19, initial and secondary damage 2d6 Dex.

SA—Implant Egg (Ex): As the standard vektiss, but DC 17.

CR Change

The *Monsternomicon* lists the vektiss' Challenge Rating as 5. This value is incorrect. The correct value is 3, as presented here.



Encounters

This Pendrake Encounter is actually a series of encounters, a mini-adventure. You are free, of course, to remove or replace any of the encounters presented.

Area 1: Woods (EL 5)

The adventure begins as the PCs journey through dark woodlands. Two vektiss lie in wait on either side of the path using shadow shroud; as the PCs walk between them, the vektiss leap out and attack.

Creatures: Two adult vektiss attack. They are both female and therefore able to implant eggs.

Tactics: If the PCs spot the vektiss (unlikely with their +15 Hide modifier) and attack, the creatures flee back into the woods and return to attack the PCs an hour or so later.

If the vektiss surprise the PCs, they go for a single target. Their goal is to paralyze him quickly, implant him with eggs, and escape. If a vektiss is reduced to 5 or fewer hit points, it flees.

Development: If the vektiss implant a character with eggs and escape, they inform the hive of their success. All the adult vektiss in the lair then set out, tracking the character with the eggs. They attack at night; their sole purpose is to abscond with the egg-bearing character and wait for their young to hatch (killing the character in the process).

Area 2: The Entrance

When the PCs arrive at the vektiss lair, read or paraphrase the following.

You see a dark, rocky opening amid a dense tangle of thorns in a small hill ahead. White wisps, like spider web, cling to the cave entrance.

PCs with the Track feat can easily tell this is the vektiss lair. Such a character can also determine that the creatures have brought numerous victims into the cave over the past few weeks.

Area 3: The Victim

This chamber is eerily silent. Webs shroud the walls and floor and dangle from the ceiling in wisps and loops. All around the chamber, humanoid forms are partially cocooned in the webs. You can see their faces: bloated, eyes bulging, jaws hanging open. The stench of their rot fouls the air.

One of the bodies stirs.

The vektiss keep most of their victims here. If the PCs investigate the living victim, continue:

The body is that of a human man—not dead, though pale and wasted. His bulging eyes follow you and he chokes, trying to speak.

"K... K..." he gasps. "Kill... me."

A gargling scream tears from his throat, and a wet ripping sound comes from below. Blood splatters on you as from the man's stomach emerges a squealing, pale worm the size of a human arm.

For dramatic effect (and in homage to a certain science fiction movie), a vektiss egg hatches just as the PCs arrive. The larva is harmless to the PCs, and they can kill it easily. Its arrival slays the victim.

Treasure: One of the victims here came ready to fight the vektiss, though his preparation didn't do him much good. A DC 20 Search check turns up a leather satchel with a *potion of cure moderate wounds*, three *potions of lesser restoration*, two *potions of delay poison*, two *scrolls of restoration*, and a *potion of remove disease*.

Area 4: Pool of Death (EL 6)

An unmoving pool of dark water fills most of this chamber. Several humanoid shapes wrapped in webbing lie at its shore.

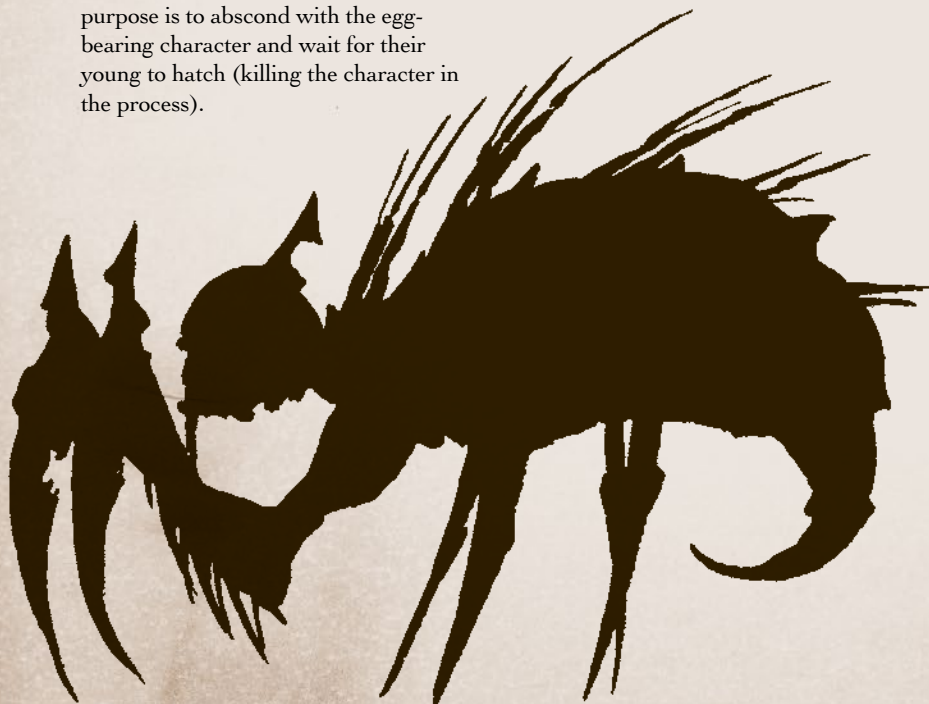
The humanoid shapes are long-dead victims of the vektiss.

Creatures: Three vektiss are on the far shore (one female).

Tactics: If the PCs spot the vektiss, the creatures jump into the pool to hide. They cannot hold their breath for long, however (roughly a minute), so patient PCs can wait them out.

If the PCs don't notice the creatures, the vektiss slip into the water and swim beneath. They explode out to attack when the characters are distracted (perhaps by the cocooned forms). One tries to grab a PC and drag him into the water; the others fight viciously. They all fight to the death.

Development: The cave system carries sound well. Combat in this area (or anywhere within the caves) will alert the entire vektiss colony. None come to help, but they know intruders are present.



Area 5: Young Ones (EL 5)

This chamber is full of detritus, mostly bones and dried webbing. There is no smell of rot; all the bones have been picked clean.

Conditions: The squares marked with Xs on the map are so covered with junk that they are difficult terrain.

Creatures: Ten vektiss young lurk amid the rubbish that covers the ground.

Tactics: The vektiss wait until the PCs either notice them or start poking around the room, at which point the creatures attack. They fight to the death.

Area 6: The Queen (EL 7)

This room is draped in webs and slime. Rotting corpses are strewn about and huge, pale maggots writhe through them, dining at their leisure. Across from the entrance is another of the insectoid creatures—but this one is much larger than the others and bloated. It hisses in anger.

Conditions: The vektiss larvae are not a serious threat and do not count as combatants, but they do thrash and snap at interlopers. Each round, 1d4 random PCs each take 1d3 points

Further Adventures

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

- One of the victims has a particular item that leads to another adventure. It might be a message detailing a sinister plot, a family heirloom that should be returned, a treasure map, correspondence detailing an enemy's military plans, a mysterious relic, or anything else.
- This cave system is an ideal lair, being well-protected and having a source of fresh water. After the PCs kill the vektiss, other creatures move in. The PCs are again called upon to clear out the area.
- Necromancers animate the bodies of the vektiss.
- After learning of the PCs' travails, the Cygnaran military is interested in using vektiss as weapons. They enlist the PCs to help in this endeavor.

of damage from these attacks. A PC can take a standard action to slay the larvae near him and not run this risk. A damaging spell that affects more than half the squares in this room (such as *fireball*) kills enough of the larvae that they no longer pose a danger.

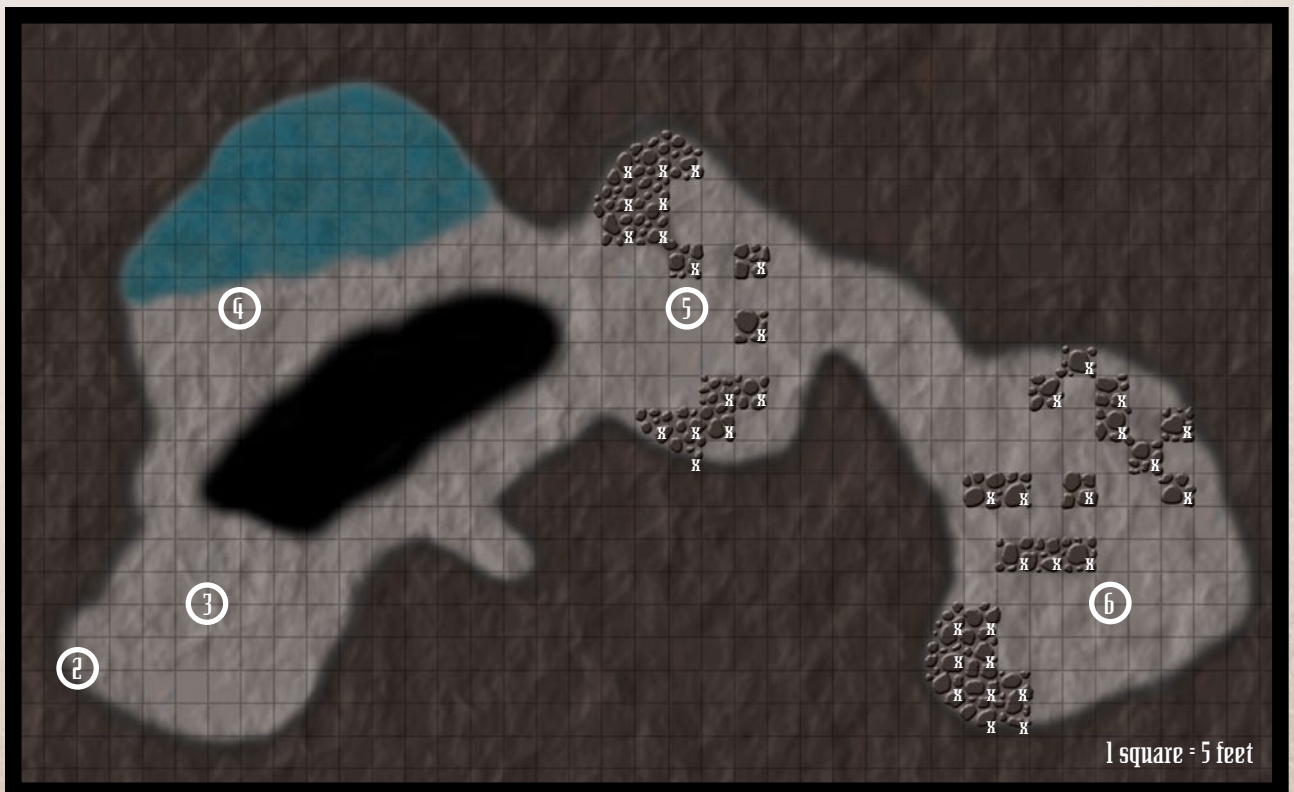
The squares marked with Xs are difficult terrain, as they are filled with corpses and other detritus.

Creatures: The mistress of this vektiss lair dwells in this chamber. (This article refers to her as a "queen," though all female vektiss are able to implant eggs.) In addition, two of her consorts are

here; if they knew the PCs were coming (if they heard combat elsewhere in the complex, for example), they buried themselves in the earth in order to ambush the intruders.

Tactics: The male vektiss burst from the ground and attack as soon as a PC clashes with their queen. The queen, slightly smarter than the average vektiss, identifies the party leader and focuses her attacks on him. The creatures here all fight to the death.

Treasure: One of the corpses in the room wears a suit of *+1 full plate* (Search DC 15).





PREVIEW

MONSTERPOCALYPSE

Now

COLLECTIBLE MINIATURES GAME

NEW FACTIONS FOR MONSTERPOCALYPSE

BY THE PRIVATEER PRESS STAFF •
ART BY DAN LUVISI AND IMAGINARY FRIENDS STUDIO

Since day one, the *Monsterpocalypse* forums have been buzzing with theories on new monsters, new factions, and which agendas those new beasts and 'bots would follow. *Monsterpocalypse Now* brings players some of the most popular theorized factions (like giant apes and mecha monsters) as well as some dark horses (like elemental monks and evil mole people). Now will unleash new destruction upon Earth's cities as well as providing new monsters and units for use alongside those from *Rise*, *Chomp NY*, and *All Your Base*.

NEW FACTIONS!

A faction is a specific group within an agenda. Figures from the same faction cooperate well and yield the best combinations and most efficient use of resources. *Monsterpocalypse Now* introduces six new factions—one for each agenda.

ELEMENTAL CHAMPIONS



PROTECTORS



High in the Akaishi mountains of Japan dwells an ancient order of monks dedicated to the preservation of all that is good in the human race. Though their numbers are very few, these warrior monks possess powerful magic tied to earth, air, fire, water, and heaven. Even the lowliest monk of the Tenshi Seigikan order can coalesce powerful elemental warriors from the world of nature. Living stone, driving wind, searing flame, and raging torrents readily heed the call of the Tenshi Seigikan.

The greatest monks of the order are not only casters of powerful spells but also the trusted guardians of ancient armor infused with the power of the elements. With great concentration and inner focus, the wearers of these holy relics can channel magical energy into temporary bursts of unparalleled power that elevate the monks from peaceful contemplatives to elemental gods who walk the earth. These warrior gods enforce the Tenshi Seigikan teachings with a strength borne on faith and an inner calm that grants them great insight and focus in battle. They seek not the harm of their enemies so much as the protection of the innocent.

The strength of the earth, the celerity of the wind, the passion of the flame, and the persistence of the tides: these are the weapons of a true warrior.

—Tenshi Seigikan scrolls

A great race of gargantuan apes has long secluded themselves from the domain of man in the deepest, unmapped regions of Africa's deadly Congo jungles. With the rise to power of their new king, however, they rejected the ancient counsel of their elders and began to look beyond their sheltered existence to the world around them. What they discovered was strange beyond expectation: with cars, planes, and skyscrapers, the sprawling cities of humanity teemed with technology and activity. Shocked and disgusted by the unrestrained plundering of nature's refuge, the simian sapiens slipped away unnoticed—for the time being.

King Kondo saw the liberation of nature from humanity as a call his people could not deny. They would reduce the cities to rubble so nature could once again have her way. Under his leadership, the apes scoured the jungles and deserts for tools to use against the cities of man; scorched hulks of tanks and planes from bygone wars they quickly reshaped into armor and weapons befitting their lineage. These proud warriors now demolish cities and protect rustic villages with equal fervor. They bear no ill will toward humanity but will stop at nothing to see all live in harmony with nature rather than in dominion over her.



Forget that "save the planet" rhetoric. Those giant monkeys are nothing but a menace to civilization.

—Victor Forsythe, CFO of UberCorp International



EMPIRE OF THE APES

SUBTERRAN UPRISING



Of all the monsters mankind has seen since the dawn of the Monsterpocalypse, none are more nefarious than the loathsome Subterraneans. The tyrant caste of these misshapen beast-men inflicts slavery and pain upon those in their domain and now seeks to subjugate humankind as well. The tyrants' ultimate goal is to blot out the sun so they may live comfortably on Earth's surface despite their highly photosensitive eyes. To that end, they send Subterranean warriors to the surface along with enormous mole-like beasts that smash cities to bits and send citizens running heedlessly into the arms of Subterranean slavers.

Their perverse "human resource centers" are vast factory prisons whose sole product is a constant wave of inky darkness streaming into the atmosphere, causing the skies to darken gradually in their vicinity. In the face of such villainous foes, the militaries, corporations, and religions of Earth have no choice but to band together.



It happened so suddenly. The building frame and scaffolding leaned precariously and then fell right into a hole in the earth. I realized it was much more than a construction accident when that behemoth of flesh and drills climbed out.

—Jason Martin, survivor of the first Subterranean attack



Drawn to light like many of their less destructive relatives, this unstoppable swarm of insectoids is composed of all manner of mutated insects that appear intent on demolishing anything even slightly luminescent. The Savage Swarm quickly and completely devastates everything in its path as it sweeps across the countryside, and few effective deterrents to the giant bugs have been discovered. Of course, there's always good, old-fashioned firepower and grim determination.

Reasoning with the swarm is as effective as reasoning with other insects, and all efforts to eradicate them have failed to even contain their numbers, much less reduce them. The insects appear to be endowed with super-powered reproductive capabilities and can replace the swarm's losses within days, if not instantly. Today's children no longer want night-lights to keep nightmares at bay—they are far more afraid of what those shining beacons might attract.

Despite what you might have read in comic books, radioactive insects do not turn people into superheroes. They do, however, eat them.

—Alex Woo, leading paranormal entomology researcher

SAVAGE SWARM



TRITONS



Long have sailors, explorers, thrill-seekers, and even pilots disappeared in the region of the Atlantic known as the Bermuda Triangle. Only now, in the days of the Monsterpocalypse, has mankind discovered why. The Tritons, as humans call them, are a reclusive, aquatic race that historically have gone to great lengths to erase any evidence of their existence. Until recently, anyone unfortunate enough to glimpse the Tritons soon came to rest in a deep and watery grave.

The Zoa Prophecy, an ancient script on the wall of a sunken temple, predicted the coming Monsterpocalypse and the role the Tritons would play. In addition to advanced naval craft, great monsters of the deep spearhead these raids in response to the call of the ancient prophecy. These oceanic aggressors have begun a most unorthodox invasion of coastal communities by sinking defeated communities into the depths, adding new territories to their aqueous domain.

When the six-tailed star falls from heaven the beasts of the depths will heed Triton's call and the seas shall consume the coast.

—The Zoa Prophecy

Once a consumer products company that merely dabbled in computers and robotics, UberCorp International invested heavily in those areas with the rise of the monster forces. Its researchers worked relentlessly, carefully analyzing the monster attacks and paying handsomely for the slightest information on monster physiology and technology. This investment and drive has paid off in the form of much-needed protection for Earth's citizens: robotic protection vehicles (RPVs) in the likeness of the Carnidon, Squix, and others.

Towering above even the impressive RPVs, the robots in UberCorp's mecha-monster program are undoubtedly its crowning achievement. These amazing robotic copies of the beasts and fiends rampaging through Earth's cities can stand toe-to-toe with any aberration of nature. Still, controversy surrounds the mecha-monsters: is UCI deploying them to protect the populace, or is its only protecting its own revenue stream with grandiose publicity stunts disguised as public service?



UberCorp International brings the finest in personal protection robots to you and the ones you love.

—Wallace Weir, President of UberCorp International



UBERCORP INTERNATIONAL

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 Colin Chapman • Art by Eric Deschamps and Matt Wilson

DEVASTATOR

Nicknamed the “Bloody Bulwark” by Cygnaran troops on account of its red livery, all-but-impregnable armor, and frustrating tenacity, the Khadoran Devastator boasts an

ingenious warjack design. The Devastator is a lumbering behemoth of thick, riveted iron plates nearly twice as heavy as most of the Motherland’s other warjacks. Each footfall hammers the ground with 16 tons of relentless metal. Its signature shield fists form a solid iron barrier before it, which the Devastator uses to provide valuable cover for advancing Khadoran units and warjacks.

When reaching enemy lines a Devastator is apt to plow right into them like a mechanical battering ram, scattering and forcing back opponents. It will then unlock its shields and set to with its heavily shielded fists or a devastating volley of grenades. The resulting carnage lends the Devastator its moniker and has enabled more than one shrewd Khadoran leader to seize victory. Not for nothing has this warjack become the focus of much loathing among the enemies of Khador.

For all their vaunted armor, Khadoran warjacks suffered ongoing losses against Cygnaran Defenders and long gunners. Concentrated fire and long-range capability could eventually bring low even such stalwarts as the reliable Juggernaut. In the 590s Khadoran mechaniks expressed their eagerness to implement a number of expensive long-ranged warjack weapon prototype projects, but the High Kommand quickly put a stop to this.

With the treasury already strained and Queen Ayn Vanar stressing practical solutions to military problems, a different stratagem was implemented.

Queen Ayn ordered the mechaniks to do what Khador does best: create a massively armored heavy warjack that could survive long enough to close with the enemy and thereby annihilate them en masse.

Such a ‘jack could function without the need for advanced and expensive cortexes, relying instead on the raw



materials that Khador had in abundance. This direct approach played to the strengths of Khadoran warjack doctrine and knowledge.

Simplicity was key to the design. Khadoran mechanics first attempted to modify the Juggernaut chassis, but everything pointed to the existing chassis being unsuitable for the Devastator's intended purpose. A new chassis was hastily drafted, simpler than the Juggernaut and focused less on range of movement and more on infrastructure to support the immense weight of the new warjack. The initial cost of setting up new production facilities was deemed acceptable when balanced against the reduced cost and time involved in constructing the new chassis in bulk and the gains from utilizing lower-grade cortexes. The project was given permission to proceed.

Devastator Large Warjack

Always N Large Construct CR 14

Armaments: Twin Shield Fists, Rain of Death Short Range Grenade Launchers

Hit Dice: 24d10+30 (162 HP)

Immunities/Resist: Damage reduction 20/- or 10/Serricsteel (see Armored Shell); steamjack traits (including fire and electrical resistance 20, no damage from cold attacks but slowed for 1 round for each 6 points of cold damage inflicted, etc.); mechanical construct traits

Senses: Darkvision 60 ft, low light vision

Base Initiative: -1

Speed: 20 ft (4 squares)

Armor Class: 23 (-1 Size, +15 Armor, -1 Dexterity), touch 8, flat footed 23

BAB/Grapple: +18/+33

Attack: Shield Fist +29 (2d6+11)

Full Attack: 2 Shield Fists +29 (2d6+11)

Space/Reach: 10 ft by 10 ft (10 ft reach)

Saving Throws: Fort +8, Ref +7, Will +8

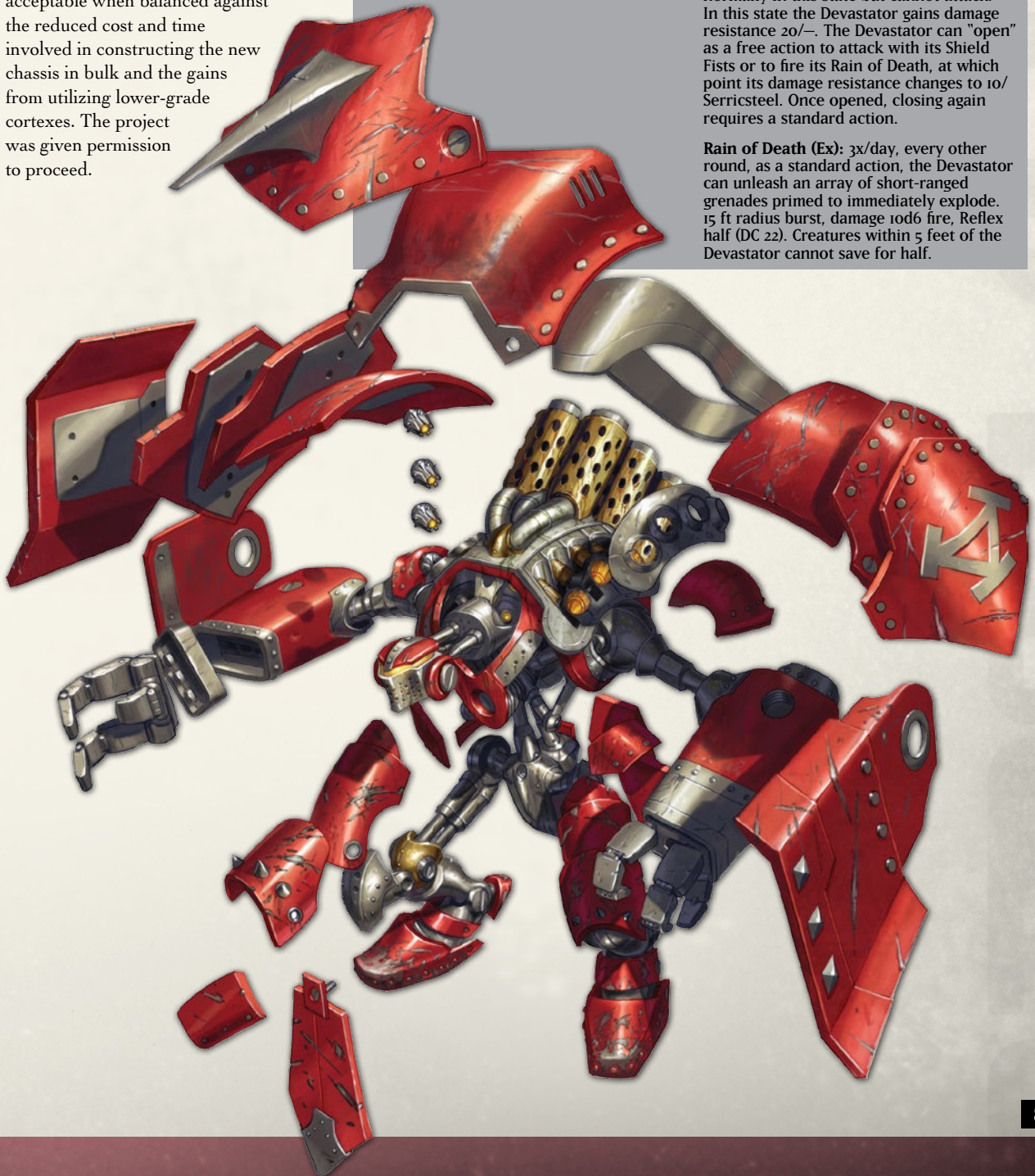
Abilities: Strength 33, Dexterity 8

Cortex: Aurum Grade (Intelligence 8, Wisdom 11)

Special Attack: Rain of Death

Armored Shell (Ex): The default state for the Devastator is "closed," with its shield arms against its body and its armored frame locked tight. The warjack can move normally in this state but cannot attack. In this state the Devastator gains damage resistance 20/-. The Devastator can "open" as a free action to attack with its Shield Fists or to fire its Rain of Death, at which point its damage resistance changes to 10/Serricsteel. Once opened, closing again requires a standard action.

Rain of Death (Ex): 3x/day, every other round, as a standard action, the Devastator can unleash an array of short-ranged grenades primed to immediately explode. 15 ft radius burst, damage 10d6 fire, Reflex half (DC 22). Creatures within 5 feet of the Devastator cannot save for half.



Ease of manufacture and low cost were requirements for the Devastator's straightforward weapons systems. The mighty warjack's shield-clad fists were deemed effective enough for melee purposes. Its primary armament is a cluster of grenade launchers integrated into the warjack's frame, making it easy to accommodate large ammunition reserves. The launchers are set within the thickest section of the Devastator's chassis, providing it with plenty of space for storage of large ammunition reserves. These grenade launchers are simple, easy to maintain, relatively cheap, and extremely reliable compared to more complex weapon systems. More importantly, when launched in sequenced barrages in all directions around the warjack, the Devastator's grenades can utterly ravage anything in the warjack's vicinity. The main drawbacks of this "Rain of Death" are its indiscriminate nature and the fact that it cannot be deployed unless the warjack has unlocked and extended its arms. On the positive side, although the Devastator cannot fire its grenades with its shield fists interlocked, it can still use its grenade launchers even if its arms are disabled. Additionally, since these projectiles are fired blind there was no need to upgrade the Devastator's cortex to accommodate the weapon.

The early prototypes of the Devastator proved unstable on even slightly steep grades and too heavy to function well in the unpredictable conditions of the battlefield. Cost and resource constraints made the Khadoran Mechanics' Assembly unable to scrap the design and start over. They opted instead to trim down the Devastator's torso armor, reasoning that its interlocking shield fists would provide all the torso protection the warjack needed. The reduction in weight made it battlefield-worthy but distinctly more vulnerable when attacking targets in melee, a trade-off that was deemed regrettable but necessary. The simplicity of the Devastator's overall design allowed Khador to manufacture the warjack at an accelerated pace, and the first finished Devastator thundered onto the battlefield for the Motherland near the end of 598 AR.

Khadoran officers were quick to see the benefits of the new warjack design despite the Devastator's vulnerability once opened and engaged in battle. It is not uncommon for several Devastators to be arrayed as a walking shield to cover an advance. Such a wall is difficult—if not impossible—to stop, especially when combined with Man-O-War Shocktroopers with their

shields raised. A number of Cygnaran battlefield accounts have testified to the terror inspired by such an approaching wall of death, compounded when the arms open to unleash countless fragmentation grenades.

The Devastator has served admirably for the last decade. It was put to particularly effective use on the battlefields near Northguard in 607 AR. Surrounded by mud and barbed wire, the Winter Guard had been pinned down by a continuous barrage of fire from Cygnaran chain guns. The Khadorans could do little to stop the steady attrition. Only the timely deployment of several Devastators alleviated their plight. The mobile cover the warjacks provided enabled the beleaguered Winter Guard forces to emerge from their trenches and advance from what had been a largely hopeless position.

The Devastator remained the heaviest Khadoran warjack from its introduction until 602 AR, when it passed that title to the Spriggan, which was based on the Devastator's chassis. In duty and legacy, the Devastator continues to serve the Khadoran cause with distinction.



3rd Man-O-War Demolition Corps "Rams of the 3rd"

The so-called "Rams of the 3rd" is attached to Khador's 1st Army and stands at the forefront of recent aggressive advances against Cygnar. This corps played a key role in the victory at Northguard and has since been moved to the front lines past the Thornwood, along the Dragon's Tongue River. A number of powerful Devastators are entrusted to this corps, and their relentless advances are supported by cover fire from several handpicked teams of Widowmaker snipers. These forces are eager to build on past successes by toppling the walls surrounding either Corvis or Point Bourne.



DEVASTATOR TACTICS

By David Boeren

Khadoran warjacks are renowned for their impenetrable armor.

Cortex technology is expensive in the Northlands, and cortexes are not to be wasted on anything less than the toughest and most powerful warjacks the Empire can build. The ultimate expression of this philosophy is the Devastator. Equipped with massive armor plating, it is nearly indestructible until it opens up to deliver its payload: anti-infantry destruction over a wide area.

The Sound of Inevitability

The great power of the Devastator lies in how unavoidable it is. It's nearly impossible to kill the thing when it's locked down. Your opponent can try, but he'll probably spend too much effort and still come up short. He can attempt to keep it neutralized for a while by knocking it down or tying it up, and this is often at least partially successful. Sooner or later, though, he's going to feel the Rain of Death, and he knows it. It can be postponed, but it's very difficult to prevent altogether. This has a psychological effect on your opponent that can be very useful. He will spend a disproportionate amount of effort and worry on how to prevent it, when it might have cost him less to just let it happen and deal with the consequences.

Forecast: Rain with Chance of Death

The main reason to include a Devastator in your army is to deal with enemy troops. Very few things can kill as many troops in as large a radius as the Devastator's Rain of Death can. There's a catch, though: once you make that attack, your armor is open and you are vulnerable for a round. You need to decide whether the risk is worth the reward and take measures to survive the counterattack. One good approach is to use Rain of Death first to clear the way, and then charge in with your other melee models to tie up enemies or set up free strike threats with Reach. If you can preserve your Devastator and make additional Rain of Death attacks, you're well on your way to success.

Surprising Versatility

You might be surprised, but a Devastator is also useful for other things. These tend to be situational but are worth keeping in mind just in case. For example, it can make any sort of power attack, including two-handed throws. Bulldoze can also come in handy and does not open your armor. Use it to clear lanes or just move your other models around to aid them, as something of a Khadoran version of Slipstream.

Making the Most of the Devastator

A lot of the fun, of course, comes from combining the Devastator's abilities with those of the other models in your army. Once you have an idea of the role you want it to fill, the Devastator can stomp in and wreak havoc in a myriad of ways.

- Vlad is a long-standing friend of the Devastator, with a feat that lets them spring Rain of Death on the enemy from a surprising distance. Also, Signs and Portents will affect all the models in his AOE, which is very efficient.
- Sorscha lets you use Rain of Death and avoid any counterattacks, which is quite handy. Use her feat and stationary effects defensively, and your Devastator will last long past its warranty date.
- An interesting trick with the Butcher in either incarnation is to use Bulldoze to rush him into melee with the enemy 'caster as quickly as possible. Camp your focus, cast Iron Flesh on the Butcher, and shove him right down the enemy's throat.
- Irusk can also get some good use out of the Devastator by casting Superiority on it. This improves its speed and also prevents knockdowns. Inhospitable Ground is also a great way to prevent enemy counterattacks after a Rain of Death.
- Karchev can launch a Devastator at high speed using Tow, letting you put out a nice alpha strike against the enemy infantry. It's also not focus-hungry, and the enemy will usually consider your other 'jacks more threatening, so the chance of being able to use Rain of Death multiple times is pretty good. Consider also using Iron Curtain to protect your Devastator.
- The Old Witch has some nice tricks up her sleeve to use with the Devastator. On her feat turn, run and use Bulldoze to push enemy models around for an automatic POW 14 without having to open up. Or, if you do open up, rejoice in an enemy who is largely unable to counterattack without being killed. Murder of Crows can also make for excellent protection.
- Greylords are also excellent companions; by being able to deny enemy charges, they help keep your Devastator safe. Also, you can use Bulldoze to pack enemy models closer together for a good spray attack your opponent will rarely see coming.
- Similarly, you can Bulldoze models to pack them in for a Mortar attack, or use the Mortars to eliminate potential countercharging infantry that you couldn't fit into range of the Devastator.
- A Devastator is also a good way to clear the way for an infantry charge against models that were previously blocked. The best way to take advantage of this is with troops with Reach or good SPD.



PAINTING THE DEVASTATOR



Devastators of the 3rd Man-O-War
Demolition Corps "Rams of the 3rd"

By Todd Arrington



What You'll Need:

-  Armor Wash
-  Battlefield Brown
-  Bloodtracker Brown
-  Brown Ink
-  Cold Steel
-  Exile Blue
-  Gun Corps Brown
-  Hammerfall Khaki
-  Heartfire
-  Idrian Flesh
-  'Jack Bone
-  Khador Red Base
-  Menoth White Base
-  Menoth White Highlight
-  Mixing Medium
-  Pig Iron
-  Quick Silver
-  Rhulic Gold
-  Thamar Black

Basecoat

Basecoat the brown areas with Idrian Flesh, the silver/steel areas with Cold Steel, and the tan areas with Hammerfall Khaki. The gold areas receive a basecoat of Rhulic Gold, and the red areas with a basecoat of Khador Red Base.

Colors Used:

- Browns:** Idrian Flesh
- Silver/Steel:** Cold Steel
- Tans:** Hammerfall Khaki
- Golds:** Rhulic Gold
- Reds:** Khador Red Base



Shading

Wash the brown and red areas with a mix consisting of Battlefield Brown, Brown Ink, and a touch of Idrian Flesh with Matte Medium. Then, for the brown areas, add a touch of Exile Blue to this wash and apply to the inside of the arms. Wash the silver/steel areas with a mix of two parts Bloodtracker Brown and one part Armor Wash. Once this dries, wash the silver/steel areas again with a mix of two parts Exile Blue and one part Armor Wash. Wash the tan areas with a mix of Hammerfall Khaki and Gun Corps Brown. Create a mix of two parts Bloodtracker Brown and one part Armor Wash and wash the gold areas.

Colors Used:

- Browns:** Battlefield Brown, Brown Ink, Exile Blue, Idrian Flesh, Mixing Medium
- Silver/Steel:** Armor Wash, Bloodtracker Brown, Exile Blue
- Tans:** Hammerfall Khaki, Gun Corps Brown
- Golds:** Armor Wash, Bloodtracker Brown
- Reds:** Battlefield Brown, Brown Ink, Idrian Flesh, Mixing Medium



Highlight

Begin highlighting the brown areas first with Idrian Flesh, followed with 'Jack Bone. Highlight the red areas with Khador Red Base, followed by Khador Red Highlight and finally very light touches of Menoth White Base at the extreme edges. Create a wash of a mix of Battlefield Brown, Thamar Black, Brown Ink, and a touch of Matte Medium and then apply it to the mortar openings. Highlight the tan areas first with Hammerfall Khaki, then a very light touch of Menoth White Highlight.

Colors Used:

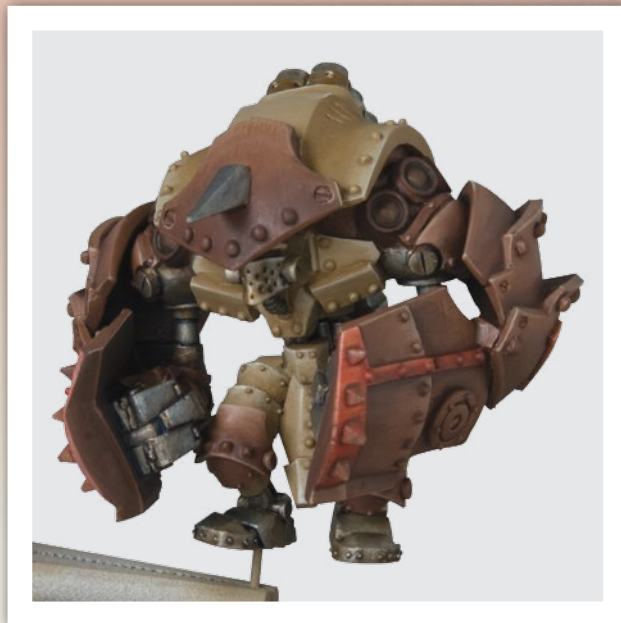
Browns: Battlefield Brown, Brown Ink, Exile Blue, Idrian Flesh, Mixing Medium

Silver/Steel: Armor Wash, Bloodtracker Brown, Exile Blue

Reds: Khador Red Base, Khador Red Highlight, Menoth White Base

Mortars: Battlefield Brown, Brown Ink, Matte Medium, Thamar Black

Tans: Hammerfall Khaki, Menoth White Highlight



Detailing

Detail the rivets in the brown areas with a mix of Idrian Flesh. Thin Heartfire with water and place a bead of paint inside the vents to give the furnace a glow. Highlight the silver/steel areas first with Pig Iron and Cold Steel. Then, detail the rivets in the silver/steel areas with Quick Silver. Highlight the rim of the mortars with Pig Iron. Detail the rivets in the tan areas with a mix of 'Jack Bone and Menoth White Highlight. Define the rivets and edges in the red areas with a mix of Khador Red Base and Menoth White Highlight. To create the scratches on the paint, first add small touches of Pig Iron. Then add a small highlight line of Menoth White Base along the bottom edge of each scratch.

Colors Used:

Brown Areas: Idrian Flesh

Furnace Glow: Heartfire

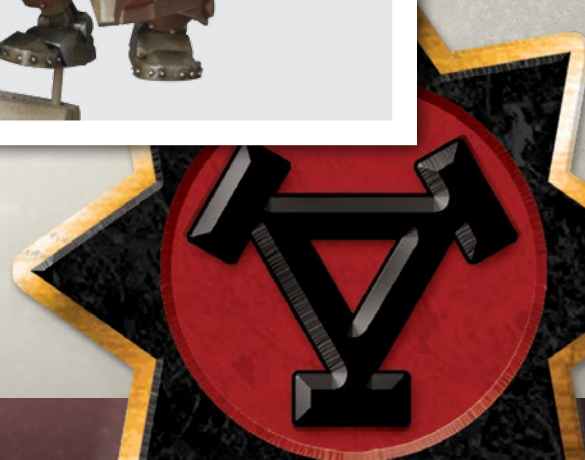
Silver/Steel Areas: Cold Steel, Pig Iron, Quick Silver

Mortars: Pig Iron

Tan Areas: 'Jack Bone, Menoth White Highlight

Red Areas: Khador Red Base, Menoth White Highlight

Scratches: Menoth White Base, Pig Iron





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,
Brian Snoddy and Matt Willson

LORD TYRANT HEXERIS

That I even accepted this assignment in the first place is an indication of my respect for you as a client. You pay on time. How you choose to spend your coin is your business, but in the future I suggest finding more realistic and accessible targets of inquiry than ranking skorne warlords. As I said upon hearing of your interest in Lord Tyrant Hexeris, you had best rein in your expectations, even of me. What would be a dismal report for any other subject is a display of riches relative to the skorne.

—G.K.

The following is a partial transcript from the interrogation of a Protectorate soldier captured by skorne forces not far from Tower Judgment. He had been a prisoner for several months before a Protectorate task force, lead by Amon Ad-Raza, liberated the labor camp where he was being held.

—G.K.

Scrutator Tressa Caldreto: Who commanded these skorne?

Flameguard Dugger Scarow: I don't know.

Scrutator Caldreto: Think harder. Surely during your time there you saw someone.

Scarow: I . . . No. Maybe. There was one. He was bigger than the others. He was a full head taller than I am. The other skorne almost seemed afraid of him. He was the one who was there when they . . .

Scrutator Caldreto: Tell me what he looked like. Be specific.

Scarow: He was huge—tall, like I said. He had a scar across one eye.

Scrutator Caldreto: Which eye?

Scarow: I . . . I can't remember.

Scrutator Caldreto: You will remember.

Scarow: His left eye.

Scrutator Caldreto: Good. Continue.

Scarow: His armor—there was a great huge gem in the middle of his chest. Sometimes it glowed like it was reflecting sunlight, even at night.

Scrutator Caldreto: You said he conducted the experiments on you?

Scarow: He . . . I . . . Yes.

Scrutator Caldreto: Go on.

Scarow: They cut parts of me open. He was there, watching. Sometimes he would do the cutting. The second time, I think . . . I think I was dead. They cut something in my chest. It hurt more than . . . I think I died, because the pain stopped and I was looking down and I thought, "Oh, thank Menoth, it is over." And then he . . . he said something. I couldn't really hear him, but I knew and part of me—not me on the table but my soul—he . . . He took it. He took part of my soul! It . . . Oh, it hurt so much more than when he cut me when I was alive and more than when I died and I . . . He . . . he cut my soul apart and he took part of it and . . . Then he brought me back, but he kept the piece of my soul . . . and . . . and—

Scrutator Caldreto: And what, child?

Scarow: And . . . I cursed Menoth . . .

Scrutator Caldreto: I know, child, but you will be redeemed. Captain, this pilgrim has told us all he knows. Prepare the Wrack so that he may receive forgiveness and absolution.



Service Chronology

Born: Unknown.

Skorne House: Kurshon.

Enters Military Service: Unknown.

Rank: Lord Tyrant. Presumably Hexeris still commands House Kurshon, but the Skorne Empire has undergone tremendous changes to its hierarchy in recent years. This has worsened the task of gathering intelligence about their command structure from prohibitive to ludicrous. Since their first appearance at Corvis in 602 AR, the skorne have suffered at least one major internal schism and their armies in the west, known as "cohorts," have been reorganized multiple times. What few skorne documents the armies of the Iron Kingdoms have intercepted are now next to useless, their (very) little information about military hierarchy unreliable and sometimes contradictory. This is to say nothing of the paucity of translators both capable of fluent translation and open to bribery or extortion.

Current whereabouts: Hexeris appears to be leading diverse elements of the "Army of the Western Reaches," which seem to be occupied with fortifying the westernmost regions of the Bloodstone Marches claimed by the skorne in recent years.



Under false pretenses I was able to gain an interview with Professor Victor Pendrake. As I'm sure you're aware, the professor is the only person in western Immoren to spend time among the skorne and live to speak of it.

-G.K.

Hexeris? Ah, yes, the Lord Tyrant. As I'm sure you read in my report, the skorne forces here in western Immoren have been subject to some internal upheaval. Significant portions of Makeda's "Army of the Western Reaches" have returned east, for reasons unknown. I would not bank on their remaining gone, as there is nothing to suggest this was a permanent withdrawal. Quite the contrary, as a matter of fact. The remaining forces are focused on fortifying their holdings in the Bloodstone Marches. They are also beginning to create a more permanent infrastructure: roads between holdings, limited agriculture, and the expansion of their initial forts into more substantial fortresses. Clearly they intend to stay. Whatever drew so many soldiers east, I expect we will see them again soon enough.

During my scouting I have personally observed Lord Tyrant Hexeris commanding troops on multiple occasions. I believe he is working closely with two other skorne who are undoubtedly also of interest to the Crown's intelligence services. These individuals are extremely potent mortitheurges and extollers, obviously.

What's a mortitheurge? I see you did not read my manual very thoroughly. In short, mortitheurges are analogous to necromancers here in the west. Unlike the purely occult art of necromancy, however, the skorne practice mortitheurgy as more of an arcane science that incorporates anatomical study with observation of the processes of death and the attendant effects on the soul. The skorne as a whole are obsessed with death. Believing (with some justification, it appears) that they have no gods and are doomed to an afterlife of oblivion, skorne society has raised mortitheurgy to one of its most respected vocations. During my time as a captive of the skorne I did not meet Hexeris personally, but the mortitheurges known to me referred to him on several occasions with a deep respect bordering on fear. The impression I gained from these lesser practitioners was that they believe he may be violating certain tenets of the skorne society's veneration of ancestors.

Why was Hexeris chosen to lead the skorne remaining in the east? I can't claim to be privy to the inner workings of their officer hierarchy, but I believe Hexeris is quite highly placed, despite his peculiar occult habits. His ranking as lord tyrant gives him ample authority for such a posting. In western terms he can be looked on as loosely equivalent to a general. It may seem strange to us that he could reconcile this top level military rank with his necromancy, but among the skorne this seems to be an advantage, not a deficit. I have reason to suspect all top-ranking skorne officers and heads of houses have at least a passing familiarity with mortitheurgy, affording them considerable clout with their peers as well as formidable powers on the battlefield. Makeda herself is no slouch in this field. It may be that Hexeris' necromancy works to the skorne advantage while the other troops are away, as he can call on otherworldly powers to compensate for the lack of manpower, as it were.

I have witnessed strange allies among the skorne in recent weeks, a fact that makes me uneasy. These horrors were not natural, not unlike to the wraithlike creatures we might expect to see accompanying the Cryx, but they did not directly correspond to anything I observed during my time with them. They were comparable to the legends of the Kovaas, but I do not believe that was what I saw. Either way, I urged Cygnar- and I'll urge you as well-not to underestimate Hexeris or the remaining skorne simply because so many soldiers have left their posts. It may seem an ideal time to investigate their holdings, but I think great danger remains.

After my interview with Pendrake—and despite his warnings—I decided I would have to attempt to observe Hexeris personally. I supplied myself with rations and survival equipment and headed into the Bloodstone Marches. I spent a month in that bloody awful place, following bloody awful skorne patrols around their bloody awful forts.

I am the best spy, intelligencer, and scout in all of western Immoren. I am not, however, a miracle worker. I evaded capture by skorne who can apparently see through walls half a mile away. I killed three of their “paingivers” who somehow tracked me down two hundred miles east of Imer. I shot some kind of cannibal skorne thing that tried to eat my bloody arm. Speaking of food, I don’t even want to talk about what I subsisted on after I lost my rations escaping some giant bloody lizards. I observed some insects I’m sure Professor Pendrake would find fascinating. I slept in a grove of needlevein cacti. I even spent an entire night within one of the new fortified skorne compounds just twenty miles east of the Black River. Do you know what the skorne do for recreation? Well, neither do I, unless “recreating” was what they were doing to a litter of kittens. I can’t think of any other reason bored praetorians would throw kittens back and forth on knives. Although I never succeeded in finding Hexeris, I can only assume the Lord Tyrant spends his free time in a similarly appalling manner.

I’m writing this from the Mawg & Thistle Inn in Ternon Crag. I give up. In the rare instances I have failed to provide a coherent dossier for a client in the past, I have waived my fee. Not this time. I’ve included the bill for my room, meals, and bar tab here as well. For your next request I recommend something simpler—perhaps an interview with the original author of the Enkheiridion or perhaps the homeland leaders of the Orgoth Empire. These individuals have been dead for a only few centuries and so I’m sure it would be no trouble.

—G.K.

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Inn, Ternon Crag**

Donard 5th,
Tempen 608 AR.

King’s Suite, 4 Nights
2 Swans

Laundry
1 Shield

Meals
1 Crown, 1 Halfcrown,
2 Shields

Bar Tab
2 Swans





FULL METAL CHALLENGE PLAYED ALIVE!

by Kraig Koranda

What You'll Need:

Cryx:

- Wraith Witch Deneghra
- Deathjack
- Nightmare
- Cankerworm

Protectorate of Menoth:

- High Executioner Servath Reznik
- Redeemer
- Devout
- Fire of Salvation
- Blessing of Vengeance

The Challenge:

Reznik's rapidly advancing force caught Deneghra off guard and delivered her entourage a devastating blow. He has burned her troops to ash and nearly crippled her entire retinue of warjacks. Barely escaping execution at his hands, Deneghra now wants to bring him down in the most agonizing way possible. The two warcasters, having reduced each other's forces to piles of burning cinders and bubbling puddles of ooze, face off against one another with naught but their battered battlegroups. Reznik has forced the Wraith Witch and her dwindling force into an expeditious retreat. Deneghra stands to suffer devastating losses next turn unless she can retaliate and turn the tables against the High Executioner.

Find a way to destroy Reznik despite his strong position!

The Setup:

The Deathjack has advanced 6" up the right flank and cast a boosted Hellmouth on the now-exposed Hierophant. This catches Reznik, the Blessing, Devout, and Fire of Salvation within 3" and pulls them all base to base with each other around the Hierophant. All remain unscathed from the POW 12 damage rolls, except the Hierophant, who is killed.

Deneghra was reduced to 8 damage boxes in the previous turn, when she suffered a hit from a noded Witch Hammer while in Wraith Walking form. She weaves a Web of Shadow,

catching Reznik and his entire battlegroup within its grasp and preventing them from moving out of their cluster, allowing Deneghra to retreat behind a rock wall. From there she is able to launch her counterattack while out of sight of the High Executioner and the Blessing and beyond the range of Redeemer rockets.

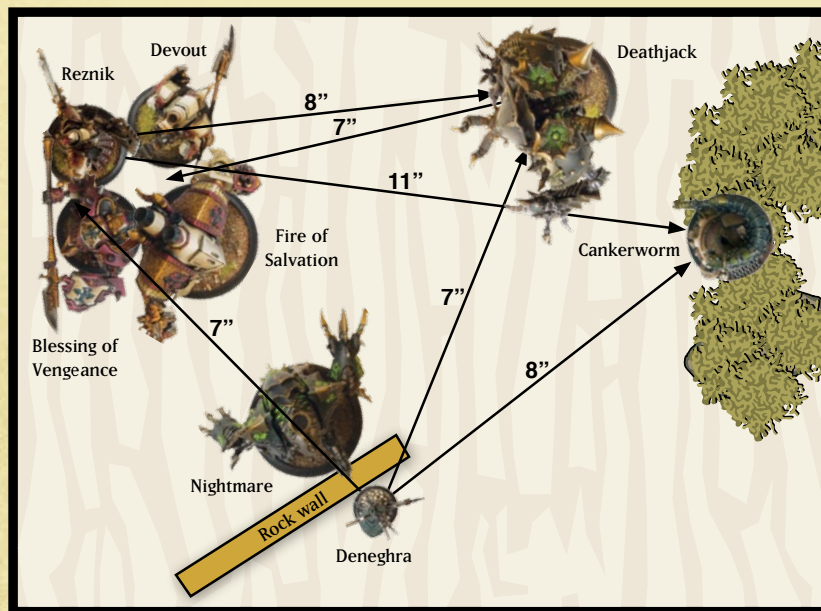
The Deathjack's well-cast Hellmouth has had the added effect of dragging the Fire of Salvation away from the Branded and heavily battered Nightmare. The Deathjack is now poised to start a counter-offensive against Reznik and his battlegroup.

The Nightmare barely survived the deluge of attacks from the Fire of Salvation. It was set on fire and has suffered 21 points of damage in its 2nd through 5th columns, and its Movement system is disabled as a result. Reznik is its chosen prey should the Nightmare find a way to get him in its grisly clutches.

The Cankerworm has safely scuttled to within the confines of a small wood behind the Deathjack and is waiting to sink its metal teeth into its next victim.

In preparation for retaliation, an as-yet-unharmful Reznik paid the upkeep for Brand of Heresy on the Nightmare. He then gathered up all his burning anger and cast Hate Monger on himself for +3 STR and +2 ARM. In an attempt to reduce Deneghra's spell offensive, he cast Witch Hammer at the Deathjack, but he missed. Reznik then declared it was Judgment Day for Deneghra and her retinue of miscreants and abominations, leaving her unable to allocate focus to her 'jacks and possibly causing the Deathjack to become Unbound.

The Cryxians' chances may look somewhat dismal, but with some nimble movement from epic Deneghra, the pieces will fall into place, and you will be able to flay Reznik alive!



near enough to your other 'jacks for them from suffering a Fired Up attack from the Blessing or a Defensive Strike from the Devout at the end of her movement. You will need to boost the to hit roll overcome Reznik's DEF 14 with Deneghra's MAT 5. This also increases the chances for a Critical Flay with Eclipse, adding 1 point to your damage roll for each unspent focus point on Deneghra. Barring an incredibly poor roll to hit, Reznik will suffer from Dark Banishment and can immediately be placed de' away plus 1" for each of Deneghra's unspent damage rolls at -2" from its claws and one -5" from its tusks. That should get you one Reznik, flayed alive!

to get past the Nightmare and prevent her from suffering a Fired Up attack from the Blessing or a Defensive Strike from the Devout at the end of her movement. You will need to boost the to hit roll overcome Reznik's DEF 14 with Deneghra's MAT 5. This also increases the chances for a Critical Flay with Eclipse, adding 1 point to your damage roll for each unspent focus point on Deneghra. Barring an incredibly poor roll to hit, Reznik will suffer from Dark Banishment and can immediately be placed de' away plus 1" for each of Deneghra's unspent damage rolls at -2" from its claws and one -5" from its tusks. That should get you one Reznik, flayed alive!

Our Solution:
As a result of Reznik's feat, Deneghra is not able to allocate her 'jacks any focus. This means the Deathjack will suffer the effects of Unbound when it is activated. If you are lucky, the fire on the Nightmare goes out or does little to no damage, since you won't be able to buy more attacks. Given that its movement has been disabled already, the only way to make use of its prey is for Deneghra to Banish Reznik. She must use Wraith Walker during her Control Phase. When she activates, she can advance to within melee range of Reznik. Being incorporeal will allow her

PARTS BIN

JUST A FEW PARTS IN OUR MASSIVE ONLINE CATALOG



Hellion
Left Wing



Hellion
Right Wing



Snapjaw
Head



Snapjaw
Lower Jaw



Nephilim Protector
Head



Troll Whelp
Head



Master Tormentor
Razor Lash



Void Seer Mordikaar
Sheathed Sword



Void Seer Mordikaar
Spirit Lantern Rack



Standard Bearer
Cloak



Absylonia
Left Blight Claw



Absylonia
Right Blight Claw



Tyrant Commander
Halberd



Nephilim Protector
Halberd



Tyrant Commander
Back Banner



Standard Bearer
Battle Standard



Mohsar the Desertwalker
Witherthorn



Nyss Sorceress
Spear



Wrong Eye
Bird

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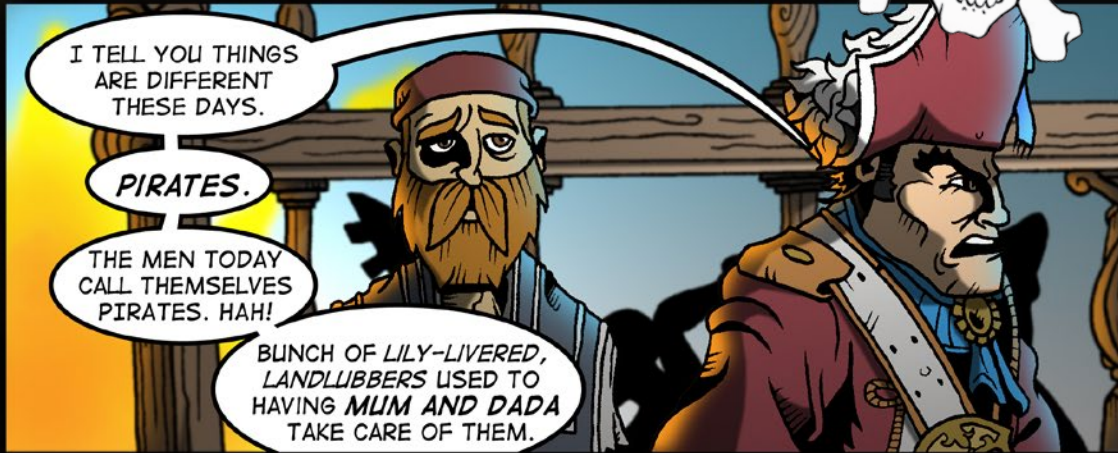
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DRAWN AND QUARTERED

by Tracy Constantine



CRYXIAN LIGHTHOUSE

One if by land...two if by sea...green if by necromancy? Pat put together this fantastic looking lighthouse, complete with working necrotite-fueled light, perfect for luring in the unwary and foolish. Pat will be showing more on this "Cryx" style architecture in an upcoming issue of *No Quarter*.

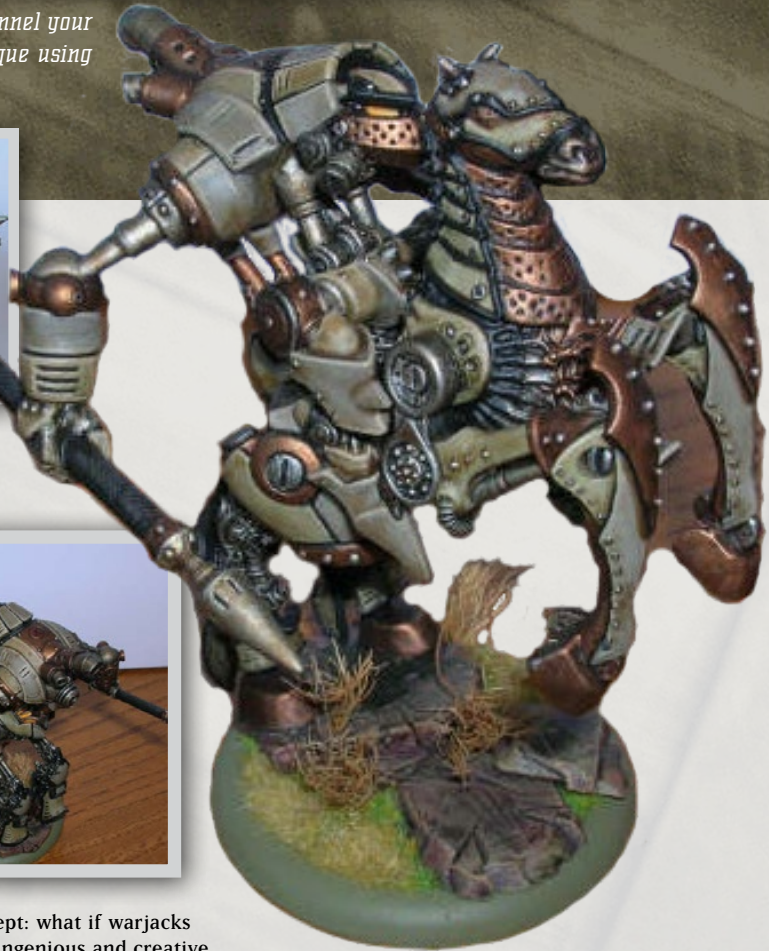
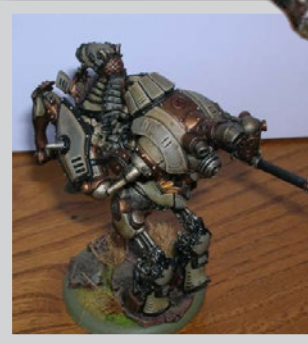
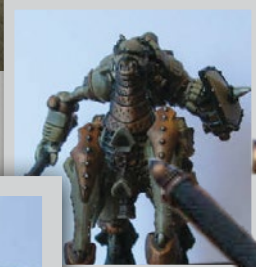
by Pat Ohta



BODGED TOGETHER CHALLENGE

The Painting Challenge of No Quarter #24 was to channel your inner bodger and kit-bash together something unique using any all and all parts available.

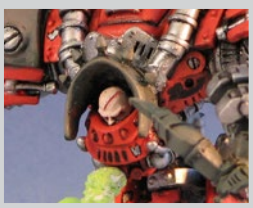
WINNER!



Simon Foster

Simon Foster presents an amazing (and utterly frightening) concept: what if warjacks could come in *cavalry* form? We were really impressed with his ingenious and creative use of different 'jack parts to make a seamless model.

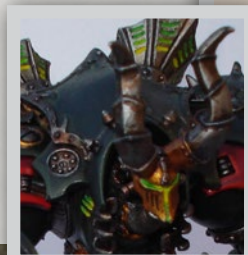
HONORABLE MENTIONS



"Karchev Deathjack"
by Michael Barbeau



"Mortenebra Deathjack"
by George Clark

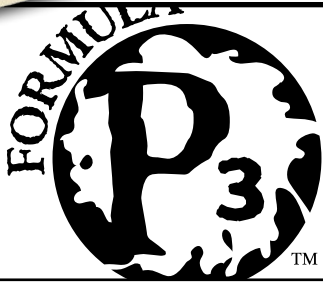


Check out **page 53** for the next Painting Challenge and see if you can *Paint Like You've Got a Pair!*

THE POOP DECK



IN THE NEXT
NO QUARTER
MAGAZINE



Formula P3 Grandmaster Painting Competition

See the Best of the Best!



Alchemical Mastery

The Order of the Golden Crucible



Haley vs. Denegrah...FIGHT!

Gavyn Kyle Files DOUBLE feature

PLUS, making Water Terrain,
the Satyr and Rockram
Wroughthammer in Guts and
Gears, Mk II Force Books peek!

SAN DIEGO COMIC-CON 2009!

The Privateer Press crew stormed their way into the 2009 San Diego Comi-Con and demoed that heck out of *Monstercapocalypse*, *WARMACHINE*, and *HORDES* to all the glorious freaks...er, con-goers.







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END WEEK: 3/23/09

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LIBERATION OF UMBREY
START WEEK: 5/18/09
END WEEK: 7/6/09

TOUR:
WAR-TORN FRONTS
START WEEK: 9/14/09
END WEEK: 11/2/09



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